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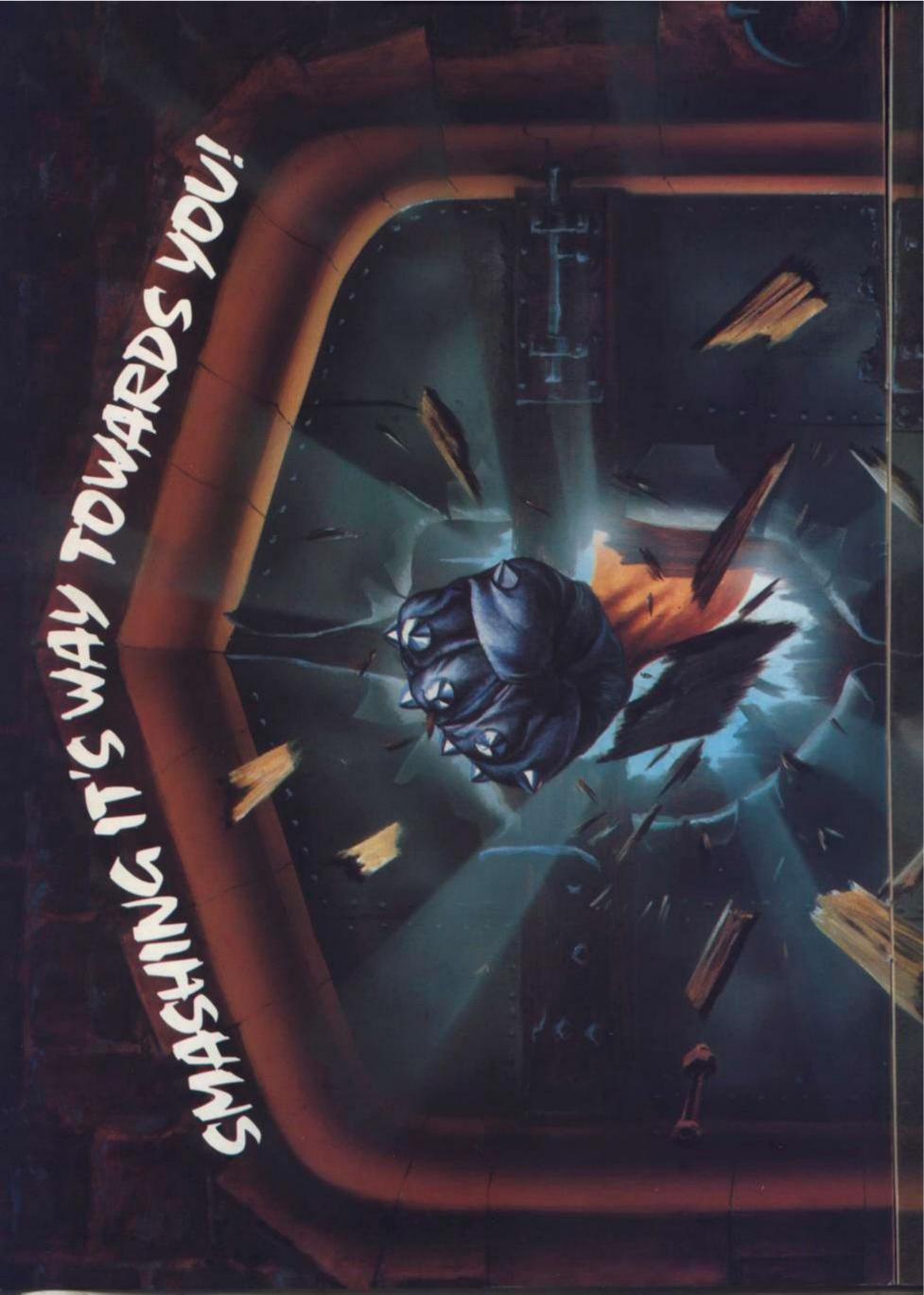
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Potato Head

Interesting ...

Oh, er, 'ello there. Issa very interesting fact that the original release of *Steve Davis Snooker* sold over 180,000 copies. Cor, thass interesting, innit folks? Well, Blue Ribbon, which we fort was a choccy bar, has juss rereleased the game at £1.99. If you can't find a copy, why doncha give Blue Ribbon a bell on (0302) 21134? Yus, thass very interesting. (Zzzzzzz. Ed).



Ooo arrr! If it bain't be th'old tater 'eads toimagin from th'old noos payjis an?

THE WINNAH!

Who's this? Yes, it's Fiona Robertson, from Broughty Ferry in Dundee, and she's the winner of our wee Game Of The Year compo. And it's no small prize she's won, either — 100 games from the YS library! They're all different, too! She's nearly 12 years old and she goes to Craigiebarns Primary School, and if we remember correctly, she's the first girl to win a major prize from YS. And why not? She's never missed a copy of either Your Sinclair or Your Spectrum. A worthy winner, then, and a box, chocka with marvy games, is en route as you read this. Yo ho!



TRAINSPOTTERS THROUGH HISTORY

An irregular series in conversation with the World's Greatest Ever Trainspotters.

15: Bob Holness

"Good evening, Ladies and Gentlemen, and welcome to another bona, triff and otherwise totally splendid edition of *Blockbusters*. (Yayyyy!) Right, now we've got two new contestants, on the left, Sir Clive Sinclair . . ." "Yibble, Bob."

"... and on the right, some spotty oik from Cambridge. Hello, Spud!" "Hello, Bob. Can I say hello to my mum . . ."

"Hah hah hah, no you can't. Hah hah hah. Right, it's time to play Blockbusters... (Yayyyy!) Okay. Pick a letter, Clivey." "Yibble yibble 'B', Bob."

"Yibble yibble 'B', Bob." "Hah hah hah. Okie doke, Clivey. What B was my first big

break on TV since the sixties?" "Yibble?" "Yes, that's right, it was

Blockbusters! (Yayyyy!) Okay, Spud, gis a letter . . .

"Ah, er, slobber, sniff, can I have a 'P', please Bob?" "Hah hah hah, no you can't,

"Hah hah hah, no you can't, you'll have to wait until after the show. Hah hah hah. Try again, Spud."

"Can I, er, have an 'L', please Bob?"

"That's more like it, duckbrain. Right, which L did I

used to wake you up on?" "Er...a Lilo...no, er,

chaise Longue . . . er, no, I mean

Tring! "Time's up, twerp. The answer was LBC, stupid! Hah hah hah. And there you have it. Hah hah hah. Sincerity? You can't buy it."



SHALL WE TELL THE EDITOR?

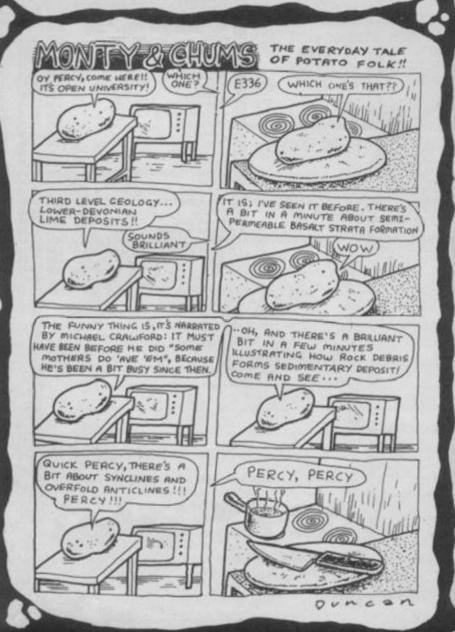
No, don't, in case she finds out about this boffo Jeffrey Archer compo we're running with Domark, who is releasing the computer version of *Norra Penny More, Norra Penny Less.* We've got ten hardback copies of various Archer novs to hand out, each signed by the great man himself (he wrote, in a crawling, Archery sort of way). And to go into the giant editorial hat, all you need to do is answer this peasy little teaser ...

What was Jeffrey Archer before he became a well-known novelist, chat show guest and Spitting Image puppet?

a) Conservative MP and businessman.
b) Circus clown and marine biologist.
c) A nun called Tina.



Got that? Now send your answer on a postcard to First Among Hatstands Compo, YS, 14 Rathbone Place, London, W1P 1DE. Usual rules apply, and get your entry in by 30th June 1988.



6



e dgin. Har harr! Wot noos

than?

FLYING TONIGHT

Pictured here with MicroProse supremo Major 'Wild' Bill Stealey, is Thomas Wharton, 15, winner of our Gunship compo from yonks ago. As someone who's planning to join the RAF after he leaves school, Tom was only too keen to brave the perils of a ride in the MicroProse stunt plane - looping the loop and all. This pic was taken before the trip (just in case he re distributed his lunch

afterwards), but he thoroughly

YOU ASK YS

This month: WHAT IS THIS SEAL OF APPROVAL RUBBISH? (Andy Donald, Chertsey).

We've actually received a number of enquiries about this, so let's ask the Seal himself. His name, by the way, is Basil

"Arf arf arf. Yes, large whisky for me, if you wouldn't mind. Now who am I, you're wondering? Well, I'm employed by YS to make sure that every game the mag reviews is completely and totally finished. So you can be sure that we're not pulling a fast one. Arf arf. 'Cos y'know (leans closer), some other mags aren't quite so scrupulous. Won't mention any names but, (whisper whisper). Yes indeed. But we don't review games based on early demos or even screenshots, and we think you should know about it. Now

where's my cheque? Arl arf arf." Is there anything you want to know about YS? Write to Frontlines, YS, 14 Rathbone Place, London W1P 1DE.

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MM

WHAT, ANOTHER GAME ON THE COVER? ARE YOU POTTY OR SUMMINK? Well, to quote our publisher, Kevin Cox, "Yibble yibble yibble ker WHEEEE brrrrrrrp blaaaaaaap." But no - our seventh exclusive cover game (count 'em), is set for next month's issue, so place an order with your newsagent now, or preferably sooner. Alternatively (sales pitch coming here), you could always fork out for a sub, 'cos for £15 you'll not only get twelve issues and a free Ocean/ Imagine game, but also all the cover games at no extra cost. Bargain city, old cabbage. So watch out for the next bumpoid ish on 14th June!

enjoyed the experience and was completely steady on his pins afterwards. The pilot certainly put him through his paces staying "inverted" for a fair few seconds (yeek!), performing rolls and diving around as in a WW2 adventure film.

MicroProse set up the day of fearsome flying stunts near its HQ in Tetbury, Gloucestershire, with many of the computer press attending, and a good time was had by all. And did YS ace reporter Marcus Berkmann follow Thomas into the stunt plane? Baaaaaak buk buk buk buk buk baaaaaak ...



Very Clever Mr Bond, But Not Quite Clever Enough



Well if it ain't Roger Eyebrow biffing it out with Karangangaftanga (or summink), The Human Tinny Opener. This is, of course, a scene from the famous 1973 film, and soon-to-be Domark game, Live And Let Die, in which James Bond, or 'Shems' as the leading lady would have it, gets to do a lot of messing around in boats. In the new game, in fact, he get's to do little else. So there he is, in his speed boat, and he's got to avoid the crocodiles, islands, poison dart spitting scarecrows, corpses rising out of the water, and skeletons throwing spears. Of course, being Bond, you've got a small arsenal of rocket launchers, shells, machine guns, exploding Y-fronts . . . (Pay attention, 007! Ed) When 007 gets killed, he floats up to heaven with a halo over his head, and a fresh agent, 006, floats down to continue the job. Sounds good, eh? Okay, that's all, 007. Give your order to Moneypenny on your way out.

Take a butchers ("Oi! Leave me alone!"), at the bottom right corner of this ish of YS and you'll notice our bril'o Charlie Chaplin flickbook, produced in conjunction with US Gold (whose Starring Charlie Chaplin game's out soon). Now, you might find that all the ads and things get in the way of you getting the most out of it as it stands, but thanks to the P Snout School Of Animation, here's how to make the real thing. All you need is loads of thin card, an elastic band, a pair of scissors and about a ton of sticky-back plastic. Well, you don't really need the sticky-back plastic, but who's counting?

Right, are you paying attention at the back there? 1. Cut out all 30 of the frames. (Remember that the story runs from the back to the front.)

2. Stick each frame onto a piece of thin card, numbering each card on the back. The card should be about twice as long as the frame (so you've got something to flick).

3. Make sure the pieces of card are about the same dimensions, and the figure is around the same place on each card. (An old pack of playing cards might be worth trying out.)

Now bind them all together at the other end with an elastic band. And get flicking!



Hmmm, suspicious. Not that we know anything yet for certain, or indeed anything at all, but three important company people, when asked whether there was going to be a 16-bit Speccy at sometime in the near future, each replied "No comment." Yes indeed, madam. Other, less reliable sources suggest it may be ready for the PCW Show (or whatever it's now called), in September. Not that there's any confirmation about anything from anyone. Still it would be fun, wouldn't it? So start saving ...

 News of Epyx's big September release —Gold, Silver And Bronze, a sports sim compilation with 23 different events, encompassing Summer Games I and II and Winter Games. What's just a re-packaging of old material on other formats, is of rather greater interest to Spectrum owners, as the two Summer titles have never been available for the old computerised beermat before. Which means a huge and mostly new sportsim at a pretty useful price. Let's hope it's a little more polished than California Games, eh, lads?

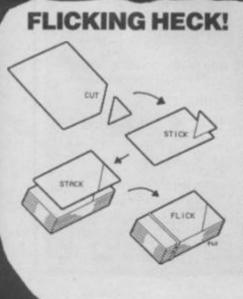
Hewson's plans for the year have been revealed, and pretty damn rinky they look too. Roadstar XRi is the next one from John Phillips, he who wrote Nebulus and Impossaball. Due in late August, it's described as a racingshoot-'em-up-puzzle game (well of course), in which you fizz around 3-D tracks on an air vacuum (eh?), shooting your path through the maze of obstacles. Sounds weird. Netherworld comes from Charlie Tee, who must be the first Finn to make a mark (or indeed a markka), in games programming. This one features acid-spitting lizards and skulls that toss out squelchy eyebails business as usual, clearly. Finally there's the peaceful-sounding Battlecar Marauder, a vertical scroller involving death, violence and mayhem galore. This'll be the first one to appear, in early summer, and it's the work of Glaswegian Mark Kelly. See you, Jimmy!

Had a jolly lunch with the Domark boys, still counting the moolah they've made from Star Wars and all those TV Games. Like quite a few exhibitors they've pulled out of this year's PCW Show -seems that the cost of putting up a stand there is, well, not so much high as ionospheric. Meanwhile, there's Empire Strikes Back to look forward to in July, and after Live And Let Die, yet more Bond games at the approximate rate of one a year. And unlike meaner spirited companies, it's still planning to support the Speccy. Yeeaaahhh!!

 Meanwhile Accolade's first product to be released through Lecky Arts is Mini-Putt, and guess what sort of sportsim that is? Rather than going for the Leader Board market, this golf game instead investigates the fascinating world of crazy golf, the most vicious and disheartening game in the world, especially if like Dr Berkmann, the ball always rolls back down the slope to the beginning. Still, Accers and EA have taken it terribly seriously and tried to pretend that it's a real sport, instead of an excuse for murdering your nearest and dearest. Sandy Lyle, eat your heart out. (And tell us what it 5) tastes like.) RON

HARDMAN

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GRAFFITI CORNER Whatever you want to say, here's where to say it! DEBBIE DESIRE'S PROBLEM PAGE Personal, emotional or sexual problems answered.

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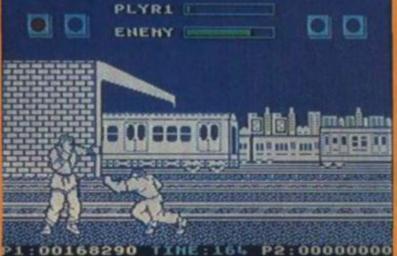
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It's back, it's back, as a matter of fact. As a matter of fact, it's back. What's more, it's never been away. All the previews fit to print, plus a few more (fnar)...





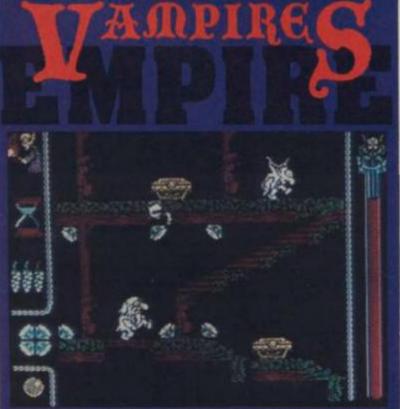
Bit of a stop press, this one. But lumme, look at those screenshots. Those sprites must be eight blocks high! Street Fighter is the latest product of Gol's licence deal with Capcom, and our seedier readers who hang around arcades all the time will certainly know of it – if the crowds around the machine in our local coin-op emporium are anything to go by. On the face of it, of course, it's just another martial arts beat 'em up. But with the programming talents of Tiertex behind it (they gave us 720°, if you

remember), you won't be amazed to hear that it's more than a little out of the ordinary. The playable demo we've seen is cracking good fun (yeow!) — it's fast, good looking and well hard. Watch out for a review of the real McCoy (you must be out of your Vulcan mind) very soon...



Odd looking platformer from Gremlin, this, innit? But it is in fact a Magic Bytes game, from those wacky Germans who put out Clever Und Smart a few months ago, via Ariolasoft. Well, as you probably know by now, Ariolasoft is no more, and the Bytesters have mayed aver to Gremlin, And

Bytes game, from those wacky Germans who put out Clever Und Smart a few months ago, via Ariolasoft. Well, as you probably know by now, Ariolasoft is no more, and the Bytesters have moved over to Gremlin. And why not, as Macca would say. This looks nearly as fabby as the ST version, and that's saying something. (To be precise, it's saying "This looks nearly as fabby as the ST version." We're not total nerds here, you know.) No price or release date yet — more info soon.





Well of course. Grand Slam's doing a lot of stuff from Teque (Terramex, Flintstones) and here's another one, a platform game not a million miles from Monty Mole. No shock there, of course — the Teque boys, Harrap and Hollingswoth, were the people who started the ball moleing, when they were working for Gremlin. This one is based on a Sheffield 'character' named Chubby Gristle, a rather corpulent traffic warden whose catchphrase is apparently "You can't park there." Ah the wit, the humour, the sheer brainpower of the traffic warden! Get your revenge and play this little number when it appears, (sorry, no price details yet). That's the ticket! (Groan).

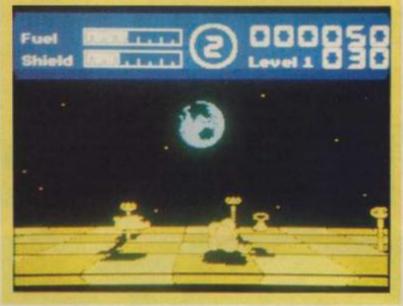


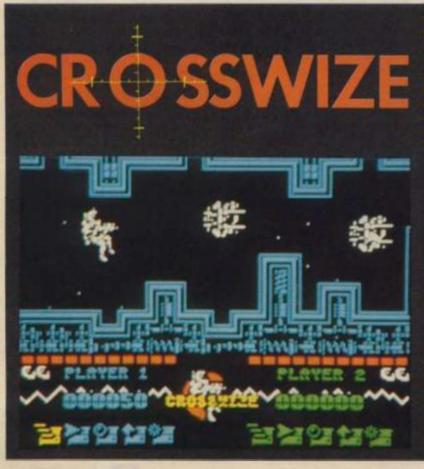
•PREVIEW•PREVIEW•PREVIEW•



This one really crept under the finishing line, but worra turn-up pour les livres! We've all been waiting for the first Last Ninja (if you get our drift) for ages, and then we get the sequel first! But according to System 3's Mark Cale, the original Speccy version of the first Last Ninja (let's call it the first first Last Ninja) was not awfully good — in fact it suffered from being crap. A re-written version, the second first Last Ninja should be out in the autumn. Meanwhile the second Last Ninja is

ready, so he's releasing it now, along with the Commodore and all the other versions. The question is, will the second Last Ninja be the last Last Ninja? Or if we count the autumn release, will the last first Last Ninja be the real last Last Ninja, or will it be just the second Last Ninja (to come out, that is)? And why have we all got a headache? Anyway, The Last Ninja 2 (for so it's called) will be emerging from System 3's HQ any day now, and you can expect to pay a penny under a tenner for it. Few programmers retain a personal following in these corporate days, but one who does is Pete Cooke, who wrate Tau Ceti and Academy (Drooll Phil), for CRL and Micronaut One for Nexus. The latest lucky company to sign him up (no doubt he's manacled to a keyboard somewhere in the basement, so he doesn't get away), is Firebird, which is releasing his newest spanker, Earthlight, in June. And dunnit look a treat? It's a scrolling shooter — what else? — but features some incredible shadowing effects, as you can see. The light streams down from the revolving Earth in the background (hence the name, Earthlight — geddit?), so everything that flies over the moonscape has a whizzy shadow. Add this to the superb 3-D perspective effect, and it looks as though we may be in for a humdinger. Review to follow, let's hope next month. Oh, and it'll cost you £7.95. Yowzer, yowzer!





What, a sequel to Sidewize already? Ho yus, and this is apparently "the most technically innovative shoot 'em up ever written for the Spectrum." Never heard that before, have we? Still, it's been written by Steve Weatherill and Colin Grunes (good name that), the bozos behind Nodes Of Yesod, Arc Of Yesod, Heartland and of course Sidewize,

so who knows? This one has fully animated backgrounds, up to ten aliens on the screen at one time and continuous ranging scrolling landscapes (sounds nasty — you'd better see a doctor). There's always room for another shoot 'em up well, let's hope so, far Firebird's sake. Crosswize is due out any day now, at the modest price of £7.95.



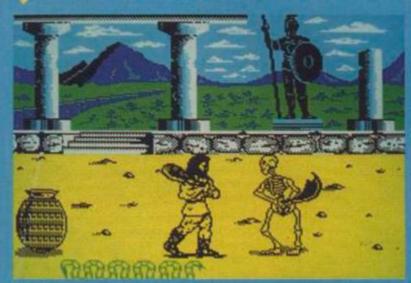
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Well there's a macho title if ever there was one. Almost certainly better than Donald — Feeder Of The Guinea Pigs, or even Philip — Eater Of The Sandwiches. This latest thumparound from Gremlin has the now oblig massive sprites, to go with the even more oblig silly staryline. But hold an. We're Talking Greek Myths here. For (deep American voice), many thousands of years ago in Ancient Greece, a son was born to the king of the Gods, Zeus, by Akcmene, a misspelt mortal. (Bit of rumpy on the side for Zeussy, oho.) The boy Hercules, also called Heracles and Alcides (depending on who was asking, no doubt), was hated by Hera, Mrs Zeus, who placed a curse on him. Even so, he grew up safely enough, got spliced and had some sprogs, but one night, bewitched by the curse, he killed his children as they slept. He was a



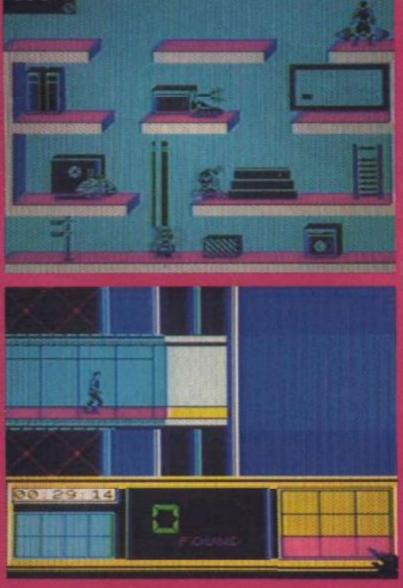
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bit upset about this, not surprisingly, as were the Gods, who set him twelve terrible tasks to complete, to save his soul from eternal torment. (Well, it's better than 20 years to life...) Actually it's a great story if you like that sort of thing, so let's hope Gremlin do it justice. It's a biggie, anyway – out soon, at £9.99.



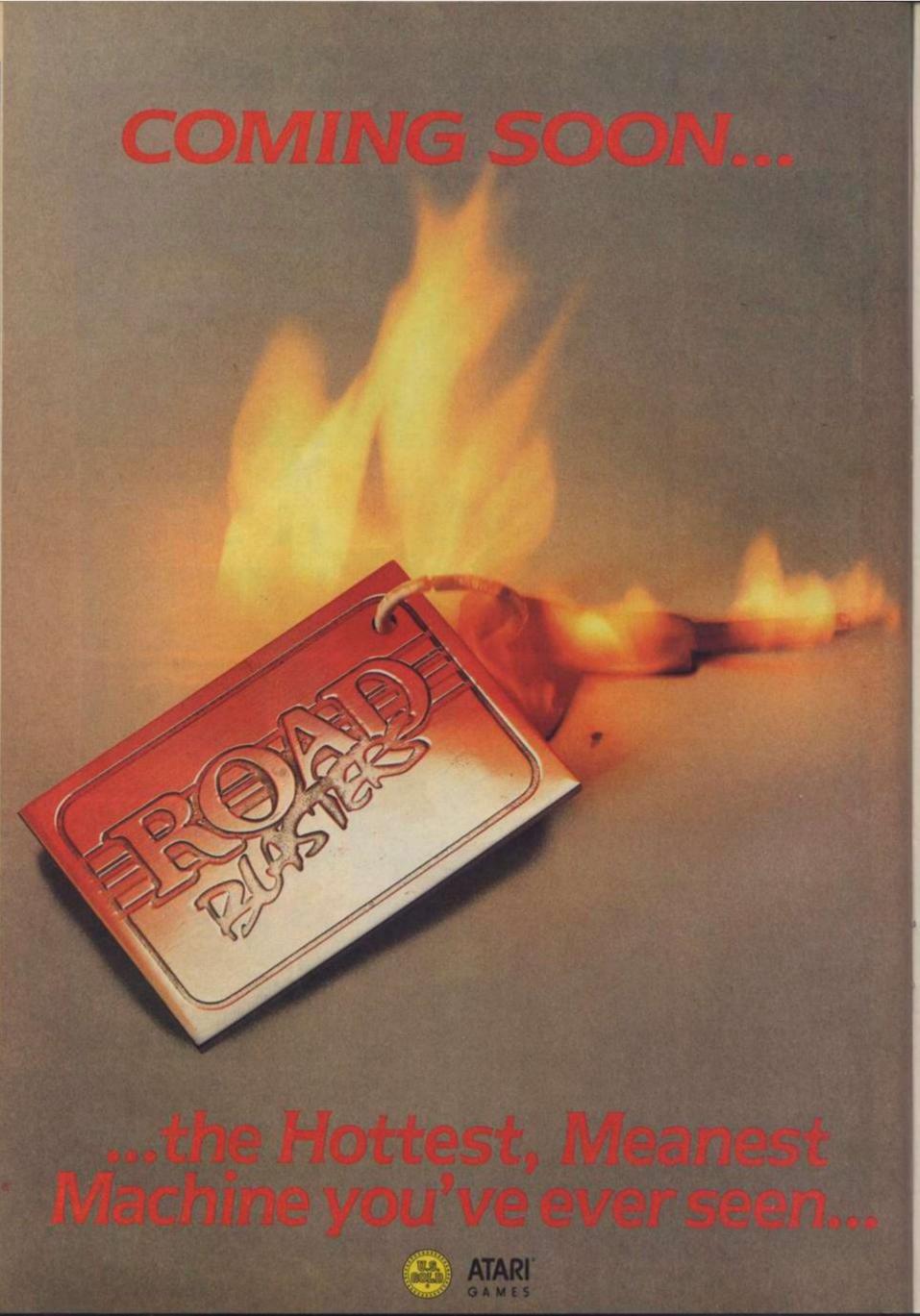
Well, we've certainly been looking forward to this one. Impy I was one of our fave games EVER (although, harror of horrors, it was a mite better on the Commodoro), and the new one is along similar lines. You're an agent, and your mission is, yes, to prevent the world being destroyud. All in a day's wark, natch. What it all comes down to is eight towers, all with very Impossible Missiony rooms, full of computers and terminals and nasties and platforms and lifts, and you have to groove through each building opening sales and recovering musical sequences. Yes, musical sequences. Unfortunately, the musical facilities on the Spec are not considered quite up to this sort of thing (in other words, you wouldn't be able to recognise the tune), so instead we get lyrics you know, 'I should be so lucky, lucky lucky lucky, I should be so lucky-sabhish.' Or whateves. Anyway, Impy II is on its way from Epyx, to appear sometime soon. Price? E8.99.





