

THING

B

Extra large flappy cheeks, watch out for tweaking grandads. Audible warning device pressing results in a 'boing, boing, boing' noise.

BA

Trendy designer cut off T-Shirt (causes nasty draught round your coils).

Stupid grin, take a quick look in the mirror when playing this game. See what we mean?

Leather boinging gloves for a sure fire grip on that joystick.

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Gremlin's springiest star is set to bounce straight back into a new adventure.

Following his world saving exploits against the evil toy goblin and his monstrous toys, Thing's enjoyed his much needed recuperation, oiled his spring and is now raring to go. What next?... he must finish the job properly and halt the factory computer auto producing these hideous toys.

But as superfit as he is and fast as he can move there's danger hidden around every bend... goblins lurking to drain his oil, water rushing to bowl him over, iron chickens fielding dastardly deadly eggs.



A quick hand and dogged determination are needed if you're to get anywhere with Thing in his latest escapade.

Fast and furious action is the order of the day and a good sense of direction would be helpful to guide Thing round such a complex location.

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the can move there's ad... goblins lurking to him over, iron chickens CBM64/128 AMSTRAD SPECTRUM 48/128K £ 9.99 c £ 14.99 d £ 9.99 c £ 14.99 d £ 9.99 c £ 14.99 d £ 7.99 c £ 7.99 c

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er Illuetration:Nick Davies

# SPACE-THE FINAL

These are the voyages of the starship Sinclair. Its five year mission - to destroy strange new aliens, to seek out news stories and new lunches, to boldly split infinitives where no news page has split infinitives before!

E7+18

#### HEY, YS READERS, YOU'RE NOT COMPLETELY **UNEMPLOYABLE AFTER ALL!**

Yep, according to serious people's paper the Times ('We're extremely serious') and skilled joystick jugglers (are you listening, Konix) are confidently expected to come out on top. "Research has shown that those who are good at video games are self-selectors; they play because they are good at it and not the other way round," says the school's head honcho Captain Colin Barnes. Yahay! Frontlines could have told you that.

> More news of CRL's Oink, the game based on the porcine IPC comic of the same name. Hardnosed **investigative newshog Phil Snout** recently truffled up some inside info over a light lunch with some swine from CRL, and the game, due in August, is supposed to be a real porker ... er, corker. But haven't we said all this before (Yes, don't be a boart Ed).

#### STAR TREK IV -**REVENGE OF THE** BATHCHAIRS

In which Captain Kirk and his geriatric crew save the world again. this time with a couple of whales, neither of which is Scotty. I mean, is that man fat or is he fat? Meanwhile Spock, with a voice like an underground car park. is wandering around in a robe keeping his hands warm. Wagga waggal Ah, but it's great, the best film in the Star Trek series so far and I want to see it again. Didja know there's a whole noo series on TV in autumn called 'Star Trek: the New Generation? And that Beyond still hasn't finished the Star Trek game? And that Sulu is 53? Opening hailing frequencies, Captain...

## KNOW YOUR STAR TREK CLICHES

Score one point for each cliché you spot in an episode of

(i) The landing party beams down with one anonymous crew member who's guaranteed to get knocked off by the allen in the next five minutes. (ii) A nubile alien female in the final stage of undress

says to Kirk "But what exactly is love, Captain? (iii) The transporter blows up for no reason. "It'll take four hours to fix, Captain.

(iv) Bones loses his temper when asked to do anything. "I'm a doctor, not a structural engineer." (v) Spock leans over his sensors screen and says "It's

like no sort of energy we've encountered before. Captain.

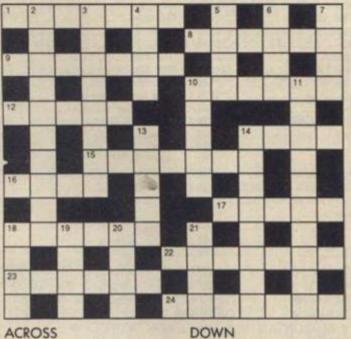
(vi) The landing party lose their communicators and are imprisoned in a 12th century dungeon. What did you score? 4-6 Average episode. 2-3 Obviously one of the better ones. 0-1 Are you sure it

Mmml Scrummy! There's nothing we Frontliners like more than a tasty joystick for tea, and those crazy leek-eaters at Konix are obviously of like disposition. Here are Sandra and Wyn Holloway colebrating their 300,000th Speed King joystick by eating it, microswitches an' all. Meanwhile Konix is carrying out a 'waggle' test on the Speed King so far the lucky joystick chosen has had two weeks on a waggling machine at 450 rpm, and it's still working! Would yours last as long? Oo-er!



So who's this curvacious mound of sensuous flesh? (Wot, the one standing next to Maria Whittaker? Ed). And who's the pillock on the right with the enormous weapon? Well, from I to r, it's Michael Vanwigk (now you know why he has such a mean expression) with his 53" chest and 31" waistline (Phil in reverse). Then there's Starbird cheesecake Ms Whittaker (she of the chocolate mousse tastings) and finally poor old Steve Brown, designer of Palace Software's new game Barbarian (see T'zers). Yes, you thought there'd be a game at the end of it somewhere, didn't you. Still, Steve doesn't look that unchuffed, does he?

Do you remember our promise of a crossword in YS? Well, here it isl It's been sent in by Paul Walker of Warrington in Cheshire, who'll be receiving a little something very soon 'cos Frontlines was so impressed with it. Also, if you send in your solution before June 30th and yours is one of the first five correct solutions pulled out of the hat, you'll win a YS Goody Bag! So get solving, guys (and gals) 'cos you ain't got long, and it ain't a complete piece of cake!



2 Peripherals are useless without

5 Breed of dog that goes with 19

admitting he's one (anag.) (4) 10 What you do when you're given a picture of Sam (wahay) Fax (5) 11 These weapons aren't dumbt (5,

13 Pen it - that's absurd (anag.) (5)

14 Large space rock (8) 18 You'll need this sort of 'rithm' if

you're programming (4) 19 Where would Y5 be without a good... (4) 20 Type of store used before chips

(4) 21 Adjective used to describe YS (4)

these (10) 3 Know a BCD and surrender

perhaps? (anag.) (4, 4) 4 This clue's not add (4)

6 Eye complaint (4) 7 Trap a Commie 64 user i

down (4)

#### ACROSS

1 Chews on a byte, perhaps? (7) 8 What every YS reader wants published (6) 9 Often seen in the back of cor dows (7) 10 To dislike intensely (6) 12 Like the graphics in Sam Fax's Strip Poker? (5) 14 Expression of regret for 3/4 of a girl (4) 15 What a QL has that a Speccy hasn't (7) 16 Graphic symbol, used in The Fourth Protocol (4) 17 Blame me for this peach of a sweet (anag.) (5) 18 Facet of Bug Byte's assembler? (6)
22 From refs - come together ogain (anag.) (7)
23 One of the tew racing sports that isn't a computer game yet (2, 4)
24 What a Commie 64 user has for

ains (7)

#### UP PERISCOPEI

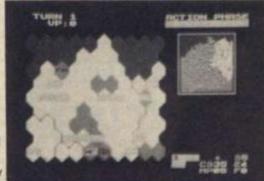
Wowl Hey, hipsters, have you heard about the YS Subs Club? It's written by that well-known and much loved contributor to YS, Mike Gerrard and if you subscribe to Your Sinclair, you'll automatically become a member. This means that not only will you get twelve warm and frootly issues of YS landing on your doormat at the rate of one a month, along with your free Ocean game, but also twelve issues of the YS Subs Club newsletter. You'll find



all the hot (ouch!) news from the Speccy world, money off all sorts of tasty items, games to win, posters to win, free subscriptions to win - loads and loads of whizzo stuff, in fact.

#### **YS GOES TO WAR!**

Looked at the Wargames Feature yet? Well, scoot along to page 35 and have a dekko. Impressive, eh? Once it's inspired you to give a wargame a go, you'll be interested to know that PSS, one of the top companies publishing computer wargames, runs a mail order service called Wargames Direct. You can buy wargames for any computer, including the



Speccy, and there's a full selection, not only of games published in this country, but also in the USA! Wargames Direct's address is 452 Stoney Stanton Road, Coventry CV6, so write aff for all the information you need!



#### R Tape Loading Error; 0.1

If you bought the last issue of YS with Ocean's super Road Race game on the cover, and you're having loading problems, there are two things you can do about it -1 Buy a small screwdriver and adjust the asimuth on your tape recorder, as this can sometimes cure faults like this, or 2 Send your tape back to YS at the following address: Road Race **Returns Department**, Your Sinclair, PO Box 320, London N21 2NB and a new one'll come winging its way round your ear before you can say "I wonder when I'll get my new..." (clunkl)

SHAKIN' ALL OVER! Shake, the fabbo music tape mag, will now be featuring two bands on each new tapel Kerranggggl Piccies on your screen and sound from your Speccyl Clangggl If you want the latest copy of Shakel zip off £1.99 to Keep Publishing Ltd, Suite 3.2, Epic House, Charles Street, Leicester LE1 3SH. Chingo, chinga waah waah. Get down 'n' get with it, hep cats!

R GIFT FRO Nogo Naggal e bet you're wondering why there was a gratuitous pic of old wagga-wagga ears himself in last month's name. Well ----

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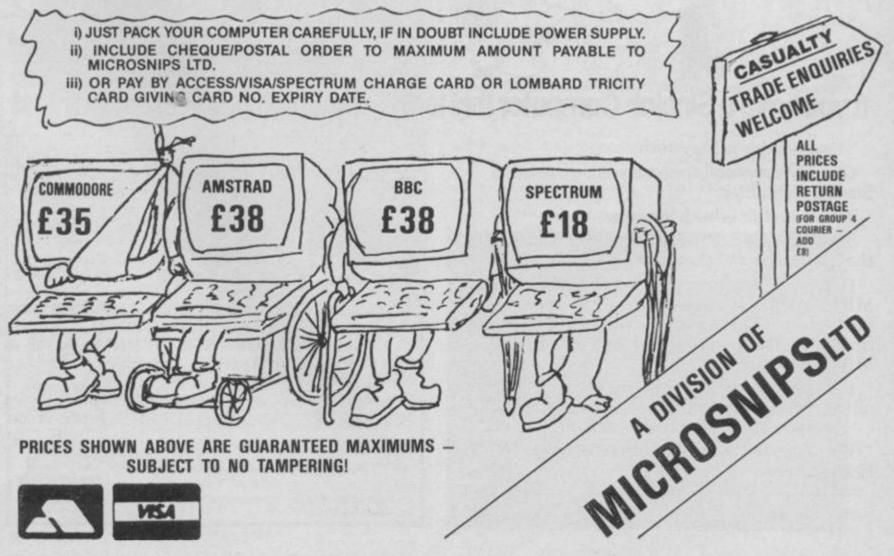




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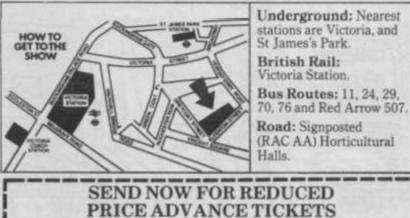
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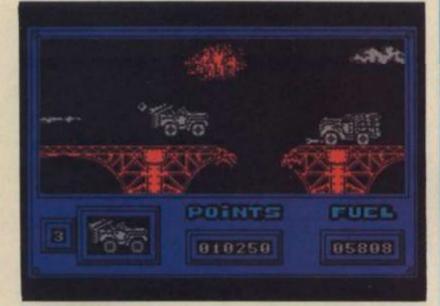
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Brand new games! Not out yet, but it can't be long! Unrepeatable offers! Look at these luverly games, only 50p each. Oh hello, Constable...



Very probably, but where? In fact, Army Moves is the first game Imagine has licensed from a Spanish software house, Dinamic. Calamares and two veg, señor? No, waiter, paella and chips for me. Olél It's a Green Berttype shoat 'em up, with you in a jeep rumbling through war-torn Godknowswhere firing at helicopters, enemy jeeps and anything else that looks as though it might be fun to destroy. When you've reached the enemy base you transfer to a helicopter, giving you the apportunity for further violence and random mayhem. It all sounds jolly harmless (Crasht Yeeeuuuggghhl). Army Moves will be invading shops at any moment and it's £7.95 (extra blood supplied).



#### STRUCTURE CALING

074

You make on an a sunny superior morning with bards singing and the air fresh all clear homever your losints are stiff and you have not moken up in your bedroom as you moush have counted to trying to recall the havened the might before you manage to recall the havened the sisters to give the following account

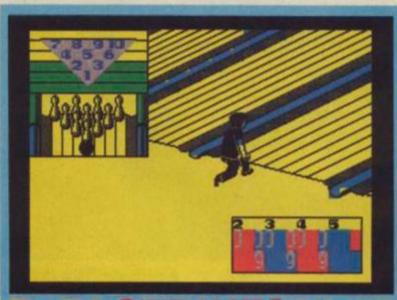
You where matching howe. Naviral wort done your weeks charging at the statemarket when you noticed a stranger in a white overcoal control towards you. Uhen he got vorus these you noticed that he was meaning slasses and hid a third, bushe beach we he passed you he tet out a bollow racking land, and you rolt a share blow on the back of your head. Then you woke up.

end near norther than your are meaning a second westerband which covers your Percarm. By The Path

row and incompared path trading north to the book should be during forkst. Easthand is a west sratty state and the path also continues sortheard

## THE PAWN

Ever had the scrolls? You'll feel as though you've had them all your life after you've tussled with this latest offering from Magnetic Scrolls through Rainbird. 'Cos what we're talking about here is none other than *The Pawn*, the mega-heftoid adventure that all those smug gits with huge expensive computers have been boasting about for months. Now the impossible has been achieved, as so often these days, and the whole kit and kaboodle has been fitted into a 128K Speccy, minus graphics but with all the plot and the mammoth vocab that the game's become famous for. And the parser's supposed to be a bit special too. Type in "Plant the pot plant in the plant pot with the trowel" and you won't get a foolish "Wot?" type reply, unless of course you don't have a pot plant, trowel or plant pot, but then you'd be a bit of a pillock, wouldn't you? *The Pawn's* in the shops now at £14.95 (128K only).



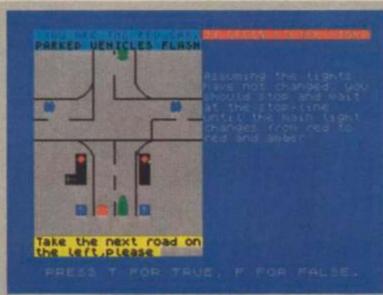
Come on lads — all out! Down tools (oo-er) and follow us through the factory gates, 'cos we're going for a game of tenpin bowling. Eh? Where's the heroic class struggle, the workers united against the evil top-hatted Tory landlords tearing the bread out of the mouths of screaming babies and dropping their helpless bodies into vats of molten lava? What's happened to Arthur Scargill? Ah, but it's

not that sort of strike we're talking about, brothers. This is Mastertronic's stab at the everpopular ten-pin bowling simulation, and it's reet petite (not to mention gradely). £2.99's the dosh you'll have to fork out - that's less than 30p a pin, bargain-lovers. It'll be out as you read this, and we'll be reviewing it as soon as we've finished playing it. Clunk! Clatter clatter! Clang!



Wheee! 450 screens! Hewson has high hopes of Zynaps, its latest fizzy little shooter. It's been written by Dominic Robinson, the man who brought Uridium to the Spectrum (heavenly choir) and it's apparently faster then a speeding Renault. Awesome asteroid storms, murderous alien minions, earthshattering rocketry, discarded weaponry and hyperspace units are just some of the things you have to deal with before the final conflict can begin. Know what that means? No, neither do we. Still, the screenshots look a treat and it's out in June (£7.95, natch).







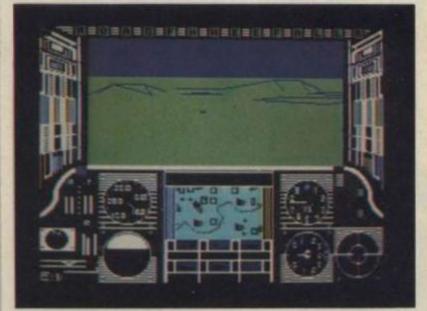
Are you ready for your driving test? It probably depends on whether you've had any lessons or not. But now your fears are over (What, all of 'em? Ed). Yes, all of them, 'cos now you dan't need to sit glued to the Highway Code before taking your test — just load up Audiogenic's latest prog (written by Supersoft from a book by Mike Nathensen) and you'll soon find out where you're going wrong. It's got forty tests of knowledge plus an exam you'll have to pass if you want to get through the test itself. Pass Your Driving Test is now reversing round a corner into your local software shop (smash) where you can pick it up for £7.95.



# LEVIATHAN

O monstrous fish! O mammoth bream! O gargantuan tench! Hang on, this ain't no plankton eater we're talking about here, it's the latest Speccy game from English Software. Leviathan is a less-than-colossal spaceship which you have to guide through three different planet zones, with up to ten different alien attack waves per landscape. Cool The idea is to combine a Zaxxon-type perspective with all the latest whizzy Uridium-style manoeuvres, to make one real zinger of a shoot 'em up. It's a tall order, but the screenshots are certainly not run of the mill. There'll be a review in the next issue — the game's out sometime in May, and the damage will be  $\pounds7.95$  (or to you madam,  $\pounds7.95$ ). GUN SHIP

The challenge of flying a helicopter gunship ... kerboom! Microprose's latest hyperaccurate simulation gives you the chance to fly the AH-64 Apache, one of the world's most advanced warrior helicopters, from the safety of your own Speccy. Alternatively you could, if you wish, move to the US, train for years to become first a top helicopter pilot, and then get your hair cut very short so you look slightly barmy (essential if you want to succeed in the American forces). But why bother? *Gunship* only costs £9.99 on the Spec, while training as a helicopter pilot could cost you thousands of pounds and most of your hair. The game features high-speed low-level flight, advanced weapon systems and instrumentation and who knows what else. Out in June.



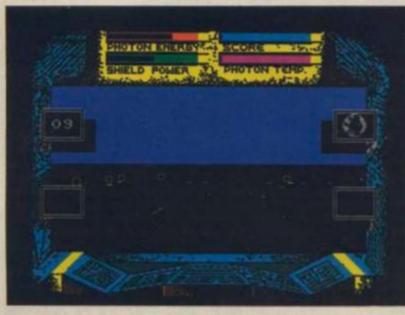
# CHRONOS

'In the beginning when the Universe was new, the seven Ruling Lords did create their own races, and so Wodan created Man and Chronos created the Mystical Dimension Weavers.' Cor lummel If you were planning to put together a race of sentient beings, you can imagine calling them 'Man' can't you? (Or 'Goblin' or 'Collarstud' or 'Chelsea' or 'Chegwin') But 'Mystical Dimension Weavers' – far out! But as the inlay notes continue. 'This however has nothing to do with you, as the game is about firing groups of eight consecutive pixels at much larger conglomerate groups of pixels in the hope of amassing a memorable score.' Ah, honesty' Chronos is in fact a really ripping new shoot 'em up from Mastertronic or, more specifically, the clever clogses responsible for Agent X. It'll be in the shops any moment now at the usual price of  $\pounds1.99$ .



Saviour of the universe? Again? Ah, but this is the Cosmic Shack Absorber, as opposed to the Intergalactic Ignition Lights or the Universal In-Car Compact Disc Player. Happily strapped into your CZ Neutrozapper fighter, it's up to you to blast your way through the different dimensions of chaos (sounds like an avant garde rock band, that, doesn't it? "Yep, it's the latest album from The Different Dimensions Of Chaos, entitled The Source Of Life Itself") to find the source of life itself, the interstellar Lake of Protozoic Slime. Yummy custard! What Martech seems to be getting at is that CSA is another megazappy shoot 'em up with elements of strategy and fast thinking and pots of violence. What could be better? Out in the very near future, it'll cost £8.95. Can Earth possibly survive? (Yes. Ed).

## COSMIC SHOCK ABSORBER





### THE MYSTERY OF ARKHAM MANOR

Nothing ever happens in the sleepy backwater of Arkham. Mrs Scrog tripping over her front step, Jack's runny nose, the Postie wearing odd socks again – these are the only subjects of fevered conversation down at the Newt And Ninepin. But one day Colonel Fortescue writes to the London Chronicle. Something is going terribly wrong, he says, although what precisely? But when a reporter pops down to investignte, the Colonel has disappeared, and his house is locked up. What is The Mystery Of Arkham Manor? Is there a dinosaur in the cellar? A giant man-eating rodent in the Green Room? Or jerries in the pantry (this is the 1920s, doncha know)? You play the fearless newshound in this fascinating new thriller from Melbourne House, which is due out this month at .68 19s. (Whnanaat? Ed.) .68.95 in new money, you daft ha'porth!

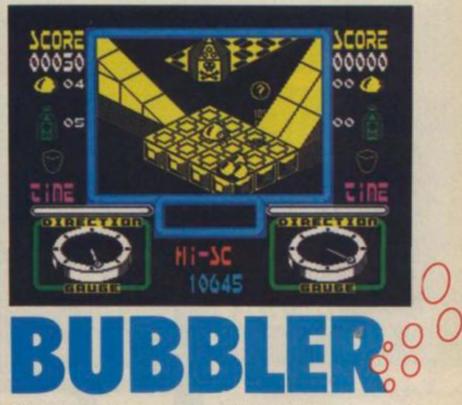


idgy, but not Uelma, Her desk idgy, but not Uelma, Her desk idd so many oup stains it looked is though she was holding the lympics there. I hatstand was in one corner, my if ice and a wood door opened it onto the hallway.

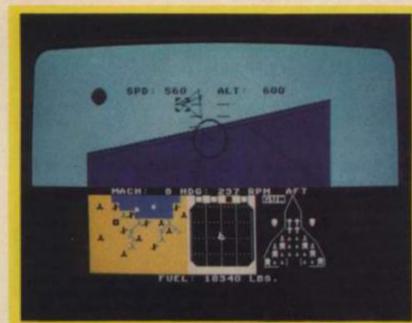
More...

## **The Big Sleaze**

Well, dis punk came in an' he said, hey, look at dis game from Piranha, an' we said, why you talkin' in that silly voice, Phil, an' he said, well it's dis spoof of de great American detective gismo, all dose PI fellas, Philip Marlowe and Sam Shovel. Wassit called, we cried. De Big Sleaze, he croaked, riddled wid bullets. As he died in our arms (dat Managing Ed an' his cap gun) we loint dat dis was de woik of Foigus McNeill and Delta 4 (an English translation of this sentence is available from the usual address). De time is de 1930s, and you're Sam Spillade with some cases to crack (Owl). It's tough on the streets, unless of course you've got a Renault 5 (Okay yahl) The Big Sleaze is soon come from the fishy funsters at Piranha — May's the current deadline, and the price is £9.95. But if you enter our compo on page 41, you could win your very own copy, plus a video of The Maltese Falconl And dat's de truthl



What's the new Ultimate game about? Hard to tell (judging by our swift shufti, it looks like a cross between Marble Madness and Nightshade) but we've got one of those famous Lists of Features that always accompany Ashby games. So in Bubbler, you'll find Crabs, Explosions, Mystery Tunnels, Scrolling Messages, Omni-Directional 3D Movement, Direction Gauge, Poison Bottles, Impaling Spikes, Continuous Pause, Mystery Bubble, Trapdoors, Automatic Collection, Multi-Angled Slopes, Firing Flying Saucer and Corks. Sounds like fun, dunnit? Full review in the next issue, but the game should be in the shops by the time you read this!



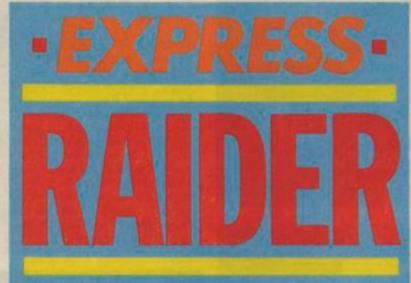
# ✓ F-15 ► STRIKE EAGLE

It's quite a responsibility, having \$20,000,000 worth of plane under your control. But you're that sort of guy. Tough. Mean. Moody. So strap into your ejection seat and prepare for take-off. Microprose's topselling jet fighter simulation lets you fly combat missions, strafe ground targets and engage enemy aircraft (it's a July wedding, by the way). Lots of tasteful missions from a chance to relive the Vietnam War to a remarkably diplomatic attack on Colonel Gaddafi's tent. You've played games set after a nuclear holocaust — now's your chance to start one. £9.99 is the admission price but you'll have to wait until June. Meanwhile, turn to the centre for an exclusive F-15 Strike Eagle poster!

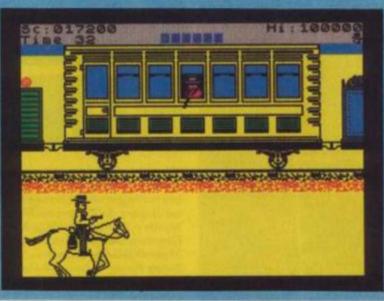


# ALEN EVOLUTION

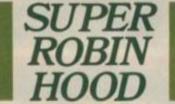
The bomb has gone off (poo goshl) The Earth is uninhabitable, not unlike parts of Essex. All human life has withdrawn to huge underground complexes, where they've been sitting watching old vids of Moonlighting and feeling glum. And now they're even glummer, as the barren surface of their world has been taken over by aliens, who are claiming a sort of intergalactic squatters' rights, or as they put it - naff off or we'll melt you into lasagne. So the underground earthies send up Cyborg 64 (is this game on the right computer?) to zap the intruders. Trouble is, every time he gets 'em, they mutate into another form of alien, so you can never quite get rid of them. Tricky. Still, never mind, 'cos it hosn't happened yet. Alien Evolution is out in June from Gremlin, a sort of Ultimate style arcade adventure which needs a quick eye and twitchy fingers. And it's only £4.99!



Whoooh-whoooh! Casey Jones, steamin' an' a-rollin'! (I don't wish to know that — kindly leave the stage! Ed). Yup, pardners, we're goin' trainspottin' with those mean coyates at US Gold! Yee-hah! You know those films where John Wayne or James Stewart find themselves wandering along the rool of the train endlessly contronting men with black hats, evil chortles and obvious hygiene problems who are working for the corrupt Governor Spang? Well, Express Raider is that scene turned into a computer game, with several ninja masters guarding the rooves when most normal people would be sitting in their seats enjoying their Inter-City sizzlers (E7.99 including tomato ketchup). After you've kicked them in the Rockies you transfer to a horse and have to shoot evil train passengers. And all on a bright yellow harse! That's camouflage for you. Express Raider's rootin tootin, lootin' an shootin', an' it'll be out before you can say "Sergio Leone" at an amazing £8.99.







Robin Hood, Robin Hood riding through the glen, Robin Hood, Robin Hood with his merry men. Sounds a bit of a smug git, doesn't he? Ah, but this isn't just Robin but Super Robin Hood -presumably he's the only 12th century outlaw to wear his underpants on the outside of his trousers. Code Masters has placed him in the dangerous environs of Nottingham Castle, where he must rescue the luscious Maid Marian from the evil bearded Sheriff, forsooth. Of course it's all just a giant excuse for another platform game, but so what when it's as much fun as this. Like all CM games, Super Robin Hoods available at a mere £1.99, and you'll find it in the shops around now.

#### NEXT MONTH ....

watch out for previews for even reviews) of The Tube from Argus (no Paula Yates, sob), Gremlin's elastic new title Thing Bounces Back, Chalo from Firebird (well it says it'll be reody), Domark's The Living Daylights (dangly dang dan dadada dangly dan dan) and possibly news of Killed Until Dead, US Gold's latest chortlerama. Plus lots of other bits and pieces we haven't thought of yet. Can you wait?

F

D

# The answer to the Spectrum-users prayer the disc PLE

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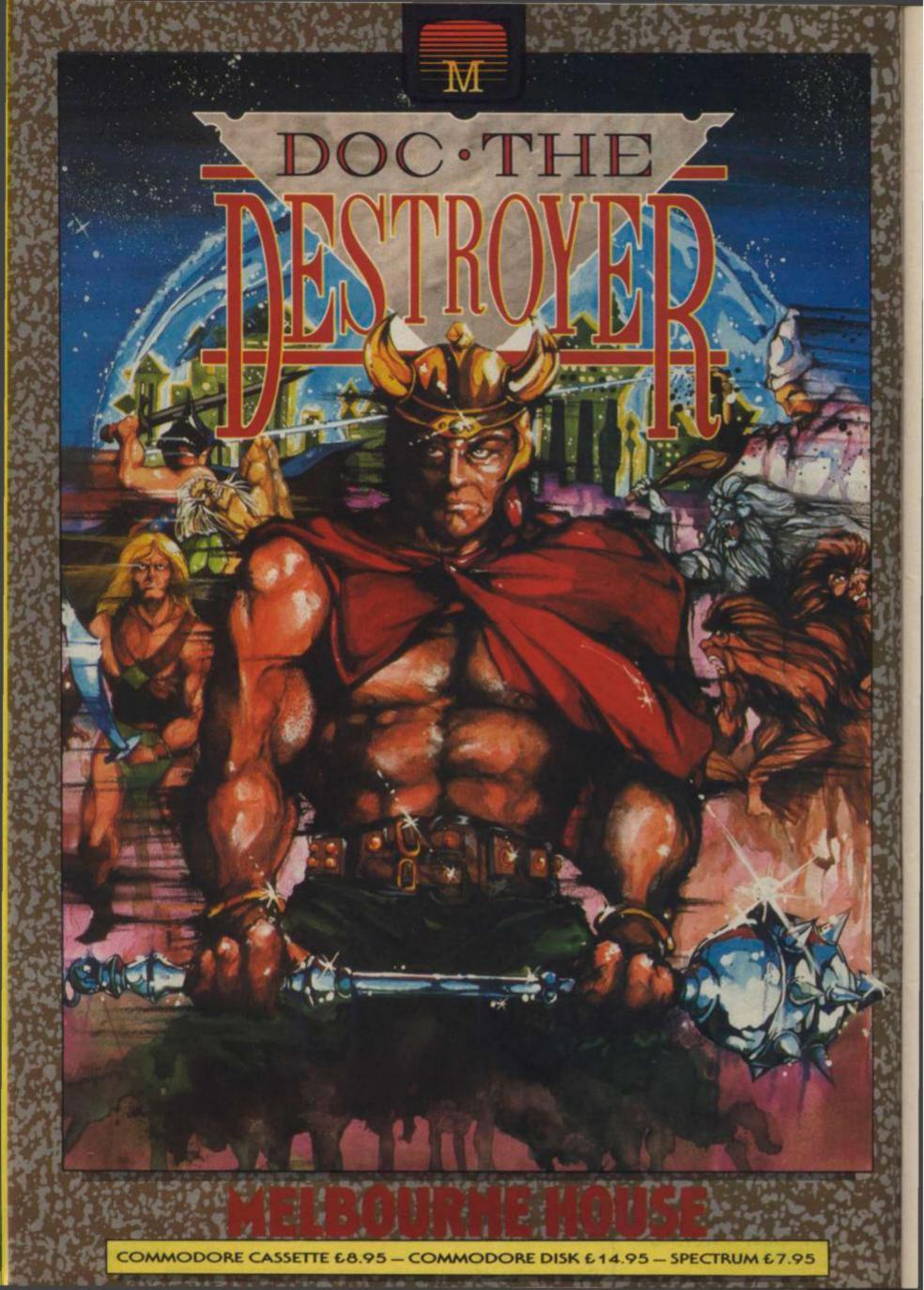


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#### WRITE TO THE ED, YS, 14 RATHBONE PLACE, LONDON W1P 1DE

This month's top three Hit List games for the star letter. All letters win a YS badge

#### SWEET MYSTERY OF LIFE...

While reading the letters page I saw that a lot of people said that you were ugly and they don't see anything pretty in you in your photographs. Could you tell the readers this

— I have actually met T'zer in the flesh (and very nice flesh it is too) and she is very pretty the photographs don't show her best side (the camera always lies).

How about a photo of Rachael Smith? I know that everyone wants to see how she looks, and I also know that she doesn't like to be photographed. So come on Gwyn, push her in front of a camera. Also, why oh why does Rachael have to review the macho man style of games? Do you enjoy asking her to review them and then struggle with them? Besides, it's bad to take Rachael's mind off Gwyn, nawty T'zerl

If you don't print this letter then I'll send my throbbing and aching heart to Hannah Smith from Trash instead of you, so there!

Your best fan, Anthony A Johnson Willesden Green, London PS Did you know that STARTING POINT is an anagram of TRAINSPOTTING?

Hannah Smith doesn't work for Thrash any more! So any throbbing things you want to get rid of will have to be sent to me! Rachael said she'd pose for a photo, but then Phil offered to take it, and she lost interest. She muttered something about 'slobbery little oik'... Which only leaves me to be bleached white in the blinding light of your flattery. Bask, bask! **Ed** 

#### LOAD O'COBRAS

I have been reading your mag for nearly a year and I'm glad to say YS is the best magazine I buy. However I am displeased to say that having read reviews and previews of a few of your games (such as Aliens, Top Gun), I was very disappointed in the graphics. These games were simply rip-offs. The only reason they sell is because of the excellent films. Ocean made a right hash of Top Gun and Cobra while Electric Dreams cocked up Aliens!

Another hash of an arcade conversion was US Gold's Breakthru which, played in the arcades was brilliant. This hash cost me £8.99 — I was not pleased. On the other hand I was pleased with Uridium. Gauntlet was another game with good graphics and playing capability. This review was excellent and I hope to see something like this in the next issue. So, a pretty mixed bag.

I'm not taking it out on US Gold or Ocean, because they can and do produce very good games(Infiltrator, The Great Escape etc), so keep it up! I must say that your preview of Short Circuit was excellent and next time I go to our local games supplier I will definitely buy it.

Anyway I won't bore you anymore. Duncan Stoddart (a fan) Marlborough, Wilts It's quite true that in a lot of cases more money is spent on the name of a game than the actual game itself, so it's probably best to check out the reviews in YS before you buy. And remember, our Seal Of Approval means that all the games reviews are of finished copies, not just screen shots, like in some magazines I could mention! Ed. Cor, you sounded just like Alan Whicker then! Phil

#### **DRAGON'S LAIR**

When I was looking through the Dragon User magazine at school recently, guess whose name I found emblazoned across the top of the adventure section? Yes, you've guessed it, our very own Mike Gerrard!! I was truly shocked — what was he doing in there? Was it really him? Did he really work for them?

#### Hal Maughan

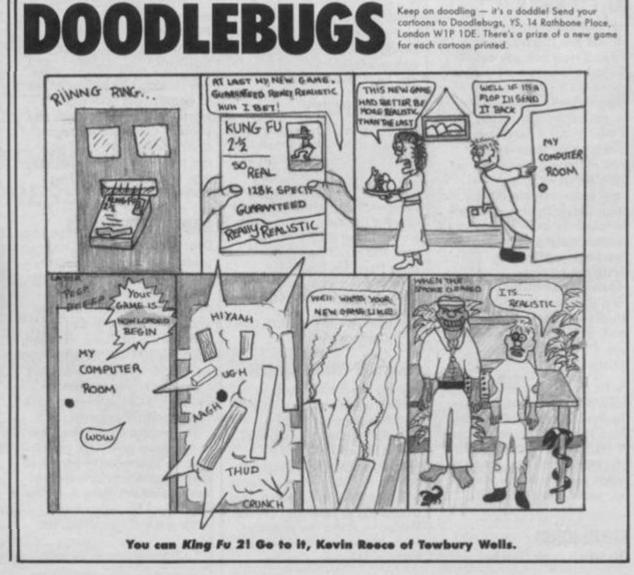
Thetford, Norfolk PS I wonder if we are related? Yes, you guessed it. The man hiding under the cleverly designed pseudonym 'Mike Gerrard' is none other than... Mike Gerrard! Mike writes so much so fast that he's currently writing just about everything you read in computer magazines, except this. Ed. (Tee hee. Wanna bet? Mike)

#### **HURDIE HO!**

I have always bought my games in Sweden, but they seem to be much cheaper in England. So if I want to buy some games from a mail order list, do I have to send money with my order or can I pay when the things come to the post office as usual? **Per Danvind** 

Sollefted, Sweden

Most companies prefer you to send your money with an order. Don't send cash — a cheque or international money order is best. Ed





#### WOT & WAG!

My name is Waggs. I love YS, in fact it's the best mag out. Please say hello to Hex for me. Now I wish to become Editor of YS. Why I hear you ask, well because I'm skill. Waylon "Waggs" Davies

Newtown, Powys

Well, unfortunately for you, my dearest Waggipoos, I'm much more skill than you! Har har. I said hello to Hex for you, but all he said was 'Humph'. Does this mean anything to you? Ed

#### ELITE'LL JOKE

With reference to your Elite scoop, you'd have to be a real wamalamadingdong to fall for that April Phoole. What sort of a berk would believe that red herring? Well certainly not me. So then, what's going to be my prize for being the first one to expose your little joke? Robert Stafford

#### Swinton, Manchester

PS I'd prefer cash rather than a cheque.

Tee hee. Glad you liked our little jocular jape. Phil did it using the Multiface One, tickling up the resultant screen using Artist II. Your prize? Well, we're a bit short of cash at the moment. Have you got change for a herring? **Ed** 

#### ELITE'LL JOKE II

Hol Hol Blimmin' Hol Elite scoop? Ha! Hidden planets indeed! How can you expect me to believe your April fool if you make it so obvious? A.M. Phoole (fool!) of Berks! A dead giveaway. And you really blew it using Artist II: wrong character set (take a closer look at those g's) and a greyscale dump when it should have been a simple display file copy. Clever though. Shame I switched my brain on before I started reading the mag! Yours trainspottingly,

#### Andrew Lyons Hanwell, London

PS If you think I'm going to drool over T'zer, you're wrong! Well, okay then, just a quick one. DROOOOLII There, satisfied?

Eurch, that's enough! Here, have a tissue. Great, you win the Red Kipper award ... Oh dear, Phil seems to have eaten it! Ed. No, it went to the first guy. Hey, shame you forgot to switch your brain on before you wrote the letter. Phil

#### **KILLIN JOKES**

The letters pages are becoming



## **NSPOTTFR**

#### CARELESS WHISKERS

I hereby claim the trainspotter's award for your March issue. In your article on Auf Wiedersehen Monty you talk to EEK-EEK! and picture the Monty programmer, one Peter Michael. The bloke in question is in fact Peter Harrap unless

depressing. All people write in about is to get a YS badge or suck up to T'zer. How about some good sensible topical issues like, should Brian Clough become a computer programmer after his computer game? Did Biggles ever fly Concorde? Come on, we can do better.

Alan McGregor Killin, Scotland

How about topics like how long is a piece of string, or maybe How Hai is a Chinaman? Send your replies to Old Jokes Dept, Your Sinclair. Anyway, a bit of ego massage never did a girl any harm. Ed. Perv! Phil

#### **PYJAMA PARTY**

I can't believe how brainy I am. I have just invented something that could earn YS millions Your Sinclair pyjamas. Just think, you could go to bed and read all the reviews and letters on your pyjamas. Your friends wouldn't half be jealous of you. This could be the new kinky trend for bedtime. Andrew Lewis

#### Wallasey, Merseyside

Whoopee, another one to add to my collection. Ed

#### AND THE THREE BEARS!

Having been continously narked off at people who write in giving their amazingly brilliant high scores on games, I have decided to set the record straight. Yes, there now follows the list of high scores to end all others, the banana boat of desserts so to speak (Eh? Ed). Rambo - Freed the prisoners, made ten sequels and beaten Russian, Mexican, Czecho-

you know something I don't, like he's gotten married to George Michael or something.

