

YOUR SINGULAR!

NEW

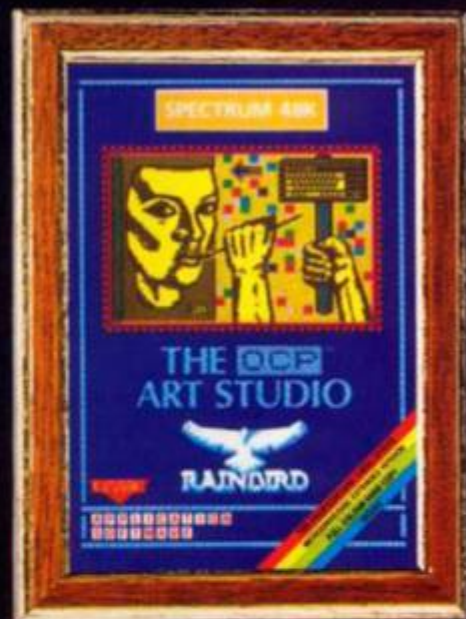
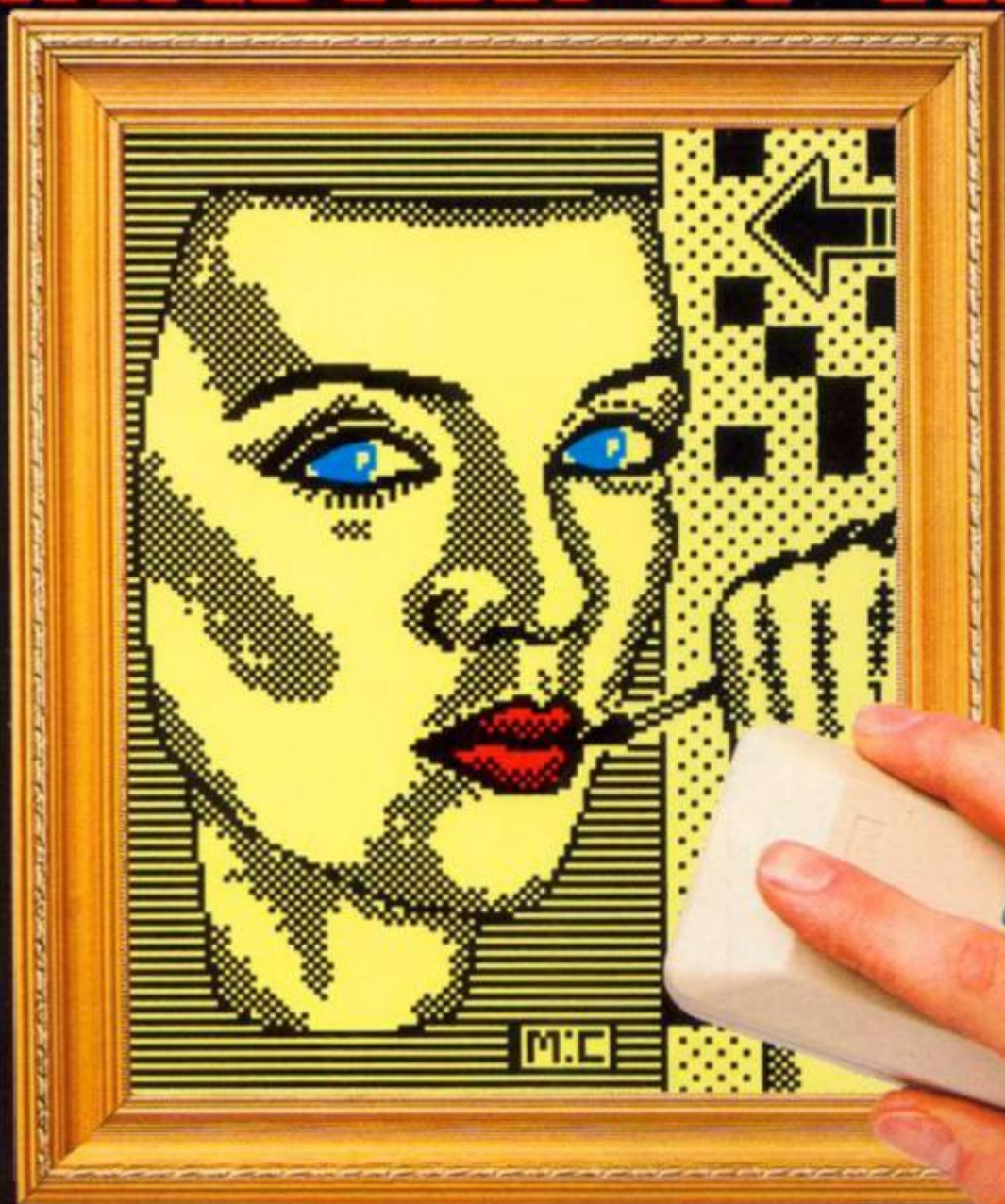
V
OCEAN'S
MEGAGAME
UNMASKED

**ROBIN OF
THE WOOD**

**YE OLDE
POSTER MAP**

**ZOIDS/MOVIE/RAMBO/YIE AR KUNG FU/SWEEVO'S WORLD/WINTER GAMES
WIN GAMES, POSTERS, ZOIDS, T-SHIRTS IN YS MEGACOMPO!
NEW QL GAMES / WHAM! THE MUSIC BOX / SPECDRUM / MIKIE COMPO**

MASTER OF THE ART....



AT LAST A SPECTRUM GRAPHICS PACKAGE THAT IS FUN AND EASY TO USE. THE OCP ART STUDIO CONTAINS EVERY FEATURE YOU WILL NEED TO CREATE BEAUTIFUL ILLUSTRATIONS. IT WORKS WITH THE AMX MOUSE FOR EVEN GREATER EASE AND OUR HARD COPY OFFER MEANS YOU CAN HANG YOUR MASTERPIECE ON THE WALL

DO IT ALL - CREATE AN IMAGE. SHRINK IT, EXPAND IT, MOVE IT, ROTATE, COPY IT, COLOUR IT, SPRAY ON A PATTERN OR SHADE. MAKE ELASTIC LINES, TRIANGLES, RECTANGLES, CIRCLES - STRETCH AND MANIPULATE. ADD TEXT OR CHARACTERS, UP, DOWN, SIDWAYS - ANY SIZE OR PROPORTION. ZOOM IN TO DRAW IN FINE DETAIL. SHRINK THE WHOLE PICTURE TO ADD BACKGROUND.

- * Pull down menus. * Icon driven.
- * Keyboard, joystick, mouse control.
- * Dot matrix printer dumps, 5 sizes and grey scale - up to 80 columns.
- * Supports 17 printer interfaces.
- * 16 pens, 8 sprays and 16 brushes.
- * 32 user-redefinable texture fills.
- * Wash texture. * Undo facility.
- * Snap facility. * Pixel edit.
- * Cut, paste, turn, enlarge, reduce.
- * Magnify (3 levels) pan and zoom.
- * Text, 9 sizes, 2 directions, bold.
- * Font editor with invert, rotate flip, clear, capture from window.
- * Elastic line, triangle, rectangle.
- * Low cost full colour prints offer.
- * Upgrade offer. * Mouse offer.

SINCLAIR USER CLASSIC

"An extremely powerful utility which should be of use to professional artists and designers as well as the home user"



THE OCP ART STUDIO £14.95

OR

EXTENDED ART STUDIO £24.95

For use with disc or microdrive only, and compatible with K DOS and SP DOS disc interfaces (supplied on cassette). Includes disc and microdrive operating systems, screen compression programme, four extra fonts and Kempston mouse compatibility (in addition to AMX). (Available Mail Order Only)

FOR 48K ZX SPECTRUM

THE OCP™ ART STUDIO

MAKE CHEQUES OR P.O. PAYABLE TO RAINBIRD SOFTWARE
BARCLAYCARD AND ACCESS ORDERS TEL: 01-240-8837 (24 HOURS)



RAINBIRD is a division of British Telecommunications plc.

RAINBIRD SOFTWARE BRITISH TELECOM
WELLINGTON HOUSE UPPER ST MARTIN'S LANE
LONDON WC2H 9DL
TEL: 01-240-8838

insic

YOUR
SINCLAIR

MEGAGAMES

36



Zoids Are you a match for the might of Martech's monster *Zoids*?

72



Movie Imagine a black'n'white gangster film in colour on your Speccy. Imagine has!

SOFTWARE

16

Screen Shots Ten packed pages of games reviews including *Cosmic Wartoad*, *Sweevo's World*, *Mikie*, *Rambo*, *Yie Ar Kung Fu*, *Winter Games* and many more...

43

Specdrum Cheetah's complete drum kit for your Speccy. Can you beat it?

67

QL Soft Full reviews of four new games.

75

Wham! The Music Box Pop goes your Spectrum with this two channel sound synth from Melbourne House.

PROGS

45

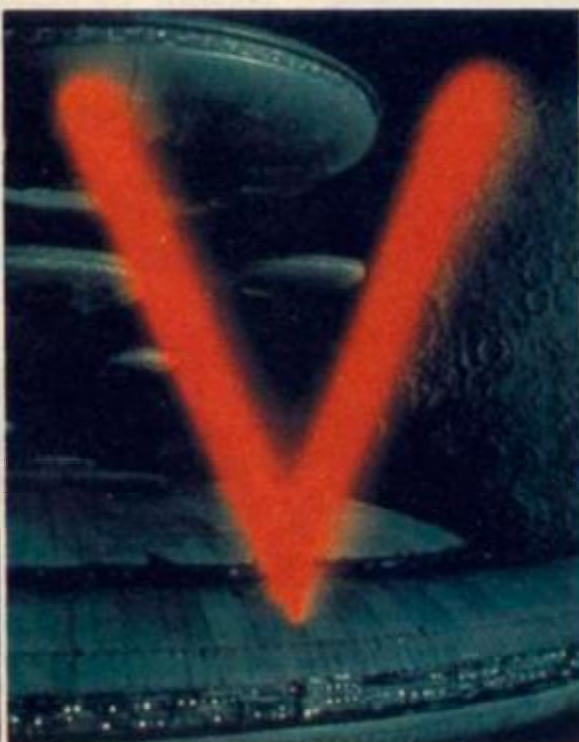
Program Power Pull-Out Two great games for you to type in — *Battle Fleet Orion* and *MegaBert*.

81

Switcha Can your Spectrum hold three different programs in memory at the same time? It can now!

SPECIAL PREVIEW

60



V The Visitors are about to arrive at Ocean. We sent a welcoming committee to meet them...

POSTER MAP



44

Robin Of The Wood It's easy to lose your way in the greenwood — so follow our complete map of Sherwood Forest.

GAMES

Hack Free Zone 14
Hex Loader helps the hackless with his arcade hints'n'tips.
Adventures 77
News and reviews for adventure freaks.

COMPOS

WIN! WIN! WIN!
THE YS
MEGA COMPO

Win games!
Win posters!
Win hardware!
Win T-shirts!
And win again!

38

Mikie Compo 57
You're gonna jus' lurve this competition from Ocean!

CARTOON

Program: Time Travel 63
London 2086: a hundred years of capital punishment!

REGULARS

Frontlines 2
The Ultimate News — and Ocean's and Melbourne House's and US Gold's...
QL News 6
Keep up to date with what's happening to the Spectrum's big brother.
Letters 13
Write in to his nibs, the Ed.
Hit List 35
What's in, what's out, what's up, what's down? Check the charts.
Task Force 41
Quick code that solves all those programming problems.
Hacking Away 54
A POKE in your Speccy's ribs.
Microdrivin' 55
Now we're motoring!
MegaBasic Hints 69
Help'n'hints for programmers with the better Basic.
Back Issues 86
Hard Facts 71
It's a hard life for Steve Adams — solving all your hardware problems.
Input/Output 91
The free ad forum for all YS readers.
Subscriptions 94
YS sold out? Subscribe or be sorry!
Backlash 96
Iolo Davidson starts the count down to the Spectrum 128K.

TALK TO US!

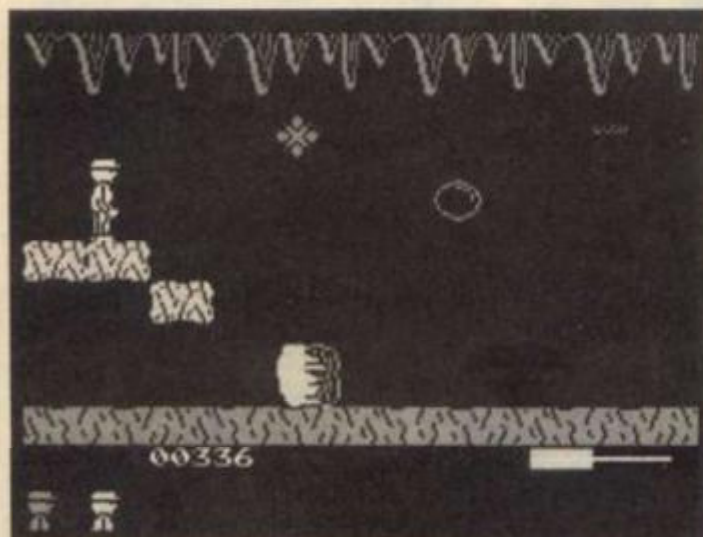
01-631 1433
EDITOR Kevin Cox
PUBLISHER Stephen England
SUBSCRIPTION Suzie Matthews
01-580 0504/631 1433
ADVERTISEMENT ENQUIRIES
Neil Dyson
Your Sinclair, Sportscene Specialist
Press, 14 Rathbone Place, London
W1P 1DE

X

This is a U trailer for an X rated product. Satyr Software has just released *Posthorn* for the Spectrum. Described as a game for adults it combines the tension of Strip Poker and the fun of Postman's Knock. The mind boggles 'cos there's no sound and no piccys — not even dirty ones. The whole thing takes place in the mind, probably a good thing too!

Posthorn is available from Posthorn Despatch Dept, PO Box 1, Spennymore, Co. Durham priced at £15.50.

Tasman software is to release *Tasword Three* after the huge sales success of *Tasword Two*. *Tasword Three* will run on microdrive only and include many additional features. There's a sophisticated built-in mail merge, up to 128 characters per line, tab stops and many print options such as, headers, footers and page numbers. You'll be able to get hold of *Tasword Three* now — it'll set you back £16.50.



Would you turn your nose up at £3? Thought not. That's why we jumped at the idea when Alhabatim came up with an exclusive offer to YS readers of £3 off its game *Robot Messiah*. The game's a superior platforms and ladders job that got a rave review in issue 1. And now you can acquire your very own copy for £4.95 instead of the £7.95 you'd have to cough up in the shops. Send your cheques or postal orders to Alhabatim, 7 Sandringham Close, East Grinstead, W Sussex RH19 4RW. But be quick — stocks are limited.

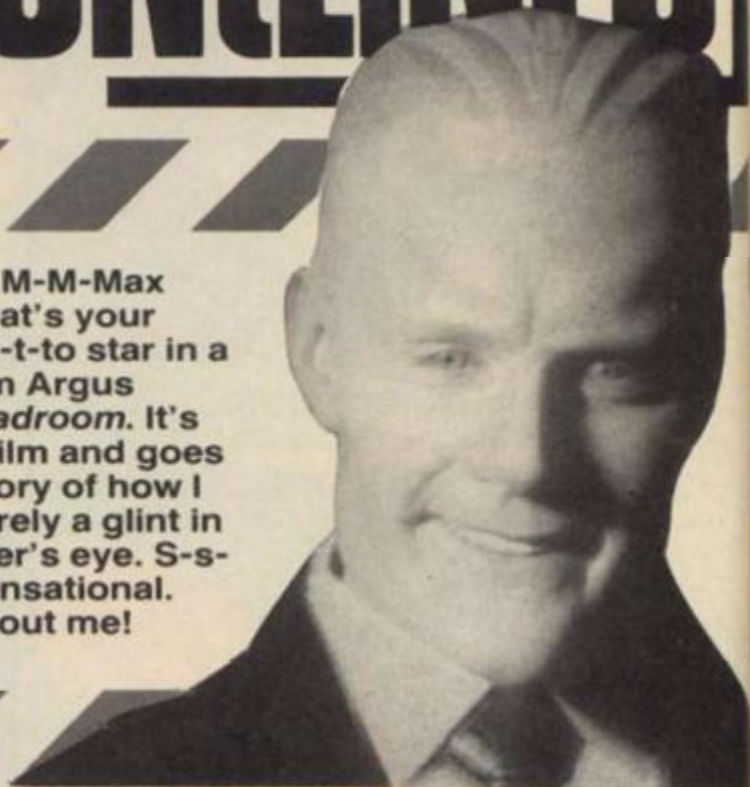


Yabbdabadoo! Meet the Flintstones. And, stone me, if your favourite cartoon cavemen aren't to appear in a game called *Yab...* well you know the rest, from Argus Press Software.

The fun starts in Bedrock — it's such a nice place that all the Flintstones want to live there. Fred in particular 'cos Wilma won't marry him unless he can keep her in the style to which she is accustomed. So the battle is on, Fred must get to Bedrock and build a house before everyone else. £7.95 secures you a mortgage on the property.

FRONTLINES

Hi, my name's M-M-Max Headroom, what's your problem? I'm t-t-to star in a new game from Argus called *Max Headroom*. It's based on the film and goes through the story of how I started, as merely a glint in my programmer's eye. S-s-sounds s-s-sensational. Well, it's all about me!



It's Beyond's new game, *Bounces*. *Bounces* is the sport of the future that can either be computer or human controlled. You've got to grab hold of a steel ball and ram it through a goal slot in the ceiling. And if you're really bad and suffering from a bout of depression 'cos of your appalling score you can always go and beat the hell out of your opponent with a special device called a ball smasher. That'll send the ball boys scuttling! Even if it doesn't gain you any more points it's certainly great fun! *Bounces* is due out in March and it'll set you back a sporting £9.95.



US Gold in its new Ultimate style clothes is bringing out two new titles for the Spectrum — and soon!

Cyberun is set in the darkest reaches of Amoebus Nebula — and boy is that dark. It's an isolated series of stars and planets in the Beta system. And as they say on Amoebus: 'Better anywhere than Beta!' These stars are bound together with a lattice of plasmic energy and the planets are composed of anti-element Cybetron.

Cybetron is pretty rare stuff and just about everybody in the cosmos wants to get their mitts on some. You've got to control an enormous carrier spaceship called the *Crystal Ship* and attempt to fight off all the enemy ships and secure a cargo of *Cybetron*. Sounds out of this world!

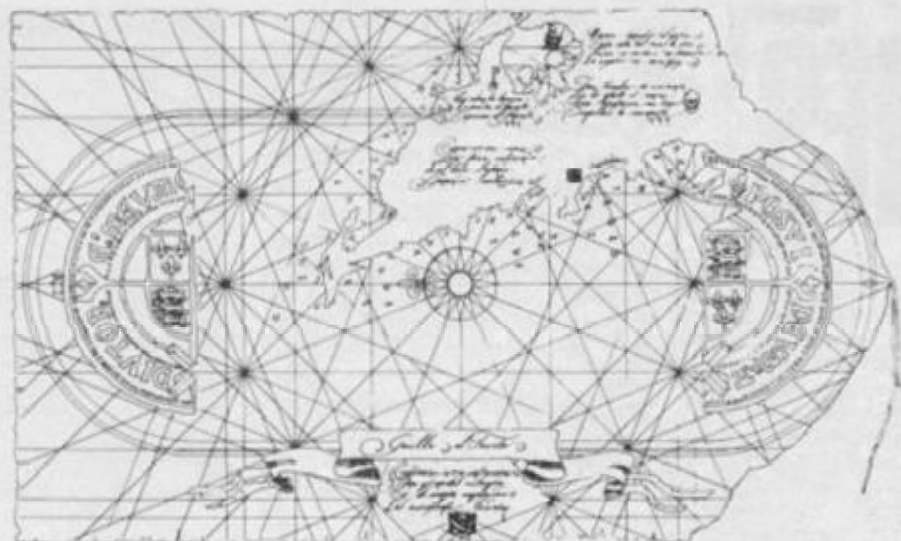
Pentagram's also on its way but as yet US Gold has no details. Maybe that's because the silent software house Ultimate is developing the program — mum's the word.



Are you kind, sensitive and home loving or vibrant, headstrong and selfish? Well, if you don't know your funny little ways maybe Hisoft's new program, *Your Horoscope*, will shed a little light.

Your Horoscope has been designed for people who take horoscopes seriously, like Russell Grant. (Nobody takes Russell Grant seriously!) If you read them for a good laugh this one ain't for you. The program is in two sections, the first part a birth chart. Here you have to enter your vital statistics such as, birthday, time of birth and year and it calculates your planetary chart and the effects each planet'll have on your life.

The second section is a newspaper style horoscope that you can try out on your friends. They'll learn that they're going to fall madly in love with tall, dark handsome strangers (*Who me? Ed*) and then get run over by a bus. *Your Horoscope* should be out by the time you read this and will cost £8.95.



Knowing you like we do, te puh-retty well, we thought you'd like the idea of something for nothing. So, we rang up US Gold to find if it had any freebies just waiting to be snapped up by YS readers. "How about some Goonies maps? The game's just about ready and it's gonna be big. Ger-reat, we said. "Right, we'll put 'em in the post," they said. And did. Brill compo, we thought — ten Goonies maps to give away. Maybe even a hundred but we didn't want to get our hopes up. Then they arrived — two huge boxes of them. One, two, three, four thousand six hundred and fifty-two. And that's just how far we got before some smart alec pointed out the number 10,000 on one of the boxes.

The idea of a compo's gone down the dumper 'cos no one wants to judge ten thousand entries. Just send us in a stamped addressed envelope and we'll send you a Goonies map or two... Pleeeease!

PSSSST!

Sabreman's teamed up with Uncle Sam. Computer software giant US Gold has taken control of the manufacturing, promotion, marketing and sales of all Ultimate Play The Game products. According to US Gold it's the 'ultimate new year resolution'.



One o'clock, two o'clock, three o'clock rock... Is this really 1986? No, it's 1955 and we're going *Back To The Future* with Electric Dreams' new game based on the Steven Spielberg blockbuster. So, what's new?

The game's closely based on the film — you play Marty who's been time-shifted to 1955. But if you think that's a blow wait till you hear the bad news. Your mum, who's only 15, fancies you like mad (wahay!) but that means your father of the future doesn't get a look in. If you don't get your mother to marry your dad you don't exist. Now get out of that one!

It's as sound as a pound but no price as yet!



Talking of planets, which we weren't, Martech is off into space with its new package called *The Planets*. And by Jupiter, the program's designed to give you a 'unique insight' into the Solar System.

S'amazing! There's a map to show your craft's position, a computer to land and auto-pilot the craft, a data system that provides information on each planet, a sampler that displays details of the atmosphere and surface and a general information option.

The Planets costs £14.95 which is an awful lot of Mars Bars (Mars geddit?) but for that you get two cassettes and an instruction booklet.



Tizers...

Pay attention now if you don't want to miss out on all the software gossip for the new year. Word's out that CRL's bringing out a game based on a new film. But... CRL is taking a leaf out of Ultimate's book and keeping its lips sealed. All it would say is it's an arcade game (no, you don't say?) and "definitely different". Can't wait!

I've also heard it on the grapevine that good ol' Maxwell's Mirrorsoft is to publish all Alhabatim's products, the first of which'll be a new extended version of *Robot Messiah* for the Spectrum 128K — when it actually arrives.

Mirrorsoft is so wet it's decided to bring out *Knightlore* under the sea. All I know is that if you piddle about under the water for too long you get the bends. I just hope he's got his frog suit on!

Talking of the case of the missing Spectrum 128, news is that Sinclair has plans to bring out three new machines this year. And no, they're not C10, C15 and C20's. It looks like the Spectrum 128'll be available very soon, and the QL Plus looks set to be out by the time you read this. This machine is likely to be CP/M compatible and sport built-in disk drives.

The Sinclair portable was scheduled for the end of April but alas it's been a bit shy and probably won't appear till we're singing Auld Lang Syne next New Year. Rumours are that Sinclair is having problems with the flat screen display but it's pretty likely the machine'll have a 3 1/2" disk drive, use CP/M and be Spectrum compatible.

Absolutely everybody's got their finger in the 128 pie. Mikro-Gen is currently converting *Three Weeks in Paradise* for the 128, Audiogenic is producing an extended version of its *Icon Graphix* program and Hewson Consultants nearly has its hundred screen version of *Ted II Technico* ready — well, the machine's still in Spanish remember.

Wow! New Concepts had so much success with *Surf Champ* that it's following it up with *Ski Champ* — the first fruit yoghurt simulation game. Could be the flavour of the month!

Hello, hello, hello! What 'ave we 'ere then? The new game from Mind Games called *The Force* — it doesn't even feature luscious Luke Skywalker either. It's all about those delightful boys in blue, the Old Bill! You play the part of a Chief Constable who's gotta deploy his PCs to keep the crime rate down. But it's stressed that you mustn't use too much force — keep your truncheon where it belongs. The Met's even been involved in the development of the program — maybe it'll improve their image. Perhaps they should rename it *Brute Force*! Mind how you go now!

FRONTLINES



A-onea, A-twoa, A-threea. Gorgeous Greg takes it all by one fall, two submissions and a bang on his funny bone. So you fancy your chances as Gorgeous Greg? Well, Melbourne House has the game for you — *Rock'n Wrestle*. Produced by the *Fist* team it's a wrestling game that promises to pack a punch.

Gorgeous Greg must battle his way through nine opposing musclemen and, boy do they sound strange! There's Lord Toff, Bad Barney Trouble, Flying Eagle, Vicious Vivien, Mission Breaker, LA Bruce, Angry Abdul, Molotov Nick and Redneck McCoy.

Rock'n Wrestle's one of the first 3D sports simulations that allows you to make 25 different moves. Eat your heart out Giant Haystacks. *R&W* costs £8.95 and will be available later this month.

Fire! Fire! Somebody quick ring 999 and ask for the Fire Brigade... Thank goodness they've arrived. Oh no it's like Mrs Pepperpot all over again. Could this be the case of *The Incredible Shrinking Fireman!* No it's a case of Mastertronic's new arcade adventure game in which you play the part of the unfortunate fireman who's shrunk rather suddenly. They left him in the water too long! It's your job to try and get back to a more normal size again. And the game's gonna be real torture too 'cos you've got to find a rack to then stretch yourself.

Mastertronic is also converting the 64 (spit, spit) version of *Spacehunter* for the Spectrum that should be ready in March. Both games cost £1.99.



'Seen one of them before!' Yes, for all those of you paying attention back in issue 1, this is indeed another piccy of a Sound Boost from Saga Systems that diverts your Speccy's sound output to the telly. Plus it has a Save/Load switch and cassette connectors. And all for £9.95. Well, that's what it cost then. Now, in an exclusive offer to YS readers, Saga is offering the Sound Boost for just £8.95. All you have to do to save the three sovs is clip out this piece of prose (or use a photocopy) and send it with your cheque or Postal Order to Saga Systems, 2 Eve Road, Woking, Surrey GU21 4JT.

But as well as saving you £3, Saga is also sending a further £3.04 for every Sound Boost sold, to the Off The Hook appeal. This new appeal, launched just before Christmas by Rod Cousins, the man behind the *Softaid* tape, is being set up to help young drug addicts. And very soon you can expect to see another compilation tape along the *Softaid* lines on behalf of the new appeal. Let's hope it's as successful as *Softaid*.



FROM TSAR HIP



Ah, come ze day of ze glorious revolution all ze bugs will be lined up against the wall... zen zey'll get it right between ze bolsheviks! Besides it's easier to deal with the bugs than uncover the real culprits behind the cock-ups. You never know, one day it may be me. The main disaster area from YS2 was in *Program Power*. Both programs were s'posed to include a hex loader. Both looked as though they included hex loaders. Neither did! How it happened I dare not hazard, but my jolly reader, art persons being art persons, I reckon they thought the hex loader wasn't pretty enough for them, so they decided to use part of the end of the Basic loader instead — on both listings! Panic not though — the solution to this problem is easy. Just tack what is labelled as the hex loader onto the end of the Basic loader and then use the hex loader from issue 1.

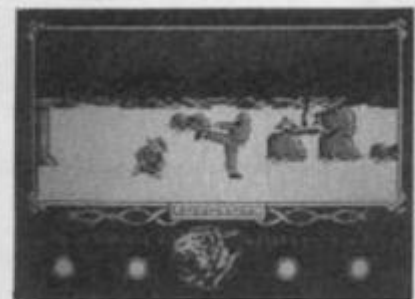
And while we're on the subject of hex loaders, what the hell do you do with them? That's the question many of our new readers are asking. **David Ainsworth** from Atherton, f'rinstance, can't understand how to enter hex code. Well David, that's why we print (or, as in this case, forget to print) a hex loader. These loaders are only tools to be used to get the code in — after that they have no further use. Type in the hex loader, run it and then you can type in code. When you're asked for 'Address?' type in the number in the first column. When asked for the 'Hex 8 bytes?' type in the alphanumeric characters in the middle 8 columns. But leave out the spaces. Finally, type in the checksum — that's the number after the equals sign at the end of each line.

What's up with this *Chopper Mission* prog in issue 1? Well, the problem's caused in code line 33288. It looks like the line reads OF 07 5A 48 01 01 0C 07 = 207. Close but not close enough, I'm afraid. You forgot the blotch on the film — 0C isn't 0C at all, it's 0E! OK!

Now if you've been reading YS as man and boy (or woman and girl) then you can skip the next bit 'cos you've probably already heard it before. In the early days, we used to have a capitalist printer that insisted on printing pound signs (£) instead of hash symbols (#). Now the printer's got stropky again and has proceeded to print a sort of curly closed bracket that isn't, if you see what I mean. So, to get the better of the cursed printer once more here's what you do. Whenever you see a character you can't tell from Adam, replace it with a hash sign (#).

It was easy enough to type in **Tony 'Slim' Samuel's** brilliant *Maclone* program from issue 2 — using it was a teensy weensy bit more tricky. Okay, we gave you the RAND USR call address that implements the code but what we didn't let on was that you have to press Symbol Shift/Space to get it going. When you hear the whining sound press either 1, 2 or 3 depending on which *Maclone* feature you want. To get back to Basic just press 4. Dasvidanya, comrades!

Troubleshootin' Petrovitch



Here's something to get your teeth into! Gremlin Graphics is releasing a text and graphics adventure called *The Way Of The Tiger*, based on the fighting fantasy books called, you guessed it, *The Way Of The Tiger*.

The game's set in the mystical world of Orb where you play an orphan with a strange crown shaped birthmark on his thigh. Apparently this is all pretty significant according to the various monks scattered about the land that we asked!

So, you're trained to be a master of the martial arts by the all ancient and powerful — or is that ancient and all powerful? *Naijishi*, Grandmaster of the Dawn. Your warm-up consists of three sections; unarmed combat, pole fighting and samurai sword fighting. Everybody go kung fu fighting!

Ocean is certainly keeping busy this month. Apart from the release of *Superbowl*, there's *V* (see the preview this issue), *Hunchback The Adventure* and *Knight Rider*.

Knight Rider's based on the popular TV series about super sleuth and macho man Michael Knight and his computerised car, KITT. It's the same old story — somebody's out to start World War III and poor ol' Mike's gotta stop 'em.

There are three sections — the first is a map of the terrorist centres in the USA, the second a simulated drive in your KITT car and the third another map that shows the terrorist hiding places. For a cool £7.95 you too can get your hands on a copy of *Knight Rider*.

Try beating our SpecDrum!



Spec Drum


Digital Drum System
for the Spectrum

£29.95

As featured on
"Micro Live"
and
"Saturday
Superstore"

- 8 DIGITALLY RECORDED REAL DRUM SOUNDS
- SIMPLE TO USE — UP AND RUNNING IN ONLY MINUTES
- A TRUE DIGITAL DRUM MACHINE
- 'REAL TIME' OR ON-SCREEN PROGRAMMING
- COMPLETE WITH SOFTWARE
- EXTRA SOUNDS CAN BE LOADED FROM TAPE
- CREATIVE, EDUCATIONAL AND FUN
- THE MOST EXCITING PERIPHERAL EVER DEVELOPED
- DYNAMIC FILING SYSTEM — STORE OVER 1000 PROGRAMMED RHYTHMS
- TAPE SYNC FACILITY
- SONGS CAN BE SAVED ON TAPE
- POLYPHONIC
- COMPREHENSIVE MANUAL
- JUST PLUGS INTO MOST HI FI'S

Latin Kit & Editor
Now Available
at £3.99

Available from  John Menzies High St. Stores
and all good computer shops or direct
from Cheetah Marketing.



Cheetah
Marketing 

1 WILLOWBROOK SCIENCE PARK, CRICKHOWELL ROAD, ST MELLONS, CARDIFF
TELEPHONE: CARDIFF (0222) 777337 TELEX: 497455
(Export enquiries — contact Cheetah direct)

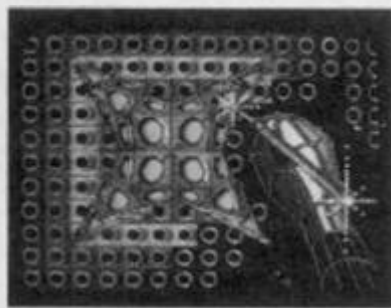
QL NEWS

Assemble it, edit it, paint it, copy it, debug it. Whatever you want to do with your QL, you'll find news of the latest products here.

Hisoft has just launched *Devpac QL* written by our own Andy Pennell. The package is an editor, assembler and debugger. And as the assembler is part of the editor you don't need to keep switching between them — just press a key. The debugger is based on the standard *MonQL*.

The package also multitasks so even while you've got something assembling you can still edit in another window at the same time. The editor was designed so that you can use it in the same way as Metacomco's but Hisoft claims it's a whole lot faster at assembling and editing. In fact, Hisoft claims that it's the fastest available on the market and it can make use of disk drives and extra RAM if you have them. *Devpac QL* costs £39.95.

QL-Paint has just been released by Sinclair though it was originally written and released as *GraphiQL* by the Scottish software house, Talent. The new improved package includes icons and drop-down menus that offer you control over fifty commands. To create your pictures you can use brushes or pen strokes, colour or texture fills and you also have commands for rubber banding and mirroring. And remember, on the QL you don't have those awful problems with attributes like



some machines we could mention!

WD Software has just released *JOSS*, 'the human interface for the Sinclair QL.' And you thought you were the only human to interface with your QL! *JOSS* is an acronym for Joystick Operated Software System but you don't need a joystick to operate it — the keyboard or a mouse will do. *JOSS* is designed to make file-handling commands less tedious to use and to eradicate the human error that can creep in when you're copying files. All you have to do is move the cursor over your chosen file with the joystick and fire. It's designed not only to save time but also to avoid mistakes if you're not too hot at typing. But if you're expecting a screen full of trendy icons, forget it. A spokesman for WD Software said, "There are no funny icons to learn with *JOSS* — it's all done with simple names. After all, words are the tools of adult thought, and icons belong in the nursery." Perhaps someone should've told the people who produced *QL-Paint*!

Your own human interface will cost you £15 on microdrive or 5 1/4" floppies or £17 on 3 1/2" disks.

Sinclair Research has sent us a list of amendments and updates to the QL Software Guide that we published in issue 1. But first it would like us to point out that the QL prefix is a Sinclair trade mark and can only be used on products that are published by Sinclair or endorsed by the company. So, *QL Home Finance* by Buzzz, *QL Cash Trader* by Quest, *QL Integrated Accounts* by Sage Soft, *QL Decision Maker*, *QL Entrepreneur* and *QL Project Planner* all by Triptych and *QL Gardener* by Gordian Computing Services are all published by Sinclair Research.

It also seems that the package listed as *Small Business* by Sage Soft is really *QL Integrated Accounts*. We'll bring you any other news and amendments as they come in.



YS COMPO WINNERS

Well, here's the moment you've all been waiting for, a round-up of all our recent competition winners.

Star Compo

Congrats to our top ten stargazers who've spotted (as near as dammit) all the stars in that compo in that star of yore, *Your Spectrum 20*. Star STX-80 printers worth £159 are on their way to:

John Boere of Utrecht, The Netherlands; Graham F. Dunn of Dorchester, Dorset; Gary Lemon of Aldershot, Hants; P.J. Cowe of Arbroath, Scotland; Nigel Mortimer of Ilkley, West Yorkshire; Mathew Sleightholme of Pontefract, Yorkshire; B.J. Carter of Bethnal Green, London; Ian M. Hillery of Durham; E.M. Bloofield of Norwich, Norfolk; Jonathan Watters of Bangor, County Down, Northern Ireland.

Capital Book Compo

What a bunch of capital answers you gave to issue 20's Capital Radio compo. The first 25 to tune to success with the winning answers a, b, c and win a copy of Interface Publications' *Capital Radio Book of Computers and Simple Programming* were:

Sonia Griffiths-Glover of Willerby, E. Yorks; Richard Eltom of Stockton Brook, Stoke-on-Trent, Staffs; C. Sumner of Wellingborough, Northants; Peter Holloway of Carshalton, Surrey; Adrian Ferre of Havant, Hants; Brian R. Gordon of Mauchline, Ayrshire, Scotland; W. Armstrong of Aberdeen, Scotland; Nuno Paulo Santos of Lisboa, Portugal; C.J. Allen of Dartford, Kent; A. Weston of Pontefract, W. Yorks; Richard Hodgson of Orton Malborne, Peterborough; Evan Mason of Harare, Zimbabwe; David Kerr of Stewarton, Ayrshire, Scotland; J. Macnally of HMS Manchester; H.R.J. Henley of Norwich, Norfolk; Jim Brown of Dregghorn, Ayrshire, Scotland; Liz Baker of Eccleston, St. Helens; Ian Slowey of Mill Hill, London; Steven Rundle of Myatts Field South, London; Martin Wickes of Victoria Farm, Coventry; Caroline Giles of West Molesey, Surrey; Darren Blanchard of West Molesey, Surrey; Owen Dunn of Wellingborough, Northants; Lee Fish of Cramlington, Northumberland; Riccardo Tamisari of Aberdeen, Scotland.

London Game Compo

Friday Soft's issue 20 London Game compo was obviously not a soft option for these top twenty winners with the answers c, b, a. Copies of *The London Game* are on their way to:

Simon Minter of Telford, Shropshire; M. Drummond of Appleby in Westmorland, Cumbria; Lennart Jedeblad of Goteborg, Sweden; Nikolai S. Christenson of Silkeborg, Denmark; A. Dyke of South Woodford, London; David Storey of Huyton, Merseyside; S. Rowe of Worthing, West Sussex; Robin H. Powrie of Blairgowrie, Perthshire; Brian Wayne Barker of Kings Norton, Birmingham; Liz Coleman of Harleston, Norfolk; J. Roberts of Woolton, Liverpool; J. Champion of Clapham, London; Danie O'Mahony of Fordingbridge, Hants; J. Lister of Velges Farm, Exmouth; Sean Meads of Oakley, Nr. Basingstoke, Hants; Neil Parker of Skelmersdale, Lancs; G. Burns of Armadale, W. Lothian; Karen West of Andover, Hants; Ian McVicar of Dalmeir, Clydebank; Jan Wikstrom of Mala, Sweden.

Fairlight Compo

All's fair in the compo war, or at least it is for the ten winners of our Fairlight compo, who are:

Graham Raistrick of Sprotborough, Doncaster; Matthew Worsdell of Swindon, Wilts; K. Bradley of Blyth, Northumberland; A. Herron of Blyth, Northumberland; Jason Newman of Whittlesford, Cambridge; Mark Duncan of Glenrothes, Fife, Scotland; Callum Yorke of Dunoon, Argyllshire, Scotland; Antonis Tsourinakis of Piraeus, Greece; A. Hall of Hill Top, Nuneaton; Mr Andrew Harvey of Carnforth, Lancashire.

Thunderbirds Compo

Thunderbirds are GO! — going the way of the following 30 winners:

Mr L.P. Powell of Leominster, Herefordshire; Mr A. Wheatley of Telford, Shropshire; P. Marshall of Cottenham, Cambridgeshire; Mr Ian Jacklin of Bosley, Nr Macclesfield, Cheshire; Nick Lee of Sittingbourne, Kent; Jon Rose of Bognor Regis, West Sussex; K. Woodhouse of Warley, West Midlands; Gareth Barber of Rochdale, Lancs; Paul Serbert of Harrogate, N. Yorkshire; Christopher Thomas of Cannington, Nr Bridgewater, Somerset; M.E. Homer of Watford, Herts; Christian Luff of Lancing, West Sussex; Neil Ogilvie of Watford, Herts; I. Brough of Market Drayton, Shropshire; Alan Bell of Basingstoke, Hampshire; Paul Wadsworth of Northfleet, Kent; Mrs Anita Howick of Andover Estate, London; Lee Pearson of Bolton-on-Deane, Rotherham, S. Yorks; Steve Jones of Sutton Coldfield, West Midlands; Mr C. Huckstep of Rochester, Kent; Glen Kerr of Walsall, West Midlands; M.J. Hall of Newcastle, Staffs; Graham Holliday of Chatham, Kent; M.P. Hyne of Stableford, Herts; Spike Williams of Northwich, Cheshire; Marc Goude of Duston, Northampton; Niall Simpson of Cruilin, Co. Antrim, N. Ireland; Alistair May of Elgin, Moray, Scotland; Gareth David Roberts of Belfast, N. Ireland; Iain Sinclair of Inverurie, Aberdeenshire, Scotland.

THE No. 1 HIT

SKYFOX

NOW AVAILABLE FOR SPECTRUM 48K



THE ACTION-PACKED COMBAT SIMULATION



ENEMY PLANES ATTACK SUDDENLY WITH DEADLY FORCE

OUT OF YOUR COCKPIT WINDOW AS YOU SWOOP DOWN TO TAKE OUT SOME TANKS



'SKYFOX' is the most realistic awe-inspiring combat simulation you've ever seen on your computer. 'SKYFOX' special features include —

- ▶ AIR TO AIR & AIR TO GROUND COMBAT
- ▶ 3D SCROLLING FLIGHT SIMULATION
- ▶ 15 SCENARIOS (from training mission to massive invasion)
- ▶ 5 SKILL LEVELS (from cadet to ace of the base)
- ▶ AUTO PILOT FEATURE FOR LAUNCH & ENEMY SEARCHES
- ▶ ON BOARD & BASE TACTICAL-COMBAT COMPUTERS
- ▶ CONTINUOUS LASER CANNONS
- ▶ HEAT-SEEKING & GUIDED MISSILES
- ▶ JOYSTICK & KEYBOARD CONTROLS

• GET SKYFOX NOW •

Available from all good software retailers — if its not there, please order it — or in case of difficulty send your crossed cheque/P.O. made out to **Ariolasoft U.K. Ltd.**, including your own name and address, to Ariolasoft U.K. Ltd., Suite 105/106, Asphalte House, Palace Street, London SW1E 5HS.

▶ **SKYFOX** — Spectrum Cassette **£8.95**

UK orders only. Prices include P&P. Please allow 28 days for delivery.

ariola
HIGH PERFORMANCE PROGRAMS



We'll take you beyond

QUICKSHOT II AUTO RAPID-FIRE JOYSTICK

SPECTRUM INTERFACE



ond the Spectrum.

SPECTRUM UPGRADE KIT

TURBO INTERFACE

Four great new add-ons from Ram, Number One in everything for the Spectrum...

TURBO INTERFACE - NEW LOW PRICE

Our unique Turbo Interface outperforms any Spectrum interface – it works with ROM cartridges, 2 standard joysticks, and there's a full expansion bus at the rear. The Turbo supports Kempston, Protek and Interface 2 software and loads from a cassette – or instantly from a ROM cartridge. It really makes the most of the Quickshot II's fast action, and with its unique power safety device and a new Reset button, it's even more amazing value at just £18.50.

QUICKSHOT II AUTO RAPID-FIRE JOYSTICK

The famous Quickshot II is the top games joystick, with a sleek trigger fire button for quick reactions, an auto fire switch for continuous shooting and a new, improved grip. Revolutionary built-in stabilising suction cups mean a sure, firm grip – a snip at £9.95.

SPECTRUM INTERFACE

Boost the power of your Spectrum, or Spectrum +. This Kempston-compatible interface gets the most from your games – electrify your enemies with real power and lightning-fast reactions right under your fingertips. Costs just £9.95.

SPECTRUM UPGRADE KIT

If you've a 16K Spectrum micro, this handy and inexpensive add-in kit boosts the RAM memory to a powerful 48K, so you can run the latest and greatest software, the most exciting games around – and expand your own programming possibilities! Only £21.95.

Where can you get your hands on Ram's amazing Spectrum add-ons? You can see them at branches of Boots, Menzies, Spectrum Group computer centres, and good computer stores everywhere. Or return the coupon below.

To: Ram Electronics (Fleet) Ltd (Dept YS), Unit 8, Redfields Industrial Park, Redfield Lane, Church Crookham, Aldershot, Hants GU13 0RE. Credit Card hot line: 0252 850085. (Access & Visa).

Please send me

_____ Spectrum Turbo Interface(s) at £18.50

_____ Quickshot II Joystick(s) at £9.95.

_____ Spectrum Interface(s) at £9.95.

_____ Spectrum Upgrade Kit(s) at £21.95.

(Please state issue 2 or 3)

+£1 per order P+P (£3 Overseas) **TOTAL £**

I enclose cheque/postal order charge my Access/Visa

Expiry Date ___/___/___

Name _____

Address _____

Postcode _____

Telephone _____

24 Hour despatch for credit cards and postal orders (7 days for cheques.)
All products are fully compatible with the Spectrum, Spectrum +
and Sinclair Microdrives.

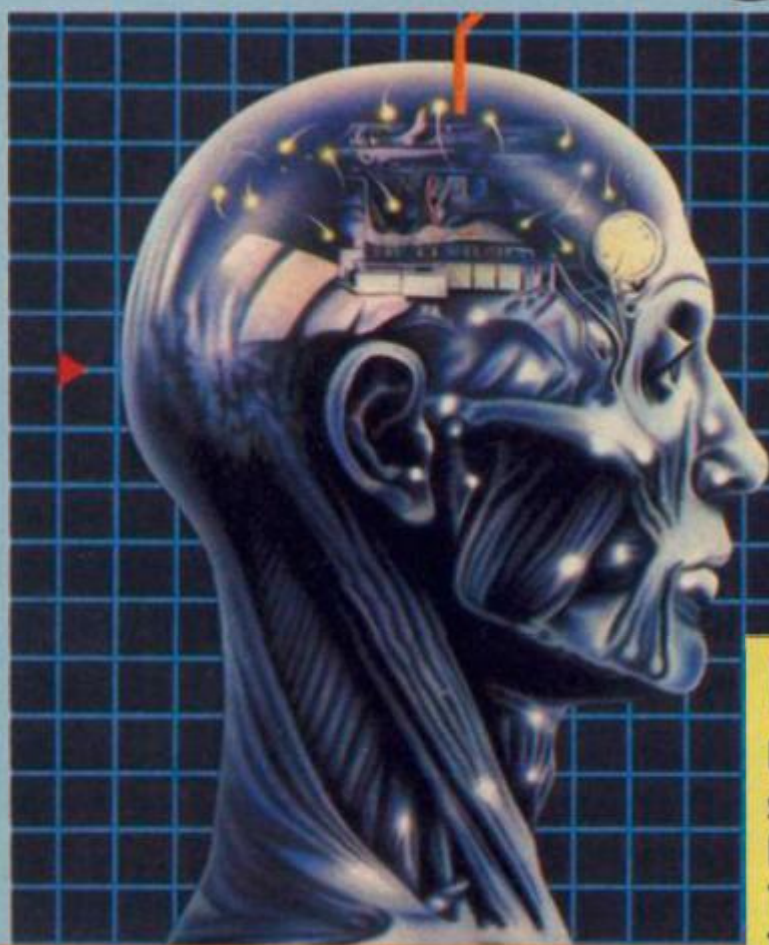
Ram Electronics (Fleet) Ltd (Dept YS), Unit 8, Redfields Industrial Park, Redfield Lane, Church Crookham, Aldershot, Hants GU13 0RE. Tel: 0252 850085.



Trade and export enquiries welcome

THINK!

A supreme test of logic and strategy



AVAILABLE
NOW
FOR YOUR
SPECTRUM
48K

What Is *Think!*

Essentially a board-game designed specifically for your computer, which, like all the best board games, is EASY TO LEARN but EXTREMELY DIFFICULT TO MASTER.

Played on 6 x 6 grid, *THINK!* will provide hours of fun and frustration for all ages –

THINK! features:—

- ! Instant replays ! Icon-driven menu
- ! Play the computer or a friend
- ! Joystick or keyboard control

THINK! Variations:—

★ TUTORIAL *THINK!*

a practice mode where the computer analyses and advises on your moves

★ SPEED *THINK!*

each player has a limited time to make each move

★ BLITZ *THINK!*

each player has a limited time to complete all their moves

★ PROBLEM *THINK!*

the computer will set some fiendish problems for you to solve or you can set up your own grids for the computer or a friend to solve.

DON'T THINK ABOUT THINK!

Buy a copy – It's out now.



Available from all good software retailers – if it's not there, please order it – or in case of difficulty, send your crossed cheque/PO made out to Ariolasoft UK Ltd., including your own name and address to Suite 105-106 Asphalte House, Palace Street, London SW1E 5HS.

THINK! Spectrum 48K cassette £7.95. UK orders only. Prices include P&P. Please allow 28 days for delivery.

ariolasoft
HIGH PERFORMANCE PROGRAMS

LETTERS

YOUR SINCLAIR, 14, RATHBONE PLACE LONDON W1P 1DE

The writer of the Star Letter will receive a fabulous bundle of software.

YS EXPOSED!

Dear whoever gets to read this little winner.

Having seriously and scientifically studied the letters that get published in your monthly organ I'm now in a position to announce the completion of a "Get Your Letter Published In YS" blueprint.

The first essential ingredient of a letter is a catchy first line. Boring or polite instructions such as "Dear YS" or "Dear Ed" or "Dear know everything and make everyone else look a right twit Pete" are out of the question. Better try the good old trusty originals such as "OK!" or "What's all this about..." or better still "While I..." (this last one is highly recommended). Abusive remarks about the Ed or Pete are of paramount importance. Although rudeness is not tolerated, phrases such as "Dirty Rats" are quite welcomed and may indeed assist your chances.

Problem identification, or in other words the reason why you've actually gone to the trouble of writing, is a very delicate point. First of all you don't want people to realise that the only reason you've written is to actually see your letter in print. So, you must think up a problem that's both interesting and unusual. Do not under any circumstances let yourself indulge in problems such as: "My joystick is simply not working" or "It's been twelve months to the day since I sent a cheque to a mail order software company and I'm still waiting for the game." These problems are real and obviously no one knows how to deal with them. It's best if you try some unreal ones to which you're bound to get one or more answers. For example, try "My disk drive started to sing *The Sound Of Music...*" or "My Speccy doesn't like bacon for breakfast any more". If you like to appear technically-minded you must, and I stress this point, find a chip with an unpronounceable name or long code number (e.g. BBCKGB13.9876CIAMI6) and attach to it a problem with which the YS staff are only too familiar. So, "The inside lining of the cable that connects the

BBCKGB13.9876CIAMI6 chip to the RAM pack feels shaky when I've used 47K of memory, while writing a program for my little sister's Barbi-Doll accessories" is a legitimate question to which there must be an answer. Be warned, questions such as: "What exactly is a ROM?" may not receive proper attention.

Like any decent YS reader you must, of course, claim a Trainspotter Award. When doing so make absolutely sure that what you've spotted is original. Here I would like to let you into a little secret that I discovered a couple of days ago. While drinking coffee I accidentally spilled it all over my copy of YS and to my amazement the pages got wet! Yes, you've guessed it. The paper used by YS is not water resistant. As I'll not be claiming an award for this shocking revelation it's up to you to expose this inexcusable fact to the wider public. Needless to say, if you've spotted 128 spelling errors in one page you'll not only not get your letter published but it'll probably bring an angry Ed around to your house (and I understand that Ed isn't a pretty sight even when he's sober!) (He's not a pretty sight at the best of times! T.P.) Note: tearing pages from the mag and then claiming an award for missing pages normally does not work. If in absolute despair do, by all means, try it.

Finally, make sure that your name and address are very clearly stated in your letter; in the event you do win the Award it'd be a wise decision to let them know where to

send it. In the event you've sent an abusive letter make sure that your name is an anagram of Frank Bruno or someone equally fearsome.

C Stephanou Colchester

PS I must emphasise that your letter must have one or two post-scripts (they don't necessarily have to be relevant).

PPS More than two post-scripts may jeopardise your chances.

Ha, you don't stand a chance of getting this letter published.
Ed.

AARD LUCK

Alright you lot. Don't think you can fool an adult aardvark and his trainer with a boob like the one in your *Rasputin* review. Since when was 'C' the third letter of *Rasputin*?

It is (as the aardvark tells me) the third letter of Rachael (who? Well, she's the reviewer) Smith's name. Great new mag but don't think the aardvark won't be round if I don't get an award pronto.

Andy 'hi guys told you I'd find one' Orchard Kings Lynn

PS Gollum was a JSW fanatic and deserves whatever he gets!

An anteater replies: this is what comes from mixing too closely with aardvarks — they're real boneheads. A moment's thought and ten year's learning Russian would've told you that C is indeed the third letter of *Rasputin* in the silly, sorry Cyrillic, alphabet.

DUNKILLIN'

I've reached area 13 and scored 303300 after 3 hours

of continuous play and a countless number of ruthless killings on *Elite's Commando*.

If anyone's beaten my score, rush it to Your Sinclair but be quick as I've just reached area 12 with 9 lives left....

Robert Dunning Middlesbrough, Cleveland

Even more impressive is the way you can calmly kill with your right hand while running off this letter with your left. The pen is indeed as mighty as the sword — and the machine gun and half a dozen grenades! But I don't know what you're telling me all this for — tell that horrible heap *Hex Loader*, send him a piccy and you could be chosen as one of his heroes. Now get back to your gunnin'.
Ed.

ARISE...

Sir Editor,

I'm sending you this little letter just to say that after an evening — and part of the morning — of solid addictive and challenging playing on my faithful Speccy, I finally completed that superb megagame, *Rasputin*.

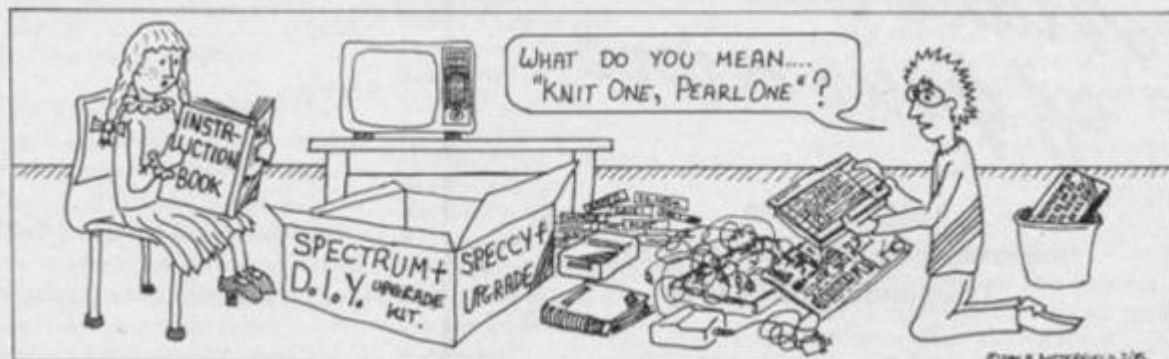
"I don't believe you!" I hear you cry. But wait, before you reach for the shotgun, I'm not talking about the £7.95 original but the demo version that starred on the first issue of *Your Sinclair*.

Rasputin is a first-class computer game and it took me well into the early hours of the morning to complete. When you jump onto the letter N, the screen lets off a few high beeps and flashes a few times. You're then left to wander back and forth through the four previous screens until you pull the plug.

Now concerning your mark two YS. I never thought I'd say this but here goes. What an improvement! (Phew, I didn't know what you were going to say! Ed). When I picked up the mag in my local newsagent and flicked through the jam-packed and colourful pages, I thought to myself, "Robert, 'cos that's my name, you'd be a mug not

DOODLEBUGS

Keep on doodling — it's a doddle! Send your cartoons to Doodlebugs, YS, 14 Rathbone Place, London W1P 1DE. There's a prize of a new game for each cartoon printed.



Here's a strip from Ian Butterfield all about Si'n'Clair.

Q.K. Quiz Time!

- 1 Where can you find over 100 **FREE** software programs a year?
- 2 Who can you go to for **FREE** round the clock advice and help?
- 3 How can you get instant news, views, gossip and "hands on" reviews **24 hours a day**?
- 4 Who gives you **FREE** national electronic mail?
- 5 Where can you "chat" with 70,000 other micro users?
- 6 Who'll help you publish your own database for all to see?
- 7 How can you take part in national multi-user strategy games?
- 8 How can you book a seat on the 3.15 from Euston—at midnight?

for just 20p a day

ANSWER

Micronet 800

*Make the most
of your micro*

Micronet 800
8 Herbal Hill, London EC1R 5EJ
Telephone: 01-278 3143

To: Micronet 800, 8 Herbal Hill, London EC1
Please send me a brochure on Micronet 800

Name _____

Address _____

_____ Telephone No _____

Age _____ Micro _____

YS 3/86

LETTERS

to buy this! So, I did, and my money was certainly not wasted. Keep up the good work all you busy-bodies at YS.

Robert Galbraith Hastings, East Sussex
President of the 'I'm a crawler' club.

PS Notice the 'Sir' at the beginning. I shall put in a good word for you(?)

Well, I just wish you'd put in a good word for me with the next (ex) reader. **Ed.**

What a tragedy, what a waste. All those extra pages and you waste them on trash (sorry, you call them games).

However, I do recognise your grand strategy. Within the year you plan to poach all the readers from the Beano and the Dandy. Rest assured, you will succeed.

But as for me, I'm going back to the Beano and Dandy (as soon as my subscription to Your Dan Dare, sorry again, Your Sinclair runs out). I find the content of those comics more intellectually stimulating than the juvenile hysterics of your reviewers.

Why not be honest and disassociate yourselves from computers. Trust me, you would retain the same clientele. Writing computer games programs is obviously clever, playing them and writing about them is moronic.

So, as I bid you farewell, some advice. Change your ways or most certainly go the way of other magazines — under.

Oh, by the way, thanks for the free cassette. I've used it to save a dozen or so useful machine code routines. There was nothing of importance on it was there?

Les Panselle Cardigan, Dyfed

Did I say something wrong? Still, there's something I'm not quite sure about. If writing games is such a jolly wheeze why is playing them so moronic? Does this mean that writing books is clever but reading them stupid, or building cars is bright but driving 'em a bit dim. I only ask! **Ed.**

CHEAP SKATE

Let me tell you about Spellbound from Mastertronic. It's a fantastic arcade adventure that's menu driven. The graphics are big, clear and well drawn and it's truly an adventure not just a

TRAINSPOTTER AWARD



I hereby claim a Trainspotter Award. I was reading through Frontlines when I came across an article about someone who had won £250 in one of the YS competitions. I read on and discovered that £50 went into his bank account and he spent the other £250 on a Commie 64. "The other £250?" I thought. So, I went and plugged my brain in and after a few calculations I discovered that something

jump-and-collect like say Knightbore. (Hang on, has someone slipped an ad into this letter? Oh, there's more of it...**Ed.**)

All of this for a mere £2.99 which represents terrific value for money when compared with, for instance, Underwulde. Pocket money software has finally become better than full price games.

Let me just point out before the poison pen letters arrive from the Ultimate fans that I have great respect for all software houses, but I think more highly of firms that can produce quality programs for a low price. Plus, not all budget software is great. I can name several games that aren't worth 10p let alone £1.99. It's just that for every trashy cheap game I can find two good ones. After all, a pathetic game like Great Space Race can cost the earth but I prefer to risk under £3 than over £14 and I reckon most other people would too.

P Bocij Normanton, Derby

Right, no cheap cracks at the end of this letter — well, except for that one! I agree with you about Spellbound — it's a great game for the money. My only reservation is this — would a budget game like Cylu for instance, have ever been produced if it hadn't been for that full price pacemaker, Knightlore? You can bet that

was wrong! Realising I could get a Trainspotter Award out of this I picked up a pen and started to write.

Anyhow, great mag and how about a review of Back To Skool? (Done master! T.P.)

Adam Featherston Swinton, Manchester
PS Why is the picture of Your Sinclair (in the ad in Your Spectrum 21) different to the issue I bought.
PPS I don't suppose that entitles me to another Trainspotter Award, does it?

No it ruddy well does not. But you will get one and just 'cos I'm feeling jolly generous so will our next spotter. **Ed.**

First off, I think Your Spectrum was good but Your Sinclair is superb value for money (crawl).

However, (brawl) after reading through for the umph' time. (Coo, you give me the umph'! **Ed.**) I noticed something wrong in Frontlines. I refer to the article on Ian Flory collecting his prize money. I immediately

within six months there'll be Fairlight clones and Elite clones all at under three quid. But would Fairlight or Elite have ever seen the light if all software was priced at that level? I don't know the answer so I'll just have to wait for the letters from those of you who do. Oh, and just one thing, if you do send any poison pen letters can you address 'em to Pete — we've been slipping strychnine into his coffee for the last couple of months but it doesn't seem to have any effect. **Ed.** Mmmm, I thought it tasted rather better recently. **T.P.**

ERAUQS BACK!

General congratulations on the transition from one YS to the new

SMALL PRINT

I've been flying about in Elite for a week now and haven't spotted Halley's Comet yet! (No comet! **Ed.**)

Scott Hill Cardiff
PS Love and kisses to Teresa Maughan and good luck for the new-look mag.

Anthony Empson Plymouth
(Mmmmm, and a big wet sloppy one to you too. T'zer xxx) (Yeuch! **Ed.** and T.P.)

PPPPS (As you can see this letter had a nasty attack of the editorial red pen! **Ed.**) When

'programmed' my Spectrum with:

10 LET PRIZEMONEY = 250
20 LET BANK = 50
30 LET CHANGE = PRIZEMONEY - BANK
40 PRINT CHANGE

and it kept coming up with 200.