Ah sol Lo Yin, he velly, velly blave. He karate wallior who is being chased by ze velly hollible Wang Chen. Oo-er! Lo Yin has ze scrolls (velly nasty), and ze evil Wang Chen is after zem. Can Lo Yin kick his way from Changchun to Shanghai, and deposit the scrolls with his friend Derek in Slough before Wang Chen catches up with him? Phew! Shanghai Karate from Players costs velly, velly little at £1.99, and is out now!

COMING SOON ... Lecky Arts' The Bard's Tale Incentive's The Dark Side Coscade's Traz Piranha's Halo Jones Ocean's Target Renegade Ace's Alien Syndrome YS's The Three Bears Ron HARDMAN Autos





WRITE TO THE ED, YS, 14 RATHBONE PLACE, LONDON W1P 1DE Star letter winners receive three games! All letters win a YS badge.

HOVER BOVER

As the managing director of Gardensoft, I wish to complain about the unfair review of our recently released Advanced Lawnmowing Simulator. It was nice of you to give the program a Megagame stamp, but I feel you made some serious omissions.

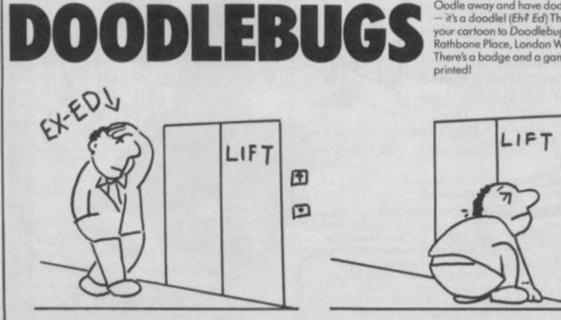
Firstly, there was no mention of the full colour A3 poster of a Qualcast Concord mower, free with every copy of the program on Plus 3 disk. Secondly, you did not inform your readers of the program's compatibility with the Interface Two, Currah Microspeech (Don't chop up the worms!"), and the Trojan lightpen. I believe this is a deliberate attempt by larger software houses to put us out of business before we take over the entire market, by bribing magazines to gloss over the finer points of our products. For instance, the extensive advertising campaign we initiated has never been seen by the public. How do you expect us to sell games when you 'forget' to run our full-page colour advertisements for the game, featuring the lovely Rosie Bush. tastefully garbed in green bikini and wellies? I trust these shortcomings will not occur in the future when we unveil our next range of games, including DIY Wallpaperer Simulator, Household Chores Compendium, and the state-of-the-art Boiled

Egg Timer strategy/adventure concept game, available in the summer exclusively for the new Spectrum +4, with built-in Laserdisk RAM storage.

G Miller **Gardensoft Publishing Empire plc** Dover, Kent.



We certainly could never accuse you of letting the grass grow under your feet, what with all these new products coming out. I'm sorry if you found our review to be a thorn in your side, we thought it was a cut above average. Still at least we've printed your letter, which should help you regain your composture. Not only that, here's a picture of that mower that's a lot less bovver than a hover that you've been crocusing about! Ed



This sensitive portrait of an ex-ed in exile comes from regular YS correspondent Richard Pelley from Westbury-on-Trym.



I recently bought a rival mag for the 'free' game tape on the cover, to see how it would compare with your games. After reading through the mag, I have come to the conclusion that YS caters for readers of higher intelligence (I mean, who wants a letters page run by a rabid, psychopathic teddy? T'zer is bad enough!!). This other mag seems to think its tape is better than everyone else's, having a game on one side and a playable demo (gasp, gasp), on the other.

I therefore suggest that your next cover tape be something a little more upmarket and technical like a graphics utility or an adventure creator (mini-PAW or GAC?L

Changing the subject slightly, I have every issue of Your Spectrum/Your Sinclair and while I find that the mag has improved tremendously over the years, I think you concentrate too much on games, and not enough on utilities and peripherals (only one Hardware/Hard Facts special since July '87).

Still, enough griping - thanks for a great magazine. But please take note of my ramblings some of us don't play games all of the timell

Martin Payne Portsmouth, Hants.

PSI like orange Smarties and milk chocolate M&Ms

Oodle away and have doddles of fun it's a doodle! (Eh? Ed) Then send your cartoon to Doodlebugs, YS 14 Rathbone Place, London W1P 1DE. There's a badge and a game for any

0



You should be well-pleased 'cos we've recently started a page every month called Rage Hard which is solely on hardware peripherals. What do you think? Ed

MEGAGAMES

I have written this letter in praise of the excellent quality of your free games. I read all the Spectrum mags, Crash, Sinclair User and Your Sinclair. They have all had games on the cover. Crash had playable demos, YS had proper games and Sinclair User copied games. They gave a copy of a game called Zarjaz which is a scrolling shoot 'em up. The thing is, that if you have played Zub and then pressed 2,4,6 and 8, you get a game called Lightfarce. Zarjaz was an exact copy of the game, apart from the title. It makes me so mad that they should charge an extra 50p for a game everyone has got or played. Thank you again for your high standard of games. **Daniel Nugent**

Hanworth, Middx.

Well, you'll already have played Blind Panic by now which we reckon is another spanking game. What do you think of this month's game People From Sirius? I personally think it's pretty damn good. Why not write in and let us know? Unless of course you don't like it, in which case don't. Ed

THE WONDERFUL WORLD OF THE SPECCY

Yes, every month we invite readers from overseas to write in and tell us about the wide world of Speccy playing.

Or something like that...

Please send me the emolems and prospectus and catalogne fo yoor famusfim ithik yoor sars are and the best yor int the world i world bewry. Pies as passiole. Lapinski Wojliech Lapy, Poland.

I think you'll find that it's on page three of the August issue of World Turnip Monthly, under the heading Propagating Your Old Bulbs. Failing that RON you can always HARDMAN ask your local AUTOS



LIKE A VIRGIN...

I was very interested in reading the article about role-playing games in the February issue of YS. I noticed at the bottom (fnar), you thanked Virgin Games Centre for the info. Could you print the address for Virgin Games as I (and many others) would like to send away for some. **Allen Baird**

Londonderry, N. Ireland.

Contact Virgin Megamail (the mail order branch) at 41-43 Standard Road, London NW10 6HF, and they'll send you a catalogue. Or phone 01-453 1366 or 01-453 1377. Ed

CLOSE ENCOUNTER

Please tell me, are you human? There is no human on Earth that could write a magazine with the same instant appeal, quality and style that makes me go all ... ooh ... just by looking at it. (Eh? Ed) I for one, trust every single one of your reviewers and recently burnt down my local computer store because it didn't stock 720", which you rated as a megagame. **Owen Billcliffe**

Parkhurst, Isle of Wight.

No, I'm an alien. Ed

ELECTRIC SHOCK!

I have a comment to make about Desert Island Disks. If stranded on a desert island with only your trusty Speccy, TV, tape recorder and eight fave games for company, where pray tell, would you find three plug sockets? On a nearby palm tree perhaps?

Also on page 40 of the March issue of your mag there is a Castle Computers advert and down the bottom on the left it says, "Doc The Destroyer RRP 75p Our Price £2.99." What a brilliant deal. **Simon Warner** King's Lynn, Norfolk.

Are you a complete aardvark or something? All you need to do is take some re-chargeable batteries and a battery recharger. Seel Ed

IN TUNE

Your magazine has just about everything it needs - a good logo, a programming section, plenty of reviews and a letters page (or two). But there is one thing missing, and that's a title tune. You can't expect to compete with Crossroads or Eastenders without a title tune, so to make amends for this I have just spent, some time (about two minutes), composing one for you. Just type it into any Speccy and away you go.



TRAINSPOTTER AWARD

WALTON EARTH?

I'm writing to warn of a new and terrible threat that is spreading like wildfire across the northeast of England — Trainspotter recruitment. Enclosed is a photograph of a Trainspotter with a new recruit (although note that the recruit has not yet reached a high enough rank to wear the coveted National Health

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David Smith Belmont, Durham.

PS What does the J stand for in Rachael J Smith?

PPS Have you noticed that for the last year YS is getting around two pages thinner every issue? Is it on a diet?

Hang on a mo! That little ditty sounds a smidge like the Neighbours theme tune to me. I reckon this little melody I composed earlier is much better. Di di di dee dee Dum dum dum dah Ooooooh la la! What do you think? Ed PS J stands for just. PPS Its thicker you clot, but obviously not quite as thick as youl

HEY JIMMY!

While hunting through all my old issues of YS (looking for hints on old games), I noticed that nearly all the adverts for games had one of two things on them - either, 1) a rather spectacular woman's body (fnar), or

2) an act of unimaginable cruelty or violence.

Interesting, eh? **James Hughes** spectacles). I am desperate, I need your help to rid the world of this plague before it goes too far, i.e. Margate.

A Walton Ferryhill, Co Durham.

PS Please excuse shaky handwriting, as I can't see very well with these National Health specs on. Now, where did I put that Vic-20?



Crikey, things are getting quite bad aren't they. How could this sort of thing happen to one so young? I'd be interested to find out how far this epidemic has spread, Ed

Stocksfield, Northumberland.

PS If all you people in the south think all us in the north are thick, then why have we got Europe's biggest shopping centre?

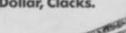
Quite an achievement, I'm sure you'll agree. Any more comments on the north/south divide? Ed

R.I.P.

It is with deepest regret that I bring this news to you, but last night the joke "my spaceship is parked at a parking meteor" (last printed in my letter, Feb ish), passed away peacefully in its sleep. I realise that this may come as a shock to a great many of you but let's face it, it was ancient

and unfunny. On a brighter note — hey T'zer, you know that piccy of you at the start of the letters pages... well what is that massive black zit on your face? And what does the pencil taste like?

Anyway, I enclose £19, valid at the bank of Toytown - that should give me the Star Letter. Noddy Dollar, Clacks





It's a sad day when an old joke is finally laid to rest in Bob Monkhouse's Rest Home For Elderly Gags And Ancient Jests, but I'm afraid it happens to all of us at one time or another. I too

recently lost a faithful, depended upon old joke a few months ago. Why has Dumbo got Big Ears? 'Cos Noddy won't pay the ransom! Ed

HUNKY DORY

I would like to point out the severe sexual discrimination in your publication. How many times have we seen pictures of the YS 'hunks' (I've seen better hunks in a tin of Fray Bentos), (I'm inclined to agree with you. Ed), for the 'adoring' women readership? But when one of us males asks for a little piccie of yourself, Rachael Smith or another of the female production team, what do we get? Nothing!! (except a load of excuses that wouldn't even fool an English teacher.) So please, let's have a few pictures of you lot (and from the list on page 92, there seems to be quite a lot of you), maybe even a pullout poster?

Mark Owen Ffestiniog, Gwynedd.

I posed for the cover photo last month, what more do you want? And don't let that lot on page 92 fool you. Most of those people are friends of the plumber who'd do anything to see their name in print. Anyway here's a pic of the Three Centigrades to keep you happy! But not too happy, mind.



TROUBLE IN FIFE

Frontlines is good, Future Shocks is good, reviews are excellent. But (and this is a big BUT — see!), why do you always assume that your readership consists only of the under-16s? I am nearly 30! I thoroughly enjoy your mag, from cover to cover (and inside too!).

Please, please, PLEASE remember us older types (over 20, under a ton), who enjoy your humorous mag. Neglect us again and I'll tell my mum! Sob!! A T Green

Glenrothes, Fife.

I'm sorry if you feel neglected. We do try to aim the magazine at all ages, but the majority of our readers are around 16, and I don't think free bottles of hair restorer on the cover would go down very well with most of them. Glad you RON like the mag HARDMAN though! AUTOS Ed

6



RINKY KINKY

I think you're dead cruell I asked for a picture of Phil South (worrahunk), and all you printed was a photo of a teddy bear. I mean, you printed a picture of that gross Darrell for Claire Terry.

Anyway, here are a few questions for Phil. How old is he? Does he like the Pet Shop Boys? Do his socks smell as bad as my brother's? What does he do in his spare time?

So this time print a piccy of him. And Claire Terry, he ain't too ugly to be anyone's idol, so bleughh to you. Remember Phil, I think you're dead kinky. Vicki Green

Wareham, Dorset.

Phil is sixteen years old, hates the Pet Shop Boys and doesn't wear socks. And anyway, do they smell as bad as your brother's what? He "noodles about with implements in his spare time," so he tells us, which means he eats a lot. I think you're a little strange if you think Phil's dead kinky, but here's a delicious beefcake (Yum yum I-Phil) picture of the hunk himself. Ed



THE REAL MCEVOY

I was reading this month's issue of your megamag (issue 1), and was wondering how long it takes for a letter to be published. **Guy McEvoy**

Penrith, Cumbria.

PS My entry for Kindly Leave The Stage: In 1724 the Irish invented the toilet seat. In 1725 the English put a hole in it.

It takes this long for a letter to be published. Ed PS Funny how the English took

APRIL FOOL

a year to notice!!!!

Okay then, who was the div who thought that we would fall for that awful April Fool joke that was so bad that I am not even going to bother mentioning it? We're not all Vic-20 owners you know! **Mark Franks** Sutton Coldfield, W. Midlands.

SMALL PRINT

I dare you to fit my name and town on one line in the Small Print column. Phillp Michaelson-Yeates, Westcliff-on-Sea.

He who dares, wins! Ed

Get involved in some real Dutch cheesel Marco Jurriens

Doesburg, Holland. I once became heavily involved with a Goudo but the relationship curdled and didn't go my whey! Ed

Please print a picture of a hedgehog, just to prove that I'd move heaven and earth for Lisa. Rob Moorman

Plymouth. ...Or that you're a bit of a prickly pairl Ed

go out with me? Horness Spencer. With a name like that, I bet she won'll Ed

PS Could you please tell me where I can buy Advanced Lawnmower Simulator by Gardensoft?

Glad to hear it! Sorry about the April Fool joke, we thought most of you would get it. You can purchase the Advanced Lawnmower Simulator direct from Gardensoft at Kew Gardens Ltd, London. Ed

PRICELESS

Have you noticed what great value Your Sinclair is? It used to cost "£1" but now it costs "Still only £1." **Robert A Wilkins** Llangunnor, Carmarthen.

Except this month, when it costs £1.50. But that does include the People From Sirius, remember. What other mag gives you an entire race of extra-terrestrials for only 50p? Ed

NO RHYME OR REASON

I was shocked and stunned when I read "AKA" Jim Shine's insulting letter in February's edition of YS. What does AKA stand for - Art Killers Anonymous? His letter was

KINDLY LEAVE THE STAGE

And from the Joke Morgue this month ...

Q: What do you have if you've got one green ball in one hand and another green ball in the other hand? A: Total control over the Jolly Green Giant. Vicki Green.

Q: What do you call a woman with one leg longer than the other?

This page was ripped out of my maths **Mark Middleton**

Burton-on-Trent. Tr2 to you and all Ed

Could I have a signed photo of the

A Whapham. Okay okayl Ed



I'd just like to ask if Tracey Hughes will Please print this on the letters page. **Brendan Crawford**

Westport, Co Mayo. Why? Ed

a cheap shot at me personally, and the Irish language also. Even a complete moron knows that many Irish words carry two independent meanings and he deliberately abused this fact to mislead you. As Keats once said, "If one has no heart, one cannot write for the masses."

As a result of Shine's vile accusations, I have lost my poetic heart.

Ciontaigh O Cialla Corryblusk, Co Cork.

I'm sorry you've lost your poetic heart. Can you remember where you left it? I'm sure Jim Shine didn't mean to insult the Irish language — just you! And anyway you of all people should know that the English language carries two meanings too, and what Jim actually said was that he thought you were sure to be the next Poet Laureate. Ed



A: Eileen. Michael Rose.

Did you hear about the three Irishmen who sat on the floor? One fell off! Steven Scott.

Q: What's pink and hard? A: A pig with a flick-knife! Michael Skene.

Send in your crap jokes to Kindly Leave The Stage, YS, 14 Rathbone Place, London W1P 1DE. There's a badge for every one we print.



This will be the last Disker for a while (sob, boo, hoo, call the National Guard), but we're going out with a goodie, from one T Bear, from Kendal in Cumbria. With those glasses, perhaps 'T' stands for Trainspotter ...?

Gryzor/Ocean Zap, pow! Terrific. Similar to Green Beret but light years better. There's enough here to knock the stuff out of you.

Elite/Firebird

Ye olde favourite game. Came out years ago, but still in a class of its own. With its superb combination of combat and trading skills, you just keep coming back for more.

Match Day II/Ocean Errr, remarkable achievement in football simulation. With both league and cup games it gives hours of unlimited fun. This game's in a league of its own. Geddit? Haw, haw.

Silent Service/Microprose Fire torpedoes one and two. Aye aye Cap'n. No sub standard game here. It's well worth reading the massive instruction booklet to play this fine simulation, based in WW2 Pacific waters

Worm In Paradise/Level 9 Nice tough adventure to rack your brains on after your evening nap. More complex than a bowl of spaghetti, but heaps of fun.

Through The Trap Door/ Piranha

A great sequel to Trap Door based on the hilarious children's TV series. I just lurve the large detailed graphics, like Berk's eyes spinning when he falls.

Batty/Elite

Best thing since battered fish. Worra game. This keeps me going for hours, even though I'm useless at it. Promoted by a superb magazine (grovel, grovel).

Out Run/US Gold

Broom, broom, vroooomm! Belting along in my Ferrari with the wind blowing through my fur, watching the scenery fly by. This game is brill, a superb conversion from the arcade game.

And that's it from Desert Island Disks. Next month we'll be publishing the final Diskers chart, with the all-time faves of everyone who's ever written in to the column. Yes, everyone! Cripes!

FROM THE MAJOR DEVELOPMENTS) TEAM. CREATORS OF THE AWARD WINNING DRILLER

MISSION: Locate & destroy Zephyr One weapon on Oark Side. Avoid Plexor tanks. Disable Matrix ECO's, use tunnel network and jet pack to best advantage. Time is short. END



IO





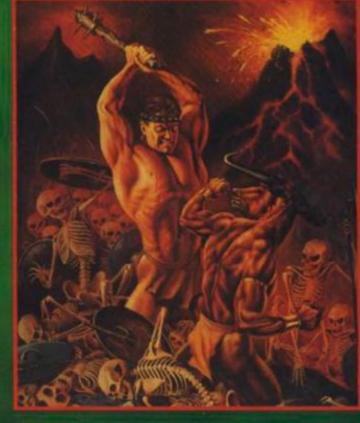


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HERCULES SLAYER OF THE DAMNED ATARI ST £19.99 Disk SPECTRUM 48/128K 57.99 Cassette SPECTRUM +3 £12.99 Disk CBM 64/128 £9.99 Cassette – £14.99 Disk AMSTRAD CPC £9.99 Cassette – £14.99 Disk MSX £7.99 Cassette

> BLOOD BROTHERS CBM 64/128 E9.99 Cassette – E14.99 Disk AMSTRAD CPC E9.99 Cassette – E14.99 Disk SPECTRUM 48/128K E7.99 Cassette SPECTRUM +3 E12.99 Disk







HERCULES -

Son of the Gods, curse of his fellow men, Hercules is set 12 awesome tasks to exonerate the sin of murdering his children. Armed by his divine fathers he sets forth to face the hideous skeleton hordes and ultimately overcome the evil minotaur. To slay the damned is his only saviour in repenting his sins.



BLOOD BROTHERS

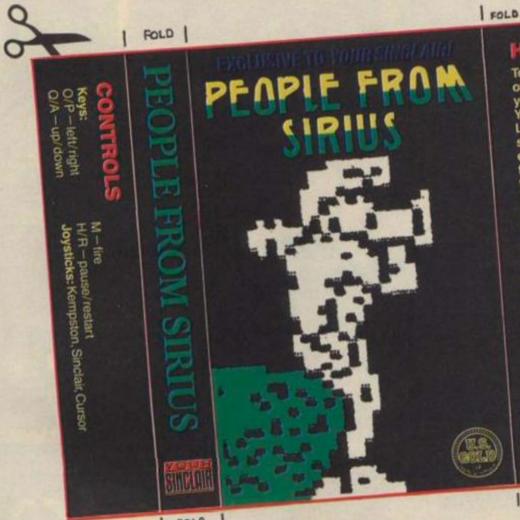
"Our blood is mixed, We are as one, Let no man or beast come between us, And let nothing deter us from our aim, To avenge the deaths of our parents, And destroy the Scorpians, DEATH TO THE SCORPIANS"





Gremlin Graphics Software Ltd., Alpha House, 10 Carver Street, Sheffield S1 4FS. Tel: 0742 753423

You cannot be sirius! People are always asking when we're going to review some sirius software, but this time we've gone one step further - we've bunged it on the cover!



HOW TO PLAY

To escape you must find the five parts of an electronic key, which will allow you to teleport up to the spaceship. You start unarmed, but if you enter a Life Machine, you turn into an armed superman — although the effects, as ever, are temporary. As you stand in front of the machine, turn to face it and then press up to go inside.

front of the machine, turn to face it and then press up to go inside. Press fire twice to kill your enemies, the first time to shoot and the second to make the shot explode. You're also provided with a lamp, but when the battery runs out you'll be enclosed in total darkness. To get a new battery or more ammunition, shoot the computer's sensors, which flutter in every room of both base and ship. When you get to the spaceship you

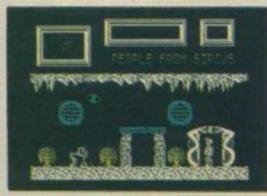
every room of both base and ship. When you get to the spaceship you must seek out the central computer and destroy it. But be careful: the computer is booby-trapped and its destruction will set off a countdown explosion that will reduce the base to rubble. You'll have to get back to the entrance of the cavern before the countdown finishes or you'll be blown countdown finishes or you'll be blown to atoms. So don't say we didn't warn you?

FOLD

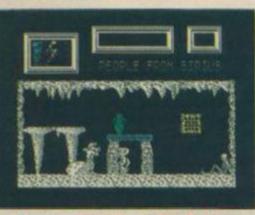
es, here we are again with another YS cover game. And yet again it's a corker. It makes you wonder, doesn't it? Surely there must be a catch? Well,

there's none we know about, unless the idea is to turn YS readers into gibbering slaves, so addicted to their 50p cover games that they don't notice that the entire planet has been taken over by Treens from the planet Pning. Or something like that. Well, it's a thought, isn't it?

This month's ripper is a natty little game called People From Sirius, and it comes from the massive game vaults at US Gold. As you can see, it's in the arcade adventure mould that Speccy gamers have come to know and love, and with graphics this spanky, you won't be surprised to learn that it's the work of two Spaniards, Mauro Spagnolo (code) and Vania Villa (pics). Yes, those paella-eating funsters have produced a game very much in the Iberian



Time to get into the Life Machine and get some weaponry before that little critter crawls up and nibbles your ankles.



In the dungeon with your bazooka (fnar). Blast that goblin and look around for another exit. And who's that kinny fellow having a nap?

mould - lots of wandering about 'n' mapping 'n' shooting 'n' admiring the scenery. What's more, this is a game that'll keep you araldited to your TV screen longer than a videotape loop of Sam Fox on Top Of The Pops -'cos it's that addictive. (What? That addictive?) Well, yes, and a bit more, actually.

So what's occurin'? Well, it seems that many thousands of years ago, these coves from Sirius arrived on Earth in a massive spaceship and stayed to teach the native cavemen all sorts of amazing skills. Yes, it was those wacky canines from the Dogstar who, through the ages, have been responsible for the pyramids in Egypt, for linear developments in partial differential calculus, and more recently for game shows and butterscotch-flavoured Angel Delight.

All the remaining aliens are now dead though, killed by a lethal virus. Only a few zombies remain, kept "alive" by a series of

FOLD

Life Machines based in a hidden cavern somewhere in the Amazonian jungle. Well, it was a hiddern cavern. You see, you just found it.

Naturally, you're a brave and fearless sort of fellow, but even if you weren't you couldn't get out anyway. For you must find five parts of an electronic key, and these are hidden round the base. With this you can teleport up to the spaceship (still in orbit after thousands of years), and trash the computer which is running the whole show. Only then will you be able to escape and return to civilisation, or even Manchester.

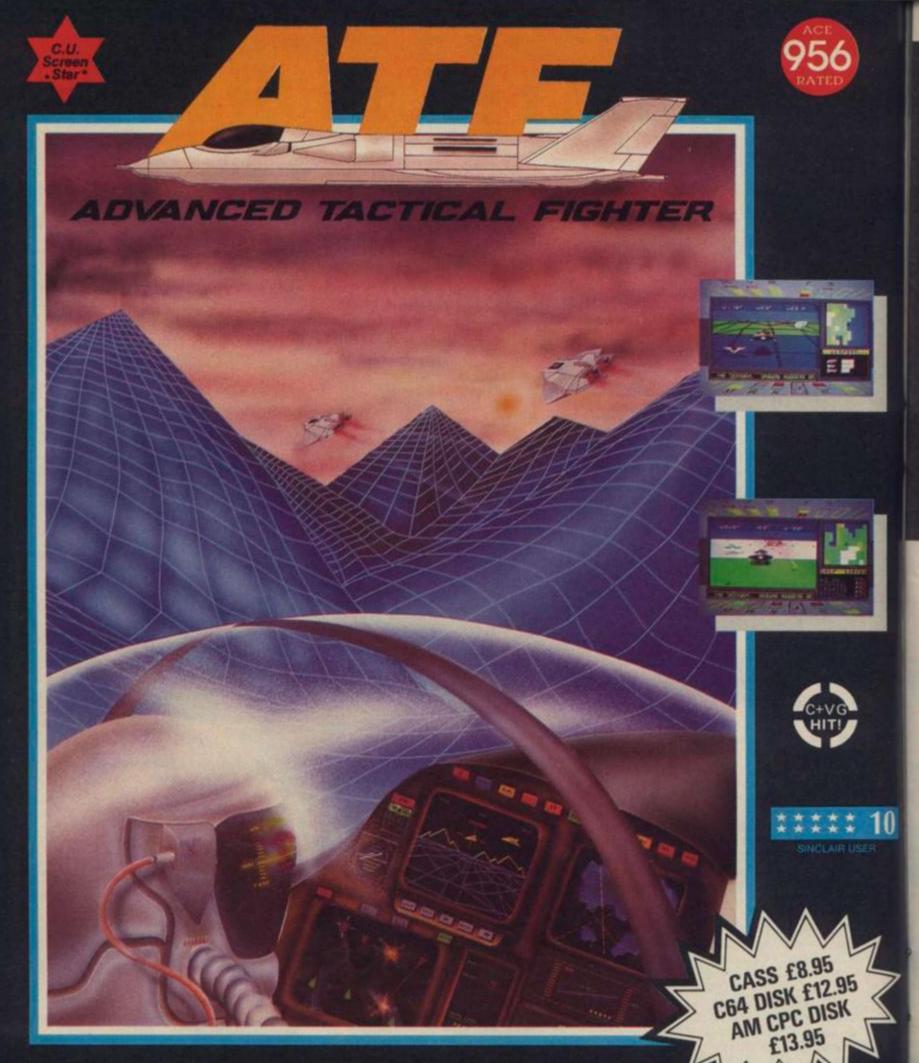
Good stuff, eh? And of course People From Sirius is a complete game - full, fab and unsullied by duffo demos. Nor will you find it elsewhere - as ever, it's totally exclusive to YS. We think you'll love it, 'cos though it's from Sirius, it ain't no dog! (groan).

APE TROUBLES

HARDMAN

RON

AUTOS



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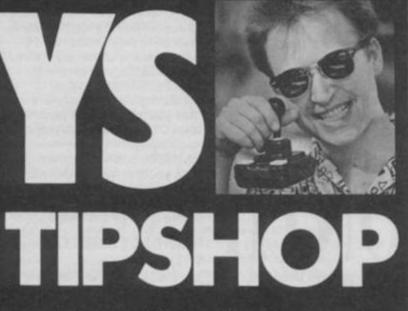
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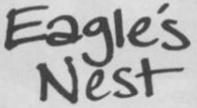
HINTS'N' TIPS



Phil Snout wraps his nose round some of your hints'n' tips, in the world's best Sinclair games hint exchange.

i, fruits. How are you? I'm in a good mood today. It's our first day in our new office and if I don't pass out from the smell of paint, it should be a great edition of The Shop. It's great being bigger than ever before... no, not my tummy, stupid, the Tipshop. (Tsk!) Being the fattest little hints'n' tips section on the Earth is brill, but I'll try not to let it go to my head. I've just got one thing to say to you and that's MAPS. Yes, it's time to get your crayons out, because as you may have heard on the news, there's a national map shortage. So send yours in today, new games only mind, drawn in black ink on white paper and no more than A4 (approx 11 x 9) in size. Send them to YS Tipshop Maps Appeal, Your Sinclair, 14 Rathbone Place, London W1P 1DF

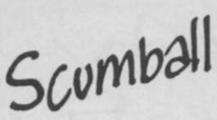
Okay, we really do have a heap of "stuff" to show you today, so let's cut the chit-chat and crack right on with it.