While I'm writing, I'd also like to ask a question. Where do you find all those stray dogs who write for your tatty magazine? Byeeel AJ McNair London E5

Well actually, the rumours about Peter and George have been flying round the office for weeks, but our lips are sealed, so we can't tell you any more. Sorry! A trainspotter award is on its way to persuade you to keep it quiet. As to the stray dogs, well, we get them from the same place you bought your toupée — Battersea Dogs Homel **Ed** 

What a bunch of demented bog-brushes. What a load of absolutely overgrown baboons. The IQ of all the YS crew must

slovakian and Liechtensteinian (?) boxers. Match Day - Have beaten up Maradona as revenge for knocking us out of the World Cup

Frank Bruno's Boxing - Lost to Tim Witherspoon. Paperboy — Got told off by Debbie Greenwood for not delivering to her house. Pretty impressive, huh? By the way, I think Caron Keating (Who she? Ed) is zonkingly better looking than T'zer. Paul "Hello Betty" Belson Solihull

You shouldn't be writing to me to boast about your high scores. What's wrong with Hex Loader? On second thoughts don't answer that. Send your tips and a pic to him and you may end up as one of Hex's Heroes. Ed

#### **RADCLIFFE'S BABIES**

#### Dear Teresa,

I feel I can call you Teresa, being a regular reader of your mag. I have enclosed two photos of myself to show you what I was going to do.

The first one shows me trying to phone you up, but after waiting for a few mins without a reply I decided to chew it instead (you probably wouldn't understand me anyway).

The second one shows me on my turbo police car ready to come to London in person to have a word with you, but yet again I couldn't make it. By the time I'd got my teddy and bottle packed it was time for bed.

So I decided to write to you.

amount to three.

Almost every month you do a preview, for example the Auf Wiedersehen Monty one in the March issue. You then said that it would be released in Easter. Then, turn back a few pages (rustle rustle) to the charts and look under the YS Bubblers, and what do we see but Auf Wiedersehen Monty - not again! So are the YS crew just a bunch of recruits from the zoo, or I could be made to keep quite with one trainspotter award. **Rory "finished Feud the** 

second time I played it" Dow, Cheltenham, Glos PS Bring back the dinosaurs!

There's so much bribery going on — it's appalling. Okay, here's your award. Now I must go - it's feeding time for the animals. Ggrrrrrooooowwwlllllll Oh flippin' heck, it's that tyrannosaurus againt Ed. No it's not, it's a Roget's Thesaurus. Phil

Please could you put more screenshots in your mag (and more photos of teddies and bunny rabbits) and more information on the object of the game. For example, I play Firelard quite a lot by just banging the keys and laughing when the man moves. But my dad cannot understand half of what you're supposed to do when he plays it properly after I'm in bed.

Could you send me a badge for my coat to show everyone when I'm in my pram?

Phillip Greenough (aged 11) **Radcliffe**, Manchester

No sooner said than done! I'll wave my magic wand, and make a bunny appear on the Head Over Heels pages ... whoosh! The badge is winging it's way towards you... mind you, should a baby be handling such sharp objects? (Ho ho). Ed



**FREE! WEATHER REPORT** It's raining in Newcastle today John **Gosforth**, Newcastle

Uncannyl Simply cut this letter out and pin it on your doorframe. Then every day you can tell what the weather is like in Newcastle ... well, nine times out of ten. Much better than a messy bit of seaweed, eh? Ed

16





#### **A STOUR NOTE**

This time I'm writing on a serious subject. After seeing "Daffy Duck's" letter in the April issue, and reading your reply, I think it's time someone genuinely told you the true facts of piracy from our point of view.

Firstly, I know why the writer of the letter did not give his real name and address. Not because he's a coward, but because he knows that doing so could well lead to him being tracked down and raided by GOSH and/or FAST, and he doesn't of course want to be fined thousands of pounds.

If you hate pirates as much as you say you do, and you agreed to print no letters that were sent in by pirates, then let me tell you it would be a very small letters page. Now if you can show me a non-pirate with several new games, then I'll show you either a well-paid person or an out-and-out liar. And I'll bet that unless the YS team who own Speccies are paid good money, then even some of you lot have or have

had pirate games at some time. At the moment, the closest comparison to the software industry is the record industry. Albums are far, far more widely copied than software. yet the industry stays on top. How come? Let me tell you how ....

Firstly, the record industry does not publish massive double-page full-colour advertisements in every relevant magazine advertising the same product for three or four months in a row. (Are you listening, Ocean?)

Secondly, generally with a record you get what you pay for — a track on a record has as much time, planning and effort put into it as your average game, and certainly it provides as much pleasure. However, on an album costing £6.95, you would expect around eight to twelve tracks. For the same price, you would be lucky to get a popular game (are you taking notes, all you £14.95 game producers?)

Next, copying a game is not similar to nicking an album from Virgin - it's more akin to copying it from somebody who bought it from Virgin.

Lastly, have you ever noticed

#### SMALL PRINT

PPPPS I think I'm going to run out of roo.

#### **Elliot Curtis** Watford(ish)

Run out of what? Rooikats? Rooks? Root nodules? Roosters? Please be more explicit! Ed

I think the magazine has improved a lot since T'zer took over as Editor, but where is our crossword?

#### I love doing crosswords. Robert Kenny Griffiths, Aberystwyth

I couldn't agree with you more. There's absolutely no hope of finding a crossword in Frontlines this month! Ed

Who is that slinky broad snogging the lamppost and leaning on the overweight bog brush in your Tshirt ad?

Barry 'Baz the Spaz' Cheeseman, Wilts That's Phil actually. And the

overweight bog brush is none other than the Man Ed. Ed

Graham Scott, Poole No. Ed

Pervy Staff, 'cos you all are. Luke 'Ace' Phillips, Stafford Corl Wahayl Cop a load of that! Us? Pervy? Never. Ed. Actually they stand for me. Phil Snout

When will the T'zer T-shirt be coming out? Keith Gladdis, Manchester

You mean the T'zer shirt. I'm gladdis to tell you - never! Ed

PPPPPPPPPPS A starfish can turn its stomach inside out.

Anonymous, Codsall, Wolverhampton So can Phil. Bleeseurrghhhhhl But we won't go into that. Ed

how the big companies don't like £1.99 budget games being in the charts next to their £9.95 creative geniuses? And shall I tell you why? Simple, it's because these pocket-money games are excellent value for money, and the piracy rate for Mastertronic and Firebird games is literally zilch compared to those of the enormous producers. (Could this have something to do with their price, which also has something to do with the fact that they rarely advertise?)

This, high and mighty software-empire owner, is the plain fact of life: your overheads are too high, so your prices are far too high. If you must know this from other people, why not publish a survey in YS asking all pirates to fill in which games they most pirate and why? Better still, ask Mastertronic how it keeps the pirates at bay. And T'zer, if you call yourself a fair judge, then print this letter so that the real facts can be known to us all

#### Ainsley Rowley Stourbridge, West Midlands

Having a good reason to commit a crime doesn't make it any less illegal, or reduce the punishment for those people who are caught red handed. Having said that, the people who have most to gain from software piracy aren't the few unemployed kids who can't afford the games, but the real villains who copy and sell the games on a really commercial basis. But you've made a few interesting comments. Have any other YS readers something to say on this topic? Ed

#### SIX APPEAL

I have 101 interesting uses for YS (well six but it's near). 1) Tightly rolled up it makes a good weapon to hit people with (take a hint, Ex Ed). 2) Flat out it makes a good beret. 3) It's also a good sunshade (but there's no sunl) 4) Stick two together and it

makes a paper bag (to put over T'zer's head!) 5) Good wallpaper.

6) You may even want to read itilli

#### **Clare** "Slartibartfast" White

Penzance, Cornwall PS I think the new-look mag is great but please cut down on the titles for compos (and Cleggs!) We've only got an old geriatric in our post office ... so help him! Cut it down to a couple of million words! PPS I'd give you my last Rolo any time, Gwynl

Slartibartfast? Ed. Gesundheit! Phil

#### A HUNNERD AN' EIGHTEE!

We claim to be the first people to beat Jammy Jim in the final of 180 by Mastertronic and it only took us two days to do it. So hard luck Mark Williams. **Paul Ketteridge and Neil** Harvey

Saffron Walden, Essex

Hmm. You didn't say how much beer it took! Ed

#### I SUBMIT!

I've written a computer game called The Ultimate Adventure on my Spectrum 48K which I think is worthy of publication. But I'm worried about how to market it. I would be grateful if you could tell me what price I should look for, which publishing company I should send it to and whether or not I should get a copyright for it before I send off the game. **Patrick Clark** Dublin, Eire.

It's best to give prospective companies a ring before you send your game to them, just to check on their needs as far as submissions are concerned. Ask to speak to the software acquisitions department, as they're the people who'll be looking at your game, and find out if it's the kind of game they'll be looking for. A good wheeze is to look around and see who publishes something similar to the game you've written and try them first. Good Luck! Ed

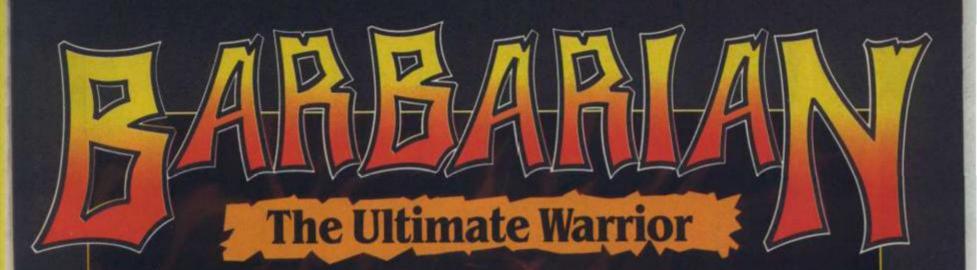


Swords and saucery(!) by Jeremy Jackaman of Bury St Edmunds.

I have absolutely nothing to do with that playboy, Jeffrey Archer. Stuart Archer, Aviemore

I bet he paid you to say that! Ed Will you marry me?

PS The letters PS really stand for



#### THE ULTIMATE WARRIOR THE ULTIMATE GAME



SPECTRUM VERSION Available from all good computer game stockists, or by mail order from: Palace Software, 275 Pentonville Road, London N1 9NL.







#### AMSTRAD VERSION

Send cheque or postal order for £9.99 (Cassette), or £12.99 (Commodore or Amstrad Disk) plus 80p P&P. Access and Barclaycard holders telephone 01-278 0751. Yes, Sweevo is back! FTL has thrown the hapless robot into the aquarium planet Deathbowl in this sequel to Sweevo's World. Phil South swims about a bit and brings you the whale report!

ydromation, so the burble attached to Hydrofool would have it, is the most irrelevant contribution to computer graphics since the flashing cursor. Greg Follis of FTL says. "Well, Hydromation is a sophisticated technical term... it refers to any bit of animation that's got a bubble in it!" And so it is with Hydrofool, where everything has a bubble in it!

You are Sweevo, the robot from the classic arcade adventure Sweevo's World who, having returned intact from his adventures on Knutt's Folly, has now been despatched on more important... on more epic... exciting... Oh, okay! So he's got to muck out the aquarium planet, what do you expect from a robot of very little brain? A guest spot on Mastermind? Saving the cosmos from plastic-eating aliens? Tsk! On your boat, sonny!

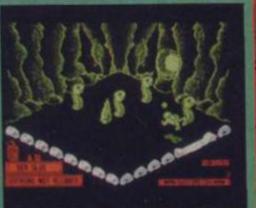
aliens? Tsk! On your boat, sonny! The aquarium planet, Deathbowl, is just a short-shuttle flight from his tome planet. so in no time at all (his flippers didn't touch the ground!) Sweevo finds himself in a wetsuit, paddling in the shallows at the entrance to the giant aquarium. Deathbowi, it seems, has become grossly polluted over the years, so now the only solution to the problem is to pull all four plugs and drain off all the water. Each of the plugs can be removed by placing special objects around it, onto squares in the floor called 'take' squares. So-called because they take what you're corrying if you swim over them. The objects you need will either be just lying around the place, waiting to be picked up, or may be guarded by vicious man-eating fish (maybe even knee nibbling chips?). You may also find that some objects are even a part of one of the game's many inhabitants, so slicing, dicing and battering them with your trusty speargun may well be in order (a twist of lemon too, p'rops?). 0

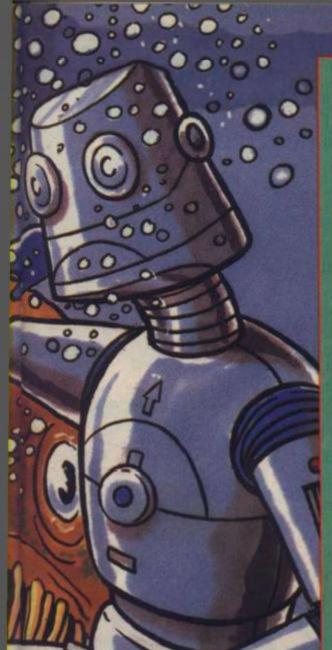
waiting to be picked up, or may be goorded by vicious mon-eating fish (maybe even knee nibbling chips?). You may also find that some objects are even a part of one of the game's many inhabitants, so slicing, dicing and battering them with your trusty speargun may well be in order (a twist of lemon too, p'rops?). There are six levels to play, and access to the different levels is by floating up on bubbles which go through the ceiling, or whizzing down through little whirlpools in the floor. As well as puzzle objects to collect, there are little alcours too. These can prolong the life of your Sweeto, because when he bumps into rocks, clams, aysters, whales, jellyfish and other knee nibblors, points are taken off his rustometer, meaning that he's rusting up. Sp, the more alcous he's got, the less he runtil it's as simple as that. Historical is a brill (ho ho) chase, puzzle and laugh game, but more importantly, there's a game in there too, with a fair amount of graphic sophistication, and o bat of fun t'boot. And the upshol of all this is that Hydromation isn't as irrelevant as FIL said it was — it's any piece of animation with a bubble in it that makes you laught

Came Hydrofool - Sween

#### Hydrofooling

Sea Slugs are cheery little chappies. They spring out of the ground when you least expect it, having the effect of either boinging you up in the air, or shoating up in front of you so fast that you bump into them. The best tactics to adopt with these slippery creatures are either to go right round the edge of the room, but quickly in case there are any close to the edge, or to weave your way slowly across the room, timing their movements and avoiding them. Although they're a bit of a pest, they're still one of my favourite and funniest graphics from the game!



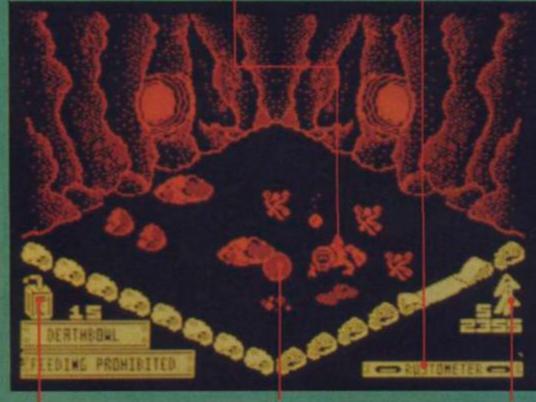


#### Wriggly Spear Hints Gu

Here's a tourist's guide for those about to take the plunge into Deathbowi's fishfood factory.

 What does Sweevo moan when its time for lunch? "Whate meat again?" Ho ho ho ho ho! There's a lot of whates in the game, plus some prawns, cysters, jellyfish, starfish, fish-fish, and a sidedish of hollandaise sauce! Here he is, Sweevo the rapidly rusting robotoid in this new game the Robo-Master has furnished him with a brand new wetsuit, and it's Sweevo's job to get around without puncturing it. Of course he does, but he can fix it up with the little olicans. Creeessakkk! When Sweevo bumps into anything, or anybody, he starts rusting. The smount of rusting is shown on this specially built, solid atste nipponese Rustometer\*, which in the preview version wasn't operating. The battaries must've run

ECACAME VIEW ME

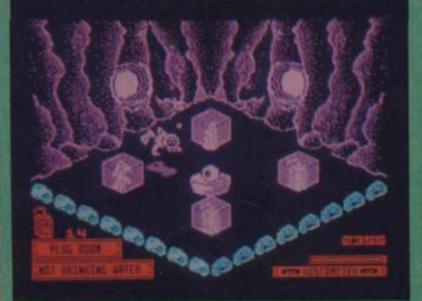


This counter and icon represent the number of olicens that Sweevo's collected, Well, oil be blowed! Koopy Hydromation in action! Not only do you get Hydromated bubbles coming out of Sweevo's snorkel, but rou get these little devils bubbling what else can bubbles do?) up from the floors below. Some of the bubbles sunst before litting you up to the next evel, meaning you can get objects blaced higher up in the room. In order to separate the creatures from the objects (sometimes their limbs! Eur!) that they're carrying, you have to use your wapons. (Oco-er!) The speargun is quite effective, making a nice splattery pattern all over your wetsuit! There's a pandimensional, transputational spoon too! (What's one of them then? Ed).

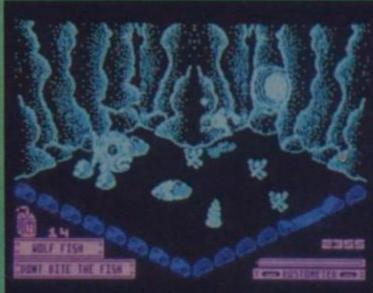
risherman's Friends

0

THE



Placing objects around the plugs in the plug rooms will activate the plugs. The trick is to find the objects and put them in the right order. Now as there are approximately 210 rooms, you may find this quest a little more of a challenge than you first thought. (Glub) Yep, you'll have to get your skates on!



Some objects are guarded quite heavily... well there are a few creatures with eyes and teeth that'll be fully prepared to apot you and take a nip out of you. The clear solution is to give these ravening beaats something to chew on that Isn't your leg. There's a plaice for everything and everything in its plaice.



1.0

what a tremendous game! The graphics are superbly designed, the characters perfectly animated, the gameplay so addictive you'll never want to switch off. There is plenty of variety and an abundance of humour. Head Over Heels is set to become a classic.



RESENT DOUBLE TROUBLE ...

Beautifully-defined characters that glide around the screen without a glitch. Should grace the shelves of every PC owner.

Hi! My name's Mr. Head. Some say I'm the one with the brains but I don't think my flat footed friend would agree. I'm a real sharp shooter, but without my pal Mr. Heels I'd get nowhere fast ... or slow! I can jump like a flea and even glide but Heels is the Daley Thompson of the two of us – he's FAST! Together, if we can find each other, we really do make an awesome twosome, and that's the only way we can overcome the emperor Blacktooth. The last time we entered Castle Blacktooth we found the crowns of THREE of the supressed Kingdoms but by that time I'd run out of doughnut ammunition and my buddy was lost somewhere in the Safari world – It was the closest we had come to defeating that rapscallion – we were jumping for joy, splitting out sides, dying with laughter ... we were Head over Heels!







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## **YS/FTL** Competition

BURSHIN

Win three complete swimming sets – mask, snorkel, flippers, swimming trunks, water wings – and 50 copies of FTL's *Hydrofool*! You'd be a drip not to enter.

owser yowser yowser! So you've read the megagame preview, you've marvelled at the game, you've thrilled to the cover, you've eaten the stew . . . now win the compo! Yes, in honour of our superthrilling coverage of the megabrill (Ha! That's a joke, 'cos the Brill is a sort of fish . . . ha ha . . .. oh, please yourselves!) Hydrofool, we're doing a compo with FTL. Hydrofool, as you've just read, is the sequel to Sweevo's World, in which our rusty hero splishes around a giant aquarium spearing fish and pulling out the plugs. Hmm, sounds like the YS office to us!

FTL is offering some absolute splashing prizes for this compo. There are three complete kits for three keen water fanatics — just think what a dash you'll cut on the beaches of Bognor (Pass the dash cutter, Spock!) sporting this nifty gear. There's a pair of swimming trunks, a mask, snorkel, flippers and, for those of you who aren't waterbabies, a pair of waterwings thrown in too — we'd hate you to disappear down the plughole. And for the 50 runners up there are copies of the game to enjoy just the thing if it turns into another great English summer and rains about a yard a

#### Rules

Entries must come urchin in by June 30th or you'll be as red as a kipper.

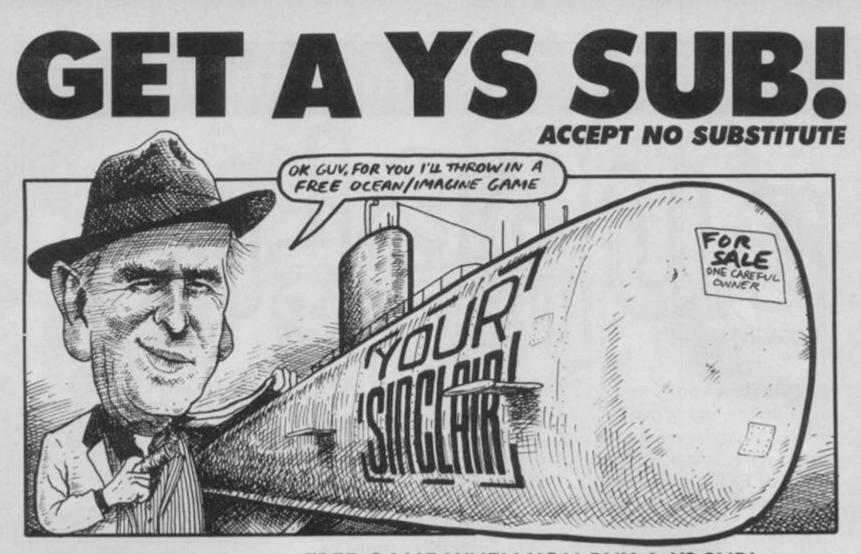
Employees of Dennis Publishing Ltd and FTL had better not plunge in or they'll get filleted.

The Ed's decision is final — believe us, you wouldn't want to tackle that denizen of the deep! (One whale joke and you're fired. Ed). day. Just remember to take your Speccy along wherever you go!

All you have to do is take a look at these totally ridiculous pictures. Notice anything different between them? Yeah, thought you might. Put a ring round any differences you see, count 'em up, bung the total on the coupon, cut it out (*I wasn't doing anything! Ed*) and bung it, or a photocopy in an envelope and send it to All The Bubbles Get Up Your Nose And Make You All Tickly Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. Oh, and don't forget to tell us your shoe size and whether you want small, medium or large swimming trunks, else you'll look a real prawn if your trunks keep falling down and your flippers fall off.



I'm not a complete mollusc — I spotted differences between the two wacky pictures!
Name
Address
Postcode
Shoe size Trunks size 🗆 Small 🗆 Medium 🗆 Large



You get more than just the frootliest Speccy mag on two legs when you subscribe to YS. For a start there's a brand new Ocean/Imagine game worth £7.95 – absolutely FREEI Not some old bilge that even the cat's got a high score on, but the latest, hippest and newest from the company's top secret Manchester games lab! And if you get a sub, you automatically become a member of the YS Subs Club! There's a newsletter with every issue written by the great and good Mike Gerrard, with compos and special offers and all manner of other goodies - and it's exclusive to members of the Subs Club! And all this — 12 issues of YS, free corky new game and a pile of glistening newsletters — will cost you a mere 15 Nelson Eddys! And not a single Jeanette MacdonaldI So you can see that when we say serious bargain, we mean serious bargain!

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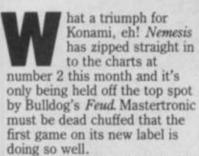
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Budget titles are going great guns this month, in fact. There are three more new entries in the chart and they're all selling at £2.99 or under. There's Curse Of Sherwood from Mastertronic, Vampire from Code Masters and Dizzy Dice from Players.

As far as the rest of the chart goes, Elite has definitely delivered a winner with Paperboy - it's been in the top twenty for over five months, which isn't bad going, you have to admit. Also still there is good ol'Olli And Lisa, Speed King 2 and, of course, US Gold's *Gauntlet*. And what about the great games around that haven't appeared in the charts yet? Keep your eyes pinned here. (Bleeeurgh!)

#### **12 MONTHS AGO**

Position	Title/Publisher	<b>YS Rating</b>	
1	Movie/Imogine	9	
2	8		
3	Spellbound/Mastertranic	8	
4	Winter Games/US Gold	8	
5	Rambo/Ocean		
6	Commanda/Elite	9	
7	Yie Ar Kung Fu/Imagine	8	
8	Zoids/Martech	9	
9	Gunfright/Ultimate	7	
10	Hypersports/Imogine	8	

Head	Over	Heels/Ocean

Hydrofool/Gargoyle

Sentinel/Firebird

T	I	5 K	MONTH
TO	P 1	W	ENTY TITLE
	osition Last Month)	Weeks in Chart	Title/Publisher
1	(6)	5	Feud/Bulldog
*:	2 (NE)	1	Nemesis/Konami
•	3 (7)	9	BMX Simulator/ Code Masters
	4 (3)	21	Paperboy/Elite
V	5 (4)	25	Olli And Lisa/Firebird
*	5 (NE)	1	Curse Of Sherwood/ Mastertronic
•	7 (16)	17	Speed King 2/ Mastertronic
	<b>B</b> (9)	9	Agent X/Mastertronic
	9 (5)	13	Gauntlet/US Gold
*10	D (NE)	1	Vampire/Code Masters
<b>V</b> 1	1 (1)	5	Leader Board/ US Gold
1:	2 (19)	5	Thrust II/Firebird
*1:	3 (NE)	1	Dizzy Dice/Players
14	4 (14)	17	180/Mastertronic
<b>V</b> 1	5 (8)	13	Konami's Coin-Op Hits/ Imagine
W10	<b>5</b> (2)	5	Bomb Jack II/Elite
12	7 (13)	13	Super Soccer/Imagine
<b>W1</b>	<b>B</b> (10)	9	Fist II/Melbourne House
W19	9 (12)	9	Ninja/Mastertronic
2	0 (11)	13	Footballer Of The Year/ Gremlin

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

#### Calling All Castaways!

Want to be alone with your Speccy and your eight favourite games to play them to your heart's content? Let us know the eight games you'd take with you to a desert island, and why you go overboard about them. Don't forget to bung a mug-shot in with your list so that we can print your piccy too. Each month the author of the wittiest of 'em will get fame, a YS badge and the top three games for his trouble.



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Doesn't it wring your heart to see this poor, defenceless little chap. He's Daniel Chapman and he was cast away on a desert island when he was just a little chick. He's got his Speccy, though, and a list of eight games he wouldn't be without. Chirp away, Daniel .

Enduro Racer/Activision Almost any simulation will keep me happy! It's fast, different and the graphics are brilliant.

#### Ping Pong/Imagine

I love playing table tennis, but my brother never plays, 'cos I always beat him. The computer's better than he is, though.

Fighter Pilot/Digital Integration Shooting up other aircraft all the time isn't everything - well, not quite, anyway. Not all simulators allow you to do aerobatics, but this one does.

#### Paperboy/Elite

The graphics are great, even though they're monochrome, and it's very addictive - you always want to see what'll happen on the next day.

#### The Great Escape/Ocean

The details on the buildings are brilliant, even though your fellow POWs are wet drips!

#### Elite/Firebird

The dogfights are very realistic sometimes feel dizzy from all the loops and rolls!

Shockway Rider/FTL

Very original, and good fun to play, but it shocked me to see how violent it was.

Chuckie Egg/A'n'F Well, what did you expect? This is a triffic game and I love it!



00

Dry, dusty deserted field, in the heart of Arizona. Soft rest the landing claws of the Martian silver ship. Many were the cackles of delight from tall and vicious chickens. Oft strolled through cheery cactus grove went Zappo our young hero, showed peacefully contentment. A broken shell of Elephant Bird across his path became. His eyes and ears alerted up. His nose a-twitchy raised to the wind. He saw them leave their silver ship; he saw their mutant hatching. He heard their evil plans for dogs and beasts. He said, "I shall not fear these fiends from Planet Mars, they are but chickens". He wished he hadn't for every single chicken turned to where he stood, and hoisted up their fearsome weapons. With nothing left to do, he jammed the broken egg shell on his head. The confusion reigned for half a tick and while he ran away, a thousand flaming bolts of fire burst all around his tail.

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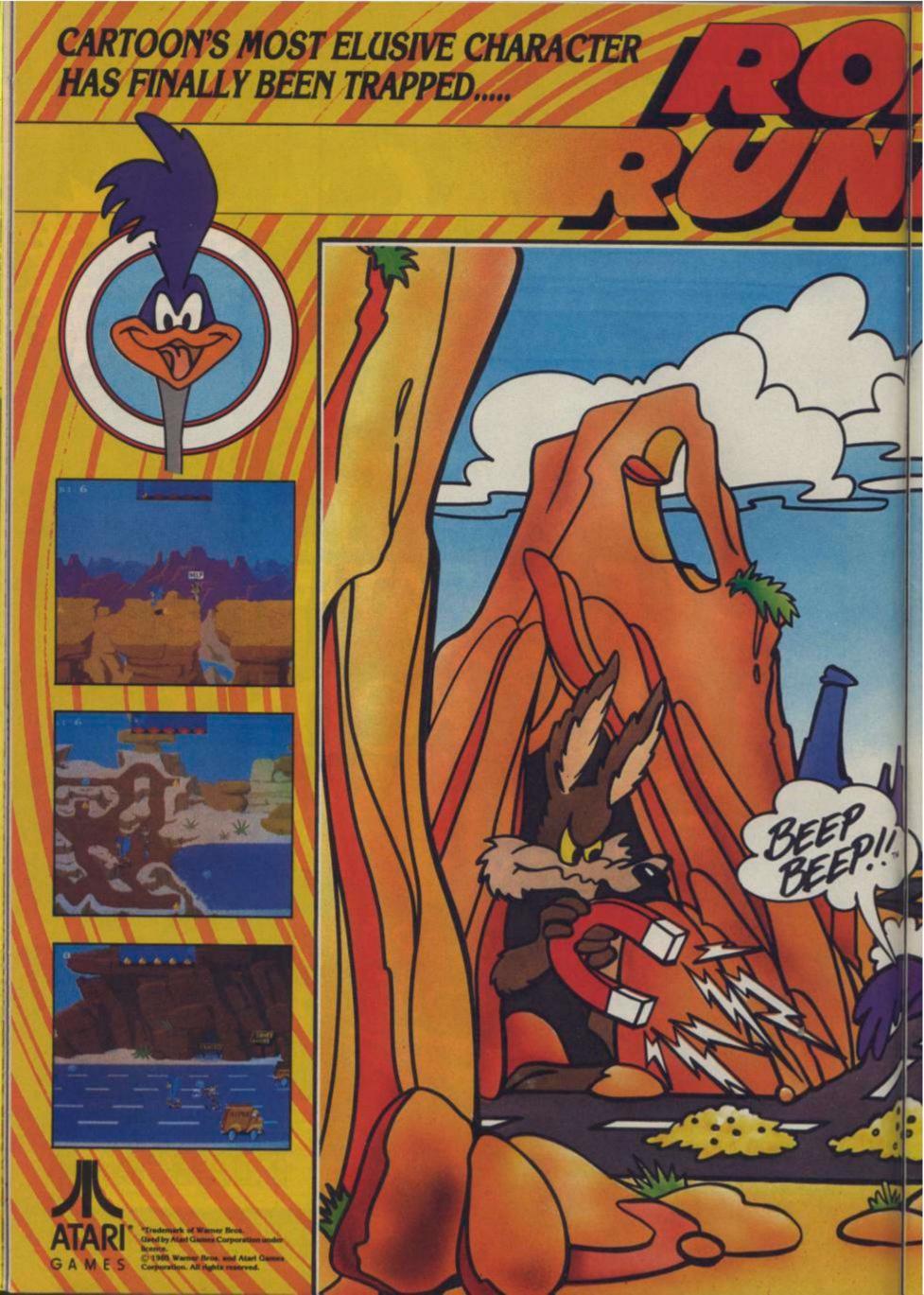
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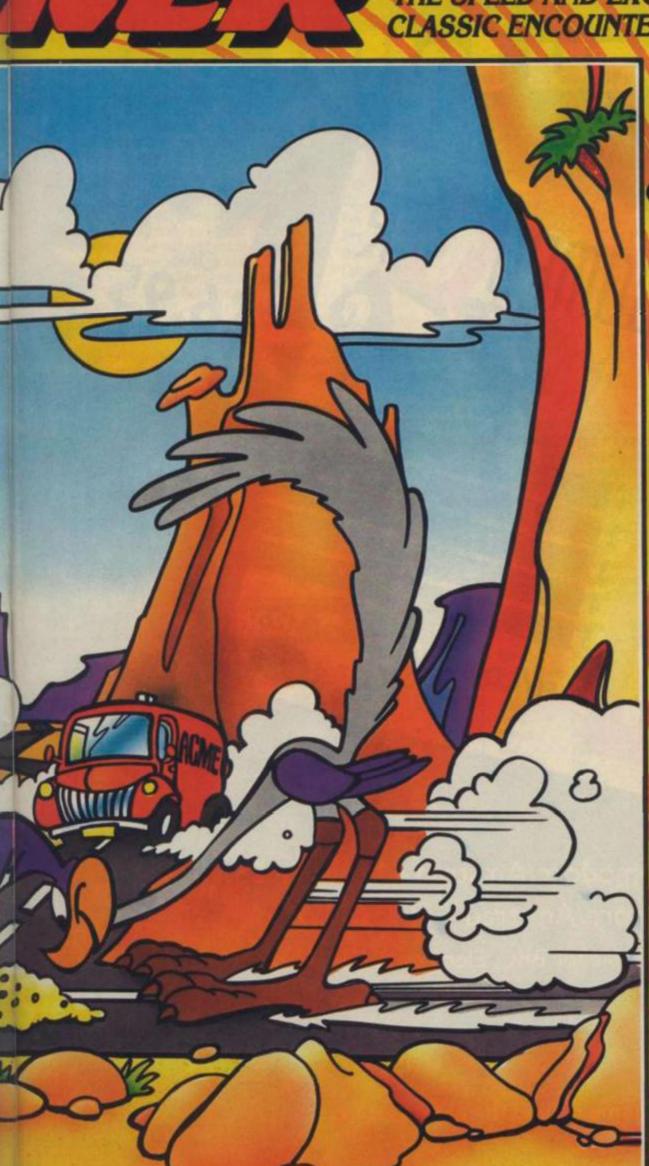
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dirty tricks he can throw at you with ease, agility and grace and a haughty "Beep Beep". Overcome them that is if you've got nerves of steel, the reflexes of a wildcat and the speed of the fastest bird on two legs, otherwise its sorry, goodnight and "Burp Burp"!!!

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And now, from Norwich, it's the quiz of the week... dan di dan, dan di dan, dan di dandant dant dan... and here's your host, Hex Loader!

lick, bzzzzzzzzzzzzzzzz. Ne-hahl Hello, good evening and welcome to the bouncing hints'n'tips chat/ quiz/game show you've come to know and lurve, Hack Free Zone. I'm your glitzy cheezlet and velvet collared host, Hex Loader, and for the next half hour we'll immerse ourselves in the general fun loving dribble that is 'The Zone'. Hiya hiya hiya! Hello to all my fruity little yoghurts, and a big wet kiss to all of you Zoners who sent in a tip this month. (Smack! Slurp!) Hah, sincerity? You can't buy it!

And our contestants this week are all from Purley, Norwich, Braintree and Ipswich... except the ones that ain't. Har har. Just a little joke there. Daaaaan daaaaaaaaaaaaa

#### **DRAGON'S LAIR**

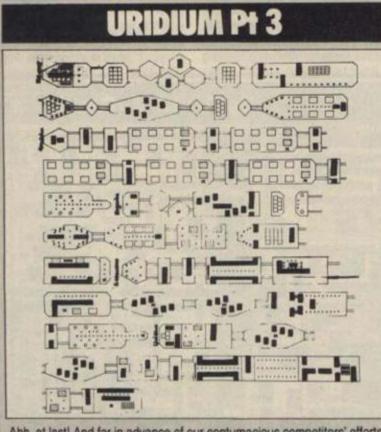
Okay, fingers on buzzers. Here's your starter for ten... how do you finish Dragon's Lair I (Bzzzzzzzzzz) Yes, Robert Brand of North Shields? "It's a snip! Here's the continuation of the solution started by Anthony Hetherington in the March YS.

Level 2	Level 2 (Skull Hallway)					
Nasty	Move	Count (Jumps				
Skulls	Up	10				
Hand	Fire	3				
Skulls	Up	10				
Hand	Fire	1				
Hand	Fire	1				
Bats	Down	8				
Goo	Left	5				
Hand	Fire	3				
Goo	Up	6				
Hand	Fire	1				
Goo	Right	4				
The Goo	has to b	e dodged				

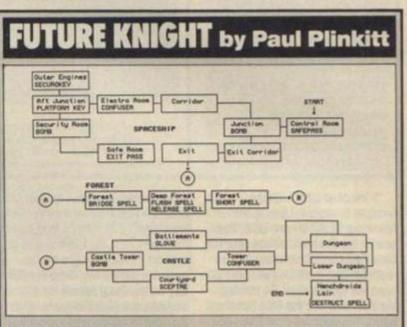
perfectly or it's goodbye Dirk!

#### Level 3 (Burning Ropes)

This level is simple, apart from one place where the fire button has to be pressed at exactly the right time. The ropes swing in five distinct positions; far right, mid right, centre, mid left and far left. The fire button must be pressed when the rope is in the 'mid' positions. Then you'll get across. It's not worth swinging back and forth on the rope 'cos you'll fall off!



Ahh, at last! And far in advance of our contumacious competitors' efforts to copy us (see your local branch of WH Schmidt's), we bring you the final part of **Dave** of Didcot's map of *every level* in Hewson's spiffy shoot'em out, *Uridium*! This really was a feat of some daring and skill, Dave, and our hearts go out to you...(squelch! Eurrr!)



Fuchia night? Is that a sort of violet evening sky? Oh, Future Knight! Ha ha ha ha! Oh, I'm a silly old Hex, I really am. I can't help it. Mummy dropped me on me data buss when I was little, ever since then I can't understand anything unless people speak clearly up my trouser legs. Well here's a map of Future Knight by Paul Plinkitt, to help me get over my misfortune (sob).

#### Level 4 (Weaponry)

Here you employ the same tactic as Level 2, but the nasties are different. Proceed as follows:

Nasty	Move	Count (Jumps
Sword	Fire	4
Ball & Chain	Fire	4
Jug	Left	5
Axe	Fire	1
Head	Right	3
Shield	Right	6
Axe	Fire	1
Head	Up	3
Axe	Left	3
Arrow	Fire	4
Arrow	Fire	3
Shield	Up	2
A CONTRACTOR OF THE OF	and the second sec	

#### Level 5 (Giddy Goons)

If you're using the joystick, you're in for a tough time, as the enter key comes into play. It's quite easy, as there's no rush. When there are only three walls left, kill the nasty and run to the left (you don't need to jump). Run into the goon and keep your finger on the fire button. Eventually you'll kill the last goon and jump onto the final platform.

#### Level 6 (Tentacles)

Once again the level 2 and 4 tactic comes into play. Tentacles coming down are slashed, and those coming up should be jumped.

Level 7 (Disc Park II) This is identical to level 1's disc elevator, apart from the fact that you jump onto it from the right hand side. Just hold down all the control keys at once, and you'll stay where you are.

#### Level 9 (Get 'Singe'd)

WARNING: This stage will start as soon as it's loaded — there's no 'Press Enter' message.