I even put a For/Next loop around it but still 200.

Now, either send me:
1) The name of Ian's bank, or
2) A free subscription to YS for 35 years or
3) A coveted Trainspotter Award.

Otherwise I shall keep posting you Des O'Connor LPs.

Bob Shaw Jarrow, Tyne and Wear

Right, so that's one Trainspotter Award for Adam and one for Bob which makes, er...

10 LET ADAM'S AWARD = 1
20 LET BOB'S AWARD = 1
30 LET TOTAL NO. OF AWARDS = ADAM'S AWARD - BOB'S AWARD
40 PRINT TOTAL

That'll be the last time anyone questions my maths or they'll get what's coming to 'em — or rather they won't! **Ed.**

one. However, this brave move does present a couple of problems.

1) What do we call it? It was Your Speccy, now... Your Sincy? Yuck!

2) Don't give up on your brilliant machine code and utilities features — things like Samsynth!

Otherwise, it's all great stuff — well done (no, that's not a creep in disguise.)

Oh well, byebye.

Thomas 'Erauqs' Smith Lewisham

PS I couldn't give a Castlemaine XXXX who Gollum is.

1) Call the mag anything as long as it's not Your Stinky.

2) Just take a look at Max's Switcha in this issue.

Byeeeeeeeeeee. **Ed.**

using the ROM routine at address 0, try instead RAND USR 9880. Now isn't that a lot prettier?

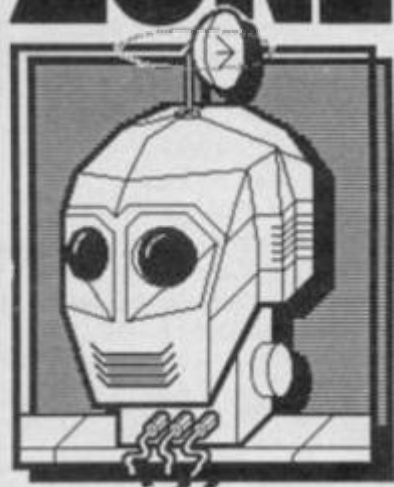
Malcolm Atkinson Rochdale, Lancs

I claim this week's Trainspotter Award because Vyvyan in ish 2 has four stars instead of three on his forehead. Make another mistake like that and I'll bash you scumbags over the head wiv a Speccy.

Michael Sellar Edinburgh, Scotland

(Trainspotter? Huh! Not only has Vyvyan got four stars on his head but since when has YS been weekly? British Rail might be getting there but you certainly ain't! **Ed.**)

HACK FREE ZONE



Are you a hexophiliac? You are? Well, now's the time to join that computer-generated, whizzo games player, Hex Loader, for some hex loaded action.

Zhzzt! Hellooo. Loader's the name, and games is my game. 'Cw you doin'? Blasting away I hope. I'm in a really good mood today, so I promise I won't have a go at anyone. No, really, I won't...okay, maybe just the one, to keep my hand... er, tentacle in.

Y'know I really wish I hadn't mentioned *Marsport* in this column. I'm up to my buss in mail about it at the moment. Puh-lease, no more! I have all the solutions I really need and probably enough to give away as firefighters. (Heh-heh). More on this in a minute.

First in the queue this month is Trevor Breeds of Welling in Kent. "I am writing to you as I must be one of the first people to reach Elite on the Spectrum..." Just a cotton-picking minute there, I don't believe this. There must be a catch. Sorry, do go on. "I did this by loading the game when the title page with 'New Commander Y/N' comes up, type 'Y'. Then when the menu 1. 'New Commander's Name.' 2. 'Save

Commander', or 3. 'Exit' pops up, select '2', enter your name and the 'press play on tape' prompt should flash up. Don't press play on tape, instead press the space bar, and the security code for Elite rating will be shown, then all that remains is to press '3' and start playing at Elite standard." Simple really. I should've known it was too easy in the life of the Speccy version of *Elite* for someone to blast their way into 'Elite' rating. Well spotted, clever Trevor, but what earthly (or even spacely) use is it?

I'd still like to see some more hints for arcade games rather than arcade adventures. Okay, so I know there are a lot of arcade adventures about, at the moment, but really, that's no excuse to play them all the time. A balanced diet is everything, you know, and troughing your way through just one type of game is puh-retty bad for you. You could end up with scirrosis of the joystick, or summink!

Ahhhhhhh! Here's one. A good old shoot 'em up. Jon Langton of Pickering in North Yorkshire writes to say how much he enjoys *Starquake* and, although he doesn't go into details about why (although I specifically asked you to do that! Waaaaah!), he does say that he knows all 15 teleport codes. Over to you, Jon. "The codes are: VEROX, RAMIX, ULTRA, SONIQ, AMAHA, AMIGA, QUAKE (near the planet's core!), ASOIC, ALGOL, EXIAL, IRAGE, TULSA, DELTA, KYZIA, and OKTUP." Great Jon, that's... "I have mapped all 512 screens, and found them to be in a 16 x 32 grid. The top 16 show the stars." Okay great thanks, Jon... "The screen with the RAMIX teleport in it is the second line down from the top, at the far right." Shuddup! Thank you Jon, that was great. (Phew!) I know this is your column as well as mine, but I like to slide a word in edgeways just once in a while.

Keith Bradley and Aynsley Herron (names to conjure with there) of Blyth in Northumberland sent me a thick wodge of paper about the amaaazing *Fairlight*. Look, I know I've covered this before, but this is such a well documented solution I had to print it, didn't we printer? (Bzzzt! Prrrp-p-p! Roger-dodger, Hex! — Peter the Printer) "Just writing to inform you that we have completed *Fairlight* without the use of any of the POKEs in the last issue..." WHAAT? Brrrt. Ting! Phzzzt. AAGH! How dare you mention that word in my column. Urgh! (Click. Bzzzzzzzzz) (Get on with it! — Ed.) "We completed the game on 14th November and were greeted by the message, 'You have succeeded in your quest, The wizard is free. The Quest continues in *A Trail Of Darkness*.' Any hints at all? "Oh yeah, plenty if..." Just a few, there's not a lot of room left, y'know.

"The items required to complete the game are the Scroll, one Cross, two Potions, the Crown, the Book and two Keys. The Wizard is entrapped in the Tower which you're looking out of on the loading screen. To free him you need to collect the scroll and the crown from the courtyard. When playing the game," Ahem, I'd like to see you do it when you're not playing the game... do go on! "It's always best to dispose of all guards, by killing

them then dropping them near a whirlwind until it takes them away. The trolls are best covered by a barrel after killing them by placing a barrel over the spot you killed them. This prevents them from reappearing.

"After collecting the hourglass cross the drawbridge, using the hourglass, and pass the troll. Follow the walls, and you will find a door hidden in one of the walls. Put the crown on view, and you'll be able to open the door. Inside the tomb, push the body to one side and push one of the siabs off. Dropping down into the next tomb, collect the book, go through the door to appear beside the cliff edge outside. Use the scroll to get back to the courtyard, and head for the room with the cross. Collect the cross and potion, and kill the guard in the room of the deadly flowers. The key you will find is the key to the Keep. You can jump past the first monk, but you'll need to throw potion at the next one and the cross at the last one. Kill one guard and climb the final stairs. Use the barrel from the ground floor, jumping on it to get you up into the last room. Give the Book to the wizard, making sure you collect the key first, and he'll change into a monk. When the monk pushes you out, you may now leave the castle, provided you've the crown, and the key for the courtyard gate. That's it! Finished! Oh, except can I say thanks to my son Steven Bradley for his help?" No you can't. I've been in a bad mood since you mentioned P*K's... Humph.

Well, it seems that everyone who bought a copy of this mag a couple of months ago has bought and finished *Marsport*, because I got a pile of letters, that would choke a blue whale, telling me how to finish the game. Paul McLean of South Shields and Stephen Roberts from

Fife were just two of the people that wrote in. Well, for those of you who haven't finished the game but would like to, here is part one of the solution by my mate Paul Harkin of Manchester:

"The first thing to do is get a weapon. Go in the down tube on Coma D2 to the Elis level. Then go to G2 on this level and get a gun permit from the supply unit. Take the adjacent tube to the Daly level. Now go to D2 on this level and put the gun permit in the key unit. You can now take the power gun from the locker. If you go to the infomat on F3, you will get a clue as to what makes the cake. The actual items are: water (D1), baking tin (A3), and flour (C2)." Pretty duff cake! Oops. "These can be joined by putting them in the factor unit on F3. The cake you receive gives you access to the bakery. The dough in the bakery can be used later. Now take the charcoal from G1 and then get down to Elis from G2. Go to C3 and enter the danger room. Take the bomb from the supply unit and shove it down the refuse chute to disarm it. You're now in sector H. Go to H3, NOT H4, and take the down tube to the Joly level. Get the gauze from the supply unit and take the up tube to laxa level. Go to C4 where the vidtex says 'Danger! Use filter to breathe'. Put the gauze and charcoal in the factor unit to make a gas mask. Enter the danger room, and the mask will protect you. Leave it in the locker for further use." He he he he he he. That's all your getting for now, my little hot dog sauces. You'll have to wait on the back burner until next time to hear the rest! Quick! No time left! Er... my fave games... *Gyroscope*, *I of the Mask*, and *Glass*. Send me letters... or my opticals will get all cobwebby! You know the address... Oh no, the end...! (Click bzzzzzzzzzzzz)

HEX'S HEROES

Wheeeee... Phut. Phut. Phut. Ahemm. That's better. It's great to get those circuits buzzing again. And without further ado, let me introduce this month's fearsome threesome, starting off with our regular wacky photo — y'know, Mr Lovely Legs, Jonathan Miller in ish 1, Snowy White the snowman from ish 2 and now we've got Nick Srepestianos of Greece pulling off a very convincing Clark Kent look-a-like. Haw Haw! Hang on, what d'ya mean that's what he usually looks like? Ooops! Anyway, Clark, er... sorry, Nick here has flown in with a rather impressive score of 2,000,000 on *Spy Hunter*. No problem for a super-man, eh Nick?

Next in the hexophiliac line up comes weirdo Noel Wallace, yea, the one who braved the problems of the joysensor in the joystick review last ish. Noel has achieved great greatness by finishing the *Rocky Horror Show*. Janet! Brad! Janet! Dr Scott! Rocky! Uughh!

And last, and probably by all means least, comes little Brett Collier, straining a smile after scoring a bounty of \$999900 in *Ghostbusters*. All too much for you, eh Brett?

Well, I can't stay 'cos Pete's after me power point for his scalectrix set. But do remember to send me your photos and high scores — the wackier the better! Ta ta... Phizz... Burp...



Nick Srepestianos
Spy Hunter/2000000



Noel Wallace
Rocky Horror Show/
Completed



Brett Collier
Ghostbusters/\$999900

THREE NEW TITLES FROM

REALTIME GAMES LIMITED SOFTWARE

...THE PROGRAMMERS OF STARSTRIKE



14.95

Microdrive

**SINCLAIR QL
KNIIGHT FEIGHT**

- ★ ADDICTIVE ARCADE ACTION
- ★ CONTINUOUS MUSIC AND SOUND EFFECTS
- ★ UP TO 21 MOVING FULL COLOUR SPRITES
- ★ ONE OR TWO PLAYER GAME OPTION
- ★ JOYSTICK/KEYBOARD

Real arcade action for your QL. Surreal adventure. A knightly quest astride a powerful mount over uncertain terrain.

7.95 Tape



**SPECTRUM + 48K
STARSTRIKE II
SHADED 3D**

Forget just vector graphics. Now you can have real shaded 3D, solid objects that pass behind one another. A space shoot-em-up which is more addictive, has more game and has more powerful graphics than starstrike.

ALL ACTION ARCADE GAME



7.95

Tape

**CBM 64
ARGONAVTICA**

Arcade adventure from ancient Greece. Large colour sprites. Highly detailed graphics and game play.

(Unlikely to be available before Christmas)

Available soon:

- ★ Starstrike II (Amstrad)
- ★ Argonautica (Amstrad/Spectrum)

Don't just take our word for it
SEE FOR YOURSELVES!

I enclose cheque/P.O. for £.....payable to:
 Realtime Games Software Ltd., Prospect House, 32 Sovereign St. Leeds LS1 4BT 0532 458948
 Rush me: Knight Flight (QL) £14.95 Starstrike II (Spectrum) £7.95
 Argonautica (CBM 64) £7.95 Starstrike (Spectrum) £5.95
 Starstrike (Amstrad) £6.95

Please debit my Access No.



Name.....

Address.....

SHOTS

COSMIC WARTOAD

Ocean/£7.95

Gwyn Wanted: a hero. Must have: nerves of steel; accurate marksmanship; goggle eyes, green, slimy skin and webbed feet! Yea — who wants to look like Harrison Ford when you can be a Cosmic Wartoad? And with your Queen transformed into a (Yuk!) human female by the 'orrible Rygellian Slime Beasts (Boo!), and chained beneath a descending buzz saw (Gasp!) then you have no time to lose.

Ninety, real-time minutes is the limit as you cross the void of Rygellian Time Nodes via your Cosmic Willy. Cosmic Willy? Who but Denton Designs could provide not a cursor but a tadpole? The Slime Beasts ain't glad to see you though when you arrive at a node you'll find a welcoming committee. Defeat this and you can occupy the node, but blow it and you lose a life and return to the previous node. Lose three lives (Oh no!) and you're returned to the start, but the chainsaw is ever nearer your prone Princess.

Don't worry if you don't fully understand all this nonsense . . . sorry, wildly exciting plot. The arcade action element as you travel between nodes takes three distinct forms, of graded difficulty. You'll have to clear the screen before your arrival is established, though with Slime Pawns reproducing and Sludge Slugs falling on you it's no picnic (Aww, and I bought the ants!).

Between bouts of frantic blasting comes the strategy element that sorts out the toads from the tadpoles. Your path across the eight by eight Time Grid allows for different courses, and some nodes are more useful than others as they provide Time Tunnels, if you can find the keys. You'll need others to recharge your gun. And all the while you'll be seeking to avoid the worst foes and collect the objects that you need to free the Queen.

With its iris-ing windows and great graphics the game is as stylish and idiosyncratic as you'd expect from the people who gave you *Frankie*, and it's pretty difficult. But who could resist when the prize for success is a webbed hand in marriage — and the price of failure is that you get to carry her home in two separate bags!

Okay, Einstein, get this! If you want to cross the road of time faster take a Time Tunnel. An unlocked link turns white and stays that way, but first you'll need a key — see!

Purple means power, not Prince, in the Rygellian Void. Nodes like this give you a chance to recharge the batteries of your Constant Recoil Alpha-Pellet Gun . . . and even Rambo ain't got one of those!

Here's Willy, your cosmic cursor, all ready at the start to move you one square at a time towards your goal, the bottom left hand corner.



And here are the bits and bobs that no self respecting Wartoad could be without on a rescue mission. Things like an Intergalactic Whisk and a Chronosynclastic Stanley Knife which are littering the void.

Here are the keys to taking the Tunnels, and luckily the Slime Beasts have left them lying around the nodes. Locate them and you too can start the parked car that blocks your passage.

If your shooting's up to scratch you'll see the bar chart indicate a reduction in Slime power by turning from yellow to white. The real nasties rate red status though.

Handsome beast, aren't you. Quite an amphibious Andrew Ridgely. Gun raised you're having a go at the nasties in an ordinary, cyan node.

One type of opponent, the Slime Master and accompanying Pawns. They're small and deadly and reproduce at a frantic pace to protect their Master and attack you!



And here she is, the Queen, the chainsaw out of sight above her. Can you fight through to reach her before she croaks (Sorry!)?

Along with the accompanying score across the way, this is how you measure your progress. If you can get a good enough differential you have the chance to temporarily neutralise the oppo with a Times Ultrasonic Robotic Defender!

Raving reviewers Luke C, Alison Hjul, Gwyn Hughes, Steve Malone, Max Phillips, Rick Robson and Rachael Smith, are back with this month's great games. Even Troubleshootin' Pete's got in on the act!

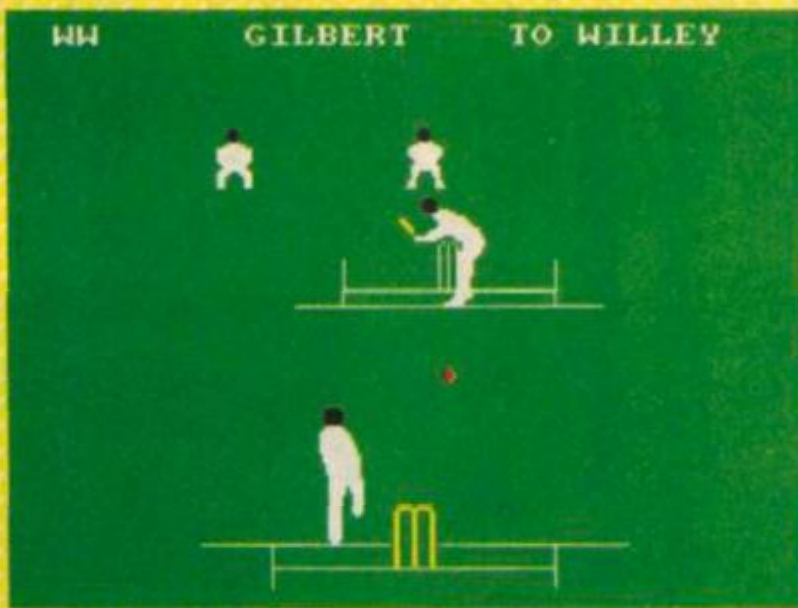
Graphics	■■■■■■■■■■	8
Playability	■■■■■■■■■■	
Value for Money	■■■■■■■■■■	
Addictiveness	■■■■■■■■■■	

GRAHAM GOOCH'S TEST CRICKET

Audiogenic/£9.95

Rick That Golden Boy of Leytonstone, Graham Gooch often looks good but fails to deliver on the cricket field, and I'm afraid the same goes for the simulation that bears his name. Gooch is known as Zapata to his colleagues 'cos of his habit of taking siestas during a game — and I think the programmers must've dozed off half way through this one.

The game purports to simulate 40, 55, 60 overs and 2 innings games. You also have a two player facility as well as the trad computer opposition. You can punch in your own team or accept the program of current England/Australian players — more accurate here



than some football games I could mention. You give the players their batting and bowling averages and must pick a wicket keeper. The computer rejects too low an average but not very high ones, regardless of batting order, so your number 11 can average 100 with the bat. The computer seems to completely disregard this anyhow during gameplay — so is it all just padding anyway?

The gameplay's really peculiar. We all know one day games and Gooch in particular, zap along, but at 12-15 runs an over? The graphics give you a behind the bowler's arm close-up — good bowling simulation here — showing batsman, 'keeper and slip. When the ball

is struck you get the same view of the off or leg side — and you've no choice of field placings. You can control line but not length or speed when bowling. When batting you have minimal control over whether you defend or attack — but you only have two shots within that mode. Technically, you have more control in the two innings game — but it still rattles along at the one day rate, and very low scores regularly ensue.

So, if you're a real fan of leather on willow this one's worth a very cautious look.



SCREENPLAY



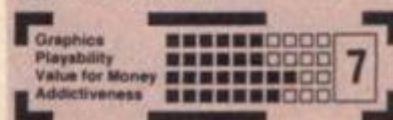
Macmillan/£8.95

Rick *Screenplay* sets out to provide not just the technique but also the means to make your own films. Of course, to realise such mega-ambition you need access to a video that'll automatically record the program you've compiled. But even without it you can still create a finished article which you've scripted, plotted, produced music and sound effects for and finally shot and edited.

As in other Macmillan packages the accompanying booklet is crucial. It gives a brief history of the moving image from the Victorian 'flickers' through cartoons to cinema and TV.

The software has five basic menus each with its own subs. Wordshot is the simplest — use it for dialogue but perhaps most usefully for story boards. Sound track — is just that. The Speccy's musical abilities are limited but this'll let you compose simple tunes in C (bass or treble), in various time signatures. Don't expect too much and you won't be disappointed. Action — the nuts and bolts of your film. It allows you to build sprites on a 16 x 24 grid. A two grid sprite will give you simple animation. Screenshot — lets you design the fixed backdrop and scenery. It uses the same grid as Wordshot. It's a simple art package with several facilities, including free hand drawing plus various paint/pencil/colour/shape options. Finally Take 1 lets you edit your final production, getting six frames to a shoot including up to 12 sprites.

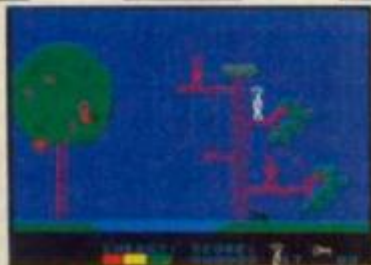
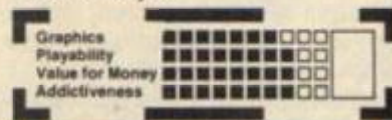
Your productions with *Screenplay* won't be on the Steven Spielberg scale and a casual user may soon be frustrated and disappointed. But it's an informative package and if just one person discovers the magic of the movies through it, then it's worth it.



RAIDERS OF THE LOST RING

Arcade Systems/£5.95

Steve Indiana Jones has been a gift for programmers ever since he burst onto the cinema screens so the basic plot is familiar — visit the screens and collect the keys. Each of the screens (or the ones I managed to get to anyway) is set in the jungle and you have to swing through the trees to get your paws on those elusive keys.



JUST IMAGINE

YOUR PROGRAM NEEDS A FLASHY PICTURE FOR ADVERTS AND A TAPE INLAY CARD.



WHICH ARTIST WOULD YOU LIKE?

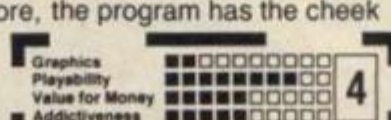
- 0) ----- NO ARTWORK -----
- 1) MAD MAGGI.....£250
- 2) POXY PAUL.....£500
- 3) COSTLY CHRIS.....£750

Central Solutions/£3.99

Steve A strategy game based on the software industry can only mean one thing — someone in the biz has succumbed to the overwhelming desire to stare lovingly at his own navel!

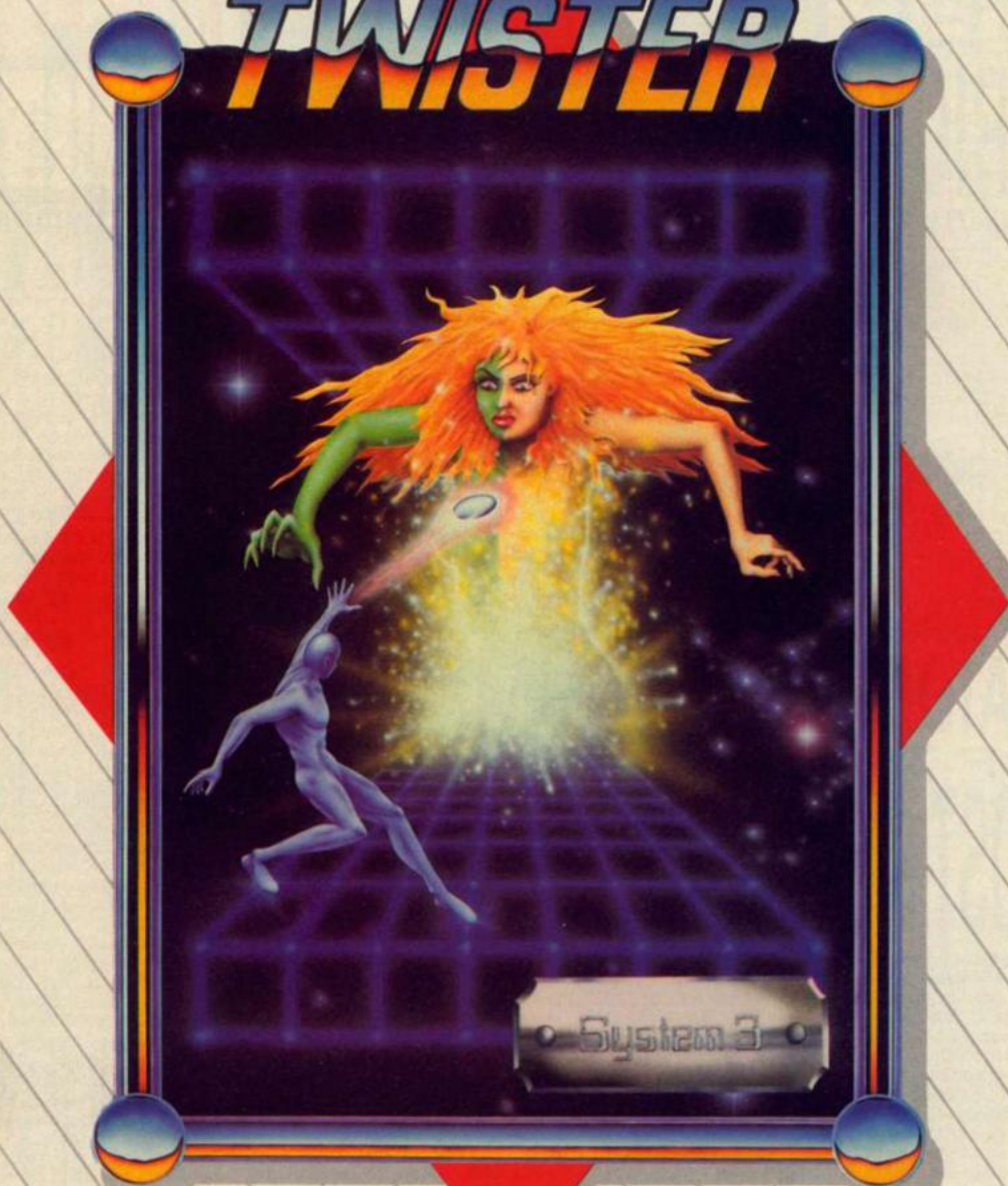
The concept of the game is very similar to *Software Star*, written by Kevin Whatsisname of *Football Manager* fame, that came out about a year ago. You have to hype your product like mad, for as little as possible, to shift those units.

Trouble is, this game lacks the polish of *Software Star*, and could've done with some roadtesting and tightening up before release. That might have removed some of the irritating number of keypresses required and some of the more obvious decisions you're asked to make. What's more, the program has the cheek to suggest that software reviewers can be bribed! (Incidentally lads, my cheque never arrived this month).



SHE'S COMING

TWISTED TWISTER



Available for

Spectrum 48k, CBM 64/128, All Amstrads, All
48k Ataris, Atari ST, BBC B, MSX

ALL TAPES AT 7.50

Amstrad, CBM 64/128, All 48k Ataris

ALL GAMES ON DISK 10.99

Atari ST (Disk only) **21.50**

SYSTEM 3 SOFTWARE, SOUTHBANK HOUSE, BLACK PRINCE ROAD, LONDON SE1 7SJ
TELEPHONE: 01-735 8171, TELEX: 295555 LSPG

Imagine/£7.95

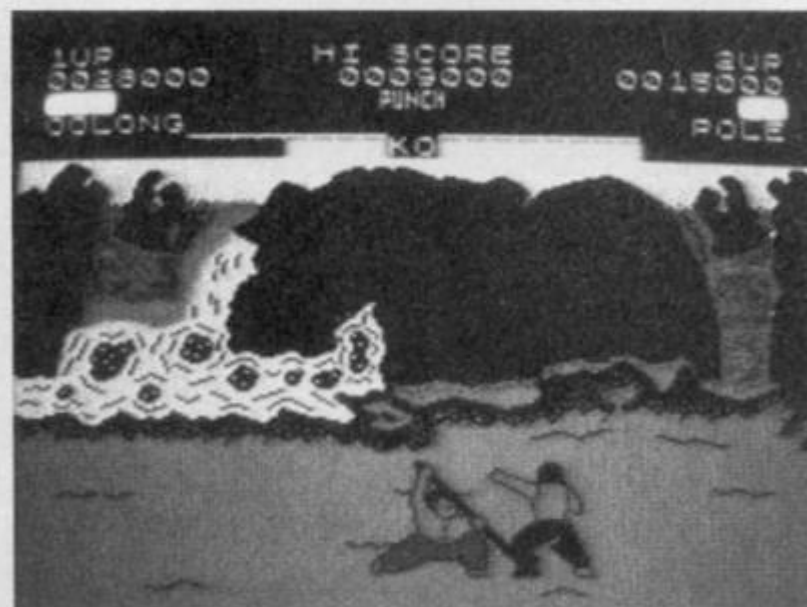
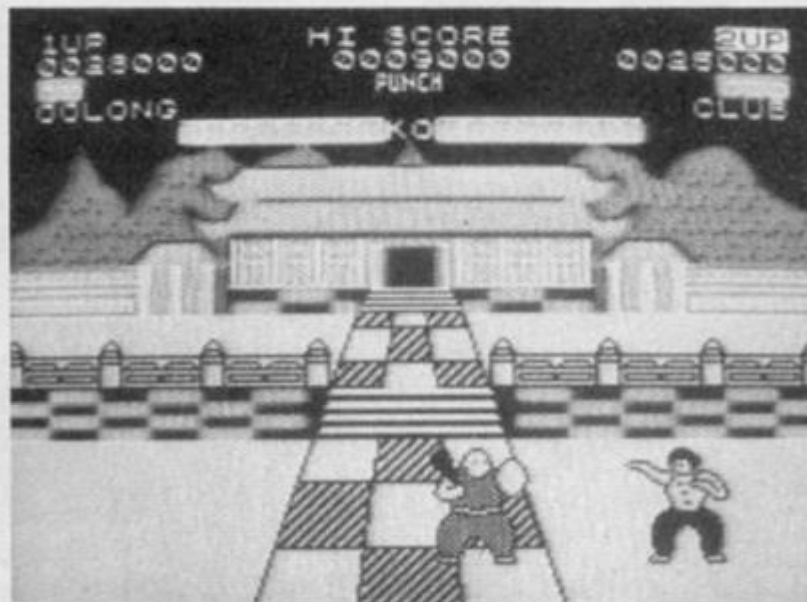
Allison Yieaaaarrrriiiiiieeumph! That's better — there's nothing like a spot of Kung Fu clobberin' to unclog the tonsils. Yes, we're back on those well-trodden ways of the exploding fists with this conversion from the arcades.

You play Oolong as he hops, skips and punches his way to a grandmastership by defeating a string of nine deadly opponents. Each adversary is different in style and approach and each has a weakness that you must discover and use to your advantage. Take Buchu, the first fighter to face you — a fat devil who nevertheless flies through the air with the greatest of ease. But a series of straight punches to the paunch will lay his flabbiness flat out. Similarly, the rest of 'em come tumbling down as soon as you've mastered the sixteen different possible moves, each of which scores you a variety of points.

Yie Ar has the edge over its opponents if you're looking for variety but still want a fairly faithful martial arts simulation. Like *Kung Fu*, it junks realism for spectacular effects but it still captures the spirit of the sport that lies somewhere between circus acrobatics and a Glasgow brawl. By comparison, *Fist* looks about as dangerous as a Japanese tea ceremony but it's still the one for the karate purists.

The only problem I found with *Yie Ar* is that it's just too easy. It only took half an hour to reach the final opponent, the Kung Fu master himself, and I was within one blow of toppling him. Unless you're into notching up the points you may just find that your interest starts to wane once you've faced all the foes. Or perhaps I've just played too many similar games.

YIE AR KUNG FU



Nevertheless, a good introduction to painless punching if you're into Bruce Lee but bruise easily.



GUNFRIGHT



Ultimate/£9.95

Gwyn Howdy, pardner, and look what jest rode into town. There wuz a time when the newie from Ultimate meant makin' for the saloon but nowadays.... well, we's none of us too sure if they're goodies or baddies.

Hey, I think I recognise this partic'lar varmint. It's that fellah *Nightshade* with a cowboy hat. Sure is the same technique used to draw the western town, the same animation of the central figure.... and darn me, if the plot ain't mighty similar too.

This time you take the sherriff round the town, shooting bandits and avoiding the populace which consists mostly of sassy women who scuttle into you and kill you. I'd rather face up to the James gang, though don't get gun happy with a local lovely or you'll pay fur it out of your bounty. That leaves less money to buy bullets, the price of which rockets faster than a mule that's sat on a cactus. And talking of quad-ru-peds (Ker-spitt! KLANG!!) there's a hoss to be found aroun' town, though as it's of the panto rather than the pinto variety you'll have to do the runnin'.

Now most of the rogues are jest Mexican marauders who sit there waiting to be shot, but every so often you'se gonna meet a gen-ew-ine grade A outlaw, and that's when you'll need all your quick draw marksmanship. Only, darn it, if I didn't wander fur so long without meeting one.

What ah'm tryin' to tell yer is that despite the mildly economic overlay of bullet an' hoss buyin' and bounty collecting, this is another Ultimate repeat and if you didn't have *Nightshade* and you're a fan of shoot 'em ups set among durn purdy pictures it'll make you whoop with joy.



Central Solutions/£3.99

Rick A double-sider of dubious quality from Central Solutions. It might have you in two minds — bin it or swop it!

Dungeon Dare's not a bad little mixture of platform and maze arcade. But a dose of sound effects don't cover up the dearth of imagination involved in the program. Basically you're an explorer trapped in a dungeon, except the graphics prefer to show you as a green blobby thing. You wander in and out of rooms spread over sixteen screens collecting the 38 (or is it 46 — they can't make up their minds) keys necessary to escape. Along your merry way mind the monsters and munch the energy pills — energy loss is a big enemy. The little buggies have a constant horizontal/vertical motion so it doesn't take long to learn how to evade them. Not for the experienced gamer — though I must admit games like this can have a mesmeric hold.

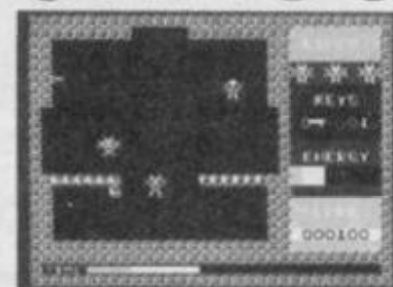
And the tape'd be better without *Classroom Chaos* — a graphic adventure of such monumental boringdomness that any school lesson would seem thrilling in comparison. The school's Gold Cup has been stolen (the bell was the only thing that went at our school) and the head thinks it was you.

The game bears no relationship to the crop of school goodies like *Skool Daze* and *Mikie* out at the moment — but is designed for goody-goodies, toadies and anoraks, which of course no self-respecting Specky owner would claim to be. People like that own BBC's.

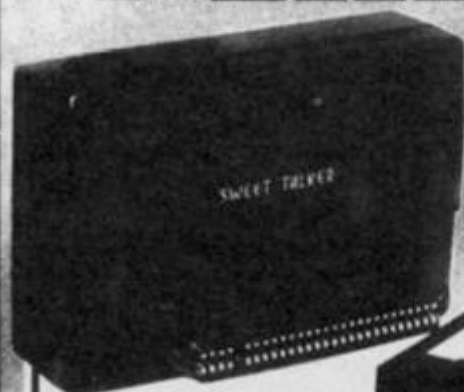


DUNGEON DARE

CLASSROOM CHAOS



PERIPHERAL POWER



CHEETAH "SWEET TALKER"

Based on an allophone system, program any word or phrase, providing unlimited speech. Now make your Spectrum talk. Compatible with Interface I & II and Spectrum +

£24.95



CASSETTE/DATA RECORDER 500

For your home computer, will allow easy loading of even the most stubborn program. Features include save indicator, mains/battery, accepts standard computer leads and 5 pin DIN connector. Also provides exceptional audio quality for fine listening.

(Batteries not included) **£24.95**



MEGASOUND

For 48K Spectrum and ZX Spectrum +. Achieve amazing sound capabilities that your Spectrum has been lacking. Just plugs into the user port at the rear of your computer and amplifies sound through your T.V.

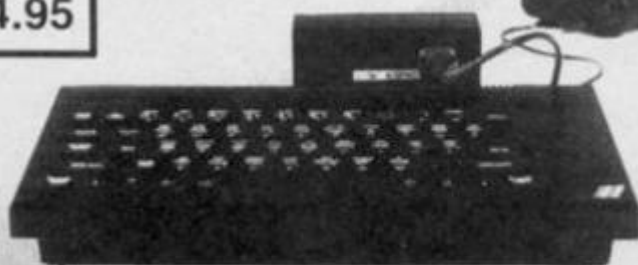
£10.95



125 JOYSTICK

Compatible with ZX Spectrum. Four extremely sensitive fire buttons. A built in auto-fire switch provides continuous shooting at the touch of a fire button

£8.95



SPECTRUM JOYSTICK INTERFACE

Simply plugs into the user port at the rear of the computer and accepts any Atari style joystick including Cheetah 125, Quickshot and Kempston. Comes without rear edge connector at

£9.75

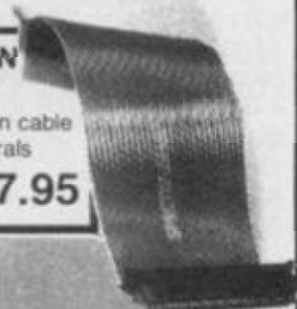
or with connector which allows other peripherals to be stacked up at

£12.75

56 WAY EXTENSION CONNECTOR

Cheetah's 6" long extension cable enables Spectrum peripherals to be distanced from your computer

£7.95



AERIAL SPLITTER

Cheetah's neat splitter unit complete with self adhesive pad allows you to keep your T.V. and computer aerial leads plugged in without disturbing the picture

£2.25



SPECDRUM

8 digitally recorded real drum sounds. Extra sounds can be loaded from tape, creative, educational and fun. The most exciting peripheral ever developed!

£29.95

Latin Kit & Kit Editor **£3.99**



HI-STAK FEET

These instantly applied stick on feet for your ZX 81, Spectrum, New Brain, VIC, TRS etc. tilt the computer and make your keys easier to see and more enjoyable to use, allowing smoother programming.

£2.99



R.A.T.

The Cheetah Remote Action Transmitter is the most sophisticated computer controller available! Infra red transmission - so there are no leads trailing across the living room. Touch control, extremely fast, can be used with Cheetah RAT/Kempston compatible software. Complete with receiver / interface.

£19.95

All Cheetah peripherals are manufactured to the highest possible quality standards and carry a full 12 month warranty

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

Cheetah products available from branches of
WOOLWORTH **W.H. SMITH**
 Spectrum dealers and all good computer stores.



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

2112 AD



Design Design/£7.95

Gwyn Let me make one think clear — I don't like dogs! And this game features a dog, though it's a robotic one so at least it doesn't foul the foot-paths. Poddy is the pooch and in theory he's quite invaluable, carrying things for you, blocking enemy robots — all the things you'd expect of a K9 clone — only I kept finding he was in my way or not waiting with me at a door I wanted to go through.

But that said there's a whole heap here that compensates for the robotic Rover's presence, not least being the plot line. This has the London of the future turned into a computing complex, a maze which gives new meaning to the phrase tangle of bureaucracy. However, if you and Poddy can locate the ROM card codes scattered around you can then disable the tyrannical main computer that's busy controlling various robots of its own to stop you. It fancies another 500 year term of office!

Probably the neatest feature of the game is its graphics, slightly reminiscent of *Marsport* though with depth, so that as you move into a screen it scrolls down and partitions disappear to let you see what lies behind them. That could be anything from the invaluable and inevitable keys to the more dubiously useful, though don't neglect anything, just in case.

As you wander round the corridors of power you'll come across certain problems that are beyond mere picking up. Now it's all down to icon control. While the options are varied it takes a while to get used to them all and they're not printed in the instructions, just via an on-screen Help. There are also several layers of them which can take some flipping through, though eventually they work okay.

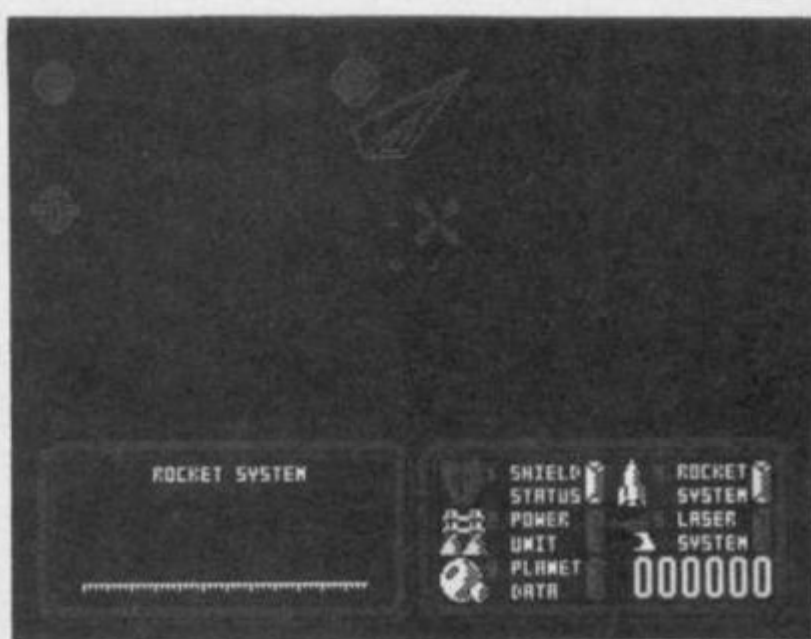
All in all a clever arcade maze adventure with some original touches, and that includes Poddy — even though I found him a bitch!

Graphics: ██████████
 Playability: ██████████
 Value for Money: ██████████
 Addictiveness: ██████████ **9**

BATTLE OF THE PLANETS

Mikro-Gen/£9.95

Luke As you've no doubt gathered from the title, we're deep in space for this game ... and if you're looking for a quick comparison, *Elite* is the nearest.



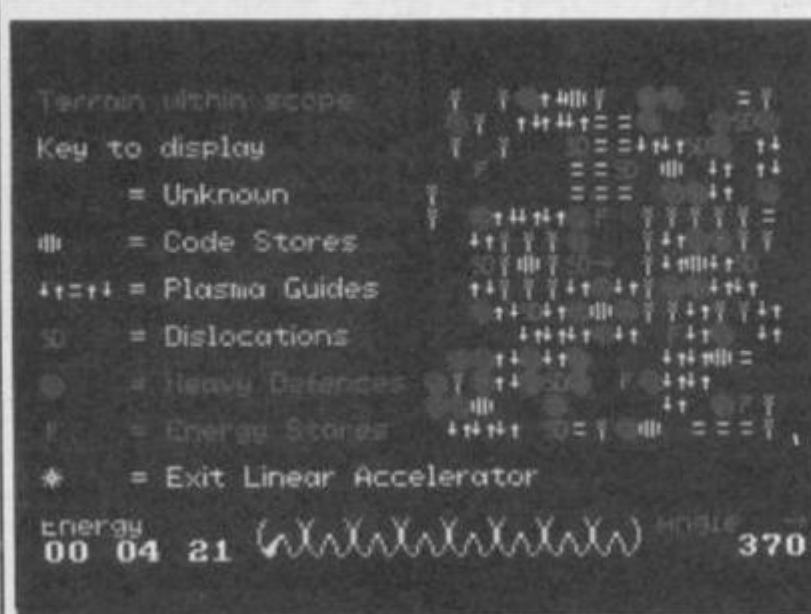
As captain of the good ship Phoenix, it's your unenviable task to quash the evil Zoltar who's declared war on the five planetary systems in your universe. No problem ... if you've got a joystick that is — without one, the keyboard controls turn into a nightmare that'll tie your fingers in knots! With five status screens to keep your eye on, planets to land on and alien spaceships to dodge and destroy, you've got your work cut out.

The idea of the game is to put up such a good fight against the invading aliens that they take the hint and find some other universe to destroy. But there's oh so much more to it than that! This is not your average 'zap 'em up' game. The alien craft all have different characteristics, and judging a spaceship's

speed as you home in for the kill is something you'll get the hang of only after much experience. And something else that'll take time is landing the Phoenix on a planet's surface, plus negotiating the hyperspace gates ... but it's all good fun and if you've got a spare couple of hours to practise, very rewarding.

The graphics are fast and extremely well-constructed. The screen format looks a bit confusing at first but, like the keyboard controls, all becomes familiar after a few games. Just don't panic if you don't stay alive too long on your first time out behind the wheel ... it'll all come together if you hang on in there.

Graphics: ██████████
 Playability: ██████████
 Value for Money: ██████████
 Addictiveness: ██████████ **8**



THE FORBIDDEN PLANET

Design Design/£7.95

Alison Hurtling across the menacing terrain of the Forbidden Planet in a frenzied attempt to suss out the Evil

Lord's final message from the snippets scattered around the planet, you're thwarted in your mission by the planet's relentless defence systems.

Tourists to the Forbidden Planet get their kicks from blasting their way through a multifarious selection of flash hi-res A.A. towers, dodging giddy guided missiles and through being knocked off course by the Planet's system of formidable force field networks.

A natty accelerate option will speed up your journey — use it 'cos time's in short supply and, with persistent pelting from enemy missiles, your energy dwindles fast.

But even the most seasoned adventurer is likely to come a cropper doing his business in a strange land.

So a handy map is provided to show you not only where the elusive bits of code are hidden or where you can top up your energy, but also to point out the whereabouts of the hazardous heavy defences.

Forbidden Planet's a pace racing, addictive game — shame it crashed when I was just beginning to clock up a reasonable score!

Graphics: ██████████
 Playability: ██████████
 Value for Money: ██████████
 Addictiveness: ██████████ **7**

Tour London from your Armchair with...

LONDON ADVENTURE

A Challenging Adventure for the 48K Spectrum



Available by mail order only,
Cassette £4.95, Microdrive £6.75 (inc. p & p).

Fridaysoft

Unit F, The Maltings, Station Road,
Sawbridgeworth, Herts. CM21 9JX.

POOLS

SPECTRUM

WITH PREDICTOR

PLUS

FREE RACING ANALYSER

14,000 MATCH DATABASE

After three successful seasons, we know a thing or two about successful pools prediction on home computers. Things like seven powerful methods of analysing form. Like a massive database and easy data entry. Not forgetting tuning facilities to let you improve your forecasts as the season progresses. We've combined all of these and much more into the 1985/86 version of our renowned Football Pools Predictor Program. And to complete this outstanding punter's package, there is a free Racing Analyser Program to let you analyse any race using the racecard from your daily paper. Now beat that for value!

BOTH PROGRAMS FOR ONLY

£8.99

MAYDAY SOFTWARE

181 Portland Crescent
Stanmore, Middx. HA7 1LR

QUAL-SOFT THOUGHTWARE Sports simulations

At last, for the 48K Spectrum, an INTELLIGENT MANAGEMENT GAME for the knowledgeable soccer enthusiast!

In 1966 Alf Ramsey proved that English club soccer players, with intelligent management, could not only dominate European club football, but could take on, and beat the rest of the world at International level. Could you do the same in...

Tape 1 (Qualifiers)
+ Tape 2 (Finals)
+ 20 Page Booklet
£9.95

MEXICO '86

A WORLD CUP MANAGEMENT SIMULATION

DISC
Qualifiers + Finals
+ 20 Page Booklet
£12.95

Summer 1984 and English International football is at its lowest ebb. We have failed to qualify for the European Nations Cup, and had a string of very poor International results. In a few months we will set out on the '86 World Cup qualifying trail. You have been given the most important job of restoring English pride in their football. You have a match in Paris, the USSR at Wembley, and a South American tour, to assemble a team, first to qualify, and then to beat the world's best in Mexico.

TAPE 1 (Qualifiers)

- ★ Current squad of 16 players + 20 user defined players.
- ★ Friendlies in Paris, at Wembley + South American tour.
- ★ ANY team formation you choose. 2 from 5 substitutes.
- ★ In match tactics: any no. of individual player adjustments.
- ★ Your qualification group: full results and table.

TAPE 2 (Finals)

- ★ Choose a 20 man squad to take to the finals.
- ★ Group of 4 prelims. 16 to final knockout comp.
- ★ Extra Time, PENALTY SHOOT-OUTS, where relevant.
- ★ Formation and strength information on opposition.
- ★ 2 from 9 substitutes (the FA tells us so).

ENGLAND'S GAMES: FULL PITCH, 22 MAN, 3D GRAPHICS & SOUND EFFECTS

QUAL-SOFT comments: With 5 levels of play, 12 depths of sophistication, and "fun" graphics, this game can be enjoyed by an 8 year old youngster as a "fun" game, and by the most sophisticated as a tactical/strategy challenge of the highest order.

QUALSOFT GUARANTEE: We will send your package by 1st class letter post on the day we receive your order with PO, cheque or ACCESS card authorisation. Programs are IN STOCK because we manufacture them!

* The use of the name Mexico '86 does not imply any association with FIFA.

QUAL-SOFT
Dept. YS
18 Hazelmere Rd.,
Stevenage, Herts SG2 8RX

Tel: 0438
721936

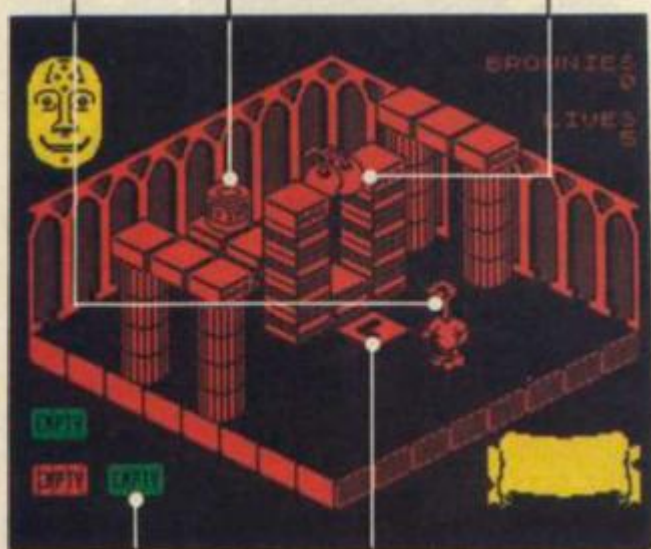
SPECTRUM
48K

Name:
Address:
.....
Access No. (if applicable)

Meet Sweevo, the world's least attractive android. Marooned here on Knutz Folly he has to overcome close encounters of the most absurd kind to reach Active Status.

Here's his first task — collect the can in case he needs it later. But as he can't leap up he has to get onto the catwalk some other way.

Problem one: the elevator doesn't stop for canned goods but goes straight to fresh fruit — and I promised not to mention that. Jump, Sweevo!



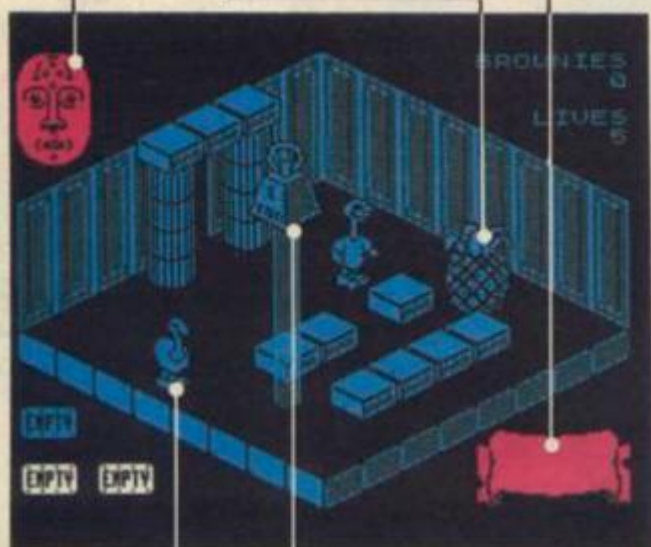
If he reaches the tin it'll appear here, in his inventory. The current space or object is indicated by a constantly rotating flash.

That L doesn't stand for learner but lift, because that's what this panel is. Only it might mean that Sweevo doesn't stand an android in 'ell's chance.

And this is how you tell your status. A big sappy grin indicates all's acy-deucey, but that's only four steps from the skull — and guess what that means!

Okay, I'll tell you about the fruit. Here's the revenge of the pineapples. Bump into it four times and you're officially Dead!

Any messages appear down here. They range from Sweevo's status to little words of encouragement — such as 'Cor'.



Ah, a goose. This means that there's a Boo to be obtained nearby, and you can use this to stun the foul fowl and make it lay an egg, if you sneak up on it.

What a dangerous place to leave a ton weight. Moving through the beam below causes it to fall, but if you dash you can just get through in time.

Gargoyle Games/£7.95

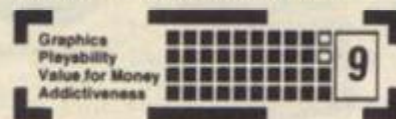
Rachael Sweevo is a robot. Sweevo is to robotics what Castle Rathbone is to peace, calm and order. Sweevo is a walking disaster. Sweevo makes me laugh.

I don't know quite how they've done it but Gargoyle, better known for celtic bover boy Cuchulainn and outer space saviour Commander John Marsh, have suddenly demonstrated that not only do they know what to do with an Ultimate-style 3D adventure — they can also do it with great good humour.

Certainly Sweevo himself helps. He's the runt of an E.T. litter, possessed of the wide eyed innocence that made Stan Laurel so hilarious. Then there's the nature of his world, littered as it is with cans, teddy bears and ton weights on fragile supports. And its inhabitants number goose stepping dictators, not to be confused with geese themselves or horrible little girls. But even if fools rush in where angels fear to tread, Sweevo has to hold back because the floors sprout strange Noddy characters and fingers which are likely to kill the idiot android in a most undignified fashion. And that's not to mention the fruit!

The gameplay adds to the charm though. The puzzles aren't always too difficult, though some are fiendish, but solving them calls for delightful applications of lateral thinking. And if this wasn't all good enough there's the attention to detail, those little touches that make even losing your final life and getting not the message 'Dead' but 'Deader', bearable. The game is ludicrously playable — over four interconnected levels that should take an age to map — and highly enjoyable. It also boasts the silliest scoring system going, with percentages, Brownie points, and bonuses.

Get Sweevo — it proves that even a Gargoyle can smile!



SWEEVO'S WORLD

HOT SHOT

MYLA DI 'KAICH

Global Software/£2.95

Rachael Excuse me, I think I'm having a migraine. No, it's just the graphics in this game, which are brighter than even Jeff Minter's most psychedelic nightdress. And what's worse, when you lose a life they flash through every colour combination imaginable.

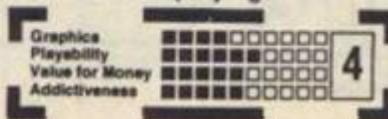
Myla di 'Kaich turns out to be a space store gone mad, which doesn't help your search for the twelve spare parts that'll let your ship leave (though I'd settle for an aspirin). Each of



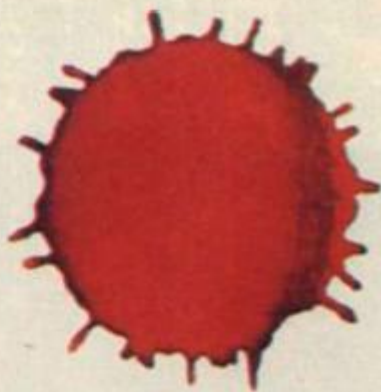
the fifty screens of this lunar labyrinth is jam-packed with travelators, lifts, shifting floors and floating nasties.... very much like my local supermarket, in fact. It really is one of the busiest, most open

plan collecting games I've seen. Owing to the eccentric layout and odd graphics it can even be difficult to get from one side of a screen to another.

It's all more of the same only a bit different this time, if you see what I mean. At the price it may amuse diehard fans of the game-type — but wear your shades while playing!



THE



Young

ONES

**SPECTRUM
AMSTRAD
MSX
COMMODORE**
£7.95

Orpheus Ltd., The Smithy, Unit 1, Church Farm,
Hatley St. George, Nr. Sandy, Beds. SG19 3HP
Tel. Gamlingay (0767) 51481/91 Telex 817117 ETHGEN G



Please send me
_____ copies of THE YOUNG ONES @ £7.95
P&P FREE (UK only); £2.00 P&P overseas.

Name: _____

Address: _____

Please make cheques or money orders payable to Orpheus Ltd
and send together with your order form to:
Orpheus Ltd, The Smithy, Unit 1, Church Farm,
Hatley St. George, Nr. Sandy, Beds. SG19 3HP.



SPECIAL XMAS OFFER!

2 GAMES (WORTH £10) WITH EVERY REPAIR

NOTE OUR PRICES AND WATCH

REPAIRS BETWEEN / £9 AND £15

OTHERS FOLLOW THE LEADER

EXPRESS SPECTRUM & BBC REPAIRS!

In all U.K. with While-u-Wait repairs!

with INTERNATIONAL repair service!

to charge **LOW PRICES** for the smaller repairs! (e.g. £9 for keyboard faults)

FOR SPEED - "One firm at least can effect any necessary repairs over the counter in 45 minutes. Based in Manchester, MANCOMP can offer what is arguably the **FASTEST** turnaround in the business to personal callers" CRASH Magazine JUNE 1985.

FOR LOW PRICES - "My Spectrum blew recently, I took it to MANCOMP, who fixed it in 8 minutes! and for less than £10! They are local, 'clued up', and blindingly efficient!" 4 HEATONS DIGEST.

FOR REPUTATION & HELPFULNESS - "I have come across a firm that will be more than willing to advise you as to how to remedy your problems. They are called MANCOMP and as well as repairing faulty Spectrums, are also quite willing to discuss your problems with you and offer reasonably cheap and more importantly **CORRECT CURES**" Phil Rogers POPULAR COMPUTING WEEKLY JAN 85.

FOR PROFESSIONALISM - "Of all the repair companies 'Sinclair User' spoke to, MANCOMP seemed the **MOST PROFESSIONAL** when it came

to advice and a helpful attitude" AUG 85.

FOR HONESTY - We let you

watch your computer being repaired and if there is nothing wrong with it, we will tell you!!!

THIS IS WHY Spectrum users from London, Cornwall, Scotland, Birmingham, Liverpool, Coventry, Leicester, Glossop, I.O.M., etc. AUSTRALIA, AUSTRIA, BELGIUM, EGYPT, EIRE, GERMANY, HOLLAND, KUWAIT, NORWAY, PAKISTAN, PAPUA NEW GUINEA, SAUDI ARABIA, SWEDEN, SWITZERLAND and ZIMBABWE - send their Spectrums to MANCOMP for repair!

- 24 TURNAROUND ● NO-QUIBBLE GUARANTEE
- NO HIDDEN COSTS.

EXTRA-SPECIAL DISCOUNTS FOR EDUC INST., H.M. FORCES, CHARITIES, HOSPITALS, ETC!

WHY DELAY? For FREE no-obligation estimate PHONE OR SEND YOUR SPECTRUM TO MANCOMP FOR THE FASTEST AND CHEAPEST REPAIR SERVICE AROUND!

MANCOMP LTD
(Dept. 1 YS/3/88)

Printworks Lane, Livershulme, Manchester M19 3JP
Phone 061-224 1888.
OR 061-224 9688.
OPEN MON - SAT 9am to 7pm
WE ALSO REPAIR APPLES, I.B.Ms, APRICOTS and EPSON & OLIVETTI PRINTERS!!!



The 1st choice

HISOFT

High Quality Microcomputer Software

Product Price Table

Machine Product	Spectrum	Amstrad	MSX	CP/M	QL
Pascal	25.00	29.95	29.95	39.95	
Devpac	14.00	21.95	19.95	39.95	19.95
C	25.00	34.95		*	(MON QL)
Ultrakit	9.45				
Font64		7.95	(Font designer/screen dump)		
The Knife		12.95	(CP/M disc editor)		
The Torch		12.95	(CP/M disc Tutorial)		

All prices in £ sterling. *Coming soon!

Here's what other people say about HiSoft Software:

Our Customers:

C "more addictive than any arcade game" R. Walker

Devpac80 "a brilliant piece of software" A. Brown

Ultrakit "a great acquisition" J. Le Page

The Press:

Pascal "if you wish to teach yourself Pascal ... you won't go far wrong to buy HiSoft's Pascal" PCF 1/84

Devpac "it is impossible to recommend any other development package for the Spectrum" ECM 4/84

C "the most welcome addition to the Spectrum catalogue since Sinclair introduced the Microdrives" Sinc. User 12/84

Font64 "the manual is clear ... very simple to use" PCT 7/85

These are only a few of the glowing comments that we have on file showing that user and critic alike find HiSoft software offers a refreshing change of style.

We produce and market a wide range of high quality, professional and well-documented software packages for the popular home micros. Our type of software is becoming increasingly more popular as people get tired of zapping aliens and want to put their brains to work; learning new computer languages (Pascal, C, Devpac), investigating their computer's power (The Knife, The Torch) or being artistic (Font64), we have it all. Please feel free to write to us or 'phone for full technical details of any of our products. The above prices are fully inclusive and you can order directly from us or through your local computer shop.

Programmers: we are currently seeking to engage an experienced programmer to join our team in Dunstable. Please contact Sue on (0582) 696421 for further details.

HISOFT

180 High Street North,
Dunstable, Beds. LU6 1AT
Telephone (0582) 696421

WEST BANK



Gremlin Graphics/£7.95
Rick A kinda spaghetti computer game without the parmesan or the doi-oiing sound each time you see Clint Eastwood's boot. *West Bank* has nothing to do with the middle east and everything to do with a hot-shot winner. It brings a bar room brawl into your front room without your getting a black-eye, or spilling red-eye on the carpet yet still letting you be the quickest dead-eye west of Wapping.

The screen shows three saloon doors, each assigned a key. Any could swing open at random. Press the appropriate key and you could blow away whatever's behind it. If it's a low down, no good sidewinder of a bad man then watch your bounty money tot up as indicated by the dollar bags above the doors. But if you're too quick you might shoot the Mae West proportioned bar maid, and that'll cost you, as well as her, a life. But before she can ask whether that's a gun in your pocket or are you just glad to see her another door swings open. This could be the clown with five hats. Shoot 'em off — but watch it — under the last could be money or a bomb. One's a winner — the other could cost a life.

The greater your first round success, the less baddies you'll meet in the second round, which is marginally faster than the first. If you're top drawer here, then shoot through the final showdown at the Pretty OK Computer Game Corral. Now, instead of doors, three heavy dudes confront you. You can't draw before them — and you don't know who'll draw first, so your reactions have to be razor sharp, then banga-bang-bang and mash all three — the faster you do it the higher your bounty bonus.