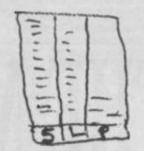
Now there's a thing. A tip that I really wasn't expecting, this one. I mean yes, you always expect a few Gauntlet II's, a number of Gryzor's and the odd brace of Out Run's, but Eagle's Nest? No way, José! So it's Matthew Hunt, my little stormtrooper, with our first tip. Take it away, Obersturmbannführer! "Here's a quick tip for Eagle's Nest fanatics. Simply add the following names to the scoreboard:

DAS MAP Gives you map mode. DAS CHT Cheat mode/infinite lives. DAS NME No Enemies. MAP OFF Turn off map mode.

and you'll be able to enjoy much more Nest for your money." Well, whoopie doo! Thanx Matt. Any more like that at home?



Nice one, James Mackintosh, getting the first Scumball hint for The Shop! So what's the crack then? "This table

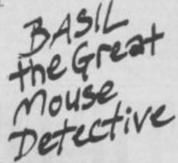


shows your firepower and how long you've got left to live. The P setting shows how long you've got, and pressing the SPACE key just as it dribbles out, means you can have the three settings renewed. The best bit about this is that you still have the same lives! Another way of replenishing your energy is when you see one of these:



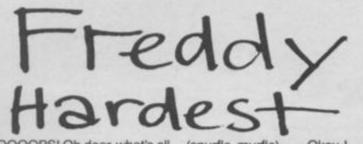
with water squirting out of it. Stand on it and your energy

will go up again. There you go, that's it!" Cheers Bigears. And I like the little diagrams. How about all of you doing little drawings of what you mean? Y'know, sometimes you make it pretty hard for me to understand what you're dribbling on about... (*Oi Snouty, stop harrassing them readers! Ed*) Sorry. Nice piccies, ta



It's not often I get a letter written on a scrap of yellow cardboard, but Michael Auton has done just that. Interesting notepaper there, Mike. Anyway, it seems that Mike has something to say about Basil The Great Mouse Detective. So, let's unfold this bit of card (crrrreeeeeaakk!) and read what he's got_ "Stuck with Basil The Great Mouse? Well, here's some help. On level one collect the gun, knife, paw, matches and the cigarettes, then go to the docks as far as you can go, and the exit to level two is revealed. On level two, there are two clues, a lock and a candle... Oh, I think I've found another clue for level two ...! Bye!" Er., what? What clue? Come on, gis a clue! Oh flip, he's gone. Well, it looks like we're gonna have to wait for the jolly old finish of this one. C'mon Mike, don't leave us in suspense. NEXT!





OOOOPS! Oh dear, what's all this? A stupid mistake? Who could have made it? Oh dear, oh dear! ME? I don't make . . . why that's an outrageous suggestion . . . I never . . . (snurfle, murfle) . . . Okay, I admit it. There was a typo in the last but one Tipshop, in the Freddy Hardest Tip O'The Month. Eoh Neoh! It seems the number for the next level was misspelled as 897563. The actual number was 897653. The numbers 6 and 5 got switched somewhere along the line. But we can take it. 'Course we can. Thanx to Mats Orveland, Phil Wilson, Paul 'Gadgie' Calvert, Doc Berkmann and Dave McCandless. I'm thanking Dave, 'cos in the very same issue he printed the right numbers in *Practical POKEs*. Just think, if it wasn't for that, no one would have been any the wiser. (Watch it! Dave) Haw, haw.



• Justin Moy is a birrava lad. He must be to play Grand Prix Simulator and come up with a tip and a little diagram of how to beat the third level of this berilliant game. Gerron wiv it. "Are you trying to get past level C? There are two ways.

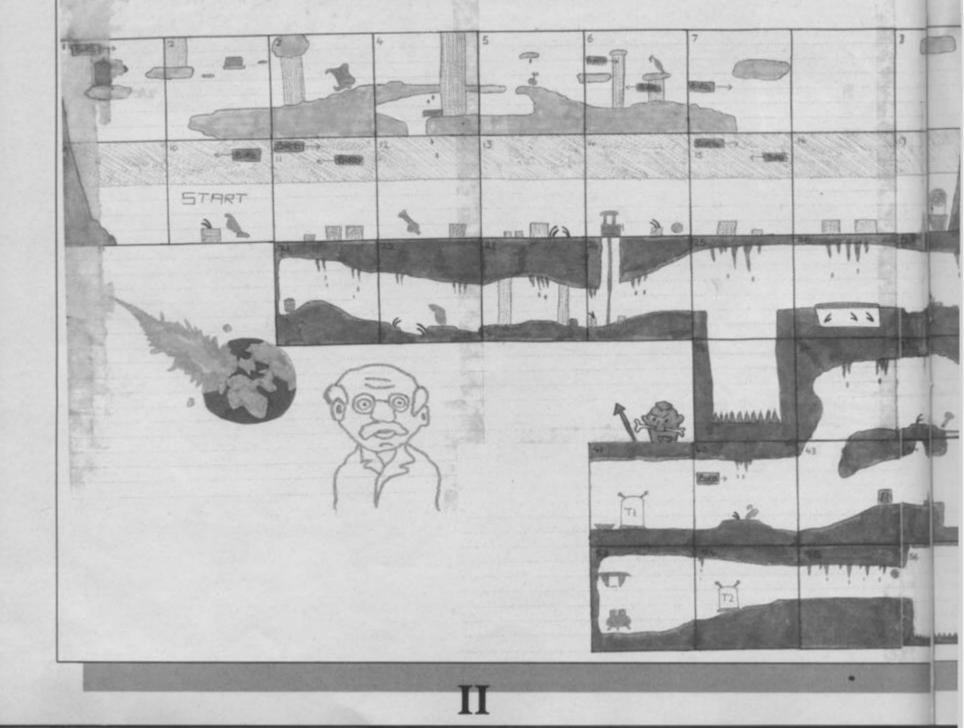
melded by cosmic force into the bilge you're reading here. Okay, so what are we doing here? What's going on? Who am I? Where am I? (in the village...)

RIGHT, LET'S GET ON WITH IT

You start in room 10. Walk over the vacuum cleaner, then walk right to 12 and collect flute. Then it's back to room 10 and swop back to the hoover. Go up to room 2 and collect the Acme Expanding Bridge. Then fly over the column on the top left corner and into room 1. Jump on the cloud and collect the gunpowder. Then jump left onto the cliff and fall down into room 9. Now float back up to 2 and

TERRAMEX

Warning! Anyone who doesn't want a complete solution of this spanky Grand Slam arcade adventure should turn right over — NOW! e've been just about inundated with tips, maps 'n' all for this grunty little trembler of a game, to which Dr B gave a coveted Megagame a month or two back. So ta muchly to **The Wizard**, whose map we print, and also to **Stéphane Scmitz, Adrian Grubb** and **Dean Rowley**, whose various hinty utterances have been



The first way is to play with two players and get your friend to get you and him/her to level C. Then both of you try to keep up with the computer. You'll probably come second. You can now whizz through D,E, and F tracks with ease. Alternatively, you can follow the arrow on this map for the best way to win: Start off by pressing the accelerate button before you get the Go! Move to the right

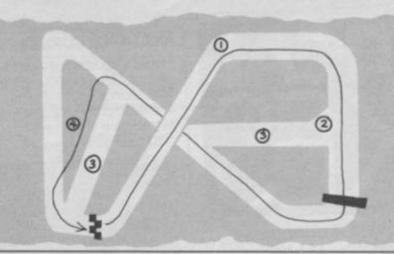
move to the right, collecting all the objects as you go. In room 7, click up the umbrella and jump off the end.

or you'll more than likely

From 15, move left to 14 and pick up the cricket ball, then jump down the well. Once at the base of the rope, proceed left collecting all objects, then right until you reach room 25. Swop for the Expanding Bridge and walk over the ravine. In 26, hold the flute and jump onto the bridge.

Continue right until you reach the spring, which you jump on. In room 18, collect both objects then change to the umbrella and drop down. Go all the way back to the well, climb the rope, and walk right to the balloon. You

ERRAME



need the party manifesto and bellows here (hot air — geddit?). Rise up to the plateau and collect the antirad pins. Walk to the right, click up the brolly again and float down to room 29. Collect the beer barrel, swop for the gunpowder and walk into the cannon. You'll be fired onto the other side, intact. Swop for the gamp again and fall down the hole.

The rest of the game is fairly easy (sayeth the Wizard), but I shall just mention a few problems you may come across.

Room 36 changes with the nationality of the adventurer you use. Fortesque-Smythe needs a

cricket ball to bowl at the stumps. John Caine needs the

spurs to ride the vaulting horse. Henri Beaucoup needs the unicycle to cross the tightrope. Wu Pong needs the camera flash (tourist, huh?) to blind the man doing press-ups. And Herr Krusche needs the beer barrel to get the sailor drunk!

In 55 you need the switch. Jump into the circle on the far right and this will control the basket in room 56.

When walking over the bridge in rooms 46 and 47, you must jump across, not walk, or you'll fall off.

To operate the transporter in 41, you need the energy crystal. Then walk into it and you get transported to 54. Try it again and you'll go to room 32. After

13

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62

+> [1]

mapped by The

bounce into the side. Then at point (1) cut into the inside right. At (2) and (3) if you want to use the short cut, you must turn early, and keep in the middle or you'll slow down. At this point (4) cut across the corner past the second short cut. It does work really. And that's about the size of it." Ooer. Sounds a bit like a cheat to me. And do we like cheats in *The Shop*? Nnnnnnn-yes. Of course we do. Yuk yuk yuk. I jest lurve those little diagrams.

that it won't work.

In room 53 you need the antirad pills before you can enter. In room 60, climb up to the anvil and swop for the silver lining. Walk onto the anvil and watch him make a silver cross which will get rid of the monster in 50.

You'll need the e-mc² formula to get over the bridge in room 51.

Room 52 holds the professor. He'll tell you which objects he needs to divert the asteroid from Earth.

If at any time you get stuck, press T for think and it should get you out of your situation. Phew! And if that little lot

doesn't help you to save the world, what will? Besides a cheese roll, of course, Scrummy!

ARE AND 120 (C) 100 100 100

AN





Wossat? Naaaah, it's David McCandless with loads'a'hacks! Yaaaahhh!

tarting on a serious note this month (C Major I think). I'm getting major marked off by the volume of hacks sent to me

that are copied straight from other mags. Some people must think I don't flick through other mags. So, if I keep receiving ripped-off POKEs I will start printing names! You have been warned.

Right, that's that over with ... on with the POKEs!

SPEEDLOCK

First up this month is **Jon North** (again), with yet another one of his famous multi-hack programs. This time it's for the juicy *Speedlock 2* protection system which apparently was a disappointment — a sort of hacker's flop you could say. Type in the main prog and then bolt on the relevant data.

5 REM SPOLK 2 HACK by Jon Nor
Lh
10 CLEAR 3#4s LET t=0
28 FOR 4=23296 TO 23483
38 READ as POKE 1,a
48 LET 1+1+(4-23286) ### NEXT 4
50 IF 100572714 THEN PRINT "ER
ROR IN BIG BIT": STOP
AB LET 1981 FOR 4=4 TO 109
70 READ a
88 1F a)255 THEN GO TO 118
98 POKE F.a
100 LET 1=1+(4-23394) **** NEXT 4
110 IF 1<3a THEN PRINT "ERROR I
N SPALL BIT": STOP
128 LOAD ""CODE I RUN USR 23296
138 DATA 42,118,91,237,123
148 DATA 180,91,221,33,102
158 DATA 91,6,6,197,6
168 DATA 8,221,78,8,221
170 DATA 35,17,72,80,229 180 DATA 197,237,176,33,75
188 DALW 141, 237, 176, 33, 73
198 DATA 80,126,254,54,32
288 DATA 2,54,8,235,54
210 DATA 201,30,150,205,72
228 DATA 88,193,225,9,193
238 DATA 16,217,42,112,91
248 DATA 237,91,114,91,1
258 DATA 0,4,237,176,42
268 DATA 116,91,237,91,118
278 DATA 91.1.8.4.237
200 DATA 176,42,120,91,54
298 DATA 8,42,122,91,54
388 DATA 126,35,54,91,42
318 DATA 124,91,233,1,96
328 DATA 54,82,58,17,14
338 DATA 12,24,16,24,50
348 DATA 14,25,22
358 REM Put DATA here!!!
and the second se

BRIDE OF FRANKENSTEIN

358	REH 1	Fide of Frankenstein P
OKES.		
368	DATA	255, 183, 237, 229, 86, 238
378	DATA	239,249,225,253,185
380	DATA	85,98,253,42,253,241
		252, 62, 201, 50, 20, 150
		49,119,185,195,144,133
		107475

ATHENA

358 REM Anthena Pokes 368 DATA 8,125,240,228,110,238 378 DATA 7,136,8,17,216,84,115 388 DATA 139,67,139,9,139,175 398 DATA 139,154,96,49,255,255 488 DATA 195,8,91,93648

TRIAXOS

338 REM TRIAKOS pokes 368 DATA 255,165,165,228,75 378 DATA 238,76,238,244,251 388 DATA 38,84,235,253,177 398 DATA 38,84,235,253,177 398 DATA 253,82,253,175,58,4 488 DATA 128,58,0,138,58,252 418 DATA 144,49,191,93,195,8 428 DATA 91,119298

MOUNTIE MICK

358 HEM MOUNTIE MICK's pokes 368 DATA 255,183,238,229,06 378 DATA 255,183,239,249,251,42 388 DATA 185,04,98,253,42,253 398 DATA 185,04,98,253,42,253 398 DATA 241,252,175,58,189 400 DATA 137,58,180,178,58,146 418 DATA 182,49,167,97,195,8 428 DATA 91,125182

MUTANTS

350 REM MUTANTS pokes 368 DATA 200,175,249,228,96,230 378 DATA 258,182,0,0,65,87 380 DATA 196,39,186,238,185,175 390 DATA 58,227,115,49,255,96 408 DATA 195,8,99,87091

RENEGADE

350 REM REMEBADE pokes 360 DATA 200,175,197,220,103 370 DATA 230,0,252,19,241,16 300 DATA 230,0,252,19,241,16 300 DATA 70,115,255,67,255,9 390 DATA 205,175,50,04,160 400 DATA 49,79,93,251,195 410 DATA 203,92,96964

MAG MAX

258 REM MAG MAX pokes 368 DATA 225,191,232,229,116 378 DATA 238,8,133,65,238,285 380 DATA 132,73,136,34,136,233 398 DATA 135,175,58,187,229,49 408 DATA 167,97,195,8,192,87518

WIZBALL

358 RET WIZPALL DOKES 348 DATA 200,175,109,220,110 370 DATA 230,7,252,0,0,0,64 300 DATA 115,255,67,255,9,255 390 DATA 175,50,100,144,62,201 400 DATA 50,62,0,49,0,97 410 DATA 551,195,125,143,107601

SCROLLING CREDS

Late senders of hacks this month were: Matthew Duncan, Michael Medici, A.Park, Steffan Westcott, Steve Mitchell, Hannah Ruczaj, Fraser Gartshore, Anthony Beagely, Sarah Ruczaj, and M.Auton.

CRASH PREVENTOR

1. Type in the HACK program exactly as it is printed here.

MULTIFACE CORNER

Here's a packed bag (well, list really) of Multifacers and their Multifacings. Either use the Multiface programs described somewhere else in this column (if you have a Multiface-saved game), or press'a'dat button to get these POKEs to work. And if you ain't got a Multiface then don't press anything — 'cos nothing'll happen. Heh!

GAME	POKE	EFFECT
720'	40774.0	Lives
	40360.0	Money
	373570	Tickets
AGENTX 2 pt 1	57778.0	Energy
pt 2	62499.0	Energy
pt 3	50561.0	Energy
ANARCHY	42405 n	n=lives
ATV SIM	60250.0	Fuel
NI Y SIM	57318.201	Time
BLACK MAGIC	24730.0	
BOUNTY BOB	50155.n	Immunity
BRIDE OF FRANKY	50155.n	n-lives
BHIDE OF FRANKT	40476,201	Energy
	37605,201	No Nasties
	35486,201	Life Elixir
BUBBLER	57514,12	Lives
	52533,0	Time
DAN DARE 2	58278,62,58279,80	Energy
	5828018:58281201	
	60677,0	Time
	53778,0:63397n	n=start level
	56382.201	Immunity
DEFLEKTOR	34473.0	Lives
	42557201	Energy
	42627201	No overload
ELITE	39517,0	Energy
	39959,0	Missiles
	46848.0	One hit kills
	46759.0	No overheat
	569970	Fuel
	56280,0:56290,0	Hyperspace
	39987,0	Escape Pods
	28820,0	Energy Bombs
	54261.0.54275.0	Dosh
FLASH GORDON	50732.0	Time
LAGITOCHOON	49123,0	Bullets
HADES NEBULA	61998.0	
BALL 2	45392.0	Lives
DALLE	43618.0	Lives
KINETIK	61998.0	Time
MAG MAX	58475.0	Lives
MASK 2		Lives
MADAZ	42849,0:42831,0:	Immunity
AL CTA LITO	44914.0	
MUTANTS	29667,0	Lives
OUTRUN	40623,0	Time
PARABOLA	38303,0	Lives
PARK PATROL	53949,0	Lives
PSYCHO SOLDIER	41401201	Immunity
SKOOL DAZE	63935,255,63937,0	Lines
STARFOX	35876.0	Fuel
STAR RAIDERS2	44108,0	Energy
STAR RUNNER	49560.0	Time
SPITFIRE 40 128K	29030,201	Any mission
THE FAST'N'FURIOUS	59553,24,59554,75	Stamina
	59353,58:59526,58	
	60770.201	Immunity
THRUST 2	34200.0	Shields
THUNDERBIRDS	62134,0	Lives
THUNDERCEPTOR	54487201	Lives
WHO DARES WINS 2	50833.0	Lives
the states this 2	51847.0	Grenades
WIZBALL	37052.0	Lives
	48190,201	Immunity
YOGI-BEAR	33912.24	Lives
10 GI-DEAN	2000 10×4	Lives

Button Pushers are: M.Konnig, C.Turner, R.Fawley, Stuart Smith, David Brankin, James Amatt, Ian

 SAVE it for future use.
 REWIND the game tape to the start.
 RUN the HACK program.
 PLAY the game tape.
 SEND in your incredibly HI-SCORES (you know, something like
 995,536,222,124,763,274,001 on Zynaps. Hah!)

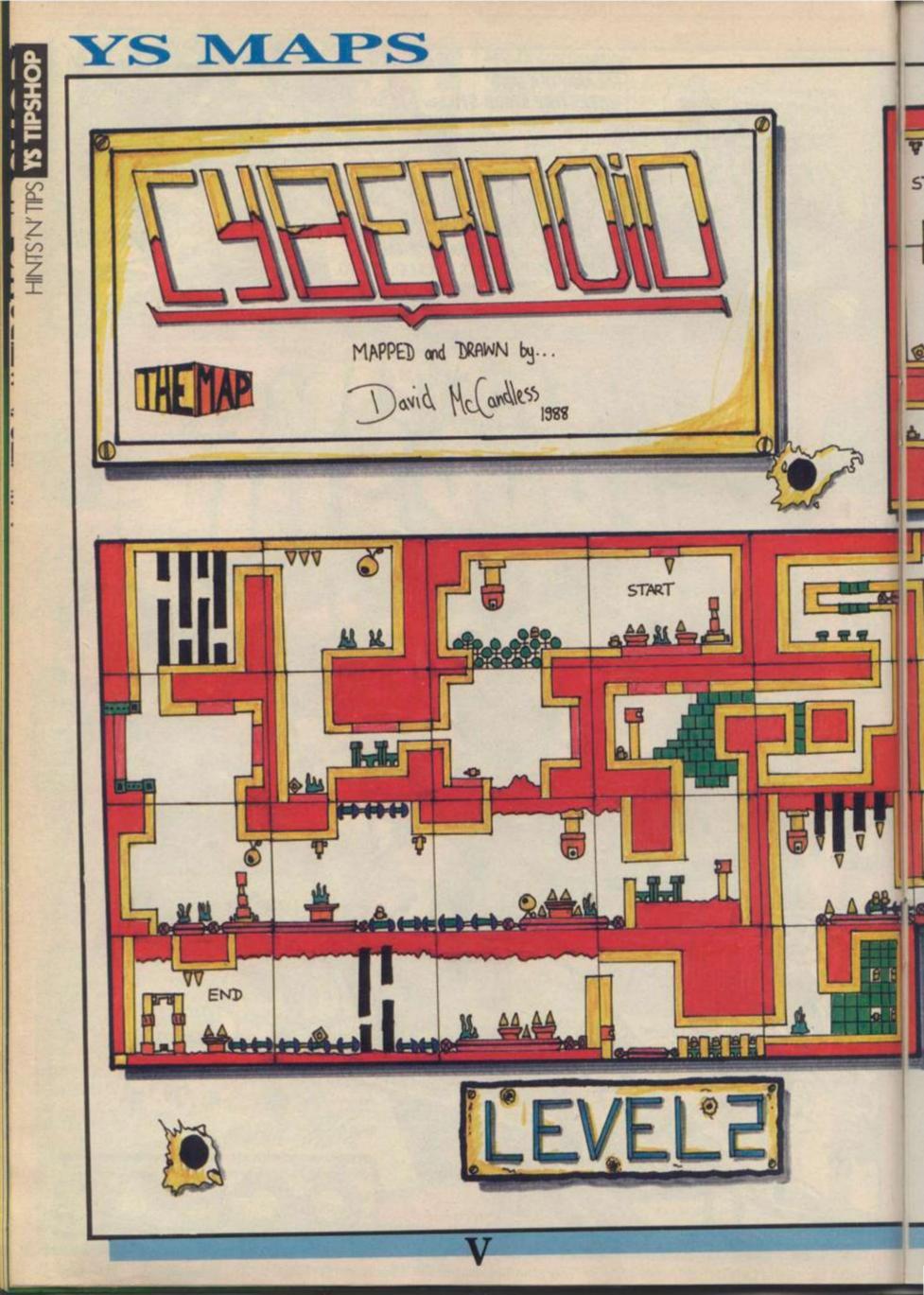
IV

Milner, Alessio Pierotti, Lucien Hoare, Matthew Portlock, and Boffin Brown.

That's it — until next month anyway. Hope you enjoyed it (did the Earth move?). Send anything remotely to do with hacking to: David McCandless, YS, 14 Rathbone Place, London, W1P 1DE. Remember, no sae, no reply and every tipper wins an 'I've Got Big Tips' badge!



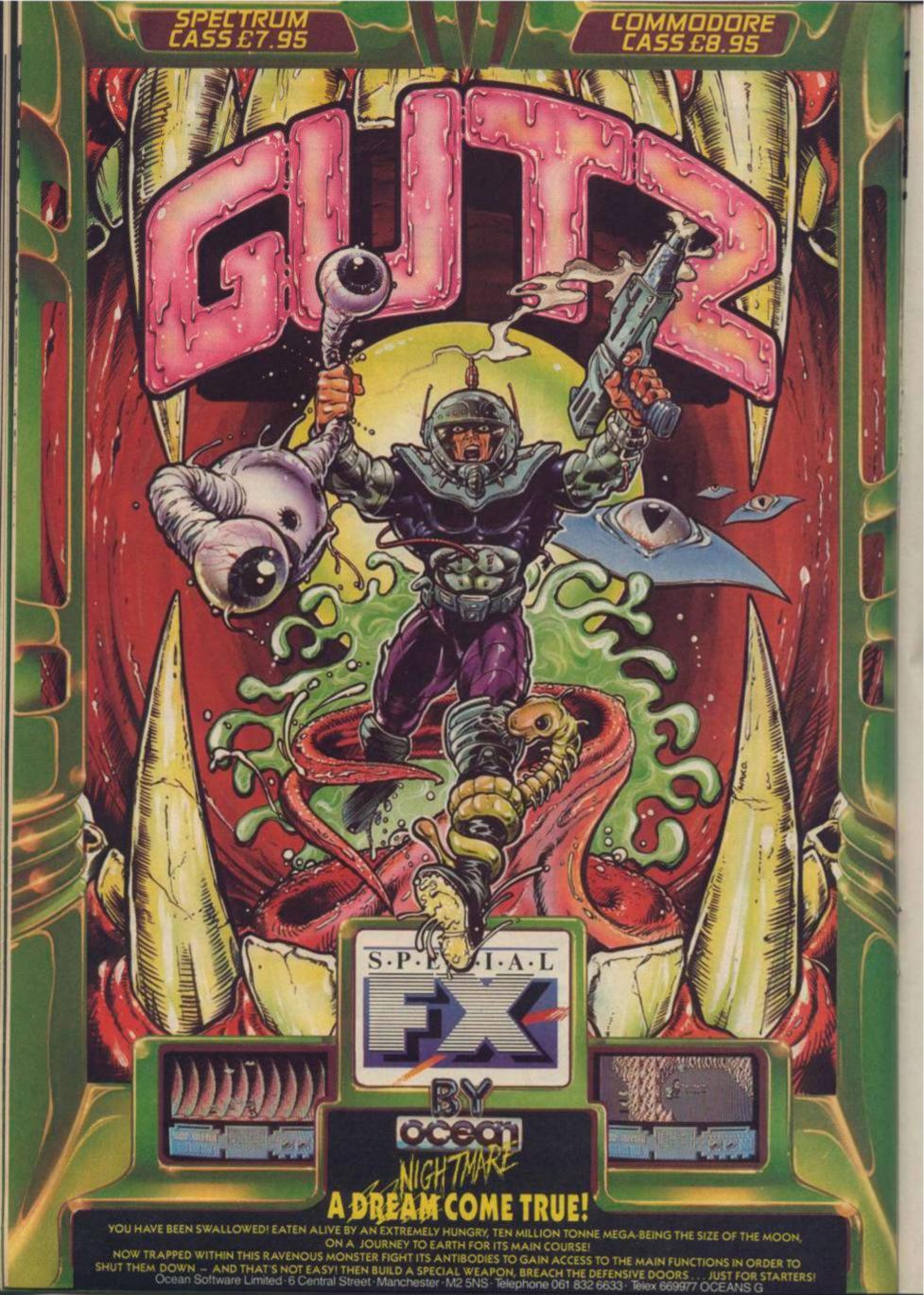
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77 6 START 3 END 9 18 LLI CARGE CARGE 250 MISSILES Δ CYBERMACE 0 XTRA WEAPON x. BACK GUN 9 • 25 DESTRUCTABLE BRICKS • [00] HARMLESS FOILAGE My 500 NASTY! 2 NASTIER H

VI

VS TIPSHOP HINTS'N' TIPS



es, here we are again, although I'll have to be quick this month, seeing as I'm currently

trying to chip out of the bunker at the 13th and get back to the clubhouse in time for opening time. First patient please.

DIZZY

Code Master's arcade/ adventure cheapie continues to be troubling gamers. Steve Curd even went to the extent of sending me the cassette, so bemused was he by its contents. His problem? "I can get as far as the graveyard gate but cannot get through it, and have not been able to find a key or any other item which might open the said gate." Well, you'll find the graveyard key on the screen below the free Acme bird seed, and three to the right of the clove of garlic. Awight? Awight.

AVALON

Remember this old Roxy tune? "Avalonnnn-ooooooeeeee eeeeeealalalaliii" and so on. Oh. it's the Steve Turner game Mark Collins is interested in, eh? Aha. Now, what seems to be the trouble? "I've penetrated all the levels including the High Temple Of Doom, and as far as I can determine, have obtained all the spells. But I still can't find the object/key that will open the two locked boxes on the Labyrinth level, or discover the whereabouts of the other wizards (seven in all), or the Lord Of Chaos." Can't help you on this one, Mark, but I know the feeling. Never can find 'em myself. Wizards, Lords Of Chaos, 10p pieces for payphones, taxi drivers . . . and talking of drivers, I think I'll use a two iron on this hole. Fore! (Thwack.) Mark's been struggling with this one for a couple of years now, so he desperately needs our help. Can anyone oblige?