All of the rocks can be hit three times by Singe. I haven't been able to get past the 'mush', so I can't say how you can get the dragon on his deathbed. (Ahhhh). So all you Dirks will have to work this out for yourselves." Well thanxx a lot, Dirkbrain! Two points to you, plus a YS badge.

#### SHORT CIRCUIT Part 1

Wow! Short Circuit has only been out for about half an hour and no sooner does it hit the streets than we get a complete solution and a map! From the same people!

Karl Fudge and Ian O'Connor of Fife (peeep!) in Scotland have trundled their little wheels around the game and given me this chunk of stuff which is so big I'll have to serialise it. Okay, my little banana trousers, here it is, fingers on buzzers, for Part One of the solution:



#### SHORT CIRCUIT

#### Life might not be a malfunction, but sudden death at the hands of the enemy droids is! So, Number 5, be prepared! Use the map here in connection with the tips in the hints 'n' tips section of this warm and frootly issue, and you'll survive to 'Input Data' another day! Oh you little cutie! Many many many thanxx and a big smacker to Karl Fudge (Mmm, my favourite sweetie) and lan O'Conner for this stupendous feat.

So use the map here in combination with the fruity hints and asparagus tips in the main body (whoor) of this month's Hack Free Zone, and you can't go wrong ... well, any wizardly pilot error is down to you. Can't say we don't give you anything.

"First of all LINK with the terminal in room 2. Load in the following: SEARCH and USE. Then search the Drawer Unit and take the Blue Passcard. From room 2 go to room 32. Use the Blue Passcard to open the locked door. Go through the door and use the Blue Passcard again. The door will now stay open. Then go to room 34 and LINK with the terminal and load: DROP. Then drop the Blue Passcard on the workbench in this room. Now go to room 22 and search the Spares Box, Robot and Desk. Take the Red Passcard from the Desk, the Lazer (sic) Software from the Robot and the Jump Hardware from the Spares Box. Go to room 25 and use the Red Passcard to open the door. Go through the door and use the Red Passcard again. The door will now stay open. Then go to room 47 and drop the Lazer Software and

Jump Hardware on the Drawer Unit. Drop the Red Passcard on the Sofa. Now head up to room 5, and search the Desk. Take the File Key and go to room 42. Use the File Key to open the locked file. Drop the File Key on the Sofa, search the file, and take the Pink Passcard. With the Pink Passcard go to room 5 and open the locked door. Once inside the room search the Drawer Unit and you'll find a Drawer Key. Take this and head off to room 16. Open the Drawer Unit and search it. Inside is a White Passcard. Take this and go to room 36. Drop the Drawer Key in the Plant Pot for future use. Use the Pink Passcard to open the locked door, but beware when entering the room 'cos within is an enemy droid so get in and out very quickly. Drop the Pink Passcard on the Table for future use. With the White Passcard

32

EXIT.

go to room 44. Use the White Passcard to get through the door (you can only use this one). Once inside there's no turning back! Go straight to room 36, because the droid that was in 37 has moved to 26. Search the Plant Pot, and take the Drawer Key that you left there earlier. Go into room 37, and unlock the Drawer Unit. Inside is a Grey Passcard. Take this and drop the Drawer Key somewhere. Exit this room, and pick up the Pink Passcard from the table ... " What? What's next? Whadda you mean, I've gotta wait until next issue? Hurumph!

#### SHAO-LIN'S ROAD

And the next contestant in our guiz quiz quiz, is (Yie-Arrrrr) Simon Ward of Berks. Here's your question, is there a cheat mode on Shao-Lin's Road?

"Yes there is." Well, stop chewing

that sock and tell us all about it. "Okay! The solution to playing Shao-Lin's Road is as follows: When the game loads set the controls to your choice, then press the comma key, followed by the down cursor key. Keep them down, and you'll be flicking through the levels. Release both keys at the desired level. I have only tried this on my Spectrum+, but it might work on other machines." Well! Ain't that just the bee's nose? Thanxx a lot. Simon.

55

#### FIST II

by Karl Fudge and Ian O'Connor

87

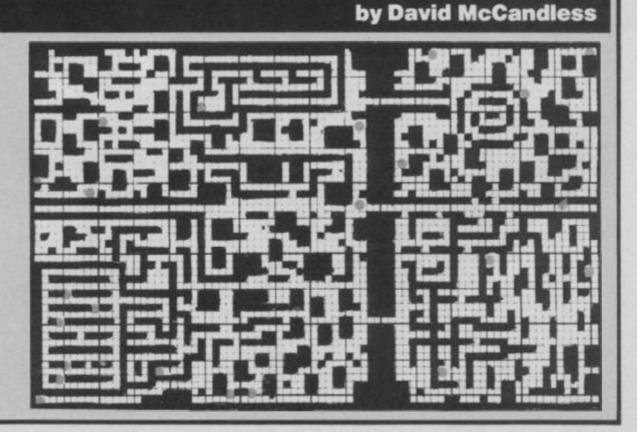
27

"Aaaaiiiieeeeeyyyyaaaaahhhhh!" What? What what? Wazzat? "Hyah!" Oil Gerrof, leave me alone, I'm trying to do a quiz show! "Yah yah!" Tsk! I've only just got rid of one pyjama suited chappy, and another one jumps out of the flippin' closet! Who are you? "Nigel Ison of Staffs. And

#### FEUD

Never, in the field of human conflict, has so much been owed to so many by so Feud. Ho ho ho! I thought I'd just slip in another little joke. (So where is it? Ed.) Anyway, here's David McCandless' super duper stupendously spiffing Feud map. Here, laid out before you is a cartographical charmer, a map which makes the Sunday Times Atlas Of The Whole World look like a very thick book indeed! Still, it may help you slay that loopy Leanoric!

And don't forget, the final solution to this month's megagame is in next month's Hack Free Zone. Can you wait four short weeks? You can't? Well tough cheddar, cheese footballs!





I've got a complete solution to Fist II." Yeah? Well, great. Fling it across ... (whack!) Ow! Not your fist, dummy. Fist I/I "Oh sorry, Hex. Slight misunderstanding... Okay, for the purpose of this solution let's have L=Left, R=Right, D=Down, and U=Up. And it goes like this: R, D, R, U, L, PRAY, R, U, R, U, R, U, R, U, R, D, R, GET SCROLL, R, D, L, PRAY, R, R, D, L, JUMP HOLE, GET SCROLL, R, D, L, U, R, U, R, U, R, D, R, D, L, JUMP HOLE, PRAY, R, D, R, GET SCROLL, L, PRAY, R, DOWN, R, GET SCROLL (hidden behind panel in hut), D, R, D, R, U, L, PRAY, R, U, R, U, R, U, R, U, R, D, R, D, L, PRAY, R, D, L, D, L, U, R, D, R, D, R, D, R, D, L, PRAY, R, D, L, PRAY, R, U, U, R, D, R, D, L, PRAY, R, (When you go in the cave to the right of the ladder, you must somersault or you'll fall down a hole), R, FIGHT WARLORD. As soon as you've beaten him to vermicelli, that's it! You've done it!" Vermicelli? Wasn't he an Italian painter? Oh no, that was Botulism. Sorry, do go on.

"And now for some fighting tips — NINJA: The safest move is a sweep or a floor punch. PANTHERS: There are only two moves which can kill them, and they're a mid-kick or a floor punch. PEASANT SOLDIERS: The best move on these is the flying kick. Try to do about three at a time.

"Here is a table of the most powerful kicks and punches:

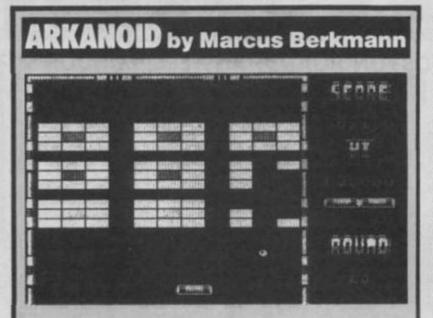
7 - High punch
8 - Floor punch
9 - Back sweep
10 - Low kick
11 - Low punch
and the second

"And that's it! Do I get a prize?" Yes, a YS badge, and think yourself lucky I don't give you a kick up the trousers an' all! Tch! Feh! Fumf! And the next one please!

lick Bzzzzzzt. Hey, what are you doing in my dressing room? Get lost! I'm getting changed! Oh, you want to know about Hex's Heroes? Oh okay then, deary, pull up a wardrobe mistress and sit yourself down.

I tell you what, there's more and more animals getting hi-scores on topselling games these days. It's quite incredible how adaptable household pets and zoo-fed camels are, but the evidence is right here in these photos...pass me that album. (Rustle flip rustle). There, look at them...

This fine young puss is Steve Blake of Bradford, and he's got a story to tell you about The Great Escape. "On the 11th January I escaped from the prison in The Great Escape. There is one thing I want to know. I've heard there is a rope, but I can't find it anywhere. Please tell me where it is. PS What's your second name?" The rope is in one of the tunnels you should have gone through to escape...how on earth did you miss it? As to my second



Here's my tips for the hardest level in Ocean's engrossing wallbatterer number 23. You start with nine of those 3-by-3 grids of bricks, and okay, it looks relatively tricky but no more so than any other level. Wrong! On each grid, the outer eight bricks are of the fiendish silver variety that need to be hit more than once — and on this elevated level you'll find that you need to bash 'em four times! And there are no rinky little capsules to help you either not until you've blasted through the silver blighters, at least. All you can hope for is that one of the nine coloured bricks inside does eventually glean a capsule — and then it's got to be a goody! To start, try and aim the ball so that it bounces into one of the horizontal gaps — bottom right is best. The ball should ricochet enough times to get through the first silver bricks and maybe your first capsule. Other than that I have no answers. It's just hard!

#### FEUD

ve Blake

The Great Escape/Escaped

Solutions for this little number are feud and far between... ha ha ha ha ha! But here is our next contestant from Somersham in Cambs, to tell us all about it! (applause). Hello, what's your name? "David McCandless." Hi there David, and how long has your McCand been missing? Ho ho. Just a little joke there, Dave. "Very little. And it's David." Oh ho ho. Well off you go then.

"Okay, here are my tips. Always look for herbs which make up missile spells like Fireball, Lightning and Sprites as these are more effective. Once you've armed yourself with a spell, never leave the book open at the correspondance page as the spell will disappear if you do. Beware when entering the herb garden (bottom left on the map) as there is a guardian which chases you and drains your energy. To kill Leanoric quickly, simply arm yourself with three missile spells and wait by your cauldron. Leanoric will appear after a while, totally vulnerable to your spells. If you find that Leanoric has a herb before you, just move into a neighbouring screen and wait for a minute or two. Then re-enter the screen and the herb will be back again." Okay, that sounds fine, but for three bonus points and half a fridge freezer, can you tell me all about the spells you need? "Sure I can: Teleport - this

spell will teleport from anywhere you like back to your cauldron; Protect - this one will make you invulnerable for a short while; Sprites - this is a missile spell; Zombie - this will create a slow moving zombie that'll follow you around. If Leanoric is on the screen the zombie will appear on top of him, draining his energy; Swift this allows you to move at twice the speed for a short time; Freeze - if Leanoric is on the screen, this will stop him from moving; Dopplegänger - will produce a replica of you which will divert Leanoric's attention while you do other things; Lightning - a missile spell; Invisible - guess what this does; Reverse - will make Leanoric move in the opposite direction to the one he wants to; Heal - self explanatory; Fireball a missile spell. That good enough for you?" Pretty darn good! Well done, David. (PS. You can see David's hacking (ptuil) work on the Hacking Away page, as he's one of ZZKJ's regular contributors!)

Okay viewers, see you next time, same time, same channel, same load of old twallap. I'm Hex Loader and this is the end of the show... and remember it's your votes that count, and opportunity only knocks once, then it goes out for a bite to eat. That reminds me, I'm hungry.

name, it's Loader, or did you mean my middle name? Well I'm not telling! (Rasp!)

Eurr! What's this one? It looks...well, I really can't say...what exactly do you mean by this outrageous photo, Gordon Cobb of Newcastle Upon Tyne? "I have completed Dynamite Dan II. Isn't that just fab? The piccy is in fact a rubber glove full of water. It's at least one and a half foot long!" The things some people will do to get a lauch.

HEROES HEROES

ordon Cobb

Dynamite Dan II/Completed

Martin Stonebridge Feud/Completed

33



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omputer wargames have been around for quite a while now - CCS brought out one of the very earliest, War, way back in June 1984. However, they've never really had the appeal of arcade games, though I can't really see why. All you need to play arcade games are fine-tuned reactions and a good joystick wrist there's often no need to engage your brain at all. Wargames, on the other hand, you have to think about. Haven't you always wondered what would have happened if Germany had won the war, or if Julius Caesar's boats had sunk. So, if you're getting bored with zapping aliens why not treat yourself to a real challenge - give a wargame a go!

#### **Action Stations**

Wargames give you the chance to refight the great battles of history. You have to bear in mind all the different things that affect how well your troops will fight - how to supply them with food and ammo, how to keep their spirits up, where your reinforcements are coming from, when you should attack, and when the best thing to do is run away!

Most wargames are historical. As different periods of history interest different people, there's a wide range of games, one of which is sure to

suit the period of history you're into. You can travel back to ancient Rome and fight the Punic Wars all over again in Lothlorien's Legions Of Death, or you can fight in the Napoleonic Wars in Austerlitz, also from Lothlorien. Then there are the WWII games such as The Bulge, Battle Of Britain, Vulcan and Iwo Jima and games based on more recent conflicts, such as PSS's Falklands '82. Alternatively, if you're interested in such things, there are games based on less obvious battles, such as Johnny Reb II from Lothlorien which is all about the

American Civil War. Some wargames, though, aren't based on battles that have actually happened, but on what might happen in the future. PSS's recent release, Battlefield Germany is an example. In this game, the Russians invade Germany, and the Third World War starts.

#### Let Battle Commence!

Wargames tend to follow certain set patterns. Your playing area is usually a map which scrolls as you move. The map is divided up, usually invisibly, into a grid pattern. Sometimes this is made up of squares, sometimes it's made of hexagons, and it's used to show the movements that the units of your army are able to make. Units occupy one square or hexagon and can move a certain number of

areas each go.

War! What is it good for? Absolutely

wargames. And if you're not, Richard Blaine reckons you should be!

> Each type of unit has its own abilities and these will be explained in the rules. The units are likely to have ratings, representing the number of men they have, how well trained and supplied the troops are, how high their morale is and so on. When you get on to the more complicated wargames, these factors will have been taken into account in the programming so that you may find yourself unable to do certain things 'cos your men are running out of ammo.

You move around the map using the cursor keys or a joystick to shift an on-screen cursor. If you put this over one of your units, you'll be told some information about its status - what it is, how well armoured it is, what its morale is like and so on. When you press the fire button you'll be able to order that unit to move where you want it to. If you move it next door to an enemy unit you'll be able to order an attack on it. The computer will compare your unit's strength to the enemy's strength, consult a set of rules laid out by the programmer and, with the aid of a random factor, decide the result. Your attack may be repulsed, or you may win this usually depends not on luck, but on how clever you've been beforehand at manipulating the situation.

When you (or the enemy) reach certain goals, such as killing the opposing general or capturing an important bridge. the game finishes. Whatever your goal is, it won't be easy.

A 15 MARGAMES

#### **Total War**

There are a large number of excellent wargames available, usually published by two or three main companies. CCS has a great range, including Arnhem, Desert Rats and Vulcan, while PSS does a huge selection - Theatre Europe, Iwo Jima, Falklands '82 and Battle For Midway being some of its titles. Lothlorien tends to bring out games based on battles further back in time, such as Johnny Reb II or Legions Of Death, while Century Communications' Battle Of Britain is a cracking game. One word of warning, though. Don't expect wargames to be easy - they're complex and need a fair amount of rule-studying before you can really settle down to a game, but once you do, they're very rewarding. And don't be put off by the fact that you might pick up some history while you're playing - it's fun to see how far you can alter what did happen into your idea of what should have happened. And if you start playing the future wargames, then who knows, you might hit on a brilliant idea for world peace that Reagan and Gorbachev haven't even considered - you see, everybody really does want to rule the world!

ith this game, PSS has returned to the territory it covered in *Theatre Europe* World War III. The massed forces of the evil empire

(Reagan-speak for the Russians) pour over the dividing line between the oppressed eastern bloc and the wonderful world of democracy. This line runs down the centre of Germany, though what the Germans think of this idea the game doesn't go into.

This is a triffic game, though — one of the best wargames for the Speccy that I've seen so far. It's very complex, though, so don't choose it as your first ever wargame, 'cos I suspect you'll get nowhere. It's a two player game, although your adversary can be the computer. On one side are the Russians and their allies in the Warsaw Pact, while on the other are the forces of Nato consisting of most of the countries of the free world.

Each side has a variety of different types of unit. The infantry are tough but slow, mechanised infantry move a bit faster while armour units are big and butch and terribly tough. The armoured cavalry are semi-tough and fast, airmobile troops are really fast, airborne paratroops tend to drop on your head and the mountain troops spend a lot of time on the piste.

The screen shows two maps — a large tactical one which takes up most of the screen, and a smaller strategic one that sits in the top right hand corner. The large map is divided up into hexagons, each 30 kilometers wide and you're able to look at a particular part of the front in detail. Up to four units can fit inside each hexagon at a time, though you can only see the top one. The others are revealed when you want to have a quick dekko though.

Below the little map you get all the information you request. You're told how well supplied the unit you're enquiring about is, what its combat strength is, how efficient it is, how far it can move in a turn and whether it's tired and wants to go home. All these things play an important part when you're trying to decide when a unit should stand and fight and when it should hightail it out of there.

The Russian objective is to break through the Nato defenders and reach the Rhine as quickly as possible. However, they've got to make sure that they don't overstretch their supply lines, 'cos otherwise the Red Army's done for. The Nato forces have to keep the Russians stalled for as long as possible, holding out until fresh reinforcements arrive from America. Both sides have the option of going nuclear when things go wrong, but it's not advisable — neither side wins and Europe's transformed into a radioactive desert.

Battlefield Germany's a really great game, all things considered. Graphically it's wonderful, and the game play is tough enough for even the dedicated wargamer. It's not really a game for beginners, but once you've got the hang of wargames, you're sure to want to try this one!

Graphics Playability	
Addictiveness	2

Mountains, forests, hills, rivers and other geographical features will slow you down and help the opposing forces. Plot your way round them with care.

JAKK\_

Airborne paratroops can land just about anywhere on the board. Use them to sow confusion and distract the enemy, or break a hole in his defences. Don't throw them away too easily — they can be vulnerable.

Towns and cities are your targets. If you occupy lots, you're likely to win the game — unless the Button gets pushed, of course.

Nuclear weapons dirty the hexagons they go off in. These devastated hexagons will slow units down, and may tire them out. Nuking people is bad. If you must do it — use a clean bomb!

 Paris isn't on the map — it's nice place to go for the weekend, though.

> Infantry move slowly and should be used to consolidate captured territory and hold it against counter attack.

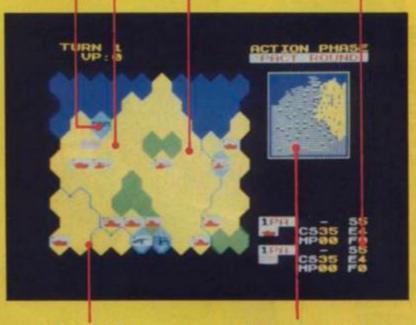
Armoured troops are your first attack. Don't expect them to hold the important places for long, though, 'cos they'll need help. Don't let your armour get bogged down — it's best as a mobile force, used to punch holes through enemy lines.

Illustration:Ken Oliver



Units must be able to trace a supply line to either their home map edge or, for Nato forces only, a port. This supply line can't pass through hexagons in an enemy unit's ZOC. The tactical map shows an area about 300 kilometers square. The top unit in each hexagon is shown as a black silhouette against a blue (Nato) or red (Warsaw Pact) square. If there are other units in the hexagon they're shown by one or more dots in the top left of the square. This is where your status displays appear for the units in a hexagon. You can find out the unit type, how strong it is in combat, how efficient it is, how far it can move and how well it's supplied. You can also find out what it's called — who knows, you may want to invite it to tea!

The hexagonal grid over the map shows you your movements and where the enemy units are.



Each unit controls the hexagons surrounding the one it occupies. This is its zone of control or ZOC for short. Retreating units can't move into a ZOC, nor can supply routes be traced through them. The strategic map covers most of Germany, part of Denmark, Belgium, the Netherlands and Luxembourg, a bit of Switzerland and France and a fair amount of the North Sea.

When you send in the tanks, make sure the mechanised infantry are right behind. They pack quite a punch in attack, and are strong in defence as well. Mountain infantry have a major advantage in rough terrain, so use them in wooded or mountainous areas as they'll move quicker than other non-airborne units. Airmobile troops can be devastating in attack. They can skip over enemy lines and attack rear echelon troops, causing havoc and isolating your opponent's front line.



#### **LEGIONS OF DEATH**

イモイ

#### Lothlorien/£9.95

his is a two player strategy game set around 200BC, the time of the Punic Wars between Rome and Carthage. One player commands the Roman navy, and the other commands the Carthaginian fleet and each side has to try and sweep the Mediterranean clean of the enemy's ships.

First of all each side has to build up its navy. You'll need fast galleys, called biremes, to grab money from outlying ports and zip it back to you. But you'll also need some bigger, tougher ships 'cos you can be sure that the enemy is going to come steaming (well, rowing, anyway) after you.

**ZULU WAR** 

CCS/£8.95

f you've never played computer wargames before, this'd make a great game to start with — it's easy to understand, the get at ramming the enemy, the graphics are simple and colourful and it's an interesting subject. The game's set in the 1800s and the action takes place just

Movement is as simple as

building ships. The main map

shows you the whole playing area — the Mediterranean between Italy and North Africa.

To the right of the big map is a

smaller tactical map — a blown up view of the area surrounding

the cursor on the main map. To

one of your ships on the tactical

move around you choose the move icon, put the cursor over

map and move the cursor to

start off slowly and build up

go. Also, ships are gurt big clumsy things and they tend to

Remember, though, that ships

speed, so don't expect to sail

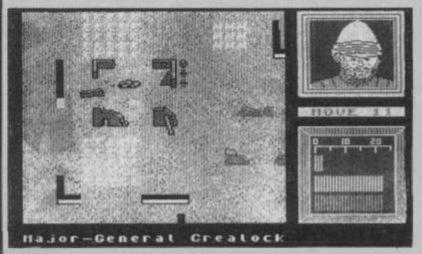
from Carthage to Rome in one

run into each other. Not that this

is a bad thing - the better you

where you want it to go.

after the gallant defence of Rourke's Drift by the Brits. It's a



#### PLACE QUADREME PLACE QUADREME PLACE QUADREME

more likely you are to win, 'cos if you ram them often enough, they'll sink!

The only things missing from Legions Of Death are the legions themselves — nary a foot soldier in sight, they're all sailors! However, it's great fun, so let's hear that old Roman war cry, Delenda est Carthago, and into the galleys, lads!



one player game, and you take s the part of the commander of the commander of the computer-controlled Zulu hordes.

Part of the attraction of this game is that it looks like one of those table top wargames. The troops of each side are shown on the map as if they were model figures, seen from above, and when they fire, little bullets streak out to hit the target (or not, depending on your aim). Giving your troops orders is dead easy. The computer goes through each of your units in turn and you can order them to move, or fire in a particular direction. If one of your units ends up next to some Zulus, you get a round of handto-hand combat. Your units are shown by a square of soldiers five by five for the larger units, going down to one by one. As your men get injured the squares

shrink, and when they get below one figure they're destroyed altogether.

A status display to the right of the map window gives you information on the strength of each unit, how brave it is and how efficient it is. As the game goes on, and the situations change, these levels change too. Once you've slaughtered all the Zulus you can find, and won through to the Zulu capital, the game's over and you've won.

That's really all there is to it it's simple and zips along quite speedily. Not an easy game, but challenging and aabsorbing and definitely a good buy for the beginner.

#### Graphics Playability Value for Moday

#### TOBRUK

PSS/£9.95

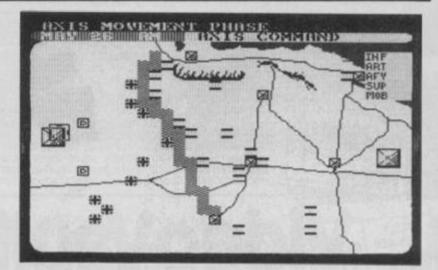
he war in the desert was very much a to and fro affair, and by May 1942, it was Rommel's turn to make a thrust for Tobruk, taking in as many allied command points as he could. It looked like a simple sweep from west to

east, but it was complicated by a broad strip of mines running the length of the map. The only ways round were at the extreme north and south.

In one player mode, you are Rommel, though you can have two player mode, when one of you plays the German commandant and the other plays the Allied commander. Tobruk is your goal and if you're the Allies you have to defend against invasion while attempting to disrupt Rommels' supply lines and strength.

Control round the single battle screen is by the cursor and movement is in stages — first the Axis forces move and attack, then it's the Allies turn.

The Germans are rather short on reinforcements, but they can strengthen themselves in the three key areas of infantry, armoured fighting vehicles and supply. To benefit from supply, though, every unit must be able to trace a line back to the nearby supply point. Because of this, the supply points must be carefully protected. Once you've supplied your troops you can set up special missions for some of your units, such as attacking a target or clearing a path through a minefield. Depending on what's happened during other stages of



the game, you may be forced to hold back your attack because your units took heavy damage or because you're waiting for air support.

Tobruk provides an interesting challenge. The rules aren't that difficult to understand, so beginners won't give up in despair, and there's enough in it to give a good strategic puzzle.





### VS AND PIRANHA COMPETITION HERE'S LOOKING AT YOU KID

We've got five videos of *The Maltese Falcon* and 30 copies of Piranha's new detective game *The Big Sleaze* to give away in this amazing compo! Don't be a dick — enter now!

ou must remember this, a kiss is just a kiss. They don't write woids like that any more, thank God. Now listen 'ere. We got that dumb Private Investigator Sam Spillade on our trail and we got to nail him quick. Here's de dope.

Dere's dis commuter company in England, by name o' Piranha, and it's puttin' out one o' dese commuter games called *De Big Sleaze*. It's written by some Foigus McNeill dude. Ya with me?

"Yeah, pop. Can't ya see me?" (Sigh). So dis McNeill bozo's done dis game spoofin' de great American detective films, you know? Bogart, Edward G Robinson, Cagney...

"And Lacey too, pop?" So I'm sailin' over to rub him out. I want you to look after the shop and I got this compo in YS that should keep you occupied. Think up a caption for dis photo of Bogart talkin to de black boid. Den send it off to YS and you could win one o' five copies of *De Maltese Falcon* on video and a copy of de game. Yup, legit. An' after that, there's anudder 25 copies o' dis *Big Sleaze* game for de runner-ups. It's got to be a winner.

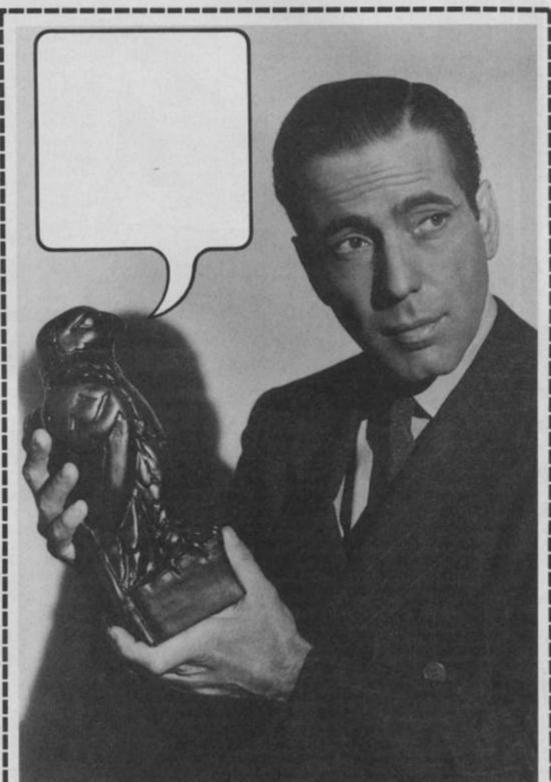
(You too can enter this remarkable compo. Just fill in the caption with a hilarious gag, fill in the coupon and send it, or a photocopy, off to Play It Sam, Play 'As Time Goes By', Or I'll Shoot Your Kneecaps Off Compo, Your Sinclair, 14 Rathbone Place, London W1P 1DE.)

#### Rules

If we haven't got your entry by June 30th 1987, you can whistle. (Put your lips together and blow.)

No members of the Family (that's Dennis Publishing and Piranha to you, sucker) can enter.

Yeah, and don't get lippy with the Ed, 'cos otherwise it'll be time to order the concrete overcoat from the dry cleaners.



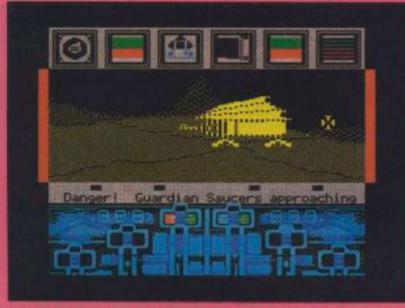
Of all the computer magazines	in the world, you had to send your compo
entry into ours. Not that we're	complaining!

Name	
Address	
Postcode	





This is your Psytek 7500 Series Science Droid System Analyser" looking after the shop while you faff about on the planet Koronis. The screen on his left shows what the Science Droid is up to, while the (now empty) conveyor belt in front transports systems to and from the storage area.



Now to the business of looting hulks and making your fortune. A techno-scavenger's life is no picnic! Guardian saucers will be out to destroy you until you knock out their base on level 20, so you may as well get used to 'em.



#### Activision/£8.99

John A touch of the "'s here, this has to be an American game. Quote (and in alphabetical order too!) from the packaging "Ancients, Autotronic, Blatarian Dromodite, Koronis Rift, New Federation, Psytek 7500 series Science Droid System Analyzer, Repo-Tech Robot, Scavanger Mk IV Modular Planetary Surface Rover, Tseweueme, Xendrons and all other elements of the Koronis Rift game fantasy are trademarks of Lucasfilms Ltd. All rights reserved". It leaves you wondering whether George Lucas and his pals will go one further and eventually conquer space with all these objects trailing " symbols after them!

Still, on with the review. You are a techno-scavenger searching for the valuable technologies left by the men that have gone before. (Kirk out.) Eventually you stumble across the legendary Koronis Rift (aaaaahhh . . .), which is the hiding place of technologies beyond your wildest dreams - though who dreams of technologies, that's what I'd like to know. The rift, however, is guarded by 'guardian saucers', which have a nasty tendency to blow you away a bit if you're caught looting the other spaceships This is a pretty mega game.

After loading side one of the tape you're shown the interior of your spaceship. And quite comfy it is too! Suddenly a rolling test card appears in each of the five monitors in turn, and gradually the horizontal hold is adjusted so that the displays are still. A nice touch — I wonder how much programming went into that! Then it's time to load side two.

One of the monitors now displays the location of the nearest spaceship, so you can use the ship's motors to move towards it. As soon as you're in range you can send out your RT robot to do your dirty work for you. Once it returns you can add the module it brings back to your ship's own circuits, then return to your scout ship to analyse your finds. The circuits are analysed by a robot, though you have to unload them from your scoutship and put them on a conveyer belt. The robot does the rest, acting on instructions from you.

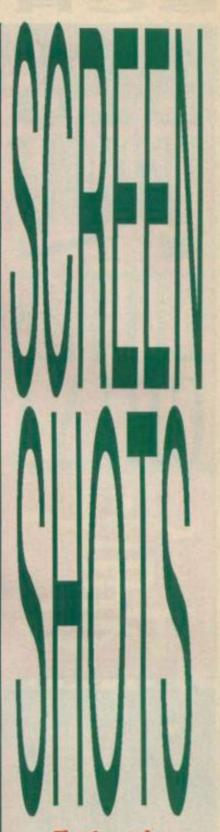
Now two things can be done with the gathered circuits. The first is to scrap them, 'cos if you do this you get a score. The second is to add them into one of the six circuit locations of your ship and thereby improve the abilities of your weapons and scanning equipment. By the way, avoid doing what I did in a rush to escape from a guardian saucer, which was to quickly fit a new heavy duty battery circuit into the slot that held the weapons and shielding circuit, thus leaving me without guns and protection. A sitting duck (Quack!)

From the scout ship you can return to the current rift level, load the next rift or even skip a rift and start loading the next but one. So you should be able to make it up to rift 20 to destroy the source of the guardian saucers pretty quickly. (Me, I didn't get past rift three, but that's my problem!) Once destroyed, you can raid the entire rift without disturbances.

This is an excellent game. Obviously a huge amount of work has gone into the plot and graphics. The rifts are made with fractals and are fast and detailed, giving the game a fair sized shot of realism. The documentation isn't too complex, but there's a lot you have to plough through to get enough information to play the game. It is joystick compatible, but the joystick only controls the shoot 'em up part of the game, the rest being controlled from the keyboard.

So, only one thing remains to say — you'd better buy this game or else Lucasfilms may well trademark the Earth<sup>™</sup> and its Entire Contents<sup>™</sup> including you<sup>™</sup>!

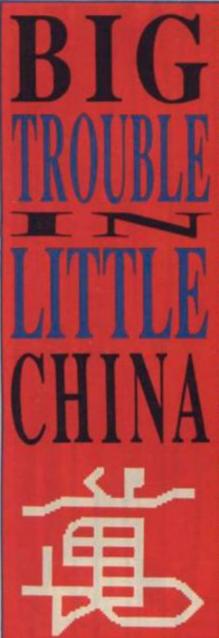
Graphics Playability Value for Money	9
Addietivaness	-



They're under starters' orders... and they're orf. Rounding the first corner, it's Tony Lee followed by Tommy Nash, Marcus Berkmann, and there's John O'Molloy on the stand side, with Sara Biggs bringing up the rear...



YS Seal Of Approval All games reviewed in Screenshots are finished products.



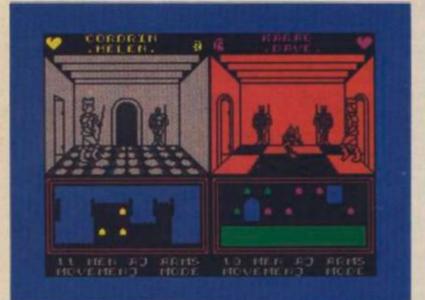
#### Electric Dreams/E9.99

REEN

Tony Hyahh! Kawasaki! Origami! Thud! Sorry about that, just practising my lotus blossom eats preying mantis position. That's the one where you do a neck chop, a triple somersault, and pull a machine gun from behind your back and yell "surprise".

Enough of this, let's get on with the game. Big Trouble In Little China was a film that appeared recently - it wasn't too bad, so Electric Dreams brought out a game too Stands to reason, dunnit. The plot is this - nasty 'orrible mandarin Lo Pan is bored of being spiritual and wants a proper body to walk about in. First of all, though, he has to marry a girl with a fun personality, who's good at parties — oh yes, she's got to have green eyes. Then he has to sacrifice her! Unfortunately, his dippy henchmen kidnap the girlfriends of Wang Chi and Jack Burton, so these two brave lads, plus a third called Egg Shen, tootie off into the sewers of San Francisco to find them

You control all three characters, but life is made easier by the fact that you only need to control the leading one, as the others follow after. You start your trail through four levels to face Lo Pan with no weapons at all, although there are some scattered about to be picked up. Each player has his



## THRONE OF FIRE

Melbourne House/£7.95 Tony At last! After much speculation, trepidation and even desperation, Mike Singleton has finally completed a game! It's not the much publicised Dark Sceptre or Star Trek, but Throne Of Fire, designed for Melbourne House. And believe me, it's hot stuff!

The storyline is this - you're

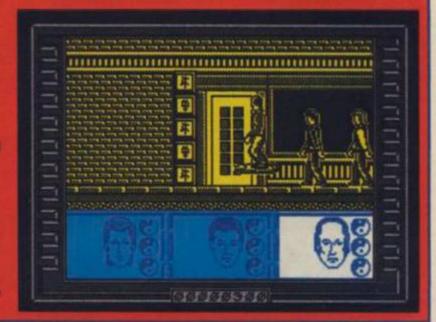
one of three princes who all, naturally enough, want to be king of the castle. Each amasses his followers and races to the throne room to collect the crown. You've got to get there first without being killed in the process. Simple, you may say. Wrong! The other princes are just as hell-bent on mangling your chances of own particular favourite — Jack has a gun, Egg has potent magic and Wang has a sword. These aren't easy to get, though, and you've got to be nifty with your fists at first.

The bottom third of the screen shows the characters' faces and there are yin-yang symbols showing your lives and your weapon, if you have one. Your score is also shown which, when the last character dies, turns to zero. Mind you, if one of you croaks, you might as well give up anyway, as you need the combined skills of all three to win the game.

The scrolling is smooth, the animation is nifty — especially Egg Shen's floating cloud, and altogether, it's a pretty good

game. One gripe I do have is that the martial arts experts are easy to kill, but the gun-toting baddies are almost impossible to waste unless you have a weapon, and you don't, for most of the time. I also found the sewer monsters hard to deal with. The blurb says you have to jump over them as they can't be killed. Poppycock! You can't jump high enough, and it's easier to walk past 'em anyway. Apart from that though, A Bit Of Bother In Little China is another great game from the lotus blossom eats preying mantis school - ah sol

	and the second second	
Graphics		
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Walnut for Mission		



kinglyhood. So you've got to use your forces carefully to avoid the other players and protect your prince. One good idea is to stow your prince somewhere safe and use a plain ordinary foot-soldier to do all the dirty work — which means if he dies, you don't yet.

The castle itself is circular, so if you continue in one direction long enough, you'll wind up back at the start. There are also several levels and towers to negotiate. The screen's divided into two sections à la *Top Gun*, but as there are always three princes this means that until someone (usually you) dies, one prince is hanging around unseen, and it's usually him who does you in! You can play against the computer, which then looks after the other two princes, or in two-player mode, with the computer taking prince number three.

The gameplay is fast and furious, with superb animation (as in all Mike Singleton games) and little details like the fireplace and the chandelier which both flicker realistically. There are sword fights you have to survive if you're to have any chance of winning, and these too are well animated there's even an effective clunk when you engage in hand to hand combat with your foe. You start with ten followers per prince, but as you fight the other players or the King's Guard, who are an independent (are you?) force protecting the throne room, your numbers go down. In the two top corners of the screen your heart, and that of your opponent, pumps away, indicating how much energy you have left. The weaker you get, the faster your heart will pump, and if you're caught in a fight and lose, your heart splits in two and a curtain of blood dribbles gorily down your half of the screen. Bleeuigh!

The only drawback is that if you're playing in one player mode, and you die, the other two computer-controlled princes carry on with the game until one of them wins. This gets a bit boring, especially if you're foolish and get mashed early on in the game. I completed it my first time in two player mode, but I haven't been so successful in one player. Almost, but not quite! It's great fun though, and very good to play — I really enjoyed it. As games go, Mike, it was worth the wait!

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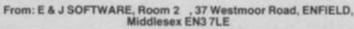
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R included (£14.95), and the basic question set (£7.95).

#### There are new categories: Broadcasting, Stage and Screen, Nightly News, Publishing, Life and Times, and RPM (pop music, in other words). Typical questions are Which two Rolling Stones sang backing vocals on 'All You Need Is Love? In which Hitchcock film did Grace Kelly stab her assailant with a pair of scissors? Which county did Mike Brearley captain when he was captaining England? (Answers: Mick and Keef; Dial M For Murder, Middlesex.)