This one you'll all be gunning for — it combines larfs with thrills, quick reactions with brains.

Graphics	■■■■■■■■■■	8
Playability	■■■■■■■■■■	
Value for Money	■■■■■■■■■■	
Addictiveness	■■■■■■■■■■	

Imagine/£7.95

Pete I love it, I love it not, I love it . . . well, we'll just skip the rest and come to the conclusion that I love it. Not only is *Mikie* a masterful conversion from the arcade original, it's also an extremely addictive game.

Our romantic hero, Mikie has fallen under the spell of the age-old age, love. His girlfriend waits by the schoolyard gates, cheerleading away while he rushes round the school collecting letters to form a love-letter to send her.

There are five sections to the game each set in a different room in the school. We start in the classroom where Mikie has to push his classmates off their chairs to collect the hearts on the back. Then whizz off to the locker room, the canteen, the gym, where they bring on the dancing girls, and finally to the schoolyard where Mikie's girl's waiting. In between there's the short dash between rooms but fortunately, you won't need to do any homework on that bit.

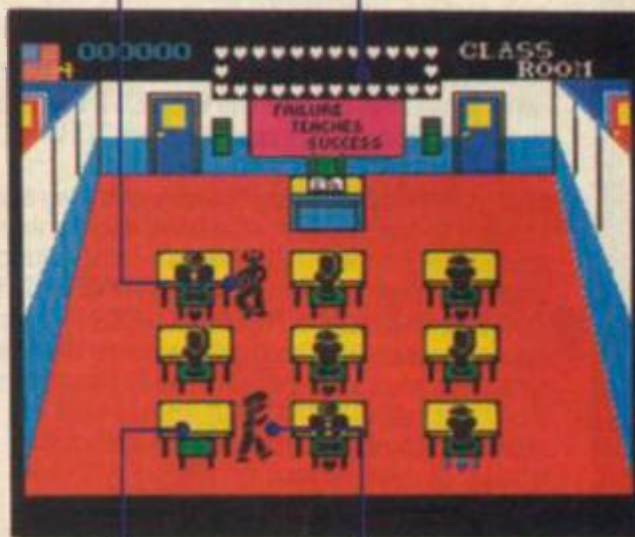
If you love the mad whirl of a good arcade game and aren't put off by the sloppy theme of this one, then *Mikie* should set your heart all a flutter.

Graphics	■■■■■■■■■■	9
Playability	■■■■■■■■■■	
Value for Money	■■■■■■■■■■	
Addictiveness	■■■■■■■■■■	

MIKIE

Watch out for gum fire. If teacher gets angry at your antics, he'll throw his false teeth in your direction. Luckily, there's no tooth in the rumour that he's a good shot!

Your message is displayed here as you collect the hearts. Eventually, it'll read OPEN and that's just what'll happen to the door. Now run out.



When you find yourself in a tight spot, plonk your bum on this seat and teacher will ignore you — just make sure his dentures don't make a dent.

Meet Mikie. It's his task to bump off his classmates — but only off their seats, you understand, so that he can get to the heart of the matter underneath.

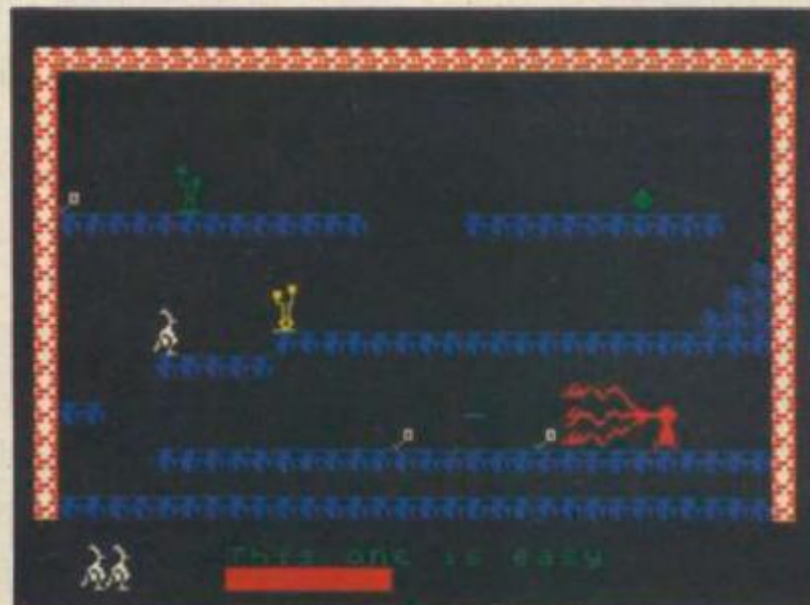
ANTTEROO/PRELUDE

Central Solutions/£3.99

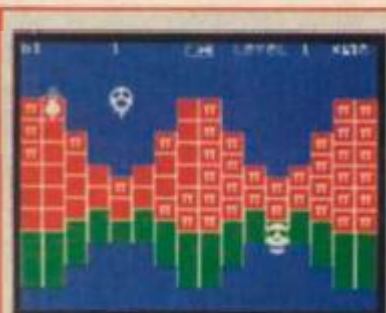
Gwyn Don't judge a book by its cover. Can the same saying be applied to computer games? If so this inlay's verdict's pure amateurism. And when you turn the box over to reveal more of the same... Double your displeasure?

Antteroo isn't actually that bad, but it's so-ooo unimaginative. Does your collection really need another platforms and ladders variant? If so here's a competent, moderately difficult addition to that teetering pile that threatens to crush you.

On the otherside, *Prelude* turns out to be a graphic adventure set in WW2, produced with The Quill and Illustrator so it lies outside my domain. Suffice to say, those who like this sort of thing may find it a reasonable bargain. They're unlikely to want *Antteroo* too though. Tough!



Graphics	■■■■■■■■■■	4
Playability	■■■■■■■■■■	
Value for Money	■■■■■■■■■■	
Addictiveness	■■■■■■■■■■	



TEN PACKS VOLS 2 & 3

Automata/£8.00

Steve: The ten games on each of these tapes — ranging from arcade jollies to head-banging adventures — represent the sort of thing that arrives in the post of most software houses. Of course, as this is Automata, the games aim at the kind of non-violent amusement the company's famed for. Shame they lack the bizarre goofiness that made *Pimania* my favourite adventure.

Graphics	■■■■■■■■■■	5
Playability	■■■■■■■■■■	
Value for Money	■■■■■■■■■■	
Addictiveness	■■■■■■■■■■	

PROGRAMMERS & ARTISTS

SOLVE ALL YOUR ANIMATION PROBLEMS WITH ONE VERY POWERFUL UTILITY



ANIMATOR 1

THE ULTIMATE GRAPHICS DEVELOPMENT TOOL FOR
PROGRAMMERS AND ARTISTS.

USE IT TO PROFESSIONALLY DEVELOP -

3D ANIMATED SPRITES & MASKS.
ANY SIZE ANIMATED SPRITES
MULTI-COLOURED SPRITES
SCENERY & PROP GRAPHICS
TITLE SCREENS
TEXT LAYOUTS & FONTS

AND IT'S GOT EVERY FEATURE YOU EVER WANTED CRAMMED INTO IT!!!

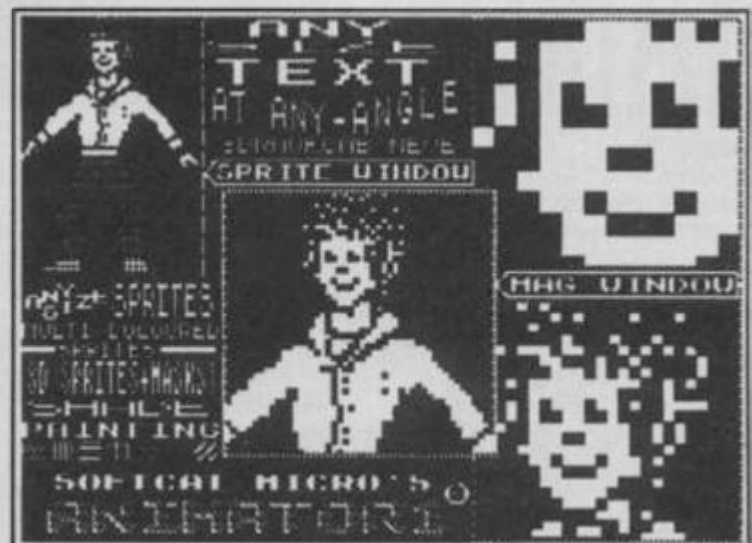
RE-DESIGNABLE BRUSHES/AIRBRUSHES & HATCHES; FAST TAG & FIXED LINE & CIRCLE MODES (all elastic); AMAZING SHADE PAINT CAPABILITIES (allows you to paint (and erase!) with shading (just the job for 3D work!)); FAST HATCH FILL WITH VERY FAST RE-HATCH (and you can re-design hatches in mid fill!); INDEPENDENT WALK-OVER COLOUR CONTROL (allows you to BRIGHTEN up your graphics without affecting the PAPER/INK or FLASH status etc.); RIDICULOUSLY POWERFUL PRINT FACILITY (allows you to PRINT any size/any shape/anywhere and at any angle (even backwards) over and over again with the same string or graphics (certain companies market less powerful print utilities as a complete package!); STRETCH & COMPRESS THE WHOLE SCREEN (from -100% to +100% horizontally and vertically); MAGNIFICATION WINDOW (allows you to see both real and magnified images as you work!); 25 SCROLLS/ROTATES & MIRRORS (YES 25! and they're all accessed instantly on the cursor keys!); SAVE/LOAD/CAT/LCAT/ERASE & COPY - MICRODRIVE/DISC/TAPE - SCREENS/SPRITES/CHARACTER SETS/UDGs/BRUSHES/AIRBRUSHES & HATCHES. (Machine code programmers will be pleased to know that sprites, graphics and screens can be saved as LINES or CHARACTER SQUARES!); TO DEVELOP YOUR SPRITES YOU HAVE 15k OF MEMORY (the number of sprites depends on their size (up to 255 max). Everything's fully automated - you can STORE/RETRIEVE/ANIMATE (any consecutive sprites at any speed including single stepping)/and CHANGE the size and shape.

AND IT'S QUICK & EASY TO USE

ANIMATOR 1 is a completely driven by pop down menus and no nonsense on screen prompts and it's been coded to be very fast to work with indeed! (AND IT'S VERY EASY TO DRAW WITH. So many packages offer a host of features and neglect this most important point! IF IT ISN'T EASY TO DRAW WITH, IT DOESN'T MATTER HOW MANY FEATURES IT BOASTS, YOU STILL CAN'T DRAW WITH IT! That's why we asked lots of users their opinion and the result, we think, is the most controllable free hand draw system around!)

WHAT ABOUT THE 128k MACHINES?

ANIMATOR 1 will really come into it's own when the 128k machines become popular enough to code exclusively for - just think of ANIMATOR 1's GIANT SPRITE & LOCATION GRAPHICS capabilities with all that RAM!



ANIMATOR 1 comes complete in its own ring binder with loose leaf documentation and is recorded on long life high quality chrome cassette.

Please send me _____ ANIMATOR 1 PACKS at £14.95 each.

I enclose a cheque/P.O. for £ _____
(UK & EUROPE add £1; OVERSEAS £2)

NAME _____

ADDRESS _____

POST CODE _____ TEL _____

Softcat Micros, PO BOX 79, Macclesfield, Cheshire SK10 3NJ.
DEALER ENQUIRIES WELCOME

BLADE RUNNER

CRL/£9.95

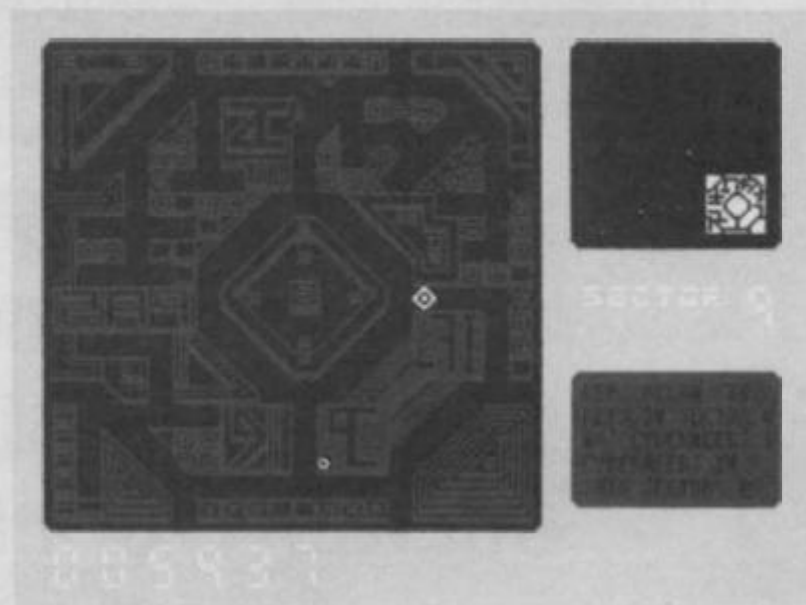
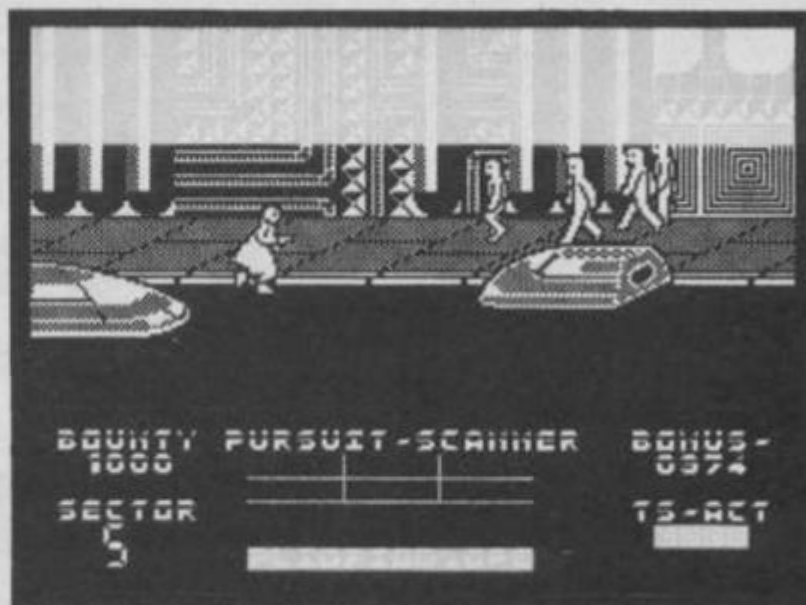
Alison A word of warning — if you're a replidroid and your company offers you early retirement, take care. It may not mean a cottage in the country and cream teas with the Darby and Joan. Nope, for replidroids retirement is just another word for a one way trip to the tip. One Ford (Harrison) will take you there and you'll more than likely end up in another (Cortina).

In CRL's *Bladerunner*, you're the one doling out the pension scheme to twenty-four renegade replidroids on the run on earth. The first screen presents you with an aerial view of the city. You must guide your skimmer car around the streets in pursuit of the robotic runaways, then hover over the area before landing.

The screen now changes to a side on view of the city street with a scanner along the bottom that indicates how far you are from your quarry. As soon as your skimmer's come to rest, start legging it after the replidroid so that you can explain the benefits of retirement to him — you'll find your gun a convincing persuader. But watch out, the streets are mean and you must take care not to blast away any passing pedestrians or get run over by skimmers. The more replidroids you take out, the more money you make for your own retirement.

Now I didn't expect the game to follow the film faithfully — it says on the inlay that it's a 'video game interpretation of the film score by Vangelis' — but a bit more variety in the gameplay wouldn't have gone amiss. Overall the idea for the game's fine but it feels unfinished. A touch

more speed and a bit more polish would've improved it no end. As it is, I retired early from this one.



RAMBO

Ocean/£7.95

Alison If only life was like the movies — then no man, no law, no war would've stopped me! As it is, I had a terrible time just staying alive let alone securing the release of every Yank north of Saigon.

The game begins just after our muscle-bound megastar has been dropped into the jungle at the start of his mission — reconnaissance only, you understand, with orders not to engage the enemy. You are armed with an endless supply of grenades and knives but if you do encounter the enemy in the first section it's advisable to rely only on the latter. The noise of the grenades is sure to bring the massed ranks of the Red Army into the battle.

You'll find all the weapons you need randomly scattered around the first part of the game — and there are extra points for collecting them. The only other way to amass points is to kill everything that moves



— and a few things that don't! Only when you've crossed the banks of the river into the enemy's camp does the action start to hot up. There you have to locate the hostage and release him before heading north again to free the rest of his compatriots.

Rambo is best described as a thinking man's *Commando*. That game starts fast and gets faster until you end up like a one-man whirlwind. *Rambo* develops into a solid shoot'em up but it just doesn't seem to be such a drain on the old adrenalin. Somehow it lacks the excitement of *Elite*'s number one hit — perhaps it's the larger playing area, maybe it's the slower start or could it just be the amount of strategy involved? After all, who ever heard of *Rambo* having to think?

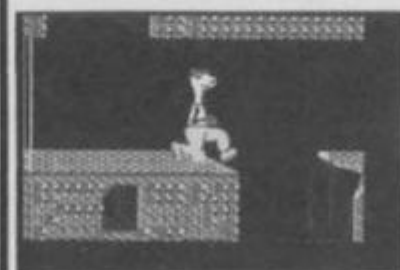


WILLIAM WOBBLER

Wizard Computer Games/£7.95

Rachael Would I like a Willy Wobbler, Ed asked. Tell me, do I look that sort of a girl? Then he handed me the cassette and all became obvious. *William Wobbler* is the oversized sprite hero of an arcade adventure that bears Tony Crowther's monicker on the cover, but cites two others inside — trying to escape the blame somebody?

Well no, to be fair, *William Wobbler*, a sort of scrotty looking E.T. type with an irritating habit of nodding his head up and down, ain't that bad. It's just that it looks like what it is — a conversion that hasn't translated too well.



For a start there are awful attribute problems and what may have been a rather nice landscape is less enticing than Burnley on a wet Saturday. It's also the very devil to pick things up, calling for ludicrously accurate positioning considering the size of your Willy. If you miss you bounce around because fire is also used for Jump. Reactions seemed slow, especially when ducking to avoid the low flying monkeys!

In its favour though it does look different to the average arcade adventure. There are a few nice touches, such as the necessity to find a disk and take it to a terminal before you can Save the game. And if you get bored, pressing Break transports you to a minimal shoot 'em up diversion. But while arc-ad addicts may persist in the quest, I just got p+ssed off.



DEATH WAKE

Quicksilver/£7.99

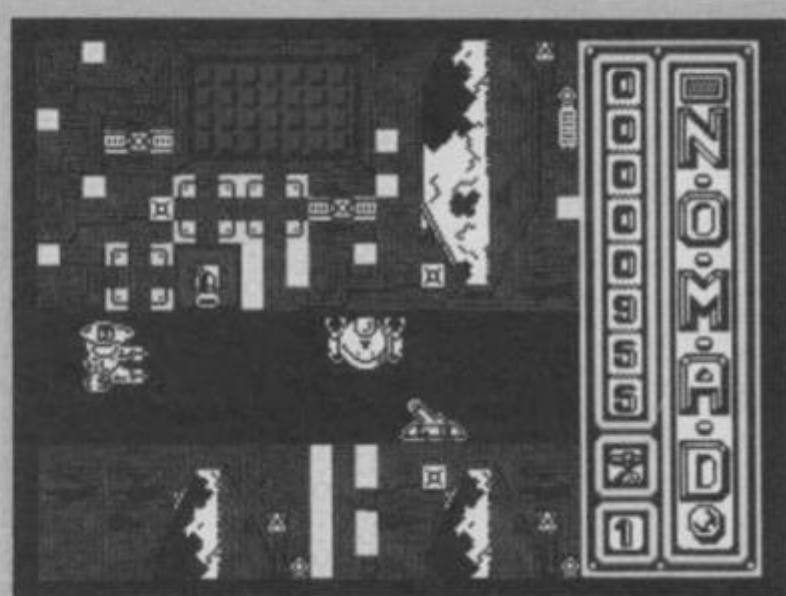
Luke The cassette inlay card sets the scene by telling you that 'the war is not going well'. And guess who it's not going well for?

Death Wake is a pretty good wargame. It's based around the adventures of The Undaunted, a destroyer that can float just about long enough to avoid patrol boats and dodge the enemy planes. Its mission, to destroy the research plant, busy in the development of the atomic bomb.

The screens don't look that spectacular at first sight — and

nothing compared to the stunning portrait on the cassette cover — but they are certainly up to giving you a good idea of what's going on. In most wargames I've played, the instruction booklet accompanying the package is so daunting that play can be forstalled by half an hour while you keep looking up what you *need* to do to win. *Death Wake* is much more friendly as it mixes the traditional wargame format with arcade action, so that beginners can plough into the battle and sort out tactics.

As wargames go, it's not the best in the world... but, on the other hand, it does have enough addictive qualities to grow on you. And that's coming from someone who rarely recommends wargames. Check it out!



N.O.M.A.D.

Ocean/£7.95

Luke Buy a joystick before attempting this game — the keyboard combinations must be the worst ever devised for a Spectrum! That said, *N.O.M.A.D.* must be one of the most addictive games ever written if you're an arcade enthusiast.

You control a robot through a future city — which looks a lot like a circuit board — in search of the HQ. Once at the HQ, of course, it's 'grievous bodily harm' time — but don't worry about that too much right now as it'll be ages before you get that far!

N.O.M.A.D. can be spun around in either direction, and can be thrust forwards and backwards. The robot lurches around the screen, but can be controlled carefully with experience. And, of course, there's the trusty laser gun — you never run out of ammunition so it's a good plan to spatter anything in sight.

There are all sorts of nasties as you progress through the corridors — from heavy guns to homing missiles to robot thugs. But there's tactics too — in

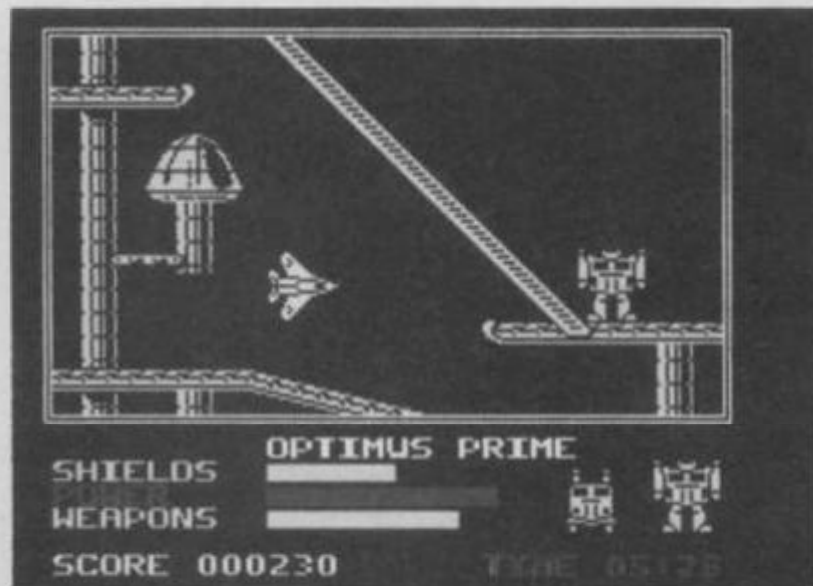
knowing where the magnetic walls are, which rooms have zero inertia, and which switches control which doors. These last few problems can only be dealt with after you've lost one of your four lives finding out about them, but the game's addictive enough to keep you coming back for more.

Points are awarded for destroying anything that looks faintly like an enemy, but if you can pass a particular section of the game without violence then good luck to you. The only advantage to devastating the various screens is that if you lose a life you start from the beginning again — only the next time through, there's less to watch out for. Once you get past a specific section of the game and lose a life, you start from the beginning of that section — which is a darned good idea and saves a lot of frustration.

Overall ... absolutely fab!



TRANSFORMERS

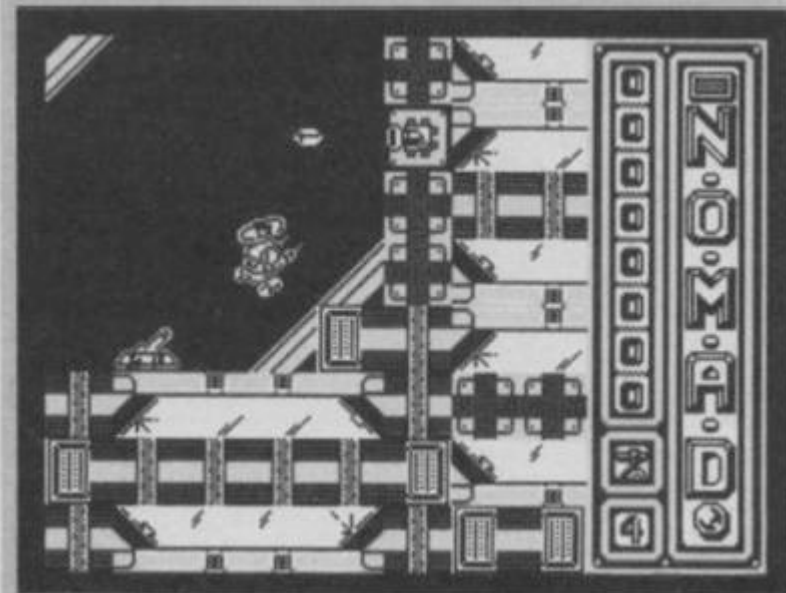


Ocean/£7.95

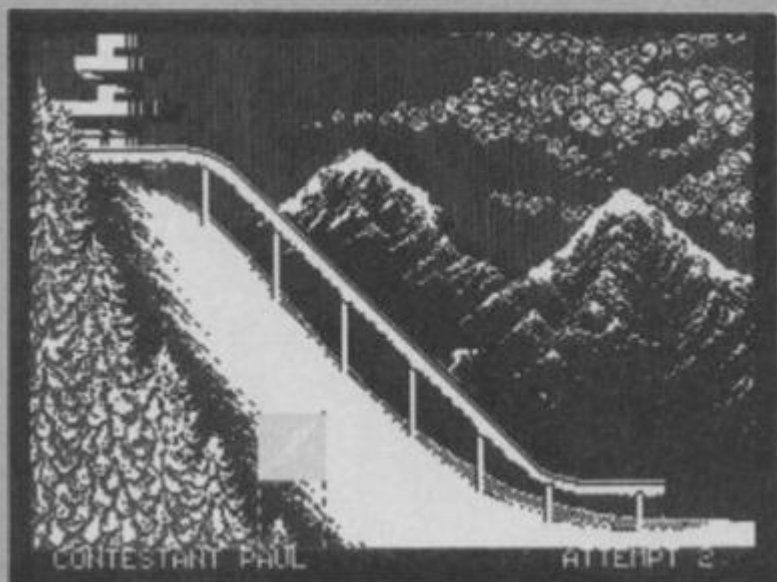
Max They get everywhere these Transformers don't they? You've played with the toys, watched the cartoon on the telly and eaten the cereal. Now, in case you're feeling deprived, here's the computer game. Yes, it's yet another chance to control the five amazing autobots that transform instantly into cars in their amazing struggle against the evil Decepticons.

In Ocean's version, your task is to collect the four pieces of the Energon Cube before the baddies nick them. You control all five 'bots though only one at once — stop off at a Defensa Pod to recuperate and you can then switch to any of the other four — hardly *Shadowfire!* All the Decepticons are there, too, in minute detail but, unlike the toys, they reproduce at a fantastic rate in order to make the game a shoot'em-up more than anything else. It would be a platform and ladders clone with shooting but the ability of Autobots to fly/drive when necessary makes the platforms a bit redundant.

The game is slick but nothing new, the keyboard controls are awful and the cassette inlay diabolical; not your usual dashing Autobot prose at all. Strongly recommended for all remaining Transformer freaks everywhere. Personally, I'll stick to the real thing ... I could do with a good play now and again...



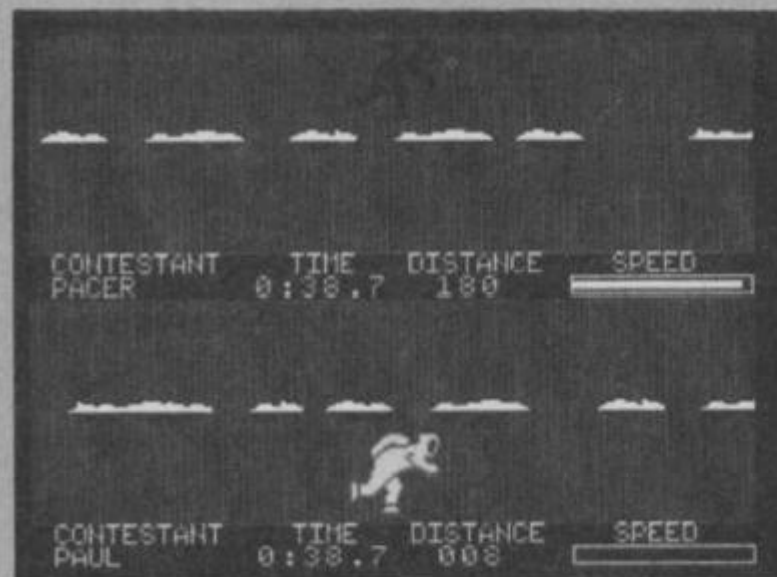
WINTER GAMES



Further down the slippery slope of sports simulation software but make sure you jump at the right moment if you want to reach the second screen where aerial balancing is all-important.



Want to know why the skier looks so happy? He's just done a Back Flip, Forward Flip, a Daffy Swan (shouldn't that be Daffy Duck?) and a Mule Kick — and he landed standing. Hot Dog!



Ready, steady — Go! Are the joystick manufacturers of Britain really sponsoring events like this. The pace skater at the top goes so fast you'll destroy a stick every time you want to beat him.

U.S. Gold/£7.95

Gwyn The most interesting battle in the Winter Olympics has been the race between Electric Dreams and US Gold to win the Spectrum owners' gold. Electric Dreams was first to the finish but this is not a mere race — there's scoring for style too!

Winter Games has only seven events while *Winter Sports* had eight. But of those three were almost identical and two of the new ones give me a feeling of déjà vu as well. Both need to be loaded in parts, but *Winter Games* keeps this down to two and on the whole it's fair to say they manage better graphics.

The first side contains some great music but the four program second section is silent — a pity because the instructions refer to Free Skating to music. There are options to practice and compete in single events as well as all together and multi-player options.

Both programs compete in the Ski Jump and Biathlon events. While Electric Dreams' versions are more sophisticated I preferred the latest two screen jump. The Biathlon is rather simplistic but at least it doesn't take an age.

There's also the obligatory joystick-wrecking Speed Skating about which what can I say except 'Ouch, I've sprained my wrist!' Bobsled appears in both *Games* and *Sports* and the American team provide much less of a challenge than the English, who make you steer a proper course instead of just compensating for centrifugal force.

The other three events are unique to *Winter Games*. Hot Dog Aerials isn't flying frankfurters but a ski jump with stunts — looks like a good way to break your neck in reality! It's closest to the diving events in more summery athletics.

Figure and Free Skating are very similar, with one and two minute time limits to perform certain specified moves without going over on the ice. Attempting a Double Lutz when skating forward will only prove that you're a total klutz! Though in the John Curry stakes these are more Mild Korma than Madras, I rather liked them.

In the end those all important style points go to *Winter Games*, mainly for the graphics and music, and if you must have yet another excuse for not going out and getting some real exercise, then this is probably the one.

Graphics ██████████ 8
 Playability ██████████
 Value for Money ██████████
 Addictiveness ██████████

Macmillan/£8.95

Rick 'Ere we go, 'ere we go, 'ere we go — get ready for Mexico '86 with Macmillan's *World Cup Soccer*, a multi-feature package which should satisfy, whether you're a Specky or footy freak.

The tape is double sided (a game of two halves you might say) with a fact file and a game simulation — which should have you over the moon. The simulation starts with a warm up of heading and penalty skills that'll test your arcade abilities. Good graphics here. You then move on to management. Pick which country you wish to be, then select a squad or accept the programmed one. I can understand the computer might struggle to give you the Cameroons squad, but if you choose to be England you'll be given an all-time greats squad of multi-nationals. If only Pele really was English!

The computer will now pit you against another nation in your section. The first half is unseen — but injuries and scores with times are flashed up. In the second half you can compensate for any program failings by using the heading and penalty skills first seen at warm up.

But what's this? Kuwait and New Zealand seem to do uncommonly well for soccer minnows and the Great Shilts has become goal scorer as well as goal keeper. Still, this ought to keep you happy until the real thing in June.



Graphics ██████████ 8
 Playability ██████████
 Value for Money ██████████
 Addictiveness ██████████

WORLD CUP SOCCER



CentreSoft
presents

With over four years experience of providing practical software solutions for business and home applications, Gemini have put together their entire range of famous titles for the Spectrum and Spectrum Plus in ONE special pack, at a VERY SPECIAL price. Whether you're a cassette or microdrive user, this super value pack contains all the serious application software you're ever likely to need for your Spectrum, from home accounts and database management to a complete professional business accounting system. Gemini's OFFICE MASTER is here—put that computer to WORK!

- Database
- Stock Control
- Final Accounts
- Easiledger
- Maillist
- Cash Book
- Home Accounts
- Graph Plot

Each pack contains ALL 8 programs, demonstration data files, and clear and comprehensive manuals for EACH program. Gemini's previous retail price for all these programs individually was £179.60. Now they're all together in ONE COMPREHENSIVE PROGRAM PACK.

OFFICE MASTER

Tape: £15 Microdrive: £17.50
includes P&P and VAT.

Office Master



Database



Use this program for storing all types of information just the way YOU want to store it. You set up a computerised 'card index' system and add records and data to the file in the format that you choose. Advanced features include sorting and searching for specific records, mathematical calculations, printer routines, data summaries, etc. If you don't have a database, you certainly should!

Maillist



This is a specially designed database for storing names and addresses, and printing out in label format. Special search routines are included for selecting only names and addresses that conform to your criteria. The famous Gemini 'Searchkey' facility is included with this program, and data entry is simplified by an on screen label painting system. Just type in those names and addresses as though you were using a typewriter!

Stock Control



One of Gemini's speciality programs, this software will take the drudgery out of keeping stock records. Enter details of part number, description, unit quantity, cost price, selling price, minimum stock level, units in stock, order quantity and supplier details. Detailed reports include totals of stock at cost and sale price, cost of bringing stock up to level specified, gross margin, understocked items, etc. Full browsing facilities to make inventory management a pleasure!

Cash Book



This is a full and comprehensive cash book accounts system designed to REPLACE your manual ledger entirely. It will take you from the 'shoebox' situation of sheaves of invoices, cheque book stubs, petty cash vouchers and bank statements etc. to a properly constituted trial balance. You may then take your FINAL-ACCOUNTS package and produce profit and loss account and balance sheet ready for audit. A REAL money saver when it comes to your accountancy bill!

Final Accounts



Using the data file on microdrive or cassette prepared by the cash book program, this software will produce comprehensive end-of-year reports ready for audit by your professional adviser. The Gemini cash book and final accounts system is now in use by many thousands of businesses and as a 'classic' professional program has been translated for a wide variety of micros. Cash-book and final accounts alone warrant the purchase of this OFFICE MASTER program pack.

Home Accounts



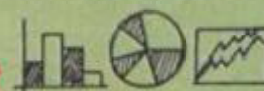
Designed as a complete financial and budgeting package for home affairs, this program allows the user to set up a budget for items of household and family expenditure and compare actual expenditure with budget as often as required. A running total of surpluses and deficits is available both numerically and in bar graph form. A complete bank account routine is included, together with suggested expenditure categories which may be simply altered as required.

Easiledger



Consists of invaluable routines to allow the creation of any type of financial ledger system. Its usefulness lies in its ability to produce account balances instantly for debtors and creditors together with an audit trail of all entered transactions, with dates and references. A year-to-date summary is included of sales, purchases, receipts and payments over a 12 month period, and most importantly, a completely interactive bank account database is featured.

Graph Plot



At last, superb graphs, bar charts and pie charts on your Spectrum! With a complete data entry section and the ability to load and save files, this is really one of the fun programs to use. Represent numbers and data in clear diagrams with this package, and print them out on your printer to accompany reports, budgets, etc. Very highly recommended for the office, home and school. Also includes capability to provide mathematical function plotting.

Mail
Order to:

GEMINI

To: Gemini Marketing
Limited,
Gemini House,
Exmouth EX8 4RS

Please send me _____ Spectrum OFFICE MASTER packs.

Cheques/POs enclosed or please debit my
Access/American Express No. _____

Name: _____

Address: _____

Signature: _____



24 HOUR CREDIT CARD HOTLINE - (0395) 265165 (4 lines)

Trade and overseas enquiries welcome.

Sole distributors to the trade: **CentreSoft Ltd.**
Tel. 021-359-3020

O'LEVELS

not just revision but also tuition
for the Spectrum 48K

Mathematics Fractions, square roots, decimals, logarithms, areas, sets, accuracy, bases, interest, volumes, indices, standard form, modulo, number set, pie charts, histograms, simultaneous equations, bar charts, averages, probability, algebraic laws, quadratics, matrices, vectors, transformational geometry, trigonometry, differentiation, integration, factors, angles.
8 programs TOTAL 150K

Physics Reflection, wavelength and frequency, refraction, lenses, the eye and its defects, diffraction, colour, magnetism, motors, Ohm's law, amps, volts, series, parallel, electronics, heat, gas laws, energy forms, specific heat, kinetic energy, half-lives, atomic structure, radiation, isotopes, Newton's laws.
7 programs TOTAL 140K

Biology Plant and animal cells, genetics, inheritance, reproduction in man, asexual and sexual reproduction, flowering plants, photosynthesis, osmosis, transpiration, transport, bacteria food classes, diet, alimentary canal, respiration, excretion, eye, skin, nervous system, ecosystem, food cycles, fungi, earthworm, amphibians, birds, mammals, response.
6 programs TOTAL 120K

Computer Studies Data collection, coding, storage, processing, presentation, validation, d.p. systems, privacy, security, hardware, I/O devices, software, low and high level languages, machine-code, assemblers, interpreters, compilers, errors in programming, aids to debugging, microcode, machine organisation.
7 programs TOTAL 140K

Chemistry Matter states, action of heat and electricity, reaction with air, water, acids, alkalis, halogens, oxygen, sulphur, nitrogen, phosphorus, carbon, hydrogen, alkali metals, alkaline earth metals, transition metals, organic chemistry, atoms, formulae, molar mass, equations, ions, periodic table, bonding, gases, metal extraction, polymers, fertilizers.
6 programs TOTAL 150K

French Regular and irregular verbs, reflexives, indicative, subjunctive, passive, infinitive, agreement, pronouns, definite, indefinite and partitive articles, single and compound nouns, adjectives and their forms, adverb phrases, comparatives and superlatives, conjunctions, prepositions, idioms, measurements.
8 programs TOTAL 160K

Electronics Energy and its sources, power distribution, e.m.f. p.d., charge, current power, r.m.s. values, resistors, series and parallel, capacitors, time constants, inductors, transformers, resonance, microphones, loudspeakers, heat and light sensitive devices, diodes, transistors, logic circuits, multivibrators, meters, CRO, amplifiers, feedback.
8 programs TOTAL 150K

Technical Drawing A set of animated tutorials showing isometric projections, the construction of cylinders cones and other projections.
10 programs TOTAL 100K

ALSO AVAILABLE

Maths Sprint A fast exciting game for 1 or 2 players. Random questions covering 18 topics. Advance with correct answers and beat your previous time. Suitable for O' level students.

Principles of Computing Part I takes you through binary counting in easy stages with exercises showing the use of 8 bit byte, character formation and the display file. Part II deals with theory and the use of the higher 8 bit byte, the 16 bit word, number conversion and Z80 registers.

EACH SUBJECT ONLY £5.00 INC P&P

PASCAL & C

Teaching versions of these languages, including a full text editor (screen editor) and a tutorial manual. Saving and loading of programs is a screen editor function. Trace facilities are provided for easy tuition and debugging. Availability: Pascal now, C now. Logo soon, Forth soon.
1 program Each 30K

each language only £5.00 inc. p/p

GCE TUTORING 
quality educational software

HILLSIDE, KIRSTEAD, NORWICH, NORFOLK NR15 1EB

Tel: (0508) 50624

Please send me:

My computer is a:

I enclose a cheque/PO for £..... Made payable to GCE Tutoring

My name and address is:

YS/3/86

NO BIG SPLASH
JUST FANTASTIC VALUE ON SOFTWARE
NO OUTRAGEOUS CLAIMS:
CHECK OTHER ADVERTISEMENTS
BEST VALUE ANYWHERE!

EXAMPLES OF PRICES

RECOMMENDED RETAIL PRICE	OUR PRICE	YOU SAVE
£5.95	£4.28	£1.67
£7.95	£5.72	£2.23
£9.95	£7.16	£2.79
£12.95	£9.32	£3.63
£14.95	£10.76	£4.19
£19.95	£14.36	£5.59

* Other prices: Simply deduct 28% from RRP

- ★ MAIL ORDER ONLY. Callers welcome (preferably by appointment)
- ★ Cheques, postal orders, Access or Visa
- ★ Full refund if not received within 10 days (released software only)
- ★ EASY ORDERING: Select ANY new title for ANY computer and post with remittance (please quote credit card details) to:

SWIFTSOFT
(Division of Kerblyre Ltd)
Tel: (0509) 234226

Dept. CH, Venture House
7 Leicester Road
Loughborough, Leics
LE11 2AE

Spectrum owners! Get serious with the **ROTRONICS** **WAFADRIVE**

PROFESSIONAL WORD PROCESSING PACKAGE **£69⁹⁵**
ALL FOR ONLY INC. £2.50 P+P



Here's your chance to really put your Spectrum to work. Just plug-in the amazing Rotronics Wafadrive and fast data storage is yours - with floppy disk reliability. Load Spectral Writer and begin word processing. The dual 128K tape drive configuration plus RS232/Centronics ports provide professional system flexibility. In addition to the Spectral Writer writer, a blank 64K wafadrive and Utility Program wafadrive are also included. The latter contains several useful programs including cassette transfer and screen dump utilities.

We'll guarantee despatch within 7 days of receipt of order, but allow up to 28 days for delivery.

**Best value for money
storage device
for the Spectrum**



Please make your cheque/PO payable to SMT. Or quote your Access/Barclaycard number with expiry date. Write your name and address clearly. SMT Trading, FREEPOST, 4 Bengal Lane, Greens Norton, Towcester, Northants, NN12 8BR (Prop. R H Jefferey)

THEIR FINEST HOUR



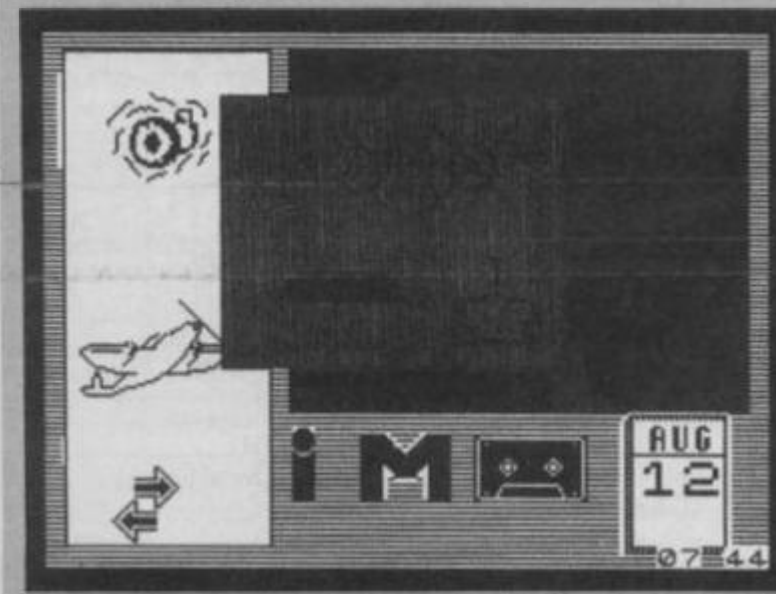
Century Communications/£9.95
Max Nehvah, in the field of Spectrum wargaming, has so much been put into so little. Century surprised everyone with the flash icons and ease of play of its *Fourth Protocol* and it's used many of the same techniques to make its *Battle of Britain* simulation one of the most playable and realistic wargames ever. Unlike the bulk of the genre, *Their Finest Hour* plays smoothly and is all action. There's little of the tedious taking turns to alter this, allocate that, update the other and whatever.

You play in 'real time', the action only stopping so that you can read reports and the constant stream of mostly abusive memos from the Commander-in-Chief or respond to questions such as the way you want to handle particular dogfights. The speed of play is adjustable by setting a pulse rate — set it slow and you get more time to consider your options than they did in 1940, set it fast and it all happens so quickly, it's almost an arcade game. Even better, holding down the S key hurries the game along so you can

rush through the 'boring' bits and take more care over the crucial battles.

The game's high on realism — the lads even get tired and careless if you leave 'em up too long. You've got to spread the load throughout your forces and make sure those in the front line are getting their fair share of rest, repairs and support from other squadrons. But the simulation is scaled down from history — you've only got Spits and Hurricanes. As it is, you're gonna have to play loads of one-day games until you've got the map fixed in your head and don't have to think about which dot is where before you can attempt the real thing.

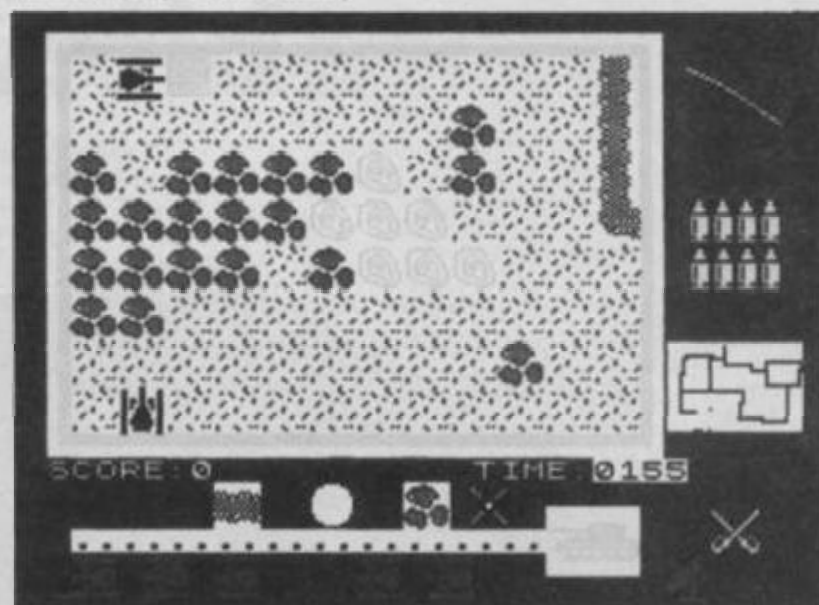
It may not have 3D graphics, the rattle of machine guns and thunder of ack-ack guns. But it does have the claustrophobia and almost impossible odds of 1940. I lost again and again; I still can't beat off the might of the Luftwaffe. And I still don't know how they did it in 1940.



Lothlorien/£9.99
Steve Most strategy wargames feel as though they're written by and for those armchair generals who can reel off the names and addresses of the entire French army at Waterloo. Many a lesser mortal, having spent three weeks reading the rules, only to see his defences salamied by the computer, has wailed, "If only I could do something!" Well, Lothlorien claims to have the answer — *Arena*.

Take one standard platoon commander type game. But instead of the usual statistical analysis that tells you whether you've turned the enemy tanks into so much scorched scrap, you throw in *Battlezone* instead. Now you do the fighting so you can wave goodbye to the traditional excuse that you had a lousy

luck with the dice. Great idea, but what about the game? For starters, the strategy map suffers from the same nursery school tanks and landscape that marred *Battle Of The Bulge*. What's more, the programmers have fallen foul of the latest fad of icon driven commands. Okay, but the idea of icons is to make the game easier to play, not to fill screen space. And some of the icons will have you frantically leafing through the manual to find which ink blot does what. Still, when you've got it sussed, this game's great fun. But it just goes to show that smart-alec strategy still can't beat a well-oiled joystick!



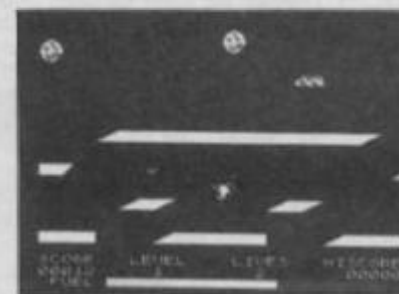
ARENA

Mastertronic/£1.99
Rick Big Brother — presumably of 1984 fame — has been overthrown but crucial nuclear plasma has been stored away on four other planets. Your mission in your frail craft is to seek out the plasma and return it to save the world.

Sounds familiar — even if not too much like Orwell? Well this is a version of the arcade *Gravitar*. In fact it starts off like *Lunar Lander* in reverse — the first skill to learn is how to take off. You have thrust power but your left and right controls make the craft rotate — and extremely hard to manage. Suss this central control and half the fascination of the game is gone.

Once going you have six screens of caverns and landscapes to negotiate — the take off screen, four plasma pick up planets and the tricky fusion core finale. Lots of

phews! and cors! here. You might groan at the jokes, folks, but at £1.99 everyone can afford a smile even if the whole program is massed on the action. The music for instance slows down whenever a gratuitous spaceship flies past, and the screens character, not pixel, scroll. One to get your cosmic L-plates on.



1985 THE DAY AFTER



THE HIT LIST

What's in and what's out? Find out from the **Hit List**. Plus all the latest chart chat'n'stats from **Steve Colwill**.

Chart Chat 3

For the Christmas chart it's 'all change' from last month's faves. Only *Daley Thompson's Super Test* and *Monty On The Run* have survived the assault from *Commando* and Co. Even *Monty Mole* dipped out for a short time between last month's chart and this.

We say farewell to three long-running, bone-crunching classics *Way Of The Exploding Fist*, *Fighting Warrior* and *Frank Bruno's Boxing* only to see them replaced in the **Hit List** by *Yie Ar Kung Fu* and *International Karate*. These software houses know a good market when it comes up and hits 'em! Apart from these two martial arts entries, the chart has a military air about it this month. Elite's *Commando* takes the battle honours from the chopper flight simulator, *Tomahawk* and the burnt cork and rubber soles game, *Saboteur*.

The software business seems to be getting more like the music biz every day. The Christmas album charts seem positively stuffed with singles compilation albums. You know the sort of thing — *Now That's What I Call A Fast Buck 3*. *They Sold A Million* is a selection of raves from the grave, repackaged for those Specky owners who missed out on the titles first time round.

This Month's Top Ten Titles

Position	Last month	Weeks in Chart	Title/Publisher
1	—	2	● Commando/Elite
2	—	1	● Yie Ar Kung Fu/Imagine
3	—	4	● Back To Skool/Microsphere
4	—	2	● Tomahawk/Digital Integration
5	—	4	● Elite/Firebird
6	3	12	● Daley Thompson's Super Test/Ocean
7	—	2	● They Sold A Million/Hit Squad
8	—	3	● International Karate/System 3
9	1	5	● Monty On The Run/Gremlin Graphics
10	—	4	● Saboteur/Durell

12 Months Ago

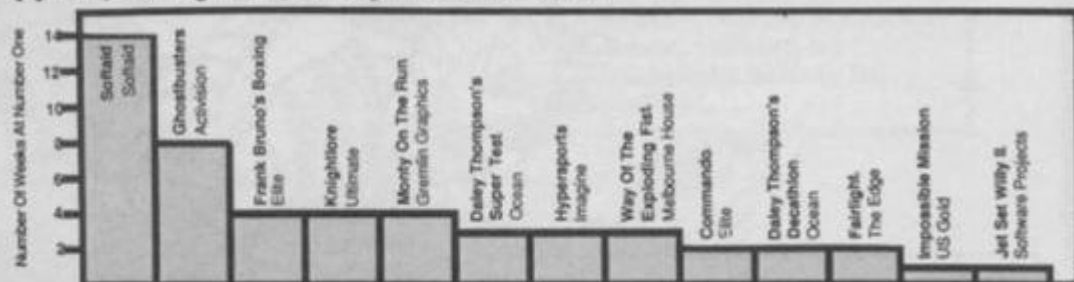
Position	Title/Publisher
1	● Knightlore/Ultimate
2	● Underwilde/Ultimate
3	● Daley Thompson's Decathlon/Ocean
4	● Tir Na Nog/Gargoyle
5	● Doomdark's Revenge/Beyond
6	● Backpackers Guide/Fantasy
7	● Cyclone/Vortex
8	● Pyjamarama/Mikro-Gen
9	● Skool Daze/Microsphere
10	● Eureka/Domark

18 Months Ago

Position	Title/Publisher
1	● Sabre Wulf/Ultimate
2	● Psytron/Beyond
3	● Codename Mat/Micromega
4	● Mugsy/Melbourne House
5	● Trashman/New Generation
6	● Fighter Pilot/Digital Integration
7	● Jet Set Willy/Software Projects
8	● Night Gunner/Digital Integration
9	● Atic Atac/Ultimate
10	● Blade Alley/PSS

1985's Number Ones

As an end-of-year round-up, we've been back through the *MicroScope* charts for 1985 and compiled our own list of number one games for the Specky. They're arranged in order of the number of weeks they spent at the coveted pole position. The *Softaid* compilation, put together to raise money for the Ethiopian famine appeal, easily runs away with the title.



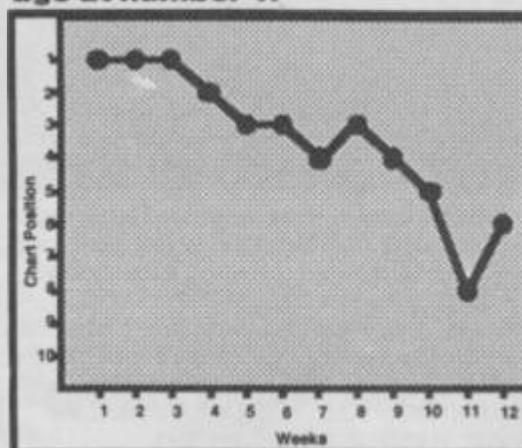
This chart is based on the *MicroScope* chart as compiled by Gallup.

MicroScope GALLUP

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

The Weekly Daley

Daley Thompson's Super Test is one of the few consistent best-sellers left in a much changed chart. You can follow Daley's track record below since he entered the chart twelve weeks ago at number 1.



When first unleashed upon the universe, Zoids were the fiercest war machines ever known to civilisation. Carrying the Zoidaryans into battle from their desolate planet, Zoidstar, they conquered all known worlds ... until, with imperial domination secured, Zoid turned upon Zoid.

Only when threatened by a new, more formidable fighting force from the Blue Moon — the Red Zoids, led by the audacious Redhorn the Terrible — did the Blue Zoids on Zoidstar unite under their new leader, Zoidzilla.

Into this turmoil came Earthman with a plan to merge minds with Zoidzilla, infiltrate the Red Zoid city complex and destroy the indefatigable Redhorn once and for all. But an enemy spacecraft destroyed his spacecraft, shattering Zoidzilla into six pieces, which the Red Zoids buried under different cities. The fate of the Blue Zoids seemed sealed, unless Zoidzilla could be rebuilt and the wretched Redhorn destroyed ...

BATTLE OF THE ZOIDS

Alison Hjul boosts her brain power by merging minds with the ultimate fighting machine. Dare to go where no humanoid has been before with our paranormal review of Martech's Zoids. It'll blow your mind!



Slitherzoid

This oily sycophant taxis between Mines, Power Plants and City Domes, delivering raw materials and Zoidar power pods.

ON THE MOVE



Earthman has survived and has merged minds with a small Spiderzoid. Thus, he not only controls the Zoid — he is the Zoid. Stranded in the heart of Red Zoid territory, you, as the Zoid, must set forth on your mission to recover the six pieces of Zoidzilla, merge minds with this mega machine and annihilate Redhorn The Terrible once and for all.

Your task is a tough one. The pieces could lie within any of the eight City Networks spread across Red Zoid territory.

Starting off in a valley, embedded between two impassable mountain ranges, you can use the cross on the map to trace out the route you want the Zoid to follow.

TARGET PRACTICE



By moving the cross over your target, you've opted to destroy one of the city network's eight City Domes, the powerful defensive force fields where androids slave away, building new Red Zoids.

Each city network also contains a Power Plant which provides Red Zoid nosh, Zoidar Power; a Mine, to provide the essentials to build Red Zoids; and a Beacon to alert arch Zoids, Redhorn the Terrible and Mammoth the Destroyer, of impending Blue Zoid attack.

Hellrunner

Long-legged and swift of foot, this Red Zoid messenger has no means of attack so it'll wander around important locations, hurtling off to get help when the enemy strikes.

Redhorn The Terrible

The biggest baddy of 'em all — the Red Zoid Imperial Leader and the Blue Zoids' ultimate target.

Fax Box

Game	Zoids
Publisher	Martech
Price	£7.95



ZOIDS

The first inter-galactic satellite TV dish? Nope — it's a scanner, a vital bit of gear since it'll scan the immediate area for crucial objects such as bits of Zoidzilla — whose reconstruction is, after all, the main reason for all this traipsing about in strange parts.

This is your Zoid's ID. It's used to identify enemy Red Zoids. When selected you simply need to move the cursor provided over the Zoid you wish to identify and all will be revealed. Now there's a comforting thought!

Every which way but lost — this direction finder will let you plot your course ... or plod your course since, judging by the rate at which the cursor moves, Zoid's hardly hungry for a piece of the action.

Get up here on useful info such as how much ammo or Zoidar power you've got left at your disposal.

ZOID'S EYE VIEW



If you feel the urge to examine your surroundings more closely, use this icon to zoom in on nearby objects.

Here's your map with your position always shown at the centre. At least you won't get way-laid admiring the scenery — it's dull, dull, dull, except for the whizzo 3D views when you get into combat.

Every self-respecting earthman needs a status symbol. Use this one to check up on your ammo, damage and progress — the number of Zoidzilla pieces collected.

Thinks are looking up — or down, depending on the Zoid's state of mind. This squiggly line represents Zoidthought — Earthman's and his Zoid's minds merged as one. In periods of calm, it'll ease along but, when the tension mounts — see it move!

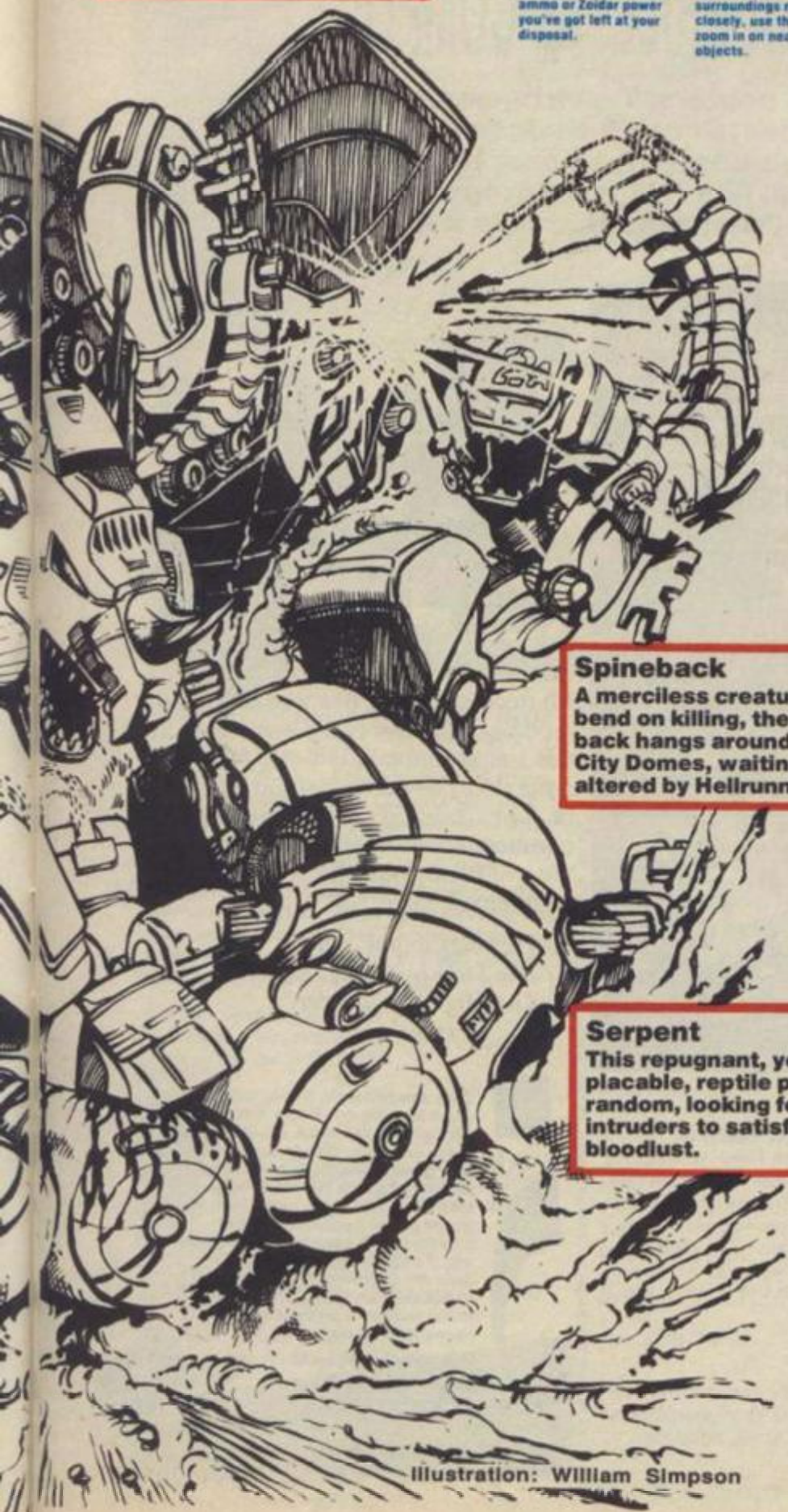
Believe it or not, this amorphous looking blob represents your guns which are used to shoot down enemy missiles when you're under attack.