DOOMDARK'S REVENGE

A plaintive plea from D V Pallot, who has written to me wondering where he can buy an original copy of *Doomdark's Revenge*, the old Mike Singleton extravaganza. Yes, I know this should really be in *Input Output*, but he's a desperate man and clearly needs immediate attention from a reputable clinic (the bill's in the post). If you can help him, write to D V Pallot, Burnville, Ryburn Road, St Clement, Jersey Cl.

HERBERT'S DUMMY RUN

Lee Bainbridge's gamesnag is answered by **Barry Allen**, who has this game so sufficiently sussed, that he sent me a complete solution — fab, Bazza, I'm sure we'll need it as the months roll by Lee couldn't get past the robots or the

DR. BERKMANN'S CLINIC

sandcastle, but now all this will change... "Get the pop gun and the cork (the screen will say POP GUN IS LOADED), then go to the screen with the robots, which will then let you past. Go into the castle and get the flag, then take the rubber duck and the flag to the sandcastle, and swop the flag for the pebbles. "Howzat? (Sorry, wrong game.)

WHO DARES WINS II

Remember this old game from Alligata? Well, it's been on countless compilations, so probably quite a few people do, come to think of it. Certainly **Philip Hopley** does, and he wants hints, POKEs, cheats, anything. Well I have a POKE here which might help, so here goes...

10 CLEAR 24319: FOR N=23296 TO 23320: READ A: POKE NANEXT N 20 RANDOMIZE USR 23296 30 DATA 62,255,221,33,0,95,170, 161,205,86,5,48,241,175,50,145, 198,50,135,202,195,64,192

And if you need a cheat, worrabout this? Go to the side of

FOOTBALL DIRECTOR

More tips on this splendid game, this time from **Tony Huggard**, who should know, since it was he who wrote it in the first place! And it's the tip everyone wants to know — how to avoid going up a level. And as you can imagine, it's all very simple. Press S on the screen and you'll be invincible!

ARMY MOVES

Christopher from Lillington (He Of No Surname) asks for the code to stage two of this Dinamic blaster, Cor lumme, Chris — it was only last December that we bunged it in the first time. Still, 27351 is what you're after, but don't tell me I didn't warn you! And don't call me Shirley.

SPELLBOUND 48K

Where would the Clinic be without a David Jones game? This month it's **Ben Finch** and **James Brameid** who are in trouble, and luckily I have up my sleeve a nifty little POKE that'll give you immortality everywhere but in the Little Bottle and the Gas Room.

10 CLEAR 26060: LOAD "CODE 16384: RANDOMIZE USR 23296 20 POKE 35101,195: POKE 35102,59: POKE 35103,106 30 RANDOMIZE USR 26627

Sometimes windows will appear when you should get killed.

the main menu for the squad page, then add up the overall rating of your team (the figures in the box), but don't include the goalkeeper. For example, if you have D3 M4 A3, your total is 10. Your level will go up if this total exceeds a certain number. And what number would this be? Take a butchers at this chart ...

DIVISION	EASY TO NORM	NORM TO HARD
4	Total 9	Total > 12
3	Total > 12	Total > 15
2	Total > 15	Total + 18
1	Total , 18	Total>21

So keep your total below these numbers and you should (sez Tony) get to Division 1. Yoho! Now when is someone going to give us Golf Director?

Tony) get to Division 1. Yoho!	
1ST TEAM	RESERVES
1 SOUTH 3- 1 SOUTH 3- 4- 1 SOUTH 4- 1 SOUTH 4- 1 SOUTH 3- 1 SOUTH 3- 1 SOUTH 3- 1 SOUTH 3- 1 SOUTH 3- 1 SOUTH 4- 1 SOUTH 1 2 SOUTH 1 2 SOUTH 1 2 SOUTH 4- 1 SOUTH 1 2 SOUTH	134 145 145 145 145 145 145 145 145 145 14
E10 SHIRT 4+ E11 LIFTER 1+ E12 WILLIAMS 3+	GOALKEEPER 3 DEFENCE 2 MIDFIELD 2 ATTACK 2
COACH PHYSIC	BENIE £250000
MENU CHERNELEN	SECU EDIU

Simply press Fire and Z to continue.

UNIVERSAL HERO

A response to J Short's April plea from **DGW Griffith** (all these initials — it's like the Daily Telegraph in here). Shorty was concerned about a plant he saw obstructing an entrance, and not surprisingly, as it turns out not to have been a plant at all. DGW? "Yup, that ain't no plant — that be a waterspout he's having trouble with! Remedy — get the tap about four screens or so from the start, go all the way right, until the cliff edge screen with the pipe sticking out of it, and 'use' tap. Voilàl No more waterspout.

"One teensy hint (he goes on) — mind how you go on passing the waterspout and take your (empty) crude oil can with you! Boy, have you a long way to go on this game, but it's worth it best value for money ever at £2.99." Quite so!

HAYLP!

First, here's **David Wilson**, who's 13 and a bit. "Please tell me how to exorcise the poltergeist in *Stormbringer*. I own the 128K version, so when I try to follow the 48K solution I get killed."

Martin Skinner, meanwhile, is struggling over Monty On The Run. Remember that? I played that for months. It was a while ago, though, and I don't recall the five objects you need to get through all the levels. Do you?

And finally **John Rattenbury** is struggling with *Three Weeks In Paradise*. He can rescue Wilma but he can get no further. "Please can somebody help me," he begs, "it's driving me nuts." Oh go on, be a good egg.

GOOD EGG

And on that subject, I've had a splendid letter from **Ken Green**, who's the latest in the short but honourable line of Clinic readers to offer his services on gamesnags in general. Send an sae to Ken Green, 65 Meadow Lane, Moulton, Northwich, Cheshire CW9 8QQ, and Ken'll do what he can to help. Ken too has a prob, with "that delightful little game *Soft And Cuddly*"Can anyone supply him with a suitable POKE?

AU REVOIR

Yes, once again, I must bid you a sad farewell, certainly before I reach the end of the page and I'm cut off in my prime. (Fnar). Remember to send all your gamesnags and solutions to me at the **Clinic**, **YS, 14 Rathbone Place, London W1P 1DE.** Anything printed wins a badge. See you next month.

OutRun

Phew! Now that's over with, let's gird our loins (ooer!) for something a bit more substantial. Neil 'Ferrari' Jary has been playing the game to death since Christmas, and so

he thought hed impart some of his expert knowledge. Take it away, hotshot. "Get your teeth around these tips for the smash hit game Out Run... 1. When starting off normally

or after a crash, accelerate nearly up to full speed, then decelerate to half speed and change to top gear. This will increase your acceleration drastically.

 To keep speed up, try to keep accelerating round all corners and only change down into low gear when absolutely necessary.
 On corners keep in the inside lane when possible.
 On desert roads (yellow) you'll accelerate very fast, so be careful.

There you go, and may your fuel pipe never hang low, because your mag is ffffaaaaabbbbbb!!! Ssslluurp sssllurp!" Eur, gerroff my shoes, you tonguey little slurper. Thass enough! Phew, he nearly took all the red off me All-Stars, there! Thanx for the tip anyway, ya big perv.

Manic Miner

Ah, yes. Here's one for all you chaps and chapesses who still haven't got your Manic Miner sheet yet... er yes, I know you've been waiting a while, but please be patient. Demand for the sheet has been so great that we've had to borrow a couple of Santa's gnomes just to stuff the envelopes... what? Santa's gnomes? Well, they only work during the Winter, and what with the unemployment situation etc... Anyroadup, back to the point with a snap, my mate Thomas McArdle has this bijou tipette to keep you going. Take it away, Tommy. "To all you Miner Willies, try this cheat. When the game has loaded type in 6031769 for infinite lives. Byeeee!" And why not?

Ghostbusters

What! Who you gonna call?
 That's right, fruits, the jolly old
 GhostBusters are back, and to
 honour their return in a Ricochet
 cheapie, here's a tip from Paul

Jones. Take it away, my little heavy metal. "Here's all you need to know to play GhostBusters:

1. What to buy, If you start off with 10,000 then buy the 1963 Hearse, the PK energy detector, the image intensifier, the vacuum, three traps and the ghost bait. The confinement system is NOT

needed. 2. How to trap the slimers. Move your man up as far as he will go, then move him to the middle of the screen and press fire. Move your man to

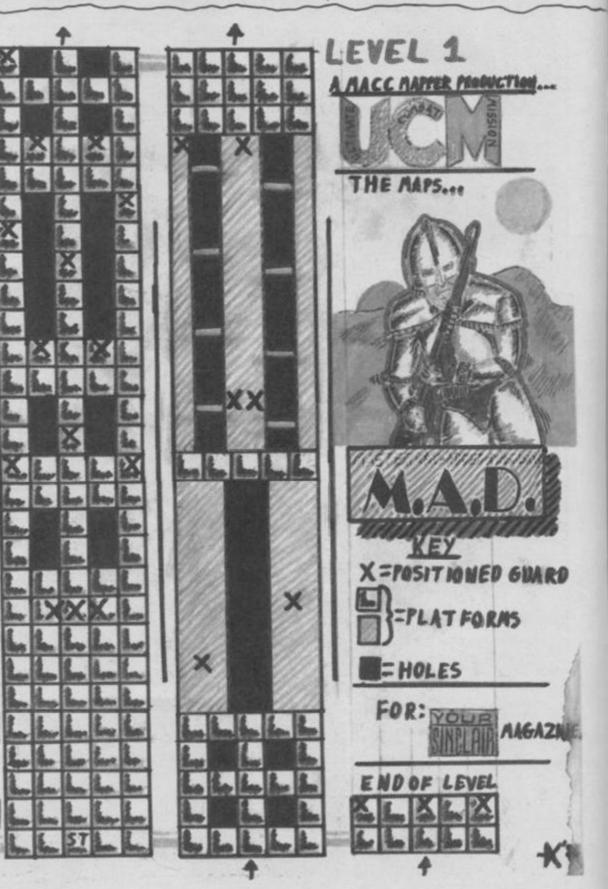
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VIII

about an inch away from the trap, turn him round and press fire. Move your second man to about the same distance away from the trap and wait until the ghost is in between both men and press fire. Manoeuvre the ghost until he is over the trap (do not cross the streams!) and press fire. You gorrim! 3. At Zuul. Move your men as close as possible to the door (straight up, then edge him along. When StayPuft bounces in the air, nip underneath him and you're in! Get two men in and you've

won! General tips: At first let

the roamers get to Zuul as this increases the PK reading. When this tops 1000, the calls will come flooding in. If you start with more than 10,000, buy the stationwagon. When the PK rating is approaching 9999 go to Zuul, but remember you have to have earned more than 10,000 though. When there's a Marshmallow alert, press 'B' and you'll capture the ghosts and get loads of money. Wahay!" Intense, Paul, truely intense. But you know what? You're not like a scientist. "No?" No. You're more like a game, show host. Haw haw haw.



Oh no, it's that blimmin' Maccelsfield Mapper again. Not a month goes by when we don't print something from this geezer, and he is a geezer. But we like our friends, don't we team? (Yay! The YS Team) Blimey, it's getting more like Steve Wright in the afternoon every minute. But anyway, thank for the UCM map, old bean.

Rescue

A little while ago I printed a solution to Rescue. A tame enough thing to do I thought, but the following week I got a small tide of mail saying thanx for the tip and here's another one. One person who sent in everything everyone else did was Trev The Trendy Guy' Clarke. Over to you, dude. "Following the letter from Nick Wright, I too have found you a very helpful tip for Rescue. In most corners of rooms, are metal panels from which you can ricochet your missiles. I've discovered that you can control your missiles using these panels. This is what you do. Look for two or more panels. The best way to use this is in a four panelled room. You stand under or above a panel and fire. As soon as you fire, go the way you want your missiles to go. The best moves are left or right. This is especially good for the scout and spinning tops, but not for tanks as they can't be shot, only blown up by a bomb." Nice meaty tip there, Trendy Trev. Thanx a ten to the power of six me old maths exam. And it's nice to see people adding to tips that we've printed. If you've got anything to add to any of our hints, then don't just sit there like a cold haggis. make like a caber tosser and fling them across. (Grunt, crunch!)

Barbarian

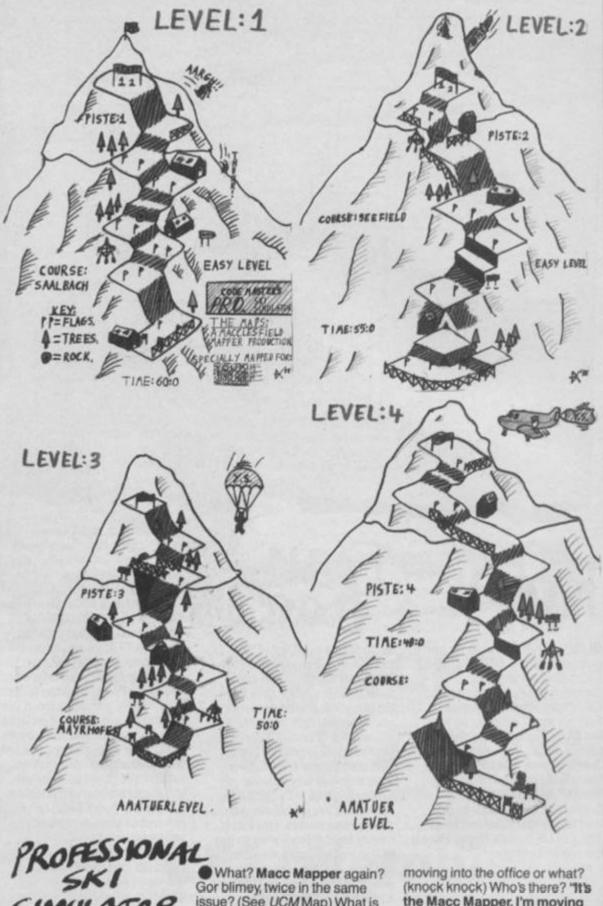
What on earth is this? "Hi, it's Rob Bradshaw here with a tip for Barbarian. It goes like this:





Good tip , eh? And now for a quick POKE."

What? What? What? Who is this guy?



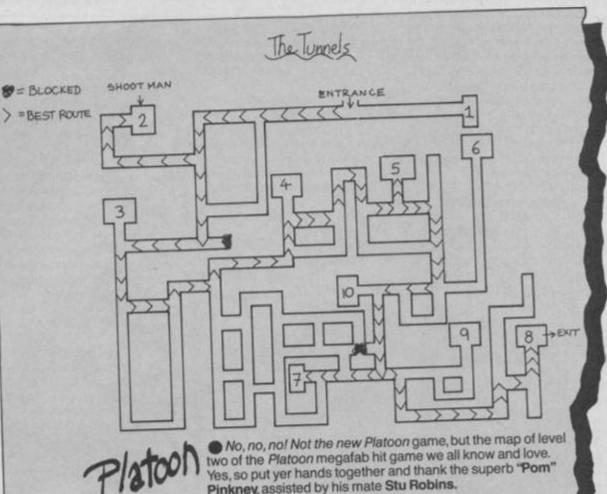
SIMULATOR issue? (See UCM Map) W going on here? Is this guy issue? (See UCM Map) What is the Macc Mapper. I'm moving into the office." Oh brother.

Tarfield

Mmeeeooowww! Yup, it's coffee time in the fat cat department, with this splendiddio tip from Paul "The Phantom" Gaughan of Fife in Scotland. Take it away, McPauly. "I've got some hot tips straight from Funksville City ... "Hmmm, can't say I've ever thought of Fife as being Funksville City, old bean. Sorry, do go on. "...and could you print them in your brill mag. These tips are for Garfield, so let's get this road on the show.

Firstly remember to drink Jon's coffee to stop nodding off. Go down to the cellar and stand right on the left edge of the trunk and kick it. As soon as you do this, pick up the key and run out of the cellar, pronto. Drop the key in the fridge room, and groove to the room outside with the spade. Get the spade and take it to the hardware store and press Q and M (Up and Fire) and the shop geezer will drop a \$10 bill. Take this spondoolix to the health store and drop it. You'll get some breadcrumbs. Go back to the house and pick up the rubber bone. Put it beside the bouncy wall. Wait till Odie

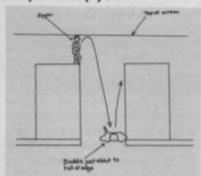
touches the bone and the wall will open. Get the key, and go through the now open wall. Drop the key in the park, and trot back. Get the breadcrumbs and drop them in the park too. As soon as you do this, a bird will fly past, so you should pick up the key quickly, and jump onto the bird. Press fire-jump into the room that you land in, and walk to the other wall. You'll get a slobbery big kiss from Arlene, and there you are. Bob's yer uncle!" Thanx for the feline followup, hep cat.



two of the Platoon megafab hit game we all know and love. Yes, so put yer hands together and thank the superb "Pom" Pinkney, assisted by his mate Stu Robins.

Ah yes, here's a nice tip, and a good diagram to boot... no, don't try stuffing it into your

microdrive, silly. I mean 'as well'. Tsk! Slippery old language, English, innit? Anyway on with the Rygar tip, this time it's the turn of Julian Bosley. Nice one Jules. "For all you clowns out there who only eat one Shredded Wheat for breakfast, here's how to do that tricky last jump on level eight of US Gold's Rygar. Here's the pic to help you:



Stand on the edge of the pillar and wait for a baddie to come from the opposite side. Then just as he's about to fall down the hole, jump onto his back and then onto the other pillar. Once past that, shoot a couple of baddies and then go on to Level 9. PS. Keep shooting the ?' icons to get invincibility Hey, that's neat, that's neat, that's neat, that's neat_ thanx there Tiger Feet! Worra sneaky tip. Rygar's full of little trick questions like that. Any more?

Chocks away, Digby! Yes indeed, it's Flying Officer Tim Duckworth with some super Space Alien tips for Dan Dare II. So put some starch on your upper lip and let's take off into the wastes of space. Your move, Commander Dare. "Who dat dan dare? Haw haw. Sorry. Just a line to say what a brilliant game Dan Dare II is. I've spent hours blasting those little green newts, and I'm nearly bald from trying to get to the escape pod and tearing my hair out. So after telling you that my score as Dan was a mere 230,000 (breathe, polish) I'll tell you how to get a long way in the game. From the start go left, left, down, down, left, left, left, left, up, up, left, left, left, left, fire, right, right, down, down, down, fire, up, up, right, right, right, down, down, down, fire, down, down, left, fire, down, left, left, left, up, up, right, right, up, up, left, left, down, down, right, right, right, and wait. Phew! Take a breather, not too long, and then dash for the next level. On level two go right, right, down, down, fire, left, left, fire, right, right, down, right, down, left, left, fire, down, down, right, right, down, right, right, right, down, down left, right, up, up, right, right, down, right, down, right, right, up, up, left, fire, down, down, left, left, left, up, up, up, up, right, right,

down, down, right, down, down, right, right and finally wait. There you are Phil. As you were." Oh yes and while we're on the subject, here's Captain Steve Miller, who nearly didn't get printed 'cos he's started his letter with "Oi Fatty". Hmmph. I'll have you know I'm stout, porky, barrel chested_ but never fat!. Okay, what d'ya want? I've got a Reliant Robin full of tips. Firstly get away from the Mekon as quickly as possible, 'cos he's indestructible. Don't blast your own men or the ship will have a treen population explosion. Don't splatterate the supertreens until you've cut off the force field, or you'll run out of time. If there's one of your men on one side of a door and a treen on the other, head up and blast the top of the door, and your man will give him what for. When you go over the first tube you encounter on level one, push the joystick diagonally left-up, so you won't get sucked in, trapped and zapped. Treens take more than a single hit, so blast away. Finally, when you've destroyed all the treens on a level, head towards the double doors. Blast one and whizz in between them and wait. If there's a treen there as well, then you'll have to kill him

or it's goodbye Dan." Cor, Space Kittens, worra lorra info. Hope you can follow these instructions while playing the

And remember, every tip or map or POKE printed in 'The Shop' gets a super classy 'I've Got

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game, 'cos I keep getting killed while I'm looking at the piece of paper. Ah well, serves me right for only having one brain. (I think you're about 50 percent out there, Phil. Marcus) Oi, gerrout of my column, Dr Berkmann, wait for your own bit. Tsk!

Oo, that's good. We haven't had much in the way of tips for this spondicious game. So now it's D Gilbey with The Stuff. Go for it, Gilbo. "Each level contains a terminal which resets your time and gives you a letter for a password, so you can obtain the code from the main computer. All the passwords are to do with computers, but first you have to find all the letters, so don't just try to guess the passwords. You need a pass for the main computers and it's in one of the lockers and looks like a rubber keyboard Speccy. You can refuel your flame-thrower at the depots, and to search the terminals and lockers, just stand in front of them and kneel down. The main computer needs to be jumped on and then kneel down on top of it. If you pick up a bomb, you have to find a screwdriver, or already have one. Clocks give you an extra ninety seconds of time, and hamburgers replenish your energy. I have listed a few of the codes, so you don't have to work out what they are if you're crud at anagrams: SOFTWARE COMPUTER MEGAGAME SINCLAIR HARDWARE JOYSTICK

These are only a few but there aren't many more." Woah! Not bad, dude. Okay, starsoldier. Hit the road and splatter them aliens all over the space station, grunts!



An' so, peeps, thass all we got time for innit? Enough of this gay buffoonery (oo-er), this jocular banter and these witty quips (berra be careful how I say that!), for the end is near. If you have any super little mittens, any tips, maps or Hob-Nobs, send them to: Phil South, YS Tipshop, 14 Rathbone Place, London W1P 1DE.





YS Mega Preview

wouldn't be surprised if you'd never heard of Psycho Pig UXB. The original Jaleco arcade machine, Pigs And Bombers, hasn't actually been imported into this country, so unless you make a habit of playing the arcades in downtown Tokyo, you won't have seen it yet.

Psycho Pig UXB is that rarest of things, an original idea for a game, with no real similarities to any previous release. You control a pig (worra surprise!), on a sort of inter-galactic sports field. Joining a group of other pigs on the field of play, a load of little round black time bombs are placed on the field. When the referee pig blows the whistle, you all nip round the field picking up the bombs and throwing them at your opponents. As soon as the bomb leaves your trotters, it starts counting down and when it reaches zero ... BABOOM! Instant mixed grill!

The game is really quite addictive, and playing the specially imported coin-op at US Gold was a real blast. In this the pigs you play against are all different colours (alas not in the Speccy version), and all have different characters. They react in different ways to being blown up and being kissed ... ah, yes. You've got to kiss the pigs as well, 'cos most of your opponents don't know quite what to do when you kiss them, which gives you a chance to sneak up and blast them! Hah, hah!

The conversion of the game is fantastic, and although we've come to expect no colour in Speccy games, it's as well to drop that in favour of good gameplay in my view. Let's face it, there's no point in having a really colourful game if it plays like a turkey, eh? And there's no foul in this addictarama, only pure pork. The secret of the game's quality? Why it's simple, that's what. Just a simple concept, no tricks, no frills. Just a solid meaty game. (Id better stop this, I'm starting to sound like Bernard Matthews ... Bootiful! Oops!)

Yes folks, it's porking, ripping and snorting, and if it ain't in the charts by the time you read this, I'll eat this plate of sausages ... Hmm, mind you they do look nice. P'raps I'll nibble them anyway. (Snurfle, murfle!) Yep, I go the whole hog on this one!

Game	
Publisher.	US Gold



Are you ready, pigs? On your trotters ... get set ... PHWEEP! The starter blows his whistle and the psycho pigs start to nip around the screen and toss the time bombs Notice our hero is wearing a blast suit picked up on a previous round.

Psycho what? Our resident porky pig about US Gold's new Jaleco arcadi co

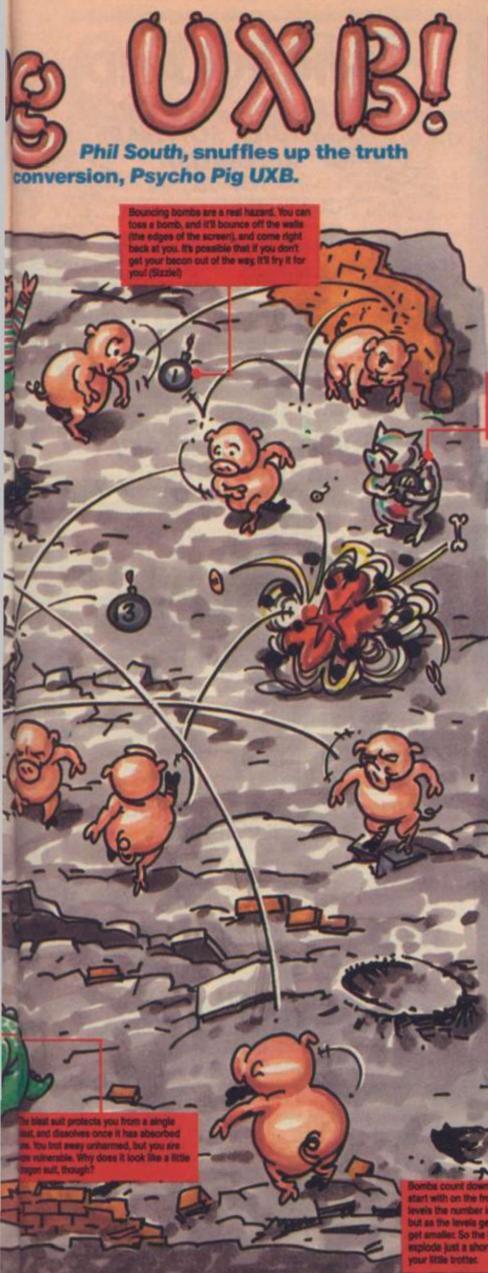
of these, your pig puts a little gas mask on and the bomb explodes, sending a cloud of invisible sleep gas across the field. Any pigs still left unexploded will fail over sound saleep, giving you the opportunity to wander round at your leisure, blowing them up. (Frying tonight?)

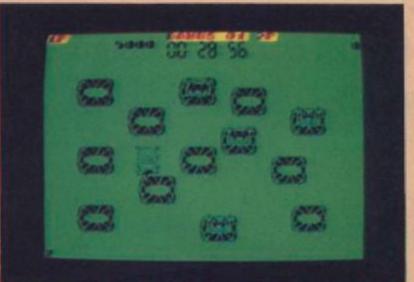
he referee is a cute little pig wearing asketball refs clothes. When he peepe his histle, the game begins, and you and the ther pigs start tossing the bombs. The ref omes back onto the screen to position are bombs, so don't blow him up, or you'll



Each time you get blown up, whether it was one of your own bombs or someone elasts, you lose a life. You start with lots, so this ant much of a problem, but the name of the game is saving your bacon, here. Survival of the pigglest, you might say. And in a two player game, the one with the most lives whis, so be careful out there.

Here's the first ever screenshot of the Speccy version of Psycho Pig UXB, and the first thing you notice is the quality of the graphics. Not only do they look like the original machine standing still, but they also move and play like the coin-opt Pigs away!





Every so often between levels, you get the chance to earn some bonus points by running round and kissing the pigs as they pop out of the ground. This is made a lot easier if you've picked up a speed up icon in the previous game, 'cos you can cover more pigs in less time. (Smack! Slobber!)

Some pigs are made of metal, and as such take two or three hits before they'll blow up. This makes it quite hard to clear a screenful of them, which unfortunately does hardeen in later laws.

LITTLE ICONS

Sometimes when you or another pig blows up a contestant, a little icon is deposited on the ground, and collecting these can improve your game. Here's an exclusive rundown of what you can pick up in *Psycho Pig UXB*.



Power Up Throwing – makes you throw further. This may or may not be an advantage if the bomb is a bouncy one and comes back at you!



Can Run Faster – speeds you up. Useful for picking up other icons, like a blast suit, or kissing pigs in the bonus level.



Put Some To Sleep — sets off sleep gas bomb, and your pig dons a gas mask. All other pigs on screen fail asleep, so you can blow them up, (wicked).



Wide Explosion — if you put this one down somewhere, and surround it with bombs, it'll set them all off at once, causing a massive explosion.

Defend Blast Wave — picking up this one gives you the little blast suit, which protects you from one direct hit. The hit removes the suit but leaves you undamaged.

Can Hold More Bombs - yep, you sure can.

1000 PTS - you get 1000 points if you pick one

Pearls Before Swine!? - this is a sort of piggy smart bomb, which clears the screen for you.