All good clean fun. My only query is, do we really need this third set? Six thousand q's should be enough to keep you going, and then there's the question of expense. So far, you'll have spent £30.85 to acquire a complete set of TP questions: is that really worth it?

And of course there's the most pertinent question of all. How many Speccy

gamesplayers are baby boomers, born between 1945 and 1958? Not an awful lot, I would wager. Still, if you're a sixties freak, you'll love this. Even if you aren't, there are still some questions here you may be able to answer. But if you've

comes in useful. Playing by

yourself, you control Hunk with your joystick as normal. Keeping fire pressed down

activates your gun sights and

ghouls, vampires and what not

a rush, though, as you can't

move Hunk and fire your blaster at the same time. But

not often that you get a Speccy game for two with both people

on the same side, so it makes a

Even with two of you blasting

there. And watch out for those

the ghosts in the ghoulies you'll need the beakers of energy that lie about here and

change

you can then zap all the

quezzies already available, and you're looking for a more general set, this ain't it. Wait for Genus II, which I'm told will be out in the autumn.



 Hunk (being a bit wet) is awesomely afraid of 'em! EEK! Graphics are only single coloured (though you can change the colour from red to blue - gasp), but quite My fave nasties are definitely the skulls, which look remarkably like Neil Kinnock, even down to the way they even digitised speech to keep you occupied. Ghost Hunters is hardly a huge step forward in Speccy programming, but it's a reasonable cheaple and worth its modest price



already exhausted the 6,000

#### Code Masters/£1.99

Domark/£14.95 (complete)/£7.95

(questions only) Marcus Hey, babe, it's the

sixties. Groovy. Fab. Let's hang

out down the discotheque, man.

need is love, plus a Porsche and about £60,000 a year.

Yes, it's the latest collection of Trivial Pursuit questions from

Domark, the Baby Boomer edition. This one's designed to

appeal to people born in the post-war baby boom, those

years of gloom in the fifties

when there was nothing to do except have babies. Baby boomers know all about the

sixties, mainly because they

trousers at the time. (But were

So this third set offers 3,000

teasers, posers and puzzlers to

add to the 6,000 in the original

mountain of trivia! You can buy

it in two versions - the deluxe

pack, with the original game

Genus and Young Players editions. Gasp! What a

you? We'll come to that later.)

were alive and out of short

S.I.G., Captain Scarlet. All you

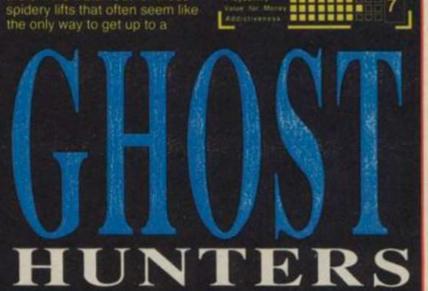
Tommy Who ya gonna call? Ghost Hunters! Doesn't have quite the same ring, does it? Never mind, 'cos this rather weird game from Code Masters seems at first sight to be a dull platform game turns out to be an unusual and tricky test of skill best played by two - an and that's a shock in itself.

You're Hunk Studbuckle name, but so it goes. Your brother is trapped in Nightmare

surrounded by hordes of undead ghouls and zombies have a ghost of a chance. Serves him right, if you ask me but you're a hero, so off you go to do your stuff and almost certainly get killed yourself What a mollusc

As you walk around the 21 screens, you aim to pick up various flashing goodies which activate lifts in other parts of the maze. As the undead rise from the ground, your Terrometer goes haywire, and this depletes your Macho Energy (don't push me!) until you pop your clogs. This is





#### CREEN RASTERSCAN

Mastertronic/£1.99 Marcus "'Ello, 'ello, 'ello, 'ello, wossall this then? The first reggae computer game? Come on, son, that's got bells on. Would you mind accompanyin' me to the station ...?

No, sadly this isn't an amble through the mean streets of Brixton but it's an unusual game nonetheless. Very rum. Mastertronic describes Resterscan as "an animated adventure game without any text", requiring "no arcade skills whatsoever", but that's not entirely accurate. Judge for yourself. You play MSB, a small spherical robot that flies around the innards of the ship Rasterscan trying to put it back together after an unfortunate military encounter. Quite how you're supposed to do this, you must find out as you go along - the game info is intentionally vague

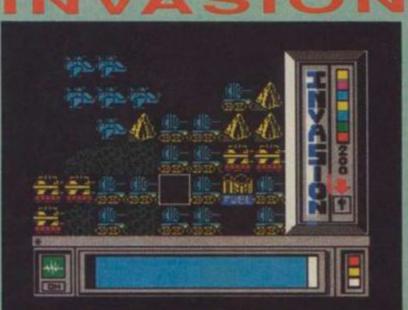
So for half an hour you'll fly about the ship, or at least the parts that aren't closed off, wondering how to get going. Loads of massive spanners lie around, inviting you to sit in them. Do so, and press fire, and more often than not you'll die. There's one nearby, though, that will teleport you to another part of the ship, from which you need to find the stock room, where you need to get a pipe ... and so on.

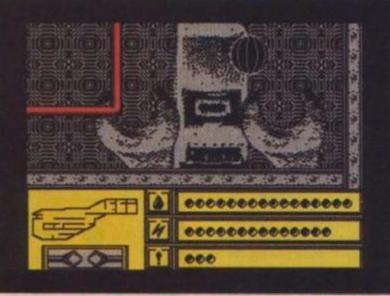
#### Buildog/£2.99

John I'm not overly stunned by this game. It's a sort of cross between an arcade game and war game. You're in control of various military units as well as radar and explosive devices. The object of the game is to destroy the enemy's weather control station and to escape from the planet. Extra points can be gained if you destroy the weather control station, your own space ship and escape in the enemy's just to make life a smidgin more complicated. The

problem seems to be that it's too complicated. You give your units orders, so in one way it is like a standard wargame, however you use the joystick to control the units in an arcade fashion.

The screen consists of an aerial view of the battle ground where your units are deployed, awaiting orders. A square cursor appears and it's with this that you issue the appropriate orders to them. There's an element of automation in this game - if one of your ships is attacked





Now you've got to move quickly before your battery runs out. The gameplay notes are wrong, by the way, about one important detail — the game does require arcade skill, even if there's nothing to shoot. MSB isn't very easy to manipulate, and you have very little time to complete the first stage of your task at least. Let MSB get out of control and you've effectively ruined your chances of getting anywhere in the game.

Some of the giant spanners turn out to be locks, keeping you out of other (usually important) bits of the ship. To get through you have to solve a logic puzzle, part of which is

working out what it's all about in the first place. I won't spoil it for you any further (ha ha!) Okay, so this sounds a bit

too clever for its own sake, but once you've sussed out what's going on (and with this review to guide you, you'll have something of an advantage over me!), *Rasterscan* is surprisingly engrossing. The graphics are fab, the ideas bizarre, and the whole is often very confusing, but I predict that you'll be gripped (oo-er!) And not a woolly hat in sight...



when you're not looking, it'll defend itself, presumably by firing back. You're informed of all the action by a teleprinter which prints reports of the battle while you sit back and relax. Sorry, I mean carefully work out which of your units to deploy next (ahem).

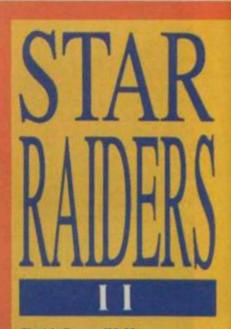
To win the game you need to explode two of your three explosive units in squares adjacent to the weather control station. So if you lose your explosive units you might as well use that well known Speccy reset button and pull the power supply out of the wall. You have about as much chance of winning as Phil does of losing that spare tyre. (Oil Phil). But if you do succeed in blowing up the weather control station, you've got to get back to the enemy spacecraft and press T. The ship takes off and your scoring shoots up.

If you're into wargaming and think you might want to try a sort of arcade version then this game is for you. If you don't like that sort of thing then it's probably best to check it out in your computer shop before buying it. I wasn't wild, I have to admit.

-	 -
Graphics	7
Value for Money	
ADDITION	

Melbourne House/£8.95 Tony Twenty-two, forty-one, hut, hut! Ah yes, I love a good American football game — all the blood, all the gore. Whaddya mean it's not a football game? Why's he wearing that helmet then? Knucklebusters is a strange

game. You are Deke, a wanted man who's escaping from the lobotomy labs, where people with criminal minds are reformed by specialist doctors. You have absolutely no desire to be reformed, so you've made a break, disabling the security system in the process. Unfortunately for you this has turned the entire complex into a time bomb. Unless you get out fast, you're going to turn into a Kentucky Fried Criminall



Electric Dreams/£9.99 Tony 'As Dirk Diehard edged into the seat of his souped-up Morris Minor with the dayglo go-faster stripes, he thought back to the meeting he'd just left. He'd been given custody of the Liberty Star, a hi-tech spacecraft that had pulse lasers, an ion cannon, and air (or space) to ground missiles, and it all came complete with a four-year guarantee! It sounded good. Too good. He couldn't understand why they'd kept smiling at him, and why they'd chortled merrily when he left. Then he opened his instructions and read what he had to do.

Yes, folks, it's shoot the bad guys time, and what a doozy! All you have to do is singlehandedly save four planets, three space stations, defeat hundreds of space ships and destroy an entire enemy solar system! There's only one snag you've only got one ship to do it in.

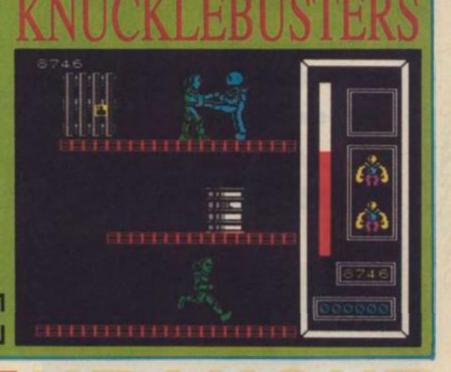
But all is not lost. In fact, far from it. You see, I reckoned after a while that it was slightly harder to die than to stay alive. Wot? Well, the only way to lose a game is to run out of energy,

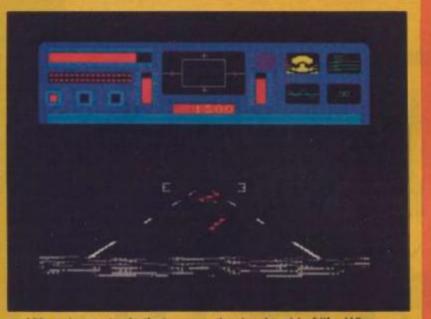
You control Deke as he tries to escape, a task made hard on this three-level extravaganza by the presence of androids, which come in a delightful range of colours, white being the easiest to kill. You have no weapons to dole out the death, though, only your fists and your feet. Mind you, it isn't exactly martial arts, so you don't need to run.

There are doors to go through that lead to other levels. Some are locked, and you need keys to get into them. Here's where the serious gaming comes in. Under various objects are small ones such as keys, food, extra lives and bonus points. However, if you're not careful, you'll stumble across poisonous things that sap nearly all your strength and leave you easy to pick off. When you do fight or kick an object, a third of the screen displays your energy, what you're carrying, your score and the amount of time you have left. You have six zones to get through and there's only one way out assuming you haven't been mutilated on the way.

The screen scrolls smoothly and the graphics are large and well-animated. The only big gripe I have is that if you fight in front of a door, the attribute clash means you lose ol' Deke, so you can't see what you're doing. It's a playable game, though — pity about the helmet!

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and it's not easy to do that whenever you're getting low you just warp to a space station and fill up the tank.

The ships are a doddle to destroy, and you amass huge scores by attacking the baddies (Zylons to you, guv) and warping off before you're dog meat. The ships are well animated, though the fighters themselves are pretty basic, and the motherships bear a strong resemblance to the saucers in V. There are also big tankers which, if you don't blow them up in time, emit strange rays that sap your energy. Stay there too long and the game is over.

If you press Space, up pops a map of the local star system, and if you move a line to the indicated area you're told how many ships are there, what type of planet it is, how many cities it has and so on. The map also shows the state of the battle, indicating Zylon squadrons and their positions. It's randomly generated each game, so you're never too sure what you'll be facing the next time round. The planets are shown too — they turn white if

#### they're devoid of life. When you arrive on them, they scroll realistically at the bottom of the screen. By pushing the joystick forward, you can speed up your travel across them, while pulling back slows you down. Your actual manoeuvres are limited to left and right, so the fighters, which have an

annoying habit of hovering above your gunsights and firing at you, can prove hard to hit.

It's a good game, all in all, but limited — there's not a lot of variety, so anyone other than shoot 'em up freaks may get bored. The graphics aren't all they could be, but the strategy element certainly adds something. The only niggle I have is in the choice of keys when you're trying to hit Space to get out of the way of three fighters, it's all too easy to nudge Caps Shift and find the game aborting in front of your eyes. But that's just a small complaint. If you'll excuse me, I'm off to save a couple of planets before tea!

Graphice Playability Value for Money

#### Gremlin/£7.99

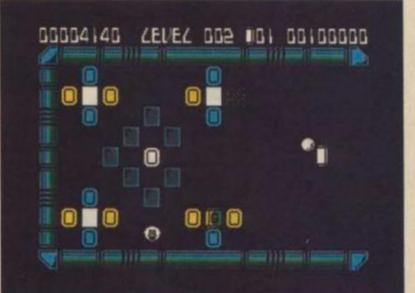
Marcus Hmm. Haven't I seen something like this before? What we have here is what might be politely termed an alternative reading of Arkanoid, the updated Breakout game that Ocean brought to your Speccy a couple of months back. And why not, you may ask? It's a good idea, so why not let everyone have a go at it? It worked well with Gauntlet — look how many excellent games that little number spawned.

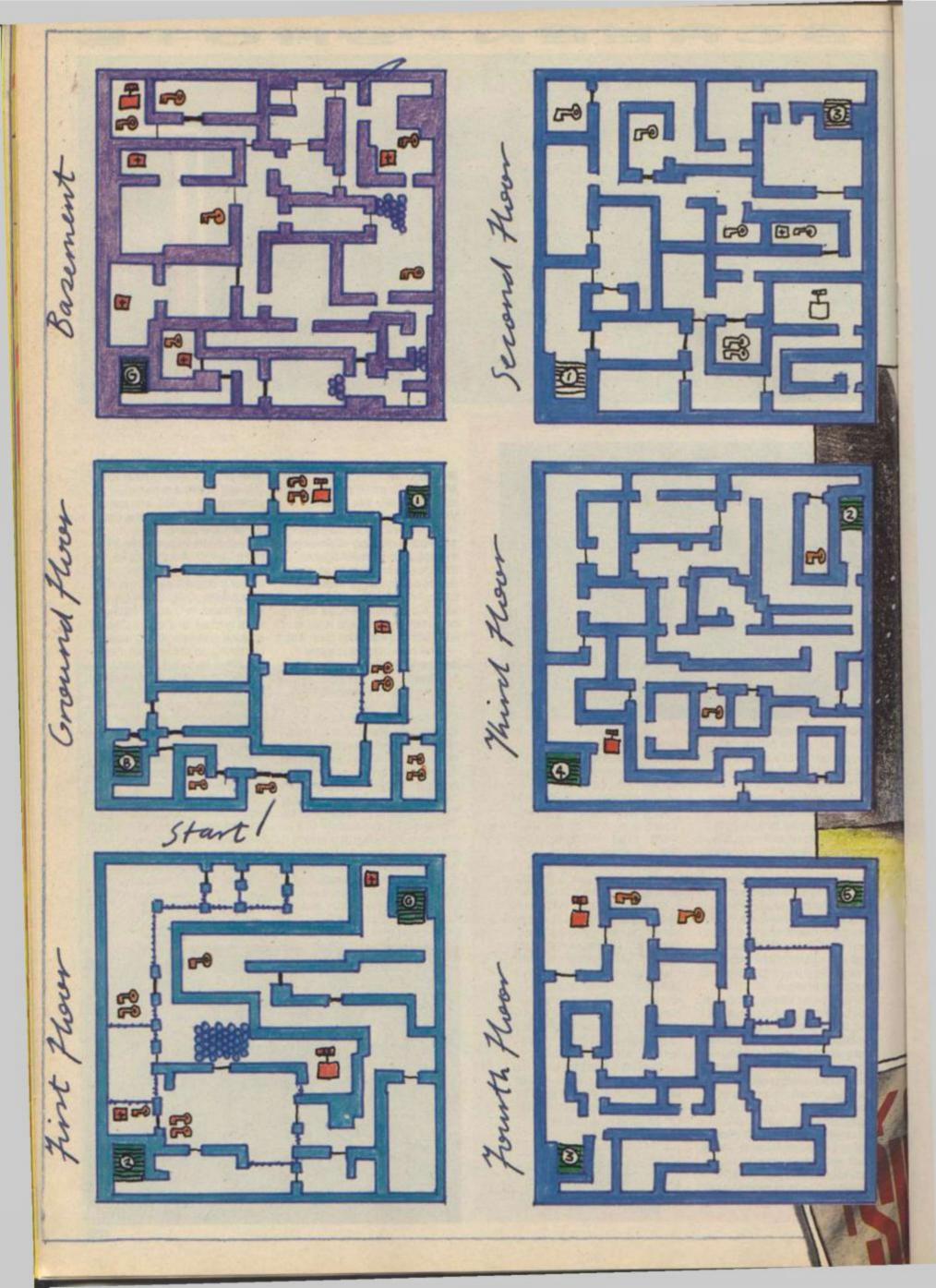
In reworking Arkanoid, the Gremlin team have obviously tried hard not to duplicate it completely. The game is played, for instance, from left to right (or vice versa), not up and down. You have a choice of bat types and speeds and, best of all, ball speeds, which makes it much easier to get going. There are more capsule bonuses, including a shield that protects your rear, and you have to hit them twice to pick them up, rather than catching them as they fall down the screen. The aliens are nastier and can do all sorts of unpleasant things, like freezing

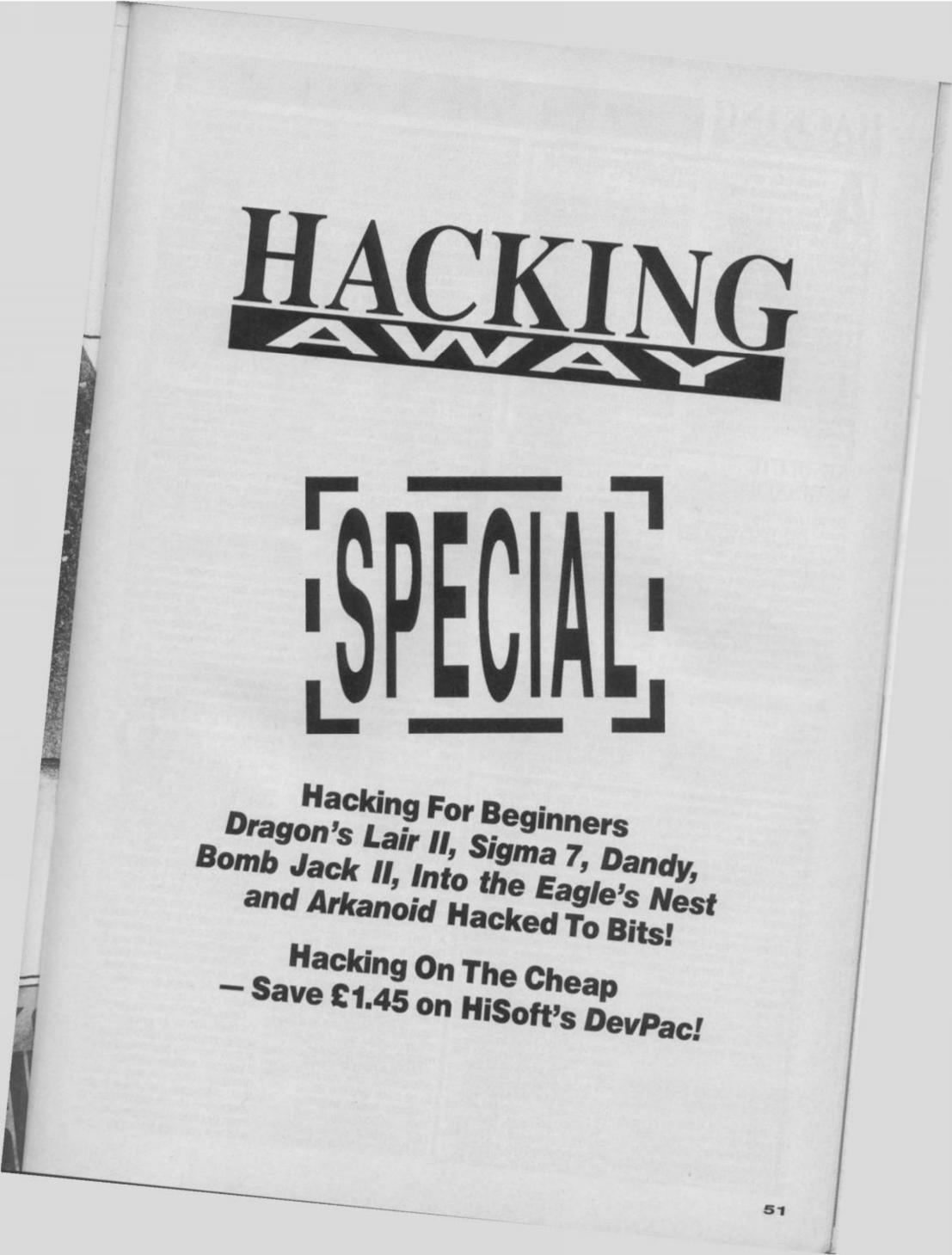
your bat and eating your ball (oo-er!) There are more screens too — 100, compared to Arkanoid's 31. But the basic game's the same.

And, more importantly, it's not as good. Arkanoid's key is its simplicity - the format's so clever it doesn't need messing about with. Krakout, on the other hand, is horribly fiddly, what with all its thousands of options and everything else cluttering up the screen. And the block layouts just aren't as fiendishly addictive. My main criticism, though, must be reserved for the side-to-side gameplay, which alters the game's balance and seems to have overstrained Gremlin's graphical capabilities. If Krakout were the only game of this type on the market, I'm sure the flags and bunting would now be out. But it's second and very much second best, and if you're going to beg, borrow or blag one of the Breakout lookalikes, you'd be wiser to go for Arkanoid.

Graphica Flayability Value for Monay Addictiveness









re you a crack hack? Or are you hacked off cos you've always wanted to use the YS hacking programs but don't know how? Well, sit back and relax 'cos in this month's **YS Hacking Away Special** ZZKJ brings you a stepby-step guide to hacking for beginners plus up-tothe-minute hacks on all the latest games for hackneyed experts. So grab your hacking jackets and raise those hackles 'cos we're off ...

#### ABSOLUTE BEGINNERS

So you want to learn how to hack? Well, you've come to the right place. But for all you complete novices a hacker isn't someone who chops violently through the undergrowth, a flogger of overworked horses or someone with a dry, spasmodic cough. It is in fact someone who spends his or her time hacking into computer programs for fun.

#### **But what is hacking?**

Hacking means altering a game so that it works differently to the way the programmers first intended it to. For instance, you can alter a game so that your lives counter doesn't decrease when you die - leaving you with infinite lives to play with. Most games these days also have a protection system to stop you getting at them and copying them, so this has to be hacked through before you can start altering the program. However, this doesn't mean that hacking is for piracy. In fact, if you think about it, you'll realise that hacking is the hardest, most time-consuming and least effective way to copy a game. Hacking simply enables you to get more fun out of a game when you've reached that stage where you just can't get any further.

#### What tools do you need to be a hacker?

It's essential to have a disassembler/monitor. I use HiSoft's *DevPac* which also includes an excellent assembler. Many people, though, find that the Multiface One, by Romantic Robot, is just as good.

#### What do you need to know before you start?

Just one thing really - Z80 machine code. Wait! Before you turn the page, muttering that you'll never manage machine code, let me tell you something - it ain't that difficult. There are loads of good books on the subject that'll teach a complete beginner how to use machine code in only a few hours. I started off with Spectrum Machine Language For The Absolute Beginner by Melbourne House, and once you've read this, or any other book, a couple of times, you'll then feel confident enough to have a go. The other thing you'll need is a reference book so that you can work out what each instruction does. A pretty good one is the Z80 Reference Guide also by Melbourne House.

#### Right, I'm kitted up. Now what?

First you'll need to find a game that's difficult to play otherwise, what's the point of hacking it to make it easier? Then you've got to get through its protection system — often not an easy task. Once you've done that you must work out how to make the game easier, and produce a program that'll do this.

The easiest way to start is to find a game which isn't protected, so that you can get used to the process of hacking without having to worry about how to break through the game's protection. You can tell if a game is protected or not by looking at how it loads. If the normal blue and yellow lines are there and if the pitch of the loading noise stays more or less the same all the time it's loading, then the chances are that it isn't protected. A great game to start with is good ol' Jet Set Willy.

#### I've got my game, what's next?

First of all you have to load your monitor program into the Speccy. The position of this has to be carefully chosen it must go in what's called high memory — usually above the 55000 address. This means that it's out of the way, and won't interfere with the actual game code. When you get more experienced in hacking, you can use header readers to find out where the game code is, and load your monitor program after it.

Next, you put in the first bit of your chosen game. Instead of typing LOAD"" as you normally do, type in MERGE" and press play. When the OK message appears you can then press LIST. A bit of Basic code will appear on the screen, usually about half a screen long. This'll be made up of all sorts of Basic statements, such as PRINT, INK, PAPER. Also there'll be an optional CLEAR statement, an optional LOAD""SCREENS, one or more LOAD""CODE and a PRINT USR xxx or RAND-OMIZE USR xxx (where xxx is the execution address of the game.) There may be other statements in this bit of Basic, but if it's an unprotected game, they won't do anything important. The CLEAR address is important as the machine code for the game wll appear above this address. Failing to CLEAR might cause your Speccy to crash when you LOAD the code if the stack gets overwritten.

#### The monitor's loaded, the game's loaded and I've RAND USR'd the monitor. What do I look for?

Games will differ greatly in the things to keep an eye out for, but some things are fairly standard, and are easy to alter. The obvious one to go for is the number of lives you have in the game. Look for two instructions that'll appear something like LD A,x : LD (nn),A, where x is the number of lives you start with (though it may appear as the number of lives + 1, so if you started with three, x will actually appear as 4) and nn is the address where the lives are stored. Then you have to look for some code which does LD A, (nn) : DEC A or LD HL,nn : DEC (HL) where nn is the address you've just worked out. You may find that there are a few addresses that have the same number put into them as the one you're looking for and will decrease at a later stage, so you may have to try more than one address.

Make a note of these addresses, 'cos you then have to go back into the Basic program and change them. This you do by replacing the DEC instruction with a NOP by POKEing the address of

the DEC with a zero. Make sure you add this before the RAND USR command and then, when you've done them all, RUN it so that it loads in the game, including the POKEs you've added. Infinite time (for games with a time limit) can appear in the same way. Though this time you should look for instructions such as LD HL,xx : LD (nn),HL and then LD HL,(nn) : DEC HL 'cos most time counters are larger than 255.

If you can't find infinite lives in this way, then look for the 'game over' message, find out the address it refers to (by looking for LD HL,nn or LD DE,nn where nn is the address of the message), find out what makes it go to the code that does this, and somewhere round there will be the message to decrease your lives or the time counter. I call this back-tracking, 'cos that's really what you're doing — starting at the end and working backwards!

#### What about the protection system?

This is the one major problem you may come across when you get into hacking protected games. After all, they're put there to stop the hackers! Most of them incorporate some machine code into the Basic loader so that it can't be MERGEd. This machine code contains another loader that loads up the game and then executes it, so that the game actually auto-loads - you can't stop it in the middle. You can LOAD up a MERGE-proof program so that it doesn't auto-run by creating a false header for it. However, you'll need to do some more book reading on this, 'cos now you are talking complications. For some in-depth information read The Complete Spectrum Rom Disassembly by, yep, you guessed it, Melbourne House. You'll also need to know something about system variables 'cos some protection systems check these to see if you're hacking, so have a look in the Spectrum manual and the new +2 manual to get details of these.

Okay, that's how you hack. It's really fun to do once you've started — have a look at this month's hacks and see if you can work out what's going on. The best way to do that, of course, is to have a go yourself — go on, you might even get into *Hacking Away* and win yourself a badge!



#### **USE THOSE HACKS**

Once you fathom out the basics behind hacking you'll need to work out how to use the hacks supplied in YS. It's really dead easy - honest. This is how you do it ...

1) Type in the hack listing exactly as it appears in the mag. The words in the program are all keywords, except for messages in double quotes or after REM statements.

2) Save the program you've just typed in onto a blank cassette.

3) Rewind the game tape back to the beginning.

RUN the hack program that you've typing in.

5) If the message 'DATA ERROR' appears and it stops running, then you'll have to check what you've typed in 'cos somewhere you'll have made a typing mistake. Repeat the process from step 2.

6) If no error message appears within five seconds of RUNning the hack program, then press PLAY on your cassette recorder so that the game tape starts playing. Don't break into the hack program and type LOAD"", because the hack program will automatically load in the game.

7) Usually the game will load normally and you can start playing. And the hack has now been installed.

 Quite often you're able to delete lines from the hack program if you don't want certain POKEs in the game. F'rinstance, if line 80 of a hack program has a POKE or some DATA and a REM followed by the comment 'INFINITE LIVES', and line 90 has a POKE or some DATA and a REM followed by the comment 'INFINITE TIME' you can decide whether you want them both. If you don't want infinite lives, you can delete line 80 but make sure you don't alter any other lines. If you do want both infinite lives and infinite time then you must have both lines in the same order as they appear in the listing. Never delete a line marked 'DATA END MARKER' or something similar

hether you're a complete beginner or a hackneyed old hacker here are some hacks for the latest and greatest games and you won't be needing a hacksaw!

#### **RASPUTIN 128K**

**Richard Porter from Hull** has sent in no less than two cheats for Firebird's 128K version of Rasputin. The first one will top up your life force here's what you do:

1) Freeze the game by pressing space

2) Press CAPS SHIFT and L together

3) Type in VODKA and your life force will top up

4) Restart the game.

The second one activates the teleporter - Penelope

D'gaulle Bennet came up with this for the 48K Rasputin in the July issue.

1) Freeze the game by pressing space 2) Press CAPS SHIFT and R together 3) Type in TED (the game will beep)

4) Type in a two digit room number (f'rinstance 00 or 08) the highest room is 40 5) Restart the game. On the 48K version of Rasputin the password is STALIN, not TED.

#### CYROX

A nice short hack for The Power House's Cyrox next, from a regular to this column good ol' Jon North of Sutton. This'll give you infinite lives and you put it in as I've described above (well, saves me telling you every time, doesn't it?)

10 REM CYROX HACK () JON NORTH 20 CLEAR 300001 LOAD "" SCREENS I LOAD ""CODE 30 POKE 50198,01 RANDOM IZE USR 33001

#### BOMB JACK II

The protection system used on Elite's Bomb Jack II is a good example of a very simple one. The Basic can be MERGEd and it can also be listed without the Speccy crashing or something else appearing on the screen. The machine code for the protection system is loaded up separately and is executed with a RANDOMIZE USR z statement so you can see exactly where it starts. There's no encryption in the machine code which means that you can see it completely without having

DANDY

The next hack comes from David Brankin of Thornbury in Bristol for Electric Dreams' Dandy. It gives both players infinite energy, but you can still bump each other off. Use it in

the usual way and off you go. You can't delete lines if you don't want them with this hack, so I'm afraid you're stuck with them.

10 REM DANDY HACK () D. BRANKIN 20 INK 01 PAPER 01 POKE 23624,01 CLEAR 254991 LO AD "CODE 30 RANDOMIZE 0+USR 2340 7+USR 23410+USR 50000 40 POKE 23601,491 POKE 27593,331 POKE 27594,2321 POKE 27595,3 50 POKE 27642,331 POKE 27643,2321 POKE 27644,3 60 FOR n=27596 TO 27603

#### INTO THE EAGLE'S NEST

Pandora's game has a bit more protection than Bomb Jack II. Although the Basic can still be MERGEd, the programmers have used some of the Speccy's colour control codes in the listing so you can't see the important part of the Basic. However, if you remove these lines from the program (or use a special LIST routine that strips out the control codes and prints the real values of any numbers) all is revealed. It still LOADs and RAND USRs the protection, which isn't encrypted, but the special loader (which is just a faster version of the usual Spectrum loader) loads over the entire memory, wiping out anything you've already put

to execute part of it first. The game's fairly simple to hack too, so here's a short listing for infinite lives. I've also thrown in a hack for Bomb Jack 'cos the game is supplied on the B side of the Bomb Jack II tape.

10 REM BOMB JACK 2 HACK C ZZKJ 20 CLEAR 60000: LOAD "" CODE : POKE 65226,250 30 FOR n=64000 TO 64006 1 READ a: POKE n,a: NEXT D
40 RANDOMIZE USR 64739 50 DATA 175,50,35,99,19 5,0,91
10 REM BOMB JACK HACK D
20 CLEAR 29877: FOR n=2 3371 TO 23377: READ a: PO KE n,a: NEXT n
30 LOAD ""CODE : POKE 6 5534,91: RANDOMIZE USR 65
465 40 DATA 175,50,64,195,1 95,75,193

1 POKE n. 01 POKE n+49.01 NEXT n RANDOMIZE USR 23404+ USR 25500

#### TRAP

Another little hack from Jon North here, this time for Alligata's Trap. This'll give you infinite lives and access to every ship without the need for orbs. Again, it goes in like all the rest, and on this one you can delete either of the POKEs if you don't want them.

10 REM TRAP HACK @ JON NORTH 20 CLEAR 65530: LOAD "" SCREEN& : LOAD ""SCREEN& 30 LOAD ""CODE 40 POKE 27126,0: REM AC CESS TO EVERY SHIP 50 POKE 39550,0: REM IN FINITE LIVES 60 RANDOMIZE USR 38700

there. You can get round this by altering the instruction that stores what's been loaded so that it goes to a check routine that prevents it from overwriting the hack program. The game itself is also quite easy to hack and is used in the usual way. You can delete any of the four lines which contain commented hack DATA - except the last line, don't touch that!

10 REM EAGLES NEST HACK
20 LOAD ""CODE I POKE 5
8714,24 30 FOR n=58833 TO 58845
I READ at POKE n, at NEXT
40 FOR n=58403 TO 109: READ at IF a<256 THEN POK
E D. AT NEXT N 50 RANDOMIZE USR 58368
60 DATA 248 62 228,221.
188,40,3,221,117,0,241,24
70 DATA 50,31,143: REM INFINITE AMMO
80 DATA 50,59,158: REM INFINITE KEYS
90 DATA 50,100,160: REM
100 DATA 50,10,156: REM
NO EXPLOSIVES DEATH

110 DATA 195,0,128,999: REM DATA END MARKER

#### HACKING M

ARKANOID Essential! You have to hit the

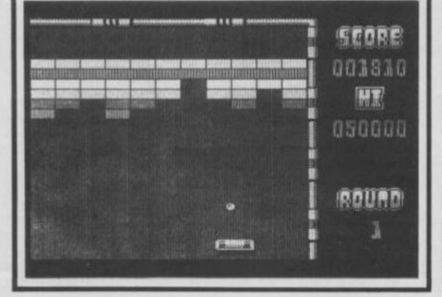
Although Ocean's Arkanoid is a great game, it's almost impossible to complete without hacking it. First I produced a POKE to remove the start sequence. I then found infinite lives as I've described before. Since there's a capsule that gives you an extra life, and I knew where the lives counter was stored, I was able to find the extra life routine. I backtracked from this and found the start of the capsule handling routine. By also finding the keyboard scanning routine and trapping the call to it, I was able to implement a 'capsule on demand' ability. That means that if you press a key from Q to U, you instantly get the effect of one of the seven capsules.

Capsule S	Key to press
Ċ	Ŵ
E	E
D	H T
B	Ý
P	U

Don't press one of the capsule keys if a capsule's falling down the screen or the game gets confused and leaves the other capsule where it is. Remember that if you select another capsule. you'll undo the effect of the one you had before, and you should never select disruption if you have more than one bolt on the screen at a time. None of these features are available on the final screen - only the infinite lives works, and this is

essential! You have to hit the Dimension Charger many times before you destroy it, so you'll need your neverending supply of lives.

LO OFN ADVANCED MACH
10 REM ARKANOID HACK I
20 CIFAR 655351 LET C=1
LET d=23295 30 LET t=0: FOR n=1 TO
1091 READ ALL IF AFTO MAD
ac256 THEN POKE d+n,a: LE T t+t+n#a: NEXT n
40 IF a>0 THEN RANDOMIZ
E 1256+USR 23296 50 IF t+a THEN PRINT "D
ATA ERROR IN BLOCK "ICI S
60 LET c=c+1: LET d=d+n -1: GO TO 30
70 DATA 118,205,162,45,
80 DATA 225,17,36,91,6, 212,26,203,65,40,3,134
80 DATA 225,17,36,91,36, 12,26,203,65,40,3,134 90 DATA 24,1,174,18,19, 16,243,35,13,242,13,91
140 BATA 195 95 100 72 1
43,202,126,102,169,113,11
110 DATA 123,100,175,102
110 DATA 123,100,175,102 212,98,44,73,102,170,98,
45 120 DATA 73,111,168,169, 54,36,95,55,02,155,95,168 130 DATA 70,143,116,85,1 99,127,212,220,199,46,119
130 DATA 70,143,116,05,1
99,127,212,220,199,46,119
140 DATA 207,168,127,248
140 DATA 207,168,127,248 52,143,207,244,26,211,22
150 DATA 174,244,98,202, 244,98,214,244,98,42,63,1
160 DATA 119,130,102,168 ,98,22,168,102,207,98,239
160 170 DATA 115,207,244,95, 162,61,146,29,169,95,161,
182,61,146,29,169,95,161,
180 DATA 146,28,169,25,9 8,223,169,117,113,169,-13
34,975
190 DATA 95,9161,143,52,
190 DATA 95,9,61,143,52, 169,211,69,52,0,127,243: REM CAPSULE KEYS
200 DATA 52,211,228,124, 243,102,157,189,166,153,1
58,137
210 DATA 140,44,126,52,1 37,92,130,128,124,154,102
201
220 DATA 189,166,153,158 137,140,100,126,42,137,1
23,100
230 DATA 168,28,166,129, 92,56,148,149,102,169,98,
65
240 DATA 244,98,68,244,1 24,135,98,161,16,102,189,
189
250 DATA 166,153,158,137 1148,177,102,119,98,213,1
148,177,102,119,98,213,1 73,115 260 DATA 100,173,102,139
260 DATA 100,173,102,138 198,213,173,117,247,0,-59 9461
9461
270 DATA 102,95,98,101,1 78,-2200: REM NO START ME
1611: REM INFINITE LIVES
280 DATA 25,98,222,181,- 1611: REM INFINITE LIVES 290 DATA 117,52,180,999: REM DATA END MARKER
THE PARTY LINE PARTER



#### SIGMA 7

Hewson's Sigma 7 has a more old fashioned method of protection. The normal Speccy loader is used to load over all of the memory. That means that when the game's finished loading, the entire Basic system has been overwritten with a completely new program. By inspecting this new program and the new contents of the system variable CH\_ADD, you can see what Basic command is going to be executed in this new program. This means that you can get the execution address of the game. The hack program is slightly complex in that it needs to load the game lower than it's supposed to, move itself, move the game, put the POKEs in and then execute the game. The screen will stay black during the load and the title screen won't appear. But the program is actually used in the usual way. The 128 version uses no protection at all but you'll see that the POKE addresses are different to those for the 48K

version. The 128K hack program is used in the usual way too.