Hit seeking missiles! At last a chance to show your metal as you use these weapons to zap enemy Zoids and other targets such as Power Plants, Mines, Beacons and City Domes.

Earthman call home! If you're yearning to hear a friendly voice, use your radio to contact home base. You can either ask your mates to launch a long range missile against a selected target or to send a spacecraft to pick up Zoidzilla pieces.

Mammoth The Destroyer

Roaming between the city networks, this Blue Zoid defector has ultra-sonic ears to detect signals transmitted from the Beacons.



Spineback
A merciless creature, hell-bend on killing, the Spineback hangs around inside City Domes, waiting to be altered by Hellrunners.

Serpent
This repugnant, yet irreplaceable, reptile patrols at random, looking for intruders to satisfy its bloodlust.

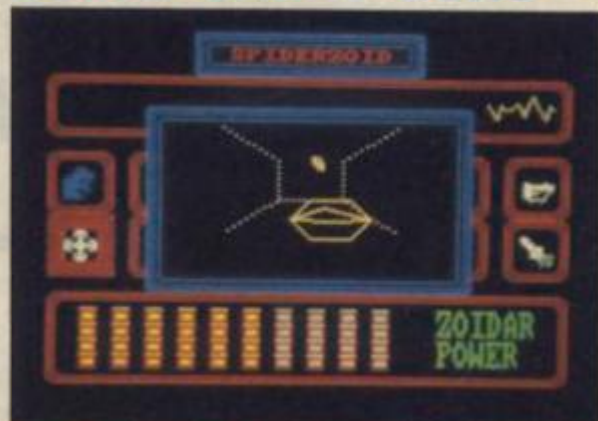
Illustration: William Simpson

IN FOR THE KILL



Guide your short range missiles, equipped with natty cameras, through the hills to your selected target — indicated by the red square on the horizon. But watch your step! The menacing mountains must be the enemy's most powerful weapon — you'll need to be a whizz at obstacle courses to avoid rushing headlong into them and thus disappearing in a puff of smoke ...

GOING GREAT GUNS



When warned of a possible attack, don't just stick to your guns — pick them up and use them to shoot down approaching Red Zoid missiles, using this 3D grid to help you shoot straight. But be sure to zap the lot 'cos any missiles you fail to hit will backfire.

Graphics
Playability
Value for Money
Addictiveness



YS COMPO

We've brought together all your favourite software houses and persuaded them to cut their profits for another year by giving away lots'n'lots of lovely goodies. There are five Zoids, enough T-shirts to keep you clothed for a whole year and simply squillions of games.

So what's the scam? Simple. Just write the answer to each compo on the coupon against the appropriate number. You can enter as many or as few of the compos as you please. And even if you win one prize that's not the end of it. Back goes your entry ready for another go. Now that's what I call ge-ne-rous! Now cut out the coupon (or use a photocopy), stick it to the back of a postcard or sealed envelope and send it to the Ocean/Martech/CRL/Quicksil . . . er, on second thoughts, just send it to 'That ginormously big compo in issue 3', *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

THE ENORMOUS, HUGE, WONDERFUL, ACE, TRIFFIC, SUPERSONIC, FAB, OVER-THE-TOP, INCREDIBLE, FAR-OUT, MIND-BLOWING, ABSOLUTELY GINORMOUS, MEGA-BRILL YS COMPO!

Games, games, posters, T-shirts, games, Konix Liberators, games, South American nose flutes, games, Zoids, games, games and, er, games. And you can win them all. (Well, all except for the South American nose flutes 'cos that was a fib.)



Gargoyle Games' great new game's gonna have you going ga-ga. *Sweevo's World* is all about a tin-pot robot who's more than a little accident prone. Rather like the comedian who was the inspiration for his antics. What Gargoyle wants to know is who you reckon that funny man is. (If you need a clue, take a look at the drawing in Gargoyle's ad for the game.) So, is it:

- a) Oliver Hardy
- b) Stan Laurel
- c) Stan Andeliver

Oh, and the prize? Twenty copies of said madcap mayhem — that's the game to you! Sweeeeeeevo!

How'd you like to win a copy of *2112AD* or *Forbidden Planet*? Well read this way, m'boy (If you read that way you'll go blind! Ed) 'cos Design 'so good they named it twice' Design is offering a copy of each to the first ten readers who come up with the answer to the ultimate question. And no, 42 just won't do. All we want to know is the password at the end of *Dark Star*. Is it:

- a) Everyone's a Wally?
- b) Everyone's a nervous wreck?
- c) Everley Brothers? (Who they? Ed)



How d'you like to adorn your manly, or womanly, torso with a stylish T-shirt to welcome the spring months? You would? Lucky then that we've got five Bubble Bus T-shirts up for grabs and all you've got to do is answer one measly question. And even if you don't cart off the clothing, there are still ten copies of *Starquake* to be won. Just tell us which star is nearest to the Earth? Is it:

- 1) Alpha Centauri?
- 2) The Sun?
- 3) The Mirror?



Zounds, itza Zoid! Yes, mighty Martech's offering five amazing Zoid models to the five lucky winners of this simple competition. All you've gotta do to be the envy (and enemy) of your friends is answer this simple question. Redhorn The Terrible is the evil baddy but who is his goodly counterpart? Is it:

- 1) Troubleshootin' Pete?
- 2) The Mighty Zoidzilla?
- 3) The Mighty Wurlitzer?



Okay shweethearts, it's Humph here — you know, the one Bogey that doesn't get right up your nose. Ocean's asked me to give away twenty copies of its new game *Movie* that's based on the exploits of a dick like me. Private dick, smartass! But if you wanna win one you're gonna have to do a bit of detective work yourself. Jusht tell me which of these black and white Saturday afternoon BBC2 films I appeared in and then jot it down next to the number 5 on the coupon. Here's looking at you kid!

- 1) The Maltese Penguin
- 2) The African Queen
- 3) Blanketyblanca

6

Did you have visitors over Chrimble? Well, Ocean did and it wasn't just Auntie Vera and Uncle Frank turning up to polish off the best brandy and natter on through the big film. Oh no, Ocean was visited by aliens from the outer cosmos, horrid slimy green things that ate Harry the Hamster for breakfast and drank Domestos cocktails. In fact, so entertaining was the company that Ocean's put the visitors into its new game V based on the TV series of the same name. To win one of the twenty copies of the game that Ocean's putting up for grabs just tell us whether these aliens are really:

- 1) Distant relations of the Ed?
- 2) Lizard type creatures?
- 3) Armadillos wearing rain hats?



Well, it was a long time coming but for Dungeons and Dragons freaks it was worth the wait — PSS's *Swords And Sorcery* has arrived. And to prove that it's not so much a game, more a way of strife, PSS is offering ten S&S T-shirts and twenty S&S posters to YS readers. So, now for the question. A long time ago there was this geezer called Arthur who had a modest country dwelling called Camelot. And he had a magical sword called . . . well, what was it called?

- 1) Wilkinson?
- 2) Excalibur?
- 3) Damocles?



Hello sailors. Oh, a life on the ocean waves. Take an exotic cruise, travel to distant shores and blow the hell out of other battleships. Perhaps we forgot to mention that we're talking about Quicksilver's new game *Death Wake*. It's a war game in which you play the commander of The Undaunted in his mission to blow up lots of things, preferably those belonging to the enemy unless you liberate them by answering this simple question. Sailors who pop their socks at sea can't be said to push up the daisies, so where do they end up? Is it in:

- 1) Davy Jones's Locker?
- 2) Mother Hubbard's Cupboard?
- 3) Dolly Parton's Chest?

Brrrrr. Cold? You don't know what cold is. It's like a zoo in here, there are so many brass monkeys. Lucky I've got ten *Bladerunner* T-shirts from CRL to keep me warm. Course the Ed wants me to give 'em away to you lot but what the heck, my need is greater than yours. (No, it ruddy well is not. Hand 'em over! Ed). Oh, alright but only on one condition. You must send me all your spare winter clothing. No? Oh well answer this question instead. Who was the star of the film *Bladerunner*? Was it:

- 1) Sting?
- 2) Model T Ford?
- 3) Harrison Ford?

10

How's this sound for a spec? An interface that adds a full ten functions to your Speccy — Centronics port, RS232 port, sound through the telly, slow mode, video port, all joystick protocols, reset button, through port, Save/Load and a power indicator. Okay, now name the price? £150? £100? Nope, to you John, £34.95. Sounds incredible, doesn't it? (Sounds like you took the info straight from the ad! Ed). Might've done, might've done. But although we haven't seen Konix's miracle Liberator yet, we still reckon it's worth answering the following doddle of a question? Who's the leader of the Liberal party? (Liberator/Liberal, geddit?) Is it?

- 1) Terry Wogan?
- 2) David Steel?
- 3) Stainless Steel?

Puff, puff, pant, pant. No, it's not a dirty compo entry up to a spot of heavy breathing but Silversoft arriving in the nick of time — mind you, have you played its spoof adventure, *Robin Of Sherlock*? Nope, well it's giving away fifteen copies plus twenty-five posters. All you have to do . . . well, you know what you've got to do by now. What was the name of the fat guy in the cassock who knocked around with Robin Hood? Was it:

- 1) Friar Tuck?
- 2) Cyril Smith?
- 3) Dolly Parton (again)?

12

And finally, *Fairlight*. Imagine what the inlay card might look like to an ant. Now think how big a full-size, full colour poster of the same piccy would look. Meg-aah! To win one of ten copies of such a poster, tell us the name of the game's hero?

- 1) Istvan?
- 2) Igor?
- 3) Another name beginning with I?



RULE UP, RULE UP!

Usual set of boring old rules. The Ed won't talk to anyone about the compo though what's so bad about the Ed not talking to you is way beyond us. You can't enter if you work for any of the participating companies or if you work here and if you work here knock three times on the pipes and we can form an escape committee. All entries must be in by March 31st — a day late and you'll feel a right fool.

NOW THAT'S WHAT I CALL A MEGACOMPO!

Here are my answers to your easy-peasy questions. Next time you'll have to make them harder if you want to beat me.

Name

Address

Postcode

Question 1	Question 4	Question 7	Question 10
Question 2	Question 5	Question 8	Question 11
Question 3	Question 6	Question 9	Question 12

Now cut the coupon or use a photocopy and stick it to a postcard or the back of a sealed envelope. Send it to That ginormously big compo in issue 3, Your Sinclair, 14 Rathbone Place, London W1P 1DE. Meg-aah!

SPOT THE WALLY



This programmer uses **ZX Basic**.

Clue ↑



This programmer uses **YS MegaBasic** with...

- 50 New Commands
 - Named Procedures
 - On-Screen Windows
 - 64 Column Text
 - Full Screen Editor
 - Smooth Moving Sprites
 - Programmable Function Keys
 - Machine Code Monitor
 - Multi-tasking Subroutines
 - Background Sound
 - Line Number Tracing
 - AUTO Line Numbering
 - REPEAT...UNTIL Loops
 - DELETE Line Range
 - Full Machine Code CALLs
 - Double-Length POKE
 - Break Key Control
 - Three Fonts
 - User-Defined Character Sizes
 - Downwards Printing
 - Character Stipples
 - Attribute SWAP, FADE and CHANGE
 - Window PAN, SCROLL and INVERT
 - Improved Line Editor
 - ...And 22K User Memory
- and of course everything that's in ZX Basic!
PLUS FREE Sprite Designer

YS MEGABASIC

YS MegaBasic is only available direct from the *Your Sinclair* Mail Order department. It comes on cassette complete with 30 page manual and is fully microdrive compatible. To order, complete this coupon and mail it with a cheque or postal order for £7.95, payable to SportsScene Specialist Press, to **YS MEGABASIC OFFER, PO BOX 320, LONDON N21 2NB.** (BLOCK CAPITALS PLEASE)

Name

Address

.....

.....

..... Postcode

Phone

Please allow up to 28 days for delivery.

TASK FORCE

Come on, become one of the elite and join the programmers Task Force with Ian Hoare. You never know — you might learn something.

First off is **Paul Roberts** from Yeovil who sent in a piece of relocatable code that'll do some amusing things on-screen.

```

0000      ORG  ANY
0010      EI
0020      LD  B,100
0030 LOOP PUSH BC
0040      LD  HL,22528
0050      LD  DE,22529
0060      LD  BC,767
0070      LD  A,R
0080      AND 63
0090      LD  (HL),A
0100      LDIR
0110      HALT
0120      LD  A,R
0130      AND 7
0140      OUT (254),A
0150      POP BC
0160      DJNZ LOOP
0170      RET
0180      END
  
```

And while we're feeling flashy, **Ade Shaw** from Plymouth sent in several tips — try this when your Speccy's feeling bored:

```
10 FOR n=1 TO 250: OUT 14,n: NEXT n
```

Ade also sent in an improved routine to toggle printing between screen and printer.

To turn on the printer:

```
OPEN#2,"p"
```

and to turn it off and return printing to the screen:

```
CLOSE#2
```

Cheers Ade! By the way your 'better' input routine isn't! If you do a PAUSE 0 in a subroutine and leave your finger on a key a fraction too long you'll find you've entered the wrong thing.

Clive Seaden from Basingstoke sent in a megashort piece of machine code that'll do a double peek at any address (except 0). It uses the System variable

SEED so beware if you use random numbers.

```

10      ORG  ANY
20      LD  HL,(5C76H)
30      LD  C,(HL)
40      INC HL
50      LD  B,(HL)
60      RET
70      END
  
```

Use this Basic routine to get the double peek at address p into the variable 's'. The machine code is relocatable so I've called its address 'any'. Just load it in wherever convenient — it's only 7 bytes long.

```
10 RANDOMIZE p: LET s=USR (any)
```

Here's a brill way of creating false headers from Basic from **Malcolm Goodman** of Leeds. I've altered it slightly 'cos I like meddling in other people's programs and so it'll work with the Interface 1 connected. I've also used the routine above to get the start address of the Basic program, so don't forget to put the code in. Use the code in *Your Spectrum 21* to split the number into high and low bytes. What you don't have it? Shame on you. Well, just this once then:

```

DEF FN h(x)=INT (x/256)
DEF FN l(x)=x-256*FN h(x)

10 INPUT "How many bytes ? " ;n
20 RANDOMIZE 23635: LET s=USR any
30 LET st=s+n
40 POKE 23641, FN l(st)
50 POKE 23642, FN h(st)
60 DIM n*(10)
70 INPUT "Save name ? " ;n$
80 SAVE n$
  
```

The program will ask you how many bytes you want to create your header to load later. To use this, start the tape recorder on Record as soon as the message appears and stop when you've saved the header. Et voilà!

On the subject of headers, **Gary Proctor** from the Isle Of Man sent in a method of making program names more interesting. Gary was curious how the title 'FLASH LOAD' could come up instead of the boring message 'program: rhubarb' or whatever. Try this:

```

10 LET s$=""
20 LET s$=s$+CHR$ 22+CHR$ 1+CHR$ 0+CHR$ 219+CHR$ 23
  
```

Mind you it could've been even better if he'd included a couple of extra CHR\$s in the title — what about this then:

```

20 LET s$=s$+CHR$ 18+CHR$ 1+CHR$ 19+CHR$ 1+CHR$ 22+CHR$ 1+CHR$ 0+CHR$ 219+CHR$ 239
  
```

As you can see, there are several interesting ideas. How to make a string contain its own print position info and how to compress two five and four letter words into 2 bytes for starters.

Joseph Otten from Manchester has the perfect way of confounding all those types who like to break into your programs. Use this when you next save a program but do save an unprotected copy first. **POKE 23613,0: SAVE "name" CODE 23613,PEEK 23627 +256 *PEEK 23628-23613: GOTO 0**

The system variable ERR SP is at 23613/4 so altering it will make all sorts of fun things happen if the program hits an error. This routine by **Andrew Cope** of Exeter provides an ON ERROR GO TO function. This routine isn't relocatable but can be assembled to any convenient address. Andrew uses 64400 to allow room for some redefined characters.

```

0000      ORG  64400
0010      LD  DE,ERR_M
0020      LD  HL,(23613)
0030      LD  (HL),E
0040      INC HL
0050      LD  (HL),D
0060      RET
0070 ERR_M LD  A,(23610)
0080      INC A
0090      LD  BC,(23728)
0100      LD  (23662),BC
0110      XOR  A
0120      DEC  A
0130      LD  (23610),A
0140      INC  A
0150      LD  (23664),A
0160      LD  HL,(23641)
0170      LD  BC,2
0180      CALL 1652H
0190      EX  DE,HL
0200      LD  (HL),232
0210      INC  HL
0220      LD  (HL),13
0230 BTEST CALL 1F54H
0240      JP  C,12CEH
0250      JR  BTEST
0260      END
  
```

To use this you'll need to set up the line that you want the ON ERROR routine to jump to. This can be in a subroutine so you can alter it as required. To set up the routine you'll only need to call the code once. After that all errors will be trapped automatically. Andrew suggests the following:

```

10 RANDOMIZE USR 64400
20 LET erl=line number to be jumped to: GO SUB 9000
Rest of program
9000 REM subroutine
9010 POKE 23728 FN l(erl)
9020 POKE 23729 FN h(erl)
9030 RETURN
  
```

Andrew also makes an interesting suggestion. If you can spare the space it saves time to READ all DATA into an array before the program starts. He reckons it'll halve 'Access time'. And I thought it

took less time to read a DATA statement than access a DIMENSIONED variable. Well I wonder who's right? Why don't you devise a program to act as a benchmark and send it in with your results.

John Whyte of Dunfermline and **Nicholas White** of Newhaven both came up with ways to make your messages more interesting. John's routine will spit out your message one letter at a time with or without sound. You'll need to decide what to put in line 9020 or whether to leave it out altogether if you don't want sound.

```

10 LET n=9000: LET line=0
20 LET a$="Your Sinclair is tops!" : GO SUB n
30 REM rest of program
8999 STOP
9000 FOR x=1 TO LEN a$
9010 PRINT AT line,0;a$(TO x)
9020 BEEP 0.05,CODE a$(x)/4: REM Variable sound
OR
9020 BEEP 0.05,0: REM fixed sound.
9030 IF x=LEN a$ THEN BEEP 0.1,30: BEEP 0.1,20
9040 NEXT x
9050 LET line=line+1
9060 RETURN
  
```

Nicholas's routine is designed to do a similar thing but the message must be 32 characters long. Why not try them both?

```

10 LET a$="YOUR SINCLAIR IS TOPS FOR PROGS."
20 LET line=0: LET n=1000
30 GO SUB n
40 REM rest of program
999 STOP
1000 LET b$=" (32spaces)"
1010 LET b$=b$+a$
1020 FOR x=1 TO LEN b$-31
1030 PRINT AT line,0;b$(x TO x+31)
1040 NEXT x
1050 RETURN
  
```

And finally, **Tim Doulton** from Horsham has a tip for saving protected versions of your programs. First do PEEK 23635 and make a note of the result. If you've got Interface 1 variables present you'll get the answer five, if not you'll get 203. Don't attempt to save a protected version if Interface 1 variables are present. Right, to save a protected version of your program enter this as a direct command: **POKE 23635,n: SAVE "name"** Where n is any number below 203. To load the protected program enter: **POKE 23635,n:LOAD""** Then all you've got to do is: **POKE 23635,203**

Send your programs to Ian Hoare, Task Force, Your Sinclair, 14 Rathbone Place, London W1P 1DE.

NEW

NEW

SPECTRUM TAPE and DRIVE TRANSFER UTILITIES

ALL SPECTRUM owners need TC7 — our specialist tape utility. Send SAE for FULL DETAILS of this amazing and widely used program

- Integral header reader
- Includes BAUD RATE (speed) measurer
- can save high speed/jerky parts in "normal" form for DRIVE transfer
- so many extra features we can't possibly list them here. Just try it and see. As the market leader we can't afford to let you down.

COST only £8.50 (or £9.99 on cartridge with MT6 a special M/drive program — £7.50 with MT6 on tape)

Yes SPECTRUM owners now have a **LOW COST** way of transferring many of even the **LATEST** high speed/jerky programs to their drives. You will be amazed! Other methods are expensive or very limited.

Firstly you will need our MD1b (for M/drive) or WD1b (for Wafer or disc drive). They give you the tools to convert programs so that they will run on your drive. Includes ability to cope with v.long programs, and split/chop bytes in one go, "VAL" creator, REMkill, make visible etc, etc. FULL manual (highly rated by CRASH) with example transfers. MD1b or WD1b cost £8.99. "Manages more programs" — Your Spectrum. (TC7 also needed for latest programs).

LERM INFORMATION SHEETS

Each sheet gives you the **DETAILED** instructions required to transfer 8 of the more **POPULAR** programs to drive using our software. They cost **£1 EACH** plus SAE. Up to sheet 5 available.

TRANSFER PACK — TC7 plus MT6 plus MD1b on cartridge with information sheets 1-3 all for **£15.50** (other drive owners get programs on tape and sheets for same price with WD1b replacing MD1b)

UPDATE SERVICE: for latest version on your LERM product send old tape plus large SAE to get a **£2 REDUCTION**. **OVERSEAS:** add £1 Europe, £2 others for each product. SAE for enquiries.

ALL PROGRAMS CARRY A MONEY BACK GUARANTEE (not updates)

LERM, DEPT CR, 10 BRUNSWICK GDNS, CORBY, NORTHANTS NN18 9ER

P.O. Box 78
SOUTHSEA

AUTOMATA U.K.
The Piman's Software House

HAMPSHIRE
PO4 8SL

DEVS EX MACHINA
Voted by the C.T.A. "PROGRAM OF THE YEAR" — A tele-fantasy synchronised to a stereo soundtrack.

10 PACK
each "10 PACK" includes a compilation of: Graphic adventures, M/C Arcade games, Text adventures, Strategy games, and lots of FAMILY FUN!

GO TO JAIL 48K Spectrum retail £6. MAIL ORDER PRICE £8

DEUS EX MACHINA 48K Spec. retail £10. MAIL ORDER PRICE £8

DEUS EX MACHINA C.D.M. 64 retail £15. MAIL ORDER PRICE £8

"PIRANIA—the answer." Booklet showing how PIRANIA was won £1

YEAH WE DO MEAN TEN GAMES ON EACH CASSETTE!

Please send me the item(s) ticked below. I enclose a CHEQUE/P.O. payable to AUTOMATA UK Ltd. PO BOX 78, SOUTHSEA, HANTS. PO4 9SL. All prices include VAT & Carriage within U.K. OVERSEAS +£1 EXTRA

- "10 PACK" Vol. 1. 48K Spec. retail £10. MAIL ORDER PRICE £8
- "10 PACK" Vol. 2. 48K Spec. retail £10. MAIL ORDER PRICE £8
- "10 PACK" Vol. 3. 48K Spec. retail £10. MAIL ORDER PRICE £8
- "GO TO JAIL" 48K Spectrum. retail £6. MAIL ORDER PRICE £8
- "DEUS EX MACHINA" 48K Spec. retail £10. MAIL ORDER PRICE £8
- "DEUS EX MACHINA" C.D.M. 64 retail £15. MAIL ORDER PRICE £8
- "PIRANIA—the answer." Booklet showing how PIRANIA was won £1

Name _____ Address _____ Post Code _____
Send a stamped self addressed envelope for further details

ROMANTIC ROBOT present

56K Spectrum extension? Instant back-up of any program? Joystick & video interfaces? **YES!** All this & even more with **NO.1 SPECTRUM MULTIPURPOSE INTERFACE**

Multiface ONE Version 86
UNPRECEDENTED - UNPARALLELED - UNBEATABLE
at £39.95!

- *Internal 8K ROM and 8K RAM open new concepts in Spectrum computing: 100% reliable saving of anything, anytime and onto all types of peripherals with extra 8K at user's disposal and with a full peek & poke facility covering the entire 56K.
- MULTIFACE ONE does not take any part of Spectrum RAM & does not need any additional software. Just push a button to freeze a program, save it and restart from the same point next time. Peek/poke facility and 8K RAM (say with a monitor disassembler) are also ideal for studying, modifying, developing programs.
- *Menu-driven with prompts & one-touch commands: 1) Push button 2) Select function: exit/return/save/poke 3) Input name 4) Save to: tape/cartridge/wafer/opus/beta
- *Extremely powerful & efficient compressing for fast re-loading & using minimal room on cartridges, tapes, wafers, disks. A 7K screen can be compressed to a few hundred bytes, the whole RAM into a few K (depending on a program).
- *Option to save a full 24-line screen only
- *Pressing the button & return can restart a "crashed" computer
- *Through extension bus for connecting other peripherals
- *User friendly, fully error trapped, simply magic
- *Users must ensure the copyright laws are not infringed

Expand your Spectrum to 56K and stretch its capabilities even further with

Multiface ONE ESSENTIAL SPECTRUM COMPANION

TRANS-EXPRESS
The software way of transferring Spectrum software. 4 utilities for m'drive, 2 for waferdrive, 2 for Opus Discovery. Invaluable for cartridge/disk maintenance & automatic transfers. Highly professional, user-friendly, versatile and comprehensive. An ingenious piece of software.
***** Features ***** Performance PCN
TOP SOFTWARE AT BOTTOM PRICE

Wiggler
One of the best games for any machine I've seen for very long time!
"Wiggler is a totally original game." CRASH SMASH STAR GAME PCN
"Great game, good music, well recommended." What Micro
"The graphics and sound are excellent and the game is totally addictive, 10/10 value & playability. 9/10 graphics & sound. C&V Games
"This is a great game." CAS "Well worth buying" ZX C & Crash
"If you've any sense you'll order your copy now." PCN "A WINNER" PCN

MUSIC TYPEWRITER
Complete Spectrum music system for writing, editing, playing, printing & storing music. Its real notation graphics and ease of use make it an ideal educational tool. Great fun to play with & a lot to offer in serious use (transposing, dot matrix printout etc). A very professional piece of programming, easy to use, excellent screen presentation, error trapping & helpful prompts. If you're interested in music and own a computer then get it! ZX Computing
MIDI compatible with MIDI MUSICIAN package
New overlay for Spectrum - Now at Xmas price!

I enclose a cheque/PO for £..... (UK & Europe orders please add £1 overseas £2)
or debit my No Yes

Name..... Card expiry.....
Address.....

Please send me (tick as applicable):

MULTIFACE	£39.95	<input type="checkbox"/>
TRANS-EXPRESS cartridge	£9.95	<input type="checkbox"/>
disk (Opus Discovery)	£9.95	<input type="checkbox"/>
MUSIC TYPEWRITER	£7.95	<input type="checkbox"/>
WRIGGLER Spectrum tape	£4.95	<input type="checkbox"/>
WRIGGLER Amstrad tape	£7.95	<input type="checkbox"/>
tape (for m'drive)	£ 7.95	<input type="checkbox"/>
wafer (Rotronics)	£ 9.95	<input type="checkbox"/>
with supplement	£ 9.95	<input type="checkbox"/>
or cartridge	£ 6.95	<input type="checkbox"/>
or disk version	£ 11.95	<input type="checkbox"/>

YOU CAN'T BEAT IT!

What's got long greasy hair, makes nasty smalls in the corner and creates one hell of a din laying into his kit? A drummer, that's what! Now Rachael Smith reckons she's found a more refined alternative — Cheetah's *SpecDrum*.

Drummers are a real pain for a new band. When you're starting out you can never find one — and if you make it big they're always the ones who drive the sports cars into the swimming pool! Well, *SpecDrum* may prove the answer. For thirty quid you get a complete drum kit in the shape of a small box to clip to your Speccy's behind, plus a tape.

The hardware contains the electronic wizardry that gives you three channels of percussion. And as nobody in his right mind would want all that mayhem beeping through the inbuilt speaker, you'll just have to connect it to a hi-fi or other amp via the attached phone, possibly using an adaptor.

Mind you, the really clever stuff is on the tape. Here you'll find your kit of eight digitally sampled sounds. You can use any three of them simultaneously — within certain limitations. *SpecDrum* comes with a standard rock kit, plus high tom or rim substitutes. The versatility doesn't stop at that — there's even the promise of further kits to come, such as a latin one.

But back to the present. Once you've listened to the eleven examples you'll be dying to create your own tracks, building with rhythmic blocks, creating your patterns then linking and looping them into completed songs. And as the instructions are probably the worst part of the package you can take a look at how this process works here.

There's a lot of memory for storing your tracks. You'll soon find that using the system becomes second nature to you. But the impressive feature is that quality of the sound — it'd easily do for demo tapes. That's why there's a synchro facility — I reckon a full MIDI interface would've proved far too costly. As it is, *SpecDrum* is unbelievably cheap and great fun to use. A definite hit.

FAX BOX

Name SpecDrum
Supplier Cheetah
Price £29.95

BEATING THE DRUM

As soon as the program's loaded you're presented with the following series of menus — provided *SpecDrum*'s connected, of course!

Main Menu

From the main menu you can access further facilities as well as all the other menus

Here's the list of songs you're working on. The Load/Save menu has options for individual titles or dumps for up to 16 tracks.

You get the chance to hear your track as it stands at any stage of the proceedings. Set around 125 the tempo is a rockin' beat, but boot it up to 999 and your snare will sound like a pneumatic drill!



To start you'll need to know how to divide each beat. Though 32 parts are available, you're unlikely to need more than 12 unless you're getting into very complex rhythms.

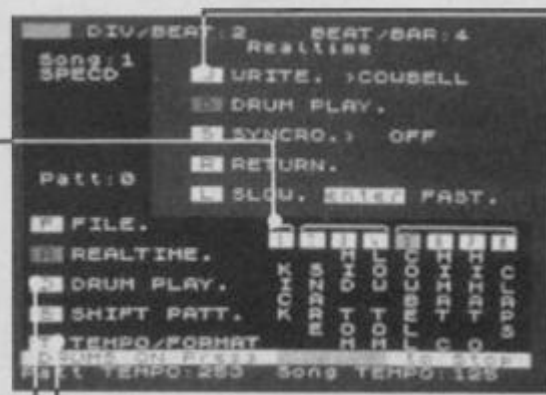
Clever this. If you have multi-track recording facilities you can use *SpecDrum* to sync to itself via a pulse track output from the mic socket.

Pattern Menu

Pressing 'P' takes you to the first stage of creation — the pattern menu.

Here's your drum kit. Note that it's divided into three groups, so you can't play the Mid and Low Toms simultaneously, for example.

And this is where the drums are played and displayed, by number. The three channels are clearly illustrated, and you can easily make alterations under the black cursor. Above and below are the bars you're not currently working on.



Of course you may prefer tapping out the track to typing it in. This calls a sub menu which allows you to specify the rhythm. Then beat out that rhythm on a (Spec)Drum.

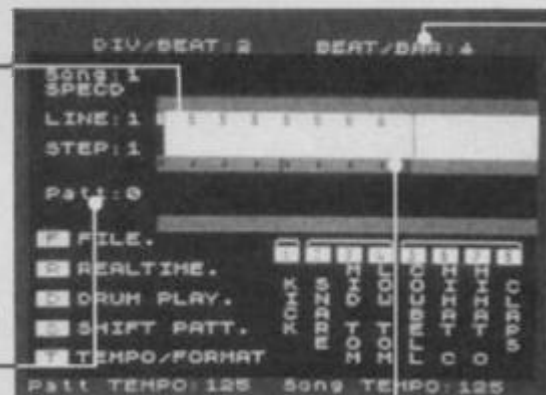
Tempo/Format chooses the time signature and this blue line shows where the beats and bar lines come. Closed Hi Hat and/or bass can be automatically added to help you keep time. A nice touch.

Edit Menu

You've got your bars of beats so it's time to put them together with the edit menu.

There are the individual patterns. To hear them again just insert them in the black window below and press D for Drum — you can hear them in context and take them out if you don't like the effect.

This is the number of the pattern you've chosen, increased or decreased by pressing 1 and 2 respectively



....And this is the number of times it plays, from 1 to 255, which could be rather repetitive! 3 and 4 control this, and once you're satisfied you just scroll it to the left with Enter

Use Shift 9 to insert, Shift 0 to delete, and eventually you'll get it right. Then it's back to the main menu for one last time where F tidies the data and stores it as economically as possible. Simple, eh?

DRUMMIN' UP.

Rat Scabies of *The Damned* once said that he took up drumming 'cos he liked hitting things. For all of you who've never thrashed a kit here's a quick run down of what you get.

Bass The one you paint the band's name on. It hits you in the pit of the stomach so use it to accentuate the beat.

Snare 'Topyy' soundIng, it can be used for sizzling rolls. Found in most sorts of music, an optional voice allows for striking the 'Rim'.

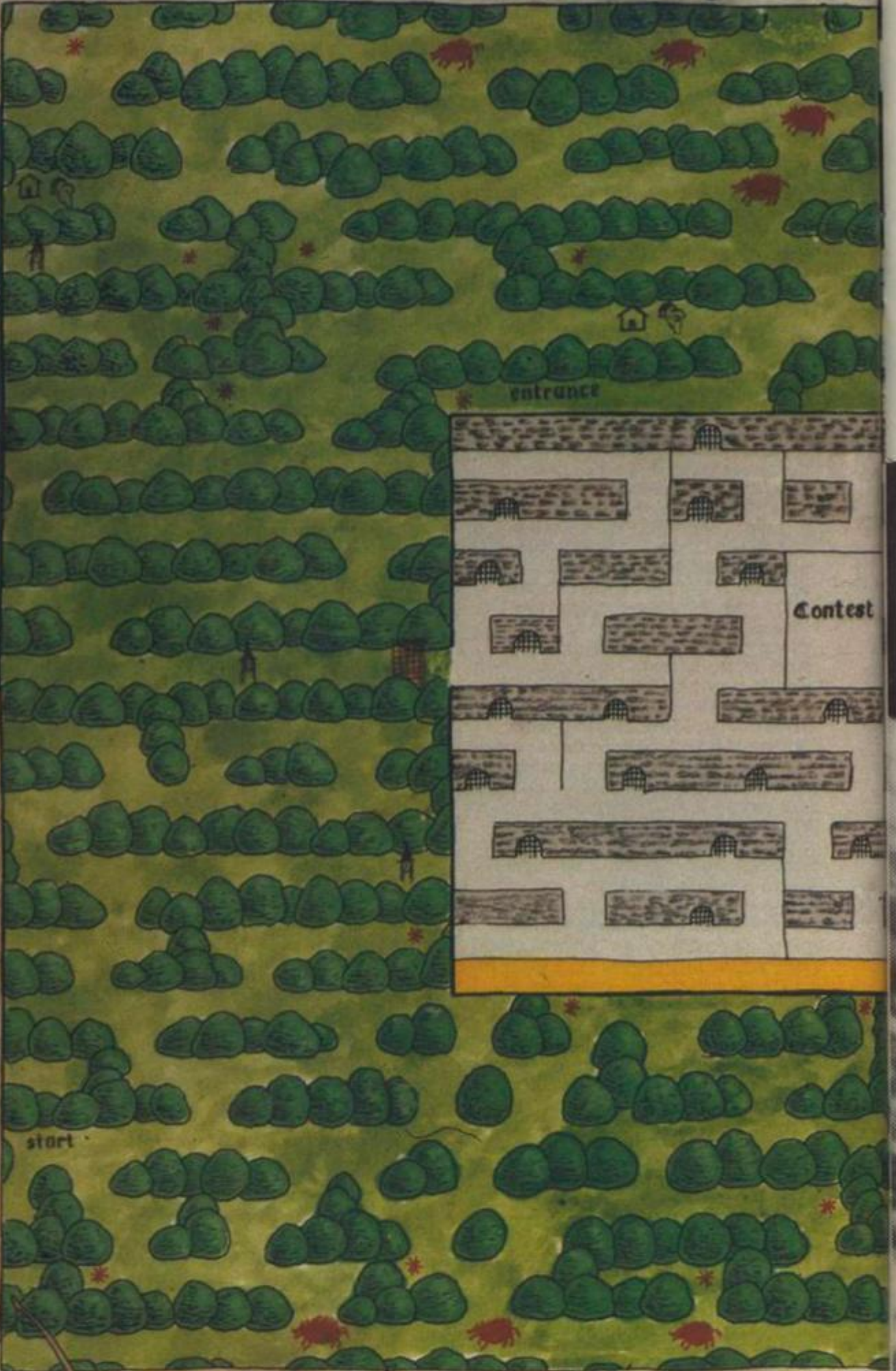
Toms Mid and Low are standard with an optional High. Over-use these tuned drums and you'll sound like a bad disco mix but moving between pitches can work well.

Hi-Hat Your cymbal can be in two states, Closed, or for a real crash, Open. Use sparingly unless you're into HMO (Heavy Metal overkill).

Cowbell Goes great with yodelling. Not one for the rockers but it can be nicely funky if it alternates with your cymbal.

Claps Another disco one in the cymbal section. Use it for steady, repetitive rhythms.

Robin of the wood





**8 PAGE
PULL-
OUT**

BATTLE FLEET ORION

by I K McDonald

This one's really hot. It's a forty screen shoot'em up that's written in Basic but it's as tricky as any machine code equivalent.

Your mission is to destroy an enemy planet's life forms before they reach Earth and destroy you. To have a crack at it, you'll have to travel backwards through time by disappearing up a black hole. Naaaasty!

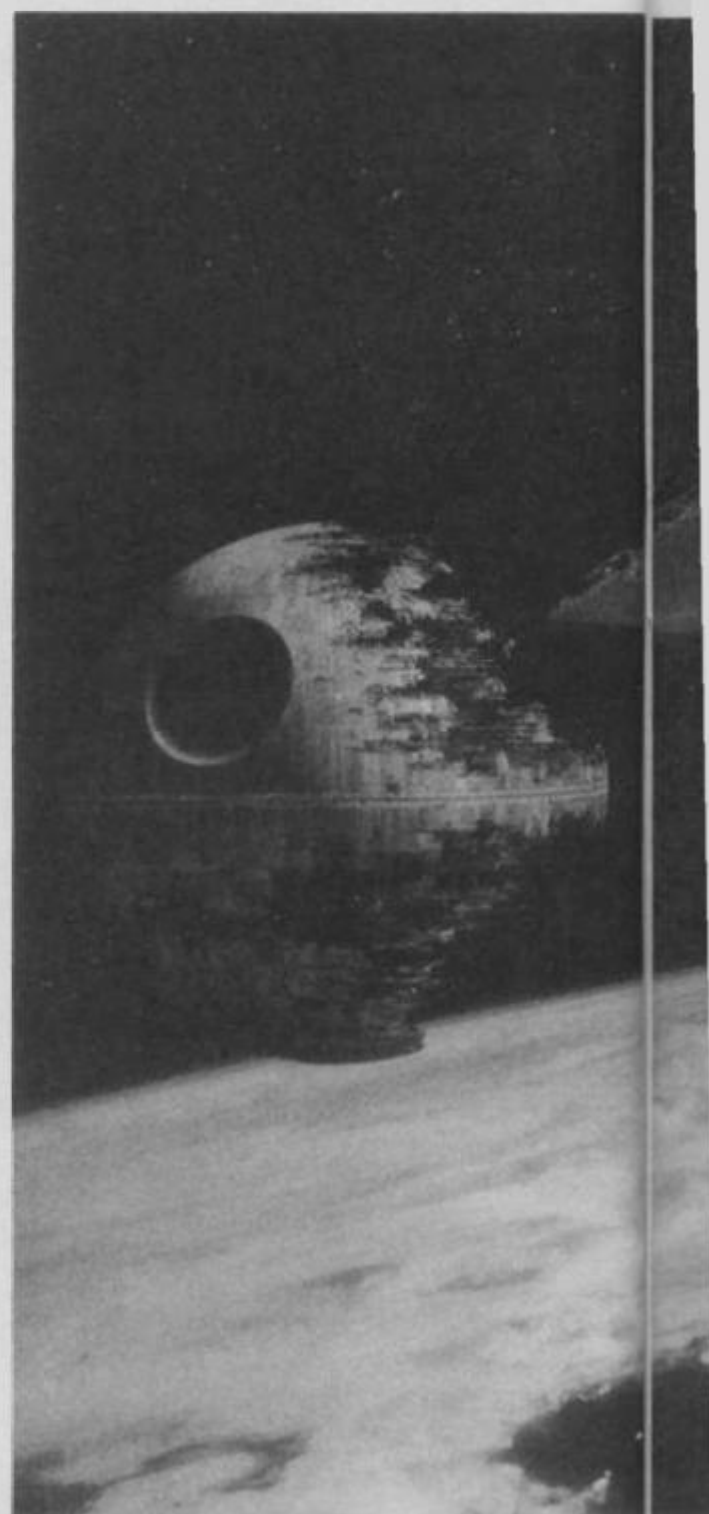
As soon as you've entered the game — and you can leave out the instructions once you've read them — save it with SAVE "Orion" LINE 7000 and then start it with RUN 7000.

This program is available on DigipTape

```

1 DEF FN m$(s,x)="Spectral"
AND FN m(s,x)=0)+("Silver" AND F
N m(s,x)=1)+("Gold" AND FN m(s,x
)=2)+("Diamond" AND FN m(s,x)=3)
: DEF FN m(s,x)=INT ((s-INT (s/x
)*x)/(.3*x))
50 LET b=b+(INKEY$="B" AND b<3
0)-(INKEY$="5" AND b>1)
60 PRINT AT 21,b-1;" "
65 IF xm THEN PRINT AT xm,ym;
" "
70 IF NOT xm AND INKEY$="0" TH
EN LET xm=21: LET ym=b: BEEP .0
5,-20
80 IF xm>=x AND x>=xm-3 THEN
IF y<=ym AND ym<=y+s-1 THEN IF
a$(ym-y+3)<>" " THEN GO SUB 100
0
90 IF xm THEN LET xm=xm-3: IF
xm THEN PRINT AT xm,ym;" "
110 PRINT AT x,y;d$: LET x=x+SG
N (RND-.5): LET y=y+SGN (RND-.5)
120 IF x=0 THEN LET x=1
122 IF y<0 THEN LET y=0
124 IF y+s>=32 THEN LET y=32-s
128 IF x>=21 THEN GO SUB 6000
129 PRINT AT x,y;a$
130 IF RND<.05 AND NOT xf THEN
GO SUB 4000
150 IF xf THEN PRINT AT xf,yf;
" "
"( TO LEN f$-2): LET xf=xf+2: I
F xf>=21 THEN GO SUB 5000
170 IF xf THEN PRINT AT xf,yf;
f$
175 IF NOT cls THEN GO TO 0
180 IF cls=-1 OR cls=-2 THEN G
O TO 2000
190 IF cls=1 OR cls=-2 THEN GO
TO 3000
200 GO TO 50
1005 PRINT AT x,ym; BRIGHT 1;"
"
1010 LET ss=ym-y+1: LET a$(ss+2)
=" ": LET g$(ss+2)=" ": LET sc=s
c+sca: BEEP .01,lvl
1015 IF crf THEN GO TO 1080
1020 LET ss=ss-1: IF ss=0 THEN
GO TO 1040
1030 IF a$(ss+2)=" " THEN GO TO
1040
1035 LET a$(ss+2)=" ": LET g$(ss
+2)=" ": LET sc=sc+sca: BEEP .01
,lvl: GO TO 1020
1040 LET ss=ym-y+1
1050 LET ss=ss+1: IF ss>s THEN
GO TO 1080
1060 IF a$(ss+2)=" " THEN GO TO
1080
1070 LET a$(ss+2)=" ": LET g$(ss
+2)=" ": LET sc=sc+sca: BEEP .01
,lvl: GO TO 1050
1080 IF a$(3 TO )=d$ THEN LET c
ls=1
1100 LET xm=0: PRINT AT 0,14; BR
IGHT 1;sc
1110 BEEP .01,lvl: RETURN
2010 LET sh=sh-1: PRINT AT 0,29;
BRIGHT 1; INK 1+(6 AND sh>1);s
h
2020 FOR a=0 TO -10 STEP -.5: BE
EP .01,a: NEXT a
2025 IF sh>0 AND cls=-2 THEN GO
TO 3000
2030 IF sh>0 THEN LET cls=0: GO
TO 50
2040 GO TO 7600
3003 LET crf=0: PRINT AT x,y;d$
3005 LET lvl=lvl+1
3010 FOR a=0 TO 7: BORDER a: BEE
P .1,a+lvl-20: NEXT a: BORDER 0
3015 INPUT " ": GO SUB 8990+lvl*1
0
3020 LET s=LEN a$-2: PRINT AT 0,
14; BRIGHT 1;sc
3030 LET d$="
"( TO s)
3040 LET cls=0: GO TO 0
4010 BEEP .05,-10: LET f$=g$
4020 LET xf=x: LET yf=y
4030 RETURN
5010 IF yf<=b AND b<yf+s THEN I
F f$(b-yf+3)<>" " THEN LET cls=
-1
5020 LET xf=0: RETURN
6005 LET cls=1
6010 IF y<=b AND b<y+s THEN IF
a$(b-y+3)<>" " THEN LET cls=-2
6020 PRINT AT 21,y;d$: RETURN
7001 RESTORE : FOR a=0 TO 135: R
EAD b: POKE USR "a"+a,b: NEXT a
7005 PAPER 0: BORDER 0: INK 7: C
LS
7007 DIM h$(10,20): DIM h(10)
7010 PRINT AT 0,5; BRIGHT 1;"Bat
tlefleet Orion!";AT 0,5; OVER 1;
"-----" I.K. Mc D
onald"
7020 PRINT INK 4;AT 3,0;" You h
ave been chosen to attempt a peri
ous attack on the enemy fleet
at the heart of the Orion nebula
."
7030 PRINT INK 6;" You must pen
etrate the Orion defences and
the storms of asteroids and
achieve causality violation (ti
me travel) several times in orde
r to destroy the Orions before
they become a threat to Ear
th. This is done by entering sever
al black holes in the course of
your attack. Use the controls
marked 5,B and 0 to steer and fir
e."
7040 PRINT INK 5;" Not only do

```



the enemy ships fire but kamikaze attacks (which due to photon shielding cannot be hit) could well occur."

7045 INPUT "Press ""Enter"" to continue"; LINE a\$: CLS

7050 CLS

7060 PRINT INK 6;" Your shields can survive 3 hits before your ship explodes. The computer record of your attack is summarised as a battle rating, which is displayed on-screen."

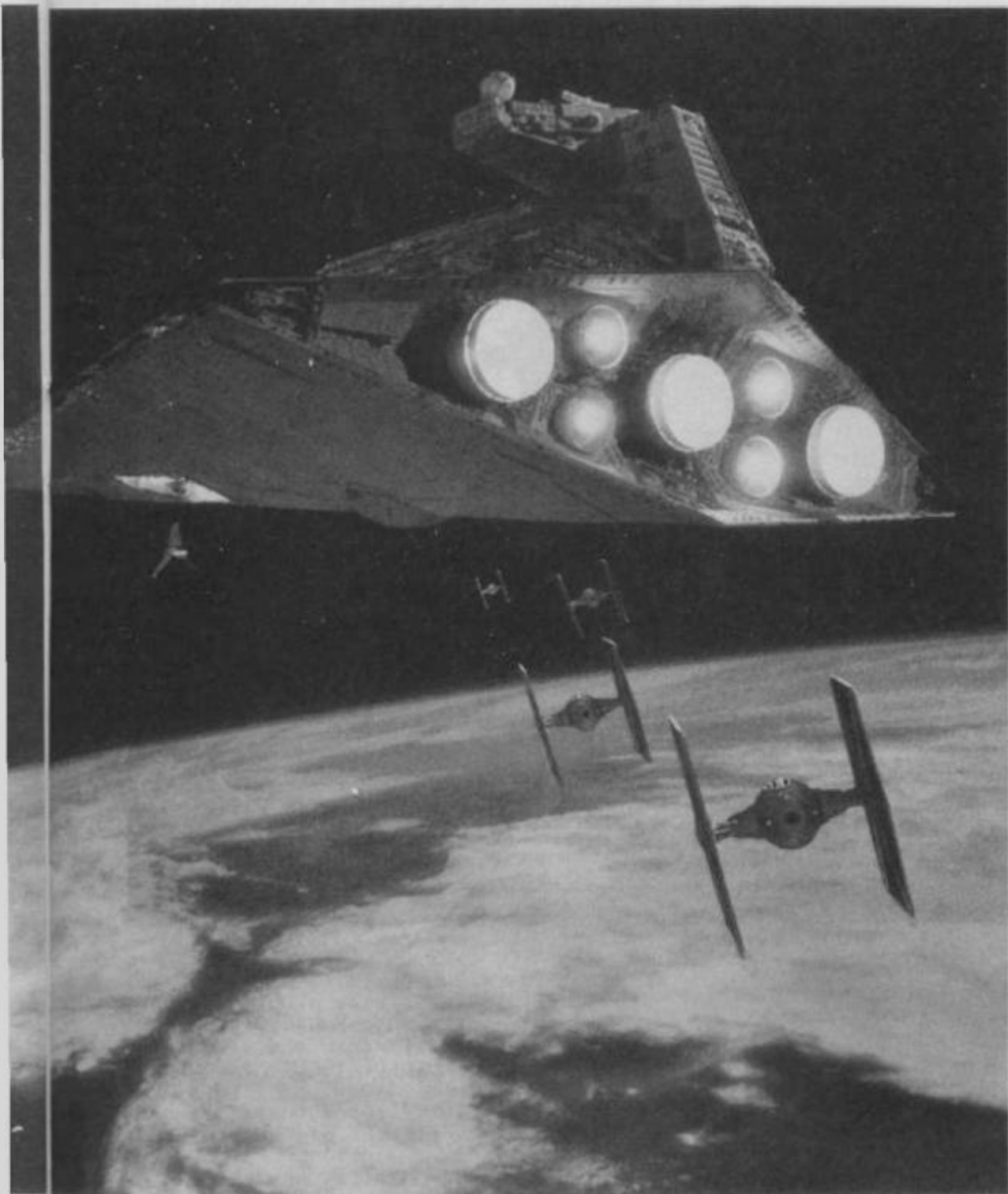
7065 PRINT INK 6;" The rating values will be", "displayed at the bottom of the screen."

7070 PRINT INK 4;" In black holes, shoot down the material trapped in the force wall, and if the wall approaches you, dodge the material trapped inside the force wall to enter the black hole. Avoid any matter that you overtake when entering the black hole — due to an optical illusion it will appear to be leaving the hole."

7075 PRINT INK 4;" When attacking space stations remember that 1 hit will be sufficient to destroy the station in a sub-atomic chain reaction."

7080 INPUT "Press ""Enter"" to continue"; LINE a\$: CLS

7095 PRINT INK 5;" When the Ori



on home planet is reached, the ship will eject canisters of toxic crystals into the planet's atmosphere. As the method of time travel used is very approximate, hazards due to simple Orion starfighters or the Orion star system still, "forming are possible."

7100 PRINT INK 5; "If forward Time Travel becomes necessary, you will be placed in suspended animation until the desired time is reached."

7110 PRINT INK 4; BRIGHT 1; "EVEN NORMALLY PLACID OBJECTS COULD EJECT RADIATION OR COSMIC PARTICLES, OR BE CAMOFLAGED ORION FORCES. "; INK 6; "EXTREME CAUTION ADVISED."

7120 INPUT "Press ""Enter"" to continue"; LINE a\$

7505 LET xf=0; LET crf=0; LET yf=0; LET b=10; LET lvl=1; LET sh=3; LET xm=0; PAPER 0; INK 7; BORDER 0; INPUT ""; CLS

7510 LET sc=0; PRINT AT 0,0; BRIGHT 1; "Battle Rating 0 Shields 3 "

7520 GO TO 3010

7600 PAPER 7; INK 9; CLS; BORDER 7; INPUT ""; CLS; PRINT AT 10,10; INK 9; "Game Over"; FOR a=1 TO 50 STEP 5; BEEP .01,a; NEXT a

7610 IF sc<=h(10) THEN GO TO 77

00

7620 FOR a=1 TO 10: IF sc>h(a) THEN GO TO 7640

7630 NEXT a

7640 FOR a=10 TO a+1 STEP -1

7650 LET h(a)=h(a-1); LET h\$(a)=h\$(a-1)

7660 NEXT a

7665 LET h(a)=sc

7670 PRINT INK 2; AT 15,0; "You have made it into the high score table!"; FOR b=1 TO 32 STEP 2; BEEP .05,b; BEEP .05,b-2; NEXT b

7680 INPUT "Name ? "; LINE a\$; IF LEN a\$>20 THEN PRINT ; "Sorry-max length 20 letters"; BEEP 1,0; PAUSE 0; GO TO 7680

7690 LET h\$(a)=a\$

7705 PAPER 1; BORDER 1; CLS; PRINT TAB 10; "Hall of Fame"

7710 FOR a=1 TO 10; INK 8-a+(a-5) AND a>5; PRINT a; TAB 2; h\$(a); " "; h(a); BEEP .1,a

7720 PRINT "Decorations "

7730 IF h(a)<3000 THEN PRINT "None"

7732 IF h(a)<6000 AND h(a)>=3000 THEN PRINT FN m\$(h(a),3000); "Spark"

7734 IF h(a)<9000 AND h(a)>=6000 THEN PRINT FN m\$(h(a),3000); "Heart"

7736 IF h(a)<12000 AND h(a)>=9000 THEN PRINT FN m\$(h(a),3000); "

Comet"

7738 IF h(a)<18000 AND h(a)>=12000 THEN PRINT FN m\$(h(a),6000); "Star"

7750 IF h(a)<24000 AND h(a)>=18000 THEN PRINT FN m\$(h(a),6000); "Cluster"

7760 IF h(a)<36000 AND h(a)>=24000 THEN PRINT FN m\$(h(a),12000); "Supercluster"

7770 IF h(a)>=36000 THEN PRINT "Honorary Generalship"

7800 NEXT a; BEEP .8,0; BEEP .4,0; BEEP .4,0; BEEP .8,2; BEEP .8,4

7900 INPUT "Press ""enter"" for another game"; LINE a\$; GO TO 7500

8005 FOR a=0 TO 7; BORDER a; BEEP .1,a*2; NEXT a; LET sh=sh+1; PRINT AT 0,29; BRIGHT 1; sh; BORDER 0; RETURN

9003 LET a\$=CHR\$(16+CHR\$(2+"; LET sca=100; LET g\$=CHR\$(16+CHR\$(5+";

9007 PRINT ;1; "Type 1 Orion Vipers-100 brp"; LET x=1; LET y=6; RETURN

9010 LET a\$=CHR\$(16+CHR\$(6+"; L

ET sca=10; LET g\$=CHR\$(16+CHR\$(7+";

9015 PRINT ;1; "Orion Spacestation-170 brp"; LET x=1; LET y=2; RETURN

9020 LET a\$=CHR\$(16+CHR\$(6+";

; LET sca=10; LET g\$=CHR\$(16+CHR\$(6+";

9025 PRINT ;1; "Asteroids-10 to 30 brp"; LET sca=30; LET x=10; LET y=3; RETURN

9030 LET a\$=CHR\$(17+CHR\$(1+"; LET g\$=CHR\$(16+CHR\$(1+";

9035 PRINT ;1; "Black hole event horizon"; PAUSE 100; INPUT ""; PRINT ;1; "Trapped matter-5 to 10 brp"; LET sca=5; LET x=10; LET y=0; RETURN

9040 LET a\$=CHR\$(16+CHR\$(1+"; LET g\$=CHR\$(19+CHR\$(1+";

9045 PRINT ;1; "Asteroids-10 to 20 brp"; LET sca=5; LET x=1; LET y=0; RETURN

9050 PRINT ;1; "Dragonstar fighters-200 brp"; LET a\$=CHR\$(16+CHR\$(4+"; LET g\$=CHR\$(16+CHR\$(1+";

9055 LET sca=200; LET x=1; LET y=5; RETURN

9060 PRINT ;1; "Backup Orion Vipers-100 brp"; LET a\$=CHR\$(16+CHR\$(2+"; LET g\$=CHR\$(16+CHR\$(5+";

9065 LET sca=100; LET x=1; LET y=5; RETURN

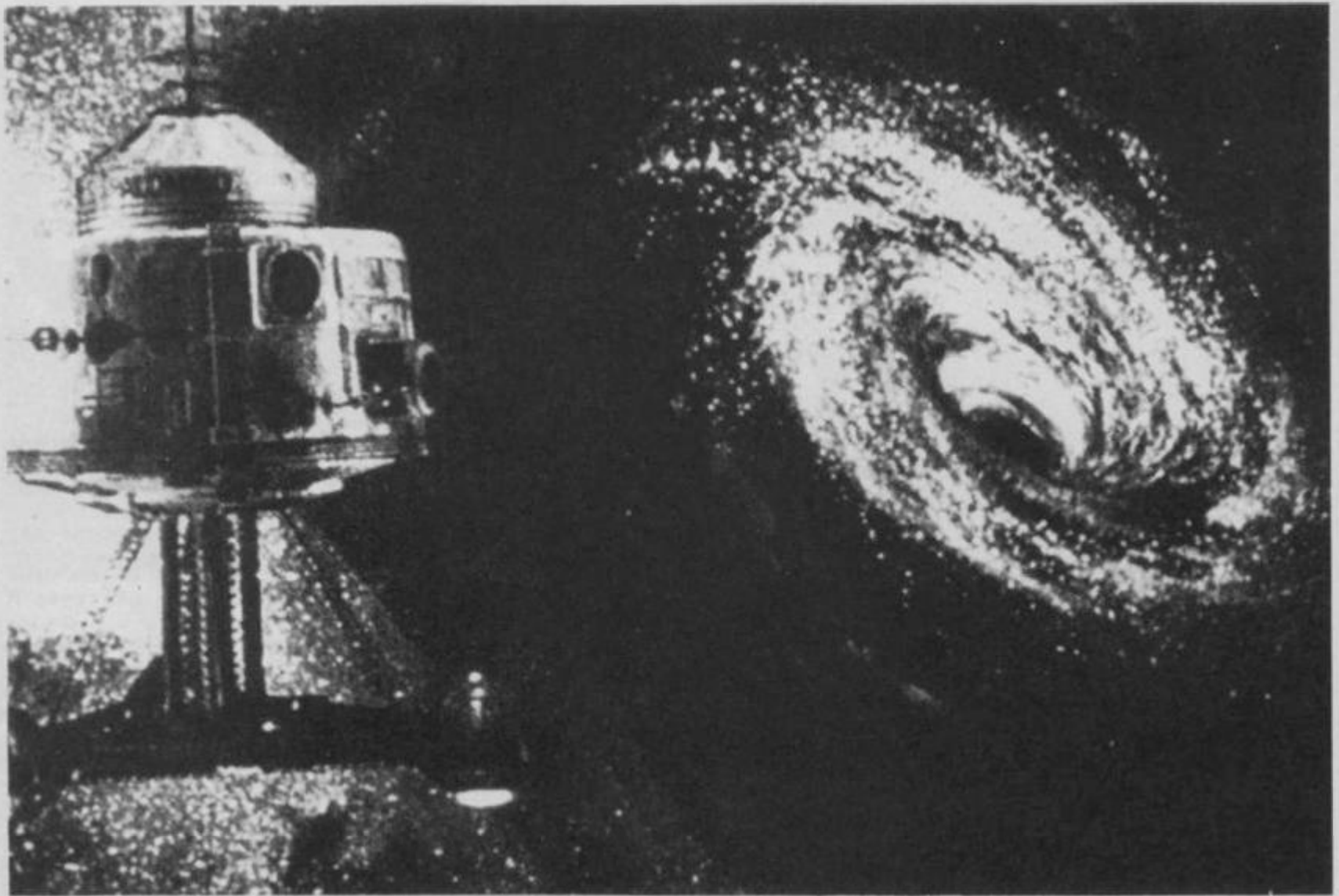
9070 PRINT ;1; "Cosmic Dust-20 to 60 brp"; LET a\$=CHR\$(16+CHR\$(5+"; LET g\$=CHR\$(16+CHR\$(5+";

9075 LET sca=20; LET x=1; LET y=3; RETURN

9080 PRINT ;1; "Orion probes-40 or more brp"; LET a\$=CHR\$(16+CHR\$(4+"; LET g\$=CHR\$(16+CHR\$(5+";

9085 LET sca=40; LET x=1; LET y=7; RETURN

9090 PRINT ;1; "Orion spacestation



```

ns-450 plus brp": LET a$=CHR$ 16
+CHR$ 6+"
"; LET g$=CHR$ 16+CHR$ 7+"
"
9095 LET sca=50: LET x=1: LET y=
0: RETURN
9100 GO SUB B000: PRINT )1;"Orio
n probes-40 brp": LET a$=CHR$ 16
+CHR$ 4+"
"; LET g
$=CHR$ 16+CHR$ 5+"
"
9105 LET sca=40: LET x=1: LET y=
0: RETURN
9110 PRINT )1;"Orion ""Batfighte
rs"" -600 brp": LET a$=CHR$ 16+C
HR$ 6+"
"; LET g$=CHR$ 1
6+CHR$ 5+"
"
9115 LET sca=200: LET x=1: LET y
=6: RETURN
9120 PRINT )1;"Black hole-matter
5 brp": LET a$=CHR$ 17+CHR$ 1+"
"; LET g$=CHR$
16+CHR$ 1+"
"
9125 LET sca=5: LET x=10: LET y=
0: RETURN
9130 PRINT )1;"Unidentified Star
creature": PAUSE 200: INPUT "":
PRINT )1;"Starcreature-1000 brp"
: LET a$=CHR$ 16+CHR$ 4+"
";
LET g$=CHR$ 17+CHR$ 3+"
"
9135 LET sca=500: LET x=5: LET y
=0: RETURN
9140 PRINT )1;"Asteroids-100 bpr
or more": LET a$=CHR$ 16+CHR$ 6
+"
"; LET g$=CHR$ 21+CHR$ 0+"
"
9145 LET bpr=100: LET x=10: LET
y=5: RETURN
9150 PRINT )1;"Black hole-matter
5 brp": LET a$=CHR$ 17+CHR$ 1+"
"; LET g$=CHR$ 16+C
HR$ 1+"
"
9155 LET sca=5: LET x=10: LET y=
0: RETURN
9160 PRINT )1;"Orion detector pr
obe-200 bpr": LET a$=CHR$ 16+CHR
$ 2+"
"; LET g$=C
HR$ 16+CHR$ 5+"
"
9165 LET sca=25: LET x=5: LET y=
10: RETURN
9170 PRINT )1;"Mk 2 Orion Vipers
-200 bpr": LET a$=CHR$ 16+CHR$ 6
+"
"; LET g$=CHR$ 16+CHR$ 5+"
"
9175 LET sca=200: LET x=1: LET y
=7: RETURN
9180 PRINT )1;"Force Field-100bp
r per part": LET a$=CHR$ 17+CHR$
3+"
"; LET g$=CHR$ 16+CHR$ 1+"
"
9185 LET crf=1: LET x=15: LET y=
0: LET sca=100: RETURN
9190 PRINT )1;"Orion probes-200b
pr": LET a$=CHR$ 16+CHR$ 6+"
"; LET g$=CHR$ 16+CHR$
5+"
"
9195 LET sca=200: LET x=13: LET
y=0: RETURN
9200 GO SUB B000: PRINT )1;"Orio
n research lab-500bpr": LET a$=C
HR$ 16+CHR$ 6+"
"; LET g$=CHR$ 16+CHR$ 5+"
"
9205 LET sca=50: LET x=10: LET y
=10: RETURN
9210 PRINT )1;"Warning:no correl
ation between": PAUSE 0: INPUT "
": PRINT )1;"radar and visual in
put.": PAUSE 0: INPUT ""
9213 GO TO 9290
9223 PRINT )1;"Dragonstar fighte
rs-200 brp": LET a$=CHR$ 16+CHR$
4+"
"; LET g$=CHR$ 16+CHR$ 1+"
"
9225 LET sca=200: LET x=10: LET
y=5: RETURN
9230 PRINT )1;"Orion probes-10 b
rp": LET a$=CHR$ 16+CHR$ 6+"
"; LET g$=CHR$
16+CHR$ 7+"
"
9235 LET x=1: LET y=5: LET sca=2
.5: RETURN
9240 PRINT )1;"Orion vipers in d
efensive": PAUSE 0: INPUT "": PR
INT )1;"formation-": PAUSE 0: IN
PUT "": PRINT )1;"Mk 1 Orion Vip
ers-100 bpr": LET crf=1: LET x=1
: LET y=5
9245 LET sca=100B: LET a$=CHR$ 1
6+CHR$ 6+"
"; LET g$=CHR$ 16+CHR$ 5+"
"; RETURN
9250 PRINT )1;"Cruisers with clo
aking devices!": PAUSE 50: INPUT
"": PRINT )1;"Invisible cruiser
s-variable brp": LET a$=CHR$ 16+
CHR$ 0+"a aaa aa a a aa
a": LET g$=CHR$ 16+CHR$ 5+"
"
9255 LET sca=400: LET x=1: LET y
=3: RETURN
9260 PRINT )1;"Black hole-matter
5 bpr": LET a$=CHR$ 17+CHR$ 1+"
"; LET g$=CHR$ 1
6+CHR$ 1+"
"
9265 LET sca=5: LET x=1: LET y=0
: RETURN
9270 PRINT )1;"Black hole-matter

```



```

5 bpr": LET a$=CHR$ 17+CHR$ 1+"
      ": LE
T g$=CHR$ 16+CHR$ 1+"
"
9275 LET sca=5: LET x=1: LET y=0
: RETURN
9280 IF RND>.7 THEN LET lvl=lvl
-1: GO TO 9270
9283 PRINT )1;"Orion Cruisers in
Ambush-800 brp": LET a$=CHR$ 16
+CHR$ 5+"
      ": LE
T g$=CHR$ 16+CHR$ 2+"
"
": LET crf=1
9285 LET x=17: LET y=1: LET sca=
100: RETURN
9290 PRINT )1;"Orion Cruisers-60
0 brp": LET a$=CHR$ 16+CHR$ 5+"
"
": LET g$=CHR$
16+CHR$ 2+"
"
: LET crf=1
9295 LET x=1: LET y=1: LET sca=1
00: RETURN
9300 IF lvl=31 THEN GO SUB 8000
9340 IF RND>.2 THEN GO TO 9100+
10*INT (RND*4)
9351 PRINT )1;"Asteroids-20 bpr"
: LET g$=CHR$ 16+CHR$ 6+"
      ": LET x=1
7: LET y=1: LET sca=20
9353 LET a$=CHR$ 16+CHR$ 3: FOR
a=1 TO 29: LET a$=a$+" "(
INT (RND*5)+1): NEXT a: RETURN
9360 PRINT )1;"Orion home Starsy
stem entered": PAUSE 0: INPUT ""
: PRINT )1;"Orion Sattellites-100
brp": LET a$=CHR$ 16+CHR$ 2+"
      ":
LET g$=CHR$ 16+CHR$ 2+"
      ": LET s
ca=100: LET x=10: LET y=5: RETUR
N
9370 PRINT )1;"Canisters launche
d": LET a$=CHR$ 17+CHR$ 2+"
-----": LE
T g$=CHR$ 16+CHR$ 2+"
"
9375 PAUSE 0: INPUT "": PRINT )1
;"Atomic Missile Launcher-3200 b
pr": LET crf=1: LET x=1: LET y=0
: RETURN
9380 PRINT )1;"Orion Mk 1 Vipers
-100 bpr": LET a$=CHR$ 16+CHR$ 2
+"
      ": LET g$=CHR$ 16+CHR$ 5
+"
      ": LET x=10: LET y=2: LE
T sca=100: RETURN
9390 PRINT )1;"Success!": FOR a=
0 TO 7 STEP .5: BEEP .1,a: BEEP
.1,a-2: BORDER a: NEXT a: BORDER
0: INPUT "": GO SUB 8000: LET l
vl=1: GO TO 9000
9800 GO SUB 9000: RETURN
9903 DATA 24,60,189,189,255,189,
126,126
9905 DATA 8,16,8,16,8,16,8,16,24
,0,0,24,0,24,24,0,36,60,60,24,24
,24,24,0
9910 DATA 24,24,0,24,0,0,24,0,16
,2,64,16,136,0,17,64
9920 DATA 0,24,60,126,153,129,66
,0,0,126,66,195,66,195,66,126
9925 DATA 0,231,219,90,90,102,60
,24
9930 DATA 0,28,34,20,34,73,154,1
00,0,112,138,151,101,7,96,8,60,6
6,129,66,148,130,100,24
9940 DATA 0,2,1,1,1,15,1,1,2
9950 DATA 0,126,36,189,255,255,1
53,24,0,60,66,129,129,129,66,60,
0,21,21,191,254,250,72,64
9955 DATA 0,168,168,253,127,95,2
0,2

```

MEGA-BERT

by Chris Gresty

Chris Gresty's Mega-Bert is a cunning conversion of the arcade Q-Bert into Basic — and it's easily equal to its machine code equivalents. You (or Bert!) can pirouette over the pyramids, slip-along-a-Sly Simon or mix it with Masher the Marble — Masher by name, Masher by nature.