ILLUSTRATION: JOHN ERASMUS







I'M SO WELL DEF I CAN'T HEAR A WORD YOU'RE SAYING COMPO

November saw the appearance of this mega-swish compo, and December saw the arrival of thousands upon thousands of entries. Out came the YS office shovel to sort out the men from the boys – and the winner was a young lady!!! The runners-up didn't lose out, twenty of them get a copy of 720° each.

Winner: Miss H Butcher, Bedfont, Middx.

Runners Up: Nicholas Westoby, Sandwich; K Ross, Aberdeen; Paul Hawson, Portslade, East Sussex; Leon James, Whitcharch, Cardiff; Neville Wilkinson, Dover, Kent; Mark Bradley, Purley, Surrey; Karl Tate, Colne, Lancs; Benjamin Andrew, Saxmundham, Suffolk; Duncan Adamson, Bishop Briggs, Glasgow; Master Thomas Michael Brighton, Camberley, Surrey; Stephen Conroy, Rochford, Essex; M Stapleton, Corsock, Castle Douglas; Niall Chantrell, Warrington, Cheshire; Jonathan Ecdes, Heysham, Morecambe; Mark Broadley, Bourneville, Birmingham; Robert Summer, Belton-In-Butland, Leics; Steven Harbet, Norwich, Norfolk; Anthony Pattemore, Banstead, Surrey; David Maxwell McLeod, Cotgrave, Notts; Derek Owen, Llw, Bristol.

I'm So Deviant My Socks Look Like Bananas Compo

Which of three well known deviants was the odd man out, we asked back in the Jan ish. And as all seven thrillion of you guessed, it was John Noakes. None of the other deviants owns a double-glazed sheep-dog. But only 10 of you won the fabby prize of your very own copy of *Deviants*.

The ten lucky winners were: Lasse Eldrup, Denmark; Andrew Hickabottom(?), Scunthorpe; David Barnes, Co. Tyrone; Jonathan Armstrong, Cheshire; Robert Moss, Sheffield; L. Pursehouse, Worcs; John O'Regan, Cork; Chris O'Donnell, Inverciyde; Alan Back, Bakewell; Christopher Peil, Bolton.

TRUTH, JUSTICE AND SPLATTER THE PUNKS ALL OVER THE SIDEWALK COMPO

All the winners of this compo had better be over 18 since the ten 1st prizes are Death Wish III X-rated videos. The runners up don't miss out though – Gremlin Graphics also came up with 20 copies of the game. Since it was another caption compo the entries were unsurprisingly rude, causing even nawty T'zer's toes to blush. Thankfully we found enough entries clean 'n' witty enough to deem winners – and here they are...

Winners: Christiaan Coenraads, Dronten, Holland; Robert Darbyshire, Chorsly, Lancs; A Leigh, Heston, Middx; James Clegg, Rainsford, Merseyside; Asa Finnigan, Putney, London; Nicholas Young, Saddleworth, Oldham; Billy Butcher, Castleford, West Yorkshire; Jason Gardiner, Brecon, Powys; Paul Miller, Favell, Northampton; Robert Munnerley, Halewood, Liverpool.

Runners-Up: Miss K J Lyons, Ilkeston, Derbyshire; M Winwood, High Storrs, Sheffield; Carl Slater, Whitefield, Manchester; Kevin Gentry, Westcliff-On-Sea, Essex; Jamie Gilbert, Over Stowey, Bridgewater; Philip Bourne, Larfield, Kent; Patrick McCann, Peckham, Landon; "Mad" Mike Stone, White City Funny Farm, London; Stuart Eggleston, Lincoln; Mark Fossey, Palmers Green, London; Matthew Gleightonme, Pontefract, West Yorks; G McNaney, Chester-Le-Street, Durham; Daniel Smith, Lochmaben, Dumfrieshire; David Hawkins, Chelmsey Wood,

Daniel Smith, Lochmoben, Dumfrieshire; David Hawkins, Chelmsey Wood, Birmingham; Kevin Mills, Gallington, Cornwall; Paul Cockram; Slough, Berkshire; Stuart Parsons, Wednesfield, West Midlands; Gareth Burley, Longthorpe,

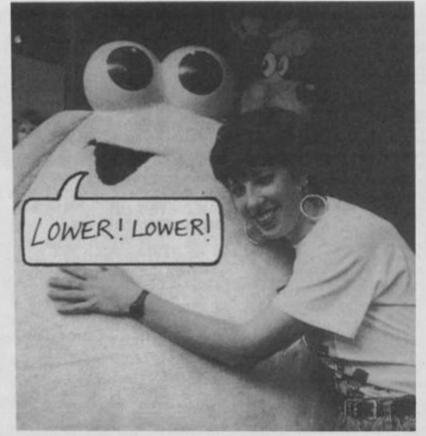
Peterborough: Alasdair McCallum, Glasgow; Martin Atkinson, Ramsbottom, Lancs. I) X-Rated Vids Mast Be Went ARE Yov FEELING LUCKY PUNIK ? WELL STOP IT COS HE DOESN'T LIKE IT !

BERK! WHERE'S MY DINNER COMPO

Some ex-tweemly nice fluffy toys, videos, Bendy toys, pillow cases, quilt covers, records, colouring sets... er, coffee perculator... um, fondue set... er, in fact, everything a Trap Door fan could possibly wish for. And we had two sets to give away. Runners up prizes, in the shape of a copy of the game, go to the rest.

Winners: Craig Russell, Minehead, Somerset; John Downy, Great Yarmouth.

Runners-up: Paul Smith, Mickleover, Derby; P. A. Sayers, Chatham, Kent; Mrs L. M. Gately, Romiley, Stockport; Simon Toseland, Netherton, Peterborough; Christopher Lee (Oo, spooky eh?), Romsey, Hants; John Mainswaring, Runcorn, Cheshire; David Lawson, Wrington, Bristol; Simon Greig, Lydney, Glos; David Sheridan, Co Durham; Trevor Ferrity, Armagh; Martin Bockley, Blackburn, Lancs; The YS Office Tea.. (snipl Ed); Barry Moody, East Ham, London; Chris Mort, Inverness-shire; Gary Ovenstowe, St Monans, Fife; Jonathan Boam, Dynnington, Yorks; Scott Harvey, Polmont, Scotland; Steven Lakin, Halesowen, West Midlands; Robert 'Captain' Kirk, Bulwell, Notts; Michael Alexander, Glasgow; C. McGrachan, Dudley, West Midlands; Jonathan Barr, Belfast; Stephen Palard, Burnley, Lancs; Victor Fitzpatrick, Sutton, Dublin; Kevin Clarkson, Ayrshire, Scotland; Anthony Dean, Nottingham; Robert Veal, East Lothian, Scotland; Bernard Cromarty, Farnworth, Lancs; Chris Marin, Kenley, Surrey.



I WANT TO RIDE MY BICYCLE AND PLAY WITH MY DING-A-LING COMPO

The lucky winner of this mega-brill compo gets himself a new set of wheels thanks to those generous old souls at Gremlin Graphics. Just think of it: the customised and very sleek cycling machine gliding through the cool air; the possibilities of a new career... a paperboy frinstance. The runner-beans aren't forgotten of course. Thirty of them each receive a brand-spanking (not now Miss Jones) new copy of Tour De Force.

Winner: James Rowell, Peterborough.

Runners-up: Anthony Johnson, Willesden Green, London; Peter Newham, West Wickham, Kent; A Elsegood, Broxtowe, Notts; Mark Ener, Hyde, Cheshire; Mr R E Bail, Huntingdon, Cambs; Graham Daherty, Bridge of Allan, Stirlingshire; Siman Gornall, Garswood, Wigan; Karl Shaharudin, Solihull, West Midlands; Edward Marshall, Hodbury, Hants; A T Green, Glenrothes; James Gant, Luton, Beds; Patrick Carlin, Glasgow; Christopher Morris, Markyate, Herts; Janathan Casely-Stuart, Sherbourne, Dorset; Simon Penfold, Blackwood, Gwent; Adam Bolton, Bramley, Surrey; Matthew Portiock, Tonbridge, Kent; Eric Black, Alexandria, Dunbarton; Peter Taylor, Barnsley; Robert Gabriel, Uffculme, Devon; David Robinson, Hartlepool, Cleveland; Colin M Young, Kirkintillock, Glasgow; A Jackson, Billingham, Cleveland; James Warren, Loughborough, Leics; Paul Bunkham, Chesham, Bucks; J Griffiths, Lymm, Cheshire; Roddan Archer, Bishopbriggs, Glasgow; Alexandra J Smith, Hammersmith, London.

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NEW ORDER is a detailed game of space exploration, the rule book costs 3.00 (please don't request to play before reading the rules).





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Yes, you can make your own flicks with this brillo bit of electronic multi-chipped trickery — but you'll have to win our amazing *Starring Charlie Chaplin* compo first. Take it away, Chas!

Sssshhhh! This film is supposed to be silent! Starring Charlie Chaplin is a bonzer new game from US Gold, in which you shoot your own film short, edit it and then show it to a paying audience - and suffer the consequences if it's not very good. But if you win our fabby compo, you'll really need to worry about squished tomatoes careering towards your bonce at 45mph -- 'cos you'll be making your very own films on vid! It's but a short step from that of course, to the Oscar ceremonies in Hollywood - and when you get up there, swapping jokes with Charlton Heston, just watch out for the veg! 'Cos it'll be all those other YS readers the ones who didn't win this compo.

As you can see, it's a fairly complex piece of equipment (fnar), with more knobs than a door factory and flashing lights amundo. And as it's worth a marvy £600, we've made hyper-sure that it's no cinch to win. You'll also have to get past us lot 'ere, so make sure you don't get all of these quezzies right. Awright? Awright. Don't say we didn't warn you.

RULES

Chaps and Charlies from Dennis Publishing and US Gold shouldn't try entering, or they'll be chucked off the set.
The Ed's casting couch, whoops, decision is final.
Get your scripts in by the shooting date — June 30th 1988 — or it'll be you that gets shot!

WHAT YOU DO

Here's the gen. Just look at these five pics of famous Hollywood fillum stars, and match each one to the prop or object that he or she is associated with. Peasy, huh? And remember, these five questions could be the only things between you and a massively successful career in Hollywood! They won't, but they could! Right, sorted that out? Now send the coupon to I'm A Right Charlie

Right, sorted that out? Now send the coupon to I'm A Right Charlie And I'm On My Way To Hollywood Compo, YS, 14 Rathbone Place, London, W1P 1DE. Cut it, print it.



Worra doddle! Here are my answers - now when do I meet David Puttnam?

Postcode



Blood Valley (Gremlin) 3

5 Rigel's Revenge (Mastertronic)

Chart supplied by Roger Hulley at R&R Distribution

KNIGHTMARE

40

Rachael's back row film reviews

PRINCE OF DARKNESS (18)

lo-err! Scare-eee! We're off into the realm of X-rated horror so, all you under-18's, look away immediately in case the next sentence proves just too frightening. BOO! Pretty bad, huh? No? Well how about Phil filling his face with an inch-thick ketchup samie then? Now that's

really nasty Prince Of Darkness is even nastier entertainment for all you children of the night though. So it should be - it was crafted by suspense king John Carpenter, of Halloween and The Fog fame. Carpenter knows how to carve a tale of terror out of even the most wooden concept. Okay, so you've heard the one about something nasty in the cellar before, but I bet you've never seen it done this well

Priestly Donald Pleasence has just crept into the crypt and found something nasty. Now all hell's let loose, as Old Nick meets neutrons, with a good particle of quantum physics thrown in to boot. It seems like evil is related to anti-matter, and though it doesn't matter if you don't have a PhD in physics, it all sounded fairly convincing to me.

Realising he's out of his league. Pleasence calls in the best brains that the local university can supply. and professors and pupils move into the deserted church for the weekend, to investigate the

mysterious swirling liquid beneath the nave

Meanwhile the local street people gather outside, along with beetles, worms and other yukky creatures, to make sure that nobody slips out for a pint on Saturday night. This is a classic Carpenter situation, and he gets every ounce of suspense out of it. There are some hair raising

effects and a few moments to make you jump out of your skin, but what sets P Of D apart from the standard shocker, is the tension. It's often more terrifying waiting for something to happen, than being bombarded with cheap shocks. So get scared to death by this one, and let Carpenter build your coffin

MAKING MR RIGHT (15)

here are films which seem to get shown in every town, and yet you'd have more fun sitting at home watching the wallpaper. Then there are real gems which only appear at a few, select cinemas, and Making Mr Right is definitely one of these. So try not to miss it because it's among the funniest, most inventive science

fiction films you've ever seen! Android Ulysses is the highest achievement of scientist Jeff Peters. The 'droid', which looks just like its inventor, is designed for long-distance space exploration, but the research lab is about to lose its funding. So, this being America. It calls on a public relations firm to jazz up Ulysses' image and make him commercial. Enter Frankie Stone, a slightly

scatty PR woman, who is employed to humanise the android and boy, does she succeed Soon Uly has developed a taste for the good life, and as he possesses more artificial intelligence than most 'naturally intelligent' humans, he's soon on the loose in LA. He gets mistaken for his inventor and replaces Jeff on a date, with hilarious consequences But even more disturbingly Ulysses falls in love with Frankie



Dr Peters, who is as emotional as an oscilloscope, isn't too happy about this, and Frankie has enough problems with her love life already, to have to cope with a romantically inclined machine, with the social graces of a four year-old, and a tendency to short-circuit at moments of passion.

Director Susan Seidelman, who made the equally off-the-wall Desparately Seeking Susan, has discovered another goodie here. Quite why Mr Right won't be appearing everywhere, I have no idea. So if you've got a local independent 'art' cinema or filmclub, pester its manager to make the Right decision. And if that fails, you'll just have to wait till later in the year when it should appear on video.

And if you'd like to see your wacky chart, lightbulb joke, daft gadget or worrever on these pages, send it now to us at Street Life, YS, 14 Rathbone Place, London W1P 1DE. Anything we print'll win a game and a badge. Yes indeed ladies and gentlemen, my name's L Ron Hatstand, goodnight.

TOP TEN NOT-AT-ALL-FUNNY THINGS

Pyjamas/Billy Ocean

CAR/PYJAMAS TOP FIVE

Yes, following the hugely successful Love/Lunch charts, here are Andrew Tuone's Top Five Records with the word Car replaced by the word Pyjamas Look, just don't ask

2. Baby Will You Drive My Pyjamas/The Beatles

Pyjamas And Girls (fnar)/Prefab Sprout

4. Pyjamaravan Of Love/The Housemartins

5. Get Out Of My Dreams, Get Into My

1. I'm In Love With My Pyjamas/Queen

Sent in by Lee Watt (What? Watt?Ed) from Aberdeen.

1. Terry

2. June

- 3. This chart 4. Exchange & Mart
- 5. An egg
- 6. Mike Smith 7. Being run over by a large truck
- 8. Several tulips
- 9. Margaret Thatcher
- 10. The liquid Flash advert

Exclusive!

SEALANE

Yes indeed, ladies and gentlemen. A little bit of politics, that's all right. My name's Ben Elton, goodnight ... NAAA

Strike A Lite!

Yes indeed, ladies and gentlemen, if you need a lite, there Yes indeed, ladies and gentlemen. If you need a life, there is only one true life _____and we don't mean Miller Life. No sirree, we mean the Mag Life ", the bestest liftle torch in the whole world. This is the Zippo lighter of the flashlife world, the filofax of the hard hat generation, the ____(What are you talking about Snouty? Ed) The Mag Life ", or in our case the Mini Mag Life ", is a range of tough and dependable Canadian made torches, with a rubber sealed steel construction, and a high power, focusable, halogen bulb. This is the most stylish outdoor lighting you halogen bulb. This is the most stylish outdoor lighting you can buy and for £18.88 inc vat. It blimmin well ought to be! Can buy and for £16.86 inc val. It birning whit ought to be There are a number of different sizes available, and it's most popular with police officers. Firemen and the military Brrr, we feel so BUTCH! The Mag Life ⁺ range is available from most classy hardware stores. So run out and buy a designer flashlite today, if you want to shine out in a

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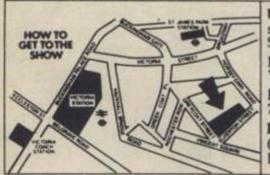
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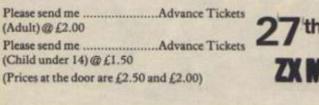
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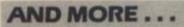
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3 MEGABASICTM extended Basic language for the 48K Spectrum, featuring windows, fonts, scrolling, special effects, GET and PUT commands, PROCedures, simple multi-tasking and editing commands like TRON and TROFF Also included is the facility for disabling the BREAK key, 'front end' machine code monitor and special SOUND commands. All microdrive and printing commands as standard.

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Well one anyway. Win a pulsating Plasma Ball plus 30 copies of Vampire's Empire!

BALLS

ou'd better not scare easily 'cos this is some frightening compo. Gremlin

YS/Gremlin Compo

has kindly offered a fab prize to celebrate the release of its new blood-curdling screamer, Vampire's Empire. This little horror stars the mean and evil Count Dracula, (boo, hiss), who must be destroyed by the senile Dr. Van Helsing, (yay, yay), with the aid of his crystal balls that emit rays of light (oo-er!). As usual there are a few obstacles to overcome, including the vamp of all vamps, Sybille, who gives a very unusual love bite, and other assorted nasties. So arm yourself with a clove of garlic before you play this one! Okay, so what is Gremlin offering in our fab'n'groovy compo?

WHAT'S AT STAKE?

Dazzle 'em! First prize in this electrifying compo is a stunning Plasma Ball, also known as The Chamber Of Light. This mysterious glass ball, filled with swirling formations of rare gases, bursts into life after reacting with charged particles. Explosions of brilliant colour pulsate within, producing spectacular effects. Think how impressed your friends will be when they see one of these residing in your bedroom. And better still, when they talk or touch it, the effects are



You can't frighten me with your blood thirsty compo 'cos I know all the answers. So get your teeth into this!

Name	9
Address	
	1
	j

even more dazzling. Runnersup don't go away empty handed either, 'cos there are 30 copies of Gremlin's Vampire's Empire up for grabs. So how do you win?

HAVE A BALL!

'Cos it's easy and fun to enter, all you've got to do is cast your eyes over the wordcircle (we're convinced it's a major contribution to road safety), and look for some rather monstrous words creeping about within it. To make it really easy we've even printed the words you're searching for. So once you've found the words, circle them in blue or black biro, fill in the coupon and send the whole lot, or a photocopy, to Goodness Gracious Great Balls Of Fire Compo, Your Sinclair, 14 Rathbone Place, London WIP 1DE.

Rules

• Employees of Dennis Publishing and Gremlin will come to a very grisly end if they attempt to enter this compo.

Get your entries in by sunrise on June 30th or you'll curl up and die.
You'd be making a real balls up if you were to get into any tangles with the Ed. You haven't seen those fangs.



GRANDSLAM ENTERTAINMENTS LTD., VICTORY HOUSE, LEICESTER PLACE, LONDON WC2H 7NB. Telephone: 01-439 0666





Martech/£8.99

Richard I was glad to see this offering - Mega Apocalypse, which has an unassuming little name that trips easily off the tongue, and makes no claims about being an accurate simulation of anything. No, the cassette insert is a lot like Your Sinclair's editorial team: brutal and short (just a joke guys honest...). No frills, no poncing around - You have been selected to explore the universe, boldly seeking out strange and exciting new worlds. If you find any, your instructions are quite clear. BLAST THE LIVING DAYLIGHTS OUT OF got the exact number of exclamation marks right, but you

get the general drift. Once it was all loaded, I was a bit disappointed. Id been expecting something well mega, and the first screen was a let down. Your triangular ship is up against three rocket ship type thingies, which have all the stamina of soap bubbles. You can move up and down and left and right on the screen, although you can't change the direction your ship is facing not at first anyway. Even so, if the idea was not to kill these first targets, it would be more challenging!

Anyway, once through this first screen, you're up against

the attack of the killer planetoids. Three or four of these first appear as tiny specks, which get progressively bigger as they bounce around the screen. They can't harm you until they've become fully sized planets with craters on — if they run into you then, you're dead meat. You can kill them with one shot when they're small, but the bigger they get, the more damage you have to do to destroy them.

Then it's onto the rocket ship type thingles again, plus some cometoids which blow you apart if they get anywhere near you. This screen is a lot more challenging: in fact, it's blimmin' frustrating, especially as the comets seem to have been programmed to follow you around the screen! In addition to the thingles and the cometoids, you also get some strange shaped blobs, and these seem to give you extra powers when you hit them.

In the screen that follows back to the baby planetoids, only they grow faster, or seem to — my ship seemed to have been equipped with special thrusters that meant I could rotate it. Unfortunately, they didn't come with instructions on their use, so I spent ages cartwheeling around the screen. I finally worked out that it had something to do with the fire button. Every time I fired, I rotated 45°. Every so often, I also managed to pick up something which gave me a continuous fire capability — very useful, but I do wish I knew what I did to deserve it! Thinking about it, it may not have been the blobs at all, but the rocket ships...

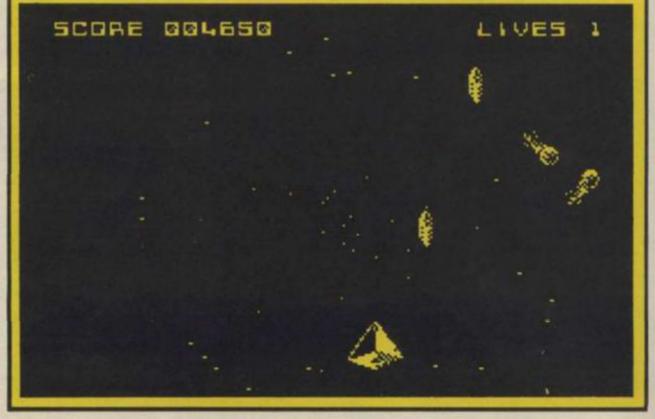
Anyway, the next screen pits man against a fully grown planetoid: I can't tell you what comes after that, as I haven't been able to outwit the lump of rock yet. It's not easy, dodging something the size of Ceres (the largest of the asteroids, you know), in an area the size of a TV screen. I suppose I could get a bigger TV screen.

And that, as they say, is that. First impressions - that this one is a dud - are misleading: it grows on you as time goes by. I found myself getting quite into it after about half an hour, even though my score went down the more games I played. But it doesn't have the grabbability, so, normally, I would predict a reasonable but not astounding future for this one. But it is a conversion of what is apparently an immensely popular game for the CBM64, and I have a suspicion a lot of people are going to ignore rather bland graphics and somewhat turgid gameplay, and just buy it so they can see what their mates with Commies have been wittering about

YS CLAPOMETER

Fair if tricky conversion of the excellent Commodore shoot 'em up. Probably more fun than it first appears.

GRAPHICS PLAYABLITY VALLE FOR MONEY ADDICTIVENESS						
TOTAL	-				7	



All the latest biggies, smallies and in-themiddlies, roadtested as ever by those jaunty Jugglers!



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

CRL/27.95

Marcus What? A CRL megagame? You're pulling my long dangly bit. But no, this is an excellent game, if you like this sort of thing, and I do, I do, I do, I do, as Abba once commented.

Sophistry uses all the old 3-D isometric Knight Lore-ish techniques, but to new ends. At first devilishly complicated, it soon turns into a fascinatingly diverse and addictive arcade adventure, that in its complexity rather resembles Bobby Bearing with knobs on (fnar).

The idea is to reach the 21st level of an enormous network of interlocking screens, each of which is covered with blocks that you bounce along on. Most blocks score you points when you hit them, the precise number, (ranging from 1 to 84), being determined by the little black shape on the block. Other important blocks are exit blocks, which lead off onto the next screen; target blocks, which give you extra points whenever you land on them; and neutral blocks, which don't score you points but remain safe when all else fails. These are very handy, because there are complications aplenty throughout the game. On many screens the Decrement Status (abbreviated to DEC), is switched on, meaning that every time you hit a block it drops in value by one point. Harmless enough, until it drops in value to no points at all, whereupon it disappears. This can make life hard if you wish to get back the same way.

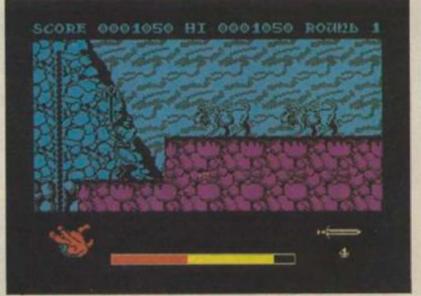
Equally nasty is when the Tracking Status is switched on. Then you can only land on each block once, until you hit the target block, which releases all the other blocks you landed on. Nasty, huh? Try coping with both DEC ON and TRACK ON.

Then there are the various types of screen, like Freeway (where nothing stops your progress), Countdown (where you must leave before the time runs out), and about a dozen infinitely nastier ones, like Inertia, where you keep on moving, changing direction as you go, until you hit the target block. Finally you might find some of the screens 'locked', which stops you getting off the screen, until either a certain time has elapsed, or you have amassed enough points.

Each of the 21 levels, has its own maze of levels, and although you get a rough map, there's no way of knowing which screens really lead to which, let alone the hazards you're likely to encounter on the way. As well



A nasty one, this. The Track is on, so you can only land on each block once before you hit the target. Trouble is, the target is on the other side of an unbreachable chasm. And the exits to the south and east are scorelocked. Worra palaver! Best tip: avoid this screen next time round!



Pursuit screens are also tricky, though at least they're solvable – In theory. Each move you make is timed, and within (in this case) those five seconds, you must either be where you started (not hard – just stay still), on the target (in this case on the right), or off the board. Well, the latter's out of the question, as the board is scorelocked. And you'll never get right over there in five seconds, so just stick where you are. You'll need solid judgment and quick reactions to get off this board in one piece.

as Map Mode, there's Comptrol Mode, which offers you data about seekers, inter-level locks and so on, plus the option of exchanging points for all sorts of extra little useful things. Yes, 'cos points make prizes. (What do points make? Prizes!) Some info, though, is marked Restricted Access, which means that your information access level (which ranges from D8 to A1, and is determined by how well you're doing), is not high enough. So there are always new treats in store.

All in all, a lot of thought and care has gone into the design of Sophistry. I'm told that after its deal with Electronic Arts, all CRL's games will be this good. Well, that would be a pleasant surprise, but while not counting

chickens, let's just say that this will happily keep me going for the time being. If you too like your games to have a bit of brain content, I'm sure you'll dribble all over this, especially if like me you thought B Bearing had the right idea, but wasn't quite there. A cracker.

YS CLAPOMETER

Brillo multi-screen arcade adventure, that proves that there's life in the old 3-D dog yet (woof howi).

GRAPHICS PLAYABILITY VALUE FOR MONEY ADDICTIVENESS	-	H	H	E	H	H		
TOTAL				-			-	9



Who are they, these brave fearless souls who jiggle their sticks deep into the night? And does anyone care?



Jonathan Davies -Now giving up the editorship of Spectacular (and handing over to regular VS correspondent

Richard Pelley). And what do we give him to review? Why, Lee Enfield is "Space Ace," of course. Wot?



Duncan MacDonald -Creator of the Joke Police, and apparently the wackiest man in Reigate. As his old mother used to say, "You're nicked my old



David "Macca" McCandless -We might see a little less of Macca in the near future -it's GCSE time! Haw haw! No, let's not mock the

afflicted Chortle!



Richard Blaine -In between playing by mail, Postman Dick still likes a jiggle or two in those quiet moments (fnar) And this month, its Mega Apocalypse that comes under his steely

gaze KerBOOOMM!



David Powell -Diddy Dave's in airborne mood this month as he gets to grips with the Gee Bee Air Rally. Seems appropriate

-after all, you can tell by the way he uses his walk, he's a woman's man, no time to talk. (Eh? Ed)



Tony Worrall - Now appointed YS's Cheaples Supremo, Tone keeps his hand in with a swift reviewette of CRL's Ballbreaker II. And what

does he think? Beautiful fluffy thoughts usually, but for the lowdown , read the review



Sean Kelly - Yet another new reviewer through the doors of Castle Rathbone, Sean actually had to be tied up in a sack and dragged

screaming before hed even agree to touch a Spectrum. As you'd guess by his name, a native of Botswana.