10 REM SIGMA 7 HACK @
20 LET t=0: FOR n=65000 TO 65076: READ at POKE n
ai LET t=t+ai NEXT n 30 IF t-8772 THEN PRINT "DATA ERROR": STOP
48 FOP NWD TO 1891 PEAD
a: IF a<256 THEN POKE n, a: NEXT n
50 PAPER 01 INK 01 POKE 23624.01 CLEAR 65535
5000 RANDOMIZE 1267+USR 6
70 DATA 118,205,162,45, 127,90,90,75,74,72 80 DATA 59,59,225,17,12 254,6159,26,203
88 DATA 59,59,225,17,12 ,254,6,59,26,283
90'DATA'65,40,3,134,24, 1,174,18,19,16
45,253,195,95,52,100
169,113,115,79,123,165
90 DATA 65,40,3,134,24, 1,174,18,19,16 100 DATA 243,35,13,242,2 45,253,195,95,52,100 110 DATA 143,52,116,102, 169,113,115,78,123,165 120 DATA 100,164,95,138, 166,143,52,244,127,131 130 DATA 52,211,228,117, 52,244,95,52,164,143 140 DATA 52,52,127,52,21 9,211,220
52,244,95,52,164,143
9,211,220 186 hara 99 6 251 99 28
150 DATA 98,6,251,98,20, 160,98,204,1551 REM INFIN ITE LIVES
160 DATA 98,217,15,98,82 100 DATA 98,217,15,98,82 1211 REM INFINITE TIME 170 DATA 117,193,215,999
170 DATA 117,193,215,999
10 REM SIGMA 7 128 HACK © ZZKJ
20 INK 0: PAPER 0: POKE
23624,0: CLEAR 25000 30 LOAD ""SCREEN\$ : POK E 23607,128
40 INK 8: PAPER 8: OVER 1: BRIGHT 9: LOAD ""CODE
50 POKE 34162,01 POKE 6 0071,01 POKE 60399,01 REM
INFINITE LIVES 60 POKE 37232,01 POKE 5
TATE OF PER THETHITE TIME

3675,01 REM INFINITE TIME 70 RANDOMIZE USR 61395

#### **People And Prices**

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Melbourne House, 60 High Street, Hampton Wick, Kingston upon Thames, Surrey KT1 4DB Spectrum Machine Language For The Absolute	
Seginner	8.95
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Seginner	8.95
80 Reference Guide	
Complete Spectrum ROM Disassembly	8.95
Spectrum DevPac	15.95
fultiface One £3	39.95

#### Start Hacking For Only £14.50!

Save £1.45 on HiSoft's DevPac Mon/Ass/Dis Program (that's a Monitor/Assembler/Disassembler Program to those of you who've skipped the Hacking Away Special — how dare you? We'll be asking questions later, you know.)

Fancy a go at hacking? Well, just for you John (and Richard and Kevin and . . .) you can get started on the cheap if you buy a *DevPac* Mon/Ass/Dis program from HiSoft for only £14.50. That's £1.45 off the usual price, which can't be bad! All you have to do is fill in your name and address on the coupon, cut it out and send it to **HiSoft**, **The Old School**, **Greenfield**, **Beds MK45 5DE**, enclosing a cheque/postal order for £14.50, made payable to HiSoft. When your *DevPac* comes back you can hack away to your heart's content!

Please send me.....copy/les of your DevPac at the dead cheap price of £14.50. I enclose a cheque/postal order made payable to HiSoft for this tiny sum. Please send the program to

Name
Address
Postcode



#### US Gold/£7.99

John Now this is different! Go and deliver the shopping. Okay, so the place you have to deliver to is twelve light years away. So the van driver's an android, but what do you expect? Let's get going.

The game is divided into two parts, the first being to choose your mission and pick your crew. There are three missions to choose from, and when you've selected one you're shown the distance you have to travel, the cargo you have to take and the reward you'll get if you get the job done.

Naturally you are the captain and you must choose your five crew members. This requires some thought. You have thirty people to choose from — five groups of six people each.

Each group has different skills — weapons, scanning, navigation, engineering or repairs and you have to select your team carefully. You get an onscreen display of piccies of the thirty people and selection is by the cursor keys. Once you've selected someone there's a chance to see their records so that you can make your final decision. Who's the best? Well, that's up to you to decide. Once you've made up you mind, though, it's time to load in part two.

The first important thing a captain must do is tell the navigator exactly where you're going. If you don't do this, not a great deal happens. Once I'd worked this out, and told Nik in navigation where we were off to, I settled back and familiarised myself with the crew. There was Boris in weapons, Bluton in scanning, good ol' Nik in navigation, Craven taking care of the engineering and T3XR9 (crazy guy!) in repairs. Space drifted past the window, so I asked Nik to put the welly down 'cos we had to be on time.

The screen graphics are really quite complicated, displaying no fewer than sixteen different things simultaneously. The screen itself is divided into three main areas and the top part is divided further into two halves. On the left there's your view out of the dashboard window, on the right there's the person/ thing you're talking to. The bottom of the screen is where the communication takes place. These two main sections are separated by various scanners and warning lights so you can keep your finger on what's happenin' man. How the programmers have managed to squeeze so much onto the

Speccy screen is beyond me! Time went by, and Nik kept slowing down. I remonstrated with him, but he only said "I'm doing my best" as he slowed down for the space equivalent of a traffic light. Oaf! All of a sudden, there we were in the middle of a battle (I told him we should've jumped the lights) and all hell broke loose. Messages arrived from every part of the ship, and we dodged around space, desperately trying to fight or avoid missiles. Suddenly, it was all over — Space Captain John blew it!

Psi-5 Trading Company needs a bit of brainpower and a fair amount of playing before you'll really get into it, but put the time aside, 'cos it's a cracker!



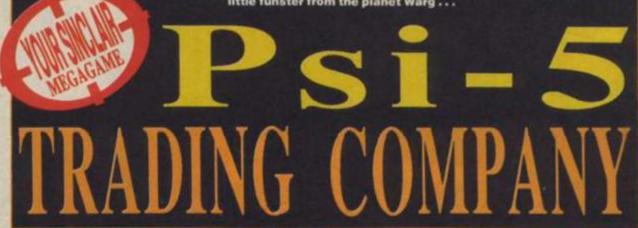


Press space to see personnel file

First choose your crew. Here are the candidates for the Scanning Department, and a thoroughly dodgy lot they look too. It's up to your Scanning bod to identify and keep track of any other vehicles in space, in other words tell you when someone's shooting (as if you didn't know!) Choose carefully.

Eng Status Dusplay ? ENGINEERING STATU ID Device Enal A Fore Shield on B Port Shield on D Star Shield on D Art Shield on	b ID Device Enab : I Ensine 1 on : J Ensine 2 on : K Inf Scanner on
E Investes on F Blasten on G Cannons on H Thermos on	Batterves Charge

Once you've got going you can call up your various department heads, who appear on the right hand screen looking cheerful in all circumstances (except when dead). This is the Engineering Status Report, and everything is looking particularly rosy. But just give it a few minutes, until you run into some trigger-happy fittle funster from the planet Warg...



AR

ГWO

...and at the half

way mark, it's still

**Beef Sandwich out** 

in front, from Deaf

**Penguin and Filofax** 

in third....

**YS Seal Of Approval** 

All games reviewed in Screenshots are finished products.



#### Melbourne House/£7.95

John Melbourne House has combined a dungeons and dragons type character (with strength, endurance, intelligence, luck and charisma) with arcade action and a text adventure. Not only that, but the way the game plays depends on the way you've set up your character, so you'll need to play it several times to develop the best combination.

At the start you have to choose Doc's attributes (ooer!) If you make Doc's strength supersonic he'll fall over at the first sign of battle 'cos he'll have no endurance, so you'll need balance and forethought. Once you've done that you're off into the game. At each location you're presented with a set of choices to make. If you

decide a bit of blood and gore is needed, go into the arcade combat section, where you battle against one of Doc's enemies. If you win, you can carry on, if you lose, it's back to the beginning. The battle movements are well thought out, and you need a fair amount of practice before you beat the baddies. Once you've bashed the life out of them, the choices pop up again and this time you may choose to go into the text adventure bit.

Here you get descriptions of the rooms as you wander through them, and there's also a picture of Doc in glorious cross-eyed technicolour. As the game progresses Doc's expression changes, showing just how well you're doing. At the bottom of the screen is the

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games menu window - this displays the options you have to choose from to make Doc do something else. Depending on what you choose, Doc will either carry on with his adventuring or he'll go back to the arcade battle sequence, so you've got to choose wisely. You also have the option to save your Doc to tape if you're successful and want to carry on at a later date, and this also means that you can use your

Doc in future games of the Doc The Destroyer series, since Melbourne House has promised us more to come.

Doc The Destroyer's an interesting mix of the two types of gameplay - both the hackand-slash and the think-itthrough. All good clean fun, I reckon

Addictiveness	



#### Firebird/£7.95

Tony There have been a lot of bouncy ball games recently, and I reckon this ranks with the best of 'em! You play a spaceship that's shaped very much like a demented ping pong ball with a window plonked on it. You're supposed to control this by bouncing it around the scenery, but it seemed to have a mind of its own to me

The object of this weird and wonderful game is to find three letters, A, X and P, that have to be picked up in the right order to make a Latin word (though I doubt the word's AXP). Then you have to take this to the Kinemator! (Eek! Scary muzak!) If the letters aren't in the right order the mission, the game and your life are over.

You have three lives to play with, and each one consists of energy bars (kinetic energy, geddit?) that reduce every time you hit a nasty. However, you're not stuck out there

as friction and bounce) off, and defenceless. No chance John. Your help comes in the form of a powder sprayer that shoots nasties and walls, a safety shield that stops you getting zapped, little gadgetmewotzits

that turn gravity or anything

a teleporter that can send you to any screen, as long as you have the right code to get there. All is not plain sailing though, 'cos there are loads of nasties just waiting to get you. Most, though looking fairly

terrifying, do nothing other than deflect or bar you from any object. They also drain your energy slightly, though you can always fill up again at the local lake. Some, however, strip you of an item when they touch you, which becomes a bit of a pain after a while.

The buildings and the shrubbery are okay to touch, but if they go red, stay away, or it's instant death. Red cave walls are the exception they're all right. There are also white circles fixed in the middle of the screen. Don't be fooled, these are really magnetic and will drag you back towards them.

All in all it's a great game. The animation's smooth and there's little or no colour clash. Firebird is definitely onto a winner here. I've only got one thing to say to anyone who disagrees - spherical objects!







Konami/£7.95 Tommy Tarantara! It's finally here! Gordon Bennett, it took long enough. But after countless reprogrammings it seems that the mammoth task of jamming last year's fabbest arcade shoot 'em up into 48 cheesy old K has actually been achieved. Well, nearly.

All the original features are there, bar the amazing graphics - much as you'd

expect. As you're flying along on your mission to save your planet from the avenging Bacterion forces, you have to pick up enemy capsules (usually awarded for pranging a whole group of fighters) which when collected give you certain extra powers. Missile, for example, gives you, yes, a missile, which drops down to the bottom of the screen and wipes out anything down there. Laser gives you a much sharper, more powerful weapon (oo-er) which scythes through your enemies, but is often less versatile than your bog standard shooter. Double doubles your firepower, although it's incompatible with Laser ('tis one or the other, old chum). Option deposits an extra lump on your ship which also fires at aliens, and so on. As the game goes on, of course, it all gets much more complicated.

Like the arcade version, the Speccy Nemesis is very fast and very hard. The ship is highly manoeuvrable and the aliens whiffle about like nobody's business, knocking you out before you really notice. In fact, the collision

detection is the game's single major flaw. To avoid the usual problem, Konami has you destroyed about half a sprite before you thought you'd hit anything - a bit irritating to start with, but you get used to it.

Otherwise it's a faithful, no-frills conversion. The graphics have suffered by necessity, but if you can accept that you have a Speccy in your living room, not a four-ton three megabyte arcade machine and a lifetime supply of 10p pieces, Nemesis is well up to expectations. A deserved hit for Konami!

Graphics Playability Value for Money Addictiveness	8	
Contraction of the local division of the loc	and the second se	21

#### US Gold/£4.99

Sara What a fine game Gauntlet is - kept me amused for hours (You mean months! Ed). And this is a fine addition to it — another 512 whole levels to zap your way through. The blister on my joystick thumb is getting bigger by the day. You need the original game to play it, loading this in first so

that you can choose the character you want to be, and selecting between joystick or keyboard. Then, where the tape tells you to rewind to the start of side 2, you just load in the Deeper Dungeons tape and orft you jolly well go.

The first thing you notice is that it's not vastly different to the original. Then you start playing and realise that, while t's not that different, it's lots

harder. There are loads more nasties to fight - the generators throw them out at a worrying rate of knots. Also, the blue flashing traps appear right from the very beginning. These are to be avoided like the plague blunder into them and they remove the walls holding the baddles back. Then you'll have to fight like fury if you're going to progress any further. In fact, the whole game needs furious weapon wielding, 'cos there's more of everything and you really have to hack away.

The dungeons themselves have been titivated too. They're similar to the original (let's fact it, how many dungeon designs can you have?) but they're a bit flashier-looking and a sight more tortuous. If you're anything like me you'll be

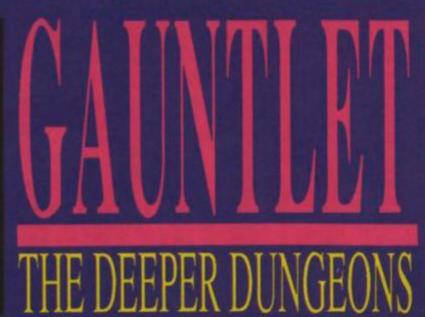
wandering around some of them for quite a while before you can get through to an exit.

All the usual bits and pieces appear, but there's more of those too. The invisibility amulets turn up quite regularly, and the potions are easy to find and collect, apart from the ones at the end of passages with an exit in front - most annoying. The treasure now twinkles attractively in the chests, though treasure rooms are still frustrating — why do I never find the exit before the counter gets to zero? Food is available too — both the plates and the bottles of cider. Mind you, as with everything else, there's also lots more poisoned cider — just look out for OXO before you have a guzzle. And the meanest trick of all

is that there are more Deaths dashing around. Everything's okay if you've been wise and stocked up on your potions, or if your joystick waggling is finely tuned so that you can out-run them, but if you're a ham-fisted fool like me, you'll find yourself in a couple of sticky situations.

If you're hooked on Gauntlet, then you've probably already got your fiver put on one side for this. If you weren't convinced by the original, then you'll not be very interested, but I can't help it if you're soft in the head! Rollicking good fun I love it!





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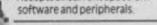
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**Take another byte** at the cherry 'cos Ian Hoare's back with lots more listings.

oads of goodies this month, so I'll get stuck in straight away! Do you remember that I was talking about Interrupt Mode 2 and whether eight bits or only seven can get pulled in on interrupt? Well, two people have written in about this. First off, there's Kevin Preece from Longlevens with a short piece of code from Art Studio. This uses IM2 interrupts to detect a mouse (I use cheese. myself) and act on it, and the other's from Barry Stuart of Crosby, who sent in a program that actually tests what's going on. I'm only going to print this one, 'cos the Art Studio listing must be copyright! Here goes, assemblers to the fore.

10		ORO	OFFIOH	
20	PROFF	EQU	58004	
30	VECTR	EQU .	OFEOOH	
35	BASIC	EOU	1303H	
40		LD	HL, PBUFF	
50		LD	A.L	
60	REGET	LD	(HL),A	
70		INC	L	
00		JR	NZ, REBET	
90		LD	B.13	
100		LD	HL, VECTR	
110		PUSH	HL	
120		LD	A,60H	
130	LOOP2	PUSH	AF	smake up
140	LOOPS	LD	CHL2.A	itable.
150		INC	HL	1260 as
160		LD	(HL).A	sthis is
170		INC	HL	inearest
180		ADD	10H	Imult-
190		JR		tiple of
200		POP	AF	120 10
210		INC	A	257!
220			LOOPZ	1 mare
230		POP	HL	
240		LD	ALL	
250	BOURC			
260	DOVEC	LD	E, CHLS	
		INC	HL	
270		LD	D, (HL)	
290		PUBH	HL	
290		LD	HL . VECTR	5+2
300		LD.	CHL3,A	
310		DEC	HL	
320		DEC	HL	
330		DEC	HL	
340		LD	C.7	
350		LDIR		
360		POP	HL	
370		INC	A	
380		JR	NZ	
390		DOVE		
400		DI	Y	
		LD	A.OFEH	
410		LD	1,4	
420				
430		IM2		
440		11		
450	manin	RET	and the second	
460	TABLE	PUSH		
470		PUEH	DE	

480	LD	HL.PROFF
490	LD	E,A
500	LD.	D.L
510	ADD	and the second sec
520		HL DE
	INC	(HL)
530	LD	A, OFEN
540	CP	(HL)
550	EI	
560	JR	NZ,EXIT
570	LD .	A. SFH
580	LD	I.A
590	181	
600	3P	BASIC
610 EXIT	POP	DE
620	POP	HL
630	POP	AF
640	RET	
650 VECTR	DI	
660	PUSH	AF
670	LD	A,0#
6.00	3P	TABLE
6.90	END	
		in A depends of
		n IM2 vector
re e bosts	2011 21	A PLAK ANCEDL

This routine is quite subtle, so have a good look at how it works. When you're assembling it makes quite sure you've got it right, as there'll be the most horrendous crash if you haven't. Save the code as TEST, say, before going any further. To use the code, you'll have to plug in your Kempston joystick, type in this next short bit of Basic and RUN it. Wiggle the joystick about while the program's running, and when the OK message appears, type GOTO 40 to see what's happened. On the left of the screen you'll find the value held on the data bus, and on the right will be the number of times that value was found. Very neat!

10 CLEAR 24575 15 LOAD "TEST" CODE 20 RANDOMISE USR 65296 30 LET I= IN 311 0010 30 40 FOR I=23296 TO 235514 IF PEEK 1 THEN PRINT 1-23296, PEEK 1 50 NEXT I

Barry also suggests trying it with other old peripherals (new ones should be okay) and seeing what values they give. He also makes an interesting suggestion why not set up a table containing E5 throughout? As E5 is the code for PUSH HL, it'll do double duty as part of a fast CLS instruction as well as a vector table. Now that's really wicked!

Going back to Kevin, he reckons he can explain what's going on, even though I'm not going to print his routine! He says that although the data bus can hold any values, the peripheral chips specifically designed to be used with the Z80 can be programmed to supply a byte on the data bus during an interrupt acknowledge cycle. He goes on to explain that when programming these chips, you have to supply a word (in this case byte) that has bit 0 reset, so that it can distinguish it from an ordinary control word. As all odd numbers have bit 0 set, this also has the effect of ensuring that such devices

can only provide an even number on the data bus. Phew! I think that's all sorted out. Thanks very much to both of you for going to all that time and trouble.

And now for something... Ewan Dalton from Irvine in Scotland wrote in with a neat little way to save just the variables from a Basic program. There are two different ways to do this, depending on whether you have a microdrive or not. The machine is fooled into thinking that the Basic program consists only of the variables! Remember that the POKing and SAVING should always be done on the same line, or the poor computer will get really confused!

90000 REM \*\* Taps Bave \*\* 90005 POKE 23636,PEEK 236271 POKE 22637,PEEK 2362815AVE \*filename\* 1 VERIFY \*\*\* POKE 25636,2031 POKE 23637,921RETURN 9010 REM \*\* RICPORTIVE Bave \*\* 9015 LET V1=PEEK 236361 LET V2= PEEK 236371 LET V3=PEEK 236271 LET V4=PEEK 23620 9020 POKE 23636,V31 POKE 23637, V63 BAVE \*\*\*\*111\*filename\*1 VERIFY \*\*\*\*111\*filename\*1 POKE 23636,V11 POKE 23737,V21 RETURN

Just a sec, though! I'm pretty sure that the microdrive one won't work, Ewan! I have a sneaking feeling that when you do the PEEKing, all the channels are closed. The program appears at its normal 23813 with the VARS directly above that. When you start the save, you'll find that the IF1 program has opened up a channel of nearly 600 bytes to put information into. The Basic and the VARS have moved up, so that they now appear after you've looked at their locations. Whoops! Wrong way round. Never mind, the principle's okay - there's a YS badge for the first person who can send me a routine that does work with microdrives, and Opus drives too.

Ewan also sent in this dead short bit of code, guaranteed to drive WH Smith assistants daft! I'll give you the assembler listing first, and then just this once, and 'cos you might need it when you haven't got an assembler handy, I'll give you a Basic program to POKE it in.

10 20	00	ORG LD	65368 A,255	
30	LOOP	DEC	(254),A	
50		JR	NZ,LOOP	
60 70		END	ST	
	1C L181			
	FOR NHI		65367+N.A	
	NEXT N		and a second	
			H er 255	
			R 65368	1
	24,249		211,254,61,3	9

If you do pause 0, the program will wait there until someone presses a key. Try it on a 128K Speccy attached

to the TV with the sound turned up! Quite a

S Rosk Force, wonnes to, HUTP Place, Londo few people have answered my question about why that recursive function for converting Hex to decimals failed when presented with numbers starting with a 9. Put simply, it has to do with the fact that in string comparisons, the whole of the strings are compared, not as numbers but as a string. I guess I should have spotted that, really. Thanks to Alan

Baker, Kevin Richards, Barry Stuart and anyone else who did. The shortest fix came from Barry who suggests replacing the original (7 AND x\$>"9") by (7 AND x\$>="A"

However, Kevin came up with a crafty way of making the routine even shorter, ending up with just 84 bytes.

2 DEF FN h(x8)=VAL \*(CODE x8-48-(7 AND CODE x8)57))=16\*(LEN x8-1 )=VAL-(( \*\*FN h(x8(2 TO ))\*\* AND LEN x8>1)+\*\*\*0\*\*)\*

In the April issue I recommended that you put machine code into the printer buffer, and I also had some things to say about using the 48K ROM on a 128K or Speccy +2. Well, Cliff Lawson, who works for Amstrad, points out that the printer buffer is used by these machines for more system variables, so this isn't really a good place to store codes, or to put programs designed to be portable. Cliff's other point was that if you use the command RANDOMISE USR, the 48K ROM is paged in and as it's virtually identical to the old one, any routines such as LD A, 3 CALL 1601H will still work fine. Thanks for your comments, Cliff.

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Finally, Frank Wright from Harrow has written in. He's 58 and visually handicapped and he'd like some short, simple and spectacular routines that make use of colour and UDGs. He loved Michael Farrell's routine in the February issue and would like you to send in lots more. If you do, I'll pass them onto him if they're not published, so please could you make them very clear so that Frank can read them.

Okay, that's your lot! See you all next month, and keep those routines and problems coming in. What would I do without you?



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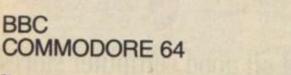
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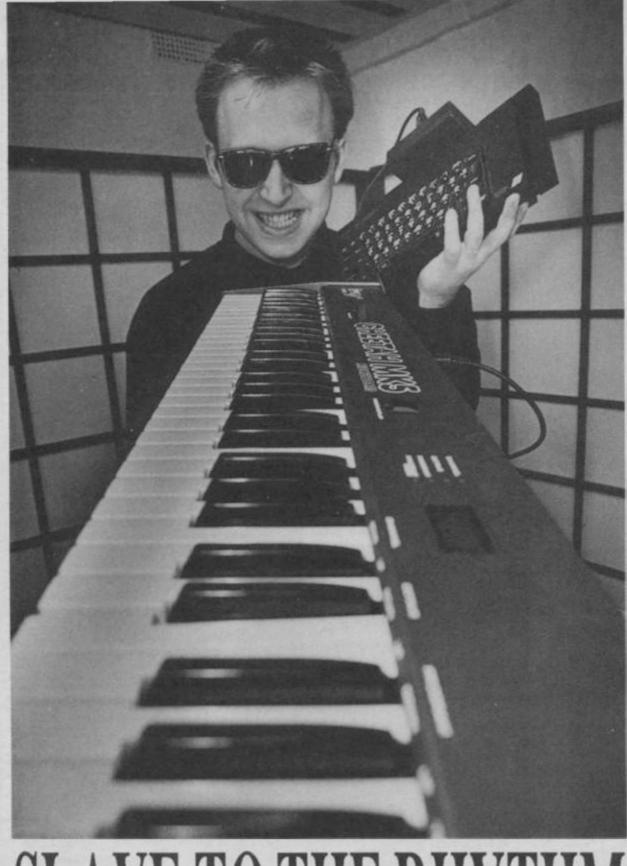
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## **SLAVE TO THE RHYTHM**

Yeah, right. You know when the band's really cooking and the drums are beating fast, the bass is thumping like a heartbeat and... yeah! Woooh! Yee har! *Phil South*'s got this amazing new Cheetah MK5 MIDI master keyboard and he's plinking away. Take it away Phil... Oi! Come back!

eyyy! Worra sexy piece of kit, eh? A master MIDI keyboard for under a hundred quid.... what? What's MIDI? Oh come on, you must know! No? Okay, let's start at the very beginning.

(A very good place to start...) The Cheetah MK5 is a long metal box with a piano keyboard on it, and no actual soundmaking capability of its own, for £99. If you'd have tried to market something like this five years ago, people would have stamped on your foot and told you where you could put it, and not even supplied the shoe horn. But in 1987 the self same box will sell like hot taters in winter and, at the price, knocks spots off the competition. Why? The answer lies in a simple four-letter word... Before you start getting naughty, (tut tut), those letters that put a silent rattly keyboard to the top of every musos wish list are M-I-D-I.

MIDI stands for Musical Instrument Digital Interface. This allows any digital synthesiser (or similar MIDI equipped device like a drum machine) to communicate with any other MIDI device or computer. Although this may sound irrelevant to making any kind of music, in practice it's extremely useful. The Cheetah MK5 keyboard is a fully equipped MIDI device, and with it you can control a number of MIDI sound producing devices, known as 'sound sources'. It's called a 'master' keyboard, because you can use it as the central controller for other instruments.

#### THE MIDI'S TOUCH

The Cheetah 'master' keyboard can be linked up to a number of sound sources, allowing you to play all of them from the keyboard itself, simply by selecting a different MIDI 'channel'! Alternatively, you can plug your MK5 into a 'synth expander module'. An expander module is a synthesiser without a keyboard, usually added to a synth to expand its sound making abilities. If you plug a master keyboard into a expander, you can play the sounds on the expander as if it was a normal synth! Compare the probable cost of around £1400 for a Yamaha DX7IID synth, the biggest and best one they do, to the cost of a Yamaha TX7 expander module (£600ish) and the Cheetah MK5 (£99). The two things do exactly the same jobs but the TX7/MK5 combo costs 700 auid less!

The beauty of MIDI is that it's so adaptable! Using your Cheetah MK5, you can play not only the various synth modules, but any other kind of MIDI synth. For example, say you have a Casio CZ-101. It's a fantastic little keyboard, with great sounds that are easy to edit, but it suffers from one big drawback. The keyboard is one of those titchy tiny ones that you find on home organs, which makes you play like you've got a bunch of overripe bananas for fingers. So all you need do is get a Cheetah MK5, and you can play a reasonable sized keyboard, and add another octave of playable pitches to boot!

A further use of the MK5 keyboard comes to light in the form of Cheetah's MINI interface, available separately at £29.95. Connect this between your MK5 and a 128 Speccy, and you can play and edit the sounds from the 128's sound chip! Cor! A minisynthesiser for 30 quid! But this is as nothing to what you can do with it if you use Cheetah's new MIDI interface!

#### ACE 'FACE

With the MIDI interface, you can use your computer to send MIDI information (like sounds and pitches) to a number of keyboards at once using Cheetah's own sequencing software. This means that provided you have enough MIDI devices (synths and drum machines) you can compose, arrange and *PLAY* a piece of music on loads of instruments



The biggest surprise when you first pick up your brand new MK5 master keyboard is the sheer flippin' weight of the thing. And how strangely cold it is... then you realise the reason is that it's made of metal.

On the back of the machine are its contacts with the outside world, the power plug (yes it needs its own power supply) and the MIDI OUT socket. There's no MIDI THRU or IN, but these aren't really necessary because you aren't going to want to pass MIDI information to it, only from it. On the top there's a little notched wheel for pitch bend, a button marked 'Program/Play', and a three-digit LED. Above the keys on the top octave of the actual oard are the words CHANNEL, OCTAVE, PROGRAM and TRANSMIT.

The button on the top of the device is the most important key on it. Pressing it activates Program Mode, where you can use the top keys on the keyboard to change a sound, select a new synth to play, shift the octaves up and down and transmit all this info to the synth in question. On our sample unit, the button was a bit erratic, sometimes switching on program mode, sometimes not. Although this fault could just be due to the newness of the unit we tested, it could be a teensy bit annoying if you happen to get one that does it; you have to press the button two or three times before it realises you're trying to change modes.

Altering the patches and channels is achieved by pressing Program Up/Down on the top octave keys, effectively stepping up or down through

the settings, whilst watching the program names on the LED. The only small niggle I came across whilst using the unit was the pitch bend wheel. It didn't bend the note as far as the wheel on the Casio did, which if your musical taste runs to extreme bending and warping of pitches, could prove a bit of a pain

You remember I said MIDI was You remember I said MiDI was a standard and you can connect any MiDI instrument to any other? That's not strictly true, 'cos sometimes you get small differences of opinion between some makes of synth and your controller. Happily none of these annoying inconsistencies raised their ugly heads in our test of the Cheetah MK5. It changes channels and patches changes channels and patches like a good'un, and the keyboard plays like a dream. Considering the nearest alternative to buying a MK5 is lashing out for something like Yamaha's v. swish but v. pricey KX5 Remote Keyboard, the Cheatab pupe sway with it Cheetah runs away with it!



at once! So there's no need to worry about using multitracking tape decks to write tunes on. Just do it on all your synths!

You can compose tunes in Step Time, by selecting the notes you want to play one at a time at your leisure, or in Real Time, playing them live at the keyboard. Either way you get eight tracks of music. provided you've got eight MIDI sound sources to play them on. (Yamaha's FB01 and TX81Z are very good for this, as they have eight synths all together in a little black box the size of a hardback book!)

The rhythm elements of a tune can be triggered from a MIDI compatible drum box, and the effects on the voices can be changed in mid warble if you have a MIDI reverb, like Yamaha's Rev 7 or Alesis'

MIDIVERB, or a multi-effects unit like Alesis' MIDIFEX or Yamaha's SPX90. The mixing can even be done for you too, if you have a MIDI mixing desk. Akai make a heinously expensive one called the MPX-820, which at £1399 prompts the quip "Great, I'll have two!" This means that you can control the faders of the mixer, using MIDI to pull them about electronically.

As MIDI gets more and more complex, and the technology to make computer music becomes more affordable, devices like the Cheetah MIDI system will be very welcome. They're cheap, but the quality of their performance is very high indeed. Watch this space for further developments.

Okaylads, from the top. A-one, a-two, a-one, two, three, four ...

#### **Cheetah MIDI Interface**



In order to sequence and compose on a lot of MiDI instruments at once, you have to have a MIDI sequencer. Okay so that sounds fairly obvious, but once you've seen what one can do, you'll wonder how you ever got on without one.

Lurking within a similar box to the SpecDrum or Sound ampler is a full implementation of MIDI, IN, OUT and THRU ports and all the hardware you ne to drive the MIDI software. Also in the package is a two metre MIDI cable (a sort of DIN plug really), and a cassette containing the editing software.

The sequencer really is a full specification! I use, in my home studio, an Apple I/e and very expensive MIDI software. Impressively, the Cheetah software does what mine does, plus a lot of things mine has never done!

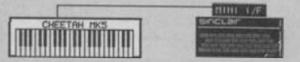
It can store eight tracks and

#### The Midi Lead's Connected To The...

synth bone! Here are a few useful hints and tips for the uninitiated on how to arrange the Cheetah MK5 and MIDI and MINI interfaces so that you'll get lots of lovely noise.



The simplest way to enjoy MIDI music with the MK5 is to plug it straight into a MIDI equipped synthesiser, like the Casio CZ-101. Then you can play the super-dooper Caslo sounds on a propersized keyboard, instead of the piddly little one it comes with.



To turn your 128/+2 into a mini synthesiser, first plug in the MINI interface, and then attach the MK5 to the end of the interface cable. You can then, with the free software, edit and play the sound chip as if it was a real synth! Cor, flip me!





The cheapest way of owning a top flight synthesiser is to add a MK5 to an expander module, like the Yamaha FB01. You simply run a MIDI cable from the MK5 into the FB01 and voilal A multitimbral (eh?) FM synthesiser for a fraction of the price of the real thing!



Using the MIDI interface you can sequence up to eight different MIDI devices, putting the patch and pitch information into the sequencer by playing the keys on the MK5. The sequences can then be played back - it's a bit like having a digital tape recorder!

cope with up to 16 MIDI channels. It has Real Time (from the MK5 keyboard) and Step Time (via the computer) input to the sequencer. It has a 6,000 note memory, depending of course on how much pitchbend information you're using. It has transpose and append functions for you to edit your songs with, plus copy and paste options. There's a flashing guide a bit like the one on the SpecDrum,

which beats once every bar. You can also select verses of your song to play over and over, or you can play them (if your verses are called A, B and C, say) in any order you choose, like this: ABBCABABACCBCBA, which is either a very good tune or a word Paul Daniels uses to

make planos disappear! The MIDI Interface doesn't differ too greatly from Cheetah's other add-ons boxes in its construction. A fairly unassuming black box, with a MIDI cable running out of the side. It doesn't need to look brilliant, 'cos it's got it all inside.

Decomposition Playability MOS Compatibility Value for Money	9000	]
FAX BOX Product Price Supplier	 £49.	95

#### **Cheetah MINI Interface**



One of the original ideas behind the Cheetah MKS was the ability to play the soundchip on the 128 Spectrum as a synth in its own right. If this sounds like a dippy idea to you, just think about it for a second — Imagine how much more flexible and musical the 128's sound chip could be if you could edit the sounds and play them from a full sized keyboard! Using a gadget called a MINI interface (Yes, that's MINI, not MIDI!) with its own editing software, you can edit and play the sounds on your 128. Never thought you had a synth in your Speccy, did you? With the special MINI software, you can edit the sounds, pitch envelopes, mix white noise and tone, and edit tremelo (vibrato) on the 128's screen. In the sound edit mode, you get a graphic display of the way the sound looks, a sort of oscilloscope view of the envelope shape. There are also keyboard split routines, so you can play one sound on the top half of the keyboard, and another on the bottom half.

Okay, so it's only a MINI synthesiser, but what do you want for under £30, Jean Michel Jarre? A fine use of the Spectrum's sound, and more fun than a barrel of organ-

1	Provense internet Pray ability With Compatibility Value for Money
	FAX BOX Product MINI Interface Price £29.95 Supplier Cheetah Marketing Ltd

#### **Muso's Bluffing Glossary**

A bluffers guide to selected music and MIDI terms.

- device (when applied to MIDI) is any MIDI equipped instrument drumbox, synth, digital trousers.
- expander a MIDI device usually used to add voices and timbres to a synth, but which can be used as a synth in its own right if you have a MIDI master keyboard to trigger the different nitches
- have a MIDI master keyboard to trigger the different pitches. faders the things that producers and engineers get paid to slide up and down on mixing desks.
- master a controller for a MIDI keyboard setup.
- MIDI acronym for Musical Instrument Digital Interface.
- monophonic in mono mode, you can play a synth one note at a time — you can't play chords.
- multitimbral having many different voices.
- patch the settings on a synthesiser which produce a certain sound - also applied to the sound itself.
- pitch an absolute frequency assigned to a specific note on a musical instrument. High notes have a high pitch, low notes have a low pitch.
- **polyphonic** in poly mode, you can play more than one note at a time — you can play chords.
- real time playing notes into a sequencer live.
- sequencer a device or program which stores pitch information and plays it back on a synthesiser.
- slave a device which responds to the commands of a master or controller device.
- sound source any sound producing device.
- step time playing notes into a sequencer one by one, with no time limit.
- timbre the character of a note, usually called tone colour what a note sounds like.
- volces if you can press down eight notes on a synth and they all sound, the synth is said to have eight voices; each individual tone.

#### Wot's The Damage, John?

(All prices are approximate retail prices, and are correct at the time of going to press — shop around a bit and you may get them cheaper!)

Yamaha DX7IID	Yamaha SPX90
Yamaha TX7	Casio CZ-101
Yamaha FB01 £325	Alesis MIDIFEX £299
Yamaha TX81Z£399	Akai MPX-820 mixer £1399

#### **Talk To Them**

A selection of useful addresses and phone numbers for your music

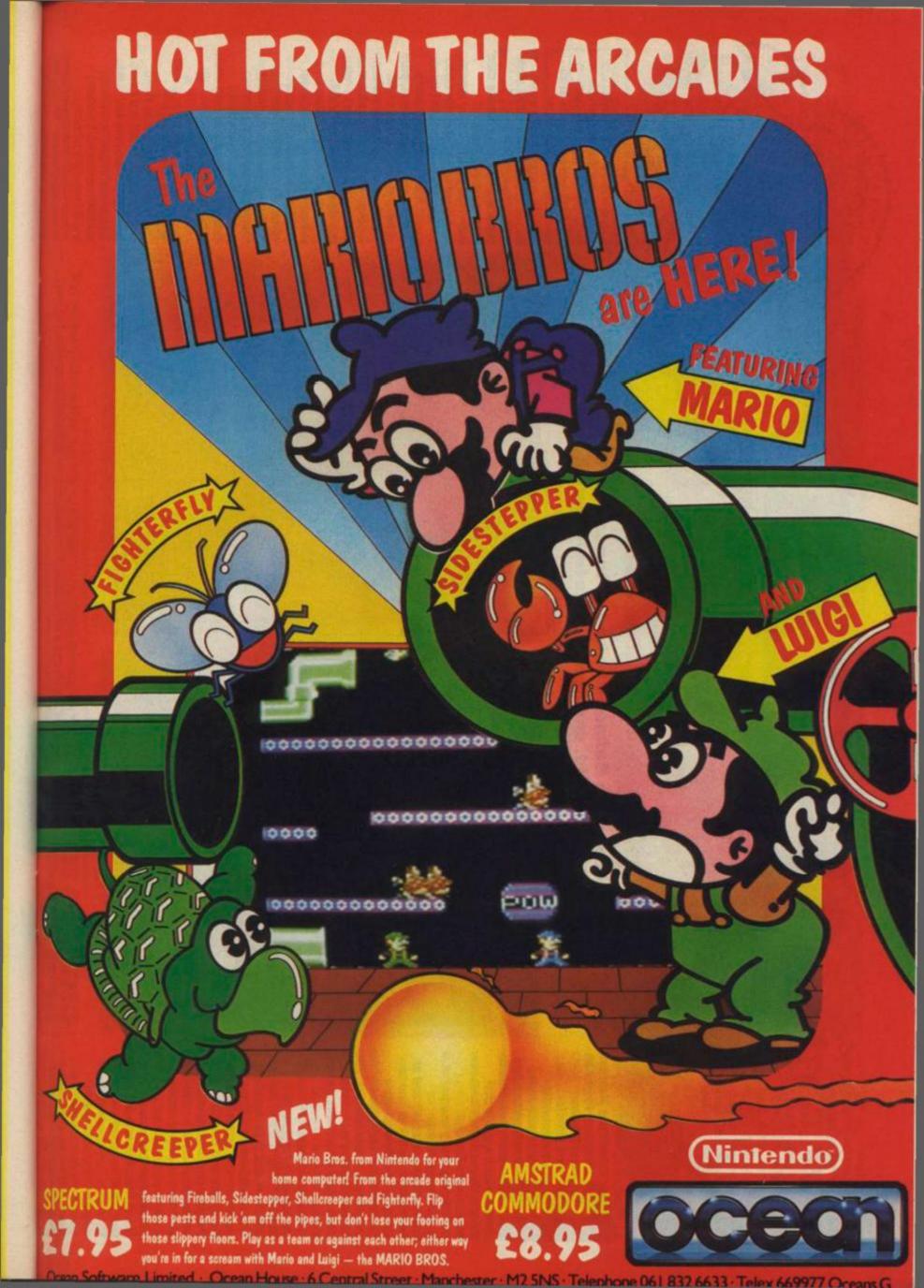
notebook, in case you need more information. Happy plinking! • Cheetah Marketing, Norbury House, Norbury Road, Fairwater, Cardiff CF5 3AS. Phone (0222) 555525.