This well-structured program has plenty of REM statements so it won't be hard to change things around to suit your own tastes.

```

10 FOR f=USR "a" TO USR "v"+7
20 READ a: POKE f,a: NEXT f
25 GO SUB 4000
30 PAPER 0: BORDER 0: INK 0: B D U,v: PRINT AT U,v," ": NEXT f
RIGHT 1: CLS
34 GO TO 500
35 REM
    >>>DRAW GAME SCREEN <<<
38 PAPER p1: INK 0
40 PRINT AT 1,12:"▲"
50 PRINT AT 3,10:"▲"
60 PRINT AT 5,8:"▲"
70 PRINT AT 7,6:"▲"
80 PRINT AT 9,4:"▲"
90 PRINT AT 11,2:"▲"
100 PRINT "▲"
110 INK 3
115 PRINT AT 1,13:"▲"
120 PRINT AT 2,12:"▲▲"
130 PRINT AT 3,11:"▲▲▲"
140 PRINT AT 4,10:"▲▲▲▲"
150 PRINT AT 5,9:"▲▲▲▲▲"
160 PRINT AT 6,8:"▲▲▲▲▲▲"
170 PRINT AT 7,7:"▲▲▲▲▲▲▲"
180 PRINT AT 8,6:"▲▲▲▲▲▲▲▲"
190 PRINT AT 9,5:"▲▲▲▲▲▲▲▲▲"
200 PRINT AT 10,4:"▲▲▲▲▲▲▲▲▲▲"
210 PRINT AT 11,3:"▲▲▲▲▲▲▲▲▲▲▲"
220 PRINT AT 12,2:"▲▲▲▲▲▲▲▲▲▲▲▲"
230 PRINT AT 13,1:"▲▲▲▲▲▲▲▲▲▲▲▲▲"
240 PRINT AT 14,0:"▲▲▲▲▲▲▲▲▲▲▲▲▲▲"
250 PAPER 0: PRINT AT 15,0:"▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲"
260 RESTORE 9500
270 PAPER 1: FOR f=1 TO 49: REA
300 INK 7: PLOT 1,39: DRAW 253,
0: DRAW 1,-1: DRAW 0,-37: DRAW -
1,-1: DRAW -253,0: DRAW -1,1: DR
AU 0,37
320 PRINT AT 18,1;"SCORE>>>";AT
20,1;"LEVEL>>>";AT 18,16;"LIVES
>>>";AT 20,14;"CHANGE TO>"
490 REM
    >>>VARIABLES<<<
499 RETURN
500 LET p1=6: LET p2=7: LET p3=
5: LET p4=0: REM ) PAPER COLO
URS (
501 LET x=13: LET y=13: REM
)X=BERT's co-ords(
502 LET d=1
510 LET s=0: LET sx=1: LET sy=1
3: REM )SNAKE co-ords(
520 LET b=1: LET bx=13: LET by=
1: REM ) BALL co-ords (
540 LET sc=0: REM ) SCORE (
550 LET lv=0: REM ) LIVES (
560 LET lev=1: REM ) LEVEL (
570 LET p=1: REM ) FLYING SAUCE
R co-ords (
599 REM
    >>>MAIN LOOP<<<
600 GO SUB 35
601 PRINT AT 20,25: PAPER p2: I
NK 3,"▲",AT 19,25: INK 0,"▲▲"
)AT 21,25: PAPER 0: INK 3,"▲▲":
AT 21,26: PAPER 1," "
605 PRINT AT 11,26: INK 4: PAPE
R 0:"▲",AT 12,26:"▲"
610 PRINT AT y,x-1: PAPER p2: I
NK 0,"▲",AT y+1,x-1,"▲▲"
620 LET b=1: GO SUB 1000: REM )
BALL ROUTINE (
630 GO SUB 1500: REM )SNAKE ROU

```



```

TINE<
640 IF lev<5 THEN FOR n=1 TO 20
: NEXT n
650 IF INKEY$(<>)="" THEN LET as=I
NKEY$: PRINT AT y,x-1; INK 8; PA
PER 8;"▼▼";AT y+1,x-1;"▲▲": LE
T x=x+(2 AND (as="p" OR as="l"))
-(2 AND (as="q" OR as="a")): LET
y=y+(2 AND (as="l" OR as="a"))-
(2 AND (as="p" OR as="q"))
655 IF x=27 AND y=11 AND p=1 TH
EN GO SUB 2000: REM >>> FLYING
SAUCER <<<
660 IF x>y+12 OR y<14-x OR y>13
THEN FOR f=60 TO 53 STEP -.2: B
EEP .005,f: NEXT f: GO SUB 2510:
REM >>>DEATH<<<
680 IF x=sx AND y=sy AND lev=5
THEN GO SUB 2500
690 IF x=bx AND y=by AND b=1 TH
EN GO SUB 2500: REM >>>DEATH<<<
700 IF ATTR (y,x)=67+8*p1 OR AT
TR (y,x)=66+8*p1 OR ATTR (y,x)=6
4+8*p1 THEN LET sc=sc+10: LET d=
d+1: BEEP .01,0: IF d=20 THEN GO
TO 3000
750 PRINT AT 10,9;sc;AT 20,9;le
v: PRINT AT 10,24;" ";: FOR f=1
TO 1: PRINT INK 3; PAPER 0;" ";
: NEXT f: PRINT PAPER 0;" "
800 GO TO 610
1000

```

REM >BALL ROUTINE<

```

1010 LET a=RND
1020 LET by=by+2
1025 PRINT AT by-2,bx; INK 3; PA
PER 8;" ";AT by-1,bx;" "
1030 IF a<.5 THEN LET bx=bx-2
1040 IF a>.5 THEN LET bx=bx+2
1050 IF by>13 THEN LET by=1: LET
bx=13: LET b=0: RETURN
1060 PRINT AT by,bx; INK 0; PAPE
R 8;"▲":AT by+1,bx;"▼"
1065 BEEP .003,30+-2*by
1070 RETURN
1500 REM

```

>SNAKE ROUTINE<

```

1501 IF lev<5 THEN RETURN
1505 LET sxa=sx: LET sya=sy
1510 LET a=RND
1520 PRINT AT sy,sx; PAPER 8; IN
K 3;" ";AT sy+1,sx;" "
1525 LET rnd=(lev-2)/10
1526 IF lev>10 THEN LET rnd=.8
1530 IF a>rnd THEN LET sy=sy-(2
AND y<=sy)+(2 AND y>sy): LET sx=
sx+(2 AND x<=sx)-(2 AND x>=sx): G
O TO 1560
1540 LET a=RND: LET b=RND: LET s
ya=sya+(2 AND a>.5)-(2 AND a<=.5
)
1550 LET sxa=sxa+(2 AND b<.5)-(2
AND b>=.5)
1555 IF sya<=13 AND sya>=1 AND s
xa<=14 AND sxa>=14-sxa THEN
LET sx=sxa: LET sy=sya
1560 PRINT AT sy,sx; INK 2; PAPE
R 8;"@":AT sy+1,sx;"@"
1570 RETURN
2000 REM

```

>>> FLYING SAUCER <<<

```

2001 IF p<>1 THEN PRINT AT 11,26
; INK 0; PAPER 0;" ";AT 12,26;
" ";: GO SUB 2500: RETURN
2005 PRINT AT 11,26; OVER 1;"▲"
;AT 12,26;"▼"
2010 FOR f=11 TO 1 STEP -1: FOR
n=1 TO 2: PRINT PAPER 0; INK 4;A
T f,16+f; OVER 1;"▲";AT f+1,15+f
;"▲";AT f+1,15+f;"▲";AT f,15
+f;"▲";AT f+1,15+f;"▲": BEEP
.005,60-2*f: NEXT n: NEXT f
2015 FOR f=11 TO 1 STEP -1: PRIN
T PAPER 0; INK 0;AT f,16+f;AT f,
15+f;" ";AT f+1,15+f;" ";: BE
EP .005,60-2*f: NEXT f
2020 LET x=13: LET y=1

```



```

2030 LET p=0: RETURN
2500 REM

```

>>>D E A T H<<<

```

2505 PRINT AT y,x; INK 3; PAPER
8;"";AT y+1,x;"0": FOR f=1 TO
20: NEXT f
2506 PRINT AT y+1,x; INK 3; PAPE
R 8;"o": FOR f=1 TO 20: NEXT f
2507 PRINT AT y+1,x; INK 3; PAPE
R 8;"-": FOR f=1 TO 20: NEXT f
2510 FOR f=1 TO 10: BORDER 2: BE
EP .01,-10: BORDER 0: BEEP .01,-
15: NEXT f
2520 LET l=l-1: IF l=0 THEN GO T
O 3500: REM >>> FINITO <<<
2525 PRINT AT y,x-1; INK 8; PAPE
R 8;"▼▼";AT y+1,x-1;"▲▲"
2526 PRINT AT sy,sx-1; INK 8; PA
PER 8;"▼▼";AT sy+1,sx-1;"▲▲"
2527 PRINT AT by,bx-1; INK 8; PA
PER 8;"▼▼";AT by+1,bx-1;"▲▲"
2530 LET x=13: LET y=13
2540 LET sx=1: LET sy=13
2550 LET b=1: LET bx=13: LET by=
1
2570 LET p=1: PRINT AT 11,26; IN
K 4; PAPER 0;"▲";AT 12,26;"▼"
"
2580 RETURN
3000 REM

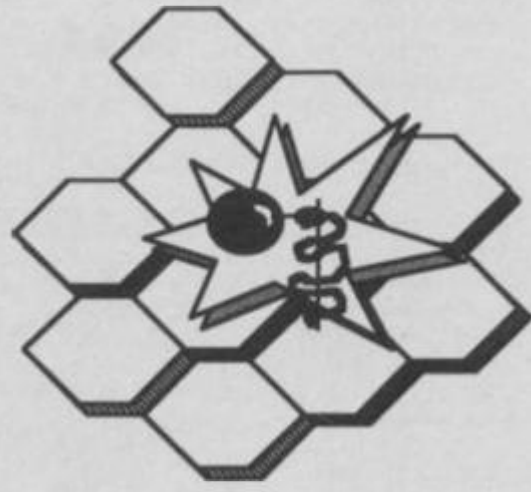
```

>>>FINISHED SCREEN<<<

```

3005 PRINT AT y,x-1; INK 8; PAPE
R p2;"▼▼";AT y+1,x-1;"▲▲"
3010 LET s=s+100: LET p5=p1: LET
p1=p2: LET p2=p3: LET p3=p4: LE
T p4=p5
3020 FOR f=-20 TO 20: BEEP .01,f
: BEEP .01,ABS f: NEXT f
3025 IF p=1 THEN LET sc=sc+150:
PRINT AT 11,7; INK 7; PAPER 0; F
LASH 1;"SAUCER BONUS": FOR f=1

```



```

TO 20: BEEP .01,f: BEEP .01,-f:
NEXT f
3030 LET x=13: LET y=13
3040 LET sx=1: LET sy=13
3050 LET b=1: LET bx=13: LET by=
1
3060 LET p=1
3065 LET d=1
3066 LET lev=lev+1
3067 IF lev=5 THEN LET sc=sc+500
3070 GO TO 600
3500 REM

```

>>> FINISHED <<<

```

3510 INK 2: PAPER 0
3511 PRINT AT 5,4;"██████████"
██████████
3512 PRINT AT 6,4;"███ ████"
███ ████
3513 PRINT AT 7,4;"███ ██████"
███ ██████
3514 PRINT AT 8,4;"███ ██████"
███ ██████
3515 PRINT AT 9,4;"██████████"
██████████
3520 INK 3
3521 PRINT AT 11,4;"███████ ███"
███████ ███
3522 PRINT AT 12,4;"███ ██████"
███ ██████
3523 PRINT AT 13,4;"███ ██████"
███ ██████
3524 PRINT AT 14,4;"███ ██████"
███ ██████
3525 PRINT AT 15,4;"██████████"
██████████
3600 FOR f=1 TO 100: BEEP .01,69
/f: NEXT f
3601 GO TO 25
4000 REM

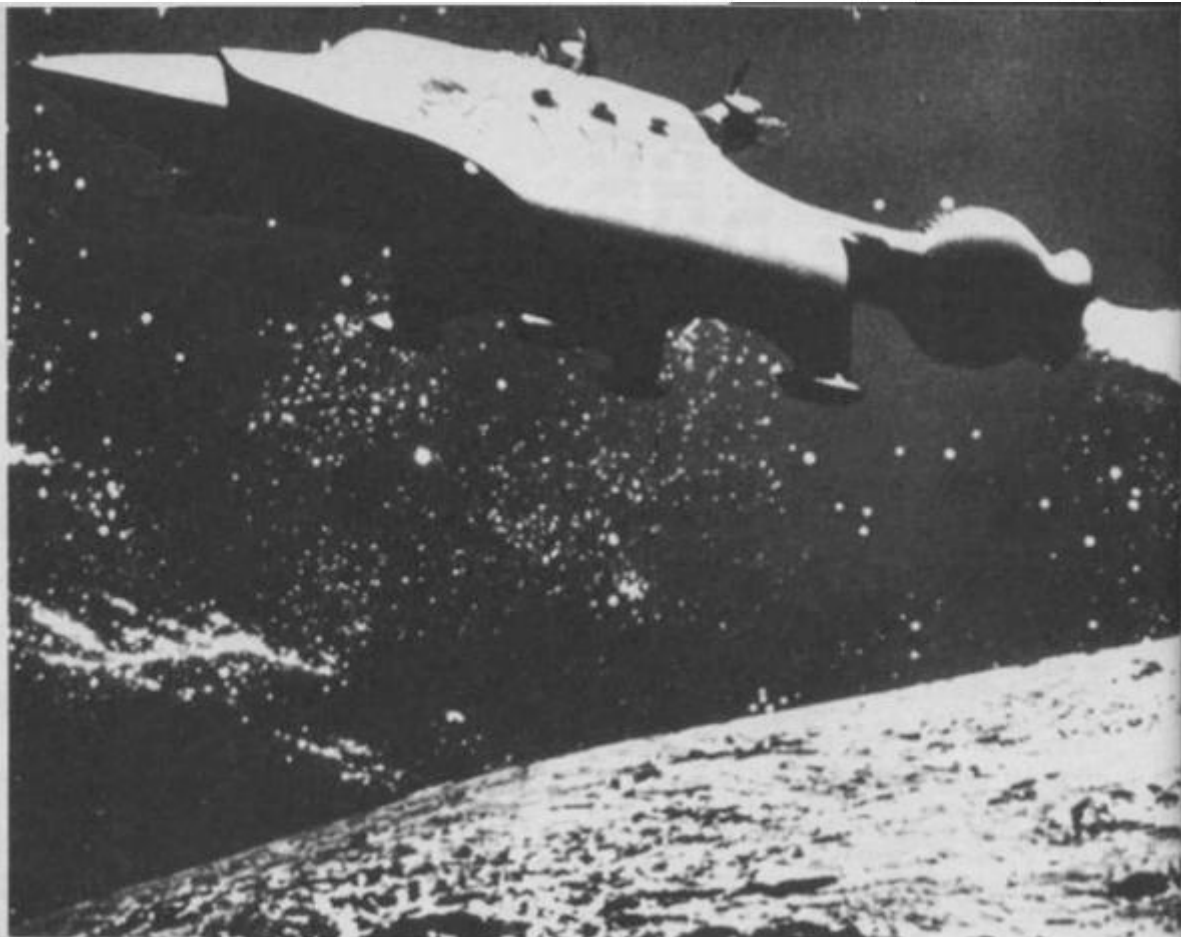
```

>>>TITLE<<<

```

4001 BORDER 0: PAPER 0: CL5
4005 FOR f=1 TO 100: PAPER 0: PL
OT INK INT (RND*3+5);RND*255,RND
*175: IF INKEY$=CHR$ 13 THEN RET
URN
4006 NEXT f
4020 INK 0: PAPER 7: BRIGHT 1
4030 FOR f=7 TO 19 STEP 2: BEEP
.005,40
4031 IF INKEY$=CHR$ 13 THEN RETU
RN
4040 PRINT AT f,37-f;"▼ ": NEXT
f
4045 INK 3
4050 FOR n=8 TO 20 STEP 4: FOR f
=n TO 20 STEP 2: BEEP .005,40
4051 IF INKEY$=CHR$ 13 THEN RETU
RN
4060 PRINT AT f,30+n-f;"▲ "
4070 NEXT f: NEXT n
4080 FOR n=11 TO 19 STEP 4: FOR
f=n TO 19 STEP 2: BEEP .005,40
4081 IF INKEY$=CHR$ 13 THEN RETU
RN
4090 PRINT AT f,30+n-f;"▼ "
4100 NEXT f: NEXT n
4110 FOR n=9 TO 19 STEP 4: FOR f
=n TO 19 STEP 2: BEEP .005,40
4111 IF INKEY$=CHR$ 13 THEN RETU
RN
4120 PRINT AT f,30+n-f;"▼";AT f+
1,30+n-f;"▲"
4130 NEXT f: NEXT n
4140 PRINT AT 21,16; PAPER 0;"▼
▼▼▼▼▼▼"
4150 FOR n=9 TO 21 STEP 4: FOR f
=n TO 21 STEP 2: BEEP .005,40: P
RINT AT f,31+n-f; PAPER 1;" ": I
F INKEY$=CHR$ 13 THEN RETURN
4151 NEXT f: NEXT n
4160 FOR n=10 TO 20 STEP 4: FOR
f=n TO 20 STEP 2: BEEP .005,40:
PRINT AT f,31+n-f; PAPER 1;" ":
IF INKEY$=CHR$ 13 THEN RETURN
4161 NEXT f: NEXT n

```

PROGRAM POWER

Have you written a program recently? And how many people have played it? Ten? Five? Two? What, just your mum? Isn't it about time you sent it in to YS? Here we can offer you not just tens, not even hundreds but — just for you, John, once in a lifetime offer, look I'm doing meself out of pocket — thousands and thousands of potential players! And what's more we'll pay you very well. After all, how much did your mum last give you for writing a program?

So, fill in the form below and send it with your megaprogram on cassette to Gavin Monk, Your Sinclair, 14 Rathbone Place, London W1P 1DE.

Name

Address

.....

Postcode

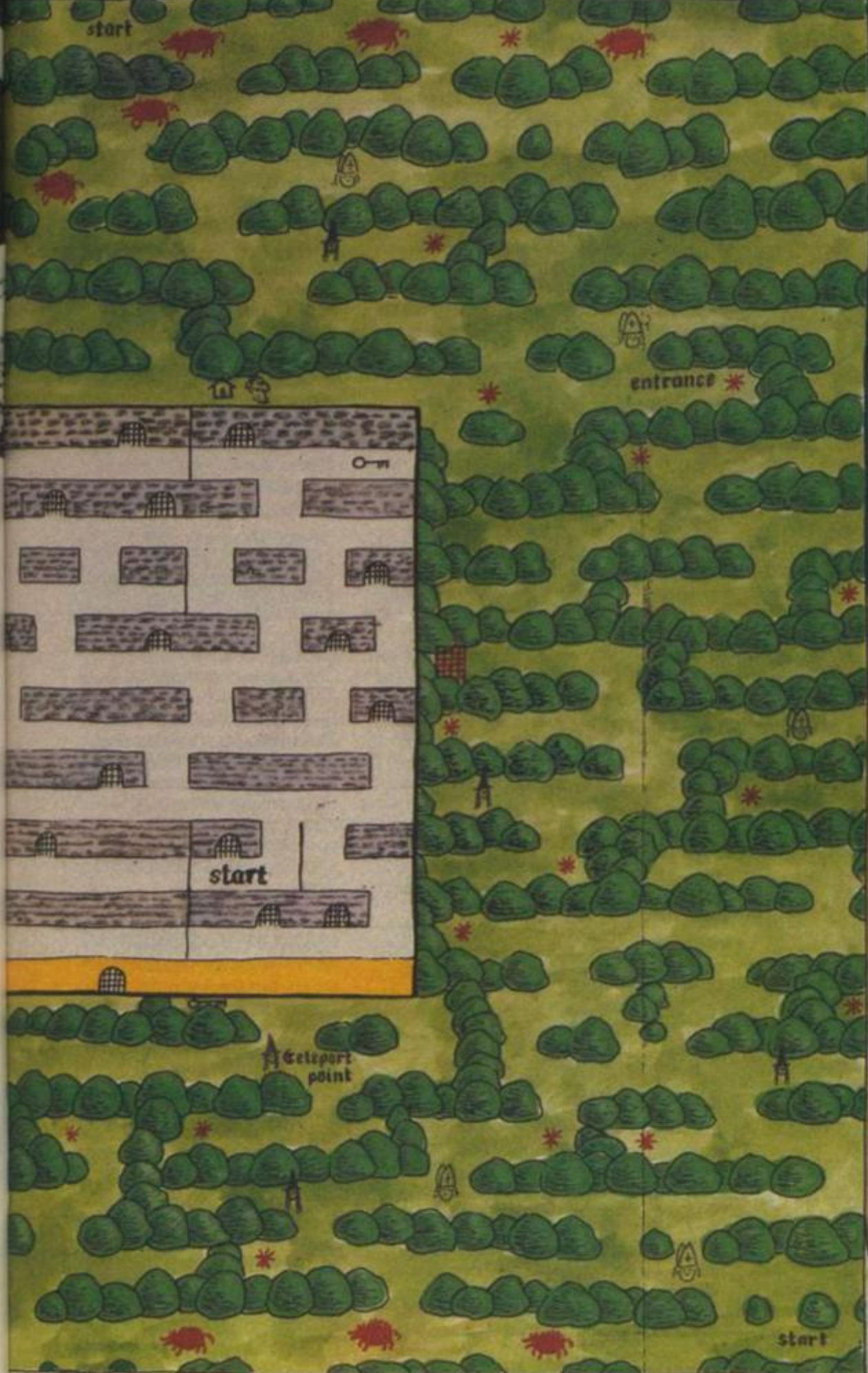
Telephone Number

My program's called

and it's completely original — 'cos if it ain't I daren't think what'd happen to me...

Signed

00.



HACKING AWAY

Fancy a bit of a hack with **Chris Wood**? Well, here's your chance. Get cracking!

Hi there all you hackers. I'm back with your POKES and my jokes, so stop groaning. I'll start with an apology. Sorry, I assumed that all YS readers were more intelligent than other beings. Why? 'Cos they read YS, of course. And in making that assumption I gave you rather short instructions for the Fairlight program. So for all those who're still having problems here goes again.

Type in and save the appropriate program depending on whether you've got a Kempston joystick option or not. Put your fully rewound tape in the cassette recorder, run the program and start the tape. If you're using the second program (YS 1) wind the tape past the piracy message. You won't get the loading screen but never fear Fairlight will eventually load with all the added features you left in the data statements at the end of the program.

Hope that helps **M Weston** from Devon, **Chris Baker** of Peterborough, **Major J Beardwell** from Somerset, **M Tuck** from Nottingham (any relation to F Tuck of Sherwood Forest?) and **M Larkin** from Canterbury who all had problems. And while we're on the subject of Fairlight, if you've got a Mirage microdriver try this little bit of code:

```
POKE 65460, x (where x is the room start you want.)
```

You may have noticed, if you had your trainspotter glasses on, that last month the final POKE for Nightshade didn't have a number after it. Oops sorry! The complete POKE should've read:

```
POKE 52900,0:POKE 52901,0:POKE 52902,0
```

I'm gonna have to get used to all this grovelling. **Haken Strom** from Sweden says we messed up his Jumping Jack POKES — sorry Haken! The POKES should be:

```
POKE 26034,0
```

```
POKE 26035,91  
RANDOMISE USR 26030
```

Maybe our coal-driven typesetting machine should be put out to pasture. (Maybe you should be put out to pasture! Ed)

GHOSTBUSTERS

This isn't so much of a hack but more of an undiscovered feature. When you're asked which car you want select 0 and see what happens. **Philip Sym** from Scotland didn't actually let on what happens then or which version of the game he has but whatever it is, it has to be better than playing the game.

MANIC MINER

Here's a well-useful tip from **Owen Dunn** of Northants. He's found a connection between POKES in the Bug Byte version of Manic Miner and Software Projects' version. Nearly all the addresses for the POKES are six bytes higher in Software P's version — it therefore follows that if you add or subtract six from the POKES for either version it should work on the other one. Neat eh? **Owen** assures me that this works for nearly all the POKES on both versions. I'd like to know just what 'nearly' means — maybe you'd better write and tell me.

GYROSCOPE

Yup, as if last month's POKE's aren't enough, **J Gavin** from St Helens has provided:

```
POKE 59149,0
```

to jam a screwdriver in the clock mechanism and stick it at 59 seconds.

B Wynd wants to know how to get to look at the code of certain protection systems. Well obviously I can't tell you exactly what to do. But you'll need to use **Chris Pile's** program from the last issue to demerge the Basic so you can at least look at the code, though with most of

the systems in use nowadays your troubles are only just starting. And before all you puritanical hackers out there start screaming it would only take about two minutes to construct a false header and making the Basic merge proof is not really any protection. **Chris's** program does at least make things easier.

PYJAMARAMA

Okay here they are at last, the correct POKES for Pyjamarama! I knew I could rely on you finding out what was wrong. There are two versions of this game — the latter one has a demo mode, and plays a different tune so you need different routines.

For the first version you need to use the program that was in issue 14. Yep, I know it crashes, but **David Burns** from Midlothian says that you'll also need to add POKE 48680,50 to the end of it. Then do RANDOMIZE USR 63524. If you've got the version with a demo **T Saggo** from Birmingham has provided you with this little proggy (Ugh! Ed):

```
10 FOR I=23297 TO 23376  
20 READ A:POKE I,A:NEXT I  
40 PRINT "PLAY TAPE"  
50 PRINT AT 10,101:RANDOM  
IZE USR 23297  
60 DATA 175,55,221,33,96,  
234,17,17,8,205,86,5,48,2  
42,17,97,234,1,18,0,205,6  
0,32,62,205,55,221,33,203  
92,17,216,1,205,86,5,48,  
241,243,49,8,8,33,166,93,  
17,22,128,1,231,0,237,176  
33,63,91,34,61,128,195,2  
2,128,33,72,91,34,229,198  
195,36,248
```

```
170 DATA 62,X,58,97,171,1  
95,8,138:REM REPLACE X  
WITH NUMBER OF LIVES.  
170 DATA 175,58,18,198,19  
5,8,138,0:REM OR USE THIS  
FOR INFINITE LIVES
```

As you can see there are two line 170's — one is for x number of lives and the other is for plain ol' infinite lives. The program doesn't have a checksum so I suggest you save it before you run it — you wouldn't want to type it all in again would you? And talking of checksums I'd like to make a little request (The Sound Of Music? Ed). Please

provide checksum if possible — you don't need anything flash, just a total of all the bytes to make it easier for people to spot their typing mistakes.

BOOTY

Apparently the Booty POKE in issue 19 doesn't work properly — well, that's what **David Burns** says anyway. Help is here in the form of **Chris Bell** from Australia who sent in a working version:

```
10 CLEAR 26880:LOAD **  
CODE: LOAD ** CODE 26880:  
RANDOMIZE USR 26880  
20 POKE 58294,0:RANDOMIZE  
USR 52588
```

JASON'S GEM

I've never heard of this game before but I'm told it's by Mastertronic. **Ian Battock** from Kent has sent in this little tip. Load the game as normal and then press the keys W, A and S at the same time and you should hear a BEEP and find you have infinite lives.

MONKEY BUSINESS

Now I've never heard of this either but **Paul Whitby** from Hull has, so if you have too here's a small tip for infinite lives:

Load the first part of the program and when you get the message 'Program Loading' stop the tape and press Break. List line 2000 and change 'LET G=0' to the number of lives you want then type 'GOTO 800' and restart the tape.

BRUCE LEE

Here's a megahack for Bruce Lee sent in by Lady Penelope (no not of Thunderbirds fame but **Penelope D'gaule-Bennett** from Herne Bay, Kent actually) that'll give you infinite lives. It operates in the same way as my Alien 8 program — well, they do say imitation is the sincerest form of flattery.


```

5 REM BRUCE LEE HACK 1
NFINITE LIVES
10 LET tot=0: FOR n=500
00 TO 5000: READ a: LET
tot=tot+a: POKE n,a: NEXT
n
20 IF tot<>10376 THEN
PRINT AT 10,10;"ERROR IN
DATA": STOP
30 PRINT AT 10,10;"INSE
RT TAPE": STOP: RANDOIZ
E UBR 50000
100 DATA 62,255,55,17,14
1,5,221,33
101 DATA 203,92,205,86,5
,48,241,33
102 DATA 86,176,34,233,9
6,58,202,96
103 DATA 238,194,50,202,
96,33,147,195
104 DATA 17,28,238,1,32,
0,237,176
105 DATA 243,237,94,33,4
1,236,229,235
106 DATA 33,137,97,229,5
1,51,1,242
107 DATA 1,33,253,94,62,
200,237,79
108 DATA 195,137,97,62,1
95,50,80,202
109 DATA 62,96,50,81,202
,62,201,50
110 DATA 200,218,195,0,2
26

```

After you type it in RUN it, and if you get an error message check your data. If you get 'Insert tape' and 'Stop', remove the Stop statement in line 30 and then Save the program (you wouldn't want to type it in twice would you?) When you've done that put your Bruce Lee tape in, play it, and enter 'GOTO 30.' Penelope warns that she thinks there are a few different versions of the game and so it may not work with all of them. Let me know if it doesn't and better still send in any alternative POKES.

THREE WEEKS IN PARADISE

Wow I'm even getting hacks for brand new games, so keep it up! This tip's from Paul Coast of London. Wait until Wally has been killed for the first time and then press Symbol Shift, D and P simultaneously while Wally is sitting on the floor. You'll then get a fanfare and infinite lives are set up.

Well, that's it for now, I must say the POKES have been a bit light on the ground this month but I hope you're all gonna get down to some concerted hacking from now on.

Send your megahacks to Chris Wood, Hacking Away, Your Sinclair, 14 Rathbone Place, London W1P 1DE.

Put pen to paper and write to Andrew Pennell, Microdrivin', Your Sinclair, 14 Rathbone Place, London W1P 1DE.

MICRODRIVIN'

Moping over your microdrive? Cheer up! All your problems are solved with Andy Pennell's merry Microdrivin' column.

Hello you microdrivin' maniacs, I'm back again. To start with I'd like to thank all of you who are still writing in claiming you have a new Interface 1 ROM thanks to my numerous cock-ups. But please no more letters about the new ROMs. And now we've sorted that out on with your microdrive moans.

I would like to get a whole catalogue of a microdrive cartridge in a string. I know there is a very complicated method where you make a file, write it to microdrive then read it back. But is there an easier and faster way?
PWM van Dyke, Holland

As you point out, one way of doing it is to open a write file of some form such as, OPEN #4: "M": 1: "dir", then CAT #4,1: CLOSE #4, then open it and read the files. Although it works, it's very slow. An easier way is to CAT directly into a string. And it just so happens there's a routine to do this in a certain microdrive book, *Mastering Your ZX Microdrive*, by yours truly and published by Sunshine Books.

I bought an Interface 1 in Scotland but a power surge caused it to crash. Can you tell me where I can get it repaired? I live in Ireland by the way.
Kieran Bell, Dublin

Two companies that advertise Interface 1 repairs are TV Services of Cambridge on (0223) 31171 and PEAK Electronics on (0429) 72739. I can't personally recommend either as I've never had anything repaired, so I suggest you give them a ring. There shouldn't be a problem 'cos you live in Ireland.

I'm in a bit of a quandary. Am I supposed to clean and demagnetise my microdrive heads in the same way as our now redundant tape recorders? I've got a Tandy four colour printer and would like to get in touch with anyone else

out there who uses one in conjunction with the Interface 1.
Tim Parsons, Harlington

Ummm, errr, oops. Sorry, to be totally frank I don't know. Sinclair doesn't actually say you should demagnetise and clean it but then that doesn't actually mean a lot. If you're having problems have a go at cleaning the heads but if everything is working leave well along! If anyone out there does have a Tandy four colour printer and would like to get in touch with Tim drop him a line c/o YS.

I've got a cartridge with a CAT of 114K, is this normal? I'm afraid my Speccy might be sick.
Dave Lamb, Warley

Well, cartridge capacity depends on two things. First, the length of the tape inside the case determines the maximum number of sectors. The software can handle 256 sectors or 128K. Secondly, the quality of the tape is very important. The more faulty sections of the tape that fail the Format test the more the capacity is reduced. I must admit 114 is rather a lot and it's possible that the tape has stretched. If that's the case it won't be reliable once in regular use.

Both my Interface 1 and microdrive were faulty so I returned them to Sinclair. I received replacements within ten days and I'd just like to say how pleased I am with its after sales service.
Malcolm Astle, Derby

I'm amazed. Well, I must say it's nice to hear from a satisfied customer for a change. Sinclair's after sales service has definitely improved over the last couple of years.

Here's a program to simplify the use of ZX microdrive commands. The code'll produce a pre-formed line LOAD * "m";1;"(LCURSOR)" in the editing area by entering the LET

command.

```

10 REM Auto LOAD * "m";1
;"" insert by D.A.H
15 CLEAR 65199: LET che
cksum=0
20 FOR a=65200 TO 65317
30 READ b
40 LET checksum=checksu
m+b
60 POKE a,b: NEXT a
70 IF checksum<>11022 T
HEN PRINT FLASH 1;"ERRD
R": STOP
80 POKE 23735,176: POKE
23736,254
90 PRINT "Now to test e
nter LET command SAVE "
""CODE 65200,200"
100 DATA 215,24,0,254,24
1,40,7,0,0,0,195,240,1,
215,32,0,205,183,5,215,20
0,254,201,1,182,92,62,0,2
,0,0,17,10,0,33,208,7,58,
11,92,111,205,181,3,42,17
8,92,54,62,43,249,43,43,3
4,61,92,205,176,22,62,239
,205,129,15,62,42,205,129
,15,62,34,205,129,15,62,1
09,205,129,15,62,34,205,1
29,15,62,59,205,129,15,62
,49,205,129,15,62,59,205,
129,15,62,34,205,129,15,6
2,34,205,129,15,62,8,205,
146,15,195,172,18

```

Before entering the program you must've paged the Interface 1 at least once to create the system variables. Once the code is saved on microdrive the paging will have already been done.

To modify these commands do the following: to SAVE, POKE 65261,248, to MERGE, POKE 65261,213 and to ERASE POKE 65261,210. For ERASE POKE 65265 to 65269 with 0. Once the code has been saved to microdrive CLEAR 65199, LOAD * "m";1; "name" CODE and POKE 23735,176: POKE 23736,254.

Now simply enter LET (K mode — L and ENTER) and the line appears ready for the file name to be entered.
David Hawkins, Plymouth

Thanks David. It's great to get a few tips from the readers. I mean I can't know everything.

And finally I'm going to make this column even more appealing, I know it's nearly impossible but I'm gonna try. I shall be including information about the other mass-storage devices for the Spectrum. I'll start off with the Wafadrive and Opus Discovery disk drive but I'll need your help too, so keep those letters coming. See you next month.

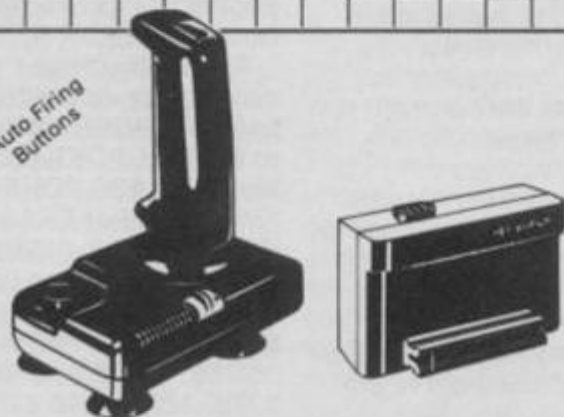
KEMPSTON MICRO SALES



JOYSTICK INTERFACE TRI-STATE + PRO JOYSTICK INTERFACES



FORMULA 1 JOYSTICK



LIGHTNING JOYSTICK + KEMPSTON JOYSTICK INTERFACE

ORDER FORM

Available direct from Kempston Micro Sales

- Formula One Joystick
 Pro Joystick Interface

£16.95
£16.95

Fast mail order service Please send me the following

- Joystick Interface
 TRI-STATE Joystick Interface

£9.95
£12.95

SPECIAL COMBINATION OFFER

- Formula One Joystick + Joystick Interface
 LIGHTNING JOYSTICK + Joystick Interface

£19.95
£15.95

Name _____
Address _____
All prices include VAT and Postage and Packing. Overseas order add £4.00 pp. Please allow up to 14 days for delivery.

I enclose a cheque for £ _____
Access/Barclaycard

Kempston Micro Sales

1-3 Singer Way Kempston Bedford
Tel (0234) 856633

For
Your

SPECIAL OFFERS SPECTRUM/PLUS

QuickShot II

INCLUDING INTERFACE
PLUGS STRAIGHT INTO SPECTRUM/PLUS

ONLY **£15.99** POST FREE

- TOP + TRIGGER FIRE BUTTON
 - AUTO FIRE MODE
 - KEMPSTON COMPATIBLE
 - STABILIZING SUCTION CUPS
 - SPECTRUM OR PLUS • UNBEATABLE OFFER
- SEND FOR INSTANT DESPATCH



PRICE BREAKTHROUGH SWITCHABLE JOYSTICK INTERFACE

ONLY **£10.99** POST FREE

- ALL THREE SYSTEMS AT THE FLICK OF A SWITCH
- 'KEMPSTON' - 'CURSOR' - 'INTERFACE II'
- ACCEPTS ANY 9 PIN JOYSTICK - INCLUDING RAPID FIRE MODELS • SPECIAL OFFER!!

Buy with QUICKSHOT II complete for only **£17.99** SEND NOW



MULTI-FEATURE INTERFACE
SPEECH SYNTHESIZER &
JOYSTICK INTERFACE

ONLY **£17.99**
POST FREE

- Speech Synthesizer with unlimited vocabulary
- Joystick Interface (Kempston System)
- Boasts the sound from games through TV speaker!! ALL IN ONE UNIT AVAILABLE NOW!!

PLUS
ON SCREEN SOUND

ROBOTICS & MODEL CONTROL

Made easy on your Spectrum

- 4 independently controllable outputs for robotics, motors, lights, etc.
- 8 independent inputs for sensing etc.
- This is the unit that the "Lego" publication "Make and Program your own Robots" was based on • Complete with all cables • Easy to use.

£29.99
POST FREE



Now you can create Superb Graphics easily with



the New **Lightwriter**

ONLY **£16.99**
POST FREE

Lightpen comes complete with
Interface & Software

- Just plug in the Datel Lightwriter and draw circles, squares, rectangles, make superb hand drawings, paint, fill, erase, choose inks, paper, colours.
- Save your results into memory (48K) and use in animation or save onto tape to use in your own games.
- All functions selected from screen menu with the lightpen.
- Unbeatable value. • Nothing more to buy.

SEND NOW AVAILABLE FOR IMMEDIATE DELIVERY

Digital Sound Sampling Technology. NOW Available on your Spectrum

Complete unit and Software
Package
£49.99 POST FREE



- Digital Sound Sampling has only previously been available for large studios and costing at least 50 times the amount • The sound Sampler allows you to record "Digital" any sound into memory and instantly replay it at any pitch, forwards, backwards, ascending scale, compressed, expanded, with echo, endlessly looped, etc.
- Supplied complete with Software package to facilitate the above operations, plus on screen "Voice Points" • Frequency Plotting • With on screen keyboard • drum kit • whole system symphony could be produced from a single Sample Sound • This is a professional and featuring 8 Bit D to ADC converters as used in Digital equipment now recording the music world. • Although the unit is not a toy, giving truly astounding results for the musically inclined, we have incorporated a games interface to allow you to use Sound Sampling in your own games etc. so the Sound Sampler would be of interest to everyone.



HOW ABOUT
WITH
SOUND?

UNBEATABLE
OFFERS!!

POST FREE WHILE
STOCKS LAST



Games Ace features:
KEMPSTON COMPATIBLE • JOYSTICK INTERFACE
ACCEPTS ANY 9 PIN JOYSTICK INCLUDING RAPID
FIRE MODELS
PLUS DELIVERS THE SOUND FROM YOUR
GAMES THROUGH TV SPEAKER. (Fully controllable)

ONLY **£10.99** or complete with QuickShot II
only **£17.99**

Turbo Ace features:
ALL THREE SYSTEMS AT THE FLICK OF A SWITCH
KEMPSTON • CURSOR • INTERFACE II • ACCEPTS
ANY 9 PIN JOYSTICK • INCLUDING RAPID FIRE
MODELS • 'ON SCREEN SOUND' AS 'GAMES ACE'

ONLY **£15.99** or complete with QuickShot II
only **£22.99**

GUARANTEED SAME DAY
DESPATCH ON ALL ORDERS
TRADE ENQUIRIES WELCOME

24 HR CREDIT
CARD LINE



**DATEL
ELECTRONICS**

UNIT 8, FENTON INDUSTRIAL ESTATE,
DEWSBURY ROAD, FENTON,
STOKE-ON-TRENT
TEL: 0782 273815

Love is ...

★ YOUR SINCLAIR
COMPO ★

Never having to buy your own candlelit dinner for two 'cos you can win one with Your Sinclair.

Bit of a gooey subject this love thing, ain't it? All those choccy boxes, hearts'n'flowers, pet worms (*Well, that's what I gave my first girlfriend. Ed*).

Y'know the feeling — you can't get your Readybrek down in the morning, your knees go weak at the mention of your loved one's name and you go all sloppy when your mum starts quizzing you on your latest flame.

This is exactly the problem that the star of Imagine's latest game, *Mikie*, has to go through. (Cue violins.) Schoolboy hero, Mikie has fallen in love and he now spends all his time avoiding his irate teachers in his attempt to escape

the classroom so he can fall into the arms of his cheer-leading girlfriend who waits by the school gates drooling at the thought of their ultimate sloppy wet kiss — (*Is that what they mean by breathless prose? Ed*) let's all say arrrrrrrr.

And that's no easy task — Mikie more often ends up in a ruck with the head than in the arms of his beloved. But he battles on, for true love runs deep (Yeeerrrrccckkk!!!!) and 'cos his girlfriend can punch harder than he can.

Imagine has come up with a few lovely prizes for all you love birds and all because *Your Sinclair* thought a Valentine's compo would be just up your street. The lucky winner will receive a slap up, romantic candlelit dinner for two at McDona...er sorry... your nearest five star hotel (and if you live in London that's the Ritz!). And the extra space at the table is obviously

reserved for someone special — oh, okay, you can take your Mum if you must!

Stop throwing up into your frosties — if you think that's slushy you haven't heard what you've gotta do yet!

The famous on-screen lovers below are getting a bit bored with their usual partners and fancy a bit of wife-swapping. Who do you think would have the most fun with who on a blind date. Just draw a love-line between the two love-sick characters and if your entry matches up with that of Imagine's own expert in love, programmer Jonathan Smith you could be the lucky winner.

Imagine is so very caring that it's also offering 30 copies of *Mikie* to the runners-up. Cooo, we do like a good love story, especially if it's got a happy ending.



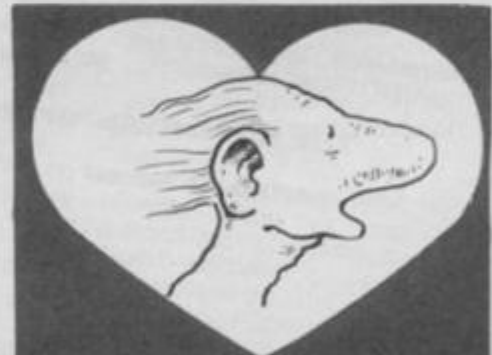
Jet Set Willy

Maria



Quasimodo

Esmerelda



Grog

Grog's Gal



Love rules OK

All entries must be on a perfumed cassette and we can only return those with an sae. Otherwise it's Love's Labours Lost! Entries must reach us by March 31st 1986 or you'll only end up heartbroken 'cos you didn't win. Employees of Imagine and Sportscene may not enter this competition. Sorry chaps! Nobody, but nobody argues with the Ed.

Name

Address

.....Postcode

Now cut out the coupon — or a photocopy of it — and send it to *Mikie* compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. Sending Ed a valentine won't help you win but it might improve your social life.

Evesham Micros

THE UTILITY SPECIALISTS

MAKE THE MOST OF YOUR MICRODRIVE WITH

INTERFACE III

THE IMPOSSIBLE HAS BEEN DONE

Yes it's true this fantastic new peripheral will transfer every program available on to microdrive. Yes every one. Yet, believe it or not, it is so easy to use that we are training our pet cat (Clive) to use it. Any one capable of loading and saving a BASIC program can transfer really awkward programs to microdrive.

Just look at these features . . .

● Consists of hardware and software.

● Transfers all programs available on to microdrive.

● Very, very, easy to use. (If Clive can do it we're sure you can.)

WARNING: Unlike competitive products, transferred programs run independently of the utility and occupy the correct amount of cartridge space for the program. (This means you can fit two large programs on one cartridge.)

● Makes a "snapshot" of any stage of a program. (Saved as a screen I)

● Transfer can be actuated at any stage allowing "customised" versions.

● All programs reLOAD and RUN once transferred.

IF YOU HAVE A MICRODRIVE YOU MUST HAVE INTERFACE III

ONLY £39.95 inc. P&P

SIMPLY AMAZING

Trade and distributor enquiries invited, U.K. and overseas.

The software can be supplied on cassette for tape users.

This product is in a class of its own. Designed by DRAYSOFT.

DOUBLER

HAVING PROBLEMS BACKING UP THE LATEST LOADING TECHNIQUES?

DOUBLER Will solve ALL your problems

THE tape backup "device".

After **spectacular success** on the CBM 64 and by public demand we introduced **Doubler** for the Spectrum. Now we have released **Doubler Mk.II**, which is professionally cased and has greater tolerance to the varying types of cassette decks in use.

It includes **hardware and software**. This superb "device" allows you to make backup copies of software with **all types of loader** regardless of length and speed. (Includes pulsing headers and different baud rates.) In fact our tests have **proved "Doubler"** is capable of copying with **100% success**.

Requires access to **two** cassette decks. The software allows you to save a **brand new machine copy** onto one cassette deck while loading from the other. **Fast and easy to use**. They said it couldn't be done.

ONLY £14.95

PATENT APPLIED FOR

Customers who have the Mk.I Doubler may return it along with £4.95 for the new version.

All prices include P&P and VAT. Send cheque, Postal Order or Credit Card No. Credit Card order accepted by phone. Callers welcome. Wide range of goods stocked. Trade enquiries welcome. European orders send price as advertised. Outside Europe £2.00 for airmail. Mail order to Evesham Shop please.

EVESHAM MICROS
BRIDGE STREET, EVESHAM,
WORCS., WR11 4RY.
Tel: 0386 41989

MICRO CENTRE
1756 PERSHORE ROAD,
COTTERIDGE, BIRMINGHAM.
Tel: 021 458 4564



HIRE SPECTRUM SOFTWARE

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

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

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

NATIONAL SOFTWARE LIBRARY

42 Harefield Avenue, Cheam, Surrey SM2 7NE.

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

Name _____

Address _____

SPECTRUM THE MACHINE CODE SYSTEM



only £7

~~£8.50~~ INC VAT, P&P



only £6

~~£7.50~~ INC VAT, P&P

* "... one of the all too few jewels of Spectrum programming . . . deserves a place in every serious programmer's library" (Simon Springett—Popular Computing Weekly—June 1984)

* "... the whole package is very friendly and easy to use . . . can be highly recommended for those who are just about to start programming in Machine Code." (Phil Holliday—Your Computer—May 1983)

* Fully compatible with MICRODRIVES/NETWORK/RS232 (with Interface I) and most popular Centronics interfaces for 80 col. printout.

★ NEW LOWER PRICES FOR '86!

PICTURESQUE PICTURESQUE PICTURESQUE

Send S.A.E. for fully detailed leaflet Available from many computer shops, or by FAST mail order by sending a cheque/PO. to—

Dept YS, Picturesque, 6 Corkscrew Hill, West Wickham, Kent BR4 9BB



HEART TO HARTNELL

Tim Hartnell's the Barbara Cartland of computer books. He must have written far more than anybody else! Now he's joined the YS team to pass on some of his experience to you. He kicks off this month by playing Boole!

It's perhaps unwise to probe too deeply into how turn of the century clergymen amused themselves late at night in the privacy of their attics. But one such gentleman, working almost a century before the first computer worthy of the name was built, single-handedly devised the entire theory and method that present-day computers use to make decisions.

And this extraordinary achievement isn't just of historical interest. You can use what our clergyman, the Reverend George Boole, developed to compress parts of your Spectrum programs in some pretty flash ways. They can also make your programs look nice and impenetrable so those who wouldn't know a Boolean Variable if it kicked them in their booleans will look at your complex programs with open admiration and mouths!

Boolean Variables are variables that can only hold a value of one or zero and that value tells you whether a statement is true or false. Sounds complex? Hang around and all will become clear.

TRUE OR FALSE?

Let's start by looking at how your Speccy knows whether something's true or false. Believe it or not, it has its own internal Booleans. Test it out by typing in a true statement. Say you enter PRINT (8=8) you'll see a 1 appear at the top of the screen. PRINT ("this"="this") will produce the same result.

This suggests that if a statement is true, the Spectrum holds this information as a "1". Try it with a few falsies such as, PRINT (7=9) or PRINT ("this"="that"). This time you'll get a "0" printed on the screen. Now you can see that the Spectrum holds the condition "false" as a zero.

Try these true/false tests with various inputs, to see if it holds true in all conditions.

You don't have to just go for direct comparisons like the ones I've given above. Try things like PRINT (9=3*3) or PRINT ("a"=CHR\$ 97) to see what happens.

Now, all that's fair enough. But how do we make practical use of it? In their infinite, Metalabic wisdom, the lads who invented Spectrum Basic decided that an ON...GO TO or an ON...GO SUB statement was an unnecessary luxury. An ON...GO TO line is of the type ON X GO TO 200,330,490 which sends action to line 200 if X equals 1; to line 330 if X equals 2; and to 490 if X equals 3.

It's obvious you can get round the lack of this command on the Speccy with a clumsy set of IF X=1 THEN GO TO 200, IF X=2 THEN GO TO 330 lines, but this won't wow anyone. Have a go at this simple program:

```
10 INPUT A
20 GO TO 99*(A=1)+260*(A=2)
99 PRINT "99": STOP
260 PRINT "260": STOP
```

When you run this, enter either 1 or 2. If you enter 1, the Spectrum will come to line 20, evaluate the (A=1) as 'true' and the (A=2) as 'false' and GO TO line 99. If you enter 2, it'll do the opposite. But how does this 'true' or 'false' decision send the computer to the right line? It's simply because, as I pointed out earlier, if you enter 1 when you run the program, 'true' equals 1 (so the first part of line 20 becomes "GO TO 99*1") and 'false' equals 0 (so the second part of the line becomes "+260*0") with the result that the Spectrum goes to 99+260. The opposite occurs, of course, if you enter a 2 when you run the program.

MICRO MIMICRY

You can even make use of the Boolean true/false condition to imitate a command found on few Basic-using microcomputers — the QL has it, and perhaps some others as well but I've not

come across them. It's the command that in the language C is SWITCH/CASE and in QL SuperBasic is SElect ON. With these commands, you don't simply have to live with values 1, 2, 3 and so on to trigger a GO TO or GO SUB. Instead, you can choose any values you like, and they don't even have to be in order. You can see this in action with this brief program:

```
10 INPUT A
20 GO TO 50*(A=9)+150*(A=-6.5)+50
30 STOP
50 PRINT "TRY AGAIN": GO TO 10
100 PRINT "100": STOP
200 PRINT "200": STOP
```

With this program, the computer goes to line 100 if you enter 9 in line 10, and to line 200 if you enter -6.5. Any other value causes the Spectrum to go to line 50 where it prints out "TRY

AGAIN" and then sends you back to 10 for another input. The C language SWITCH/CASE command has an action called 'Default' that it processes on any input for which it does not have a specific reply. In SuperBasic on the QL 'Remainder' is the equivalent of 'Default'. In our second program, the +50 at the end of the line acts as the default/remainder, being the action the computer is told to undertake if the first two conditions tested — (A=9) and (A=-6.5) — are false and therefore given a value of zero.

Now if you make any startling discoveries while you're playing around with Boolean Variables, let me know. You can get in touch with me here at *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. Next month I'll be looking at random numbers in depth but after that it's up to you. If there's any subject you haven't got the hang of yet, let me know and I'll do my best to throw light on the inner workings — and chuck in a few spanners as well!

Tim Hartnell first discovered computers when he bought a ZX80. He started the very first ZX Users' Club, and has written more books than he cares to remember on the ZX80, ZX81, Spectrum and QL. He now spends part of each year in his home country of Australia and the balance of his time in the UK.

PLAYING BOOLE

Okay, so we can use Boolean Variables to clean up a whole mess of IF/THEN/GO TO or IF/THEN GO SUB lines. But is that all? Course not. As you'll discover when you start experimenting with the Spectrum's internal true/false Boolean Variables, many parts of your program can be cleaned up. For example:

```
10 INPUT "DO YOU WANT INSTRUCTIONS?";A$
20 GO TO 8970*((A$(1)="Y" OR A$(1)="y")) + 30
30 .... rest of program ...

9000 ....start of instructions....
```

Here, as with the above examples, you can cater for many more possible inputs.

As well as GO TO and GO SUB you can use Boolean Variables to ensure, for example, that when one of your programs asks for the player's name, it can change your name into, say, 'Superstar' and anybody else's name into something insulting — I'm sure you can come up with something suitable!

To show you how flexible it can be, you could even use Boolean Variables to change the colours, and even of playing pieces in a board game. And you can do it with just one line, as line 20 shows below:

```
10 LET a=INT (RND*3+1)
20 LET a$=CHR$ 16 + CHR$ a +
CHR$(79*(a=1)+88*(a=2)+143*(a=3))
30 PRINT a$;
40 GO TO 10
```

When you run this, you'll see that the Spectrum's magic Booleans have produced a string of blue O's, red X's and magenta solid blobs. How many lines would it have taken without the assistance of the good Reverend Boole?



SIGNS...

V-Day will soon be here. The day the reptiles arrive — but only in Ocean's new megagame. Rachael Smith risks life and limb to pay the programmers a visit...

You are Donovan! No, not the wimpy sixties singer, but Michael Donovan, the only person who can save the earth in this free adaptation of the TV series, *V*. The mission is simple — locate and destroy the enemy ship by blowing up its central computer and reactor. What makes it less easy is the size of the ship. It's a maze of corridors and blocked passages, sixteen screens across, eight screens down and five layers deep — a grand total of 640 screens that would take you several hours to cross. And that's without the unwelcome attentions of the lizards and their robot guards.

But the aliens aren't just going to sit there and let you destroy them. You'll need your trusty laser and that's going to need recharging every so often from the power points you'll find scattered around. Fine — you're happily blasting lizards and maybe even taking pot-shots at robots, (though they may be invulnerable in the final version,) and it's all getting you a nice high score. But unless your luck's really in it won't find those two crucial areas. And that's where a bit of strategy comes in.