YS SCORES ("One-nil" J Motson)

- 10 Over the moon, Brian.
- 9 Chuffed, John, chuffed.
- It was the right result on the day, Barry. 8
- The lads done great, Jimmy,
- 6 Football's a funny game, Saint.
- 5 It's a game of two halves, Barry.
- 4 We were robbed, Martin.
- 3 I've total confidence in the nanager, Jimmy
- 2 Choked, John, choked.
- Sick as a parrot, Brian.

Firebird/27.95

Duncan To squeeze Gothik into an introductory nutshell, it's a view from above, dashabout collecting/zapping maze game. It's Gauntlet with knobs on. Lot's of knobs in fact — and jolly super knobs they are too!!

At start of play you choose to be either Olga or Olaf, Vikings both, (she being handier at magic, he better in the old dulfing up department). It transpires that your master, the Grand Wizard, has been taken prisoner and is being held in the Dark Castle of the Evil Lord. It's worse than that though, ("Crikey things are bad then?") 'Fraid so spec-chums - the Evil Lord's only gorn and split him into six parts, each being hidden on a different floor within the castle complex. To top it all the Evil Lord himself (for it is he), is guarding the wizard's robe on the highest floor of the castle. Phew. And you know what you've got to do, don't you?? You've got to collect all the wizards squidgy bits and reunite them with his robe. Bleeurghh!!!

The castle is made up of four towers, each seven stories high, making four separate, (and large) playing areas per level. Each playing area, (or tower) has a teleport that'il send you to one of the other three towers on the level you're currently on (gasp). Got it??

As I said, it's a view from above in the Gauntlet/Dandy vein, with the playing areas being monochrome vertical/ horizontal scrollers (in other words no sudden 'crikey where am I' flip-screens) Sooo, you zwoom about the mazes picking up stamina, ammunition, magic and various other bonus icons. whilst zapping/avoiding the many nasties until, hopefully, you'll find a shield. Once you've got this, you'll be allowed to go and kill the monster that's guarding one of the wizards wibbly bits. When you have the wibbly bit, you can go up to the next leve

Anyway, that's the basic formula as you travel up; except the nasties get nastier. By level three things are already getting well squiffy!

You know I said that this was Gauntlet with knobs on? — well here they are: Six Magic Relics, a brillo weapons system and thirty two (count them - thirty two) different magic potions to

The six Magic Relics ('Ring of Invisibility' frinstance), are scattered through the first three scattered through the first three levels and can be tricky to find. Once found though, they're yours for keeps (well, until you get killed). Working in different ways they all, basically, stop the nasties from attacking you and can be toggled on or off at will – but they don't half drain your madic energy magic energy. The magic potions are

bunged about all over the place, (at random I might add). There's zwillions of em. Trub is, that you don't know which of the thirty two different types you're going to get until you ve picked them up. They then take effect immediately and last for about a minute. There's one that speeds you up, one that slows you down, one that makes your joystick control go all wibbly one that turns the lights off one that ... but we could be here all day. suffice to say there are lots and they're not all helpful.

The weapons system gives you three zap-modes to toggle between - arrows, lightningbolts and energy-bombs. Arrows behave in, erm, an 'arowlike' manner — they travel in a straight line in the direction you're facing. Lightning-bolts bounce off the walls and zap about all over the place - even when they're off the screen (you can hear the nasties being fried) The Energy Bombs are the most powerful, though. You can select the ferocity of the blast, from a puny femto-sizzler. to a mighty wall-vapourising ker-bloom!!

All this icon toggling and

weapon selecting takes place on the status/display screen, which you can get whenever you want by pressing the space key. As well as showing your various energy levels and position in the castle, it also serves as a pause mode. Phew!

Thank goodness for that. Anyway, Gothik! Aaaaahh. A peach of a game. It's fast. It's furious. It's also something of a first. It's the first time I've doshed out on a megagame. Oh dear Time, methinks, for one of my incredibly brilliant jokes. Q: What's the difference between a Viking and a potato? A: Weight for weight, potatoes have a marginally higher starch content.

YS CLAPOMETER

Gauntlet with knobs on. A big, bulging, throbbing, zappabout maze game with bonus wibbly bits bunged on it's great!





48

TIT

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Spectrum screen shots.

-

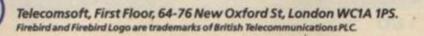
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5

Even the safest mission can turn into a space nightmare ...

As space fleet squad member Slaatn your mission seems like an almost boring routine until the moment warning lights glow on your instrument panel. In milli-seconds your ship is dragged away from the squadron by an alien magnetic force to land on a small moon, badly damaging your outer shield. You are alone, your ship useless — your only hope is to eliminate the moon's transmitters and neutralise the force field. May sound simple but enemy droids and nasties patrol the moon's surface, their task — to keep the transmitters sending. Get moonstruck with this amazing game from Peter Cooke bringing you fast, lunatic action and graphics that are simply out of this world!

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A LEGEND IN GAMES SOFTWARE

REVIEWS

Electric Dreams/£9.99

Jonathan Karnov Well, what can I say? Load it up, try and ignore the tatty options screen and weedy character set, and before you know it your screen will explode into glorious technicolour.

"Fwoar!" you'll go as your character is zapped onto the screen. "Ooh!" as you notice that he's yellow with red trousers. "Phew!" as he runs around without a hint of colour-clash. And "Fnark!" as you notice that he hasn't got a weapon!

Well, that's where you're wrong, actually. Like all rotund Russians, Karnov is a firebreather by nature, so to defend himself he can launch great balls of fire at the opposition. They'll chuck plenty back, though, so be prepared to dodge a wide variety of sticks, stones and even boulders.

Along the way you'll come up against all kinds of wacky sprites, ranging from skeletons sitting on ostriches, to mud monsters. Each requires a different tactic to get past them, although it generally involves bashing the space bar as hard and fast as poss.

You'll be glad to hear that all the effort put into making the graphics look nice, hasn't meant economising on the gameplay. Oh no. Once you've had a few goes at it, you'll find that playing *Karnov* is one of the most absorbing occupations since flicking back the springy protective covers on 3.5 inch disks, and that's saying something!

In total you've got nine levels to battle through. They all load in separately of course, but we're all learning to cope with that now. Each level is packed with new monsters to beat up, new terrain to wander round, and new icons to collect.

Icons? Well, there had to be something you could pick up, didn't there? At the bottom of the screen is a series of little boxes, a bit like the ones that Creme Egg gift packs come in. As the game progresses, you'll come across little piccies that will fill up the boxes and give you extra powers. By far the most useful is the ladder. Get it up in the right position (oh dear, off they go again!) and you may find a few extra icons lurking about at the top of the screen.

The tremendous variety is probably what makes this game so addictive. It may take you hours to work out how to get past a certain point, but once you've found the technique you'll have no problem next time. You've also got the choice of alternative routes in some places, so if you find things a little heavy going, you can nip down a ladder and explore a few underground caverns.

SASI

At the end of each level, while the next one loads in, you're shown a picture of a map, with the pieces you've collected so far, stuck in place. The general idea is that when you've found all nine pieces, you'll be able to defeat the evil dragon Ryu and discover the lost treasure of Babylon.

The real snag is that you've only got five lives to get through all nine levels, and to get an extra one you've got to collect fifty (!) "K" icons. With Karnov biting the dust at regular intervals it's going to take a dedicated player to make it to the end. I'm sure many will try though, as the urge to find out what comes next is almost enough to drag you away from Cheers on a Friday evening. Even taking into account the

Even taking into account the dodgy presentation here and there, and the feeble sound effects, *Karnov* is one of the slickest games around at the moment. It costs a bit more than yer average arcade game, but it's worth every rouble, Ib say.

YS CLAPOMETER

Superb conversion of the coin-op which proves that colour on the Speccy isn't a thing of the past.

GRAPHICS PLATABLITY VALUE FOR MONEY ADDICTIVENESS			H	0000
TOTAL	2			 9



Ingenious to the last, Karnov launches a flying kick at an ostrichmounted skeleton. Sadly he's forgotten that this isn't a martial arts game. Goodbye, Karnov. Had he been able to reach that boot-like icon floating above him, he'd have been able to walk twice as fast. No chance of that now, though.



Now, this bit's fun! You see the head at the top of that column? Until you tell it otherwise with your fire-breathing, it'll keep launching lethal missiles at you. Unfortunately you can't get to it except by shooting out the blocks from underneath it, at the same time as trying to avoid being zapped. Not easy, I can tell you.

Virgin/£7.95

Macca Hmmmmmm, Action Force 2, hey? A game based on little plastic figures, hey? Programmed by the Gang of Five, hey? Good loading screen, hey? Amazing title screen, hey? Pretty graphics, hey? Good animation, hey? Incredibly addictive, original and slick, hey?

Hey! This game is brilliant. Cobra, the slimy evil enemy of Action Force, has nabbed some innocent hostages, and is holding them on the top of certain buildings in the city's slum areas (inner-city development She called it_) And, as all goody-goody, antiterrorist squads should, Action Force have dispatched only two of their best men to combat the millions of enemy troops. First is Quick-kick (quick by name, quick by nature -- fnar), who must climb the building to rescue the hostages, and second is Airtight (until he eats beans for tea), who has to provide cover-fire for Quicky.

You play Airtight, and must use the crosshair of your weapon to blow away any obstacles in Quick-kick's path as he marches on obliviously. Yep, ol' Quick-kick although mean, hunky, and good-looking is a teeney-weeney bit on the vacuous side —in fact he's so dense that he doesn't even know that a man wearing a sadistic grin, pointing a smoking gun at him, is dangerous.

Obstacles are quite varied stuff like fings-being-bungedouta-windas, fings-hiding-intrash cans, kamikazee soldiers and assassins (you know the general rambo-esque stuff), -all of which are represented with superb animation and refined graphical detail. Little things not apparent at first, come to your attention gradually: the windows open, evil eyes appear... they blink -and a one ton weight plummets downward! The bomber reaches into his pocket for the next bomb to bung at you, and when you rescue the hostages at the end, they emerge, hands tied, blindfolded, and hopping along, a huge ball and chain in tow. Brillo!

Colour isn't missed out either. Clever use of screen design enables colour to be used in each screen to restrict the blandness of monochrome.

As Quick-kick ascends the skyscraper, inching up ladders and along platforms, his energy slowly diminishes. For some reason, this supply can be replenished by patriotically blowing away the American filags that are plastered everywhere. Another nice touch is the way you can choose a new weapon at the end of the level. The machine gun is the fastest, but tends to jolt about too realistically. Bazooka —a fave of mine —is the slowest, but allows you to blow away huge

1

ooting this replenishes our steadily dwindling nergy. Don't play in the

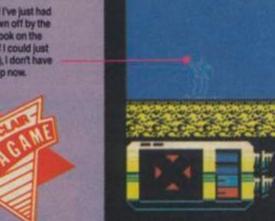
This is Quick-tick, and the brainless moron is about to be killed by about seven different things unless I can do something bout it.

Il let off (c

g lurks therein, ear you into d that

To fire, you have to furiously assault the left furiously assault the left and right keys alternately. A

hhhl I've just had blown off by the ell, look on the de (if I could just ryes), I don't have db



HITS

26

X 1 005900 20202 in like this pop outta' orways and don't ask estions. A quick blast in nfuls soon shuts

Be careful when you fire, you might blow away some innocent (and stupid), tie Quick-kick

u get about nine conds to score 39 hits on e tank. Perhaps a te tank, Pe e gun is ne

TIME

20

This tank's no Tonka toy. Fail in your attempt, and It'll blow you into tomorrow! Watch it recoil realistically en it fires.

This is a sort of m nd in betw

chunks of scenery as well as nasties --luverlee! The Bio-Gun causes obstacles to electrocute happily in the air, and is really juicy. What's more, the way something dies differs in accordance with the weapon you're using -yet another nice touch.

In this game, the tension comes with the unpredictability of each screen. You, the player, have to guess which window is going to open, which dustbin is going to explode, and from which doorway the assassin is going to come from. You'll often zoom your crosshairs down to a

dangerous-looking crate, only to have a greater peril emerge from the hole in the wall you just left. The screens are not random, everything is staged so that when Quick-kick climbs that ladder, blah-blah will appear in that door. In this way you can prepare yourself for each screen and get a little further per game -the essence of playability, nest ce pas?

Another attraction is the new shoot em up angle employed by this game. No longer is it an all out and out blast anything that moves, but what could be termed a "strategic carnage"

game. You must control your outpouring of violence, deciding which is the most dangerous enemy and what to eliminate next, or else you may miss the

YS CLAPOMETER

Strategic carnage with snazzy programming and natty graphics. On a par with Cybernoid and Rastan.					
GRAPHICS PLAYABALITY VALUE FOR MONEY ADDICTIVENEES					
TOTAL	9				

object of your hatred or shoot Quick-kick himself.

All this addictiveness, playability and all these graphics are complimented with a splattering of attractive special effects (just look at that title screen), that tone up the game and provide an added incentive to complete each level.

After a bad patch, Virgin seems to have regained its former glory, Dan Dare I was brill, Dan Dare 2 was exceptional and Action Force 2, well it's transcended

51

REVIEWS



Activision/£9.99

David This is perhaps the only time you'll ever meet a cross between *Biggles* and *Pole Position*! A racing game in the skies. A nice concept, but what a shame about the game. If you really need the thrill of the chase, even that old chestnut *Chequered Flag* has to have the edge, for *Air Rally* is little

different, but for a few additional "diversions".

Naturally there's the traditional winding course to follow and, in this case, other 'planes to crash into. But really the race is against the clock — the other racers are simply collision fodder.

There are reportedly 16 "unique and challenging courses" (both untrue), and you are given every chance to get through them, with several attempts allowed.

After every third race there's a "bonus" course — probably the only real interest value of the game. Alternately, there are balloons to pop or an aerial slalom to negotiate, both made difficult by other craft just waiting for you to hit them. Strangely, the clock may start ticking immediately, but the course proper won't begin until you've gained some height quite a comic affair in the way your 'plane hiccups into the air.

Coloured bands roll down the screen to create the impression of movement, but this is hard on the eyes for any length of time. It's especially difficult to handle when the course markers are the same colour as the background

The instrumentation in your craft is what you'd probably expect (if you're into these things); what with altimeter, (appears to have a hand missing --you can't hit the ground anyway so it isn't essential), airspeed indicator, (your speed is either zero or fast-ish) and a



I could character repeate almost and care access the analysis in a sector we want to a sector when a sector was the sector and the sector and

compass (which is stuck).

I am no lover of multiload games, but its execution in Air Rally is so naff it's pathetic. Each additional loading (if you can stop yawning long enough to do it), is so brief I can only assume this is purely for horizon detail. But check this: load the game, flip the tape and load the first part of side B as requested. Leave to simmer for a few moments — and you have to do it

all again. Sorry Activision, but this is not of the quality I've come to expect

from you. "Great flying," it says in

the instructions. Are they being sarcy??? Forget about great, this one grates!

YS CL	APOMETER
doesn't ge	which just t off the ground. clear, this one's for
GRAPHICS PLATABILITY VALUE FOR MONEY ADDICTIVENESS	
TOTAL	4

TURN YOUR COMPUTER INTO AN ARCADE WITH.

... the most accurate conversion of an arcade hit in years...' ...

Players/£1.99

Tony Add a seriously cute fluffy to a computer game and you'll be laughing all the way to the Building Society, or at least that's what seems to be true of the charts these days. Thing is a seriously cute fluffy, and *Thing*, the game, is also seriously playable. Partly due to the fluffy, but mostly due to the brilliance of Players programmer, Colin Swinbourne.

To be honest this is nothing that hasn't been seen before the Magic Knight games come to mind —but the effortless and extremely pleasing way it fits



together makes *Thing* a pretty nifty slice of software.

Thing's mission in life is to deliver a metallic ball with squishy innards to the Dingalinger Overlord in an attempt to avoid all-out nuclear war. Heavy huh? But before Thing can pass on this spherical postcard, the Overlord has demanded the completion of ten rather tricky tasks. The situation is further hindered by the roamings of a bunch of yobo Dingalingers who don't seem to appreciate the fluffy cuteness of Thing. Never fear, your ball converts into a high power servocannon when needed. Very useful when your Thing's in a light spot (Inar, Inar).

Completion of the ten tasks is achieved by collecting objects (now where have I heard that before), and matching them with other objects where there is a common link. 26 levels must be searched, although there is assistance in the form of teleport phone booths. Very handy, but this must be the point where *Thing* loses its grip on realism. When have you found a phone booth that works?

The top and bottom sections of the screen are occupied by inventory and selection cards. leaving only a tiny strip for actual game play Is this enough? —but of course, the programming excellence of Colin Swinbourne never fails to amaze me. Using only monochromes, stunning scenery and Colin's scrolling sprite movement signature, *Thing* goes to the top of the class.

YS CLAPOMETER

Superb quality budget gear. Thoroughly playable 'collect and connect game from the author of Joe Blade. A must buy.

TOTAL

8

ARNOV, THE WELL-KNOWN FIRE-BREATHING RUSSIAN.IS RUNNING, JUMPING, CLIMBING, SWIMMING AND FLYING AFTER THE LOST TREASURE of BABYLON. COUNTLESS WACKY MONSTERS ARE OUT to STOP HIM . . EVER SNUFFED IT AT THE HANDS OF A SKELETON ON AN OSTRICH? INCORPORATING NINE LEVELS OF GAMEPLAY, KARNOV IS A VAST 4 WAY SCROLLING GAME THAT COMBINES BOTH STRATEGY AND FAST ACTION AND IN WHICH THERE ARE MANY ROUTES TO SUCCESS.

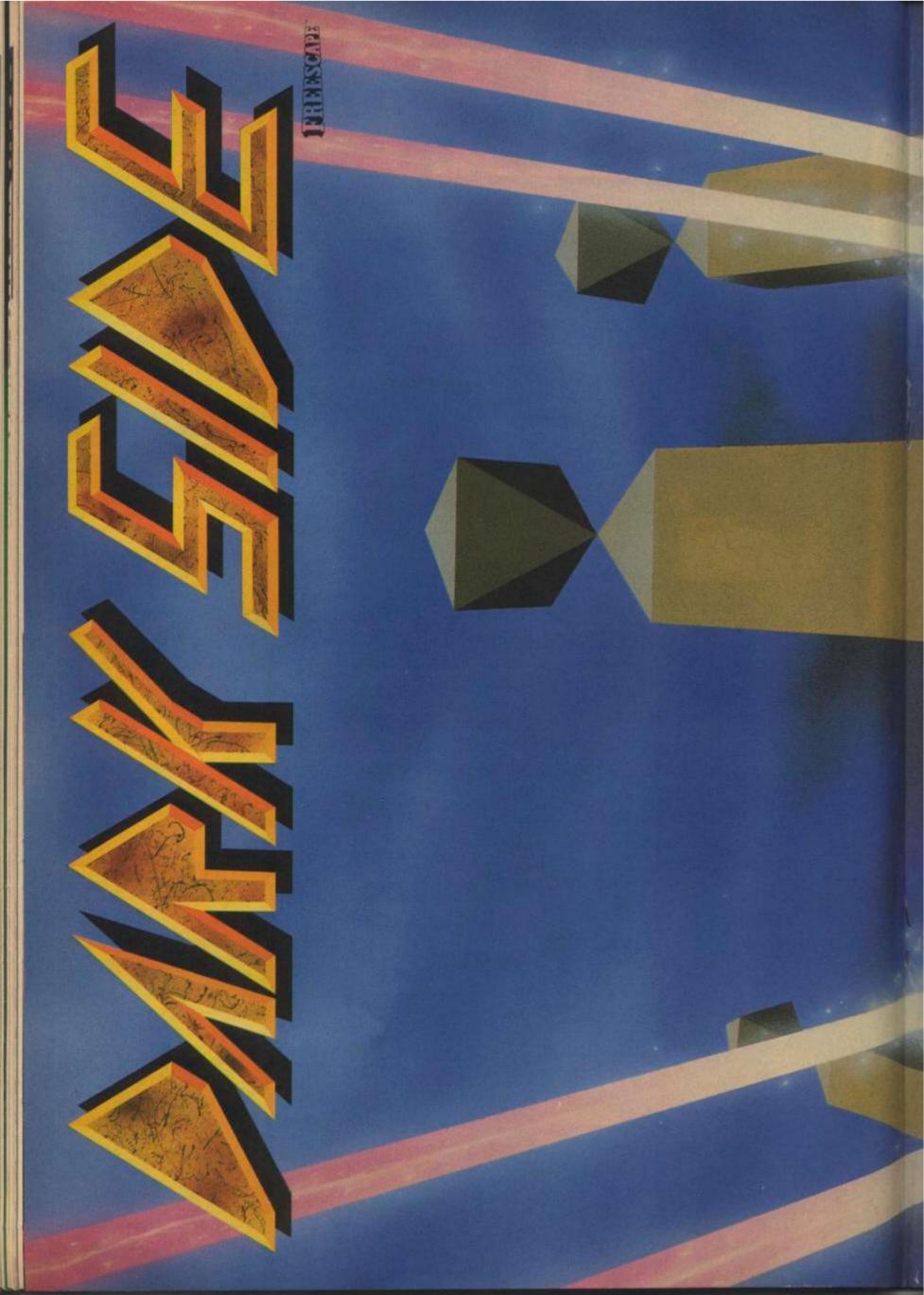




Commodore 64 128 Cassette (£9.99) and Disk (£14.99), ZX Spectrum 48K /128K + (£9.99) Amstrad CPC Cassette (£9.99) and Disk (£14.99).

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MULTIFACE

"A GOOD REASON TO BUY SPECTRUM + 3:" (Crash)

SPECTRUM+3 - THE BEST ADD-ON FOR MULTIFACE 3

n the beginning there was the Spectrum. Lots of people bought one. Lots of other people wrote sames for the Spectrum, and lots of people bought those as well.

But there was a snag - everything used cassette tapes, which were fine for *Depeche Mode* but not for so hot for computer software. Slow, unreliable and frustrating were some of the kinder terms used for the medium.

Now there's the 128K + 3, a games machine that has all its software on tape and built in disc drive . . . Guess what Romantic Robot has produced?

Multiface 3, that's what. Plug it into your 128K+3, and load a game from tape. Press the red button and you can port it on to disc at any stage, yours to load in a trice at a whim's notice. Multiface works by waiting for the program to load and run. Then it takes a copy, and as the program was running at the time, it will run when the copy is loaded back later.

The tape to disc function of the Multiface 3 would be enough to recommend it to anyone. But there's more. When the red button is pressed, a whole range of functions appears. You can look through the 128K+3's memory, altering it at will. High scores have never been so easy to obtain. Memory can be displayed as hexadecimal, decimal or text. All of the 128K+3's 128K of Ram can be fiddled with, not just the 48K's worth that Basic has access to.

You can also print out areas of memory and screens in a variety of different forms. The Multiface 3 can do the same types of graphics dumps as its brother Multiprint, straight text, Spectrum-style Copy and a couple of shaded screen

dumps. It can't do much more than 128K+3 Basic does, but it does it in the middle of programs.

The main purpose of the Multiface is to get things on to disc. As well as the simple Save and Load, it's got a few other tricks up its interface. You can, for example, use the disc from 48K mode. Lots of people get excited by this.

Other things that the Multiface can do is allow you to erase a file to make room on a disc, in case you need to save something in mid-game and can't get to Basic to do the deed. You can't *Format* a disc from the Multiface, alas.

Multiface also compresses stuff automatically, and doesn't Save empty areas of memory. These two features mean that you can get (for example) more than three games on the 170-odd K allowed you per disc side. But you can turn those features off, if need be.

Everything is accessed by the traditional one- or two-line menu and single keypresses. Multiface 3 is very careful about invalid inputs, and didn't crash or otherwise misbehave at all. And 1 did try to confuse it.

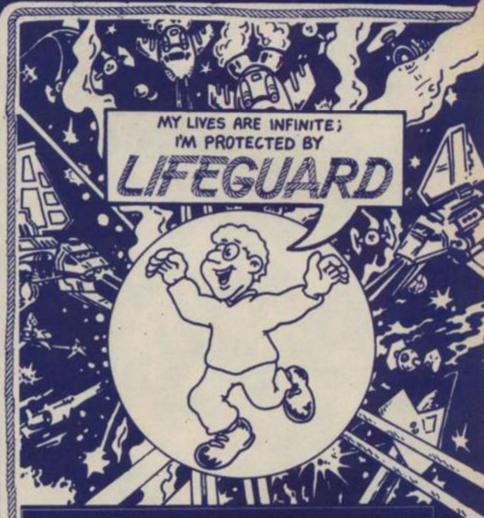
More than that, what can I say? I enjoy a good rant, most reviewers do, but the Multiface 3 seems set on continuing the Romantic Robot tradition of doing the job reliably. I can't even complain a little.

Any 128K+3 owner will find it a wonderful device, indispensible even – I'm not giving mine back without a fight. I expect to see the usual extra programs appear for the best in due course (Genie et al), whereupon not owning a Multiface 3 will brand one a complete loserill

EXCERPTS FROM REVIEW IN

HE THE DRI

"THE PLUS 3 DISC SOLUTION" (Sinclair User)



LIFEGUARD is an infinite life finder. Install it into the MULTIFACE I or 128, load a game, press the MULTIFACE's button and LIFEGUARD is ready to look for infinite lives, ammunition, etc. Once it finds it, your playing and score will never be the same – you'll win again and again –

and for £6.95 ONLY!

All prices valid strictly by mail-order 1.6.1988 30.6.1988 GENE works with MULTPRINT, MU

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Hey Pluto! Gremlin's picked up the licence to all things Disney-shaped, and the first game on the way is small, squeaky and distinctly rodent-shaped. Marcus Berkmann thinks it'll be anything but goofy...

ever was much of a mouse man myself. of course. Rats on the other hand —now there were talking. Those little sniffy faces staring evilly into your eyes, those tiny pink paws scrabbling playfully over your fiesh, those long serpentine tails wrapping themselves around your epiglottis and pulling tight and, well enough of that. Sadly Mickey Rat is a cartoon character yet to be created, while Mickey Mouse as we all know, such table construction.

is virtually collecting his pension. And now over 50 years after that famous Glaswegian punchline Walt Disney first introduced the tiny monochrome rodent in Steamboat Willie (fnar) Gremlin brings him to you in computer form. This is the second of its Disney licences, the first being Basil The Great Mouse Detective which went by almost unnoticed at the end of last year. Mickey Mouse, though is rather stronger fare. Moving away from Bremlins arcade adventure slant, or grammer Gary Priest (who also wrote Basil) has gone instead for straight beat em up action, spiced up with some neat little sub-games.

up with some neat little sub-games. The game is set in Disney castle where four evil witches, who work for the Ogre King, have nicked Merlins magic wand (fnar). It's clearly a useful wand, this, as with it the witches have managed to cast a spell of evil over the entire kingdom. For safety's sake they ve broken the wand into four bits and hidden them in the castle's four towers. Can some brave soul rescue them, and so make the kingdom safe for fluffy lambkins everywhere? If so, what's in it for him? It sounds like a job for Superman, but as hes on holiday in Ibiza, this ones down to old Mickey.

All hes armed with is the last flaggon of enchanted water a water pistol and a hammer. Some of the monsters can be felled with a couple of sturdy blows with the ol mallet, while others need to be squirted. Although the water soon runs out your vanquished foes have this splenoid habit of dropping icons whenever they die, and quite a few of these will be refills of the enchanted eau, (the witches snarfled the rest, ysee). Other icons include a shield (gives you protection), a flash of lightning (speeds you up) and my fave, the glue bottle, which for a while sticks all your enemies to the floor. They all look right Pritts when that happens. I can tell you

The idea on each floor is to waste

enough ghoulies and nasties to pick up a key and this key will let you into the room at the back of that level. In each of these rooms is a onescreen sub-game (At the moment Gary's planning three different subgames, but there may be more in the finished version.) All are based on ancient old arcade games, but each ones been Mickeyed up. If you get through one of these, you'll find yourself back in the tower but with the door bolted up, and no ghoulies coming through to attack you. Fab. When all those doors are sorted

When all those doors are sorted out, you get to the top of the tower and have to start battling with the witches themselves, but as Gaz nasht er written that bit yet. I think we'll leave it for now...

The game won't be out until June or July but the demo! played was already well advanced -- certainly enough to get an idea of how the main section will play at least. Both in the way it uses perspective and the way you have to time your hits. *Mickey Mouse* is not unlike *Renegade* -- and that's not a bad model to use for any arcade game of this sort. And with Gremlins usual graphic excellence thrown in for good measure. I have a sneaking suspicion it will be a big success.