Yamaha Music Pulse, 58-60 Conduit Street, London W1. Phone 01-734
5184.

Casio Computers, Unit 6, 1000 North Circular Road, London NW2 7JD.
 Phone 01-450 9131.

Turnkey Shop, 14 Percy Street, London W1. Phone 01-637 0700.





emember Batman? arcade-adventure Who can forget it! Filmation-style Drummond's Jon Ritman and Bernie

stands as one of the best ever (three o'clock being one of m) ascinating gameplay and an **Until Head Over Heels came** favourite game ever, in fact. excellent plot, it was one of dyed classic, a game that Ocean's very finest hours Combining razor-sharp own best). Virtually my And guess who are graphics, endlessly seen on the Speccy along, that is...

from a bizarre planet called made up or a pair or symbiotic animals who operate together What's especially corky about be found. But it's so similar in Penguins and no munching Pacpersons are anywhere to Batty that it might as well be. Head and Heels. Both come beauty? Yup, the self same J Ritman and B Drummond The newle's not a sequel to Head Over Heels is that the Betman - no jetpacks, no character, you control two, style and approach to old responsible for this little different! Instead of one piot's just as good as Batman's - but totally

Berkmann flipped his lid, and now reports from Ward E, third bed on the Ocean's follow-up to Batman has had us turning somersaults! Marcus right...

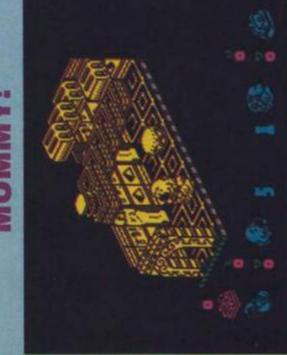
# **ON YOUR TOES**

was a true-blue tie



Here's Neels in Blacktooth Castle's deeper dungeons (no relation) The room is two screens long, and although it may look easier to The room is two screens long, and although it may look easier to go along the near side by manoeuvring the two portable blocks in the gap, you'll actually find it more profitable to go the other way. Pick up the bricks one by one and take them to the screen's far side, then push them into the gap. Remember that Heels can jump t of the two blocks at the end, 'cos it's a hat awaits you is a reincarnation fish that's very muci uares in all. Then ride the conveyor over the first one and a half

## AMMON



level, you need to get both of 'em spring (which doubles their Egyptus, and it's a real on the drum and can walk onto the fir drop the drur r and first toal top step, standing on the sy th the drum underneath. He ier. In order to reach the next reunited on the p eath the o, he's frazzled! The solu

Head can launch himself off s, having collected the drum, to ters. And every time he jumps up 's pretty easy though. Instead of pick up the drum and repeat all the way to the top Nary a screen goes by in this game without some sticky teaser (Oil Don't call me sticky! Ed) confounding and mystifying you. So can

rather more static blocks, plus doughnuts, a hooter and even based around a 3D block size, capabilities. Some blocks can and used to get H and H up to springs, ladders and switched therefore picked up by Heels) otherwise unreachable higher vanish when you step on 'em type of game. You'll also find (to turn off the nasties) - all inspired and adaptable in all reincarnation fish (which let levels. There are also some conveyor belts, blocks that stuffed white rabbits (which objects and characters are the classic features of this when you're killed), cuddly In a way you can't help envying the format, which you restart at that location must be one of the most computer gaming. Most powers in various ways) magically enhance your be moved around (and and all have different hush puppies!

## DOWN AT HEELS

personally I have never found in any other game. Whenever always another one just and Heels, but half the fun is finding out for yourself. Like There's loads more to Head Batman, the game has an addictiveness and a comaround the corner - and pulsive quality which

> DIGGING HIS

Look pretty solid, don't they? But you can bet your

An excellent specimen of the much revered

no this up is vo

Freedom, where creatures are made up of a pair of symbiotic animals who operate together as one (Are you sure about this? Sounds grubby to me! Ed). H and H are spies planets. As you start the game planet or two before legging it. separated and imprisoned in Blacktooth. You've got to get attempting to overthrow the them out, get them together from a bizarre planet called the castle headquarters at Blacktooth, whose empire and then liberate the odd evil regime on the planet extends to four nearby they've been captured, DU DUR DRDL

Curious beasties, these

hush puppies. Always

## A HEADY BREW

screen. Put them together and screens to negotiate. It'll take Head and Heels together, and requiring finely honed arcade skills (you know, the sort I has different abilities - Head you've chosen Head or Heels (or both) to tackie them. Each can jump a long way, and fire doughnuts at nasties, while Heels is swift on his feet and conundrum to solve - some puzzles are fiendish - either their abilities are combined. can carry things around the you long enough just to get Not an easy task, especially second and 43rd sight, but don't have). Virtually every onger still to get them off hard to work out (yup, it's many depend on whether seem impossible on first, Blacktooth. Some of the when there are over 300 ateral thinking time) or screen has a different

Sometimes you'll need to split cos the survivor is unlikely to 'em up, put 'em back together one or other gets knocked off screen. The combinations are without his little friend's help. split them up temporarily - which can cause problems if course, you'll often have to and so on, all on the same As you move around the get out of the labyrinth almost endless.

whenever they catch sight of Head (he's dogged by bad luck), Heels, on the other hand, they wilcome with open pave. asleep, often arranged in staircase formation, hey're neverthelees alert incugh to vamoose

though they're still lethel to Doughnuts for firing at nastles, and a hooter for firing them with. Nastles exactly soattered around screen. Don't waate your doughnuts (or eat 'em) the touch - until both characters have left the treeze up when hit because they're not

These represent the magical powers (hemporary, sadity) that Heed can pick up in the form of cuddy stuffed white rabbits. Iron pills (represented by the shield icon) make him invulnerable, while the Go Fester Burny makes Head - well, what do you think?

awful lot of point carrying on with the other, as you won't get very far. So use the cuddly burnies and their extra lives with care. Both Head and Heels start with eight lives, but you'll be amazed how easy it is to fritter them away. And it one of them pope his clogs for good, there's not an

sure the fish is wobbling and gyrating - If it's dead so An excellent spectness of the much reveal reincarreation fait. Golding this up is your insurance policy apaired getting Miled lates, as you'd then have the option of resuming the game right here. But make will you be, for good!

Look prefy sails, derit they? But you can be your solution dollar that one of these of thoses blocks will variable last as you step on them. Done poor to an you'll have to rip briefly off-acreen (to led it mean) before returning for another by. Better to jump all the way along the ramp and pick up the fish in passing.

Heels get his reincarnation fish?

HEELSIN

This is planet Safari, home segood" joke. Nost of the other than in beckground, but at least it makes for a of warfike jungle people bianets are fairly similar and the old "safart, ittle atmosphere.

imagine it produces some ribaid comments down the around those blocks, drums and the like that lie person to know, although that Heels needs to camy pushed up against a door A haaandbaag? This is and jumped off. It also makes Heels a useful iround waiting to be wine ber.

get a Jump Higher Burny, which gives him ten leaps at double height, double Burrry powers too. As well as iron Pills, he can also and H, there are also extra lives (two per webbit) from time to time. distance. And for both H Heels can pick up useful

be batty to ignore it!

# Look out for these bits and bobs as you troll

**AND THERE'S MORE** 

TELEPORTS

around the Blacktooth system ...



These'll help you get off Blacktooth and onto Moon Station HQ, from where you can teleport to any of the slave planets. Or if you're sensible, back to Freedom and a hero's welcome. Beam

me up, Scotty!

CROWN

Useful, these. With a switch you can just turn off any aliens who are bearing down on you. Just be careful not to switch them on again by SWITCHES accident.

## CUDDLY STUFFED BUNNY RABBITS

speed or Heels height. Just don't go out of your hese little beauties are vital to your chance of success. Some give you extra lives, some make you invincible, while others give Head Eh? No, missis, put those titters away, 'cos way for a bunny if there's an easier route where.

liberated the planet, which is why it's always in the most inaccessible of places. And if you don't get it right the first time, more often than not you'll have to go all the way around the

planet again!

Your eventual target on each of the slave planets. Grab the crown and you'll have

jump button. And besides, I'm games, I'd say that Head Over Heels is marginally easier to play, but marginally harder as get bored. Besides, thanks to characters on the last pixel of holds you up when you play the game again, so you don't possible to spend hours and (except where it wants to be) has a real winner here. You'd screen, you don't find that it - but it's my bet that Ocean rou solve a problem, there's atways another one just around the corner -- and when you've become skilful a block before pressing the you're not too careless with difference between the two everyone's cup of Ovaltine hours on just one game, if a set of puzzles. Mind you, death, I'm used to placing having played Batman to it's scarcely lightning fast enough to get through a your spare lives early on. If there's any important reincarnation fish. it's biased. It may not be the carefully placed

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27.95 Definable loysticks. Cursor, Kempston, Fuller Ocear chlisher

NEXT MONTH

erkmann's Head Over Heek embarrassed to tell your GP' Or B has the answer. (Unless consummate, watertight and it's for the crown screen on screens - what more could Heels map, exclusive to YS planet Safari. Anyone done clinic. Got a problem? Too courtesy of those ripping coves at Ocean. All 300 Our complete Head Over ou ask for? Plus - Dr it?) All in next month's uncontaminated YSI "...Worth shelling out for..." The Woolwich Arsenal Times

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"...A game for the hard of herring..." 'Hearsay' Magazine

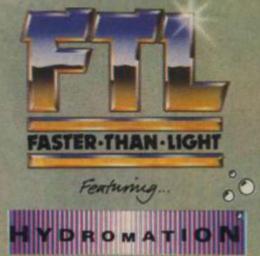
"...Whale Kipper Whelk home in the Eel-side..." Cardiff Choir News "...Gave me a bad Haddock and made me a nervous wreck..." Mrs. Lighthouse

)

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"...Very fishy..." Society for the Preservation of the Obvious.

"...Could have filled the Hallbut Hall...!" André Prawn



#### SPECTRUM £7.95 AMSTRAD £8.95

AVAILABLE MID-MAY

Fresh from his dismal triumph on Knutz Folly, Sweevo is thrust onto the watery world of **DEATHBOWL**, a planet which, for no good reason, has been converted into a gigantic aquarium.

Will Sweevo succeed in his mysterious mission - or will the Great Bowl-Keeper pull the plug on him?

HYDROFOOL is a fast, 3-D, seek, chase, puzzle and laugh game, featuring the fabulous but irrelevant HYDROMATION.

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



#### QUESTIONS, QUESTIONS, QUESTIONS COMPO

And answers, answers, answers is what we got. Millions of 'em! The winner gets a zippy red robotic phone for his correct answer, while the fifty runners up get copies of CRL's game, *Dr What*!

Winner: T Booth of Bingley, W Yorkshire.

Runners up: Garry Woodage of Portsmouth, Hants; Lee Shaw of Hull, N Humberside; N Kerr of Ashton under Lyne, Lancs; Ronald Beaton of Greenock, Scotland; Steven Butcher of Newton le Willows, Merseyside; Gary Clinton of Walsall, Staffs; Simeon Green of Tittensor, Staffs; Robert Moss of Sheffield, S Yorks; Bryan Spink of Aylesbury, Bucks; Amber Chislett of Bootle, Merseyside; C Edwards of Holywell, N Wales; A Green of Glenrothes Scotland; Hector MacGregor of Frome, Somerset; Harry Maton of Croydon, Surrey; Craig Mitchell of Stafford, Staffs; Sara Stenhouse of Gateshead, Tyne and Wear; G Nightingale of Garforth, Leeds; Ian Rowley of Gravesend, Kent; Paul Copeland of Worksop, Notts; Jason Hartley of Uxbridge, Middlesex; Daniel Green of Ashford, Kent; Liam McGuckin of Belfast, N Ireland; David Hopcroft of Coalville, Leics; Andrew Chester of Harpenden, Herts; Colin Bayes of Evesham, Worcs; Chris Kaye of Wirral, Merseyside; Ian McVicar of Clydebank, Scotland; Chris Thompson of Thamesmead, London; Craig Swanwick of Chilwell, Nottingham; Graeme Goodaker of Wordsley, W Midlands; Paul Robinson of Doune, Scotland; Robert Bradley of Blyth, Northumberland; Paul Johns of Plymouth, Hants; C Parker of Bristol, Avon; Bryan Steele of West Drayton, Middlesex; Richard Evans of Bognor Regis, W Sussex; Paul Hart of Glasgow, Scotland; Paul Delaney of Audenshaw, Manchester; Dominic Driscoll of Hatfield, Herts; Tony Davis of Irchester, Northants; Martin Walters of Cardiff, S Wales; David Neale of London; J Edwards of Boston, Lincs; Simon Barnard of Trowbridge, Wilts; R Deaper of Carlisle, Cumbria; Matthew Bond of Edmonton, London; Mervyn Neill of Belfast, N Ireland; Robert Huddy of Newton Abbot, Devon; Craig Jones of Kidderminster, Worcs; Mark Johnson of Wolverhampton, W Midlands.

#### **REALLY HEAVY METAL COMPO**

What's snazzy, black and red, has two speakers, plays cassettes or the radio, and has lots of buttons to push. Give in yet? It's easy really — the prize for the winner of the Uridium Compo in the December issue of YS. The runners up don't go away empty handed either — there are 30 copies of Uridium for them. And here are the results...

#### Winner: Sarah Walmsley of Kettering, Northants.

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Runners up: Paul Weston of Mill Hill, London; Alan McMillan of Carluke, Scotland; Martin Cawthorne of Fox Hill, Sheffield; Gary Thackray of St Ann's, Nottingham; Matthew Denton of Great Barford, Bedfordshire; J Marston of Wimborne, Dorset; Cpl Hirdle of BFPO 38; Mark Pattinson of Preston, Lancs; Brian McCorkell of Forres, Scotland; Pete Shields of Middleton, Manchester; Richard Kerse of Watford, Herts; Grant Holmes of Sutherland, Scotland; Dave Martin of Bridgwater, Somerset; Laurence Abbott of Ipswich, Suffolk; James Moir of Shirrell Heath, Hampshire; Mike Cummins of Heaton Chapel, Stockport; Nick Bold of Runcorn, Cheshire; Rob Ramshaw of Tynemouth, Tyne and Wear; Trevor Gerrard of Hyde, Cheshire; Paul Monk of Brighton, Sussex; J Young of Market Deeping, Peterborough; Stephen Brazier of Billingham, Cleveland; Mark Warner of Bristol, Avon; Martin O'Connor of Chesterfield, Derbyshire; Jason Eastick of Great Moulton, Norwich; Cpl Mills of BFPO 43; Paul Hepworth of Seaforth, Liverpool; Geoff Marks of Thorpe Ie Soken, Essex; Sean Baker of Stoke on Trent, Staffs; Chris McGowan of Hull, N Humberside.

# THE MOST DISGUSTING, REVOLTING AND GRUESOME COMPO EVER

Yeeurch! What a revolting lot you are. Well, you must be, going by some of the entries you sent in for the Aliens Compo in the December issue of YS. However, the Ed picked out the thirty winners, and they'll be getting a copy of *Aliens* and a revolting Aliens T-shirt each. (Not that it *is* revolting, of course. Well it is, but that's not what we mean. You know what we're trying to say...)



Bill Morrison of Glasgow, Scotland; Jørgen Jacobsen of Glostrup, Denmark; D Duffy of Barnoldswick, Lancs; Allan Davidson of Lanark, Scotland; Paul Thomas of Broadgreen, Liverpool; R Haslam of Knaresborough, N Yorks; Nick Edmunds of Redfield, Bristol; Frank Coyle of Stevenston, Scotland: Andrew Lewis of Edinburgh, Scotland; Jack Balchin of Horley, Surrey; Malcolm Leary of Guernsey, Channel Islands; Darren Holt of Hallfax, W Yorks; Simon Adams of Fairbourne, N Wales; Mark Aviss of Mitcham, Surrey; Chris Joynes of Reigate, Surrey; Jason Marchant of Swindon, Wiltshire; D Parker of Bexleyheath, Kent; Clive Fitch of Ipswich, Suffolk; P Satchell of Hackney, London; Roy Fielding of Swinton, Manchester; Howard Carlisle of Horsforth, Leeds; Paul Delaney of Audenshaw, Manchester; Stephen Henstead of Wigan, Lancs; Darryl Sloan of Portadown, N Ireland; Simon Kilbane of Reading, Berkshire; David Bambrough of Sunderland, Tyne and Wear; Chris Jenkins of Hounslow, Middlesex; Steve Mitchell of Nettleham Park, Lincoln; Kevin Etheridge of Dundee, Scotland; Stephen Martin of Palmers Green, London.

#### WILL THE REAL DAVID JONES PLEASE STAND UP COMPO

We should have known December's Frontlines Compo wasn't labyrinthine enough for you! Everyone knows David Bowie is the Thin White Duke, and these ten people will be getting a Magic Knight T-shirt for proving it!

Alastair May of Elgin, Scotland; David Walker of Dalry, Scotland: Mark Davies of Haverfordwest, Wales; Robert Smith of Bridgwater, Somerset; Graham Johnson of Leeds, W Yorks; Daryl Parson of Purfleet, Essex; T Cox of Widmer End, Bucks: Gary Brine of Borehamwood, Herts; L Matthias of Leigh, Lancs: Graham Gudgin of Luton, Beds.

#### TRAINSPOTTER COMPO

A bendy, plasticine YS trainspotter goes to Clare Milner of Mirfield, W Yorks for knowing the answer to the October Frontiines Compo. A Mallard was a steam locomotive and it went at 126 mph, so Clare (and hundreds of others) reliably inform us. Quack! Quack!





et's start with an incredibly important announcement. Well, a pretty ordinary announcement really, but you've got to try and make it dramatic, haven't you? What I'd like to do in a couple of months' time is

prepare a page or two of hints and tips on The Quill, GAC and the other adventure writing utilities, which lots of you are asking about. Let me have your hints and also your questions, like this one from Nic Malone, 34 Elliott Drive, Hindley, Wigan WN2 2QY: "I bought GAC but the booklet doesn't mention character interaction. You don't seem to be able to hold conversations with characters. Can you do this?" Any experts care to comment?

Mark Chapman of Torquay has a useful POKE for PEEKing Quill vocabulary:

- 10 For a = 27000 to 65535
- 20
- Let z = 233 PEEK a + 32 IF z·32 or z·164 THEN GOTO 50 30
- 40 PRINT CHRS(z);
- 50 NEXT a

Cheats of a different kind from Rick Alexander in Sale, who suggests that after climbing down the rope and pulling it in Bored Of The Rings, part three, you type CHEAT to transport you past the basilisk. In The Hobbit, if you find yourself trapped in the Elven Dungeon because the butler is dead and therefore unable to open the door, use the dreaded DO command to break down the door, then go to the cellar,

take the barrel, throw it through the trap and jump after it. Finally, Rick says that to speed up completion of Lord Of The Rings he gets Merry to kill the six riders on the East Road and the three in Bree and then Frodo and company can walk all the way along the East Road unharmed, not forgetting to pick Aragorn up on the way.

While mentioning The Hobbit, thanks to all the readers who wrote to me pointing out that you can take Thorin through the Elven Dungeon with you towards the encounter with Smaug at the end. I'd said that you couldn't, you just picked him up on the way back. It just goes to show that there are different ways of completing this adventure. Some of you reckon you must have Thorin with you as he picks up Bard and takes him to kill Smaug. It ain't necessarily so. Most of the time Bard will respond to your instructions like BARD, "GO NORTH", and you don't need Thorin with you for that. Thanks to Mark Haworth, who wrote about this and also to say that the code for level 2 in *Bored Of The Rings* is 'GOOD TIME'. Mark asks how to find a full solution to the game - send me an sae and ask for one!

Lots of letters too about how to quench your thirst in Journey To The Centre Of Eddie Smith's Head, and these also show there's more than one way to skin a cat or solve a problem. Among those taking the alcoholic approach is Glynn Downing of Waterlooville in Hants, who says that from the start you: TAKE AND WEAR COAT, TAKE KEYS, N, W, W, W, W, N, ENTER VAN, INSERT IGNITION KEYS, DRIVE NORTH, EXIT VAN, N, U, E, HIT WALL PANEL, E, TAKE BIG KEY, W, W, D, UNLOCK DOOR, D, TAKE WINE and drink the wine when you're thirsty. Another boozer with the same solution is Terry Jones, 24 Nelson Road, Northfleet, Kent DA11 7EE. Terry adds that you should use the coffee to get rid of the teddy bear, though first you have to EEFFOC NOSIOP with CINESRA bought at the TSIMEHC. Now Terry's stuck, though, so can anyone tell him how the computer helps, what the sausages, drill, spade, gun and condenser are for, and is the cat that's sometimes in the maze any use at all?

Hints are in already on Masters Of The Universe from Steven Conibear of Birmingham. To find the sword, examine the bed and the post in the chamber, then go south, SSECER ENIMAXE and DROWS EKAT. To open the drawbridge you should TAOM MIWS as soon as you get to it, then DROWS HTIW SMRA FO TAOC TIH.

Now a challenge to the *Really Kind* Souls out there. Nicola Chottin, who's 11 and lives at 32 Geary Drive, Brentwood in Essex, is trying to get hold of a poster and adventure player's guide to Twin Kingdom Valley. I don't know if a guide ever appeared from Bug-Byte, but maybe someone has a poster they wouldn't mind passing on to Nicola.

Always a Really Kind Soul is Tim Frost, who's sent me a solution to Operation Stallion, even though he's chasing the £500 prize on offer from Wrightchoice for the first to complete the trilogy. I won't give away too many of the secrets, but one of the game's frustrations is knowing what to take from part one into part two. Tom's advice is to make sure you've got a flashlight, a file and a pencil, and then from the catalogue choose numbers 6, 11, 12, 13, 17, 18, 19, 20, 21, 22 and 23

Thanks to Peter Walsh who sent me a solution to Imagination in exchange for the help I gave him, and so let me pass on some titbits from that. To get the yoyo, ELCICI EVIG. At the start of game four, don't forget to KCOSDNIW ENIMAXE. A useful command in game three is EGDIRB SSORCA EOTPIT.

S. Wood of Bishop Auckland writes saying that he or she bought Bugsy on Feb 28th and solved it on March 1st. Is this a record? Could well be, provided it's not a leap year! S also asks how to defeat the dragon in the first part of Sinbad And The Golden Ship: EXA HTIW GNOG TIH then EXA HTIW NIAHC TIH.

Derek Tate from Norfolk sent various bits and pieces of advice for Lord Of The Rings, as well as asking me two million and one questions. Included in his advice was "A Derek the Troll Freebie!", so I'll pass that on now. To get through the Tower Hills, first go to the forest on the northern side of the hills, with the exits, N, SE and SW. From there go SW/S/E/NE/ SW and you will now be out and able to explore the lands westwards.

My old friend Arthur Daley, sorry, Arthur Simmons of Birmingham says "How dare you say Birmingham's a foreign country, just think what Birmingham gave this country: Crossroads, Amy Turtle, Spaghetti Junction, the NEC and Ricardo Mapp, so what more could you want?" To which the country replies: let us know when you want them back and you can have them - except for Ricardo, who I'm a bit worried about as I haven't heard from him for a while. Are you



still out there, Ricardo? Arthur says that my review of *Apache Gold* mentions an eagle with sticky wings, which is just what he needs as the unsticky eagle keeps swooping down and stealing the corn needed to make some moonshine. "Can you remember how you came across this perishing eagle?" Yes, I can, near to the protruding rock: KCOR TA ESOON WORHT.

From rocks to rock faces, and the sheer one in Terrors Of Trantoss that's puzzling several readers, including BD Taylor of Wirral. Thanks to John Wilson, who's cracked this tricky game at last, I can let you know that if you examine the location picture carefully you'll see a small red hole. This, you're meant to deduce without any help whatsoever, is a keyhole. Use the stone key on it. I won't print that one backwards as it sounds decidedly unfair to me. BD Taylor also asks how to open the crystal lid in the chest at Vendas Vault. First you must FFATS ETYL, if you haven't already, and forgive the spelling but that's what you need to do. Then you ELOH OTNI FFATS TRESNI. A handy object, that FFATS, 'cos it's also useful for knocking on doors and breaking them with.

Another extremely sneaky problem that's puzzling plenty of readers is how to get anywhere at the start of *The Secret Of St Brides.* Some people have guessed that the secret lies with the mysterious door, and to open that door you need a LICNEP and a REPAPSWEN. You also need to enter four consecutive commands, thanks to *The Quill's* two-word input routine, these being: ELOHYEK NI/LICNEP ESU/ROOD REDNU/REPAP ESU.

I've mentioned before that although John Barnsley's sent me a full solution for St Brides this makes no mention of a roundhead in the game. Lots of people have asked how to get rid of the roundhead, so thanks to all of you who wrote in, including Weymouth Adventurers Inc, to say that you DAEHDNUOR TOOHS with something you get from the station in the middle of nowhere. Even with a solution, I'm still having trouble with this game - I want to get through it to find where this blasted roundhead is, but although I've returned the cat to the woman and gone into the alchemist's workshop I can't get any further. TAKE DISSOLVER and STAND ON PLANK, is what I'm told I should do, but I can't get any response to the second input at all. So now it's my turn to ask you for clues this month -- does anyone out there know what's going on? Help!!!



# Venture forth with Mike Gerrard

More news is creeping out about Rainbird/Level 9's Knight Orc. You play the part of an oppressed orc in a magical world. Humans have been persecuting orcs for donkey's years, and now you get the chance to get your own back. As well as learning magic and solving puzzles, you have to communicate and interact with some of the many independent characters in the three-part tale.

Yet more commands have been incorporated into the Level 9 parser, including the ability to follow a particular character or go straight to a particular location. We're also promised "Superb quality colour illustrations", which will make a nice change (he says, tongue in cheek), but the digitised pictures that are promised apparently only apply to disk versions of the game. Boo-hoo.

Also from Rainbird is Guild Of Thieves, the Magnetic Scrolls follow-up to The Pawn. The Spectrum version will be for 128K machines and even then will have to be a text-only game, such is the size and comprehensiveness of a Magnetic Scrolls adventure. At least the Spectrum version will be the cheapest around, at £14.95.

The game itself is set, like The Pown, in the mystical land of Kerovia, and it begins with you applying to join the Guild of Thieves, described as "an elite band of professional rapscallions." Applicants have to prove their rapscallionship by completing a task designed to tax their wits and ingenuity to the limits — which is not very far, in my case.

The Master of the Guild of Thieves accompanies you to an island and leaves you there, telling you just that you have to ransack the place and return with its treasures. He doesn't even leave you six gramophone records for company. The island is deserted...well, apart from a few birds, beasts and people. Then the fun begins...

Can Melbourne House regain some of its adventuring glory with Shadows Of Mordor, the second adventure in the Lord Of The Rings sequence, based on the Tolkein book The Two Towers?

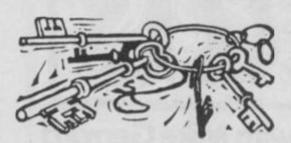
The first adventure ends with the fellowship of the Ring leaving Lothlorien, and Shodows Of Mordor will take the story on as far as the battle at Shelob's lair.

The storyline follows that of the book very closely, but allows you to deviate and experiment with other strategies if you wish. The game boasts an 800-word vocabulary and, not surprisingly, a more complex parser. Release is set for June, and it'll be yours for £7.95.

There's both good news and bad news from Incentive. The bad news is that its promised re-release of The Ket Trilogy has been cancelled. The original trilogy is still available, but the company felt that there wouldn't be enough of a market to warrant continuing with the project.

The good news is that Incentive will be bringing out a suite of add-on utilities for Spectrum users of The Graphic Adventure Creator, though date and price have yet to be settled. Sounds a fairly sound idea to me. As is the offer Incentive is making to members of the newly instigated YS Subs Club but you'll have to take out a subscription to find out about that.





# ADVENTURERS

id you know Theodore was a popular name in Greece? I didn't, and I've been going there for years. I thought Greek men were all called Jorgos or Janni. Not so! (See, the things you learn from reading YS.) Two letters this month from Greek Teds in Athens, the first being **Theodore Blitsas**, Dinois 4, Kallithea 176 76, Athens, who offers help on *The Planets*, which he claims is sort-of an adventure. Well, okay, we'll let it in. Theodore says the following codewords will prove useful: on Mercury (1066AD), Venus (NEWTON), Earth (LIFE), Mars (EINSTEIN), Jupiter (PIONEER), Saturn (GALILEO), Uranus (21JUNE), Neptune (SPUTNIK) and Pluto (CRATER). As for the database password: MARTECH.

In return, help is needed on *Fourth Protocol*. Theodore says he's got the code from Part One but he can't decipher it in Part Two and learn the right password to enter the elevator. I'm no expert on this, but I'm told it can be deciphered on one of the onetime-pads, the code for the lift working out as: NEPSA. Anyone able to help further, your contact awaits you in Athens.

Also in Athens is **Ted Costis**, 2 Rodou Street, Amaroussion, Athens GR 15122, Greece. Ted asks to be made a *Lost Soul*, but there's more room in the International section this month so he's here instead, offering help on *Subsuek*, *Lord Of The Rings, Bored Of The Rings* and *The Hobbit*. So if you want to contact a 17-year-old adventuring Greek who's a keen D&D fan, write to Ted, who also provides a good bug from *Lord*  Of The Rings. Typing KILL ME when the program begins results in Sam hitting Pippin, Merry hitting Frodo three times, then (according to Ted) "the program begins to cough" and asks you to load something in.

vs advencures

# OSTSOULS

ost Souls by the trillion, this month, so let's get on with it straight away with Ian Fraser, 2414 Allanfield, Edinburgh EH7 5YG. Ian wants to know how to do the maze in Zorro and where the dredger ship in Elite is. Okay, so they're not adventures, but what the heck!

And someone must care enough to help MA Smith, 70 Glenhurst Ave, Ruislip, Middx HA4 7LZ. In *Countdown* by Central Solutions, how do you open the trapdoor at the top of the spiral staircase after having found the key to the room, and what is meant by the clue, "In order to start, press blue"?

clue, "In order to start, press blue"? General help is needed on *Necris Dome* by Wren Bull, Ty Lock, Llanddarog Rd, Carmarthen, Dyfed. In fact Wren would be glad to hear from anyone else who's playing this game, as mentions of it are few and far between.

Another lesser-known name is Ziggwrat from Software Super Savers, and Chris Jones of 32 Harington Road, Formby L37 1NU is stuck in it. Chris's problem is that he can only find 98 coins and he needs 99 in order to open a door. As all 98 were just lying around on the floor, is there one hidden somewhere? And does anyone have copies of early adventures like *Circus* and *Waxworks* that they've finished with? If so, Chris might be interested in swopping some of his games for them.

Harold Light Jnr lives at 34 Monsal Avenue, Fairfield, Buxton, Derbyshire DK17 7TD, but is at present wandering round inside Eddie Smith's head. Can anyone tell him, amongst other things, how to communicate with the man at the Samaritans and with the constable (SAY HELLO HELLO HELLO?) Where can he find a key to unlock the door in Eddie's house, and how do you use the computer?

And finally any help at all on several adventures is

# KINDSOULS

he first kind soul this month is Les Mitchell, 10 Tavistock Street, Newland Avenue, Hull HU5 21,J. He has help available on Seabase Delta, Subsunk, The Helm, Mafia Contract I and II, El ado, Marie Celeste, Spiderman, Urban Upstart,

Dorado, Marie Celeste, Spiderman, Urban Upstart, Invincible Island and Message From Andromeda. Chris Jones, 32 Harington Rd, Formby L37 1NU

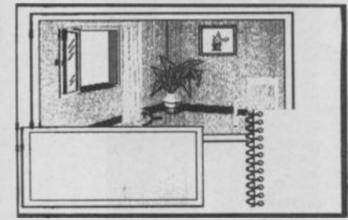
will help on Eureka, Hobbit, NeverEnding Story, Hunchback III, Gremlins, Black Forest Chateau, Bored Of The Rings, Heroes Of Karn, Zacaron Mystery, Seabase Delta, Classic Adventure, Message From Andromeda, Inca Curse, Mafia Contract II, The Helm, Invincible Island, Fourth Protocol I and III, Spiderman, Hulk, Hacker, Fire On The Water, Three Weeks In Paradise, Pyjamarama, Boggit and Subsunk.

Being quite modest about his adventuring successes is Jason Nicholls, 45 Institute Road, Eccleshill, Bradford, West Yorkshire BD2 2HU. In fact Jason's got through quite a few and will help other YS readers who might be stuck in Hulk, Spiderman, Gremlins, Robin Of Sherwood, Aftershock, Planet Of Death, Espionage Island, Golden Apple, Eye Of Bain, Message From Andromeda, Quest For The Holy Grail, The Thompson Turins Adventure, Magic Mountain and something called Roman Italy.

The biggest list of successes this month has to belong to Andrew Orwin, The Old Post Office, Kirklington Road, Bilsthorpe, Newark, Notts NG22 8SS. Pause for deep breath and orft we go with: Boggit, Fairlight I and II, Seabase Delta, Subsunk, Mafia Contract II, Spy Trek, Apache Gold, Skrewsbury Key, Hulk, Heroes Of Karn, Hampstead, Kentilla, Rebel Planet, Vera Cruz, Mindstone, Knight Tyme, Spellbound, The Helm, Invicible Island, Lord Of The Rings, Hobbit, Holy Grail, Dracula, Enigma Force, Redhawk, Red Moon, Mindshadove, Hacker, NeverEnding Story, Fourth Protocol, Runestone, Master Of Magic and Pyracurse.



fter The Vera Cruz Affair comes the much more mundane sounding Sidney Affair, but there's nothing mundane about the scene of the crime. James Sidney's bleeding body lies sprawled across a pavement in St. Etienne in France, where you



have the good fortune to be a Detective Sergeant in the Crime Squad. James Sidney has the not-quite-so-good fortune of having a bullet through his bonce, and your job is to find out who put it there.

Like Vera Cruz, you make a start by photographing the scene of the crime, this being done by moving a magnifying glass around the screen and pressing SPACE when it's over something you think might be of interest. An enlargement and some info is printed at the bottom of the screen. Unlike Vera Cruz, you get two introductory screens for the price of one, 'cos once you've given the body the once-over you can photograph the room opposite where you think the fatal shot was fired from.

Part two links you up with the French police network, heavily computerised, and you can tap away at your keyboard to try to summon up the various research resources at your disposal. How about starting with a quick autopsy to discover the grisly details of the bullet in the cranium and the lack of burn marks and powder traces, indicating a shot from at least five metres away? Ballistics on the cartridge show exactly where it was fired from, but as you found the cartridge yourself in part one this shouldn't surprise you too much. A quick visit to Mrs Sidney reveals she has no idea who killed her hubby or why, and as far as she knew he had no enemies. So what's with the bullet in the brain, a friend playing a practical joke??

Further enquiries are up to you, mes braves, and if you like the idea of playing detectives you'll enjoy this one. A sort of 'tecs only adventure?

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4





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4

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3 Study diagram and follow folding instructions carefully

4 Oops!

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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

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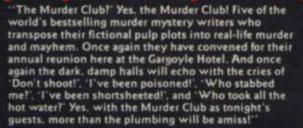
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# FOUR MINUTES TO MIDNIGHT

ood to see 8th Day emerging again, with its recent *HRH* and now this re-release of one of its original titles — if my memory serves me well, and it usually doesn't, wasn't this the first software house to put out budget-priced *Quill*'d

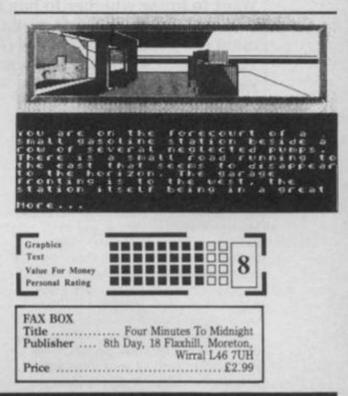
adventures? Two versions of the game are on this enhanced tape, with graphics on side one and without graphics but with expanded text on side two. Many new features have been added as well in this tale where you have to recruit a gang of helpers to save the world from the usual mayhem and destruction. Type in HISTORY (NAME) and you'll be given a potted history of the character named, while STATISTICS (NAME) gives you details of their skills and strengths. PARTY will let you know which characters you have with you at the moment, and you get people to join or leave you by using RECRUIT (NAME) and LEAVE (NAME).

The world's on the verge of destruction,

as the title implies, and it's not a pleasant place to be. The lengthy descriptive passages include lots of gory prose along the lines of "the air is full with the stench of putrefaction" and "the strong sickening smell of death rises from all around." As with many of the 8th Day titles, the problems are sometimes cleverly worked out — and this one starts with you having just two moves to stop a car plunging into a petrol station and exploding in a ball of flame. Can you save the driver and make him your first recruit?

Then you make your way to the nearby city with its looted shops and rat-infested tunnels — and make sure you read your location text closely, as you'll need to examine some of the objects mentioned.

Graphics are very good, as far as I've seen, and beautifully detailed: flashing neon signs and lorries with indicator lights going. The text is livened up with the occasional UDG too, and all in all the program's very nicely presented.





ou may remember Operation Stallion, also from Wrightchoice, reviewed in the April issue...on the other hand you may not, see if I care. If you do, however, you'll recall it was the first in a planned trilogy with a prize of 500 smackers to the adventurer who was first past the post in solving all three. The same applies to *The Crown*, and I think it's better than its predecessor — which is this month's big word. The Ed allows me one per issue, you know.

The programmer has had the cheek to set *The Crown* in that place beloved of adventure reviewers who like to send up silly names: the lands of Tharg. The hero has an even sillier name, Yed Prior, who sounds like he ought to be running a monastery instead of trying to reclaim his rightful place on the Throne of Tharg. Yes, your friends might think of you as a poor peasant but you know who your father was — nice of your mother to tell you, really, and also to give you his ring to help you on your quest.

You also have a broadsword, and you're going to need it as this is a combative adventure. You seem to be able to attack almost any other character you meet on the way, from innocent shopkeepers to nasty guards beating up old ladies, and if you engage them in combat you go into a little routine that allows you to choose your form of attack (lunge, swing or hack) and then defence (retreat, dodge and duck) before you sit back and let battle commence. The author says the combat sequences are unique in not relying on randomly generated numbers, and I thought at one point I'd cracked the system, till a guard turned round and cracked me on the skull to prove me wrong.

I find combat sequences tedious, because even if the numbers aren't randomly generated, it's still a random choice that you make each time, and I believe luck should play no part in the solving of an adventure. But I'm just an old stick-in-the-mud, and I know lots of adventurers have an insatiable thirst for this kind of bloodthirsty bashing. At least there's a RAMSAVE which means a very quick resurrection should you die — which you frequently do. And you can always RAMSAVE again when you've beaten each opponent.