The first thing that you'll realise about the lizards is that they don't talk da lingo. This means that before you can use your communicator device, which appears at the bottom of the screen and is tapped directly into the ship's Communiputer (donta just lurve that jargon?), you'll need to use a bit of brainpower. Once you get the hang of it though you'll be able to use it for things like opening security doors which requires a bit of pattern-matching brainteasing.

Your travels will also bring you into contact with several laboratories where you can find parts of the formula for the dreaded Red Dust. As well as making a mess of white carpets, this slows the aliens down — somewhat terminally! So you may choose to complete the formula and then find the air purification plant. Here you can tap into the ship's glorified ZX81 and get it to manufacture the deadly powder and put it into the air conditioning. Pretty dumb of it, huh? Well, yes and no, because as its fleshy masters die it will step up robot activity. It all depends who you like blasting best.

If you get tired of the endless corridors, the outer levels have airlocks into space. Out there you blast yourself around with an oxygen cylinder, remembering that a push to the left will send you right! There are two major housings on the outside of the ship, the water inlet and communications centre, and while their destruction isn't crucial it'll certainly rack up the old score.

Right, you've located your targets and set the bombs. Even that's no easy task because it looks like you'll have to synchronise the two explosions exactly. Failure means that if the reactor goes first the computer will still be able to defend itself. And without the computer the reactor will run wild. Then it's back to the docking bay where your craft is

The Story So Far...



They came from the skies and at first the Visitors seemed sociable enough. No-one minded having them as intergalactic neighbours. 'The Visitors Are Our Friends' was the motto as their huge ships docked in the skies above earth's major cities. They began to integrate with the humans, working side by side on scientific projects.

Then came the revelation that beneath their human appearance lay something much more sinister. The Visitors had spoken with forked tongues — they were lizards!

Then earth's population turned against them. And it wasn't just because a dinner appointment meant eating live rats. The Visitors were cold-blooded killers. Well, they would be — they were reptiles. And when they said they wanted to siphon off our water supply they weren't just taking the p'ss!

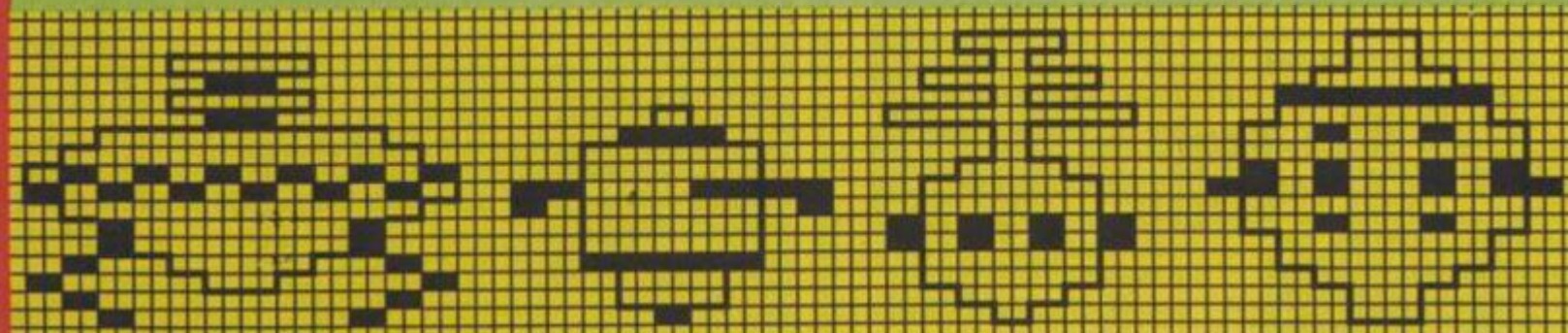
Using the superior science that all alien enemies seem to possess, the scaly fiends declared a state of martial law. But resistance grew. Again and again the propaganda posters were defaced with a chevron of red paint. V no longer stood for Visitors — it meant Victory.

The earth had many heroes, but none greater than Michael Donovan, who pitted himself against the amphibian who'd been the Visitors' ambassador, Diana. Here was a man who would dare enter the visitors' ships. And so earth struck back...

ready and waiting and all ashore that's going ashore — though it's hoped that the finale will hold a nasty surprise to wipe the grin off your face!

This is just the barest outline of the gameplay. When I saw the game it was still far from finished. Other details may include the computer switching off the lights in a certain section. Then you'll have to rely on a torch that'll show the way ahead but only just enough behind you to let you see what hits you! Donovan is extremely well animated and if his jump and roll and some of the plot details remind you of *Impossible Mission*, well the same people were responsible for the Spectrum version. But *V* has added to that game's success with its combination of blasting for high scores and strategy to complete the task — and it's not only vast but different for every game!

AN 'ANDFUL OF ANDROIDS



Worker

The robots are an addition from the TV series but they play an important part as they scuttle around the corridors. The Worker here may just be earning an honest crust but he'll fire at you as soon as he sees you.

Cleaner

Another low grade robot, Cleaners hover through the air, hoovering the floors. This means that your only way round them is to dive and roll underneath. Just be careful that you're not mistaken for some dust and fried with a laser!

Sensor

Now they get really nasty. Meet one of these and he'll inform the main computer of your whereabouts. Soon you'll find other robots are just crowding to meet you but it's the sort of social success you'd rather avoid.

Security

First among your fan club will be these deadly tin cans who'll think nothing of blowing you away. But when a lizard passes a robot it freezes it for a few seconds. So, if you can shoot the lizard you can slip by the robot unharmed.

V - THE GAME THAT MAKES YOUR BLOOD RUN COLD

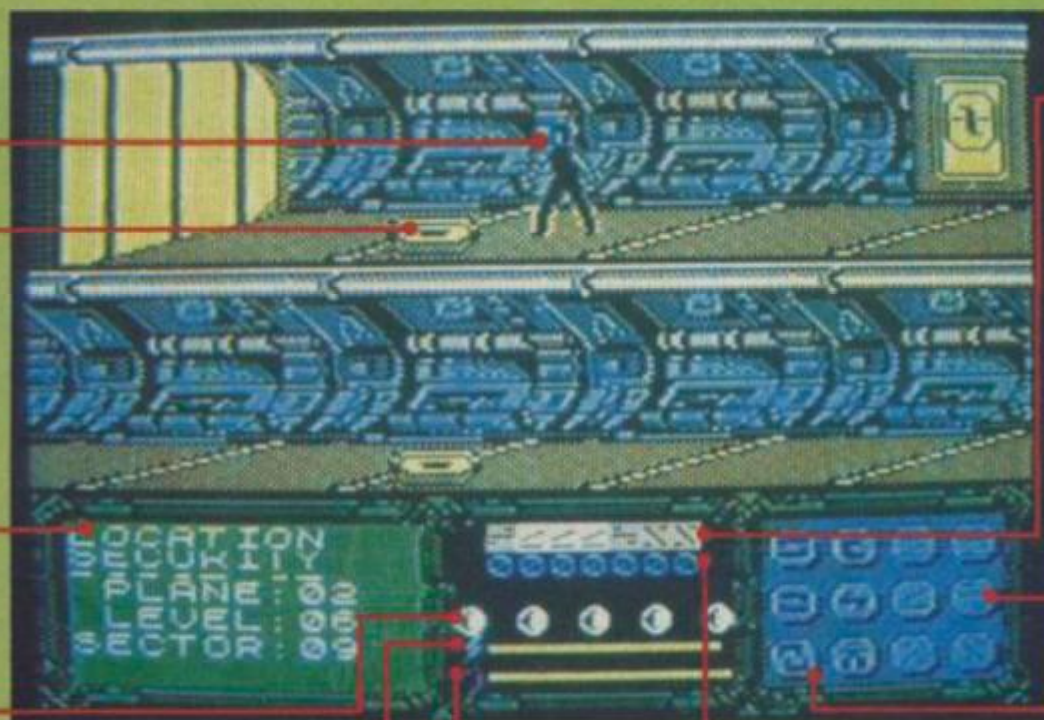
There was still a lot of work to be done on V, when we infiltrated the alien ship to bring back these photographs. At the top Michael Donovan finds himself trapped in a corridor, while below him the communicator provides status information. You'll never actually see a screen like the second one in the game — it shows a selection of corridors and features that you'll meet in your search for the two targets. Get a good look now — when you're being chased by the robots and half a dozen accompanying lizards they won't give you time to admire the scenery — no lounge lizards, these!

Michael Donovan, perfect in every tiny pixel, runs and rolls most athletically, all via the joystick. Left and right are obvious but up makes him jump and somersault, with down handing over control to the status panel.

Uh-oh, a dead end, Donovan. Luckily the answer lies here — no, it's not a discarded plate of spaghetti. It's a lift to beam him down to the corridor below with just one jab on the joystick.

Here's the message area of the Communicuter. Normally a constant succession of broadcasts will scroll through as the lizards discuss the time of day. But here Donovan has managed to get information on his whereabouts.

Every good hero has almost as many lives as a cat. While at least one of these is flashing Donovan's safe.



Here's the laser power supply bar. At first you've got a lot — must be using those nice batteries with the gold tops — but after a few encounters with the aliens you'll be wanting to recharge.

Your oxygen isn't so important inside, but once you step through an airlock you'll need those blasts of fresh air to float around. Keep an eye on this unless you want to get marooned!

If you find a transporter lift like this, without an accompanying one below it, it means that movement is up. Take it and the screen will flip to show the corridor where you'll arrive.

Your score. This isn't in lizard digits — which is just as well considering the confusion it would cause when typesetting high scores.

Another cross level door, but this time towards you rather than into the screen.

While we're talking about numbers, here's the communicator's very own calculator. If you solve the mystery of the Visitors' maths you can use it to feed them wrong information about your whereabouts, heh heh heh!

At the third stroke, the time is... what? No big hands and little hands for lizards as they have six digits on their's and work to a base six number system. Still, the brainy among you will be able to use this clock to work out their figures.

This is the main communicator device, complete with six major functions all of which are extremely useful. Only the lizards haven't marked them up as 'Extremely Useful' and you've forgotten your Lef's Speak Lizard phrase-book. Looks like trial and error time. So here, in no particular order, are things you'll be able to do — and don't forget that some functions lead to sub-functions. Arrgh!

- **Open door.** To do this you'll be presented with two bars of lizard digits, one a scrambled version of the other. Using flips to match the digits you can pass security and go through.

- **Construct and send message.** Work this one out and you can call up some amphibious Good Buddy, Ten Four. You'll be presented with a scrolling selection of message parts in the middle window to be assembled into phrases to the left.

- **Request location.** Without an A to Z you may be feeling lost and this will give you the plane, level and sector. Of course this is very little use until you've an idea of the ship's layout.

- **Manufacture Red Dust.** You can't decide to gas the geckos until you've obtained the formula, but if you've all the pieces and they overlay each other, you're in with a chance.

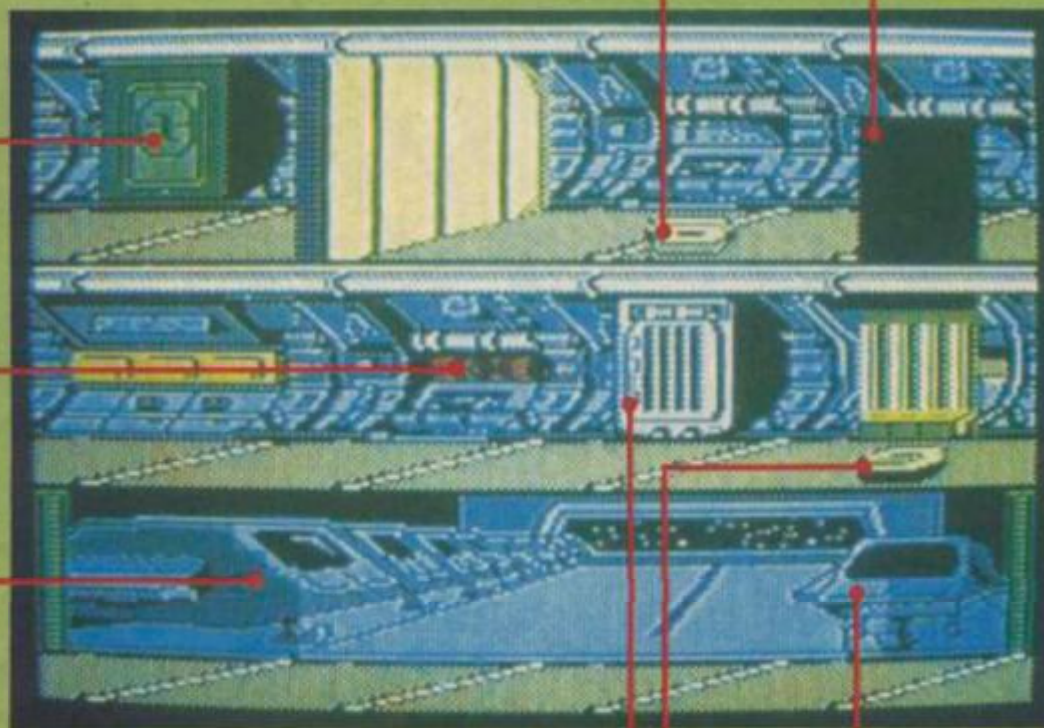
- **Lay explosives.** You're going to need this at the end of the mission, and to work out the timing device. If I were you, unless I knew exactly where I was going, I'd use a lo-rog fuel!

- **Off switch.** No self respecting electronic device lacks an off switch — other than the Spectrum that is! Use this to get back to main control.

This is a door between planes of the ship. If you've got tired of one 16 x 8 level then find one of these and the world will rush by as you find yourself in another complex of corridors.

Here's a power point. Recharge the laser by pushing the joystick up if you're standing here — but if you get into a battle it could lead to some frantic switching between charge and fire.

This is where you'll start, the Docking Bay, though its location in the ship will be different every game. The row of front-loading washing machines is, in fact, a line of alien shuttles.



A Robo-serve machine? No, a generator to make sure there's always enough power to keep your laser blasting.

Here's a lift with a difference. Found only on the outer layer this is the exit, an airlock into space. But there's no escape because the ship is surrounded by an energy band and it's crawling with robots outside.

Here's your craft — achieve your mission and you'll be flying off in this. If all goes to plan the program will include a super view through the windscreen of the lizards getting tried.

FAX BOX

Game V
 Publisher Ocean
 Price £7.95

Add a new dimension to your Spectrum

SPD1 Disk & Printer Interface

- NEW – SNAPSHOT feature copies practically all tape based SOFTWARE direct to Disk.
- Uses standard BBC type Drives and Printers.
- Simple commands such as SAVE★"name"
- FREE Disk full of UTILITIES and HELP files.

68FX2 Professional Keyboard

A rugged high-quality printed keyboard with 68 full travel keys, full space bar, numeric and cursor pads and many individual keys.

LMT Products offer professional quality and ease of use at a price you can afford.

Imagine having almost a MEGABYTE of storage on floppy disks, using FULL SIZE Daisy or Dot Matrix printers all coupled with a REAL Keyboard, making Computing a pleasure.

£89.95
inc. VAT
inc. P & P

SPECIAL OFFER

Both products are separate but for a combined price of £114.95 you have **BOTH** - **SAVING £15!**

SPD1 68FX2

£39.95
inc. VAT
inc. P & P

I would like to ORDER/receive information on...

- Combined Keyboard/Interface PACK @ £114.95 inc VAT
- SPD1 Disk & Printer Interface @ £89.95 inc. VAT
- 68FX2 Professional Keyboard @ £39.95 inc VAT
- LMT Disk Drives and Printers

Name _____

Address _____

P/Code _____

I enclose cheque/postal order charge my Access/Visa

Please allow up to 28 days for delivery.

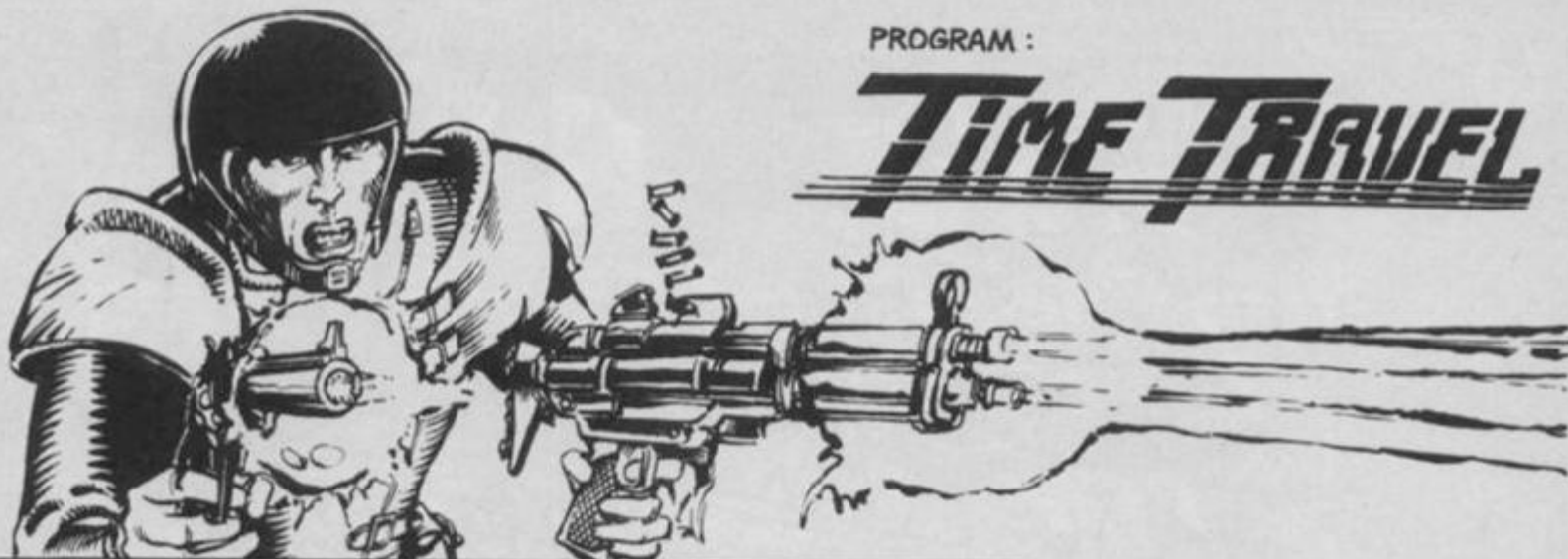


Your Spectrum's best friend!

LMT Computers Limited
South Street Commercial Centre
Bishop's Stortford, Herts CM23 3AL
PHONE 0279 506801/54437

PROGRAM :

TIME TRAVEL



COPYRIGHT 1986. JOHN MAMO-MASON, WILLIAM SIMPSON. ALL RIGHTS RESERVED.

SCRIPT: MAMO, ART: WILLIAM SIMPSON, LETTERING: ANNIE HALFACREE.



YOU STILL HAVEN'T TOLD ME WHAT HAPPENED.

QUIET. I THINK I HEARD SOMETHING.

NOT MUCH TO TELL. THE ROBOTS TOOK OVER AND KILLED MOST OF THE PEOPLE, THEN WHEN WE WERE NO LONGER A THREAT, THEY STARTED KILLING EACH OTHER.

LOOK OUT.



AAAGGHH!



I DON'T KNOW HOW YOU FOUND US SUCKERS...



...BUT YOU'RE GONNA BE SORRY.

OH SHIT...



XX 2287
SECURE
210
210

ENGAGE
TERMINATION

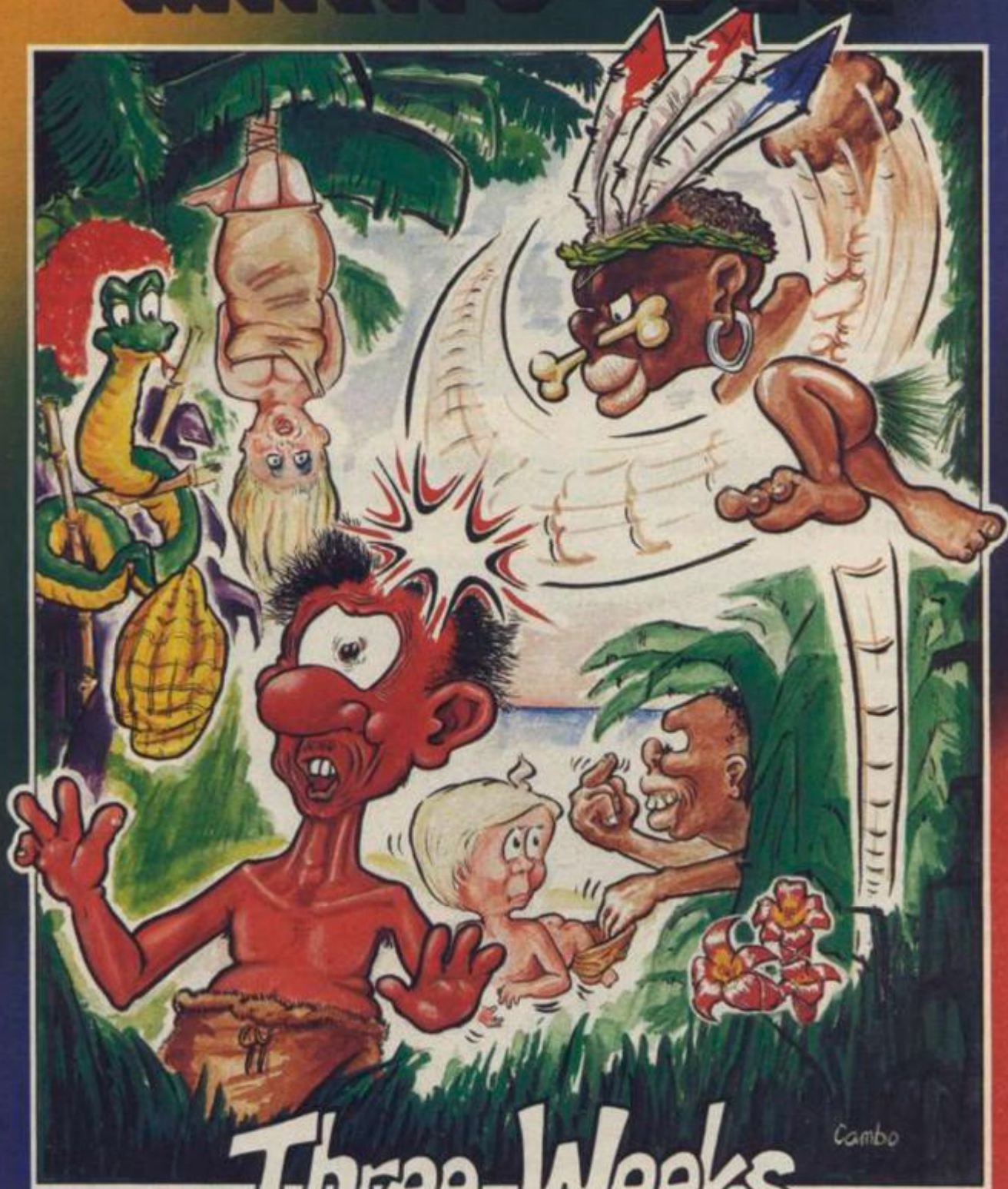
PAGE 22857

TRACKING
2667

"... SUBJECT: HUMAN...
UNARMED... IN RANGE...
TERMINATE IMMEDIATELY..."

TO BE CONTINUED.

SENSATIONAL SOFTWARE FROM
MIKRO-GEN



Three Weeks
in
Paradise

48K SPECTRUM £9.95

Unit 15, The Western Centre, Bracknell, Berkshire
Tel: 0344 427317

HACKER

Intelligence supplied by Daniel Murphy, Maidstone.

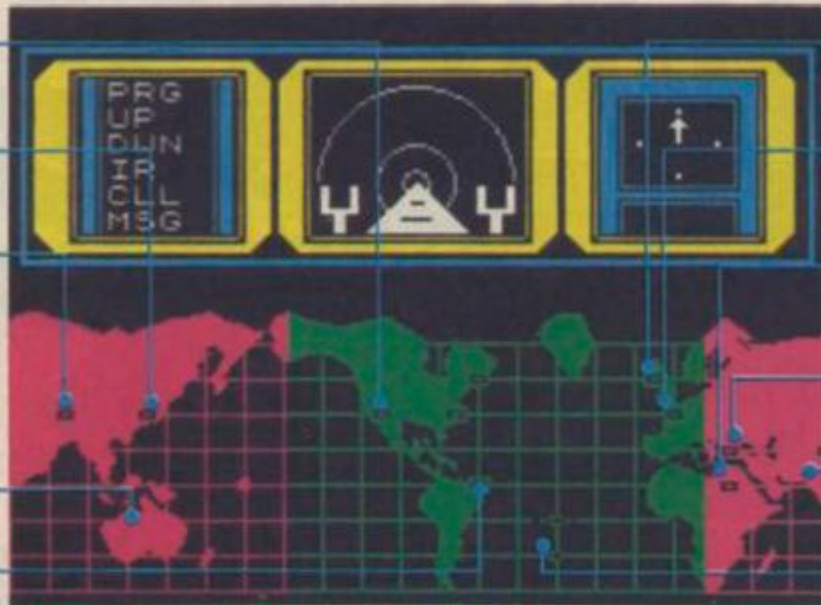
Hey, far out. Amazing. In San Francisco they'd still really dig an old autographed Beatles album. Cosmic.

The Japanese spies accept any old honorable 3k uncut diamonds you might have lying around collecting dust.

Down in China, glasshopper, what they want is stocks and bonds. Dunno why, I thought they'd go for the Beatles album!

Australia is the test site. You get disconnected if you go here, due to enormous leaks of geothermal energy. (What happens? Well it sounds like Phht! That's you going up in smoke.) Is this any use? Well yes, you can log on with Australia at the beginning of the game, saving all that hassle with system tests.

Brazil, as you probably know, isn't known for it's Jade carvings, so that must be why they want some.



As for jolly old England, being a country of amateur photographs, they'd like a 35mm Camera.

In gay Paree they just resist... well, girls, yes... but in this case they're the only people who will take your plain dirty old money.

Egyptian spies are always on the lookout for a good cheap chronograph. I think this means watch, but I guess it could be Big Ben Tower. (Bzzzt)

In Turkey they'll really gobble up a statuette of Tut. Only if it's a gold one, though.

The spy in India just can't say no to an emerald scarab. Who could, though?

Security Satellites give you security tests if they pass over you. The answers are: 1. Magma, Ltd. 2. AXD-0310479 3. Hydraulic 4. Australia.

GLASS

Hints and tips sent in by Pete Piper of Wigan

The Timer: there are two ways you can pass onto the next level. Either clear it of aliens or hold them off until the time runs out — you score more for hitting them though.

The shields prove that you really have got something to lose in this game. If you want to make it to the end you really must preserve your shields at all cost. Avoid the monoliths, don't shoot the spaceships' dish antennae and, as on this screen, blast the nasties before the anti-matter blobs they lob at you break down your shields.



The best way to deal with these ominous spacemen is to hold the fire button down and wait for them to walk into the beam. You'll have to be very persistent 'cos they take a lot of shots before they blow up.

Nukes are only used when you blast your way to the alien capital city. Shame really, 'cos you could really use them in the main game. Ah well, c'est la vie.

The direction finder scope lets you know when various beasties are creeping up on you. Keep an eye on it but don't rely on it too heavily or you'll find that the nasties will have shot you before you've had time to fire.

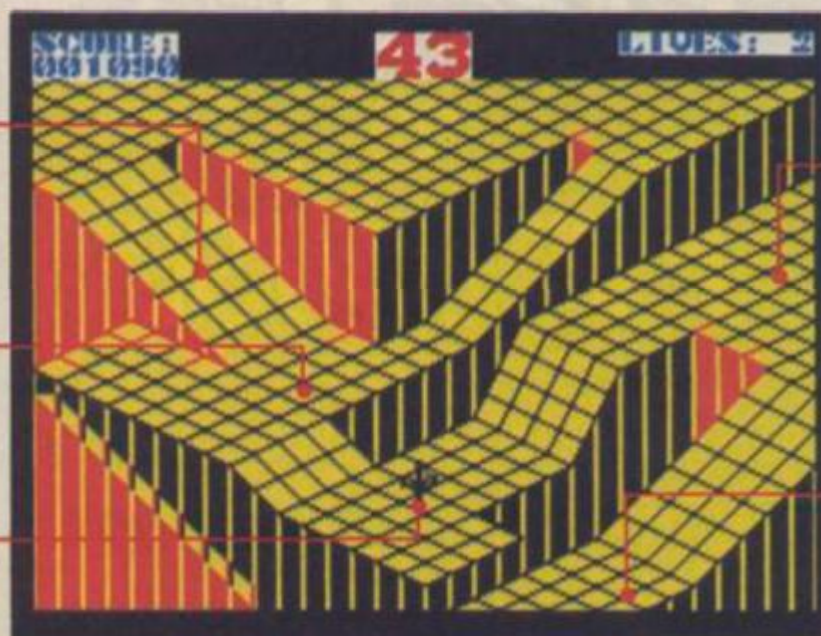
GYROSCOPE

Intelligence by Cosmo McKinley, Hemel Hempstead, Hertfordshire.

This screen is the major stumbling block to anyone who actually wants to finish the game before they start drawing their pension. To start with, don't move the joystick at all until you've rolled down this slope. You will over compensate and crash into the wall or fall over the edge.

Getting past this little twist in the floor isn't as hard as it seems. It's practically a straight line, in fact, and so just the tiniest flick of the joystick will ease you around it. Don't do anything else yet, just roll until you get to the plateau.

Ah, safe! Well, you can reverse thrust in time to stabilise your gyroscope until you can gather your energies and nerve to climb the next slope. Time is ticking away, though, so ease SLOWLY up the next section of track, keeping control so you can pick the best point on the wall to bounce.



The edges of the screen are like the bumpers on pinball machines. Hit them and you bounce off faster than you hit. You can work this very annoying, and sometimes terminal, characteristic to your advantage. You can bounce off this wall and down the slope onto the next screen. You have to time it just right, or you'll end up going over the edge. (Again!)

This way lies the big surprise spoken of on the sleeve of the game. To get to it, find a little black square on a raised platform; roll over it and... well... it's just simply amaay-zing! It's a great big... it's a great... Aw, blow it, do it yourself and find out!

QL SOFTWARE

Here's Andy Pennell's round-up of the latest games for the QL. The ideas behind them may not be that new but the programming's well up to standard.

KNIGHT FLIGHT Realtime Software/£14.95

Isn't this a version of the arcade game *Joust*? I'm afraid I never squandered my 20p's on this one so I'm not altogether sure how similar the two play. You're a knight on a horse flying around a screen populated with platforms. But you are not alone. The skies are full of unfriendly knights just dying for a joust — it's your job to make sure they do die. When you meet one of them for a spot of knuckle dusting, the winner is the highest player so it pays to hang around the top of the screen. If you come out on top, the rider of the defeated horse falls to ground and there are bonus points if the horse bites the dust as well. From time to time, the dragons get dragged on but they're best avoided 'cos they always cheat.

The game's graphics are very neat, the sound less so, but for a while it had me hooked.



QL FICTIONARY Sinclair/£12.95

I was more than mildly amazed when I read the back of the packet. What? Sinclair's releasing something as simple as a word game for the QL? Now I've played I reckon I know why.

The QL has three big advantages over the Speccy when it comes to games — it has a better screen display, a lot more memory, and microdrives as standard. Except for that screen display, *Fictionary* makes good use of the memory and microdrives to store the vocabulary.

The main game's similar to that old telly favourite, *Call My Bluff*. You're given a bizarre word with four possible meanings. You have to guess which one's correct. Now with one player this is dullsville pretty quickly but if there's a group of you (up to four can play at the same

time), it can be a lot of fun.

Now this game's not for young children. Apart from the advanced vocabulary, there are certain words that youngsters might start asking all sorts of strange questions about — I leave them to your imagination.

Altogether there are 1200 different words so repetitions are few and far between. Even if you do get the same word twice, the possible solutions are changed each time, so it's still tricky to remember the correct one.

As a bonus, there's another game called *Wordhoard* thrown in. It puts a word on the screen and then gives you three minutes in which to think of as many smaller words that you can make out of it. About as interesting as waiting for snow in the Sahara.



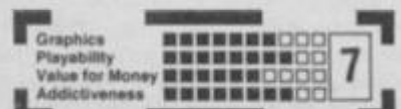
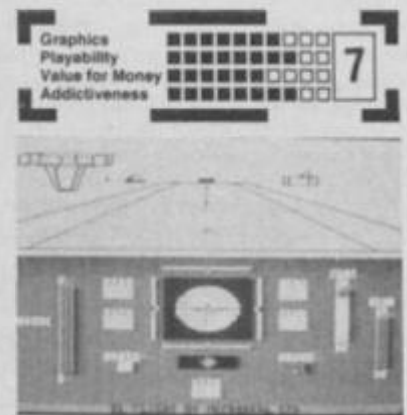
FLIGHT SIMULATOR Microdeal/£19.95

Counted among the many talents I don't possess is the ability to fly a plane. But I have flown many a flight simulator and this seems to be one of the most accurate as well as being a great deal of fun to play. I tried to get off the ground immediately without reading the instructions and couldn't get it to go anywhere, despite a maximum amount of welly on the throttle. Well, so accurate is the simulation that you have to turn the ignition on first!

You look through the front of the cockpit at the 3D wire graphics that give a very good representation of the outside world. Even better, they're flicker free though that's not too surprising as they only get drawn once a second. Still, the playing area's large with loads of objects to look at and fly into — or should that be past! It's a shame that the other graphics such as the cockpit dials are not that imaginatively represented — they're just shown as simple digits.

There is far more to the game than the first Speccy flight simulators — it's certainly a lot harder which more than likely means that it's more realistic. It doesn't have the speed and the colour of the later simulators though.

All in all a good simulation even if I never got the opportunity of landing again — well, apart from nose-diving into the earth at great speed.



QL BOUNDER Sinclair/£9.95

Now why wasn't this called *QL JSW*? After all, it's a pretty straight-forward platform game. But then again, platform games are still a rare breed on the QL and even though I've played millions on my Speccy, I still enjoyed *QL Bouncer*.

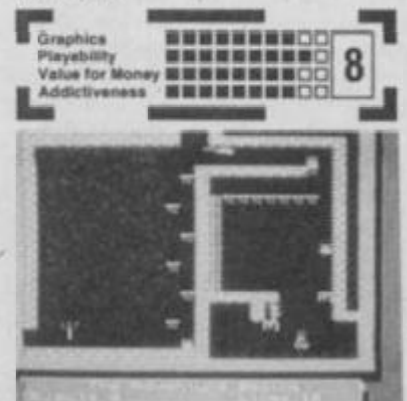
So, what's the plot? Well, you're a very neatly animated man who, surprise surprise, has to collect a large number

of bags of money from fifty-nine different locations each of which is stocked with baddies and obstacles injurious to the player's health. Not very original, I grant you, but it's been implemented extremely well and just goes to show that QL games can be better than their Speccy equivalents.

The sound effects are a bit thin — just a lot of beeps that sound little better than Speccy originals though

they're somewhat more audible and they don't interrupt the game at all. Plus, a great deal of imagination has gone into the graphics — just take a butchers at those vicious looking lawnmowers and mousetraps, though there are some less original ideas like bouncing boots. Certain M Smith-type features are missing altogether — no stairs — but altogether the game is excellent. Without a

doubt the best of its type on the QL.



NOW YOU CAN EXPLOIT SPECTRUM GRAPHICS TO THE ULTIMATE.

With the Graphics Suite from Print 'n' Plotter.

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

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

Or you can use them just for the fun of producing computer art.

Each of the programs are inter-active and together they form the most accomplished graphics toolkit you will find on the market today.

But you can also use each of them separately, as each are self-contained and cover a specific area of graphics programming.

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



Just a few of the things you can do...

PAINTPLUS (GRAPHICS SUITE 1)

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

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

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

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

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

SCREEN MACHINE (GRAPHICS SUITE 2)

SCREEN MACHINE is *the* graphics manipulator.

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

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

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

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

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

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

ART-O-MATIC (GRAPHICS SUITE 3)

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

If so, you need ART-O-MATIC. Print 'n' Plotter's great new graphics compiler.

With ART-O-MATIC you can draw, define and store an incredible number of screens or parts of screen in your programs as compiled instant machine code which is usable from BASIC or M/C.

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

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

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

SPRITE MACHINE (GRAPHICS SUITE 4)

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

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

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

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

The program comes complete with a cursor-operated Sprite drawing board and catalogue/store function.

Instruction booklet and demo are included with the program.

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

ORDER NOW OR ASK YOUR LOCAL COMPUTER SHOP!

Send to: Dept YS Print 'n' Plotter Products Ltd.
19 Borough High Street, London SE1 9SE

Credit Card phone orders: 01-403 3622.

Please send me the following:

.....Paintplus @ £9.95 Screen Machine @ £8.25

.....Art-O-Matic @ £8.25 Sprite Machine @ £9.95

I enclose remittance in full

Please bill my Access/Barclaycard/Visa No.

I enclose 17p stamp for details of products.

Name _____

Address _____

NOW YOU CAN EXPLOIT SPECTRUM GRAPHICS TO THE ULTIMATE.

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

Print 'n' Plotter Products

MEGA BASIC HINTS & TIPS

The Mike Leaman MegaBasic mailbag is almost as mighty as his program. So, this month he's here to help with some of your problems and perplexities, as well as sharing some programming hints you may not have come across — yet!

The response to YS *MegaBasic* has been so huge that it's about time I had a chance to answer many of your queries on the inner workings of the program. So, if you have any problems or there's anything you don't understand and you'd like me to clear it up for you, drop me a line here at YS and I'll do my best. But don't only see me as an agony aunt (*Could be difficult, Mike! Ed*), but send in any of your own Megahints'n'tips so that we can all share them.

There's one problem that's cropped up over and over again in my postbag. I'll just mention the Computer Department of Friends School, Saffron Walden and **A Raven** of Basildon who've written to me, asking when I'm going to get around to converting *MegaBasic* onto the Rotronic's Wafadrive. They've all had a go, but without much success. Well, the waiting is over — I've come up with the code, so you'll no longer have to wait an age for the tape to load.

Here are the simple steps you should follow. Turn your Speccy on with the Wafadrive connected — pretty sensible really! Enter NEW* and then rewind your *MegaBasic* tape

to the beginning and enter CLEAR 39999: LOAD"" CODE. Now start your tape recorder and you'll load *MegaBasic* into memory. Right, it's time for the measly bit of hard work you've got to do — type in the following program:

```

10 REM WAFADRIVE CONVERSION
20 REM PROGRAM 24-9-85
30 REM
40 LET C=0: FOR Z=58064 TO 58092
50 READ B: POKE Z,B: LET C=C+B
60 NEXT Z
70 IF C=2319 THEN PRINT "BLOCK 1 IS OK!": GO TO 90
80 PRINT "ERROR IN LINE 9000 OR 9010": STOP
90 LET C=0: FOR Z=47000 TO 47061
100 READ B: POKE Z,B: LET C=C+B
110 NEXT Z
120 IF C=7018 THEN PRINT "BLOCK 2 IS OK!": GO TO 9999
130 PRINT "ERROR IN LINE 9020 TO 9040": STOP
9000 DATA 58,0,0,254,243,40,21,0,0,0,0,0,0
9010 DATA 0,0,0,0,0,0,221,225,241,42,76,233,251,201,213
9020 DATA 245,254,10,32,10,58,207,92,254,79,32,3,205,74
9030 DATA 20,33,0,0,253,116,55,253,116,38,34,11,92,215,176,22,193,4,33,205,13
9040 DATA 35,203,126,40,251,16,249,126,205,134,12,35,203,126,40,247,237,123,61,92,51,51,33,248,209,229,199
9999 POKE 47278,0: POKE 47279,0

```

C'mon that didn't take too long, did it? Now RUN it and save the new *MegaBasic* code to Wafa by entering SAVE# "MB", 45000, 20368. All we need now is a new loader program for the Wafadrive, so enter NEW# and that'll clear out the conversion program. Finally, enter and save this loader program:

```

10 POKE 23737,152
20 POKE 23738,183
30 CLEAR 44999
40 LOAD-"MB"
50 RUN USR 56100

```

So, if any of you have been putting off getting hold of a copy of *MegaBasic* 'cos you couldn't convert it to Wafadrive, well that excuse doesn't wash any longer. And I don't know why all you Opus disk drive owners are looking so smug — as soon as I can get my hands on one of those natty devices, I'll be doing a conversion routine for that too!

Steven Port has written in from Greenwich to ask me where he can find the other two fonts in *MegaBasic*

— he wants to use them in his own programs. For starters, what I'd like to know is why on earth you're writing programs that aren't in *MegaBasic*? Herumph! Just this once though I'll tell you. The Amstrad type font starts at 45000 and the BBC one starts at 48000. They're both 768 bytes long, so say you wanted to save the BBC character set to tape, you'd use SAVE "Beeb" CODE 48000,768. Now d'you see why they call me the font of all knowledge!

Now for the complaints department. Lots of you have been moaning about the fact that every time you power up your MegaSpectrum, you have to use the KEY command to define the user-defined keys. So, is there a way of saving the key definitions so that they can be loaded in, all in one go? Ha, there is a way! The definitions for the user defined keys are stored starting at 59956 and there are 256 bytes for each key. That means that if you want to save all ten keys, you just have to use SAVE "KEYS" CODE 59956,2560.

And now a hint for all you who indulge in the strange habit of hacking — I mean, why should Chris Wood have a monopoly on the subject! Here's how you can personalise your copy of YS *MegaBasic* by redefining the error messages. They start at 52987 and finish at 53164 and the end of the message is signaled by adding 128 to the ASCII code of the last character. So, here's a little program that'll print out each error message and its starting address:

```

10 LET P=52987
20 PRINT P
30 LET Z=PEEK P: LET P=P+1
40 IF Z=127 THEN VDU_(Z+128): PRINT
'P:GO TO 30
50 VDU_Z:GO TO 30

```

Now all you have to do is POKE the ASCII values of the message you want into the correct locations. It's even more fun if you can get your mitts on a friend's copy of *MegaBasic*.

Now **G Gapper** of Glos isn't too sure about the DEFG command and would like me to do a quick run through on it for him. Well, the DEFG command is a quicker way of defining user defined graphics. In normal Sinclair Basic you'd define the UDG 'a' using the following lines:

```

10 FOR A=USR "A" TO USR "A"+7

```

```

20 READ B:POKE A,B
30 NEXT A
40 DATA 255, 129, 129, 129, 129, 129, 129, 255

```

Now this sub-routine reads the data for the graphics and POKEs it into the correct area of memory. It also takes four lines of Basic! With YS *MegaBasic* you can do exactly the same in one line, so here goes:

```

DEFG "a", 255, 129, 129, 129, 129, 129, 255

```

The DEFG command takes nine parameters. The first parameter is a string and shows which graphic is to be defined and then this is followed by the numeric data for the graphic.

Now for a moan. **S G Wylie** of Ramsgate doesn't like the three overlapping windows. What you have to do is tell the system that you want to use the same window for all output. And to do this, you have to use the FX command — the command used to control the *MegaBasic* system. The command is followed by two parameters — the first indicates the function you require and the second is the data required by that function. Have a look at this:

```

FX_0,n defines which window is used for input.
FX_1,n defines which window is used for automatic listings.
FX_2,n defines which window is used for program output.
FX_3,n defines which window is used by the MONitor

```

Say you wanted to use one window for all four functions, then you'd use something along these lines:

```

FX_0,2:FX_1,2:FX_2,2:FX_3,2

```

Now only the output window (window two) is used and bang goes the problem of overlapping windows.

And if you want to set the copy cursor to use yellow ink then try this:

```

CURRENT_1:INK 6

```

When you've got version of YS *MegaBasic* that you're happy with, all you have to do is save it together with a loader. Bingo, your own customised *MegaBasic*!

If you're having trouble with YS MegaBasic or if you reckon you've come up with a hint that even Mike won't have sussed, write to MegaMike, YS 14 Rathbone Place, London W1P 1DE.

THE MAGIC BUTTON OF BETA-PLUS DISK INTERFACE FOR THE SPECTRUM

The latest **BETA-PLUS** Disk Interface has a unique feature - the **MAGIC BUTTON**. It transfers tape based programs to disk system with speed, simply by one touch of the **MAGIC BUTTON**. Other new features include:

- Auto Check on Disk Drive
- Auto Boot
- Random Access File Handling
- Sequential File Handling
- Reset Button

AT
A
**MAGIC
PRICE**

**SPECIAL
PACKAGE
From
£199**

Single Drive	Drive and Beta-Plus
5¼" disk drive (400K) 40 track double sided	£199
3½" disk drive (800K) 80 track double sided	£229
Twin Drive	
3½" disk drive (1.6Mb) 80 track double sided	£329

Cut out this coupon and send with cheque or Postal Order to the address above

PLEASE SEND ME:

Beta-Plus Disk Interface	@£109.25	Qty	P & P
Beta-Plus & 5¼" Single disk drive (40 track double sided)	@£199.00		£4.00
Beta-Plus & 3½" Single disk drive (80 track double sided)	@£229.00		£8.00
Beta-Plus & 3½" Twin disk drive (80 track double sided)	@£329.00		£8.00
Total			£8.00

Name _____

Address _____

*All prices include VAT and apply to UK only



Technology Research Limited
Unit 18, Central Trading Estate, Staines,
Middlesex TW18 4XE Tel: 0784 63547
Telex: 896691 TLXIR G

💡 *My Timex 2040 printer and Spectrum are having a slight personality clash. They just don't get on, even though I've tried changing the printer for another one. Is it compatible with the Spectrum?*

J Allen, Needham Market

💡 Well, I can confirm that it is compatible 'cos I've got one, and it works with all models. Maybe the edge connector's dirty or it's possible that the connector is loose. If cleaning it doesn't solve the problem I suggest you get your Spectrum repaired.

💡 *Do you know of a circuit that allows you to POKE the Spectrum ROM? I know YS 2 featured an article that told you how to do this but unfortunately I can't get hold of a copy as it's sold out.*

Bruce Phipps, Hatfield

💡 The SoftROM appears to be the answer and, yes you're right, it did appear in YS 2. And, just for you Bruce, we'll send you a photocopy.

💡 *I've got a VTX, wafa-drive and Cambridge joystick interface. Fine, you may think. Well, that's just it, it isn't! When I've got the VTX and wafa-drive connected the picture rolls, though it's okay if only one is connected. Why?*

John Thurborn, Chiselhurst

💡 It sounds like your power supply may be at fault 'cos both peripherals use quite a bit of power. Try swapping it with another power supply to check if this is the case. If not send it to a repair shop to get it looked at.

💡 *Hey Steve! I've gotta new colour television. But the colours are all wrong. Red gives green and green gives red. It's alright on my friend's version 3 Spectrum but not on my version 2. Why?*

Trevor Harris

💡 Are you sure you're not colour blind? No, seriously there are two brown variable resistors inside the Spectrum issue 2 that can be adjusted to give the correct red/green balance. Try twiddling with the lower one and that should sort you out.

💡 *I've got Termel software from Modern House and I'm connected up to Easylink so I can send*

telexes far and wide. But I've got two problems. First, is it possible to do screen dumps of the information to my Alphacom printer? And secondly, I would like to print outgoing messages but I'm having problems sending them out with the 'T' function.

James Dunbar, Inverness

💡 You can do the screen dumps, no trouble, by exiting to Basic and using the COPY command. The 'T' function will only work if Easylink supports XMODEM protocol. If you want to send messages from a buffer you'll need *Specnet III* 'cos that'll allow you to create text files using *Tasword* and send them as if they were typed from the keyboard. There's even a version that'll do 64 characters per line. Good eh?

💡 *Oh, I've got a little bug, or rather my Spectrum version 2 has. First it started to fail on the arrow keys and then the delete and graphics keys. I soldered the 2K resistor in across R68, as suggested, but still nothing. I finally solved the problem by tightening the clamp inside the keyboard that joins all the bits together. Try it if you've problems.*

Torsten Dahkvist, Sweden

💡 Thanks Torsten. It's nice to see readers providing all the answers. At least it lets me put my feet up for a little while. If more of you write in maybe I can retire early.

💡 *We would like to add a reset switch to the Spectrum, not an on/off switch, can you tell us what connections to make?*

GS Phelan and Pete Taylor, Cheshire

💡 Easy! If you can solder, that is. The big 40 pin IC near the edge connector is Pin 26 of the CPU. This is the reset pin on the Z80A CPU. Connect a switch between this and Pin 29 of the CPU, press the switch and release it. Hey presto! It resets.

💡 *My Spectrum has the XK system fitted to it and I'm now having trouble loading games like Knightlore and Atic Atac. Where can I get a loading device that'll solve this problem?*

Reg Crawley, Hitchin

💡 The loader I think you're talking about is available from the place you purchased your XK system —

HARD FACTS

Have you got a hard luck story to tell us? For hard headed hardware advice Steve Adam's your man.

TV Services of Cambridge. It's free but it would be a good idea to include some postage for the tape.

💡 *I'm having trouble with my ZX printer. It runs okay for about 100 lines and then it gets slower and slower and makes terrible squeaking noises. I took my life in my hands and pulled it all to bits but I still couldn't find what was wrong. Any ideas?*

Phil Purle, Gloucester

💡 Well, it could be 'cos the balance of the weight in the paper reel is wrong. It's possible that the paper is scraping one side of the printer as it turns. Try a bit of violence — bang the end of the reel on a table top to get it back in line.

💡 *I've got a Speccy with Tasword II, Epson LX80 printer and LPRINT III interface. How do I send the ESC codes to operate the printer?*

Jack Colbourne, Cornwall

**YOUR SINCLAIR
14, RATHBONE PLACE
LONDON W1P 1DE**

💡 LPRINT III uses interface codes that must be sent before you can send control codes like ESC (CODE 27). These can be entered into *Tasword*, when changing the graphics codes, by answering 'yes' to the question, 'Change interface codes?' Once you've done this you can set up the graphics characters to print the ESC sequence of codes you want. Save a new copy of *Tasword* to keep the changes in.

💡 *I would like some advice on what joystick and joystick interface to buy. There isn't a great selection over here in Australia and I'm not sure of the best. Can you help?*

💡 We certainly can. If you can get hold of a copy of *Your Sinclair* (issue 2) you'll see a review of the top ten joysticks — that should give you some guidance. The Quickshot is a pretty good one with two buttons for a quick response. As for the interface I reckon the Kempston Compatible is probably the best for the sort of software you mention. There are plenty about, just look for the cheapest and most rugged.

💡 *Help! My rubber keyboard is so rubbery I can't get all the keys to register. I've been driven to pressing them very hard with a pencil to get it to work. Will a replacement Speccy Plus keyboard fit, and if not can it be repaired?*

David Savage, Canterbury

💡 And now for the answer! Get a new keyboard underlay (membrane) from a Sinclair repair centre. It'll cost you about £9.00.

💡 *I'm writing to give a warning to all Speccy owners as I've had to learn the hard way. Don't pull the plug to reset your machine 'cos, as I found to my cost, it causes a voltage discharge that can cause expensive damage. Either allow a lapse of several seconds or, even better, incorporate a switch between the transformer and set.*

HP Macdonald, Devon

💡 Thanks HP. It's always a good idea to fit a reset switch as it's a lot cheaper than having your Speccy repaired should it go wrong 'cos of voltage discharge.

WATCHING

THE DETECTIVE

Call Mike Hammer, call Sam Spade.... but when you want the best you call me — Jake Monkey-Wrench. I tool around and get the job done.

The voice on the phone said, "Jake, I've got a problem. I'm the Ed." "That's some problem." I agreed. Ignoring me, he continued, "I want you to find a cassette tape. It contains enough evidence to send Mr Big down the river for a very long time." Pausing only to wonder why the Ed should want to send a gangster on a boat tour, I asked, "Tell me where I might find it." "That's the problem," he told me, "It's hidden in a computer game!"


And so it was. I sat in my East Side office, in front of a computer monitor, the whole of New York to search and I'd never have to leave the building. Luckily the city was no stranger to me — the same 3D view that seems to turn up everywhere nowadays. However, I was pleased to find that I could choose between up/down, left/right movement or rotation and forward techniques. And what was this — 'IQ On'? A neat touch means that if I walk into an object the computer can take control and guide me past it.

10.32 pm: I'd found a gun and I was going to need it. In the very next room some hood began taking pot shots at me but I was quick on the draw. I transferred to the icon menu and fired, filling him full of holes and he faded away. No room to be trigger happy though — the city may be a jungle but not everyone's an animal. Soon after I'd plugged the punk another slouched figure approached. I stopped but his speech bubble appeared. But what did he mean by, "I'll see you later"?

1.03 am: I'd lost count of how many rooms and alleys my nicely animated figure had trudged down, but there were lots, filled with hazards of the most unexpected types, like animated suits of armour. Something strange was afoot. I'd had to use my wits to push the furniture around and shift objects and I wasn't sure I was getting anywhere. Then I met her the dame.

The Ed had warned me that there were two sisters tied up in the case — identical twins but while one was good, real good, the other was evil incarnate! I hoped I'd made the right choice as I followed her. Perhaps she could lead me to the gang boss....

1.07 am: You win some, lose some. Like a kid, I'd followed her straight into a trap. I'd dodged the bouncing bombs, the suits of armour and the low down rats who'd hoped to fill me full of lead. But I'd always been a sucker for a frail and now I'd paid the price. This game is as cool as a trench coat and as atmospheric as a misty street. Here's looking at a VDU, sweetheart!



Of all the Spectrums in all the world, Imagine's new game Movie had to walk into ours. Settle into your back row seats, forget the Pearl and Deans and read Gwyn Hughes's review of this gangsters and gumshoe mega-game. Play it, Sam...

LIGHTS . . . CAMERA . . . ACTION . . . ROLL . . .

10.46 pm: And in the naked city I don't feel clothed without some sort of equalizer. Luckily there's a gun to be found near the office, and a few others carelessly lying around for when I run out of slugs.

11.59 pm: Down these machine code streets a sprite must go, a sprite who is not himself mean. You can never be too careful in the Big Apple but if they don't shoot first chances are they're friendly.



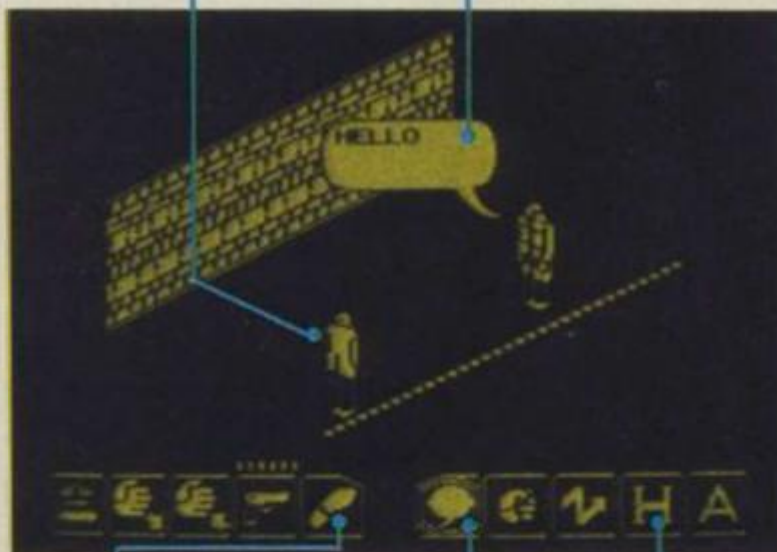
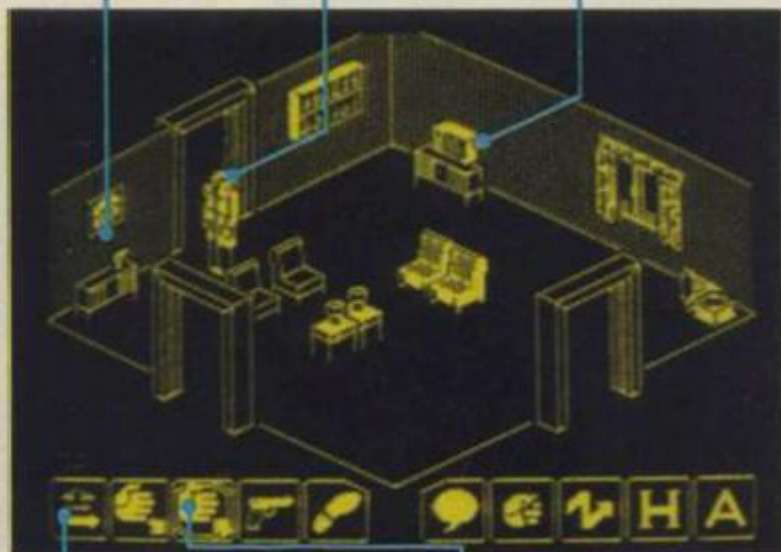
You're the magnum I want. Just need to line myself up and let the icons do the rest, then the rod will jump into my hand.

Well, here I am, trench coat and hat brim pulled down. No time to survey the scenery though — I've got to get that gal.

If I wasn't so busy with the case I might try to solve the puzzle of the date — television sets and wind up gramophones together? The game still has a fantastic atmosphere though.

Just an innocent citizen going about his business — or is he? Maybe he knows something that may prove useful as he wanders along the main alley.

Type in your greetings or questions and they'll appear here. If you're lucky you'll even get an answer.



I guess these trench coats come equipped with four pockets because that's how many items the inventory indicator allows you to hold.

Here's a handy symbol. Choosing this function picks things up — and it doesn't take Philip Marlowe to guess that its neighbour means drop.

With a city this size you'll spend most of your time in this default movement mode. Now you know why they call us 'flat-foot'. The walking sound makes me suspect that the gumshoe wears gumboots.

Talking is done in the finest comic book style, via speech bubbles, so choose this option to make polite conversation.

If you need time to ponder a cryptic answer, consult your map — or even pour yourself a slug of bourbon — this is the icon for you. Hold the front page — I'm taking time off.

00.08 am: I felt like I was getting nowhere fast and it was giving me the bird. Then I stumbled on a room with a heavily guarded door and knew that I must be onto something. The question was, what? Perhaps if I'd got a map. Hey, any cartographers out there like to help a private eye who can't afford an A to Z?

00.54 am: By now I was in need of a stiff drink but this guy didn't want to sit down and pour me one. It was easy enough to sidestep this line of fire as I entered the room, but then I'd have to waste him before he targetted me.

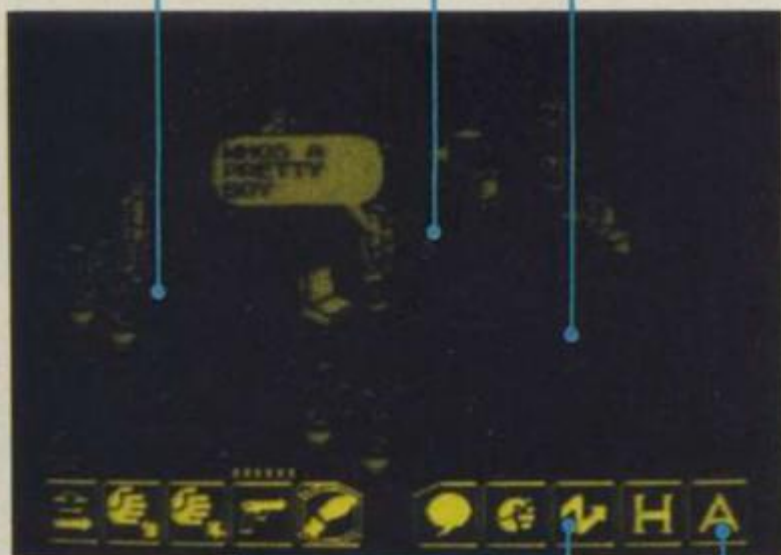
As a hard drinking private dick there's always the danger you'll walk into a door frame, but use the IQ option and your auto-pilot will save you from embarrassing black eyes.

Anybody who thinks a parrot is just a feathered echo, think again. Polly here may well give you a clue how to pass through the door.

Strange to find so many suits of armour scattered around, but avoid them because collisions are deadly. This one's very nastily placed, making your passage impossible.

No time to listen to the music just yet — in fact, no music, but at least the juke box here jiggles around like it was playing a Bill Haley platter.

Luckily most of the underworld lackeys aren't exactly hot shots, though there are occasions when you walk through a door to be greeted by a truly warm welcome of accurately aimed lead!



Throwing things can sometimes shift the armour, though not in this case. Perhaps you'd feel better if you threw a tantrum or plugged the parrot!

Suddenly everything went red... it was the end. That's what happens when you select the Abort option, which is protected with a double check.

All ready for business. Somewhere I'd picked up a brief case. As somebody had asked me for the money, I wondered if this is where it was stashed.

Providing you've selected the gun this is the fire icon, but ammunition which appears above is limited. You need to be pretty nifty to change back to movement, at times.

Out of ammunition? You must have a punch like a mule because your right hook can knock an opponent into another dimension.

Graphics	■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■	9
Playability	■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■	
Value for Money	■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■	
Addictiveness	■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■	

Game Movie
 Publisher Imagine
 Price £7.95
 Joystick Kempston, Interface II, Cursor
 Keys Top Row — Fire, Second Row — Up, Third Row — Down, Bottom Row (Alternate Keys) — Left/Right

BATTLE OF THE PLANETS

RETAIL
£9.95



BATTLE OF THE PLANETS is the Space simulation
that was selected for the
National Computer Games Championship

MIKRO-GEN Unit 15, The Western Centre, Bracknell, Berks. Tel. 0344 427317

Steinar

● This program comes with five of the fabroony Wham! mega-smashes stored in the *Music Box's* tune memory. Don't ask me what their squillions of fans would make of a Specky cover version of *Young Guns*, though!

If you ever tire of the Dynamic Duo's ditties you can erase them and compose your own, or key in tunes from sheet music. This is what the program's really about so serious musicians or Duranees need not be put off by the Wham! label.

Besides the music editor, with its easy method of on-screen composition, this program gives your Spectrum an extra sound channel. That means you can play two different notes simultaneously, for two part harmony or simple chords. You'll want some method of amplification to get the most from this program, as no software can cure the innately feeble Specky beeper.