FAX BOX

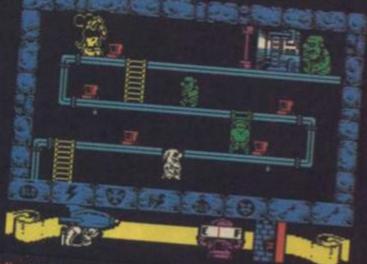
Game Mickey Mouse Publisher Grimlin Graphics Price £799 cassette £14.99 disk Availability June/July Favourite cheese Emmental



This is the main gameptay screen as it'll look in the finished version Mickey's currently wielding his hammer (bottom left), and he's already reduced a couple of ogres to half size (they tend to split in two, a la Asteroids). That blob on the right needs squirting, and the gauge at the bottom shows that your pistol is full. The two icons you've got at the moment are the shield and the glue - keys will be illustrated (if you get any), on the far right.

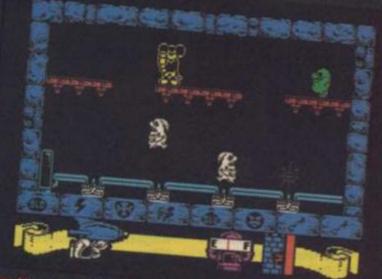


DOUBLE GLOUCESTER



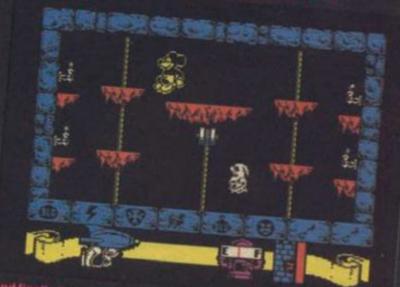
This first sub-game's been modelled on that great arcade monster Donkey Kong. Rather than avoiding barrels though, Mickey must hammer in those corks and also hammer the nasties who'll be trying to pull 'em out again! Well, who said it would ever be easy?

LYMESWOLD BUTTIES



Here Mickey finds himself in a Space Invaders-type scenario. Something of a comedown, you'd have thought but when was the last time you played Ghoul Invaders? Weird!!

DEEP FRIED CAMEMBERT



And finally, a platformy game for Mickey to handle. Here he has to put out each candle in a pre-set order, before being nabbed by floating ghouls. That's the water pistol symbol at the bottom felt, by the way. And unfortunately it's no use here!

59

DC Comics

• DC Comics is an old established firm, who has only recently released its aggressive establishment posture to deal with more seedy stories, and allowed its world famous characters to appear more human, Evidence for this loosening of its traditional clean cut image can be found in both its flagship titles; Action Comics, starring Superman, and Detective Comics, starring Batman.

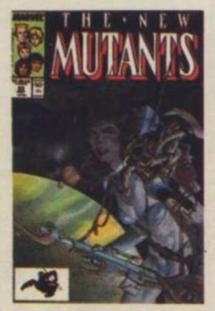
Satman (no, 421)

• What with the popularity of the 60s TV show, it's easy to think that Batman is the same character that he was in the sixties. To be honest, I think most comics hard nuts would disagree that he was ever really like that, but it's more true to say that the modern Batman is very different from the TV series. Sidekick Robin has long since gone west, and the tailer, slimmer Batman is more the serious detective, and this is no more evident than in issue no, 421 of Batman in the story

no. 421 of Balman in the story entitled Elmore's Lady. The story so far goes that Balman fell for this girt, a young fruit called Kate Babcock. She was real cute and helped little blind kids, and all that. At the time, Balman was working on the case of the Dumpster Slasher, a madman who slices young women up into bits and throws them into big garbage bins or dumpsters. Yep, you guessed it, Balman's bird ends up in the bin next to the chip cones and walnut whip wrappers, and he's

The New Mutants (no. 63)

• The X-Men spin off regularly in another of Marvel's current front runners, The New Mutants, issue 63. This carries a story called Redemption, a flashback story which stars Illyana Rasputin, plus an appearance by the original X-Men line up.



This zine has the best cover I've seen on a comic for a long time, with an obvious nod to the Heavy Metal school. And it seems for this cover, that sex is rearing its ugly head, again. The scantily clad fruit on the cover of New Mutants can't be interpreted any other way, than as a ploy to get more of us lusty little thrustbuckets to fork out the dosh for the mag in the first place! I



flipped out. He wants the killer so badly he can taste it, and for the last couple of issues of the mag hes been duffing up suspects and not really getting any detective work done.

done. The current ish carries this story to what feels like its penultimate twist, where Bats finally gets some hard evidence from an eye witness. The witness is an old wacko wino who's writped the most recent stashee out of the bin, thinking that shee his wife. Blurgh, sicko. I really like this story. It's lightly written, and has all the pace of an American cop show. Old Bats has atways been the most well written character in comics, but this is one of his most credible stories in a long time.

know I did. I like the New Mutants, because it not only adds stories to the ones found in Uncanny X-Men, but also meshes with them as part of the same fictional universe. This is opening the way for a crossreferencing series in the summer, Id guess. You know the sort of thing, where a character leaves the room in one comic and turns up in another room in another title the same month. Wacko.

Epic Comics

 Young pretenders to the comicdom throne are Marvel owned Epic Comics, whose plucky and innovative titles map out the difficult territory beyond Marvel's mainstream stuff.

Marshal Law (no.3)

Some familiar names from British comics are beginning to emerge on Epic, with issue 3 of Marshal Law, Super Hero Messiah', by the famous team of Pat Mills and Kevin O'Neill (what are those guys ON?), better known over here for their work on Nemesis The Warlock, Metalzoic and Judge Dredd strips for 2000AD.

Marshal Law is a very brutal book indeed, with some foul language, blood and guts galore, and loads of different kinds of violence, not to mention a really nasty undertaste of decay and death. In fact, this is a first class bit of Mills/O'Neill mayhem, bearing all their hallmarks. (Choose any two of the above.) The story line defies simple

Yes, it's comics time here at YS, as resident Comix Ed, *Phil Snout*, gets his teeth into what's new in comicdom.

know, comics are a great leveller. It's not just kids, anymore, and there's a very good reason for this. Comics are achangin'. The stories are more adult, the characters more motivated and the artwork more sophisticated. So what's been going on?

Constant

It seems that the comic companies in the States and over here, finally worked out that the more adult themes and detailed artwork were selling more, and that their audiences were now mature, if not just in age, but in outlook. Video and movies, having trained us to be more critical of characterisation and story, meant comics which could hold our attention in the '80s had to be very well made disclaimers on the covers like 'Suggested For Mature Readers' is more common. Another trend is having the collected adventures of particular characters collected in thick paperback omnibus editions, occasionally called 'trade paperbacks'. The appearance of magazines like Heavy Metal (a **US version of the French** fantasyzine Metal Hurlant), have shown that people were ready for a more sophisticated diet of art and stories with a less coherent style of writing.

indeed. So the pulp pages have been replaced by expensive art

paper, and the appearance of

So, in order to get a grasp of what's going on now, let's look at what's new in comics, and review some of May, June and July's best releases.

Irgin Comics

London, W1N 7AP.

Tel: 01-631-1234

14-16 Oxford Street,

rbidden Planet

39 Great Russell Street,

Comic Showcase

GOSH London Comic Shop

23 Denmark Street,

London, WC2 8NA.

Tel: 01-836-4179

London, WC1.

Tel: 01-636-1011

76 Neal Street,

London, WC2. Tel: 01-240-3664

Shopping Guide

Of course there are literally thousands of new releases which we haven't covered in this article, and even if we devoted the whole mag to comics, we'd only just scratch the surface. But what we have done is give you a generous taste of the finest reads available right now. If you want to get to grips with any of these fine comics, or want to know more about comics in general, why not pop down to your local comics store, or write to or phone our local shops listed below. And in the mean time, why not write to us, and tell us about your favourite comics? Go on! Let's hear it for the heroes! (Yayy!)

dyssey 7

Unit 7, University Precinct Centre, Oxford Road, Manchester. Tel: 061-273-6666

Swamp Thing (no. 72)

Another incredible DC release which shows the new style graphic novel approach, is issue 72 of Swamp Thing called Gargles In The Rat Race Choir.



This is an odd story, starring Swamp Thing himself, plus a recent addition to the DC stable John Constantine. (John stars every month in the excellent Hellblazer comic by the way, also by DC.) Swampie started out as Alec Holland, a scientist who'd been transformed into a collection of roots and moss by one of his own experiments, and spent every issue looking for his family to explain what happened. Now he's become a sort of mythical figure, an Earth Elemental.

Frankly I prefer this new tack, as the original story lines were pretty standard fare, and they've obviously decided to switch it a bit, like Marvel did with the Hulk. And speaking of Marvel

Marvel Comics Group

Now, although a much younger group than DC, Stan Lee's Marvel Comics Group have always tried to be different, subtly lampooning the older group with its treatment of superheroes, making them more human. Spider-Man was Stan Lee's first character, followed by Hulk and the Fantastic Four. Historical Note: They made their first appearance in this country as guest strips in a comic called POW!, along with a brilliant character called Grimly Feendish. You won't find that in any books on comic history.

The Amazing Spider-Man (no. 300)

There was a time when Spidey was still Marvel Comics top selling title, and he still does all right, with issue 300 of The Amazing Spider-Man with its 25th Anniversary story Venom'being a good seller.

Spidey's got a black costume these days, and he's married too, one of the very few superheroes to tie a knot that wasn't in someone else's throat. Spidey's missus goes under the name of Mary Jane Watson-Parker, as of course SpiderMan's real identity is Peter Parker, ace photographer for the Daily Bugle.

In this episode, the living costume that Spidey got on another planet, hence the new black cossie, has returned to destroy him, using a massive muscleman to fill itself out. This is a weird story, with almost



Japanese stylised artwork by a guy I've never heard of before called Todd McFarlene. Nice though. Standard superhero stuff, but brill 'cos Spidey always is.

The Uncanny X-Men (no. 231)

With Marvel, though, it appears that Muties (Mutants to you) are what the people want. The Uncanny

readers, it's a bit too adult for young minds, who might be either frightened to death by some of its imagery, or just find it meaningless which is worse. Get it if you can.



est Of The Rest

There are a massive amount of There are a massive amount of rather good independent comics companies coming up through the ranks. Eclipse International is making a good show of it, with some very fine black and white dapanese reprints, like Xenon – Heavy Metal Warrior and Mai – The Psychic Girl. These titles tend to be bi-weekly, and so get through a lot more issues, but as they're re-prints this means they can keep lots on the go at once.

the go at once. Mai is a bulliantly done piece, with lots of psychic violence



X-Men issue 231, Dressed For Dinner is an ideal example of this.

The X-Men have been playing dead to stop people gunning for them, but they're spending more than a little time fighting magical villains from alternate dimensions. In this story Peter Rasputin, aka Colossus, comes to the aid of his baby sister Illyana, who's being assaulted by some ghastly magical biomechanical being from another dimension, who's building a magic mountain. (Why do villans in X-Men comix always build magic mountains? Ed) X-Men is my own personal favourite monthly tipple, and I love it to death. There's something about Wolverine that brings out the hero in me. (Vrrraaakkk!)

(exploding peoples heads with a glance, sort of thing), and possibly the most incomprehensible storyline I've ever seen. Nothing happens in Xenon, so I can't tell



whether it's any good or not. Still, I Japanese draw on their cartoon heroes, to make them look more western. It looks like the old Marine Boy cartoons, or maybe Thunderbirds 2086 or Battle Of The

Planets, First Publishing has produced the finest Jap Import though, with the help of Frank Miller (the author of the Dark Knight Batman stories), and that is Lone Wolf And Cub. This is the best martial arts story l've ever seen, with a very different persoach to the blatant commercial approach to the blatant commercial le of the Eclipse titles. All the swordplay you could wish for, but unlike so many other comics, it's such a good read!Not to say that the artwork doesn't alk on water too, 'cos it does.

description, but most of the action takes place in Herolands, a sort of theme park for superheroes. A hero called Sleepman goes wacko and starts killing people with his giant claws, and various heroes that get in the way get splattered all over the page. It sounds like a fairly straight-forward tale, but its an interesting read nontheless. Go get it.



Video Jack (no.4)

• Epic has also been doing a very sharp little number called Video Jack, of which issue 4 Family Ties is the most recent.

Video Jack spends all his time lost in videos (obviously enough), along with a weird dog called Kojak and his buddy Damon. This month they drop into a version of Aliens,



this, but I feel like there's not enough meat to grab a reader who hasn't been following from ish 11

(no. 4)

And finally from Epic, the most disturbing comic I've ever read, Blood by DeMatteis and Williams. This isn't an on-going monthly title but rather a four part mint series. The artwork in this issue, part 4,

is literally the finest to be found anywhere. Even Heavy Metal atils most arty was never as beautifully painted or imaginative as this series, no messing. Blood is the name of a vampire in search of his humanity, and a man in search of his soul. A lot of work has gone into this series, and although I'd recommend it wholeheartedly to our older



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

Imagine/£7.95

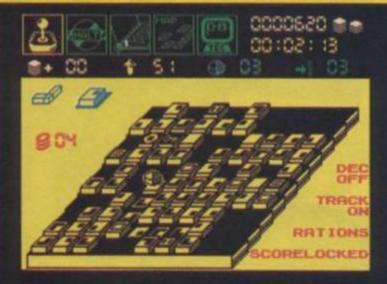
Jonathan Rastan must be one of the oddest looking blokes I've ever seen. He wanders round wearing nothing more than a pair of furry Y-fronts with kinky metal trim, and his hair obviously hasn't been near a bottle of Head And Shoulders for months. What's more, this guy is meant to be the King of Marannal Just think of the outcry if our Liz turned up to open a new railway station looking like this! Praps it's just as well that he's a bit macho actually, as his kingdom has been over-run by all sorts of horrible monsters, sent by the evil Karg, and Rastan is the only chap brave enough to volunteer to get rid of em.

Rastan (the game) is actually Imagine's spanking (Yurk! Yurk!) new arcade conversion, and all that I've just told you is in fact the plot to it. The coin-op is one of the best around at the moment, a great consumer of ten pees, and this conversion has managed to capture most of the intestine-spreading, brainshredding atmosphere of the original, which is no mean feat.

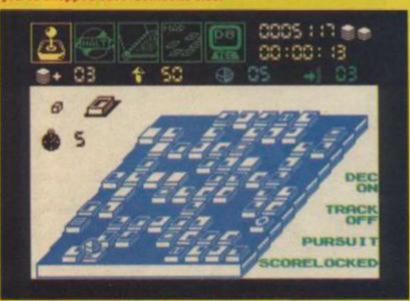
Armed with a steely stare and one of the biggest choppers (Kwoo-ooar, eh?) this side of the USS Nimitz, Rastan sets out on his journey through six scrolling levels, slicing his foe into pieces thin enough to stick a stamp on and post back to their evil master.

For the first few minutes he wanders around out in the open, manipulating his weapon and flashing his biceps. Nothing too challenging here, just a few thousand demons to slash up, ropes to climb up and down and lava pits to leap over, and he usually comes out of it with a few lives to spare.

Things hot up a bit once he's made it to the castle, where he'll have to confront some much



ne first leg of the game: just keep waving your sword around and ou should be okay. You'il have to crouch down to hack up those liggy things as they scuttle around under your feet. The red quishy thing at the bottom is your own heart incidentally, not one ou've chopped out of someone else!



Jrghi Batsi You can't run away from them, 'cos they follow you up and down the screen, so prod at them a bit until they go away. Noto the way the background scrolls behind the bits in front, and it's a different colour, too!

nastier nasties, not to mention bats which flit around causing untold damage to our hero's anatomy.

Rastan is more than just a horizontal scroller. In fact it scrolls all over the place as you climb up and down ropes, prance over pits of fire and explore underground caverns. All this is drawn out very nicely, graphics being one of the game's strong points. Or should that be even stronger points? Everything about this game seems to have had a good dose of spit and polish, not to mention body tissue.

But aren't we forgetting something here? That's right! Who would dare to write a game these days where there are no add-ons to collect? And there's no shortage of these in this game. Most of the things you can pick up either reduce damage to Rastan or increase your score, but if you're lucky you might find the odd mace to swing around, or some fire-balls to throw at the enemy.

But enough of all this praise! There must be a few probs somewhere, eh peeps? Well, multiloading's never any fun, but it's obviously compulsory for this one, what with all its billions of different screens (all accompanied by some great music on the 128, I might add). A re-define keys option would have been nice, as the ones that you're stuck with are pretty scummy if you're a member of the antijoystick faction. Other than that, no grumbles.

It's nice to see that with coinop conversions breeding faster than gerbils (and I should know — I've had experience of both!), there are still a few which stand out of the crowd. Rastan is definitely one of these, and although it doesn't quite manage to disprove the old theory that you can't cram eight million megabytes of memory and 14 custom graphics chips into something the size (and shape) of a beermat, you'd be a total twazzock to miss it.

YS CL	APOMETER
but noneth	rupsch! A bit gory, neless a great t watch out for s!
GRAPHICS PLATABLITY VALUE FOR MONEY ADDICTIVENESS	
TOTAL	9

REVIEWS

Mask I — Not the best toy tiein, and like all the Mask titles it didn't sell too well. Fairly average Commando variant that's mildly diverting, but no more. Basil The Great Mouse Detective — Gremlin's first Disney licence, and a bit of a disappointment. An arcade adventure that never really gets going, let down by dull gameplay and drabbish graphics.

THE FINAL MATRIX

GREAT GAMES

THING BOUNCES BACK

JACK THE NIPPER

Marcus Compilations schmompilations, I hear you cry. (Or possibly not.) Yes, I know we don't usually do much on this sort of thing in YS — mainly for space reasons, and because we think you're probably keener to find out about newer games, than loads of oldies bunged out for the umpteenth time. (Tell us if you're not!) But this one, when it popped through the office letter box, really caught my eye. Basically, Brian, 10 Great Games II is Gremlin's Greatest Hits from 1987, and that includes some mighty fine games.

Right, so let's hit it. (OOOF!) Oh, sorry. Now, what do you get? Ten, yes ten games, including four YS megagames and one never before released...

Auf Wiedersehen Monty

- The third and probably the best of the *Monty* platformers. This time Monty is travelling across Europe, which fortunately is chock full of platforms and ladders. Loads of good jokes, and very challenging.

Samurai Trilogy — Bash 'n' slash game with excellent large sprites and neat backgrounds. Little else to distinguish it though, from the other 4000000000 similar games on the market. Death Wish III — Not bad,

this urban violence game, but nothing remarkable. Unlucky enough to come out at about the same time as *Renegade*, with which it couldn't compare.

Thing Bounces Back — Breathtakingly fast platformer that's both hard and immensely enjoyable. As always, Gremlin excels at this sort of game, unfashionable though it is.

NOTION IN COLUMN

io azar

YOUR SINCLAIR -

- B U Y

THE DUCT

The Duct - a sort of Hive

Jack The Nipper II — Ah now, this is the business. A really cracking arcade adventure that actually merits the old cliché, 'state of the art'. Worth the £9.99

variant which involves you zooming through a network of vector graphic tunnels, avoiding hazards, a bit like Tempest in a beach buggy, if you get my drift. Not bad, but tricky. The Final Matrix — Brillo arcade mapping game, which needs fast reactions and about seven eyes. Virtually ignored when it came out, but you'd be a mollusc to pass it by this time.

So there you have it. Not every one's a winner, but there's enough in 10 Great Games II to fire up even the most jaded gaming palate. As that worldrenowned philosopher Climie Fisher once said, "I know you're going to dig this." And as Mud once said, "That's neat, that's neat, that's neat, that's neat, 1 wanna love you'r tiger feet." What more can we say?

YS CLAPOMETER

Best value compilation for yonks — with four megagames to boot!	
The Duct	7
Mask	6
Auf Wiedersehen Monty	9
Samurai Trilogy	7
Convoy Raider	6
Jack The Nipper II	9
Basil The Great Mouse	
Detective	6
Death Wish III	6
Thing Bounces Back	9
The Final Matrix	9



by itself.

Convoy Raider

and loads of action.

with arcadey leanings which

appais purists, but I rather liked it. Neat perspective graphics



What we got? Loadsacheapies! And we also got Tony Worrall to review 'em. Take it away, Wozza!



Duncan Before we begin I want to tell you about a prediction of mine: I predict that by the year 2079, all words will begin with the letter 'x'. It's such a futuristic letter, n'est pas? Much more futuristic than say a j' or a boring old 'b' Righto chumbles, onto the game

Xarax (crikey, it's got two), is a view from above, vertical-scrolling shoot and bomb em up. Phew. The scores and things are displayed on the left half of the screen while on the right the scenery scrolls down towards you leaving you to bomb the ground emplacements and shoot/avoid the formations of flying enemy craft. You've seen it before (and even if you haven't

there really isn't much else to explain). Graphically it's fairly standard. Use of colour is conservative and everything's reasonably detailed, although a little on the small side. The flying sprites are adequately animated and the scrolling is quite smooth.

Anyone remember the Spectrum version of Xevious? (another 'x' by jingo — folk catch 'on fast). The reason I ask is that Xarax is almost exactly the same. A studious 'techno person' might suggest that the source code could have been 'lifted'. However, being a bit of a 'femto-brain' who doesn't know what 'source-code' means, I would probably look a trifle bewildered. Suffice to say that the two games are, " eeerm, quite similar indeed. Anyway – to sum up

If you're a fan of simple mindless shoot'em ups (and I have to confess I'm not), and you haven't got a great deal of dosh in your pocket then you could do worse than to buy this. However, at £1.99 it's not going to be the cheapest 'cheapie' on the shelf, so maybe you won't. Boiiiing! YS favourite futuristic words' No. 832: Xylophone. (More next year)



Power House/£1.99

Dervish is another in the long line of grotty games from budgeteers Power House. It seems to have discovered some kind of software time machine -- digging up the decayed remains of five-year-old game styles, and trying to pass them off as new and exciting concepts. Not going to work chaps

The maze game comes under attack here. Explore bland and badly drawn pathways in the search for 'magic and mysticism. The only mystery here is why on earth release such tosh? The sound is feeble and colour clash unbearable. Even at £1.99 this is not very good value. Take my advice and leave it on the shelf. Double veuk!

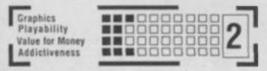


DISPOSABLE Power House/£1.99

Very apt title. This is the ultimate in disposable software, buy and bin as soon as possible. Chase Mega Garbage beings around a mega garbage landscape, and watch as badly animated sprites do battle with Mr Attribute-Clash!

These are the kind of games that should be buried at birth, or better still shown as health warnings to trainee games programmers! Disposable Heroes tries to be a cross between Underworlde, Nodes Of Yesod and Xanthius, but never gets even close to the worst of those.

I really can't see Power House making money out of this kind of tripe, unless someone out there is fool enough to add this to their collection. Take a tip -avoid!

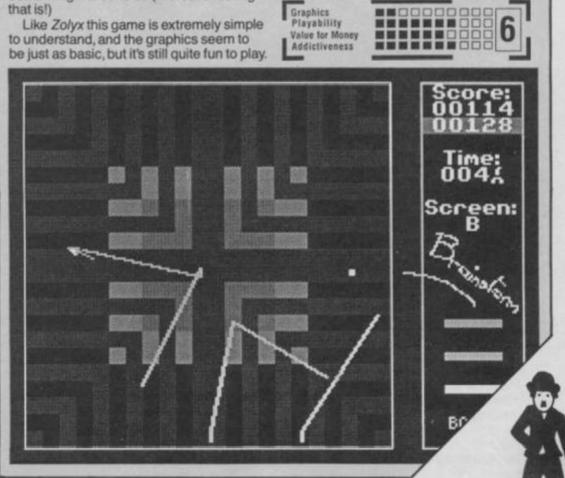


Firebird/£1.99

Brainstorm, in concept and design, is very similar to Zolyx, (also from Firebird Silver,) in that moveable lines must be . . .er. moved around a multi-coloured checker board in an attempt to drive the bouncing ball onto point scoring squares. A fair old slice of brain power is required to reach anything above the third screen. Something I failed to do (without cheating that is!)

Like Zolyx this game is extremely simple to understand, and the graphics seem to

A test of reactions and quick thinking rather than luck and guesswork, this is perfect budget fare, although I can't help feeling that we deserve something a little more sophisticated, even at this bargain basement price. All the same, Pete Cooke has come up with another little game - and if you go for puzzles, you'll like this.



Graphics Playability



Firebird/£1.99

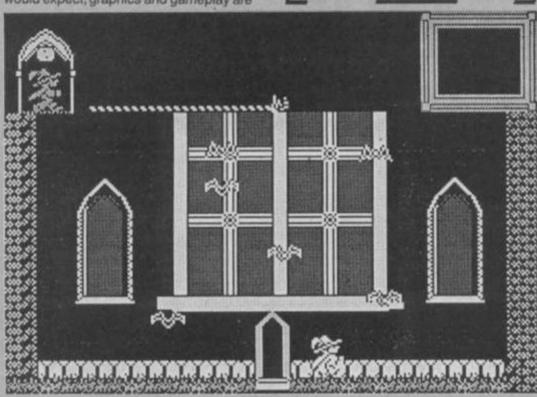
I don't take too kindly to the plot of The Plot. The object is to help Guy Fawkes blow up the Houses of Parliament, no less. This is accomplished by gathering sticks of dynamite and fireworks, then lighting the blue touch paper -- not forgetting to retire immediately! A terrorist computer game? I think so!

Anyway, the program itself is less controversial. This is a fairly straightforward but quite enjoyable platform and ladders game, a la Monty Mole. It's programmed by Odin, and as you would expect, graphics and gameplay are

highly polished. The Plot is pretty simple stuff, but it does hold a tough challenge, and would be a worthwhile buy for hardened platform freaks. The unavoidable death syndrome can lead to a fair deal of frustration to begin with so be prepared to visit the opening screen several times during your first go. One of the better budget games around at the moment.

6



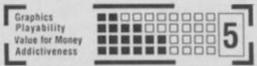


Firebird/£1.99

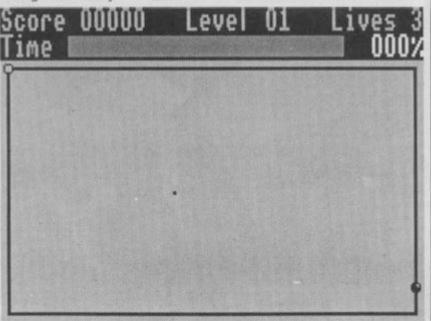
What does Pete Cooke do in between coding classics such as Academy and Micronaught One? Well, for one thing he releases programs like Zolyx. As would be expected, Zolyx is perfectly presented and programmed. It even comes with a freebie 'cell generator' program contained in the game itself. But what is the game actually like?

Well, it's something of a let down. Zolyx is basically a simple Qix clone, simple with a Capital 'S'. The object of the game is to fill at least 75 percent of the screen by creating sectioned off areas. You do this by moving your character along the edge of the screen, connecting the side walls of the play area as you go. Simple eh? Avoiding killer balls along the

way, It's mildly addictive for a while, but oh, so boring to look at, so I would say playability is sadly limited. Still, not a disgrace for the dosh.



66





As budget games go, Demon's Revenge offers above average quality in the graphics and depth department. The disappointment comes when you look at the gameplay. Controlling the central character is about as easy as being elected Pope, so making any serious attempt to complete the game is a nonstarter. The dreadfully cliched blurb explains your quest ahead. Four pieces of a magic talisman have been accidentally scattered around a vast complex of temples. It doesn't take a megabrain to suss you've got to go and find these artifacts and return them to the central temple. Hoards of demons constantly sap valuable energy, but you can retaliate with your trusty spells or leg it -whichever takes your fancy. Of course there's the obligatory collection and delivery of objects, although this seems to aid the plot not one iota.

It's better than similar games (Conquest for example), but since completion of the game is impossible I can't recommend it, unless of course you want to pay £1.99 for a blank tape.

Graphics Playability lalue for Money Addictiveness



Bulldog/£1.99

Bulldog scored something of a minor hit with this game on the Commie 64. It was fast, noisy and mildly addictive. I didn't really go a bundle on it then, nor do I now. Although this conversion is almost perfect, the blandness of the screens and the bizarre nature of the game itself make it very much an acquired taste. Not my cup of coffee at all.