The rest of the adventure is well above average and very enjoyable, though I think it's a bit unfair to rely on using the word CAREFULLY in solving the first problem, when we're dealing with a *Quill*'d game where the vast majority of inputs are verb-noun. There are plenty of other human characters in the game, and nice use has been made of some of *The Quill*'s features -- you enter a pub as the Harbour Master drinks up and leaves, and if you follow him out you find him sitting in his office on the harbour front. He'll allow you to join a galleon if you have your papers, but when he's given these the once-over he'll point out that you need a sextant as well, so off you go again to try and equip yourself further. Other characters lend an air of reality to the adventure as well, and my only frustration was so many combat sequences when I really wanted to get on with trying to solve the problems. A mite over-priced, but for those of you who like this kind of thing, this is definitely the kind of thing you'll like.

 You're also aware of: 

 You're guard.

 You can't.

 You can't.

 You can't.

 You can't.

 You are garry tooks impatient he guard.

 You are carry ing 

 You are carry ing



Want to know whether to buy Gilsoft's latest adventure writing utility, the *Professional Adventure Writer*? Never mind the benchmarks, *Mike Gerrard* applies the exclusive *YS* Pawmarks Test and puts some animal magic back into your adventures.

re you fed up of playing adventures written by someone else? Fancy a go at writing your own? Well, Gilsoft may well have come up with the ideal package to let you try. It's called the Professional Adventure Writer, or PAW for short, and its purpose in life is to transfer your brilliant adventuring ideas from the drawing board to the Speccy. The package comes complete with a 66page introductory manual, a 72-page technical guide, and a sample adventure called Tewk, showing some enterprising uses of PAW's facilities. So, what will you need to turn all your ideas into proper stories? Let's take it from the top...

#### PAWQUILL?

PAW works in the same menu-driven manner as The Quill, and the screen layout will look totally familiar to experienced users, 'cos many of the same single-letter commands are retained. A major difference is that the program now works on the first five letters of each word, rather than the first four, making it far more versatile. Unfortunately you still can't have both an orange and an orangutan in your game, but a mouse and a moustache will be possible! Other differences are that the text is formatted automatically on-screen (no need to fill those location descriptions up with blank spaces to make it look smart), there are 256 flags, various commands like GET ALL and PUT ALL, an understanding of IT and THEM, a much more comprehensive parser and the ability to input speech and pseudo-intelligent characters...disc jockeys, orang-utans and magazine editors, that kind of thing.

#### **RAISE THE FLAG!**

Of the 256 flags, many (well, 42 to be precise) are set aside for specific purposes — just like The Quill really. That still leaves you with ... erm ... (removes shoes to help counting)...214 of your own to play around with. Flag 38, for instance, is always your current location, flag I is the number of objects carried and flag 46 is the current pronoun (to identify the use of IT and THEM). The most powerful addition here, and one that will be a real boon when testing adventures, is the ability to change a flag's value when playing through the game using diagnostics. For instance, if you discover that the snake won't move out of the way, despite the fact that you've fed it with the dead rat, and the reason is that you've forgotten to change the flag that governs whether the snake has been fed or is hungry, then you're able to alter the flag's value and carry on playing, rather than have to return to the database to do it. If you discover you haven't allowed the player to carry enough objects, increase the value of flag 37.

#### PLAYING BY NUMBERS

Words are allocated a main number, and are usually given a secondary number to indicate what type of word they are all nouns are number 2, all verbs are zero. The main number of a word is the one which identifies it in the vocabulary table. For instance, values of 49 and under are reserved for proper nouns usually the names of people and places. This means the parser will ignore them when it tries to interpret what IT or THEM refers to. Normally if you use the word IT then the parser will check back to the last noun typed in and assume that's what the IT refers to. Fine, you might say, isn't that always the case? Well, think about this sentence: GET THE BUN AND FEED THE ELEPHANT WITH IT. The parser would check back and discover that you're trying to feed the elephant with the elephant, and it'd faint at the prospect of trying to carry out that command. By giving the elephant a number of 49 or under, the parser ignores the elephant and realises that IT refers to the bun.

#### PARSING TIME

I suspect that an adventure could have the most stunning mega-parser in the world, and most people would still go round typing in GET HIPPO, DROP OSTRICH, and so on. But there are times when the simple verb-noun formula is restricting, and PAW will cope with a sentence containing up to one verb, two nouns, two adjectives to go with the nouns, one adverb, one preposition, and speech to another character. This speech is contained in quotes, and can contain up to one noun, two verbs...and so on. Don't try and put speech inside the speech, though.

The maximum acceptable input is 125 characters, but within that you can string together as many sentences as you like, provided each is separated by some form of punctuation or AND or THEN, though you can change that to any other suitable word — if you can think of one!

Verbs are remembered, so GET THE FERRET AND THE FROG would be understood and acted upon, and you can even manage to fool the program into understanding the word EXCEPT. The way the 'ALL' command works, frinstance in GET ALL, DROP ALL, PUT ALL, is to make the verb act on each noun in turn that could possibly be got or dropped, but if you type GET ALL EXCEPT THE FROG, then 'FROG' is removed from the nouns to be got and is left where it is, the verb in this case not being carried forward and repeated.

Multiple input is useful when you want to whizz through a section of an adventure while you go and make a cup of tea — GO NORTH, GET THE BUN AND FEED IT TO THE ELEPHANT THEN SAY TO THE PARROT "WEAR THE EYE-PATCH AND COME HERE."

#### OBJECTS

Objects aren't just objects anymore, they can now be light or heavy, be worn and removed, and be containers as well. If you try to PUT THE PEANUTS IN THE PARROT, for instance, or put anything into something that isn't a container, then you can program in a suitable response such as "No way" or "What a concept!" However, you might decide to make a kangaroo into a container, so PUT PEANUTS IN KANGAROO is okay, perhaps producing a response of "You put the peanuts in the kangaroo's pouch."

Giving weights to your objects is straightforward enough, and you can set a weight limit that someone can carry, rather than specify a number of objects — maybe eating a can of spinach produces extra strength, so just change the flag that covers the weight you can manage.

Wearable objects are also automatically removable, but if you do want to program a straight-jacket into the game there are ways round that.



stration:Nkk Davies



The speed with which PAW whips through a sequence of commands like this is incredible, though it's hardly fair to criticise a program for being too fast! You'll have to pause the parser with the PAUSE command if you want the player to see what's happening.

#### CHARACTER ACTING

PAW will allow up to five different character sets in memory at the same time, in addition to the standard Spectrum set, and you can switch between these as and when you choose. A file provided with PAW gives 22 fonts for you to choose from, but there's also a character editor which allows you to design your own should none of the 22 be quite right. You can also use this to design UDG's, and create 16 of your own shading patterns for use in the Graphics Editor.

#### FOLLOW THE PROCESSION

As with GAC, PAW has a series of process tables by which you give priority to various actions, the main ones being called simply Process I and Process 2. The first contains anything that you want to happen after the program has printed the location description but before the player takes a turn, the second responds to the player's input and awaits the next turn. In total, though, you can have up to 254 process tables, called from the main ones in the way that sub-routines work in a program. One could keep track of a particular object, say, or another could look after one of the characters you've created.

#### **PSI'S ALL ROUND**

A pseudo-intelligent character or PSI, is a character, whose activities can be gathered together in one of the process tables, though Gilsoft's really used flags, messages and responses more intelligently. Say you want your game to have a goat, which constantly gets your goat by trying to eat some vital object you need — and you have to distract it with a pot of glue to gum its mouth up. Use one of your flags as a counter, and every ten moves the goat will arrive in the player's location. He has one chance to deal with the goat, which will be to DROP GLUE, and unless he's carrying the glue he must leave the location or the goat will eat one of the objects the player's carrying.

Alternatively, the goat can be made to wander around the location, or a set of locations, by itself, and the confrontation only occurs when the player and goat turn up at the same place at the same time. Your process table for the goat will be along the lines of: is the goat in this location? If not, go back to the main table. If it is, wait for the player's input, and if this isn't DROP GLUE or an exit move then check the player's inventory for something edible and eat it. Then print a message saying THE GOAT LICKS

#### PAW DRAW

The graphics section of PAW is similar to The Illustrator, and allows you to choose how you want your screen layout to look. Do you want a full graphics screen to be replaced by text at the touch of a key, as with the original Quill/Illustrator combination? Or maybe a consistent split between text and graphics areas? Or a variable split, with some graphics taking up smaller sections of the screen? Or a text that scrolls up the screen and edges the picture out of the way? All these can be used, and varied within a game — no need to be consistent at all.

There are fewer drawing options than GAC, but equally good results should be possible. The full routine seems faster than GAC, and sub-pictures can be called up, though the SCALE command seems to have disappeared. There's a Kempston joystick option, and the helpful background grid can be toggled on and off as required.

#### ITS LIPS AND LEAVES YOU IN PEACE. PAW also, includes a 'real-time' facility,

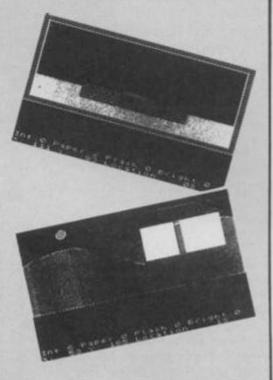
PAW also, includes a 'real-time' facility, enabling certain things to happen while the player's thinking...the adventure goes on around you. I wonder what good programmers will make of this option! One of the additional files on the PAW tape will be familiar to anyone who's bought The Press. This takes your database and searches it for common groups of letters, then changes these into single tokens to save on memory. The only drawback to this feature is the time it can take...anything up to an hour and more for lengthy adventures!

#### TAKE-FIVE

To make maximum use of the memory, Gilsoft has put five additional files on the tape after the main program, as well as the one containing the extra fonts. These are loaded in when you choose the various menu options, which might sound a little fiddly but it works perfectly well if you've got a tape counter, although you can easily transfer the CODE files to separate tapes if you wish. The files cover menu options like saving and verifying the adventure, the graphics and character editor sections, the messages table, text compressor and so on.

#### WHAT'S IN IT FOR 128K OWNERS?

Quite a lot, not surprisingly. The program checks which machine it's being loaded into at the start, though 128K owners can load in 48K mode and still produce adventures for the smaller machine. Big Speccies can have an adventure database of about 112K, thanks to PAW's overlay technique. 48K owners have a series of sequential files on the tape (see 'Take-Five'), which have to be



loaded in before certain sections of the PAW's menu can be worked on, but 128K owners won't need to make use of this facility till their database has passed the 92K mark. It might just be possible to squeeze a decent adventure into 112K!

The DIY adventuring trail started with Gilsoft, when it bought out The Quill a couple of years ago. Incentive followed this up with the Graphic Adventure Creator, and now Gilsoft's hit back with PAW and an initial look makes it hard to fault this program. Indeed, I found PAW as pleasurable to use as The Quill when it first appeared. Although I raved over GAC in the August issue, I make no excuses for raving over PAW now — this type of utility program is constantly improving. Gilsoft's parser is much better than Incentive's, the ability to speak to characters is welcome, as is the range of fonts, the RAM save the character editor and the 48K/128K options. It comes on cassette or microdrive at the moment, and there are Beta, Disciple and Opus disk versions in preparation. There's also bound to be a Plus 3 disk version too when the machine finally appears.

When you consider the quality of many of today's Quill'd adventures, just think how they'll look when they've been PAW'd. And it won't only be old adventures that get the tickling up there's bound to be a whole flood of PAW'd adventures very soon.

#### FAX BOX Title Professional Adventure Writer Publisher Gilsoft, 2 Park Crescent, Barry, South Glamorgan CF6 8HD Price £22.95 (cassette) or £27.95 (microdrive)

Win one of five Nemesis The Warlock pure and vigilant goodybags, containing the arcade game, the T-shirt, the book, the badge, the romper suit and the overhead firebreathing mask! (Well okay, we lied about the last two ...)

omas de Torquemada, the Grand Master of Termight, has finally gone too far. His fight to 'purify' the world of all 'deviants' has reached terrifying proportions, so Nemesis the Warlock has decided it's time to squelch the evil tyrant once and for all! You see, purifying means killing, and deviants are anyone who Torquemada says they are. But it's devils, like Nemesis and his son, Thoth, that really get Torquemada's goat.

This final epic battle is the subject of Martech's new smash hit game, *Nemesis The Warlock*, where our hero (ta-dah!) slashes and shoots his way through Torquemada's minions (called the Terminators) until he's demoralised them enough to make it through to the next level. It's really gutsy stuff, with bits of Terminator ending up all over the shop.

There's lots of frenzied bloody splattery gory fun to enjoy, and all this can be yours, as well as a demon black Nemesis T-shirt fronted with a piccy of the great green devil himself, a Nemesis badge and the brand new, hot off the presses Nemesis Book Five (megawow!) if you can solve this puzzle. For those of you impure enough not to win one of the five first prizes, there's still a chance for you to mash some Terminators, 'cos there are 25 games for the runners up, too! But you still have to solve the same problem, oh, wicked little deviants .... (heh heh heh).

All you have to do is ring round all the words you can find in the wordsquare with a neutronic stylus (a biro will do if you can't find one), and when you've finished, fill in the coupon and send it, or a photocopy, to I'd Like A Little Word With You, Torquemada, And The Word Is Credo Compo, 14 Rathbone Place, London W1P 1DE. Dead simple really! Heh heh.

Be There! Be Square! Be Your Sinclair!

#### Rules

Be vigilant – get your entries in by June 30th or your chances will be terminated.

Minions of the Dark Lords Of Death (employees of Dennis Publishing and Martech to their friends) are forbidden to enter this compo.

Communications with the Great Warlock (The Ed) are also strictly forbidden, unless you fancy being turned into a frog!







Tro

## MOTION - THE ONLY ABSOLUTE

Finding the Kinemator will test every law, every skill and every ounce of your resolve. **Kinetik's** mind bending action will be available at all good computer stockists soon.

Available for Spectrum, Amstrad and Commodore – cassette £7.95 disc £12.95

What's got 10,000 screens, hordes of vicious robots out for your blood, and a xillion complex puzzles for you to solve? We drop Phil South into Firebird's Sentine to see if he's king of the castle!



t's dark. All you can see is the wall of a high computergenerated cliff. As you rotate on the spot, you can see a

small clump of trees, which you quickly absorb for their energy. You can't see any more without tilting your head... then as you look up you can see it, its slowly rotating body towering over you. All too soon its malevolent eye turns on you, and you start to feel the energy being sucked from your body. Finally, as your consciousness blinks out, you see the face of your destroyer... the evil Sentinel. Oh well, better luck next life.

It's rare than an original game concept comes out, so when one appears it takes you completely by surprise. Sentinel is just such a game. It's a new kind of strategy/ arcade idea, which draws from elements common in a range of traditional strategy formats. It takes place in stunning 3D renderings of 10,000 different landscapes through which the player moves, (or more precisely, teleports) in his quest to destroy the evil Sentinel. Yes, you must destroy him... but the catch is that if he sees you, he'll absorb your energy and you're dead!

On each landscape there's a finite amount of energy to be had, in the form of trees which are dotted around the computer generated hills and valleys in a more or less random way. You have to absorb the trees to get any goodness out of them. Having gained a bit of energy, you can then project it out of your robot body, by creating something tangible, like another tree, a boulder or a fresh robot. Now, and here comes the clever bit, you can teleport yourself (accompanied by a digitised riff from a synthesiser, a sort of Whaaanggg!) into that new robot body and absorb the one you just left, and in this way you move across the landscape. The reason you absorb the robot you just left is because the amount of energy remains constant in the landscape - so if you

expend energy to make a new robot, you must gain some of that energy back by absorbing your old robot. As to why you need as much energy as possible, we'll go into that in a minute.

Your view of the computerised landscapes appears as if you're looking out of the head of the robot. You're able to pan round to look for the Sentinel and, using the crosshaired sight, orient on and absorb trees. This may all sound a bit easy-peasy to you, but there's one major point to the gameplay which prevents you from just scooting around, teleporting wherever you please and eating every tree you can see. You can't absorb anything unless you can look down on the square the object stands on, and that goes for boulders, trees, your robots and even the Sentinel itself. If you can't see it, you can't eat it! This can be very frustrating if you can see the top of a tree but can't see the square it's standing on. (The secret is to always go for extra height, but we'll get to that later!) Once you've managed to absorb the Sentinel and climbed up to where he was standing you can hyperspace to the next level. Here's another clever bit - depending on the number of points you have left when you've absorbed the Sentinel, you go on to a higher level. The more points, the higher the level. The entry code for the level you've achieved is displayed across the sccreen and you type this in when asked for it. And if you write it down on a bit of paper, you can go straight to that level next time you play and so save yourself the worry of going through from level one again.

The graphics are totally brilliant, being by far the best 3D effect l've seen on the Speccy, and the digitised or sampled music is great. It sounds like that spooky synth music you used to get in Dr Who. (Daaann dannn dannnnnn! Ooooooo!) Soo-parb! If you find this all a bit

hard to grasp, and who

To move around a Sentinel landscape, you have to place a robot on a square, and teleport to it. To make new robots for yourself, you have to eat three trees! (It's okay, I know they're a bit dry, but drink some water!) And don't forget to absorb the robots you leave behind, 'cos if you don't you're going to run out of energy.

could blame you, don't worry. We've constructed a little Sentinel universe in microcosm, from which you should be able to draw all the conclusions you could possibly want. So sit back, and we'll take you forth into the dangerous realm of... (deep voice) The Sentine!!





It's a good plan to get as much height as possible very early on. If you start by placing two blocks in plain sight (so you can retrieve the robot you started in) you can gain energy very quickly. The more energy you get, the more boulders you can put down and then you can get to the Sentine! ion't v very I he Ser boking there urrent way he lan f sigh e will

If theitined of he carbsord stop from 1 tree its Mea much er the Hyperce yo unles a can So whyou h clickin watch Meanboutt Dot waste time looking around hury two seconds to see where the Sentinel (or indeed a Sentry) is looking. If you've memorised where he is in relation to your watern position, you can work out a way which will take you around the landscape, just out of his line of light. Always teleport to where he will be or has been looking.



e Section can't see your feet, an't uburb you, but that won't him tun turning the closest into alleanie. Meanies rotate h fast alleanies rotate h fast alleanies. Meanies rotate h fast alleanies rotate h fast alleanies. Meanies rotate h fast alleanies rotate h fast alleanies. Meanies rotate h fast alleanies rotate h fast alleanies. Meanies rotate h fast alleanies rotate h fast alleanies. Meanies rotate h fast alleanies. Meanies. Meanies rotate h fast alleanies. Meanies r Here he is, the king of the castle. And your job (you dirty rascal), is to topple him from his perch before he rotates your way and spots you. Trouble is, he's in a higher level than you, and you need a lot of energy before you can build yourself up to his level. The only way around the landscape is to keep out of sight.

> On some levels, from about 10 upwards, there are Sentries on guard too! This makes it very difficult to manoeuvre yourself into a position where you can't be seen, but it can be done. Just turn 360' before you begin moving, and memorise where the Sentinel and Sentries are so you can avoid their steely gaze (bzzzzt!)



And finally, when you've avoided the Big Lad's

gaze and sneaked up on him, you can absorb him by focussing your crosshairs on the top surface of his pedestal and pressing 'A'. Once

you've got him you can't absorb any more energy, so prepare yourself by absorbing as much stuff as you can before destroying old Big

Nose.

Keep a weather eye out for the scanner window in the top right of your viewer window. If it goes fuzzy, you're being watched by a Sentinel or a Sentry. From then on you've got about ten seconds before your energy is sucked out through your ear! So when you hear the fuzzy sound and your scanner goes all snowy, get the hell out of there!

Don't panic! Well, okay, go ahead. If you get in a very tight spot (like anywhere in the game, for example) you can escape by hitting the Hyperspace button. You should only use this very sparingly, because it uses a lot of energy, and you wouldn't want to blow yourself up by not having enough power, would you?





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And they keep on coming! Here's the fourth winner in the YS/Domark Fanzine Of The Year Compo - it's called *Games Monitor* and if you're not careful it'll send you out on a cross country run!

phantasmagory of phantabulous phanzines is still flowing into the YS offices, and we've been amazed by the high standards on show so far. But it's still not too late to enter your fanzine. There'll be twelve winners throughout the year, and each gets 50 smackers and a framed certificate. And at the end of the year we'll be choosing an overall winner and inviting the fanzine's production team up to the hallowed YS offices to write a special feature! Gasp! So stop faffing about - bung your fanzine in an envelope and send it to The Fanzine Of The Year Compo, Your Sinclair, 14 Rathbone Place, London W1P 1DE.

his month's winner is Games Monitor, a 40-page A4 mag based at Brynteg Comprehensive School in Bridgend, Giamorgan. The five-man editorial team has produced eight issues so far, although the mag's been put on hold for the time being as the dreaded 'O' isvels loom. It's very much the usual cocktail of reviews, tips, charts, competitions and so on, but it looks great - especially when you consider that it's rattled off on an ancient Gestetner machine at school - and it reads well too. The team set up Games Monitor in November 1985 as a mini-company, on a \$30 mini-enterprise grant from their local bank Now their school is involved, giving them tips on running the mag at a profit and heiping with the printing. Head Honcho on GM is Jeremy Fisk: "The magazine is written using

The magazine is written using Tasword on an Amstrad 6128 with printer. Originally it was photocopied but that proved too expensive. The circulation has now reached about 100 as we sell it in a few local newsagents, as well as in school. About 20 software companies send us review copies, though only after quite a bit of persuasion.

They've also started to add more general features. "In Mutterings we discuss various points with the aim of inviting correspondence from readers. Computer At Work is an interview with a local firm who use computers." If you're interested in getting your paws on a copy, write to Games Monitor, 56 Merthyr Mawr Road, Bridgend, Mid-Glamorgan CF31 SNR. It'll cost you 35p and a stamp.



The Games Monitor japesters pictured at the Microfair last year. From 1 to r - Jeremy Fisk (Ed. 16), Micholas Fisk (14), Micholas Rawlings (16), Matthew O'Baid (16) and Stephen Webber (16). Crary names, crary guys!

т



Considering it's produced on a Gestetner, this is a good clear cover, with snappy cover lines (Bridgend's best computer mag - yeahl) and a distinct logo. Simple but effective.



There's obviously someone on GM with a keen eye for design, 'cos this page is typical of the neat and imaginative look of the whole mag. Typography's obviously a major interest - all the headings are as good as this one. GM reviews games both on first impressions ("before") and after playing them for a while ("after"), which gives an interesting perspective. And, of course, the GM boys know their games.

#### HARDWARE

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no offers of software, hard cash only! Phone Gareth on Burscough 895412, PS Hi Squee, Chrisso and Trace, Hawki. For sale – 128K Spectrum, tape recorder, Kempston joystick, interface, manuais, 14 inch B&W television plus games. £135 ono. Please write to Allan, 79 Benson Road, Korestey, Coventry CV6 2FE. RamPrint printer interface with built-in word processor and joystick port. It is two months old and comes with its box and instructions. Works perfectly. Worth £35, will

months old and comes with its box and instructions. Works perfectly. Worth £35, will sell for £25. Piease phone 01-969 3729 after 4pm and ask for Mark. Spectrum 48K, Saga keyboard, AMX mouse (all boxed). Currah Speech. Kempston interface and joystick. ZX printer, loads of software and magazines. All worth over £600, will sell for only £300 ono. Will split. Please phone (0727) 64824 and ask for Edmund. Very good condition Specce 128.

Very good condition Speccy 128 Recorder — also immaculate condition. Large range of software. All worth £500, will sell for £130 for quick sale. Phone Nigel on

 (0272) 612194 any time.
 Microdrive, Interface 1, lightpen — all vgc, Will swop for mouse and software or would swop for QL hard or software, eg Centronics printer interface. Might split, Phone Ian on 2004.1 20647 0904) 29517

Vour Spectrum issues 1 to 21 compl Your Sinclair issues 1 to 16 complete. All in excellent condition. Offers? Please phone -571 5338

01-5/1 5/3/8. ■ Currah MicroSpeech for sale, in box and hardly used — £12. Also Trojan lightpen, as new in box — £10. Both in vgc. Please phone (0248) 713360 after 4pm on

weekdays and ask for Richard. For sale — Spectrum+ with joystick interface and light pen. £400 worth of software including *He-Man* and *Dragon's* Lair II. Also cassette recorder. Will sell for £ 150. Please phone Hordean 595756 after 4 30pm and ask for Mark.

B DkTronics light pen for sale, boxed as new C8-C10. Please write to Neil Horton, Church Hill, Aldershot, Hampshire GU12 3

Swop 48K Spectrum, Saga 1 keyboard, Quickshot II and interface, ZX printer, £50 worth of software, also 16K ZX81. Piease one Brighton 697029 and ask for Dave

Profession Structure and ask to bave.
48K Spectrum, Protocol 4 interface, Quickshot joystick and 65 games including Zoom, Alchemist and Geoff Capes. C65 ono Please phone (0705) 255863 after 6pm and ask for Keith.

VTX5000 modem £20, RAM Turbo interface £6, ZX printer with paper £16. Phone (0628) 21452 after 8pm.

Spectrum 128+2, expansion system with microdrive, software, Euromax joystick and Multiface 1 — all boxed and new. £200 ono. Phone Robert on 01-439 4685 ext 38.

Spectrum+, Interface 1, two microd Kempston E Centronics printerface, Toshiba HX-P550 printer. Printer and Interface only three weeks old. Want £350 ono. Please phone (0282) 79557 after 5pm any day. #48K Spectrum, Saga 1 keyboard, Currah Speech unit and data recorder, Cheetah joystick and switchable interface, over £400 worth of software and lots of magazines and books. Will sell for £160. Please phone Gavin on Huddersfield 532956.

■ Spectrum 48K with Saga Emperor keyboard, tape recorder, games, utilities, -m/c books and tutorial tape — £100. For a quick sale I'll throw in new 20x50 binoculars worth £50. Phone (0474) 326512, evenings

For sale - LoProfile Spectrum with t port Kempston Pro Interface 2, Quickshot II joystick, data recorder and loads of games. Will sell for £100 ono. Write to Terry Larkin, 6 Hartford Close, Meadows, Nottingham NG2

Offering a Quickshot II joystick and Comcon programmable interface, hardly used. Will sell together for £22, worth £32 Or will swop for suitable software. Phone 6 311 6693 and ask for Karl. ne 01-

48K Spectrum, two cassette recorders, Quickshot II joystick and Protek interface, 30 games and mags. £80, Phone Dartford 21558 and ask for Ian.

For sale — 48K Spectrum, loads of games, on/off switch, millions of magazine and books, leads and manuals. Worth over

and books, leads and manuala. Worth over £220, bargain at only £99. Phone Kapil on 01-455 3185 between 6 and 9.30pm. Spectrum+ with two interfaces and accessories and over 150 games. All for £100. Please phone 01-903 6476 between 6 and 9pm weekdays and ask for Prajesh. Spectrum 48K, two data recorders, two Quickshot II's, DK Tronics interface, over £350 worth of software. £260 ono. Please write to Kersten Howard, 15 Johnson Court, Clinton Park, Tattershall, Lincs. Spectrum 48K, Cambridge programmable joystick, games and tapes. Phone Alan on 01-954 7998 after 4.30pm with offers over £50.

128K Spectrum, recorder, RAM Turbo

Sell for £300. Phone Nottingham 860958 after 5pm and ask for Matt. Spectrum 48K — worth £75. Wafadriven with several waters — £35. Multiface 1 — £25. Alphacom 32 — £15. Currah Speech £10. RAM Turbo interface — £15 or the lot for £150. Phone Phil on (0625) 27484 after form waskfaue

for £150. Phone Phil on (0625) 27484 after 6pm weekdays. For sale — 48K Spectrum including lightpen, Saga 1 keyboard and £275 worth of games (including Cyberun, Harrier and TT Racer). Cost £430 new, asking £120 ono. Phone Rattlesden 327 and ask for Jeff. Spectrum+ for sale with tape recorder, printer, lightpen, interface, many games. Will sell for £80 ono. Please write to Jonathan Leach, 38 Fairways, Frodsham, Cheshire WA6 7RY.

WA6 7RY. Rotronics wafadrive, two blank waters, boxed and unused. £29 ono. Phone 061-431 0506 and ask for Steven. Will swop Hall Of Fame, Alchemist, Kong, The Pyramid and many more for anything. Phone Steve on (04868) 28491.

Will swop Hampstead and Hacker for any of Hive, Infiltrator, Aliens, Elite, Xevious or Paperboy, Write to Simon O'Hagan, 24 Littliebridge Road, Moneymore, Co Derry, N



Have you got hardware in the house, software in the cellar and penpals in the parlour? You have? Then put a free ad in YS and get them all swopped around.

#### SOFTWARE

I have Marsport, Fairlight, Night Shade, Astro Clone, Dambustera, FGTH, Nodes Of Yesod and Now Games 1. Swop any three for Artist, Silent Service, Tomahawk, F-15, Konami Hits or others — send your offers to David Cross, 56 Green Road, Kidlington, Oxon OX5 2EX.

Oxon OX5 2EX. Swop Winter Sports, Softaid, Manic Miner, Leap Frog, Frankenstein for two business games. Write to E Lilley, 8 Raynham Crescent, Keighley, W Yorks BD21 2TP. Will swop my Dun Darach, Action Reflex, Movie, Ghostbusters and Zythum for your Paperboy, Barry McGuigan's Boxing and Leader Board, Phone 041-942 8047 and ask for Jim. One for one offers acceptable. Paperboy, Liphtforce, 1942, Rambo.

B Paperboy, Lightforce, 1942, Rambo,
 Fairlight — all for your GAC. Write to Philip Hall, Dolydd, Well Street, Bryngwran,
 Gwynedd LL65 3PN.

Gwynedd LL65 SPN.
I have many games to swop including Eite, Glass, Pylamarama, Empire Fights Back, Nonterraqueous, Jet Set Willy and Jetman. Phone Danny on (06632) 4911.
Swop any of Saboteur, Spy Hunter and Movie for Green Beret, Critical Mass or Monty On The Run. Write to Simon Fife, 8 Charlock Walk, Partington, Urmston, Manchester M31 4FP.
Swop Swords And Sorcery, GAC, Psi Chess and Dragon's Lair for The Pawn 128K. Write to S Whisson, 20 Cordwell Park, Wem, Shropshire SY4 5BD.
Will swop Test Cricket for Monopoly.

Shropshire SY4 580. Will swop Test Cricket for Monopoly, Minder for The Young Ones, BMX Racers, Chiller, Vegas, Jackpot, Rockman and Election for Ghostbusters. Phone (0908)

367751 and ask for Tony after 6pm. Lots of games to swop. Send your list for mine. Reply guaranteed. Philippe Colart, Rue des Petits Enclou 2, 6650 Basogne,

Beigum. Will swop Footballer Of The Year, Winter Ganes, Superleague, 3D Strategy, Print Shop, and Handicap Golf for anything good (not martial arts or war games). Phone Andy component and the service. (not martial arts o on (0292) 313680

Swop Eureka, Elite, Shadow Of The Unicorn, Red Moon, Lords Of Time, Hobbit, The Sandman Cometh for Deus Ex Machina, Starquake, Tau Ceti, Starion, Trap Door, Trivial Pursuit. Write to Mick Braham, 73 Boscombe Court, Letchworth, Herts SG6 1RW

1RW. Swop Jack The Nipper, Back To The Future, Impossible Mission and Saboteur for Bored, Robin Of Sherlock, Emerald Isle and Cyberun. One for one. Write to David Girvan, 87 Main Street, Mulrkirk, Curnnock, Scotland KA18 3QR.

Scotland KA18 3QR. Will swop Ping Pong for Winter Games or Yie Ar Kung Fu. Write to Michael Peckitt, 7 Herringthorp Avenue, Rotherham S65 3AA. Software to swop — Gauntlet, Nemesis, Top Gunt, Super Cycle, Nosferatu, Fist II, Short Circuit, Artist II, Terminus, Speed King II, Marble Madness Construction Set, Hive, Terra Cresta, Orbix, Xeno, Xevious, Only want new tilles in exchange. Write to Dan Nielson, Tornskadevaenget 4, 5210 Odense NV, Denmark. NV, Denmark

NV, Denmark. Many games to swop — latest titles include Fat Worm, Miami Vice, Knight Tyme plus many more. Ouick deals please. Guaranteed reply. Write to Stuart Evans, 48 Hambleton Road, Norton, Malton, N Yorks YO17 9DH.

Will swop Sigma 7, Winter Games and Deep Strike for Artist or Artist II or Art Studio. Write to D McCumiskey, 16 Martindale Close, Richmond, Whitehaven, Cumbria CA28 8SL. I have GAC, I will swop for software or for X Alebacem center in sect condition with

Cumbria CA28 8SL. I have GAC, I will swop for software or for ZX, Alphacon printer in good condition with paper. Write to V Haliam, 27 Mansfield Road, Eastwood, Notlingham NG16 3DY. I Hi Speccy fans. I've got over 450 games including many latest launches to swop. Anyone interested? For a definite reply, rush your list to Amazing Hally, 9 Kerinet. Belgrave, Tamworth, Staffs B77 2JP. I Over 200 titles to swop such as Starglider, Space Harrier, Bazooka Bill, Gauntlet, For the full list write to Chris Hill, 339 Green Lane, Bolton, Lancs BL3 2LU. Got a Speccy? Want to swop games? Send me your list and I will send you mine. Phone Bath 232255 and ask for Chris. I will swop Frank Bruno's Boxing, Dukes Of Hazzard, Football Manager, Chimera (pick two) for Leader Board. Write to G Bell. 130 Coulpark, Alness, Ross-shine, Scotland. Will swop Shadowfire, Three Weeks in Paradise, Lightcycle, Micro Mouse and Zip-Zap for GAC. Phone (0248) 713360 after 4pm on weekdays and ask for Richard Do you want some new software for your computer? Well, I've got new and old games, so give me a ring on 01-399 2717 (after 4.30pm weekdays) and ask for Steven. Will swop Brainache and Olil And Lissa for either Movie or Green Beret. Please phone me on (0604) 27685 after 4pm and ask for Daryl. Swop GAC or Lord Of The Rings for Turbo

Daryl. Swop GAC or Lord Of The Rings for Turbo Esprit or Kwahi Also swop Agent X for BMX Simulator, Paperboy for Avenger, Rock 'n' Wrestle for Scalextric. Phone Glenn on (0846) 693115.

(dee) bisits. ■ Will swop my Scooby Doo and Ghosts 'n' Goblins for your Lord Of The Rings, complete with book and instructions. Also will swop my Ping Pong for your Hobbit with instructions. Please write to Gerald Rodger, 44 Glenapp Place, Pennyburn, Kilwinning, Austhing K419 CTE Avrshire KA13 6TE

Ayrahire KA13 6TE. Will swop Sold A Million II, Xcel and Confuzion for Durell's Big Four. Write to Stuart, 34 Butns Avenue, Saltcoats, Ayrahire, Scotland KA21 6EP. I have many new games that I wish to swop with you. Send your list for mine. Write to Johnny Granild, Sylen 9.1th, 2630 Tastrup, Denmark.

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I terr Spectrum, two joysticks, loads of games including Starglider, Gauntlet, mags, books. Sell for £300. Phone Notlingham 860958

Leach, 38 WA6 7RY

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#### WANTED

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nted - Hardball, Glider Rider, Elevator Action and more for either Bobby Bearing, Jack The Nipper, 180 or ZUB. Others considered. Please phone (0244) 570353

Busidered. Prease priorite (UCM) 910000 and ask for Jamie. Wanted — Multiface. Will swop for GAC, Gauntiet, Scalextric, Firelord, Triviel Pursui Dandy, Fairlight II, Uridium, Sam Fox, Jack The Nipper, Phone (0706) 623975 and ask for Paul

Wanted for 48K Spectrum - mac code assembler. Will exchange light pen and code assembler. Will exchange light pen and software or exchange Currah Speech. Also want books and mags and to join clubs, and if anyone feels like being a penpal, please write to G St Clair-Gunn, 24 Shankill Parade, Beffast, N Ireland. Wanted — Rotronics Wafadrive, Will swop 72 genese such as Saud Bobby Respine

17 games such as Feud. Bobby Bearing. Highlander, Uridium, Olil And Lissa, Fairlight and Commando. Must be in good condition. Phone 031-333 3747 after 4pm and ask for

Phone 031-333 3747 after 4pm and ask for Raiph. Wanted — Mexico '86 by Qual-Soft Thoughbware. Swop for Football Manager and Spiky Harold. Also I will throw in Now Games I. Write to David Cockayne, 87 Ogley Road, Brownhills, Walsall, W Midlands. Wanted — Selikosha GP505 printer and Interface for 48K Spectrum. Must have manual. Will pay £40. Write to A Lloyd, 16 Heeley Road, Kettlethorpe, Wakefield, W Yorks.

Torks. Can you program in machine code? If so please help a desperate beginner. I am confused and stuck! Write to Stephen Bailey, 8 Longwick, Caindon, Basildon, Essex SS16

SUG.
Wanted — 1200/300 RS232 modern.
Swop for Eilte, Top Gun, Jack The Nipper, Starion, Now Games II, Lord Of The Rings and Cheetah joystick interface, Zoom, Formula 1 Simulator, Speedking II, Deltawing, Molecule Man. All worth £89.70.
Write to Sam Critchley, 28 Canonbury Road, Islington, London N1 2H5.
Over 300 games to swop. I guarantee a reply to all letters. Your list for mine. Write to Bob, D-3 Urbanisation Silbora, Los Silos, Tenerife.

Cheap Spectrum wanted. Non-working one will do if cheap enough. Any add-ons also considered. Please phone (0287)

A3858. ■ Wanted — Frankie Goes To Hollywood. Swop for Knightfore, JSW II, Gyron Arena, Manic Miner, Lerm TU° copier. Write to John Williams, 9 Ennerdale Drive, Halfway, Sheffield S19 5HF.

Sheffield S19 5HF. Wanted — Spectrum 48K issue 3 and Spectrum Centronics interface, Also Memotech printer, Roma, disk drive, books, software etc. Write to Stanley McKeown, 17 Brae Hill Parade, Belfast, N Ireland. Wanted — Daley's Decathlon or Cyclone for Herbert's Dummy Run or Fighting Warrior, Also I want Glider Rider or Stainless Steel for Xevious or Hypersports. Please phone Paul on (0634) 717933. Wanted — Alobacom 32 orinter with a

Phone Paul on (0634) 171933.
 Wanted — Alphacom 32 printer with a couple of yards (or even metres!) of paper.
 Will pay £35 if 1'm feeling a bit generous.
 Write quick, pronto (and even a bit sharpish) to lan Smith, 24 Nethercraigs Drive, Paisley, Scotland PA2 8PB. (Oh, the hills and the partner.)

■ Wanted — VU-3D (Psion). Will swop for one of Art-O-Matic, Screen Machine, Sprite Machine or Paintbox. I am desperate. Please phone (0290) 50649 and ask for

Ryan. B I want desperately any kind of lightpen plus interface. I will swop Jump Challenge, Wild West Hero, Skyranger, Alien Kill, Alchemist, Tank Trax, Arcturus, Ah Diddum Whodunnit, The Code, Chuckman and Voyage Into The Unknown. Please write to Justin Roberton, 38 Machrie Place, Kilwinning, Ayrshire, Scotland KA13 6RW.