Once you've composed your hit (or pinched someone else's), you can save it to tape or microdrive, complete with the machine code routine that plays it, as a block of code for inclusion in your own programs. No mention is made of the copyright situation on the inlay, though, so I've no idea what'd happen if you wanted to use this music in a program for commercial resale.

Terry Bulfib's had a quick hack and informs us that there is 4K of Basic inside, and more importantly, that the loading and saving of tunes is done in Basic. This means that the microdrive Save and Load options will also work on other drives that use microdrive syntax, like the Opus disk or Wafadrives.

What makes it all a doddle to use, and cancels all my previous quibbles is the easy editing. You can play in notes by ear, seeing each key you've pressed marked on both the screen's piano keyboard and the stave. You'll hear it as well and by backspacing you can remove mistakes. You can go through the score note by note, or fast forward through it. Otherwise, just play the tune, all the time with a continual display on the piano keyboard and staves. Plus you can listen to the sound of the notes.

Besides the organ like twin voices, you get a 'bass drum' and three somewhat programmable sound effects based on white noise. You can also alter the playing speed. What you can't do is obtain a printout of the musical score — but since the notation is so weird, you won't want to.

First they gave programmers the pop star treatment, now the customers get to be pop stars. I hope all this music doesn't lead you to throw your TV out the hotel window.

WHAMBO!



By George, an 'Andy Warhol' style, you're this to link rock wonders with the Music Box software. To David, in the spirit of 'Bam! Thank You, Marse', the notes of his...

Wham! Make it Musical!

Rests are shown as an 'R'. However there's no indication of sound effects or even that the tune has ended.

Sharps are indicated, but flats are notated as sharps of the note below. Sharps or flats are played on the second keyboard row. You can only write in C major.

Notes for the two channels are shown in different colours. They're reminiscent of the Mad Piano in Manic Miner — but at least this keyboard's tuned.

To enter notes into the score, you simply play them in, using the bottom rows of keys on the Spectrum as a piano.

There are four octaves, which is more than can be accommodated on the keyboard, so you have to switch from one to another, losing your way on the keyboard in the process.

You have to key in the two channels separately, which means switching between channels.



If you want longer notes than a quaver then use more quavers. Two quavers give you a crotchet, four makes a minim, and so on. Try to forget about semi-quavers.

You'll find some knowledge of music notation may be helpful when keying in a tune on the editor. I say 'may' because the Music Box uses an abbreviated system of notation that'll annoy real composers.

There are always eight quavers to the bar. You can write in other time signatures — but the bar lines will be in the wrong place.

During replay, the effect on the longer notes is a sort of Little Richard keyboard hammering — or what we flautists call vibrato!

The music scrolls smoothly to the left during editing or play. Back spacing causes an empty screen to scroll in from the left.

Wham! makes Waves!

Everyone knows that the Spectrum has only a single, rather pathetic, sound channel, so how is it possible to play two channel music? Consider, for comparison, a piano. Pressing two keys causes two notes to sound, and unless you're tone deaf, you hear them as two separate notes.

Your eardrum is vibrated by a waveform made up of a combination of the two original notes. The peaks and troughs of all three individual vibrations mix together in the air, cancelling out or augmenting each other, until a complex series of high and low pressure waves is formed. You only hear this waveform as two separate notes because the human brain is equipped to unravel complex waveforms into their component parts.

What the *Music Box* software does is to compare the waveforms of the two separate notes in software, before sending them through the single output channel. By vibrating the Beeper in a complex waveform, the program imitates what would happen to separate notes mixing in the air. The effect upon the ear is similar to that of playing the two notes.

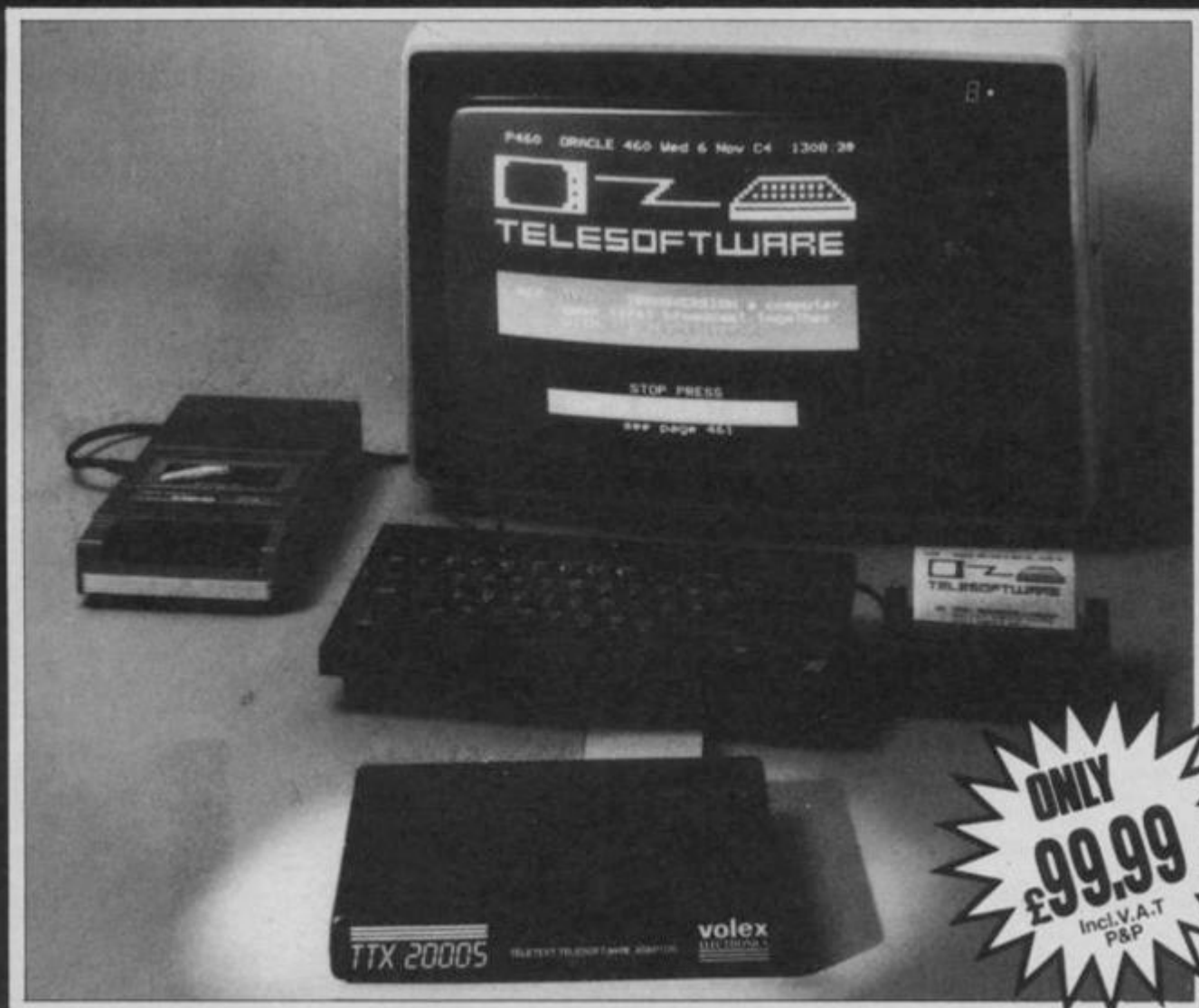


FAX BOX

Title Wham! The Music Box
 Publisher Melbourne House
 Price £9.95

THE VOLEX TTX2000S

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



ONLY
£99.99
Incl. V.A.T
P&P

TELETEX

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

TELESOFTWARE

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

EASY TO SET UP AND USE

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

STORING PAGES

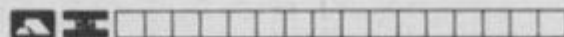
With the Volex Adaptor it is possible to send received pages to your printer or to Microdrive for storage and later recovery.

THE VOLEX TTX2000S

IS THE ADAPTOR APPROVED BY CHANNEL FOUR T.V.

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

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



NAME _____

ADDRESS _____

TTX2000S

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



YS ADVENTURES

Do you keep suffering Death by misadventure? The Grim Reaper has the skeleton key to all your games. Just drop him a line at Death's Door, 25, 14 Rathbone Place, London W1P 1DE.

First through Death's Door this month is Alan Green of Preston who's stuck fast in his *Pyjamaramas*. "Please help me!" he cries, "How do you get to climb the rope in the conveyor belt room?" And you really think I'm gonna help you? Let me tell you that many a proud adventurer has ended up facing the death sentence in trying to solve this game. Okay, I take pity on you — just this once — and refer you to Castle King, Colin Read.

"I'm writing in blood!" says Colin, "to offer help to your loyal subjects. I've got heaps of clues for *Pyjamarama* . . .

1. Playing through all the screens in the video gamesroom will gain you an extra life.
2. When attempting to get the box key make sure that 'Help' is switched 'On' — then you'll be able to get onto the tea box.
3. The raygun can only be loaded in the billiard room and you'll need the power pack to do it. You must then leave it on the moon.
4. To get the crash helmet, first use the driving licence to get the ignition keys. Once in the conveyor belt room, jump via the rope onto the bannister to collect your prize.
5. To gain access to the billiard room, take the hammer out of the toilet — you'll need the penny to get in — and put it in the lift. You'll then get the fire extin-

guisher, take this down the chimney and put the fire out. If you don't want to be flattened by a large ball take the square key that opens the billiard room.

6. To stop the man-eating plants, fill the bucket at the bathroom tap and place it near the BP can.

7. Once you've opened the box in the kitchen with the box key, take the magnet and return to the moon where you left the raygun. Go next door and jump at the lock, swap the magnet for the clock key and return home to Wally's bedroom where you'll find the alarm clock. Then comes November 5th. . . ."

Well, how's that for a list of timely tips! If you want to escape my evil clutches, Alan, write to Colin at the address in the Kings Of The Castle. I'm sure he'll help you but do remember to enclose an sae.

Colin's got even more clues for that brill game *Doomdark's Revenge*. Maybe he's after the title of 'El Supremo'!

1. Remember if Morkin uses the Crown of Carudrium, Luxor and all his armies are summoned to Morkin's present spot.
2. If Tarithel uses the spell of Thangorn, she'll be taken to Morkin too.
3. If any other character uses its own weapon its energy and despondency levels are fully restored, though this doesn't work

with Luxor, Morkin or Tarithel. Rothron can do it if he uses the Runes of Finorn. Thanks Colin, I'm sure there's enough clues there to last a lifetime.

My heart bleeds for Mr J Weston from Wiltshire who's having loads of problems with *Neverending Story*. "How do you get past Morla in the Swamps of Sadness?" he cries! I don't think you should even bother to do so — the only thing Morla's good for, as far as I can see, is giving advice. You certainly don't need to get past him to get into the second game. And make sure you don't go walking in the swamp with Artax, unless of course you want to pay me a visit!

Richard Weaver from Plymouth writes in with some tips for *The Hobbit* — yes, people are still having problems. "To get out of the dungeon try attacking Thorin" That's a move that'll have you out of the dungeon, out of the game and into my deathly den before you can say 'meat cleaver'. Richard is also having a few problems with the bulbous eyes. The answer is to 'Wait' twice before moving.

Well, that's it for this month. I've really enjoyed reading all your letters, especially the pleas for help, I just can't get enough, though. Keep those hints'n'tips flowing in — after all somebody's gotta help those poor lost souls and it sure as hell ain't gonna be me. Oh, I must dash some idiot's

gone and kissed the snake in *Colossal Cave* and I've got to snatch them away from the land of the living. Oh goody!

KINGS OF THE CASTLE...

Pyjamarama, Doomdark's Revenge, Lords of Midnight
Colin Read, 80 Beech Gardens, Rainford, St Helens, Merseyside WA11 8DN

Forest on Worlds End, Red Moon, Emerald Isle, Twin Kingdom Valley, The Hobbit, Pyjamarama, Sub-Sunk, Urban Upstart
Kevin McIntosh, 419 Great Western Road, Aberdeen AB1 6NJ

The Hobbit, Velnors Lair, Sherlock, Gremlins
Ian MacMillan, 276 Kiveton Lane, Kiveton Park, Rotherham, S Yorks S31 8NL

ON THEIR DEATH BEDS...

Pyjamarama — How do I climb the rope in the room where the conveyor belt is? How do you smash the glass in the room with lights and numbers underneath? Help!!!

A D Green, 56 Thurnham Road, Larches, Preston, Lancashire

Neverending Story — Help!
J Weston, Westwinds, The Ley, Box, Wiltshire

Aural Quest — I'm stuck in Australia!
Stewart Kinnen, 34 Broadlie Drive, Glasgow G13 3AP

Gremlins — I've had quite a bit of success, but how do you finish the game?
Jason Morrison, 151 Princess Way, Portadown, Co Armagh, N Ireland BT63 5EL

THE SNOW QUEEN

A top of the morning to yers all. Well, I've been hearing the oddest things concerning those young ladies who attend that illustrious school, St Brides. First they brought us *The Secret Of St Brides*, a quilled text adventure, and now (Gasp Gasp) the girls have come up with *The Snow Queen*, a quilled graphics version of the Hans Christian Anderson fairy tale.

What d'you mean you don't like fairy tales? This one's a traditional blend of witches and innocent young ladies. Just like the ladies in St Brides.

Young Gerda has lost her true love Kay, who is held under evil enchantment by the

Snow Queen, a cross between Marilyn Monroe and a deep freeze. Gerda must sally forth, what ho! and find her beloved, who seems to have forgotten she exists.

The Snow Queen comes in two parts but you'll need a password to play the second game on the reverse side of the cassette. St Brides has thoughtfully included a 'dummy password' that'll enable you to have a stab at the second game even when you haven't finished the first.

Although *The Snow Queen* suffers from slowish response and rather limited vocabulary it's nicely written with some long location descriptions and enough atmosphere to send a chill up your spine.

BEATLE QUEST

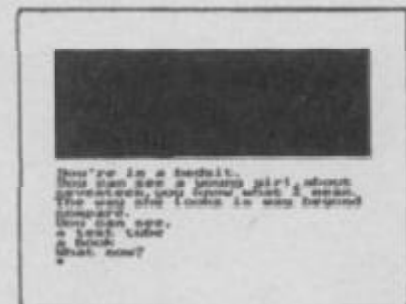
Hey man . . . er . . . like . . . this is quite a groovy number, dig? Like, er, if you fancy the lyrics of John Lennon, sucking a sugar cube, and digging the psychedelic sixties, then this trip is for you, maaan!

From the far-off future you've made your way, via a provoking Fantasy Dome, back to the Swinging Sixties and into an amazing adventure based on the lyrics of the Beatles.

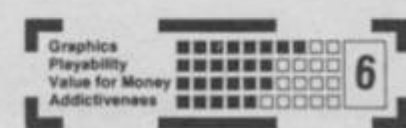
I know The Grim Reaper's as old as the hills but I had difficulty remembering half the lyrics of some of the songs. Unless you're an ageing hippy you may well have difficulty getting into this game.

Beatle Quest was written by Gary Marsh again using The Quill. But there're all sorts of funny little quirks — when the program doesn't understand you it comes up with the response Goo Goo K'Joob(!) from that well-known Lennon ditty. And trying to go in the wrong direction gets you a 'Hey! No way man!'

The aim of the game is to collect as many original artefacts as possible and return them to the start location. Sounds pretty trendy eh? You might enjoy the graphics and the redefined character set but Death almost ended up in the grave with the terminal hippy hippy shakes. Steer clear unless you've got Beatles coming out of your ears.



FAX BOX
Game..... *Beatle Quest*
Publisher..... Number 9 Software
Price..... £9.95



FAX BOX
Game..... *The Snow Queen*
Publisher.... St Brides School
Price..... £7.95



INCREDIBLE!

TRANSFER ANY PROGRAM TO MICRODRIVE CARTRIDGE
THE FULL POTENTIAL OF YOUR MICRODRIVE
CAN BE REALISED WITH THE

MIRAGE MICRODRIVER

NOW WITH EVEN MORE EXCITING FEATURES AND STILL

ONLY £39.95 inc P&P

Features:

- * NEW even faster loading from cartridge.
- * NEW optional saving of screen display.
- * NEW copy function for screen dumps to ZX printer.
- * NEW dump function for program hacking.
- * Consists of hardware only, no additional software required.
- * Transfers any program to Microdrive in one simple operation.
- * Extremely easy to use.
- * Freeze any game at any point, save it, and restore it later.
- * Compacts program for efficient use of cartridge.
- * Through connector for other peripherals.
- * "Poke" facility for infinite lives, etc.
- * Also saves to cassette.

"If you have a microdrive the Microdriver is the most important piece of hardware you could buy." *John Lambert - Sinclair User*
"Using the Mirage is a dream... this device is a must for the serious microdriver." *Crash Magazine - August*
"I much preferred the Microdriver for speed and ease of use." *Iolo Davidson - Your Spectrum*

UPGRADE SERVICE: We will upgrade your existing Microdriver. Simply return the unit to us with a cheque for £5.95 and we will fit the latest version ROM.

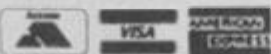
Note: This unit is intended for software owners to transfer programs on to microdrive cartridges for speed and ease of access. Programs saved using the Mirage Microdriver are unreadable unless the Microdriver is present.

Now available from your local computer store or in case of difficulty order directly from us:

MIRAGE
Microcomputers
Limited

Trade and overseas enquiries welcome.

24 Bank Street
Braintree
Essex CM7 7UL
Tel: (0376) 48321



MACHINE-CODED MAGIC FOR ZX SPECTRUM THE ULTIMATE PRINT UTILITY

POWERPRINT II

THE PROGRAM THAT PRINTS ITS OWN ADVERTS.....

POSTERS MENU NOTICES
STAMP BANNERS SERVICE TAGS
PROGRAM TITLES BANNERS SERVICE TAGS
DEFERRED LETTERS AND REPORTS
WINDOW TITLES BANNERS SERVICE TAGS

INSTANT TYPESETTING
IN DOZENS OF EXCITING STYLES,
POWERPRINT UP TO 10FT. X 6FT.
...EVEN ON ZX PRINTER

FOR: * ZX PRINTER
* ALPHACOM 32
* FLOYD 40 *
* TIMEX 2040

KEMPSTON E & TASHAN & LPRINT LTD.
(WITH PRINTERS THAT CAN 'COPY' GRAPHICS).

MORE FUN WITH YOUR PRINTER!!

FAST MAIL ORDER! GUARANTEED SAME-DAY DESPATCH!!

BUTTERCRAFT

SOFTWARE

48K SPECTRUM CASSETTE £7.99
MICRODRIVE CARTRIDGE £10.99

14, WESTERN AVE., RYDOLGSDON, KETCHLEY, YORKS., ENGLAND

GENERAL ENQUIRIES
TELEPHONE
0924-402337

THOUGHTS & CROSSES

37 MARKET STREET, HECKMONDWIKE, WEST YORKS.

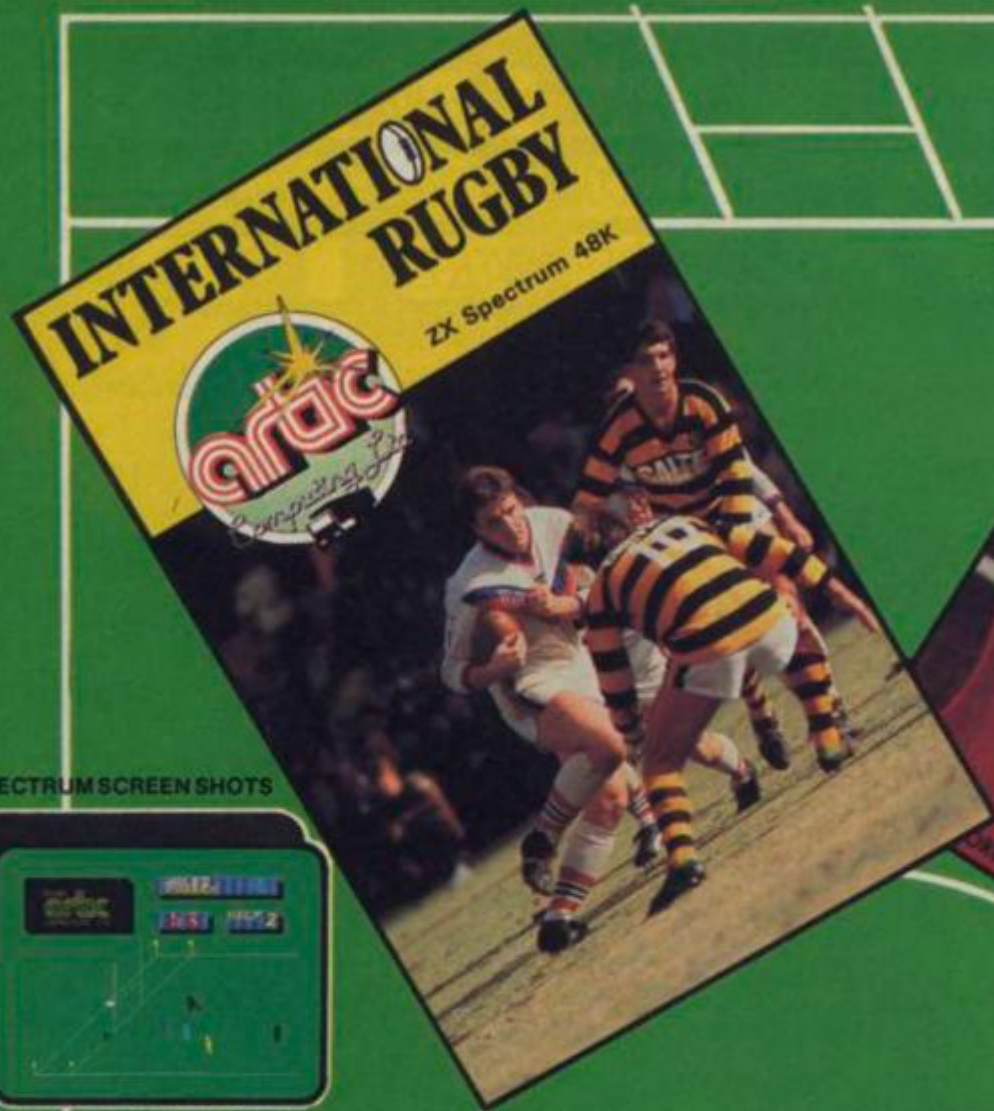
Shop Hours 9 am - 5 pm Mon - Sat

CREDIT CARD
ORDERS TEL:
(0924) 409753



Title	Company	Price	Title	Company	Price	Title	Company	Price	Title	Company	Price			
Berry McGugan	Adhesion	7.15	Saboteur	Durrell	8.85	Confrontation	Lithorien	7.15	Address Manager	OCF	17.95	Tasword Two	Tasman	12.50
Ghostbusters	Adhesion	4.10	I OI The Mask	Electric	8.95	Confrontation Sam 1	Lithorien	6.35	Plus 80	OCF	5.35	Fairlight	The Edge	8.95
Mind Shadow	Adhesion	7.25				Confrontation Sam 2	Lithorien	5.35	Cadno Royal	OCF	5.35	Alien 8	Ultimate	4.95
Soldierman	Adhesion	8.95				Parus Attack	Lithorien	5.35	Editor Assembler	OCF	11.95	Ultimate	4.95	
Robot Messiah	Alphabeta	7.15				The Bulge	Lithorien	8.95	Finance Manager	OCF	8.95	SHINWA CPABD PRINTER NLD	Centronics	£215
Archon	Arizsoft	6.95				Bookbusters	Macoson	7.15	Standard	OCF	17.95	MicroVTEC M21431 (SPECTRUM)	Centronics	£245
Paradrome	Arizsoft	7.15				Brian Jacks	Marlech	7.15	Finance Manager Plus OCF	OCF	17.95	MONITOR	OCF	£245
Chess II	Artic	5.80				Superstars			80	OCF	8.85	MICROVTEC DQ1451 (DL)	OCF	£275
Chess Tutor	Artic	3.50				Edde Kid's Jump	Marlech	6.25	Stock Manager	OCF	8.85	MONITOR	OCF	£275
Eye of Ban	Artic	3.50				Challenge			Standard	OCF	17.95	PHILIPS GREENSCREEN MONITOR	OCF	£32
Galeans	Artic	3.00				G.C. Strongman	Marlech	7.15	Stock Manager Plus	OCF	17.95	3 CHANNEL SOUND	OCF	£28
Golden Apple	Artic	3.50				Auritz	McLuthvone	8.95	80	OCF	8.85	CURRAH MICRO SPEECH	OCF	£28
Invasers	Artic	3.50				Phrens	Megadots	4.95	V.A.T. Manager	OCF	8.85	ON TRONICS DUAL PORT INTERFACE	OCF	£12
On the Oche	Artic	3.80				Abersolt Forth	Mebourne	13.50	Standard	OCF	17.95	BUDD INTERFACE (+ reset switch)	OCF	£12
Snooper	Artic	3.80				Harristead	Mebourne	8.95	V.A.T. Manager Plus	OCF	17.95	DATAL ELECTRONICS INTERFACE	OCF	£8
World Cup Soccer	Artic	6.25				Hung	Mebourne	13.50	Editor & Assembler	OCF	7.85	CAMBRIDGE PROGRAMMABLE	OCF	£29
Graham Gooch	Autogenic	8.95				Sherlock	Mebourne	13.50	Picturequest	OCF	7.85	JOYSTICK + INTERFACE +	OCF	£29
Secret of St Brides	Autogenic	8.25				Starion	Mebourne	7.15	Picturequest	OCF	7.85	PROGRAM	OCF	£29
Deus Ex Machina	Automatica	8.95				Way of Exploding Flat	Mebourne	8.85	Print Plus	OCF	7.40	ON TRONICS PROGRAMMABLE	OCF	£15
Beta Basic 3.0	Beffsoft	13.50				Fighting Warrior	Mebourne	7.15	Printer	OCF	7.40	INTERFACE	OCF	£15
Coordinates Revenge	Beffsoft	8.95				Terminator	Mebourne	7.15	Screen Machine	Print 'n'	7.40	FORMULA 1 JOYSTICK	OCF	£15
Lords of Midnight	Beffsoft	8.95				Gyro Scope	Mebourne	7.15	Sword & Sorcery	PSG	8.95	SURE SHOT JOYSTICK	OCF	£15
Pythons	Beffsoft	7.15				Adrian Mole	Mosaic	8.95	Glass	PSG	8.95	SPECTRUM PVC COVER	OCF	£2
Shadowline	Beffsoft	8.95				3D Death Chase	Mosaic	8.95	Trans Express (class 1)	PSG	8.95	SPECTRUM PLUS PVC COVER	OCF	£3
Spy v's Spy	Beffsoft	8.95				Adrian Mole	Mosaic	8.95	Trains Express (class 2)	PSG	8.95	SAGA EMPEROR PVC COVER	OCF	£4
Sordernus Shadow	Beffsoft	8.95				Adrian Mole	Mosaic	8.95	Trains Express (class 3)	PSG	8.95	CURRAH MICROSLIT	OCF	£7
Squasque	Bubblebus	7.15				Adrian Mole	Mosaic	8.95	Trains Express (class 4)	PSG	8.95	EXTENSION TO KEYWAY (Ribbon)	OCF	£11
Masterfile	Campbell	13.50				Adrian Mole	Mosaic	8.95	Trains Express (class 5)	PSG	8.95	MICRODRIVE EXTENSION LEAD	OCF	£8
Masterfile & MF Print	Campbell	18.00				Adrian Mole	Mosaic	8.95	Trains Express (class 6)	PSG	8.95	SLOMO (Game speed control)	OCF	£14
Amber	CCS	8.95				Adrian Mole	Mosaic	8.95	Trains Express (class 7)	PSG	8.95	ON/OFF SWITCH	OCF	£4.50
Astronomer	CP Software	8.95				Adrian Mole	Mosaic	8.95	Trains Express (class 8)	PSG	8.95	WAFADRVIT to CENTRONICS PRINTER	OCF	£10
Backgammon	CP Software	5.35				Adrian Mole	Mosaic	8.95	Trains Express (class 9)	PSG	8.95	DISCOVERY 1	OCF	£190
Bridge Player 2	CP Software	8.95				Adrian Mole	Mosaic	8.95	Trains Express (class 10)	PSG	8.95	ZX EXPANSION SYSTEM (Includes Microdrive/Interface 1/Tasword Two/Masterfile/Attack Games Designer)	OCF	£95
Bridge Tutor	CP Software	5.35				Adrian Mole	Mosaic	8.95	Trains Express (class 11)	PSG	8.95	ZX INTERFACE 1	OCF	£45
Advent	CP Software	5.35				Adrian Mole	Mosaic	8.95	Trains Express (class 12)	PSG	8.95	ZX MICRODRIVE	OCF	£45
Bridge Tutor Beginner	CP Software	5.35				Adrian Mole	Mosaic	8.95	Trains Express (class 13)	PSG	8.95	S/S D/D 40T 10 for	OCF	£16
Drawings	CP Software	5.35				Adrian Mole	Mosaic	8.95	Trains Express (class 14)	PSG	8.95	S/S D/D 40T 10 for	OCF	£20
Printout Wizard	CP Software	5.35				Adrian Mole	Mosaic	8.95	Trains Express (class 15)	PSG	8.95	S/S D/D 10 for	OCF	£20
Small Logo	CP Software	8.95				Adrian Mole	Mosaic	8.95	Trains Express (class 16)	PSG	8.95	Parrot diskettes include free plastic case	OCF	£40
Superchess 3.5	CP Software	8.95				Adrian Mole	Mosaic	8.95	Trains Express (class 17)	PSG	8.95	KEMPSTON INTERFACE-5 (Cassette Based Interface as above)	OCF	£30
Supercode III	CP Software	11.95				Adrian Mole	Mosaic	8.95	Trains Express (class 18)	PSG	8.95	TASMAN INTERFACE (Cassette Based Interface as above)	OCF	£20
ZX Reversi	CP Software	5.35				Adrian Mole	Mosaic	8.95	Trains Express (class 19)	PSG	8.95	ON TRONICS KEYBOARD	OCF	£25
Formula One	CRJ	7.15				Adrian Mole	Mosaic	8.95	Trains Express (class 20)	PSG	8.95	ON TRONICS KEYBOARD	OCF	£25
Juggernaut	CRJ	7.15				Adrian Mole	Mosaic	8.95	Trains Express (class 21)	PSG	8.95	ON TRONICS KEYBOARD	OCF	£25
Dungeon Master	Crystal	3.50				Adrian Mole	Mosaic	8.95	Trains Express (class 22)	PSG	8.95	ON TRONICS KEYBOARD	OCF	£25
Halls of Things	Crystal	3.50				Adrian Mole	Mosaic	8.95	Trains Express (class 23)	PSG	8.95	ON TRONICS KEYBOARD	OCF	£25
Romantic Revenge	Crystal	3.50				Adrian Mole	Mosaic	8.95	Trains Express (class 24)	PSG	8.95	ON TRONICS KEYBOARD	OCF	£25
Red Arrows	Database	8.95				Adrian Mole	Mosaic	8.95	Trains Express (class 25)	PSG	8.95	ON TRONICS KEYBOARD	OCF	£25
2122AD	DD	7.15				Adrian Mole	Mosaic	8.95	Trains Express (class 26)	PSG	8.95	ON TRONICS KEYBOARD	OCF	£25
Forbidden Planet	DD	7.15				Adrian Mole	Mosaic	8.95	Trains Express (class 27)	PSG	8.95	ON TRONICS KEYBOARD	OCF	£25
Fighter Pilot	Digital	7.15				Adrian Mole	Mosaic	8.95	Trains Express (class 28)	PSG	8.95	ON TRONICS KEYBOARD	OCF	£25
Tomahawk	Digital	8.95				Adrian Mole	Mosaic	8.95	Trains Express (class 29)	PSG	8.95	ON TRONICS KEYBOARD	OCF	£25
Dictator	DK Tronics	2.75				Adrian Mole	Mosaic	8.95	Trains Express (class 30)	PSG	8.95	ON TRONICS KEYBOARD	OCF	£25
Mattress	DK Tronics	3.50				Adrian Mole	Mosaic	8.95	Trains Express (class 31)	PSG	8.95	ON TRONICS KEYBOARD	OCF	£25
Popeye	DK Tronics	8.25				Adrian Mole	Mosaic	8.95	Trains Express (class 32)	PSG	8.95	ON TRONICS KEYBOARD	OCF	£25
View to a Kill	Domark	8.95				Adrian Mole	Mosaic	8.95	Trains Express (class 33)	PSG	8.95	ON TRONICS KEYBOARD	OCF	£25
Combat Lane	Durrell	8.95				Adrian Mole	Mosaic	8.95	Trains Express (class 34)	PSG	8.95	ON TRONICS KEYBOARD	OCF	£25
Critical Mass	Durrell	8.95				Adrian Mole	Mosaic	8.95	Trains Express (class 35)	PSG	8.95	ON TRONICS KEYBOARD	OCF	£25
						Adrian Mole	Mosaic	8.95	Trains Express (class 36)	PSG	8.95	ON TRONICS KEYBOARD	OCF	£25

All prices include postage, packing and VAT. Please order stating, 1) Program Required, (please tick games required) 2) Amount Enclosed, 3) Name and Address, 4) Type of computer. Credit card order please state exp. date. Name _____ Address _____



SPECTRUM SCREEN SHOTS



"YOU KICK A CONVERSION BUT HAVE YOU COMPENSATED ENOUGH FOR THE WIND?"



"UNDER PRESSURE — YOU TRY FOR A DROP GOAL."

SOON TO BE RELEASED FOR THE AMSTRAD AND COMMODORE 64

INTERNATIONAL RUGBY

Another excellent sports simulation. You play as a home international team, battling for the Triple Crown or even the Grand Slam. The game includes all the features that you would expect from this superb simulation — including an international league table.

WORLD CUP FOOTBALL

A fabulous simulation of real soccer with complete multi-colour graphics — your aim is to become the holder of the most coveted trophy — "The World Cup". Play against a friend or the computer.



WORLD CUP II COMMODORE 64



WORLD CUP 48K SPECTRUM

NOW AVAILABLE FOR COMMODORE C16 AND AMSTRAD 464

SCORE— OR TRY?

INTERNATIONAL RUGBY
AVAILABLE FOR:
SPECTRUM (48K) **£7.95**



WORLD CUP FOOTBALL
AVAILABLE FOR:
SPECTRUM (48K) **£6.95**
COMMODORE C16 **£6.95**
AMSTRAD 464 **£7.95**
AND WORLD CUP II
COMMODORE 64 **£7.95**

UNITSOFT DISTRIBUTION

ALL GAMES GUARANTEED IN STOCK

5% DISCOUNT & FREE SECURICOR DELIVERY

ON ORDERS OVER £40.

NOW! EASY ORDERING WITH

OUR NEW FREEPOST ADDRESS.

SINCLAIR	TICK	SINCLAIR	TICK	SINCLAIR	TICK
Commando	5.95	Gladiators	6.70	Runestone	5.95
Deathwake	5.95	Swords & Sorcery	7.50	Rasputin	5.95
Zoids	5.95	Sold a Million	7.50	Chimera	2.95
Mikie	5.95	B.C.'s Quest	5.95	Willow Pattern	2.95
Enigma Force	7.50	Starquake	5.95	Hypersports	5.95
I, of the Mask	7.50	Fighting Warrior	5.95	Starion	5.95
Transformers	5.95	Sorderon's Shadow	7.50	Red Moon	5.20
Blade Runner	5.95	Wham - the Music Box	7.50	Worm in Paradise	7.50
Yie Ar Kung Fu	5.95	Terrormolinos	5.20	Fairlight	7.50
Panzadrome	5.95	Tau-Ceti	5.95	Bored of the Rings	5.20
Lord of the Rings	11.20	Exploding Fist	7.50	Cosmic Wartoad	5.95
International Karate	4.50	Never Ending Story	7.50	Robin of Sherwood	7.50
3 Weeks in Paradise	7.50	Nightshade	7.50	Southern Bell	5.95
Winter Games	5.95	Winter Sports	5.95	Surfchamp	8.95
Back to Skool	5.20	Sir Fred	7.50	Highway Encounter	5.95
Arc of Yesod	7.50	Daley's Super Test	5.20	Schizofrenia	5.95
Tomohawk	7.50	Hacker	5.95	Nodes of Yesod	7.50
Saboteur	6.70	Graham Gooch	7.50	Code Name Mat II	6.70
Death Wake	5.95	Monty on the Run	5.95	International Rugby	5.95
Sweevo's World	5.95	Marsport	7.50	Dun Daragh	7.50
Impossible Mission	5.95	Barry McGuigan	5.95	Spy Hunter	5.95
Bounty Bob	5.95	Shadow of the Unicorn	11.20	Their Finest Hour	7.50
Gyroscope	5.95	Now Games II	6.70	Artstudio	11.20
Gunfright	6.70	Frank Bruno	5.20	Peripherals	
Arcade Hall of Fame	7.50	Yabba Dabba Doo	5.95	1. Ram Turbo Interface	13.95
Battle of the Planets	7.50	Rockford's Riot	7.50	2. Quickshot II	6.25
Elite	11.20	The Secret of St. Brides	5.95	3. Ram MKII (Kempston)	7.75
Critical Mass	6.70	Robin of the Woods	7.50	4. Datex Micro Stick	9.95



FOUR
NEW
GAMES

NO STAMP
REQUIRED

NAME _____
 ADDRESS _____
 POSTCODE _____
 TELEPHONE _____

Send order to:
**UNITSOFT,
 FREEPOST,
 GLASGOW G1 4BRC.**

UK ONLY

THREE INTO ONE WILL GO

This program is available on DigilTape

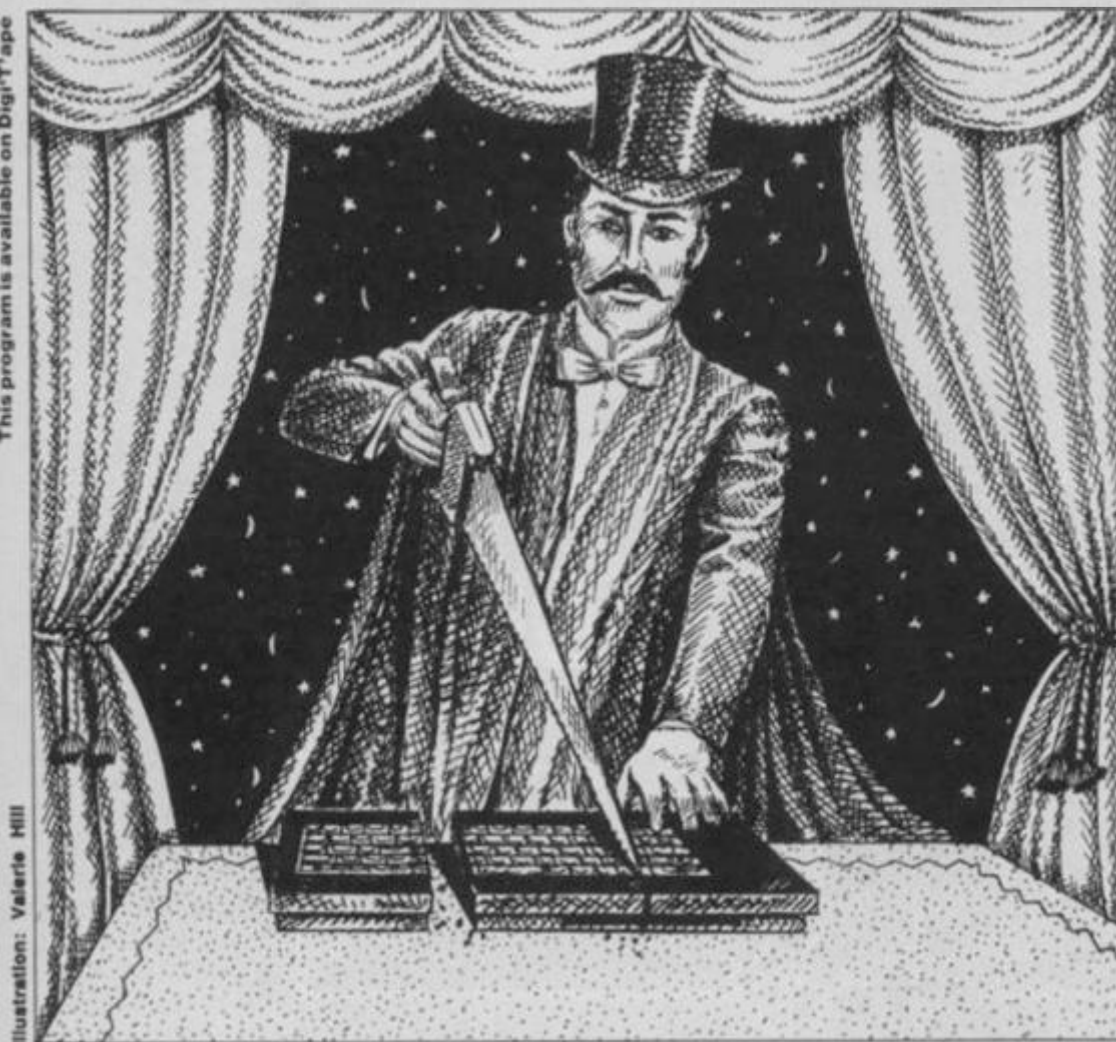


Illustration: Valerie Hill

Ever felt you needed a spare Speccy to save you from all that SAVEing and LOADING? Save your money — Max Phillips lets you run three programs at once with Switcha...

Roll up, roll up, see amazing feats never before attempted on a Spectrum. Yes, ladies and gentleman, I'm not just going to saw your Spectrum in half but into thirds and then load and run a program in each of the pieces! Yes sir, yes you, would you mind lending me your machine a moment? Of course you'll get it back in one piece!

Well not quite. What I am going to do is give you a machine code utility that divides your 48K memory into three 16K chunks and lets you switch at any time between them. Each 'partition' is a fully working Spectrum so you can have three programs loaded at once and can edit and run them as normal. At any time, pressing Symbol-Shift and Space will put the current program away and switch to the next one.

This trick is nicked from business machines where people might want to flit between a database, a word processor and, don't tell the boss, a *Space Invaders*. Of course, they do have a bit more memory to play with — half a megabyte or so — and they do have more formal operating systems so that it's possible to switch between almost any group of programs.

Switcha for the Spectrum is more limited but it's not just a pretty face. It's great for messing about with — you can have several versions of the program you're writing on hand and you can doodle new routines and make calculations without disturbing your

main program and so on. It's brilliant for *Blue Peter* demonstrations — here's one I wrote earlier and so on. *Switcha* isn't really multi-tasking — the three partitions don't actually run at once (the Speccy ain't quick as it is). But what it does give you, if you want the technospeak, is interruptability or context-switching.

So nip off for a moment and type in and save the Basic Loader. Next, get the *Switcha* code into memory using either the hex loader or by assembling the source code with your own assembler. This should be saved just after the Basic Loader on your tape or onto the same microdrive cartridge.

To start, LOAD". You'll see a brief message with instructions while the code loads and then *Switcha*'s flashy green or blue border while it installs itself. The program finishes with 0 OK, 70:1 and returns you to Basic as normal. Just to convince yourself it's working, enter CLS:PRINT "Partition 1". Now press Symbol-Shift and Space — the border flashes and you'll get another copy of the 'OK' message. Enter CLS:PRINT "Here's number 2", press Symbol-Shift/Space and you'll get the third partition. Enter CLS:PRINT "And here's the other one". Now by repeatedly pressing Symbol-Shift/Space, you'll flick through the partitions. Convinced?

You can LOAD a program into the current partition as normal and edit it or RUN it or

whatever. *Switcha* works while the program is running — when you come back to it, it will restart exactly where it left off. You can even NEW the program in the current partition. If you do this, you'll have to re-connect *Switcha* by entering:

```
RANDOMIZEUSR 64842
```

The other two programs you had loaded will have survived the NEW and you can switch back to them! If you happen to run any other routine that disables interrupts, this RANDOMIZE should always restore *Switcha*. Probably the only way to get rid of *Switcha* is the trusty old RANDOMIZEUSR 0 — but remember to save everything (don't forget your inactive programs) before you do it!

You can't switch during I/O operations such as cassette loading or microdrive access but *Switcha* will be back the moment they've finished. *Switcha* works with all known peripherals (including those damn Kempstons) but it might not be a good idea to switch when, for example, a program is driving a music box. In any event, *Switcha* won't let you switch if an add-on has got its own ROM where the Speccy's should be — you'll just have to wait a few microseconds and try again...

NOW THE BAD NEWS...

Of course, you rarely get something for nothing in this world even if the Ed seems to think so. So, what happens when you divide a 48K machine into three pieces? You get three 16K machines. Take away the memory for the display and system variables and a bit for *Switcha* and you're left with just under 8K for each *Switcha* program. So *Switcha* only lets you run small programs. This will be a shock to many but not so much a problem for those of us who had 16K Spectrums or ZX81s in the past.

You can't use *Switcha* with any program that uses interrupts without modifying it first and you can't use it with commercial programs — well, I can't think of any that would work. However, you can run a machine code program in a partition provided it loads below address 32053. Go on, reassemble that 4K *Space Invaders* you wrote years ago! A Basic program that uses a machine code subroutine will work if it installs it by looking at the value of RAMTOP, lowering it and loading its code at the new RAMTOP. Those that wait in and plonk their code at 65000 or thereabouts should be easily adapted.

GET SWITCHED ON

Switcha has all sorts of possibilities. What about a program that looked at the saved programs in either partition? You could stop a program at any point and then get the next program to look at its variables, alter their contents, change the display or whatever. To do this, just calculate a couple of addresses:

```
LET nextoff=PEEK 65014+PEEK  
65015-256-16384
```

```
LET lastoff=49152-nextoff
```

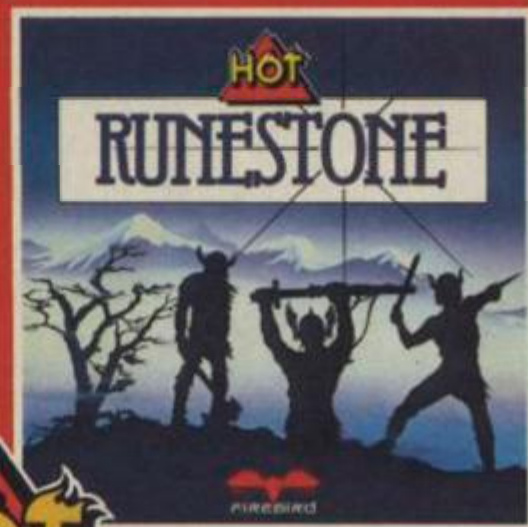
POKE X+nextoff is equivalent to POKE X on a standard Speccy but the POKE will affect the partition that will be switched in, next. Similarly, POKE X+lastoff is the same as POKE X only it affects the partition just switched out. So, for example, POKE 23609+lastoff,100 would set the key beep on the program just switched out to 100. By using a lower Ramtop with *Switcha*, you could even create a data buffer where three different programs could exchange information with each other. Suppose your database program could read the results just produced by your calculator program!

And if you're feeling ambitious, there's a hundred different things you could do to *Switcha*. The actual switching is a bit boring — the nicest way to do it would be to scroll the current screen off as the next one scrolls on ... or you could do a configurable *Switcha* that lets you have two or three partitions each with different sizes. Over to you! ▶

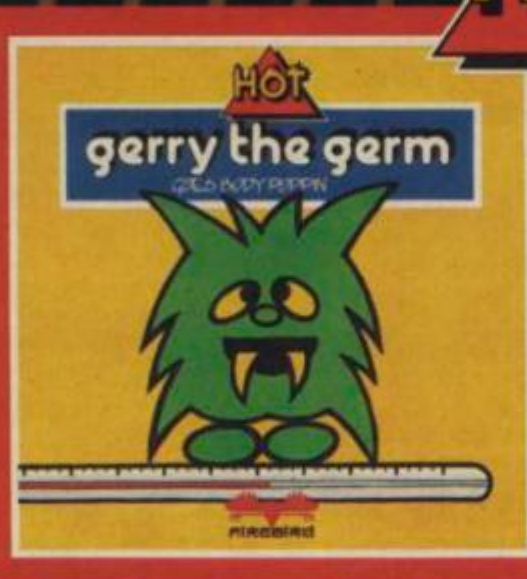
DYNAMAMITE!



Ivan the Crusader's epic quest to end Rasputin's evil reign puts this isometric multi room arcade adventure in a world of its own.



The evil Orcs ravage the land of Belorn – you control the only characters who can save it. Stunning landscapes plus intriguing adventure in 'Venturescope'.



Crazy multi-screen adventure – failed Germ Gerry proves his worth by laying waste to his victim's body – until he reaches the heart...



Ted's Great Summer Blow-Out – over 40 whacky screens as he tries to avoid sunstroke, drinks like a fish and blows all his hard-earned money!

Four great, sizzling games from Firebird – the all-new Hot Range. Available for the Spectrum, Commodore 64 and Amstrad – see them at all good computer stores now!



FIREBIRD

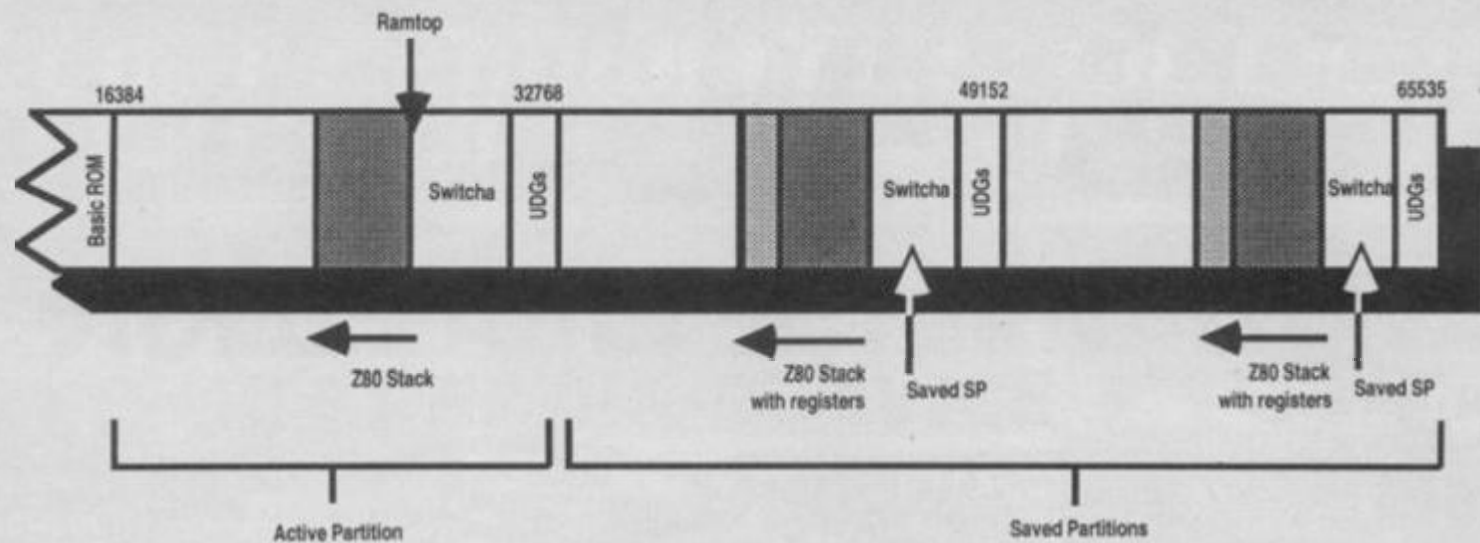
FIREBIRD SOFTWARE WELLINGTON HOUSE
UPPER ST. MARTIN'S LANE LONDON WC2H 9DL

MAIL ORDER

Please state name of game, machine, cassette or disk and quantity required. Enclosed crossed cheque/PO made payable to FIREBIRD SOFTWARE. All offers are subject to availability. Orders are despatched promptly. All prices inclusive of VAT and postage.

MAIL ORDER: AUNTIE KAY, *FREEPOST FIREBIRD, WELLINGTON HOUSE, UPPER ST. MARTIN'S LANE, LONDON WC2H 9DL. *No stamp required.

A SWITCH IN TIME (SAVES THREE)



Switcha divides memory into three partitions — the current one is a standard 16K Spectrum from locations 16384 to 32767 and the other two are at 32768 to 49151 and 49152 to 65535. Each partition is a 'snapshot' of a running 16K machine and contains everything needed to restore it to working order. There's a copy of *Switcha* in each partition so that when the 49162 to 65535 partition is exchanged, the *Switcha* at 64842 is overwritten with itself and therefore remains intact!

Interrupt mode 2 is used so that the routine is called fifty times a second; the

interrupt register holds FEh and there's a table of vectors from FEOOh to FFOOh, each byte being set to FDh. At FDFDh, *Switcha* stores a jump to its actual handler. This is horribly cumbersome but it ensures that the interrupt works correctly no matter what's stuck on the back of the Spectrum!

Next, it checks to see if the Spectrum ROM is present and exits if it isn't. This might cause a slight pause before switching if the interface 1 is fitted but it means that ROM-based add-ons will never cause a crash. Next *Switcha* checks for the Symbol-Shift/Space combination; if so, it

snapshots the current partition and exchanges it for one of the two saved ones. The border colour is reset from the system variable BORDCR. The 16-bit value EXBASE (address 65014) is the address of the partition to switch to next — by alternating it between 32768 and 49152, the three partitions are exchanged in sequence.

Switcha exits by jumping to location 38H so that the Spectrum's normal interrupt processing, updating the clock and reading the keyboard, happens as normal. You could alter the exit jump to tack on an interrupt routine of your own.

Basic Loader

Save this at the start of your *Switcha* tape with SAVE "Switcha" LINE 10. All you really need to start *Switcha* are the CLEAR, LOAD and RANDOMIZE commands but this is much more civilised...

```
10 REM Switcha Loader
11 REM Max, Xmas 85
```

```
15 CLEAR 32053
20 BORDER 5: PAPER 5: INK 0: C
LS : PRINT AT 4,6:"Installing Sw
itcha": PLOT 44,132: DRAW 152,0:
DRAW 0,16: DRAW -152,0: DRAW 0,
-16
30 PRINT : PRINT : PRINT : PRI
NT " SYMBOL-SHIFT/SPACE" " S
witches to next partition."
```

```
40 PRINT : PRINT : PRINT " R
RANDOMISE USR 64842 R
econnects after NEW with
nactive partitions intact."
45 PRINT : PRINT
50 LOAD "CODE
60 BORDER 7: PAPER 7: INK 0: C
LS
70 RANDOMIZE USR 64842
```

Hex Loader

Here's the nasty bit — if you haven't got an assembler, run this and enter the hex dump to get the *Switcha* code into memory and then save it just past the Basic Loader with SAVE "SWITCHCODE" CODE 64842,177. Don't try running *Switcha* first because you can't save an installable copy once it's been installed, if you see what I mean.

```
10 REM Hex Loader
12 CLEAR 32053
15 LET i=64842: LET a=10: LET
b=11: LET c=12: LET d=13: LET e=
14: LET f=15
```

```
20 CLS : PRINT "Enter each lin
e of hex: Address 8 da
ta 1 checksum Spaces are opt
ional."
30 INPUT LINE a#: IF a#="" TH
EN PRINT "Now SAVE it!": STOP
40 LET ad=VAL (a#(1))*16+256+V
AL (a#(2))*256+VAL (a#(3))*16+VA
L (a#(4))
50 IF ad>i+8 THEN PRINT : PRI
NT "Have you lost your place?"
60 LET p=5: LET z=0: LET j=0
70 IF a#(p)="" AND p<LEN a# T
HEN LET p=p+1: GO TO 70
75 IF p>=LEN a#-1 THEN PRINT
"Fink you've missed a bit!": GO
```

```
TO 30
80 LET x=VAL (a#(p))*16+VAL (
a#(p+1)): LET p=p+2
90 POKE ad,x: LET ad=ad+1
95 LET z=z+x: IF z>255 THEN L
ET z=z-256
100 LET i=ad: LET j=j+1: IF j<=
7 THEN GO TO 70
105 IF a#(p)="" THEN LET p=p+
1: GO TO 105
110 LET q=VAL (a#(p))*16+VAL (
a#(p+1)): IF q<>z THEN PRINT "O
ops - try that one again!": GO T
O 30
115 PRINT a#: POKE 23692,255
120 GO TO 30
```

Hex Dump

A whole heap of hex for you ... if you're using the hex loader given here, enter each line as shown below — each one has an address and a checksum so messing it up is pretty hard.

```
FD4A 21 00 FF 01 FD 00 71 2B BA
FD52 10 FC 71 2B 3E FD 77 2B 85
```

```
FD5A 3E 77 77 2B 3E C3 77 11 E0
FD62 4A 7D 21 4A FD 01 B5 02 E7
FD6A ED B0 3E 7F 32 7C 5C 07 6B
FD72 ED 47 ED 5E C9 F5 3A F8 6F
FD7A 7D A7 2B 0C 3C 32 F8 7D 3B
FDB2 20 1B 32 F8 FD 32 F8 BD 46
FDBA 3A 00 00 FE F3 20 0B 3E 91
FD92 7F DB FE E6 03 2B 03 F1 5D
FD9A 1B 57 E5 D5 C5 DD E5 FD AD
FDA2 E5 D9 F5 E5 D5 C5 ED 73 92
```

```
FDAA F9 7D 3A FB 7D 4F ED 5B BC
FDB2 F6 FD 21 00 40 3E 01 D3 66
FDBA FE 1A 46 EB 70 CB 79 20 1D
FDC2 01 12 EB 13 23 3E 04 D3 49
FDCA FE CB 7C 2B EB 7A E6 40 F5
FDD2 F6 B0 32 F7 FD 3A 4B 5C 7A
FDDA CB 3F CB 3F CB 3F D3 FE EF
FDE2 ED 7B F9 7D C1 D1 E1 F1 42
FDEA D9 FD E1 DD E1 C1 D1 E1 EB
PDF2 F1 C3 3B 00 00 C0 FD 00 A9
```

Source Listing

This is the source to *Switcha* — you can assemble it with your own assembler and then save it with SAVE "SWITCHCODE" CODE 64842,177. If you make any big changes, drop the ORG address and Ramtop to make room — the vector table from FDFDh to FFOOh hates being overwritten!

```
hook org 64842
ld hl,0fff00h
```

```
ld bc,00fdh
loop ld (hl),c
dec hl
djnz loop
ld (hl),c
```

Set up interrupt vector table.

```
dec hl
ld a,enter DIV 256
ld (hl),a
```

```
dec hl
ld a,enter MOD 256
ld (hl),a
dec hl
ld a,0c3h
ld (hl),a
```

Put JP instruction to handler at FDFDh.

```
ld de,hook-32768
ld hl,hook
```



```
ld bc,65535-hook
ldir
```

Copy Switcha & UDGs into low 16K.

```
ld a,127
ld (23676),a
```

Adjust UDG pointer.

```
r1ca
ld i,a
im 2
ret
```

Start interrupts & return to Basic. I=FEH.

```
enter push af
ld a,(count-32768)
and a
jr z,checkey
```

Are we initing?

```
inc!a
ld (count-32768),a
jr nz,go4it
```

If yes, go and do a copy.

```
ld (count),a
ld (count-16384),a
```

Kill the init counter in all the partitions.

```
checkey ld a,(0000)
cp 0f3h
jr nz,skipit
```

Check the Spectrum ROM is there. If not, return straightaway.

```
ld a,7fh
in a,0feh
and 3
jr z,go4it
```

Look for Symbol-Shift/Space and do a switch if it's pressed.

```
skipit pop af
jr exit
```

Restore registers & exit.

```
go4it push hl
push de
push bc
push ix
push iy
exx
push af
push hl
push de
push bc
ld (spsav-32768),sp
```

Save the Z80 registers.

```
ld a,(count-32768)
ld c,a
```

Get the init count in C.

```
ld de,(exbase)
ld hl,4000h
```

Set up pointers for exchange.

```
xloop ld a,1
out (0feh),a
```

Make the border blue.

```
ld a,(de)
ld b,(hl)
ex de,hl
ld (hl),b
bit 7,c
jr nz,dontx
ld (de),a
dontx ex de,hl
inc de
inc hl
```

Exchange 2 bytes. Just copy up if we're initing.

```
ld a,4
out (0feh),a
```

Make the border green.

```
bit 7,h
jr z,xloop
```

Loop until done the whole 16K

```
ld a,d
and 40h
or 80h
ld (exbase+1),a
```

Switch the value of EXBASE.

```
ld a,(23624)
srl a
srl a
srl a
out (0feh),a
```

Restore the border colour.

```
ld sp,(spsav-32768)
pop bc
pop de
pop hl
pop af
exx
pop iy
pop ix
pop bc
pop de
pop hl
pop af
exit jp 38h
```

Restore all the registers and exit via the normal interrupt handler.

```
exbase defb 00h,0c0h
count defb 0fdh
spsave defs 2
end
```

Data space. EXBASE= partition to switch next. COUNT= init count (FDh to start). SPSAV= space for stack pointer.

THETFORD MICROS

21 GUILDHALL STREET
THETFORD, NORFOLK
Tel: (0842) 61645

SERVICE DEPARTMENT, UNIT 4,
LEYLAND CLOSE, FISON IND. EST.
THETFORD, NORFOLK. TEL: (0842) 65897

SPECIALIST COMPUTER REPAIR SERVICE

We have become leaders for a fast, efficient repair service to SPECTRUM COMPUTERS, undertaking repairs worldwide, all over the U.K., Europe, Arabian States, and as far as Australia. All repaired Spectrum computers (and others), leave our workshop fully tested on the same day we receive them. A three-month warranty is given on all work carried out by us, giving you every confidence that your valued micro is in safe hands.

Spectrum repairs	£15.00 + £2.25 VAT + P&P
Microdrive repairs	£15.00 + £2.25 VAT + P&P
Interface 1 repairs	£15.00 + £2.25 VAT + P&P
ZX Printer repairs	£15.00 + £2.25 VAT + P&P
Commodore repairs	£29.00 + £4.35 VAT + P&P

(Quotes can be given on other micro and peripheral repairs)

Post and package: U.K. £2.00, airmail £5.50. Australian airmail £13.50. Next day delivery (Securicor) £4.60.