Wanted — Paperboy or Uridium. Swop for any two of the following — Green Beret, Ghosts 'n' Goblins, Frankie, 180, Starion, Baseball, Highway Encounter, Please write to Colin Tate, Fowberry Moor Farm, Wooler, Northumberland NE71 6EL.

Swop my Gauntiet and Legend Of Kage for your Dragon's Lair, Way Of The Tiger, Cop Out or Uridium. Please phone (0734) 72229 and ask for Jonathan anytime.
 Wanted – Barry McGuigan's Boxing, Will swop for two of the following – Endurance, Ghosts 'n' Goblins, Spy Hunter, Finders Keepers, Soul Of A Robot, Caves Of Doom or Friday The 15th. Please write to Richard Bedford, 64 Whitelee Road, Batley, W Yorks.
 Gauntlet or Paperboy wanted. Will swop for ZX printer with paper, as new with box. Please write to Andrew Peppin, 52 The Doves, Waymouth, Dorset PT3 55J.
 Wanted – Alphacom 32 printer for 515.1 also have a ZX printer for a quick sale. Please phone (0555) 3279 after 7pm and ask for Craig.
 Wanted – Volex TTX 2000S teletext adaptor, Will swop for GAC, Sold A Million II, Rebei Planet and Turbo Esprit Write to James Shephard, 100 London Road. Copford, Colchester, Essex CO6 1BJ.
 Wanted – Sinctair mini TV. Will swop for Knight Rider, World Series Baseball, Softaid (ten games), Jet Set Willy, Skool Daze, Chess, Finders Keepers. The TV is urgently wanted, please help, Write to Michael Treacher, 230 Reginaid Road, Sutton, St Helena, Merseyside WA9 4HX.

wanted, please help. Write to Michael Treacher, 230 Reginald Road, Sutton, St Helens, Marseyside WA9 4HX. Wanted — Gauntiet, Bornb Jack II, Paperboy, Cobra and He-Man. Will swop for Sam Fox, Goonies, WS Basebail, Hypersports, Uridium, Fireford, Kung-Fu Master, Rock 'n' Wrestle. Please phone (0203) 381334 and ask for Mark. Wanted — people to swop software with. I have loads to swop, all the latest games. Please phone (09276) 2673 and ask for Dan.

 Help wanted (not solution) for Knight Tyme. Also, how can you produce and control white noise. Suggestions gratefully received. Please write to John Evans, 375a Green Lanes, London N13. Ta very much.
 Wanted, ZX 80 with manual and box. Will swop for V, Booty, Pssst, Finders Keepers, Vagan Attack, Arcadia, Grid Runner, Action Biker, The Empire Fights Back, One Man And His Droid, Computer Hits 10 and Sky Ranger. Write to Garry Maciver, 4 Fairhill View, Perth, Scotland PH1 1RY for details.
 Wanted – Sinclair pocket TV. Will swop for ten games. Choose ten from this list – Kung-Fu Master, Ace, Commando, Hypersports, Paperboy, 1942, Dan Dare, Tomahawk, Green Beret, They Sold A Million, Blue Max, Ghosts 'n Goblins, Breakthru, Nightmare Rally, Frank Bruno's Boxing. Please phone 01-870 5458 and ask for Alex.
 Hill sweid like Boroal, Mult. Boha Od. Help wanted (not solution) for Knig

for Alex. Hill I would like Boggit, Hulk, Robin Of Sherlock (or Sherwood). In fact, any adventure. Will swop if you have them. Please write to Paul Gray, 16 Lombard Drive, North Lodge Estate, Chester-le-Street, Co Durham DHS 4BD. Wanted — Alphacom 32, Timex 2040 thermal printer paper. Will pay C2 a roll (also can send software list). Write to Craig McAllister, 30 McKenna Drive, Airdrie, Scotland ML6 0JE. Wanted — Fairlight II, Firelord and

Wanted — Fairlight II, Firelord and Nosferatu. Will swop for Fist II, Tarzan, Uridium, Bomb Jack II, Shao-Lin's Road, I

Undium, Bornb Jack II, Shao-Lin's Hoad, I have lots more to swop. Please write to Des Robinson, 14 Moffat Avenue, Jarrow, Tyne and Wear NE32 4HW. Wanted — Sweet Talker (by Cheetah). Must be in good condition. Will swop for The Young Ones, Off The Hook, Winter Games and C4. Write to Alan Walton, 11 Peel Close, Blackburg Lasse.

Blackburn, Lancs. Basketball, Lands.
Wanted very desperately! World Series Basketball, I will give you Gauntiet for it. Please phone (03635) 649 after 8pm and ask for Dylan.

#### MESSAGES, **CLUBS** & EVENTS

Spectacle magazine — full of reviews, POKEs, news, compos and much more. Send 35p and a stamp to Spectacle Magazine, 20 Monins Road, Dover, Kent CT17 9NX. (Now il's even bigger and better!)
 Quality POKEs, game cheats and adventure hints for many top games. Send an sae for list. Any six for 50p. Guy Taunton, 28a Woodland Road, Ellesmere Port, Wirral, Cheshire.

■ 445 POKEs, yes 445 POKEs for over 90 different games. Only £1 inc p&p. Write to Grant Edwards, 17 The Maltings, Kings

Grant Edwards, 17 The Maltings, Kings Langley, Herts, Nowl After a highly successful playtest, you can now join the Holocaust 90 PBM. Send an sae to Philip Beverly, 36 Chelveston Drive, Corby, Northants NN17 2QG. Want a brilliantly detailed Dan Dare map? Just send 20p and an sae to Andrew Hilder, Dan Dare Orders, 10 Burley Road, Felpham, Bognor Regis, W Sussex. To everyone who has not yet heard from me, please contact me as I've lost your

me, please contact me as l've lost your addresses. Rod Tregale, 95 Howard Aven Slough, Berks SL2 1LB.

Do you have a problem and no-one else can help? Does it need to be "terminated"? Then contact the Terminator. Send an sae to Claire Terry, 19 Aldermoor Avenue, Coxford,

Claime Terry, is Aldermoor Avenue, Coxford, Southampton, Hants. I On-Spec — a new monthly Spectrum magazine. Send a large sae and 50p to On Spec, 2 Fydeli Court, St Neots, Cambs for the first issue. If maps, tips, POKEs and solutions are what you want then send an sae to D

the first issue. If maps, tips, POKEs and solutions are what you want then send an sale to D Cummings, 84 Southfields Drive, Stanground, Peterborough PE2 8PX. (Free map for first reply.) Anyone interested in playing a PBM football or rugby league game (state preference)? Send an sale to Neil Moulding, 46 Park Avenue, Allerton Bywater, Castleford, W Yorks. Swedesi Spectrum Special is an idealistic magazine that I release. Every issue costs 5kr, sending it out costs 4kr and copying it costs even more. Write to Calle Nordlund, Barkspadev 2, 752 47 Uppsala, Sweden for details.

Hiya Lee and Matthew, Brumble. Hi Coxy.
 Also helio Binney (Al) and helio to everyone in 2M1. Jeremy Moor is definitely a moron.
 Oh yeah, nearly forgot — from Kylan. Byeeee.
 Own a Spectrum? Want help with

 Own a Spectrum? Want help with adventures, POKEs or just generally. Also if you can offer help on any of the above, please write to ZX Spectrum Users United, 46 Acre Road, Middleton, Leeds LS10 4EF.
 If you live in the London area you must visit Burnt Oaks Watting Market, because they have the heat computer stand. they have the best computer stand.

## PEN PALS

You must all be terribly shy! What's wrong with sending in your picture — you're sure to get lots more replies if everyone knows what you look like. Don't be bashful, get those piccies in now! Here's brave Lauwrence Robinson from Helland to encourse you from Holland to encourage you.



■ Male Spectrum 128 owner is looking for a female penpal aged 14-16. If possible, please send a picture with your letter. I like fishing, reading, computing and nice girls. Please write to Lauwrence Robinson, De Elk 50, Hellevoetsluis, 3224 TC, Holland.

Female penpals wanted for cool Speccy 48K user. Must be into A-ha, Duran Duran Whami and shoot 'erri up games. Write to Gordon Tennant, 100 Nelson Avenue, Howden, Livingston, W Lothian, Scotland. Two respectably mad males aged 17 seek two females for computer fun, friendship, long stay in funatic asylum etc. Photo ensures ours. Please contact Stuart Boswell, B Depaheury Crescent, Acomb, York 8 Danebury Crescent, Acomb, York

13 year old girl seeks fun loving male aged 13-15. I like pop music and having fun. Send a photo if possible. If you can afford a stamp write to Metanie Fawcett, 1 Roe Hill Close, Hartfald Metan. Hatfield, Herts.

Hatteed, Herts.
 B year old Speccy owner seeks a 128K or 48K owner to swop games and POKEs with.
 Write to Thorvald Gunnarsson, Hverfisgat 49, 101 Reykjavik, Iceland.

As, 101 Heykjavik, Iceland.
 Male Spectrum owner (18) into computers and females, seeks female into computers and males (*Makes sense, really/Ed*). Please send photos to Julian Cresswell, 18 Cranbrook Avenue, Odsal Top, Wibsley, Bradford, W Yorks.
 15 year old 128+2 owner with 150 games to swop. Please include your list of games

15 year old 128+2 owner with 150 games to swop. Please include your list of games. My games include Starglider, Uridium, Cobre. Please write to Colin Cooper, 6 Marks Avenue, Chipping Ongar, Essex.
 14 year old boy wants attractive female. Interests are Madonna and boxing (Sounds like Sean Penn to me. Ed). I have 200 games and a 128K+2. Please send a photo. Write to Ste Hill, 339 Green Lane, Bolton, Lancs BL3 2LU.
 Lam Iooking for a penpal. Lam 13 and

Lancs BL3 2L0. I am looking for a penpal. I am 13 and would like to swop games with a male or female of similar age. Please write to Richard Roberts, 11 Sydenham Villas Road,

Cheltenham, Glos. Hil I'm a 14 year old female wanting Hit Fm a 14 year old female wanting correspondance with male Spectrum owners aged 13 to 16. Please write to Jean, 85 Belgrave Road, Darwen, Lancs BB3 2SF. Hill I'm a Swedish girl (15) who would like some penpals aged 14+. My interests are computing, music, sports, travelling, Grab your pen and paper and write to Marie Nilsson, Bakverksvagen 4, Vasteras, 724 76, Sweden.

Female Speccy owner wants male Speccy Premate Speccy owner wants male Speccy owner to swop games, tips and things, preferably aged between 15 and 19. I have loads of games to swop. Please write to Stephenie, 90 Lloyd Street, Heaton Norris, Stockport, Cheshire.

Stockport, Cheshire. If 6 year old male Speccy owner seeks male or female penpal aged 14 to 17 years old. I have over 300 games including Bomb Jack II, Grange Hill, Fist II and Krakout. I also like Karate and swimming. Darren Ewing, 8 Radnor Drive, Wallasey, Merseyside L45 7PT. 12 year old male boking for male Sector

Merseyside L45 7P1. 12 year old male looking for male Speccy owner of similar age. Photo appreciated. Please write to Patrick Morgan, 324 Gladstone Road, Barry, S Glamorgan, Writer

Wales. Lonety 12 year old boy looking for a 12 year old female penpal. I am interested in computers and have over 200 games to swop. Guaranteed answer to any letters. Please write to David Daniels, 26 Shirtey Road, Croydon, Surrey. Two male computer whizz kids, 13 and 15, looking for girls of the same age or older who are into Speccies, pop, films and a good laugh. Write to Steven Harbert, 39 Porter Road, Long Stratton, Norwich, Norfolk NR15 2TY. I'm 15 years old and I'm looking for a male

NR15 2TY. Thin 15 years old and Tm looking for a male or female penpal. I have lots of computer games and I like most sports. Please write to Peter Dawson, 53 Fairmead Road, Moreton, Wirral, Merseyside L46 8TU. Thi looking for a male penpal aged 14 to 16. I like Five Star and lots of other groups. I be oblighted another brings. I own a

16. I like Five Star and lots of other groups. I love doing sporting things. I own a Spectrum+ and have lots of games. Please write, as I would love to have a penpal who lives anywhere. Please send a photo if you have one. Write to Michelle Alien, 35 Garry Drive, Foxbar, Paisley, Scotland PA2 9BX. Exemple Specery owner, 154 wanted for

and the Nois' (well... sometimes). Swop the usual, photo if possible. John Evans, 375a

Green Lanes, London N13 4TY. 14 year old male seeks male or female penpal to swop games. POKEs, hints and tips. I have over 400 games. Please write to Nisse Johansson, Svartbyn 5170, 95140 Boden, Sweden. 1 would like a male Speccy beginner as a penpal to games 12 willing to seek

I would like a male speccy beginner as a penpal, aged 12 or 13. Willing to swop games. Have you got Durel's Big 4. Codename Mat and lots more? Well, I have, so get writing to Norton Dowthwaite, 26 Mass Refail Henryd, Conwy, Gwyniedd LL32.

BTR. Sick, nasty, Bambi, time etc. If you understand what the ruddy hock I'm talking about and want to swop 48/128K games, please write to A Dyson, 80 Minerva Close, Latchford, Warrington, Cheshire WA4 2XN.

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Gremiin/£7.95 Marcus What? Auf Wiedersehen? Or is this merely Au Revoir? Whichever the case, it's certainly not Bog Off, 'cos Gremlin has kept up the Monty tradition and put together a really top hole multi-

screen platform game. So what's the latest? As you may remember from our preview in the March issue, Monty's done a runner and has holed himself up in Gibraltar. But Intermole are on his trail, so unless he finds a solution so unless he finds a solution quick, serious chokey is 3-1 on as his likely fate. Monty's no mug — all he wants out of life are peace and quiet plus a steady income and a harem of luscious molettes obeying his every whim. What blue-blooded mole wouldn't? Monty's only chance is to rush around Europe blagging enough money to let him buy the legendary Greek island of Montoss, where he can settle down far away from Plod and extradition treaties. And he needs your help.

Of course Europe's changed

a bit since you went on holiday last year. Then it had streets, towns, rivers, that kind of thing. Now it's chock full of platforms Now it's chock full of platforms and ladders, which is just as well for Monty since this is the environment he knows and loves best. As well as picking up travellers cheques along the way (people are so careless), Monty also finds all sorts of items that will help him get out of all sorts of bother. Italy in of all sorts of borner, italy in particular is a very dangerous place to venture if you don't go prepared. At Pisa Juliet is far from being the sensitive flower she's always been painted as — she'll need mollifying with a suitable gift. And talking about paintings remember what paintings, remember what happens to you if you don't give de Mafia what dey want. Piaowll Thud. And a concrete

coffin. Every Monty game introduces some new element to the mole's behaviour and Auf Wiedersehen Monty is no exception. Somersaulting's clearly out of fashion - dahling wahling, ballet's in now. Monty's graceful leap is a

This represents the Airport and so a short cut to another country. Each of these takes you to one place and one only - you'll find out by trial and error. Make sure the Airport symbol is blue, or else it won't work!

e to get into the this way, and al at tran er, Fab

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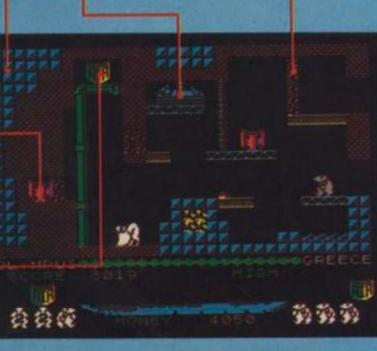
Here's your ticket to ride — in fact it's such a cheepo air company you've got to fly the crate as wellt You've got two tickets at the moment, and you can only carry four things, so it may not be worth picking one up this time through.

marvellous bit of animation, as is his pirouette when he uses one of the new springy platforms. Eat your heart out, Baryshnikov! (Bless you! Ed).

Monty also spends much of his time suspended from suction pads on ceilings - a useful device when there's no floor to speak of and you can't swim. Watch out too for bottles of glug - they give you not only points but a hangover too, and their effect is not always predictable. Vital for success are the air tickets littered around the place — these let Monty fly from one airport to another and cut out many of the more awkward screens. When you're flying you can nibble the backs of the other planes for lots of extra points.

There is of course loads more. Much of the fun of the Monty games is finding it all out for yourself, so I won't tell you about the Danish bacon, Gorbachev's head or the dodgy lift. But as you'd expect, the game's littered with the sort of game's intered with the sort of visual puns and japes the Gremlin gagsters are famous for, and should you get that far, you'll enjoy every one of 'em. It's hard to believe that this is the mole's last outing, but if so this is a worthy send-off. (PS For an early laff, wait a couple of minutes on the options screen before you start and see what the two Montys get up to!)

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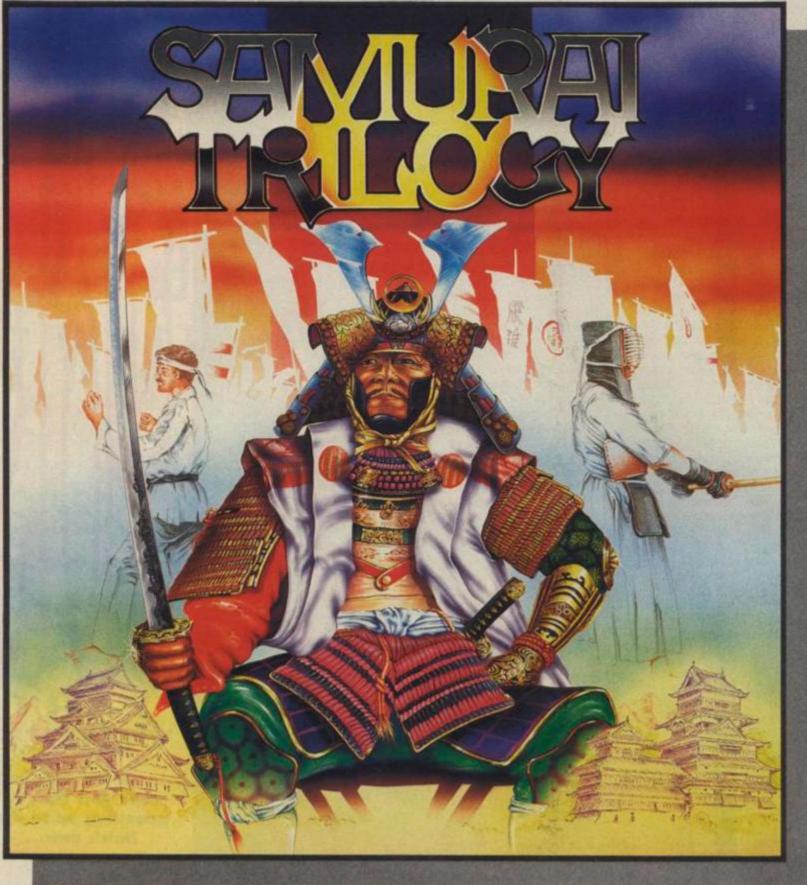
# PART THREE

...and the race isn't over yet! They're pounding up to the finish now...



**YS Seal Of Approval** All games reviewed in Screenshots are finished products.

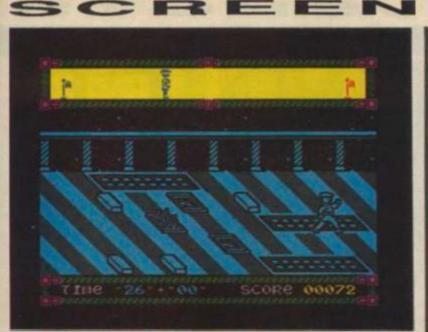
# Only the honourable will Survive the bloody conflict of



In an age in which honour was revered, from a time when grace and beauty were virtues, a class of warriors set themselves apart to dedicate their lives to a perfection in combat that in itself was an artform, to a discipline of mind that became a religion. The attaining of such excellence required an extraordinary diligence in selfdenial and training in order to achieve the ultimate accolade 'War Lord'. Kendo, Karate and finally Samurai are the tests that must be mastered before such honour can be bestowed.



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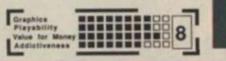
# **STAR RUNNER**

#### Code Masters/£1.99

Marcus Here's one from the cheap and cheerful department, a brisk little number from Code Masters. Written by Christian Urguhart, co-programmer of Daley Thompson's Decathlon, Star Runner also has an athletic theme, but there ain't no joystick juggling to run screaming from here, thank de Lawd! It's 2087, as you might imagine, and you're running for your planet in the interstellar Olympics (strordinary!) But they've junked the dear old Marathon (a fistful of peanuts in every bite) and instead you have to enter the fiendish Star Running event. What it all amounts to is a sort of cross between Shockway Rider and Zaxxon, a race against the clock through twelve levels of a viciously hard obstacle-strewn course.

Your runner, a curious little chap in a cloth cap, beetles along at a rare old pace, and the skill lies in dodging the hazards and getting through each level with time to spare. There's certainly room to manoeuvre, with five lanes to weave in and out of throughout the course. Hazards include fire pits, which turn on and off and when active can send you back to the start of that screen, high resistance surfaces which slow you down, numerous aliens fizzing around banging into you and all sorts of other things to trip over. Worst of all, though, are the teleport pads which bung you back two or three screens and almost certainly doom you to failure.

It's all clever, simple and well executed and I'm a fan! You'll need a good memory — too many of the hazards are unavoidable unless you've remembered they're coming up and nipped into another lane accordingly. But that's the learning curve, innit? If you like *Shockway Rider*, it's my guess you'll go for *Star Runner* as well. And what more can you say about a game that'll set you back only £1.99?





#### Mastertronic/£1.99

John This ain't that bad a game, you know! You are in control of Sydney, a likeable if lost, robot. There he was, flying along, when whaddayaknow? The darn plane crashed and dumped him unceremoniously into who knows where. All Sydney has to do to get out is find the radio that was in his plane and switch it on. There you go, simple isn't it? Once the radio is on, sending out its SOS message (hence the title), little Syd can be collected and returned to base. This means he'll save Geoff Foley's skin (strange idea, the author writing himself into his game as a side character) and large numbers of blue drinking vouchers for the Government!

The display is of the three quarter view, or isometric



It is, plainly put, a good game and well worth the money spent. The gameplay is sufficiently tricky to keep you at it, and the graphics are funny, as suits the tone of the game. It strikes me as the sort of game that if the box had been bigger, and the scenario around it more convoluted, it could easily pass for a full price game.

Try it! It doesn't take too long to load, and it doesn't take a university degree to understand the rules. Save Our Syd!

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#### Code Masters/E1.99

**Tommy** Code Masters' one-company campaign to revitalise the platform game has certainly had its moments, but this ain't one of them. *Vampire's* another attempt at the Dracula legend, but this time transferred lock stock and laser bolts to the 30th century, when the thirsty Count has somehow managed to take over the world. You are Brok the Brave, as played by Peter Cushing, I imagine. Dumped in the count's castle, it's up to you to fight past all the various nastles, pick up crucial objects like keys, crosses and stakes, and finally knock off Dracula to save the world. All fine and dandy, except that to do this you have to play a multi-screener of stultifying boredom and breathtaking unoriginality. It's slow, flickery and prone to crash at any moment, and everything about it is at best third-hand — the sprites, the gameplay, the screens, the lot.

So my main question is, what is Vampire doing in the charts at number 10 this month? Has the world gone mad? Code Masters

can do so much better so why is it bunging out tat like this? Count Drac would turn in his grave.

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#### Hewson/£7.95

Marcus Millions of years ago, when earth was just a cooling blob of molten custard (or was it Angel Delight? Science was never my strong point) the people of the planet Zero had a spot of local difficulty. Living below their planet surface (it was a bit nippy upstairs — ice age and all that) they were prone to attack by the less than chummy Destrovians, who wished to



blag their plutonium. Teams of saboteurs would disrupt the outer networks of tubes and piping (which carried the plutonium to the heating plants) and the Zeronians faced a chilly future.

Heroes had tried in the past, of course, to rid the pipeworks of their alien invaders — what else are heroes for? — but they hadn't lasted long. The Zero High Council was desperate. So desperate, in fact, that they chose you to have a go. You made your will, kissed your wife and 43 small children goodbye, and off you went, facing almost certain doorn...

But what a doom! Ten scrolling networks of pipes, tubes and hi-tech knickknacks! Lethal formations of flying aliens stinging you in the heretofores and wherewithals! Yup, we're in Shoot 'Em Up Land, that curious country where bullets never run out, bombs can be dodged and the aliens' idea of strategy is flying at you in a straight line. *Gun Runner* is a fine example of the species, combining elements of *Cobra* and *Uridium* to excellent effect.

The course runs from left to right, although the Destrovians come in both directions. Your target on each level is a tower to the far right — if you regain control of that the level is yours. On the way you can pick up several pieces of equipment. The Multifire gun blasts faster and in three directions, while Poison is Gun Runner's smart bomb equivalent. A Jet Pack lets you fly around the screen for a brief period, and a Shield protects you from everything for an even shorter time. If you're not shielded, you'll lose any equipment you've picked up if you hit a Destrovian - if you have no equipment, of course, you're deaded.

The Destrovians themselves



attack usually in fours (if you inock some off, the survivors have another go) and in any of several formations. Some are slow enough to be picked off almost at your leisure, but others, randomly it would seem, are viciously fast, and if you're facing the wrong way you have no chance. Certainly it's these megaswift attacks that always cause my downfall.

Other bits and bobs for you to blast are the Destrovians' scanning orbs, which are otherwise harmless, and domes which contain the aliens' supplies. Be careful what you do with these 'cos they're often booby-trapped. Watch out also for bombs, which just have to be dodged, and bits of broken pipework.

It's all been neatly put together by Christian Urquhart and Mike Smith. In these post-Undium days Gun Runner is scarcely original, but it's a fast, efficient and by no means easy shooter which Cobra fans particularly should take a look at. And at least there aren't any hamburgers!

8

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#### Addictive/E7.95

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Tony Okay, hands up who wants to be President? Noonel Come on now — all that power, all that money! Hah, I thought you'd change your mind. Well, now's your chance in this new Addictive game. You have twenty-four months until the next election. In that time you have to feed the populace, stop any epidemics, fight the neighbouring countries and drill for oil (I bet he drinks Carling Black Label). The game's mostly text, but there are some graphics sections that show your crops, oil and the current battle situation. It's best to build up your army at the beginning of your term of office, then use the vote catching tactics, such as planting crops for food, at the end. Other things you can do include selling oil to other countries to build up your Swiss Bank accou... oops! 1 mean, build up your country's wealth. At the end of every month your neighbours send in their assessments of you, and there's an opinion poll among your own people, so that you can see how you're doing in the popularity stakes. That won't be too well if you're anything like me — I was starving the people by destroying their crops, and all so that I could build lots of lovely tanks. Tee heel

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I thought *President* was a great game. Definitely an egotrip, as you decide whether to be a kind President with a heart of gold, or a tyrannical sadistic psychopath that eats little children for breakfast. Me, I prefer the latter — much more fun than three Shredded Wheat!





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#### Advance/£8.95

Marcus This collection of four indoor activities has been converted from an American C64 original, and it's got that touch of class that Yanks pay through the nose for. Air hockey is the only one of the four you won't have seen before on a Speccy, but all four are worth more than a cursory Dewhursts.

Of the four, air hockey is in fact the most spectacular. Cosmopolitan YS readers may have encountered the real thing on their travels overseas (darling warling!) - it's an amazing game in which you smash a puck around an almost frictionless table hoping beyond hope that it will somehow rebound into your opponent's goal rather than yours. Even when played by hopeless cretins it's astonishingly fast, and by some miracle of programming Advance has managed to duplicate it superbly. Not only is it faster on screen than you'd have thought possible, but the puck's been animated as well as it flies around it gets larger or smaller depending on which end of the table it's at. Wowee! You've also got a choice of three game speeds (beginner, normal and hyperdrive) and four levels of computer opponent (easy up to pro). A pro opponent on hyperdrive is well nigh impossible to beat

After air hockey, rather more familiar territory — darts. Won hondred a NIGHT-ie! we all cry, right on cue. Well, it's an interesting variation on what, in Speccy terms, is now an almost prehistoric theme. Mastertronic's 180 did it best, of course, and this isn't quite as much fun (for one thing it's harder), but it's a worthy attempt. You even get to see yourself (or a fat animated representation) chucking the arrer at the board.

Third, ping pong. Ah so, honourable Chinese sphere swipers, for here's your chance to shine at the game the inscrutables have made their own. Again, we've seen this once or twice on the Speccy before, but the Indoor Sports version's as good as any. For one thing, you can choose between 'auto move', which puts your bat in exactly the right spot, leaving you only to time the shot perfectly (not a doddle), or 'manual mode' which is evil. Ah, decisions, decisions. The animation's smoother than Bob Monkhouse, and the little flipping motion you use when hitting the ball is a neat touch.

Finally, there's ten pin bowling, and another splendid conversion. Well timed, too, after US Gold's 10th Frame, which I thought rather disappointing. This is much more the ticket. Four skill levels as ever, and nine choices of ball weight (!) make the menu screen a test in itself. The game then involves much more than taking your finger off the fire button at the right moment. Positioning your player, aiming the ball and then swerving it at the last moment in order to make up for getting the first two wrong all make for an interesting challenge, needing the skill and judgement that come only with practice. In all, then, Indoor Sports is a OO SPECCY OO

From the oche to the hockey, there's always something to think about in Indoor Sports. This is the air hockey, and you won't have much time to think before the puck files at 5000000000 mph into your goal. The only consolation — your computer opponent's no better!



Here's Barry in a stylish creation by Mr Ronald of Bond Street, the two-piece "Retina Scraper" track suit. Watch how Barry elegantly lets go of the ball, powerfully yet gracefully, with just anough twist and spin to send him and the ball flying towards the pins. This gives Barry two chances at the pins for each ball, as well as multiple lacerations and a groin strain.

surprisingly thoughtful and skilful compendium of games, of which certainly two could stand on their own. What with *World Games*, it's been a good couple of months for sports sim fans, and this is definitely one to add to your collection. I'll sithee!



#### The Power House/£1.99

**Tony** If it wasn't for the fact that The Power House is the new budget label from CRL. I would swear on my aardvark's life that this was an old game that had been hanging around for years. It has the same style of graphics as the old 16K games, and the screen scrolls jerkily, two spaces at a time, so that you have no idea what's ahead and you die — very quickly. The idea is to collect five keys. If you don't get killed, mangled

The idea is to collect five keys. If you don't get killed, mangled or mutilated in the process, you're lucky. The nasties you meet are nigh-on invincible, needing hit after hit to be disposed of, and they cunningly appear out of nowhere, usually exactly where you're standing. At one point I stepped on one (well, I *think* I stepped on one, if I didn't...), lost all my lives in one fell swoop and the game crashed, leaving me with an empty screen. Yep, folks, Bernie the Bug strikes again!

A free audio recording has been added to the game, for some strange reason. As far as I could tell, this sounded like two cats one being throttled and the other being forcibly fed through a mangle. Not a pretty sound, and unnecessary as far as the game's concerned.

Come on CRLI With Mastertronic, Firebird and Codemasters

producing some high quality budget games, this doesn't have a chance. Any more like this and they'll be sealing your tomb!

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Nippy noo nahs! An apple a day keeps T'zer away — especially when it's injected with DDT! So from the ashes of T'zers... Phillers! Yee-har! Now I can run this column the way I want — no more silly themes, no more puns and definitely no more interruptions from Richard Tidsall...

"Hello, Phil, it's Tizzy here. Just to tell you that US Gold has absolutely nothing to tell you. The big summer press conference is on next week, but until then... sorry."

Brill. Now, let's have a shout around. What's going on? Who's got what coming out through whom, whien, how, why and where's my lunch? Sara, call the sarnie shop and get them to fix up a bacon, lettuce, tomato, cucumber, chicken and peanut butter roll, salt and pepper, hold the mayo, with a side salad of, well, make it a lightly roasted ox with a sprig of parsley. I'm feeling peckish today.

Ah, wossis, a release from Gremlin. More info about Nimrod, the game you read



or whoever. Sounds like the Ed. Ahem. And we've also got a screenshot of the Thing On A Spring sequel, Thing Bounces Back. Boinnggg! Oi, I'm getting hungry. Ah, Sara, you're back. Where's my sarnie? You haven't got it? You're fired. Er, why are you rushing towards me with what looks suspiciously like a razor sharp meataxe? AAAAAAARRRGGGGHHHH!

Right, that's better, normal service has now been resumed

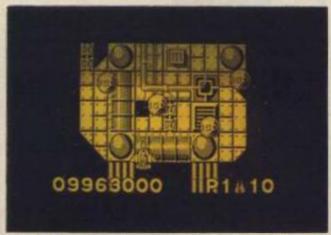
Mastertronic is still pouring out the games. Among the latest releases are Masterchess, due out May 6, Ballcrazy (sounds interesting) and Galletron, and they'll both slap onto the shelves on May 20. And guess what else you'll be able to feast your peepers on - yeah, David Jones' long awaited Stormbringer. The third part of his Magic Knight trilogy has been delayed for yonks while Jonesy put the finishing touches to it, not to mention the starting touches. But now it's ready, she wrote with her fingers crossed behind her back

What other news have we? Well, Macsen has gone down the plughole, owing around £350,000 — phew! It was famous for its Speccy versions of TV show like **Blockbusters**, and let's not forget **EastEnders**, the game so bad we didn't even get a review copy! Now we know why. Still, it's never good to hear of a firm going kerplunk, especially when it's one of the '83 veterans that some *really* old people may remember from the early days (though not me, of

course!) At Mikro-Gen, now part of Creative Sparks but being run independently, big cheese Rod Hang on a second. Why is Marcus setting up this noose above my head. We don't have any pictures to hang up, do we? Hallo, there's something wrong here...hold on...stop it...AAAAAARRRRGGGGHHHH!

At last, it's taken enough. I've been here five long months but another player or the computer, so that in part two you can save the Princess from the clutches of the evil Dark Sorceror, Drax.

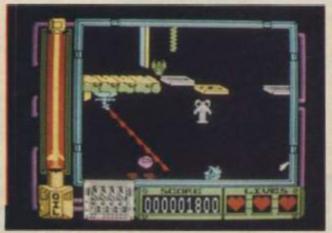
Enter Ian Ellery from Nexus. Isn't Nexus the company that produced a game called, no, let me guess, it's on the tip of my tongue ... Nexus! Yus, that's the one. Now Nexus is leaping headlong into the Speccy market (splat!) with two new games due soon, or even earlier. Hades Nebula is a blam blam shooter from Paranoid Software. and it looks a must for joystick fiends everywhere. Due May 21st, it features double parallax scrolling, and even Nexus doesn't know what that is According to the blurb you'll need "awesome stamina in the fire-button finger, brilliant dexterity to dodge all the nasty and pesky baddies, and acute hearing to enjoy the Commodore/Atari FX sound, or the funny little blips on the



Hades Nebula, crossing the river Styx soon from Nexus.

now I'm editor. We'll soon have things moving around here. (Brief nap.)

Ah, that's better. Let's get down to some news. The British Micro Federation has announced that it's going to award silver, gold and platinum



Thing Bounces Back, out in the springggg from Gremlin.

Cobain reports some interesting new releases on the horizon. Strike Force SAS is finally coming out, with Digital Graffiti and Bounty Hunter to follow.

and Bounty Hunter to follow. I'm enjoying this. Power at last. With Teresa gone and Phil...er, recovering, I'll be able to run the mag my way. Lots of reviews of Gauntiet. Features on the playing of Gauntiet. Gauntiet — The Deeper Dungeons, screen by screen. That's the sort of mag we should have.

littering up the place. First, Barbarian, the hunky new slice 'em up from Palace. Designer Steve Brown's the man behind such wizard wheezes as Cauldron and Cauldron II, and here he's fashioned a nifty little package of two games in one. Part one lets you perfect your swordsmanship against Spectrum .... "

Meanwhile, Micronaut One is also being wound up for summer release from Nexus. We've seen a demo version and it's pretty spectacular, a high speed whoosh through corridors and tunnels, a bit like the Hive but with more game. It's also got a menu system similar to the Apple Macintosh so you can see we're talking serious coolness here. Your Micronaut ship patrols the inside of a massive computer, transferring energy from place to place and fighting off the inevitable alien intruders.

Not so much to report from Ocean except that Nintendo's follow-up to **Donkey Kong**, entitled **Mario Brothers** is out very soon at £7.95. Justa one Cornetto, give it to meeeee...

And finally Databyte is not a name you may have heard of, but its been releasing a number of A1 old games on the Commie, including my favourite Montezuma's Revenge. Now it's developed an interest in the Speccy and the first release is a belated conversion of another corky old number, Spy Vs Spy II: The Island Caper. A full review next month, and ... oh hello Kevin, what do you think? Like the column? Not that it matters much anymore, now that you're only a humble Managing Editor! Hee hee! Kevin, why is your moustache quivering at Warp Factor 8? No. I didn't mean it ... no....no... AAAAAAARRRGGGGHHHH!



Barbarian, the muscular new game from Palace Software.

about first in YS (or second if you picked up the mag and read it again). Nah, nothing to do with a big snouted aircraft with wacky early warning systems to tell you a whole three minutes before everybody else finds out that the world is going to be nuked to ciggy ash. No sir, this Nimrod's a friendly little alien, a member of a very friendly race of robots called the Bioptons, who like parties and firing off fire extinguishers just like any normal person. Naturally the evil Cratons don't like this sort of thing, so they crash the Bioptons' party (really wild, by all accounts - lots of clanking noises from the darker corners) and imprison them individually on space prisons stretched across the galaxy. Seems a bit harsh - most gatecrashers I know just drink all the booze and frighten the cat. Nimrod's the only one to get away from this all-nighter, though, and he has to rescue all his comrades. And he's got only 99 eons to do it in.

Nimrod's out in June, as is Mask 1, the game of the TV series of the T-shirt of the super dooper action toys of the book of the film of the foil-wrapped sarnie of the same name (where's my lunch, Sara?) Y'know the drill, heroes battle against the evil Captain Meany, — Sara here. Phil's just, er, nipped off for a bit, so I'll take the reins. Oh hang on, who's this on the phone?

"Hello, Sara, it's lan Faux of Infogrames here. I just rang up to tell you about a couple of games coming up. First there's **Murders On The Atlantic**, a crime thriller set on board a transatlantic cruise ship just before World War II. It's a quick follow-up to **Vera Cruz** and **The Sidney Attair**, so big things are expected of it."

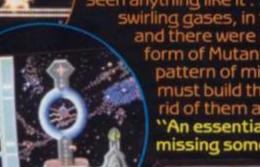
Yes yes, what else?

"And Apocalypse is being rereleased on the new Command label. You remember, the first real war game that ever came to the Speccy, the one that started it all off. It's been jigged up a bit — it's faster and smoother running — and it's being bunged

out for £9.95. Good stuff, eh?" Yes thanks, good, now where was I? Oh yes, Konami. It turns

out that the games it was releasing and beginning with S and J are **Salamander** and **Jackal**, two bip-de-bop arcade coin-ops which Konami has licensed to itself (convenient, that). They'll be out in the autumn along with **Iron Horse** but there's nowt more from Konami until then. You'll just have to make do with **Nemesis** (got a cheat mode, anyone?)

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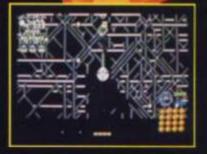
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2 took on the Mutants knowing I was armed to the teeth with missiles, mines, torpedoes and more ... I could even choose where I wanted to fight! How could I loose? ... How DID I loose? I've never seen anything like it ... they came at me in droves, in swirling gases, in forms spinning a deadly gossamer and there were more to come. I know now that one form of Mutant will never escape a well planned pattern of mines. It's just the beginning ... but I must build the ultimate weapon or I'll NEVER be rid of them all!

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