We also carry out:	
Spectrum and keyboard upgrades	£30.00 + P&P
48K Upgrade Kits	£22.00 + P&P
Composite Video Conversion	£11.50 + P&P

Payment may be made by cheque, postal order, Barclaycard, Access or American Express.

Why wait weeks for the return of your sick computer, send it to the finest Spectrum hospital today — or phone Pete on (0842) 65897 and I will help all I can.

FAST COMPUTER REPAIRS

VIDEO VAULT INTERNATIONAL 10★ REPAIR SERVICE

ACCESS WELCOME

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

24 HOUR TURNAROUND

WHILE YOU WAIT SERVICE CALL FOR APPOINTMENT



KEYBOARD FAULTS SPECTRUM ONLY £8.95

SPECTRUMS REPAIRED for only £19.95 including PARTS · INSURANCE and P & P. **NO HIDDEN EXTRAS**

We don't give you a between price and let you guess the bill, we give you a 100% fixed price NO extras. We don't need to boast about our service, we have 1000's of customers from all over the world highly delighted with our service and help. Only 20 minutes from Manchester Centre. Commodore 16s, Commodore 64, Vic 20, also repaired call us for details. Please note we never charge between prices. Don't wait weeks for your repair, we turn around all computers in 24 hrs. All repairs carry a full 3 month guarantee, plus on every Spectrum we repair, we send you 4 free games worth £25.80 for your enjoyment and pleasure.

- While you wait service by Professional Computer Engineers.
- 3 month written guarantee on all repairs.
- International Repair Company. We repair computers from all over the world.
- All computers sent by Mail Order turned around in 24 hrs.
- Most Spectrums repaired within 45 minutes.
- All Micros insured for return journey.
- Keyboard faults only £8.95
- School repairs undertaken - discount available.
- Free software with each Spectrum repaired.
- Over 8 years experience working with computers. All computers fully tested.

HOW TO SEND YOUR COMPUTER

Just parcel your computer in suitable wrapping enclosing £19.95 for Spectrum repairs, please do not send power supplies. Commodore computers, just send £1.75 (U.K. Eire, I.O.M. C.I.) or £6.50 (Europe/Scandinavia) with your address or phone number and we will contact you same day by phone or letter with quote, if you prefer, please call us and we will give you a quote over the phone, we aim to please. That's what made us the most reliable and No. 1 Service Centre in the U.K.

(SPARES AVAILABLE THROUGH OUR D.I.Y. SECTION.)

BEST SERVICE - BEST PRICES!

COMMODORES * NOW REPAIRED *

Commodore 64, C16's, Vic 20, 1541 Disk Drives. Same Day Service. Call us for details or purchase the I.C.'s from our D.I.Y. section

NEW VIDEOVAULTS 80K UPGRADE KIT, WATCH THIS SPACE FOR DETAILS AVAILABLE JANUARY 1986

THE LOGICAL CHOICE

THERE'S NOBODY QUICKER IN THE BUSINESS AT PRICES THAT CANNOT BE BEATEN

*SPECIAL KEYBOARD UPGRADE



Why not upgrade your Spectrum into a new keyboard, we can upgrade your old Spectrum into a new D.K. Tronics keyboard

for only £31.50 which includes fittings + return P & F and V.A.T. Normal retail price £49.95 without fitting

ORDER NOW!

SPECIAL OFFER!

YOU CAN'T REFUSE

16K to 48K Upgrade Upgrade your 16K Spectrum to 48K Spectrum for only £19.95 fitted including V.A.T. and P.&P. (Issue 2 - 3 only)

(Retained by Public demand.) To order the Upgrade Kit, (only £17.95.)



STOP PRESS

MANCHESTER BRANCH opening FEBRUARY in the City Centre. Sorry for delay to all our Manchester customers.

VideoVault D.I.Y. CORNER

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

Spectrum Parts

Z80B CPU	3.50
4116 Rams	1.00
ZTX 650	0.60
Transistor ZTX 213	0.60
Transistor ZTX 313	0.50
Power Supply Units	8.95
Feet (Each)	0.25
16K to 48K Upgrade Kit	17.95
Sockets 16-40 Pin	14.50p
Cassette Leads	3.50
T.V. Lead	3.50
Keyboard Membranes	4.00

Commodore 64 Chips

6526	23.00
6510	23.00
6581	23.00
901227-05	23.00
901226-01	23.00
901225-01	23.00
6569	23.00
4164 Rams	3.00
Power Supply Units	29.00

All prices + P & P. £1.50 But include V.A.T.

TRADE ORDERS WELCOME

VIDEOVAULT HEALTH WARNING!!!

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

VideoVault Ltd

Telephone: Glossop (STD 04574) 66555/67761
140 High St. West, Glossop, Derbyshire, England

© Copyright Videovault Ltd. No. 151085

SERVICE ENGINEERS REQUIRED ONLY 1st CLASS ENGINEERS NEED APPLY FOR OUR MANCHESTER BRANCH OPENING SHORTLY

SPECIAL OFFER

4 FREE GAMES NORMAL RECOMMENDED RETAIL PRICE YOURS FREE WITH EVERY SPECTRUM REPAIR

N.B. WE DO NOT CHARGE AN AVERAGE PRICE

TRADE REPAIRS most welcome

BACK ISSUES

Heh! Now's the time to order all back issues of *Your Sinclair* — the dynamic duo!



Our bumper first issue included:

Games: *Commando* • *Saboteur* • *Rasputin* • *Winter Sports*.

Features: *Droid Wars* • Eight Page Program Power Pull Out • David Crane Interview.

Issue two contains:

Games: *The Young Ones* • *Bladerunner* • *Three weeks in Paradise* • *Beach Head II*.

Features: *Maclone* • *Joysticks* — Ten Best Best • Matthew Smith Interview.

Old *Your Spectrums* never die — they get snapped up sharpish by new readers. Quick — use the coupon below to bag your own back issues at £1.10 a throw. Or visit our shop, open Monday to Friday 9.30 am to 5.30 pm at 14 Rathbone Place, London W1P 1DE.

■ **Issue 1**
Chess packages, Speech synthesis, Toni Baker's machine code breakout

■ **Issue 5**
The Quill, Software For Printer Interface, Zip Compiler pt. 3

■ **Issue 12**
Ghostbusters, Music packages
Ghoulies

■ **Issue 13**
JSW, *Hunchback 2*, *Kong Strikes Back*

■ **Issue 14**
Alien 8, *It's A Cracker*, *Patching Up the Drives*

■ **Issue 15**
Starion, *Painting by Numbers*, *Hot Heads*

■ **Issue 17**
A View To A Kill, *Black Magic Boxes*, *Dun Darach*, *The Generation Game*

■ **Issue 18**
Dambusters, *Ghostwriter*, *JSW 2* — *POKEd* apart

■ **Issue 19**
Exploding Fist, *Frankie*, *Movin'n'Groovin'*

■ **Issue 20**
The Rats, *Fairlight*, *Shrink Wrapped*

■ **Issue 21**
Rambo, *Impossible Mission*, *The Spectrum 128 and Compiler Comparison*.



ORDER YOUR BACK ISSUES NOW!

Please send me the following back issues of *Your Spectrum* or *Your Sinclair* — UK £1.10, inc. p&p, £1.50 Europe, £1.70 rest of cosmos.

Your Spectrum

- Issue 1 Issue 14 Issue 18 Issue 1
 Issue 5 Issue 15 Issue 19 Issue 2
 Issue 12 Issue 16 Issue 20
 Issue 13 Issue 17 Issue 21

Your Sinclair

- Issue 1
 Issue 2

I enclose a cheque/Postal Order for £ made payable to SportsScene Specialist Press Ltd.

Name

Address.....

.....Postcode

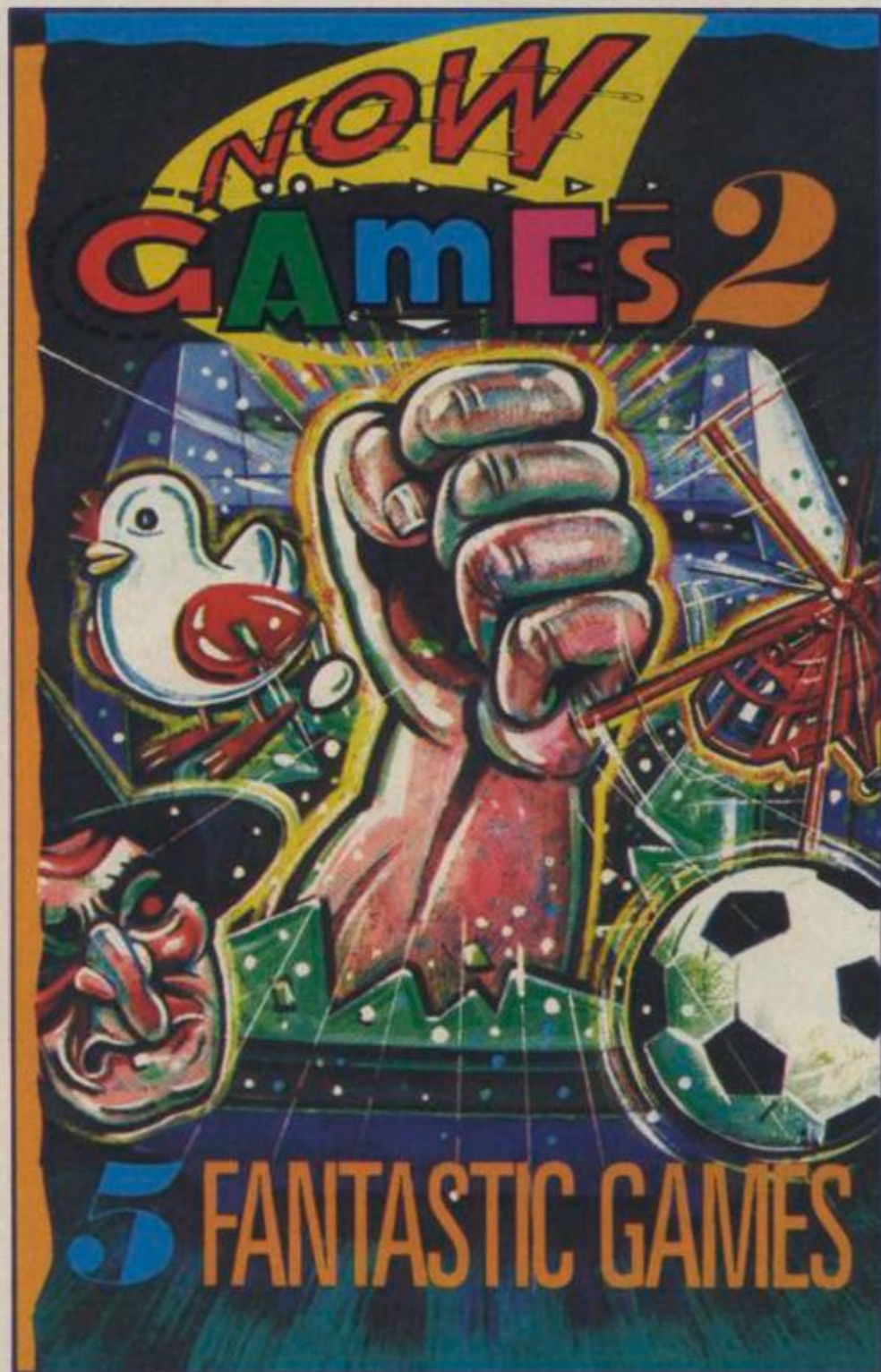
Date

Please fill in this form and mail it immediately to: **Your Sinclair, Back Issues, PO Box 320, London N21 2NB.** You can use a photocopy of this form if mutilation's not your bag. Otherwise snip along the dotted line for your YS snip.

Are your back issues collecting dust not compliments? How about a tres chic genuine Norgahide *Your Spectrum* binder? Keep your head together by keeping your copies together — and all for only £4.95.

Five Fantastic Games

Keep your eyes peeled for NOW GAMES 2. Five major software hits jostle for your attention on this packed-solid-with-fun cassette.



Available for
COMMODORE 64 and SPECTRUM 48K
and for only

£8.95



1. AIRWOLF – Elite Systems Ltd
Stringfellow Hawke must use his helicopter to free five imprisoned scientists in this exciting arcade game which takes place in a subterranean terrorist base!



2. TIR NA NOG – Gargoyle Games
This remarkable interactive graphic adventure allows you to play the mythological Celtic, Cuchulainn, searching for the fragments of the Seal of Calum.



3. CAULDRON – Palace Software
Take up the witches' challenge and unravel the mysteries of this beautiful land in this striking arcade adventure.



4. CHUCKIE EGG 2 – A & F Software
Help Hen House Harry in the smooth running of the A & F Chocolate Egg Factory! He must find equipment and find out where to use it in this amusing arcade game.



5. WORLD CUP – Artic Computing
This great football simulation lets you re-enact the tough fight to the World Cup Final. Play a friend or the computer (a pretty tough opponent)!

Now that's what I call value



STILL AVAILABLE – NOW GAMES

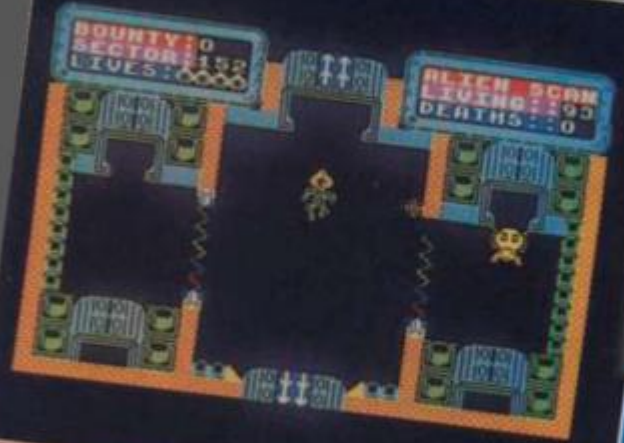
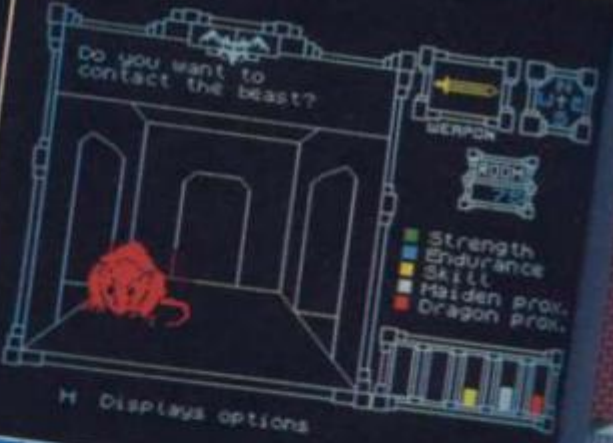
featuring
*Lords of Midnight, Brian Bloodaxe, Strangeloop,
Pyjamarama, Arabian Nights and Falcon Patrol II*
for only

£8.95

Available from all good software retailers

Also available directly from: Virgin Games Mail Order, 2-4 Vernon Yard, Portobello Road, London W11 2DX

30 great games from leading software houses including Quicksilva, Bug Byte, Mind C



30

Win a 30 Games T shirt!

All you have to do is name five game titles included on the compilation tape.

The first fifty winners will win the mega amazing 30 Games T shirt.

Name.....
 Address.....

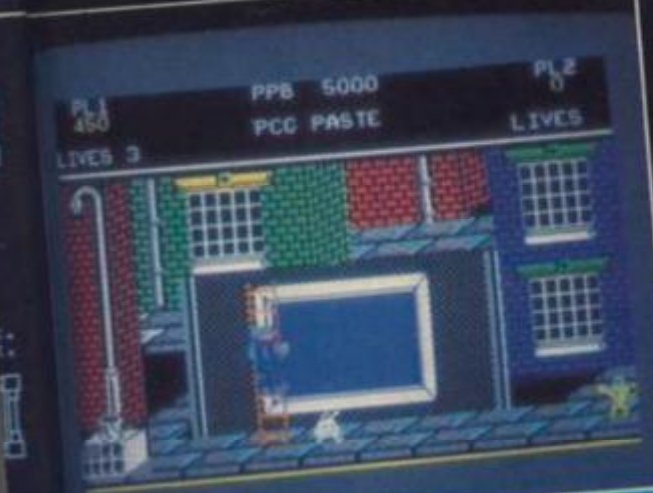
Five of the titles included in '30 Games' are:.....
 Tick T shirt size: S M L

Argus Press Software Ltd., Liberty House,
 222 Regent Street,
 London W1R 7DB
 Telephone 01-439 0666

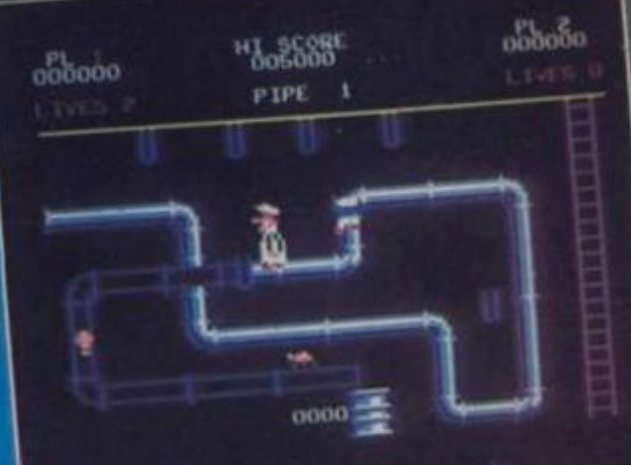




Adrenalin burning joystick testing tempting 30 Games. More than ever before in one pack on two tapes: only **£9.95**



GAMES



Mail Order

Please rush me copies of 30 Games at £9.95 each (price includes postage and packaging).

Machine: Commodore 64.....
Spectrum.....
(please tick)

I enclose a cheque/postal order for £..... made payable to Argus Press Software Ltd.

Send completed form and your Cheque/postal order to:
Argus Press Software Ltd,
Units 1 and 2,
Conlon Developments,
Watery Lane,
Darwen,
Lancs.



AN OFFER YOU CAN'T REFUSE...



Where's da cash then? Da boys and I have given you a month to think about it and now we've come to collect our protection money. Dat's right — the money you pay us to protect your copy of Your Sinclair and poisonally deliver it to your door every month. £15 is all it takes to put you in the Family way, though dis is one Godfather who ain't attending no christenings!

SUBSCRIPTIONS: PRIORITY ORDER FORM

I would like to subscribe to *Your Sinclair*. Please start my

subscription from theissue.

Please tick appropriate boxes:

- One year £15 UK and Eire
- One year £20 Europe
- One year £25 Rest of known cosmos (please add 50p for unknown cosmos).

I enclose my cheque/postal order payable to SportsScene

Specialist Press Ltd for £.....

Please charge my Access/Visa/American Express/

Mastercharge card number
(Delete where applicable)

Signature
(credit card orders cannot be accepted without a signature)

Name

Address

Send the completed form with payment or credit card number to: Your Sinclair Subs, 14, Rathbone Place, London W1P 1DE. If you don't want to cut up your magazine, use a photocopy of this coupon.



- Spectrum programmable joystick interface with Quickshot II de-luxe joystick. Hardly used at all. £25. Tel. Steeple Morden 852023 and ask for Jason after 4.15 pm.
- Cassette recorder computer compatible. Never used. Still Boxed. Ingersol XK 696. Cost £40 — sell for £25. Tel. (061) 790 7838.
- Mirage Micro driver. Transfers all programs to microdrive with one press. Mint condition. Rect. and guarantee £30 inc. postage and packing. Tel. (0772) 22011.
- ZX printer paper, four rolls — £7.50. Write to Alex Black, 4 Rockburn Drive, Clarkston, Glasgow G76 7PE.
- 48K Spectrum for sale. Excellent condition. Complete with explanatory book and cassette. Bought for £100. Willing to sell for £55. Write to Michelle Wynne, 21 Bleatarn Road, Heaviley, Stockport SK1 4NP.
- Will swap Currah MicroSpeech plus demo tape and manual for ZX printer (with some paper if possible). Please ring Walsingham 285 after 4 and ask for Simon.
- Transform professional keyboard for sale. A high quality product. £50. Tel. Holyhead 3273.
- Datel Electronics sound sampler. In perfect condition. Hardly used. Will sell for only £40. Once only bargain. Tel. Chris on (0785) 43640.
- For sale ZX Interface I. Boxed with manual and leads £30 ono. Tel. 01-886 8036 after 6.30 and ask for Ronan.
- ZX printer parts for sale and a bit of paper. Tel. Luton 881102 and ask for Freddie.
- 48K Spectrum + Interface I plus microdrive, Kempston Interface and Quickshot 2 plus light pen. £200 of games, 50 computer magazines including *Your Sinclair* and *Crash*. 12 microdrive cartridges plus reset button plus five books worth £500 — sell for £300. Tel. Flimwell 535 and ask for Matt after 6.

WANTED

- Wanted — educational software, especially *Worldwide*, *Countries Of The World*, *Map Of The UK*, *Geography* etc. Tel. (0385) 719786 and ask for Mrs L. Murphy.
- Wanted *MCoder III* or *YS MegaBasic*. Will swap for any three of *Fruit 2000*, *Fishing*, *Minder*, *Glass*, *Dambusters*, *Technician Ted* or *Skoool Daze*. Tel. (0970) 81680 after 6pm and ask for Neil.
- Have much hardware/utilities for swap including SoftROM Alphacom printer. Swap for keyboard, large printer + interesting peripherals. Send your list for mine. Please write to N Oughton, Lower Rye Farm, Moreton-In-Marsh, Glos.
- Wanted — *Understanding Your Spectrum* by Dr Ian Logan. Tel. (0785) 850495
- Wanted: *Nightshade*. Will swap for *Gift From The Gods* and *Softaid*. Originals only. Must live near Rochdale. Tel. (0706) 848736 and ask for Paul.
- Help! Has anyone got a circuit diagram or construction details for an RS232 to Centronics converter for either Spectrum or QL. Please phone Mick on (0266) 417861.
- Watford printer interface with cable and software, new! £25 ono. AGF Protocol 4 joy stick interface & cards £15 ono. Tel. Havant (Hants) 453299.
- Swap any two of *Chequered Flag*, *Survival* or *Make A Chip* for one of *Jet Set Willy* or *Ant Attack*. Tel. (0224) 733842 and ask for Richard.
- *Shadow Of The Unicorn, Elite, Sorderon's Shadow* — any two wanted. Will swap for *The Dark Tower*, electronic computerised adventure board game. Cost £36 new. Interested? Write to M Smith, 20 Pinewood Avenue, Flanshaw, Wakefield.
- Wanted!!! *Quill* or *Illustrator*. Can swap for 100 programs. Also want to swap other software. Send letter or tape to Arjan u.d. Linden, Narcisstraat 5, 2201 CG Noordwijk, Holland. Quick answer guaranteed!
- Help! I'm a 32 year old computer virgin who got a Speccy + Alphacom printer for Crimbo along with some drongo software. What I really need are adventures, war games and simulations. Also, correspondence especially from nimble young maidens. So if you've got anything you don't want send it to me. I have arcade games to swap. (The rest of this letter is unprintable! Ed) Nev, 6 Derby Street, Mossley, Aston-U-Lyne, Tameside.
- Wanted: Copies of *Minder* and *Hypersports*. Will swap for *Planet of Death*, *Vegas Jackpot* and *Jewels of Babylon*. All originals. Tel. 01-699 0638 and ask for Tom after 5pm.

- Wanted. Printer for Spectrum in good condition. Cash given. Write to J Davies, 8 Keppoch Street, Roath, Cardiff.
- Wanted. *Spectrum Manual* as supplied with the early Spectrums entitled *Basic Programming* by Steven Vickers, edited by Robin Bardbeer, published by Legrave Press. Good condition only. State price asked. Tel. (0709) 878914 and ask for H Wigmore.
- Wanted. Issue 11 of *Your Sinclair*. Will pay £2 or swap for issue 1 and £1. Send to Guy Shahar, 75 York Avenue, Finchfield, Wolverhampton WV3 9BX.
- Cheetah Spectrum plus instructions wanted. Cash or exchange software. Paul Noonan, 75 Woodview, Cimla, Neath, West Glamorgan SA11 3BX.

PEN PALS

- Do Speccy owners over 24 still play games on them? I do and find it faintly embarrassing — write and reassure me. Paul Wells, 14 Whiteways Drive, Sheffield S4 8ET.
- Female Speccy owner wanted to correspond with wally computer freak aged 12-15. Write to Dominic (male!) Bunn, 3 Church Road, Ashmanhaugh, Wroxham, Norwich NR12 8YL.
- Pen pal approx 12 wanted to swap games, POKEs and tips. I have over 120 games to swap and most of the latest titles. Jacob Lomax, 18 Moss Delph Lane, Aughton, Nr Ormskirk, Lancs L39 5DZ.
- I am a 13 year old boy and like to play any sort of games. Would like pen pal, boy or girl. Contact Henrik Bromley, 1 Monroe Drive, London SW14 7AR.
- English pen pal, male/female, wanted (14-17) to swap programming tips (Basic/mc) and homemade programs. Heigi Happonison, Blöndulakki 11, 109 Reykjavik, Iceland.
- Pen pal wanted to swap games hints and tips. Write to Raymond Fröde, Ode Baltens g.42, 88100 Kristinehamn, Sweden.
- I'm a ten-year-old boy who would like a male pen pal to swap tips and games. Send a sae to Steven Mann, Church Farm, Little Eversden, Cambs CB3 7HQ.
- Speccy owner, 14, wants a pen pal to swap games and tips with. I have over 200 games. Please write to Mikael Severin, Svangatan 8G, S-803 59 Gävle, Sweden.
- Lonely male hacker needs female pen pal. My interests include: Spectrums, Rugby, Soccer, girls. Please write to Andrew H., 34 Abbot Croft, Westhoughton, Bolton, Greater Manchester BL5 2ET.
- Wanted, pen pal for POKEs, hacking, etc. Boy or girl age 12 to 13. Write to Simon Grey, 49 Chapel Street, Newhaven, Sussex BN9 9QD.
- Wot no ladies? I am old (30!) and love communicating, males, females, letters, tapes, inland or overseas, sane or loony write now! Dave Burns, 46 Old Heath, Heathgates, Shrews, Shropshire.

MESSAGES, CLUBS & EVENTS

- For sale! YS issues 4, 6, 7, 8, 9, 10 and 11. All in excellent condition — offers please to J Freeman, 29 Ferndale Road, Summersdale, Chichester, W Sussex PO19 4QJ
- Spectrum owners — look! Do you want to learn machine code easily? If so then send an sae to P Davies, Victoria Inn, Bradwell Village, Milton Keynes, Bucks MK13 9AQ.
- For Sale: *Your Sinclair* issues 3, 4, 5, 6, 7, 8, 9 and 10. Offers please to Paul Wells, 14 Whiteways Drive, Sheffield S4 8ET.
- 48K User is a great Spectrum review magazine. For a copy of the most recent edition, send 50p and a stamp to Scott Thompson, 48K User Magazine, 40 Downe Avenue, Cudham, Kent TN14 7QX.
- Swap hints tips and POKEs — also pay for YS back issues 2, 3, 4, 6, 7 and 11. Tel. (0703) 735104 and ask for Alan, Tuesdays after 3pm.
- Farewell Kay, Tea Raybobs. The evil hag from the north has finally got her way — goodbye you old fruit. Evanovitch.
- VTX user wishes to contact other fanatics. Have user to user software, but I have no instructions (downloaded it). Please write to Paul Sammy, 89 Glenacre Road, N Carbrain, Cumbernauld, Glasgow, Scotland G67 2NT. MBX 236724460.
- Every back issue of *Your Sinclair* on offer! What is your price? Contact Ian Carroll, 4 Trentbrooke Avenue, Hartlepool, Cleveland TS25 5JN.
- For sale. I have every issue of YS. All in excellent condition. Including the map from issue 2. Offers please on (0707) 329435 and ask for Gavin.
- Unemployed Users Group. All this free: software exchanges, legal advice and membership free too! Send sae to Helsoft, 86 Crewe Street, Derby DE3 8QP.

cascade
CASSETTE

50

50 COMPUTER GAMES ON ONE CASSETTE

YOURS FOR £9.95

including FREE Watch and Postage

FREE

20 KEY, MULTIFUNCTION CALCULATOR WATCH

with every order for a Cassette 50

- Normal 12 and 24 hour time mode
- Calendar mode
- Alarm mode
- Calculator mode

WORTH OVER £10



PLUS

SPECIAL FREE WATCH OFFER...

CASSETTE 50 IS AVAILABLE ON
BBC A/B ATARI DRAGON ELECTRON
VIC-20 ORIC-1 ZX81 Apple Atmos
Spectrum commodore 64 AMSTRAD

FREE calculator watch with every Cassette 50
EXPRESS DELIVERY-ORDER NOW!
ONLY £9.95

Name _____
Address _____
Post Code _____
Country _____ YS/3/86

Spectrum 16k/48k or +

'Incredibly frustrating!' - that's the verdict on Cassette-50's FROGGER. Satisfied users tell us it's one of the most challenging you'll find - it's almost as good as the arcade version! CARGO has you trying desperately to complete your helicopter mission under attack. Plus 48 other tactical, logical and adventure games featuring multi-coloured and user-defined graphics, scrolling and full use of the Spectrum sound capabilities.

- | | | |
|---------------------|----------------|-----------------------|
| 1. Muncher | 18. Ski Run | 36. Draggold |
| 2. Ski Jump | 19. Tanks | 37. Space Search |
| 3. Basketball | 20. Solar Ship | 38. Inferno |
| 4. Frogger | 21. Ten Pins | 39. Nim |
| 5. Breakout | 22. Cars | 40. Voyager |
| 6. Crusher | 23. Stomper | 41. Sketch Pad |
| 7. Startrek | 24. Pinball | 42. Blitz |
| 8. Martian Knockout | 25. Cavern | 43. Fishing Mission |
| 9. Boggles | 26. Laser | 44. Mystical Diamonds |
| 10. Alien Attack | 27. Alien | 45. Galaxy Defence |
| 11. Lunar Landing | 28. Cargo | 46. Cypher |
| 12. Maze Eater | 29. The Race | 47. Jetmobile |
| 13. Microtrap | 30. The Skull | 48. Barrel Jump |
| 14. Motorway | 31. Orbit | 49. Attacker |
| 15. Labyrinth | 32. Munch | 50. Space Mission |
| 16. Skittles | 33. Bowls | |
| 17. Race Track | 34. Raiders | |
| | 35. Field | |

Names and games may vary for each type of computer.

Postage FREE in U.K. Add £1.00 for overseas orders. Free watch and tape will be despatched within 14 days.

I enclose a cheque/ made payable to postal order for £ _____ Cascade Games Ltd.

or through any Post Office by TRANSCASH (Giro No. 655 8655)
For even faster ordering when charging to Access, Barclaycard and Trustcard Visa use our 24 hour service, (0423) 504663.

COMMOORE 64 ATARI ORIC 1 BBC A/B
SPECTRUM VIC-20 ZX 81 APPLE
AMSTRAD ATMOS DRAGON ELECTRON

Cascade Games Ltd., 1-3 Haywra Crescent, Harrogate, North Yorkshire, HG1 5BG, England. Telephone: (0423) 504663. Registered Number 175554

YOUR SINCLAIR

CLASSIFIED

YOUR SINCLAIR

INTERFACE 007

The Back-Up unit sold worldwide on recommendation alone MICRODRIVE. Now you CAN transfer two full 48K programs onto a cartridge. (Previous purchasers send for 007 NEWS leaflet). WAFADRIVE. Interface 007 is the ONLY unit which can transfer even a genuine 48K program to a Wafa. Others lose one Byte! (Please order Wafadrive version as Interface 007WD). POKE or MESSAGES can be easily added in. (Read 007 NEWS). Does NOT require any additional software, but if you purchase a Disc system later, a Modifier tape can be supplied FREE. DISC-DRIVE. Transfers slightly differently. Send for details. Can also convert tapes to load at one of five selected speeds Very user friendly. Comprehensive instructions included. Note that it does not simply dump out complete memory, only the program Bytes are Saved out.

£29.95 post free
Overseas postage: Europe +£2, elsewhere +£4

G. A. Bobker
ZX-GUARANTEED (Dept. YS)
29 Chadderton Drive, Unsworth, Bury, Lancs. BL9 8NL
Tel: 061-766 5712 (do not phone when Startrek is on)

SPECTRUM RGB OUTPUT MODULE

adapt electronics

- ★ Connect a monitor to your Spectrum
 - ★ Super sharp text
 - ★ Superb colour graphics
 - True TTL/Analogue outputs + comp syncs
 - Monitor quality pictures-no dot crawl.
 - Suits RGB monitors & monitor/ TVs
 - Simply plugs into expansion port.
 - No separate power supply required.
 - New through port version. Allows connection of modems, joy-stick interfaces etc.
- Price £34.95 or £36.95 (through port) + £1 P&P many addons parts & software SAE for details 20 STARLING CLOSE, BUCKHURST HILL, ESSEX, IG9 5TN. Tel. 01-504-2640

TO ADVERTISE IN YOUR SINCLAIR RING NEIL ON 01-580 0504

YOUR SINCLAIR

YOUR SINCLAIR

RELAX!

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

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

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

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

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

Telephone Orders: ACCESS CARD Holders ring (0792) 799193



DIGITAPE™

Please rush me my official copy of YOUR SINCLAIR DigTape cassette issue No. (see front cover). I have enclosed a cheque/P.D. for £2.99 (3.99 for Overseas)

OR please debit my ACCESS Card No. _____

Name _____

Address _____

Code _____

Send to: DigTape, Freeport, Swansea S45 5ZZ (no stamp required)

SOFTWARE

■ Swop Daley's *Supertest* or *Starstrike* for or *007 Spy* or *Tir Na Nog*. — or if you like, direct two for two swop. Tel. Gary on Sutton Elms 283342 after 6 thanks.

■ Wanted *Alien 8* and *Rally Driver* for either *Super Gran*, *Hustler*, *Underwilde* or *Robot Riot* — must be boxed and complete.

■ Have ten games to swop inc. *Strangeloop*, *JSW*, *Knight Lore*, *Chequered Flag*. Will swop three for *White Lightning* and would like *World Baseball*, *Nodes Of Yesod* and *Elite*. Tel. Richard on Colchester 392043.

■ Got 100-150 programs to swop. Every letter answered. Write to C. Ttopuzlu Caddesi, Dr. Kazim Lakay sok., Zeynep apt 6/9, Ciftehavuzlar, Istanbul, Turkey. 81030. The name is Tughan Demirbilek. Penpals also wanted!

■ Will swop an original *Tasword Two* for an original *Skool Daze* or *Starstrike*. Tel. Alun 0286 2177, Bryn Gwyn, St Davids Road, Caernarvon, Gwynedd.

■ Hello UK! Swop new super games with me. I have 500 titles. Write to Dario Zani, Abylundsgatan 18, 58236, Linköping, Sweden.

■ Got all Ultimate, *Marsport*, *Nodes*, *Exploding Fist*, plus 180 more — swop for *Tapper*, *Dun Darach*, etc. Write to Mike Renshaw, 74 Laira Street, Warrington, Cheshire WAZ 7HF. Tel. (0925) 58187.

■ Swop *Star-Trader*, *Galactic Patrol*, *BMX Racers*, *Survival*, *Hunter Killer* for *Knight Lore*, *Alien 8* or *Underwilde*. Tel. Peter on (061) 442 9208.

■ Swop *Adventure Quest*, *Tir Na Nog*, *Backpacker's Guide* for *Valhalla*, *The Hobbit*, *Quest for Holy*, joystick. Will swop separately. Tel Nicholas on Maldon 0621 828433. After school hours please.

■ Swop *Voyage Into Unknown*, *Alien Kill*, *Rifle Range*, *BMX Racers*, *Apollo 2 for Raid Over Moscow*, *Matchpoint*, and either *Knightlore*, *Alien 8*, *Atic Atac*, *Sabre Wulfe*, *Underwilde* — will swop separately. Tel. Gary on Northwich 47140.

■ Swop *Dun Darach* for *Erik The Viking*. Paul Renfrew, 11 Melkelen Brae, Lennoxton, Glasgow G65 7BV.

■ I will swop *Cookie*, *Rapedes*, *Warlock Of Firetop Mountain*, *Weetabix* and the *Titches for Monty Mole* and *Monty On The Run*. Tel. Robert on (04302) 3515.

■ I'm a software swapper with over 300 games to exchange. Write to Matthew Hook, 5 Rocky Lane, Bournheath, Bromsgrove, Worcs. B61 9HP.

■ Will swop *Space Shuttle*, *Flight Simulation*, *Cookie*, *Passat*, for good condition original *Hobbit*. Write to Conn Lehane, Lissacraigh P.O., Macroom, Co Cork, Eire.

■ I have over 500 programs to swop. Please write to Edmund Behrendorf, Uuelheimer Weg 14, 5401 St Sebastian, West Germany.

■ Swop *Matchday* or *Shadowfire* for *Arnhem DTD*, *Atic Atac*, *Stonkers*, *Oracle Cave*. Tel. Antony on (0602) 384291 after 5.

■ Swop *MCoder*, *Tribal Trouble*, *Jetpace* and *Caveleon* for working DK Tronics light pen. Tel. Darren on (0993) 882439.

■ I have *Planetoid* and *Reversi*, both brand new and unused, will swop for *Booty*, *Hungry Horace*, *Cyru* or *Action Biker*. Tel. (0302) 21504 — ask for Marc.

■ Many new titles to swop. Write to E Gerritsen Mullies, Baankamp, 18, 7462 TD, Rijssen, Holland.

■ Swop *Hurg* and *Runes Of Zendos* and *Quill*. Also *Gyron* for *Quicksilver Games Designer*. Tel. Martin 01-735 2043 Mon to Fri after 5.

■ Swop *Frankie*, *Daley Thompson's*

Decathlon and *Quill* for *Knight Lore*, also over 50 recent titles to swop. Write to Alex Lockwood 76 Woodside Green, South Norwood SE25 5EU. Tel. 01-656 3138.

■ Swop *Alien 8* for *Nodes Of Yesod* and *Cyclone* for *Monty On The Run* and *TLL* for *Fighting Warrior*. Will swop separately. Tel. Hindley 55633 after 4 pm and ask for James.

■ Swop *White Lightning* and *Trig-a-Command* joystick for *Currah Micro Speech* or any good Speccy software if interested please ring Scunthorpe 720479 and ask for Paul.

■ Will swop *Ghostbusters*, *Knight Driver*, *Booty*, *Mr Wimpy*, *Scramble*, *Jaws*, *Robot Riot*, *W Of Firetop Mountain*, *Trashman*, *Scuba Dive*, *Alien Attack* for VTX 5000 Modem. Write to Jonathan Cooke 26 Percy Rd, Hampton, Middx.

■ Swop *Bruce Lee*, *Matchpoint*, *Hunchback*, and *Ant Attack* for any two of *Knight Lore*, *Sabrewulf*, *Underwilde*. Tel. (0280) 812529 asking for Mat.

■ *Glass*, *Dun Darach* and many more to swop. M. Hooper, 30 Littleheath, Charlton, London SE7.

■ Swop *Red Moon* for *Emerald Isle*. Paul Renfrew, 11 Melkelen Brae, Lennoxton, Glasgow G65 7BU.

■ I have over 500 games to swop. Guaranteed answer. Eoin Ryan, 32 Ardpatrick Road, Dublin 7, Eire.

■ Swop software — *Nightshade* etc., write to Laurent Direick, 26 Rue Du Vieux Mayeur, B-4000, Liege, Belgique.

■ I will swop all my *Sinclair User* magazines plus *Sinclair Programs* for issues 1-13 and 14-17 of *Your Spectrum*. I will also swop T.G.'s *Race* for two originals. Ring Damian on Bradford 679153.

■ Will swop *Way Of The Exploding Fist* and *Hypersports* for suitable games. Tel. Patrick on (0761) 52289 after 6.

■ Will swop many programs for Spectrum, QL, IBM-PC — I want *Elite* and *Macadam Bumper* for Spectrum. Have Pascal, C. Lisp, Devpac. Tel. Josef on Paris 43322390.

■ Lots of games to swop. Send your list. All letters answered. Leo Gargan 10F Belmar Court, Linwood, Renfrewshire, Scotland PA3 3EL.

■ Will swop *Finders Keepers*, *Wizards Warriors*, *Volcanic Dungeon*, *Humpty In The Garden* for *Skool Daze*, *Spy v Spy* or *Highway Encounter*. Write to Conan, Min-ydon, Bush Drive, Lissingham, Norwich, Norfolk NR12 03F.

■ Hello you folks down there in Britain. Want to swop games with me? I've lots of the very latest software. Send your list to Michiel Nuijten, Acacia 2P, U631 DA, Hoogerheide, Holland.

■ Software to swop. Many recent titles including *Marsport*, *Starion*, *WOTEF*, *Frankie*, *Hypersports*, *Spy Hunter*. C. Bowler, 5 Beaumont Close, Barrow on Trent, Derby, DE7 1HQ. Will answer all letters.

■ Software to swop? I need *Moon Cresta*. Write to D. Wild, 22 Lansbury Road, Edwinstowe, Notts NG21 9QJ.

■ Will swop *Mr Wimpy*, *Chiller* and *Zip Zap* for *Match Day*. Write to Tom at 20 Hyndewood, Bampton Road, London SE23 2BH.

■ About 200 programs to swop. Write to Luc Bokkerink, Timorstraat 7, 6524 KA, Nijmegen, The Netherlands.

■ Got *Frank Brund's*, *Dynamite Dan*, *Tripods*, *Sir Lancelot*, *Cyru*, *Archon*, *Fairlight*, *Spectrum Sprites* for *Nodes Of Yesod*, *Highway Encounter*, *Dragonorc*, *One On One* — write to Ivan, 138 Sullivan Road, Coventry CU6 7JS.



Are you on the hunt for hardware, searching for a software swop or pursuing a pen pal? Well look no longer — put your message in YS and get your name in the mag for free!

■ I have over 500 titles to swop — titles inc. *Fairlight*, *Terrormolinos*, *Popeye* and lots more. Write to Juan Espineira, Travesia de Vigo 179 5 D, Vigo — 7 (Pontevedra) Espana.

■ Offering *Knightlore*, *Underwilde*, *Alien*, *Jasper*, *Boulderdash*, *Pyjamarama*, *Atic Atac*, *Decathlon*, *Pool*, *Strangeloop*, *Brian Bloodaxe*, *Looking for Shadowfire*, *Wizard's Lair*, *Frankie*, *Dynamite Dan*, *Dun Darach*. Tel Karl, 01-311 6693.

■ Many top originals to swop inc. *Nodes Of Yesod*, *Knightlore*, *Beach Head*, *Technician Ted*, *Full Throttle* and more. Tel. Craig between 6-9 (065) 92371.

■ Swop 16 games — *JSW II* etc. for *Currah Speech* or ZX printer or DK light pen plus 14 (*Rocco*, *Spy H*, etc.) for RD Digital Trace or VTX 5000 Modem or microdrive plus Interface 1. Everything complete. Mr. Lopes, Urbano de Moura, 201-31, 4400 Gaia, Portugal.

■ I have *Buggy Blast*, *Gotcha* and *Airwolf*. Will swop for *Paws*, *Project Future* or *Trashman*. All three for the *Jet Set Willy* editor. Tel. Jamie on 01-748 9076.

■ For sale — two 1 MByte Tandon disc drives. Can be used with Beta disc interface. Absolute bargain at £70 each ono. Tel. Rick on (0782) 311471 after 5.

■ Following hardware to swop/sell. Tape recorder, Protek joystick, Currah Microspeech. Also latest software to swop. eg. *Fist* and all Ultimate games. Phone (0484) 3540. Ask for Nic.

■ Spectrum ZX 48K computer with tape recorder, games, instructions, manual books. VGC bargain £130. Tel. Adrian, Bronant 294.

■ ZX printer, three rolls paper, manual £11. Unused Spectrum keyboard £2.50. Unused Wafadrive plus two wafers, manuals £46. ZXB1 Memotech 64K RAM plus manual £8. Tel. Clive, (0256) 21822 after 7.30.

■ Spectrum 48K, DK Tronics sound synth, Currah speech synth, tape recorder, over 200 games worth £500. Sell for £200 or swop for CBM 64. Tel. Longhoughton 977 644 and ask for Neil.

■ Expandable mother board plus DK Tronics light pen interface, tape and manual. Will swop for good games progs. or sell for £20. Write to Mr. K. Manns, 1 Scott Drive, Ormskirk, Lancs. L39 1PP.

■ For sale — light pen and interface, programmable joystick interface. Joysticks and a game of your choice. Eg. *Booty*, *Ant Attack*, etc. £45 ono. Tel. (0902) 892098.

■ VTX Modem for sale. Good condition, only £35. Tel. (021) 449 0648 and ask for Josh. After 4 pm please.

■ 48K Spectrum as new. Cassette recorder, Kempston Interface, joystick speech synthesizer, books, mags, extra leads, power pack. Over £300 software. Please make offer! Tel. Crayford 527849 after 6.

■ Spectrum, lo profile keyboard, joystick, interface, light pen. Currah speech, cassette recorder, re-set button, software pls mags. worth £500. Bargain at £250. Tel. Northallerton 748308 and ask for Paul.

■ Broken down 48K Spectrum for sale. Could be repaired for £20. Offers welcome. For details, write to Julian Adlard, 300 Mortimer Road, South Shields, Tyne and Wear NNE34 0DL.

■ Spectrum lo profile keyboard, £35, DK Tronics dual port joystick interface £10, Currah speech synth £20, Currah slot £10, Detail Electronics joystick interface £10. All nearly new. Tel. 701622.

■ 48K and Interface II, joystick and lots of software. Mags, DK Tronics keyboard slightly damaged. No tape recorder. £180 ono. Buyer collects. Tel. Mark on (021) 440 1696.

■ VTX 5000 Modem for sale or swop. Only £60 — perhaps swop for Alphacom 32 or microdrive, without interface I. Tel. (0502) 60964 and ask for James.

■ 48K Spectrum, Saga keyboard, Interface I, Interface II, microdrive, nine cartridges, two ROM cartridges, over £100 worth of software, books, magazines, all boxed, good condition, £185. Tel. Dave, Blackpool 51544 or 70171 after 6.

■ Spectrum +, data recorder, issues 1-20 of *Your Spectrum* plus assorted computer magazines. Worth £250 — sell for £170 ono. Tel. (0532) 677456.

■ 48K Spectrum plus keyboard overlays, magazines and two games, *Les Flics* and *Kokotoni Wilf* £60. Tel. (0277) 222573 after 5.30.

■ For sale, Quick Shot II joystick — £5 and Kempston compatible RAM interface — £5. Write to M Whitmore, 4 Spring Gardens, Gilbert Road, Smethwick, Warley B66 4QA.

■ Complete Spectrum disc system. TR Beta-plus interface with magic button, a double-sided, double-density 5 1/4" floppy disk drive and a monochrome monitor, all for £160. Tel. Amphil 404572.

BOOK YOUR FREE AD HERE

If you'd like to advertise in *Input/Output*, please write in **BLOCK CAPITALS** below and send the coupon to **Input/Output Your Sinclair, 14 Rathbone Place, London W1P 1DE** — oh, and don't forget your address and phone number. We can't accept any software sales, and this service is only available to private advertisers.

Please enter my advert under the following classification:

Hardware Software Wanted Messages & Events Pen Pals

Name

Address

Postcode

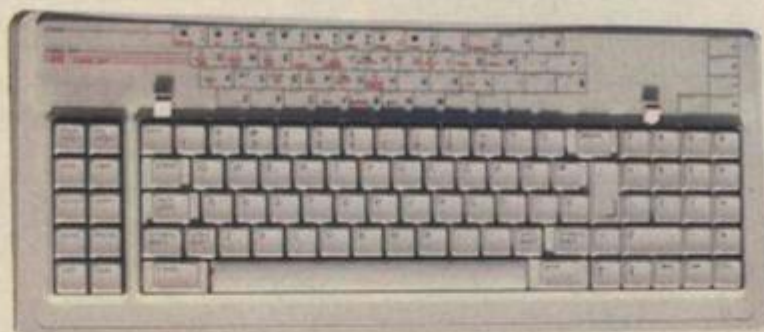
MAGAZINE HEALTH WARNING:

Think before you snip — most people use a photocopy instead.

YS3



ADVANCE WITH SAGA



After adding our products to your Spectrum, your Spectrum will not merely become a superior computer but a more complete computer system.

The SAGA keyboards, culminating in the new SAGA 3 ELITE, provide your Spectrum with the sheer elegance that it deserves. The SAGA 3 ELITE incorporates the most recent technology in keyboard design which provides 27 single entry functions.

If you would like graphics with real Style, then they are yours with our latest graphics package, while letter quality print can be produced for less than £120 from our new printer.

Just cut out the Coupon below for any of the following products:

SAGA 1 EMPEROR 67 keys enable easy access to every function, making obsolete the "Stretch requirement" of other keyboards. Now only **£39.95**

SAGA 2 PROFILE A re-design of the popular Lo Profile with number pad, 52 keys. **£49.95**

SAGA 3 ELITE recently developed, the SAGA 3 ELITE is the finest available keyboard for your Spectrum.

The keyboard and number pad has 87 keys in total, a massive 27 keys are auto-shifted. **£79.95**

DUSTCOVERS Black with SSL logo, available for all keyboards. **£4.95**

STYLE Realise your graphic expectations. Comprises Kempston compatible interface and Software. **£29.95**

SAGA GP Graphics Tablet—super improve STYLE, plug it in and see. **£79.95** (read the reviews!)

NEW LETTER QUALITY PRINTER The first in a new range of printers to be available shortly. SPEED: 12 CPS. PRINT: Ink on ordinary A4 paper. INTERFACE: Centronics & RS232. For print sample and further information, write or call now, only **£119.95**

SOUNDBOOST Puts music in your ears (and television) **£9.95**

FLEXICABLE Extend your capabilities with two more ports! **£11.95**

TURBO INTERFACE with custom chip, ROM slot and 2 joystick sockets the TURBO out-performs other joystick interfaces. **£21.95**

We invite your enquiries on (04862) 22977, more descriptive literature is freely available for each product (please send stamp).

SAGA SYSTEMS LIMITED
(04862) 22977



KEEPING YOUR COMPUTER UP TO DATE

	QUANTITY		P&P
SAGA 1 EMPEROR	<input type="checkbox"/>	*£39.95	£1.50
SAGA 2 PROFILE	<input type="checkbox"/>	*£49.95	£1.50
SAGA 3 ELITE	<input type="checkbox"/>	*£79.95	£1.85
DUSTCOVER	<input type="checkbox"/>	*£4.95	FREE
STYLE	<input type="checkbox"/>	*£29.95	FREE
SAGAGP	<input type="checkbox"/>	*£79.95	£1.50
LTR-1 PRINTER	<input type="checkbox"/>	*£119.95	£2.30
SOUNDBOOST	<input type="checkbox"/>	*£9.95	FREE
FLEXICABLE	<input type="checkbox"/>	*£11.95	FREE
TURBO INTERFACE	<input type="checkbox"/>	*£21.95	£1
VAT is included			TOTAL

Overseas orders, please deduct 15% VAT add £3 for postage excess.

SEND YOUR ORDER TO: Dept YS10 Order Desk Saga Systems Limited, 2 Eve Road, Woking, Surrey GU21 4JT.

Mr/Mrs/Miss _____
Address _____

Amount enclosed £ _____

My Access Card No. is

ACCESS ONLY ACCEPTED

Please tick method of payment: PO Cheque Draft Access

If this is confirmation of telephone order, please tick box

Signature _____ Date _____

Please allow 28 days for delivery.

Limited quantities of the original low profile keyboard are available at only £39.95 inc. V.A.T. + £1.50 P&P.



BACKLASH

Iolo Davidson on the new Spectrum — is its number up?

I do hope the prospect of a new and 'bigger' Spectrum, on the lines of the Iberian variant, coming in the new year did not put anyone off buying a proper British Standard version at Christmas. Unfortunately, it's inevitable that some potential purchasers were mesmerised by the numbers 128 and became hysterically unable to get their hands into their wallet pockets. After all, everyone knows that a 125cc motorbike is much more powerful than a 49cc moped, so obviously a 128K computer is nearly three times as good as a 48K one.

Hee, hee!
It's a long time now since I saw a transistor radio that had the number of transistors it used emblazoned across the front of its escutcheon, but radio manufacturers used to do that. It was a way of impressing people who were ignorant of any aspect of radio circuitry that one tranny was better than another. This made a little bit of sense because more sophisticated receiver circuits generally required more bits to make them up, though no one ever advertised a radio as having 22 resistors and 9 electrolytic capacitors.

Part of the reason this emphasis on semi-conductor content faded away was that the price of transistors dropped to the point where it was cheaper to design a circuit to use lots of transistors rather than lots of, say, coils. Some radios were even produced that had extra transistors soldered into any spare corner without even being connected to the circuit! But the real reason the practice died was not that

the numbers had become inflated and confusing, but because other buzzwords had arisen, like FM, AFC, and IC. No one's impressed by transistors anymore.

The Spectrum 128 (the Spanish one — I haven't seen a British one yet) has a few new features that are genuinely useful, but the bigger memory is just a marketing ploy. The idea is to kid new buyers who don't know any better, that the new Spectrum is comparable to the Commodore 128, or the Beeb 128, or the Amstrad 128, and that it's not being left behind. They can, therefore, make their momentous decision on the basis that "both computers on my shortlist are 128K, but the Spectrum has more software."

It's only after they've got it home that they'll find out that most of that memory is switched off whenever they're actually running any of the programs in the enormous Spectrum software base. But don't worry, the same thing is true of the expanded Commodore and bumped up Beeb. The extra memory is not there to be used, it's just been chucked into the box so that '128K' can be stamped on the front. It costs practically nothing to include it and it does allow the anxious punter to buy the computer he wants without feeling that he has made some kind of technological faux pas. And those extra K are even connected into the circuit — no cheating here!

Those of us with older Spectrums needn't worry, either. No sane software writer (yes, I know they're not all sane) is going to produce

software for the new computer that won't run on the several million 48K Spectrums that have already been sold. You might as well write programs for the Enterprise.

Certainly Tasman will patch their word-processor to be able to use the new built in RS232 port, and someone else will produce a program using the Midi output. These are specialist applications that have a limited market anyway, so the software houses don't expect to sell to everyone. Besides, such programs are already accustomed to providing a variety of add-on interfaces. However, I predict that both RS232 and Midi will be frustratingly non-standard and tricky to use, à la Interface 1.

Putting the sound through the TV is a big improvement, and one that'll work with all the old software. The three channel sound chip is something else. If it's really only available in 128K mode, then no one will use it for games. If it can be accessed in 48K mode then some games may have two sets of sound routines and test which computer is being used before selecting the form of sound output.

We won't be able to tell if it's worth buying the 128K for the improved sound, colour monitor output (how many can afford a monitor?) and an RS232 that, I predict, won't work with a full duplex modem, until we know the price. It can't be worth much extra, as you can already get these things in add-on form quite cheaply if you want them. In fact, you can have extra paging memory in add-

on form if that's your thing.

You won't get the improvements without problems, either. The new computer will suffer from hardware incompatibility with some of the add-ons made for the old machines. Is it worth junking your Centronics interface or maybe even a disk set-up just to get some extra memory that you aren't going to use? How much will it cost you to replace your VTX500 modem with something that doesn't get tangled up in the 128's paging hardware? The more I think about it, the more I reckon that the best thing about the 128, when it comes, is going to be the consequent big drop in price for the old models.

Maybe it is impossible to upgrade the Spectrum usefully and still have Spectrum compatibility. Still, there are improvements I'd have rather had than extra memory, like a built in disk, or if you must, a microdrive. And why still no joystick port? Why, above all, treat us to a calculator keypad on the end of a bit of curly cable? No one, even in Barcelona, could possibly believe that two nasty, tacky keyboards is an improvement on one nasty, tacky keyboard. Surely the extra resources would have been better spent on a real keyboard at long last? No doubt the 'new improved' Spectrum will sell, but if you're serious about upgrading to an advanced computer, the time will probably come when you just have to abandon your Speccy and its plentiful software. Not yet awhile, but someday. Maybe when they get the QL sorted out.

Editor Kevin Cox; **Art Editor** Martin Dixon; **Deputy Editor** Teresa Maughan; **Production Editor** Sara Biggs; **Designer** Caroline Clayton; **Technical Consultant** Peter Shaw; **Editorial Consultant** Andrew Pennell; **Software Consultant** Gavin Monk; **Contributors** Stephen Adams, Dougie Bern, Luke C., Steve Colwill, Steve Cooke, Iolo Davidson, Tim Hartnell, Alison Hjul, Ian Hoare, Gwyn Hughes, Steve Malone, Max Phillips, Rick Robson, Rachael Smith, Phil South, Chris Wood; **Advertisement Manager** David Baskerville; **Advertisement Executive** Neil Dyson; **Production Manager** Sonia Hunt; **Group Advertisement Manager** Chris Talbot; **Managing Editor** Roger Munford; **Art Director** Jimmy Egerton; **Publisher** Stephen England; **Published by** SportsScene Specialist Press Ltd, 14 Rathbone Place, London W1P 1DE. **Telephone (all departments)** 01-631 1433. **Telex** 8954139 BurchG. Company registered in England; **Typesetters** Carlinpoint, London; **Reproduction** Graphic Ideas, London; **Printed by** Chase Web Offset, St Austell, Cornwall; **Distribution** Seymour Press, 334 Brixton Road, London SW9. Telephone 01-733 4444. All material in *Your Sinclair* © 1986 Felden Productions, and may not be reproduced in whole or part without the written consent of the publishers. *Your Sinclair* is a monthly publication.

turbo esport

DURELL

software getting harder



With Technical Assistance from Lotus Cars Ltd.

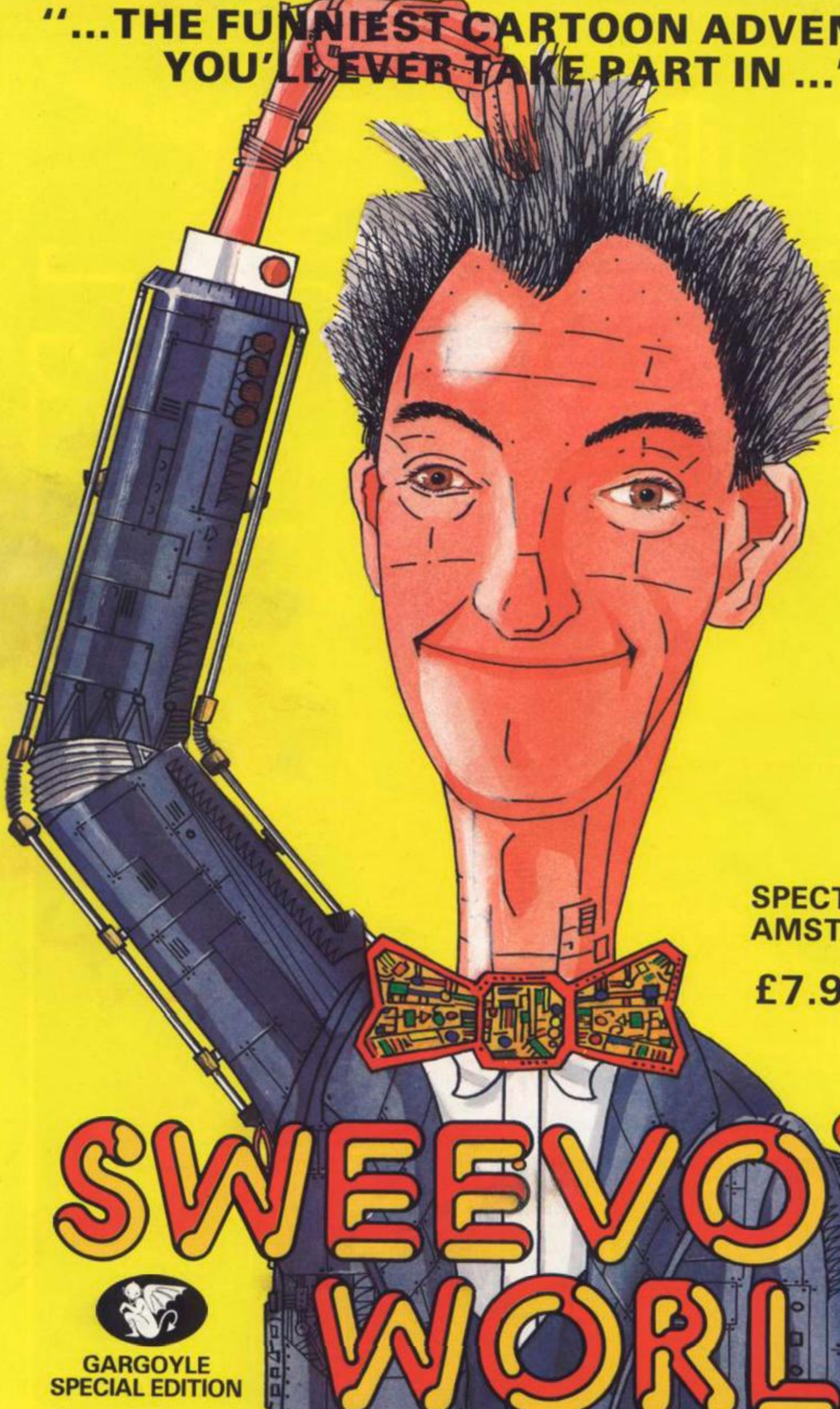


Spectrum and Amstrad
R.R.P. £8.95

DURELL sales dept.
Castle Lodge, Castle Green, Taunton TA1 4AB

DURELL COMPETITION
Entry Coupon
Cut out this coupon and send it
with a completed entry form
included with any of the new
Durell games.

"...THE FUNNIEST CARTOON ADVENTURE YOU'LL EVER TAKE PART IN..."



SPECTRUM 48K
AMSTRAD 464

£7.95

SWEEVVO'S WORLD



GARGOYLE
SPECIAL EDITION

GARGOYLE GAMES LTD., 74 KING STREET, DUDLEY, WEST MIDLANDS DY2 8JH
Telephone: (Sales) 0384 238777 (General) 0384 237222