The choc-a-bloc screen contains hundreds of spore creatures that attack your character, sapping energy by the barrel full. Most of the spores are contained within a maze like network of moveable walls. Trouble is the object of your desires also resides within those walls. Wearing your strategy hat, you must figure out the safest way to travel the maze without mega amounts of energy loss. Ho hum! The graphics hardly impress, but things do chug along at a fairly rapid pace so you may not have time to take much notice. Apart from that -forget it. For zappers and maze freaks only.

Graphics Playability Value for Money Addictiveness

0!/28.99

Phil A medieval smash em up

either bonus points or explosives which improve or erminate your game respectively You know the sort of thing To hinder your progress, there are witches on brooms in the sky swooping and firing spells









Titus/£8.95

Sean 'Listen carefully, I will say ziz only once. I 'ave 'ere a petit game from ze French software maison Titus, and I want a review quick, or else; said T'zer, chucking Crazy Cars in my general direction. So, putting on my reviewing head, I set to.

The object of this game is to zoom across America at top speed in the Prestige Car Race, not even stopping to get a Little Chef or collect your Tiger tokens. There are five levels of difficulty and on each there's a track made up of ten sections. Each track also has three locations - Arizona, NASA and Florida. Yes, I know this sounds confusing, but all it means is that the buildings on the horizon change every time you complete three sections of a track

Although it isn't made clear in the inlay, you can choose your level of difficulty, and your car, before you race. The choice of car is between a Porsche, a Lamborghini (wooh!) and a Ferrari (even bigger WOOH!). And as you progress across America, you must avoid

bumping into other cars, or driving off the road, as these will slow you down loads, as well as ruining your chance of a no claims bonus.

This game has some really neat touches - the car sprites are excellent and the way you whiz down dale and up hill, flying into the air if you hit a bump, is excellently done. However, the good points are far outnumbered by the bad. When I first saw a screenshot from this game I expected to be playing an Out Run type racing game, but on playing I discovered it has more in common with Pole Position, and even lacks some of the features found in that golden oldie.

There is no sense of achievement on completing one track, as you just go on to the next level of difficulty, beginning the same track again. It is also difficult to learn a track, as they just swing from left to right, and go on, and on, and on... There are no trackside landmarks such as signs, trees or advertisements scrolling by either, just the standard poles to give an indication of speed. On

the earlier levels of difficulty, it is also a rarity to see any other cars at all. You just go on whizzing left to right, left to right ad infinitum (it felt like it anyway).

There are also many annoying little things which man this game, the major one of these being the 'Game Over message. If you do not finish a section in the allotted time limit, then the 'Game Over' message flashes up on the screen -ten seconds before your time runs out! If you then complete the section within the ten seconds. the message disappears, and you carry on racing. This is annoying at best, and downright sloppy at worst. Also the way that cars hit you from behind, having suddenly appeared from nowhere and leaving you no time to avoid them, is very annoying and frustrating.

The only thing crazy about this game is the price, as it offers nothing new, and that which it does offer is available elsewhere, better and cheaper. Definitely one to try before you buy.





67

GET INTO CRIME!

In the late 1990's the streets of New York are a jungle. You are the ice cool leader of a gang of drug crazed terrorists. Your main goal is to become the richest, toughest and most notorious gang in the city.

DARE YOU PLAY.....

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area is tiny and suffers from

chunky scrolling syndrome.

too small (two character squares by one). Another

disquieting thing is the

Nasties and player characters

have an annoying habit of being

instantaneous way the scenery

changes. One second you have

A breather can be obtained in

mid-skip if you clear the screen

of nasties and press "up". This

plonks you in an examine/use

looking for enlightenment here,

The tasks you're given - be

you Barbarian, priest or female

thief are difficult, very difficult. "Defeat the Flame of Acheron"

the game ordered me - the

addictiveness there: tasks,

spells and the two player option

add something, but I couldn't

could have been much, much

YS CLAPOMETER

Blood Valley is an average

of Gremlin's best.

VALUE FOR MON

TOTAL

game that's certainly not one

5

help thinking that this game

as soon as I got near it.

There's a trace of

flame in question frazzled me

objects aren't explained just

objects mode. Don't come

a backdrop of mountains, and

then you're sweating in the

middle of a jungle - very

strange

displayed.

better.

Gremlin/£9.99

Macca This game is based in one of those fighting fantasy books called Duelmaster, in which you either play the gravel pit, no, sorry, quarry (one player), or the hunter, evil firedrake Archveult (two player). The idea, if you're the quarry, is to complete some tasks then burn it outa' Blood Valley; and if you're Archveult to deploy your hideous henchman and then give hectic chase.

I have only one gripe (yes but I'm going to the clinic tomorrow), the instructions. They babble on about how great Duelmaster is, and how long Archveult's big toe nail was, but they don't actually tell you about playing the game. There's no this-is-this, and that-means-that at all. Perhaps this is purposely to create suspense, but all it left me with was a bad case of Confusionicus Maximus.

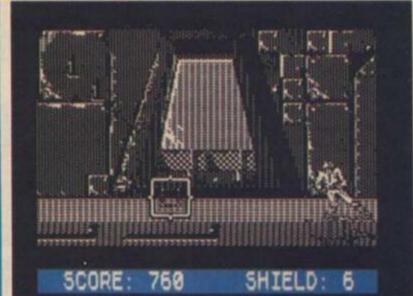
The title load (title screens are now redundant), struck me as very polished. A choice of three languages, tasteful gothic letters scrolling on a scroll, and very good "choose your character" (à la Gauntlet) graphics, all look very slick. But what about the game?

You run (looks like skipping). both left and right, stabbing anything that moves. Once dead, nasties disintegrate and may leave dots or clumps of pixels behind. These either represent gold or food - the latter restoring your stamina or are meaningful objects that you can use later on. Nasties range from cowled monks to blow-piped pygmies, but all give you severe hassle. The playing

C

F

TRMINA AUEULT OF ACHERON



es/£7.95

Jonathan Enfield? 'Ere, isn't ee one off that Friday Night Live programme? Well no, actually. He's a hero of the "New Age" whatever that may be, and also has the starring role in the latest game from across La Manche Space Ace.

What we're not told is how big his muscles are, or whether he wears a headband, so we'll have to assume that Lee's as beefy as these types usually are. Anyway, he'd have to be, 'cos he's set out on a mission to rescue his old friend Bill from the clutches of some 22nd century nutter.

If I said "Prohibition" to you, you'd either look at me very strangely or you'd know exactly what was coming next. Yup, never one to waste a good (?) idea, Infogames has resurrected that old number from its backcatalogue, moved it forward a couple of centuries and replaced the scenery with something a little more appropriate.

The hoodlums have now been exchanged for a range of astronautical types, some curious obese reptilian creatures (no offence, Phil), and some decidedly odd parrot-like things. All of these have to be ripped apart by your 22nd century machine gun, within a certain time limit. Screw up and you'll lose one of your six shields

Unfortunately, this is all very

reminiscent of one of those dreadful listings that used to appear in ZX81 mags. Whether you actually hit anything or not, is largely dependent on whether the scrolling area over which your sights roam, can scroll fast enough to find the target before your time runs out.

On easy levels this is no problem, and on my first go I got through all three stages shooting the "magnetic meteor globe" between each one, without losing a life. At least, I think there are only three after that everything stopped and the game certainly seemed to be over.

As usual, it's the old story nicely drawn graphics can never hide a complete lack of depth in a game, and after a couple of goes Space Ace will probably join the dirty underpants and scrunched up back issues of YS in the void under your bed.

If I were you I wouldn't touch it with a baguette.

YS CLAPOMETER Prohibition revisited — it's all too similar and not a fraction as stylish. Not recommended. PLATABE VALUE FOR M TOTAL 5 EE ENFIELD IS CE



International Karate

Hacker II

Street Hassle

Prohibition

Kat Trap

Rebel







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POSTMAN'S

ast month, I introduced you to the world of Play By Mail gaming, by discussing the

various types of Play By Mail games that you could expect to come across. This month, I'll be looking in more detail at some of these games, but first, a few little words of warning.

If you haven't played a PBM game before, and you think you'd like to have a go, make sure you have considered the following before committing yourself to anything.

• Can you afford it? The amount you will have to pay for games varies widely. Check what the particular one you fancy will cost you. Then work out whether you can afford to pay out the turn cost over a longer period of time. Games can last years, don't forget!

And remember the 'hidden extras'. Many games companies will charge you more money if your orders involve more work for the Games Masters or the computers. In some games, you pay extra for every attack you make, because the GM has to prepare battle reports. Some used to charge you when you were attacked as well, so unscrupulous players would launch 50 attacks on the same victim simultaneously, in the hope that they would run out of money and so have to drop out of the game. That sort of thing shouldn't happen any more, but watch out.

• Will you enjoy it? It may sound stupid, but don't play a game you're not going to enjoy. If you don't like science fiction, don't start on a science fiction game!

• Check the company running the game. Some games companies have been established for a long time, and have a good track record. Others may be only a few months old. It's not always easy, but see if you can get some information on the company before sending off your dosh.

For your first game, you would probably be better off picking a long established game run by a big company. There's nothing more discouraging than playing two or three turns, getting really involved, and then having the organisers go bust on you! On the other hand, the more experimental games, which are often the most interesting, are frequently run by smaller companies, so don't ignore them altogether.

Right now to the rundown on what's being run and by who. Starting next month, we will be bringing you more in-depth reviews of individual games,

Richard Blaine is back, assaulting postmen and scrutinising doormats in his search for the perfect Play By Mail game.

written by people who have actually been playing in them for a while (at least, that's the theory!)

But for now, let's take a look at the many games that are available.

TRIBES OF CRANE

Tribes Of Crane is run by Mitre Games, and has been going for seven years now, and is still one of the most popular 'tribal' games around. It is an open ended game, with a few hundred players.

Players in the game control the destiny of a small tribe, and try to gain recruits and grow politically, economically and militarily as they wander around Crane. You can catch wild animals for riding, take over cities, circum-navigate the globe, do just about what you like. There's wide scope for initiative and invention, and it seems good fun. Should be good for beginners.

Start up costs: £9.95 including rule book and two free turns. Subsequent turns about £2.50, more for special actions.

GLOBAL SUPREMACY

Global Supremacy, also run by Mitre, is a 'post holocaust' wargame. Players control countries, and starting off at a technological level around the 1940s, you try to conquer the world.

To do so, you need armies, tanks, guns, ships, aircraft, factories... Do you spend money on more weapons, or do you throw millions into research in the hope that you can get a technological edge on your enemies? The game starts with 75 players, but numbers are whittled down pretty quickly. Don't start unless you've read the rules very carefully! Challenging, but looks good.

Start up costs: £5.00, no free turns. Turn costs: £2.40 plus, depending on what special actions you take.

MIDGARD

Midgard is another game run by Mitre, believe it or not! Set in a medieval world, you play the scion of a noble house, which has other far more important scions. It's up to you to carve out your own career.

You start with a certain number of loyal retainers and a limited amount of cash. To survive, you will have to join one of the political groupings which are struggling against each other for power. But you have to be careful, because there are political struggles within each grouping too... Lots of scope for diplomacy and intrigue, as well as for military exploits. Very professional, computer printed maps and reports. Looks good. Start up: £5.00. Turn costs are

£3.00 each, with no hidden charges.

STARMASTER

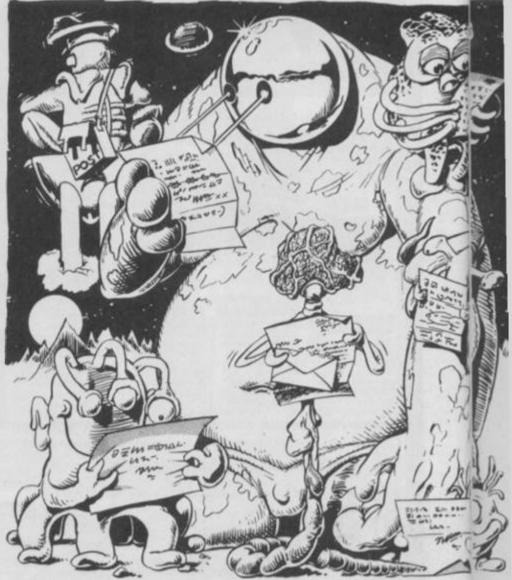
Starmaster is another game which Mitre runs. There are other games companies

chicanery as you try to take over other worlds, use their industrial capacity to strengthen your empire, and generally become El Supremo of everything you can see through your radio telescopes.

Start up: £9.95 including rule book and two free turns. Subsequent turns £2.10, plus extras for special actions.

CRASIMOFF'S WORLD

Crasimoff's World is run by KJC Games, based up in Blackpool, just off the front. It's a PBM role playing game, much like Dungeons & Dragons. In CW, you start off with about 10 characters, who can be fighters, thieves, magic users or priests. As you wander around the



operating in the UK, honest, and we'll be getting to them in a moment. But first, Starmaster. SM is a science fiction game, where each player controls a different alien race. The interesting bit is that you get to design your own race: you have a certain number of points to spend, and choose, from a price list, things like number of arms, legs, or wheels, type of intelligence and consciousness, what you look like, and special powers. After that, it's a matter of economic, political and military

countryside, you can meet other parties, explore ruins, organise trade caravans, take over villages and so on. Although you start with less than a dozen people, you can recruit lots more — especially if you do something spectacularly successful. The game is human moderated, and the GMs appreciate you taking a bit of effort and having interesting ideas, so there's lots of scope for creativity. Great stuff, and there are supposed to be 1,000 people playing it!

MIC.



Start up: £6.00 including rules and three free turns. Turns are £1.75 after that, with battle reports costing extra.

EARTHWOOD

Earthwood is another game run by KJC. Each game is limited to 25 players, who are competing directly against each other. Players are either kings of fantasy races, or powerful characters. You recruit monsters, magic users, men and other races to your cause, and the winner is the person who controls all the cities on the map. As you don't know where the cities are until you find them, intelligence gathering is an important part of the game.

Earthwood is computer moderated, but you write your orders in plain English and the GM's replies are in the same. Games apparently last 18 months, with the first players being knocked out after about six months, so it sounds like you get a chance to work out what you are doing before you get in too deep.

Start up: £5.00 for the rulebook and the first three turns. Subsequent turns are £1.50 each, with no extra charges.

CAPITOL

C

KJC also offers *Capitol*, a science fiction game with a limited number of players in each game, usually about 35. You design your own starships, try to conquer other planetary systems and races, and generally act like a bully. One of the plus points of the game is that you can have up to four turns in a month — in most games you have one turn every fortnight or month.

Computer moderated, it runs on an IBM PC, and you get computer printed maps showing every turn.

Start up: £6.00 including no free turns. Turns are £1.75 each, although there is an extra charge for long orders — so the bigger your empire is, the more turns will cost.

NEW ORDER

New Order is a science fiction game, run by Jade Games. You choose what sort of society your planet has — whether you are interested in building an empire, in killing all alien forms of life, in exploring and so on — and seek to impose your personal outlook on life on the rest of the galaxy.

Each game has up to 30 players, and ends when one has reached a certain number of victory points. *New Order* is detailed and complicated. One of the main attractions to my mind is the way in which 'limited intelligence' has been built in to the game. You can never be certain that the information you have is completely accurate, and you have to make decisions based on that, just like you would have to in real life.

Start up: £7.00 for the rule book and two free turns. Subsequent turns are £2.50 each.

DARK BLADES

Dark Blades is actually based on a paper and pencil role playing game, and is put out by an honest to goodness board games company, Standard Games. If you're into board games at all, you may have seen some of the stuff Standard Games have done in the past really attractive, high quality man-to-man combat simulations such as, Cry Havoc, Siege, and Samurai Blases.

Anyway, Dark Blades is a fantasy PBM, with over 25,000 mappable locations, lots of different types of terrain, thousands of non-player characters to trade with or slaughter (if you can!), and the whole thing comes in a large cardboard box with a full colour map included. Sounds good, although I'll be able to tell you more when I've had a chance to play it.

Start up: £5 for the rules, map and two free turns. Subsequent turns £1.25.

CRISIS

Crisis is a modern strategy game, limited to 12 players in each start up. You have to try to

PBM Association

If anyone out there (is there anybody out there?), is interested in getting more involved in PBM gaming, then they might like to dig out some more information on the Play By Mail Association, recently formed to serve the interests of PBM gamers.

The PBMA will be publishing a magazine on a regular basis (how regular I don't know yet), which will feature news of the latest start ups, (for the uninitiated, new games being launched, or, in the case of games with limited numbers of players, another version of an existing game, but with a different set of players), plus reviews, intelligent articles from PBM experts, and special offers allowing readers free start ups or reduced price turns in various games.

The PBMA is also going to be collecting the names of all its

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knock the other 11 out by invading them or nuking them. Alongside the 12 player controlled countries, are another 70 or so neutrals —easy prey for an avaricious empire builder. But watch out! You may not be the only one after them ...

Crisis sounds like a fairly simple PBM (the company which runs it, MAG, compares it to *Risk*), and the limited number of players means that it should be possible to complete a game relatively quickly. Not one I've played, but it might be a good one for a novice to PBM gaming.

Start up: £2.00 for the rulebook and three turns. Subsequent turns are £1.25 each.

IN DUBIOUS BATTLE

In Dubious Battle is an extremely strange sounding game, which seems to involve taking on other players on two different battlegrounds; in Elysium, where the gods live (and you're a god too), and on an un-named world. It's run by a company called Pandem Games, which is appropriate, as the whole thing sounds to me like a recipe for complete pandemonium!

The objective is to become supreme god, by clobbering the other deities. To clobber more effectively, you will have to make sure your worshippers down in Mundania or whatever the world is called, flourish; after all, where else do gods get their power from? Not for those who still go to Sunday school, I suspect. Interesting but perhaps not for beginners.

members on computer, so you can get information on who the PBM gamers are in your area, and if any of them are playing in games you're in. I'm not too certain about this idea -half the fun of PBM gaming is that you only communicate by letter! Plus I hope they have special rules for those games where communication between players is only allowed through the referees, otherwise there could be some accusations of cheating going on. They also plan on setting up a rules database, so that people can actually get hold of a copy of the rules for a particular game, and see whether they think they'll like it before committing themselves to any capital expenditure.

For £7.50, you can get a start up pack for the PBMA, which presumably will include subscription to the magazine, access to the database, and the use of the rules bank. Start up: £6 for the rulebook, an A3 map and two free turns. Subsequent turns are £1.50.

ORDER OF CHAOS

Funnily enough, being a god must be in fashion at the moment, because, in Order Of Chaos, run by Odde Fellowes & Co, you are a god again. Or rather, a world shaper, with the power to create things from the raw material of chaos. At the same time, you are also a demon, trying to defeat world shapers (not the one you control!), and an ordinary mortal. Sounds like a lot of juggling between the different personas you play!

Before you decide that this is the game for you, one point: this is a playtest. That means that the game is being run through its paces to see if it works. If it does, then it'll be opened up to commercial players. At the moment, though, the writers are looking for people to playtest it, with the playtests starting in about six months. They'll be charging £5-to dissuade timewasters, they say, as well as to defray costs - and, if the game is launched commercially, playtesters will be able to continue playing with their existing positions.

ADDRESS LIST

Mitregames, Unit 6, 9 Brighton Terrace, London, SW9 9DJ.

KJC Games, PO Box 11, Cleveleys, Blackpool, Lancashire, FY5 2UL.

Jade Games, PO Box 54, Southsea, Hants, PO4 0NA.

Odde Fellowes & Co, Stoneleigh, Holly Lane, Upper Elwood, GL16 7LZ.

MAG, 15 Fairview Crescent, Harrow, Middlesex, HA2 9UB.

Pandem Games, PO Box 127, Belfast, BT9 5ED, Northern Ireland.

Standard Games PBM, Arlon House, Station Road, Kings Langley, Herts, WD4 8LF.

The PBMA. 59 Kiln Court, Newall Street, London, E14 7JP. S-L-O-T-S O-F

Ciarán Brennan fills those slots for more exciting arcade entertainment.

t's well and truly Summertime now (well, nearly), and once again a young arcadester's thoughts turn to

the same as usual I suppose. spaceships and planes and lasers and ninja warriors and vigilante superheroes and

Which brings me neatly to the point of this little piece - original thought. Over the past few months it's occurred to me that good, original arcade games are becoming scarcer and scarcer. What's happening now, is much the same as what's happening in the music industry, we're becoming saturated by products that're no more than variations on a handful of themes (in this very issue we have the sequel to a game that's over eight years old!).

These games are very popular in their own way I suppose, but how many

more times can we, the games players, work ourselves up into another frenzy about flying a plane along a horizontally scrolling landscape, and shooting at other planes for hour after hour, (even if the planes are disguised as frying pans or ninja space rabbits or whatever).

Personally, I would like to see more games that involved a little more thought, rather than just a keen eye and a twitchy finger on the fire button or maybe this is all just sour grapes because I can't get anywhere on Twin Tornado!

Anyway, after that little party political broadcast, let's get on with the show. Oh by the way, my technical consultant (Silverbird's Colin Fuige), warned me that if I didn't mention him this month he'd feed me to his gerbil ... hi Colin.

NINJA WARRIOR

It's 1993, and once again you're a ninja warrior with an earth-saving mission to accomplish. This time you're locked in mortal combat with Banglar (the Overlord of darkness - who else?) and armed with nothing more than a curved sword, a pitiful supply of surikens, a small pile of 10 pee pieces, the best electronics that Taito can dish up — and one of your mates, if you can persuade

What makes Ninja Warrior immediately different, is that the action takes place across a three screen background. This might them to play with you.

look impressive, but it adds little or nothing to the game, and really only means that the action can scroll more slowly. As far as the gameplay goes, this offers nothing new either,

except maybe in the two player department where a couple of friendly ninjas can look after each other's back. And despite the cabinet's impressive appearance, I really didn't go for Taito's latest. It's not going to keep the martial arts experts happy, and it has nothing to offer the rest of us.

Convertability factor: 5 Three into one won't go.



We could hardly go through a whole month without the inclusion of a fighting game, and this month it's Taito's Kageki which fits the bill.

Once again taking the part of a noble vigilante, it's your duty to fight your way through a group of thugs, with the ultimate aim of meeting and defeating their leader.

The action takes place on a scrolling background about the size of four

screens, with the opposition getting tougher



Either one or two players can take part, with both participants playing off against each other in a preliminary bout in two player

This could have been quite a laugh, but unfortunately it's been mode. let down by a few small points which could so easily have been corrected: the front end is quite impressive, but it flashes by too quickly, and therefore serves no useful purpose; there's not enough variation from level to level, and last but not least, the player has only two basic moves — a left and right punch. Kageki does have an odd sense of humour - for instance the

loser is disposed of by being chucked down a manhole the graphics are quite impressive too, in a cartoony sort of way. But ultimately, the gameplay is too restricted. After all, how long can a fighting game keep a player interested, when it limits itself to two movements? By all means give it a try, but don't expect to be addicted.

Convertability factor: 4 Hardly worth fighting for.



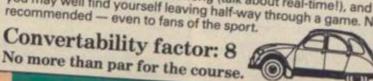
FIGHTING GOLF

Mark Twain once described golf as "a good walk spoiled," but SNK has taken the sport a step lower by even removing the walking element. The name is something of a mystery in this case, because although the golfing aspects are fairly straightforward, there's no sign of any fighting (although you may

end up kicking yourself if you waste any time on this). At best this is an uninspired golf simulation, offering nothing new in gameplay and graphics, as these are no more than run of the mill. Worse still, the sound effects are a complete turn off and don't sound at all realistic.

The display operates as a split screen, with one half showing the flag from the player's perspective, and the other taking a bird's eye view of the hole. The screen also incorporates a series of meters and data displays, covering shot power and swerve, wind speed and direction, club chosen and yards remaining. As you can imagine, this makes things a little confusing and adds nothing to the feeling of authenticity.

Finally, a round takes far too long (talk about real-time!), and you may well find yourself leaving half-way through a game. Not



CIARÁN'S CORKY COIN-OP VULCAN VENTURE

This month's honourable mention goes to Konami's Vulcan Venture, — number three in the Nemesis series — which takes the intrepid space cadet even further into those hazard-filled caverns. You may think that it's a little odd that a sequel should rate so highly, but this is superior to both Nemesis and Salamander and we all remember how good they were, don't we?

The differences are noticeable from the off, with the initial selection screen offering a choice of four weapons systems and with six weapons in each, this adds up to quite a bit of variety. It's hard to know which is the right selection, as different weapons come in handy at certain points throughout the game, but with a little trial and error, each player should be able to work out which are his or her favourites quickly enough.

In terms of gameplay, Vulcan Venture follows exactly the same format as its two predecessors. A basic ship is manoeuvred along a vertically scrolling spacescape (with a small amount of horizontal scrolling making the play area that little bit bigger), picking up extra weapons and defences, and blasting its way

through the belligerent enemy's forces. The ship's armoury is developed on a credit principle, with a new feature highlighted each time a flashing beacon is collected. Pressing the correct button then adds the highlighted feature to the ship's construction. Easy as falling off a log really — the only real problem is making your mind up about what to collect and what to leave.

The graphics are wonderful, especially the 'sun dragon' screens, and the backgrounds on each level are distinct and varied. There are bonus lives to be picked up at 2,000 and 7,000 points, and a continue play feature should help even the most



inexperienced player to penetrate quite deeply into the game. The package is rounded off nicely by the addition of

speech and a pulsating soundtrack - and even the high-score table is spectacular, taking account of the player's name, age and sex

Vulcan Venture feels, looks and sounds amazing. If you were a fan of the original (or even if you never saw it), go out and give this one a try - it'll blow your socks off!

Convertability Factor: 4

Too much space to fit into the good ol' Speccy.

GALAGA 88

g if to

> Believe it or not, this is an 'E reg' version of the ancient classic Believe it or not, this is an 'E reg' version of the ancient classic Galaga, which populated the arcades when Dr. B was still in short trousers. Even more surprisingly though, it's still actually a really enjoyable game, and the extra bells and whistles almost make up for the fact that the idea is so prehistoric

for the fact that the idea is so prehistoric. Battling your way through the six screens of descending enemies, is improved immensely by the disco or tango

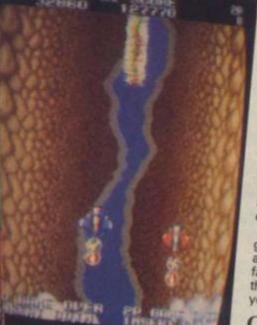
background noises, and the bonus screens, extra weapons and

statistics charts finish the package off nicely. There's nothing new on offer here, but Namco's Galaga 88 was one of the most enjoyable machines on offer this month. Give it a go — even if it's only for nostalgic reasons.

Convertability Factor: 9

It's what your Speccy was built for.





GEMINI WING

Insects — bleaggh! Massive flies and spiders and creepy crawlie things flying all over your planet, stinging innocent passers-by and splatting all over your planet, stinging innocent passers-by and splatting all over windscreens . . . something must be done. So rather than invest in a massive Vapona, the powers that be have decided to send in Temco's *Gemini Wing* — two highly advanced fighter ships that can pick up and use various natural elements which they encounter in their travels.

H.

Once again the gameplay is no more than straightforward, simply fly from horizontally scrolling level to level, zapping the

insects along the way, and picking up the extra weapons and shields. Where this one does score is in the visual department, with stunning graphics and backgrounds that have to be seen to be believed, (wait until you see the cliff sequence - breathtaking

I can recommend this one highly - especially as a two player game. Apart from the fact that it's next to impossible to complete alone, the two player game is made even more enjoyable by the fact that you can steal your partner's weapons and really wind them up (not recommended if you want to hang on to any of

Convertability Factor: 7 Should cause a real buzz.



And finally folks a cry for help - from a reviewer in desperate need. I'm not trying to step on Phil's toes here, but I could do with a few tips on how to progress through a few of these coinops, so how about a little help?

Surely some of you out there must know a clever way to take those high speed bends in Out Run, or a pretty effective way to take out the hoods in Rolling Thunder. How about a cure for Baron Bubbla, or some secret moves in Vigilante? Anything will do. As long as you think that your tip will be of use to someone, then send it in.

One small point though, make sure that the machine is still fairly current - an intimate knowledge of the alien patterns in Space Invaders isn't much help anymore. All tipsters mentioned in these pages win an 'I've Got Big Tips' badge so send 'em in now to Slots Of Fun, Your Sinclair, 14 Rathbone Place, London W1P 1DE

COMBAT SCHOOLOPERATION WOLFARKANOIDROBOCOPRENEGADEPLATOONRAMBOBATMANCOBRA

"SOFTWARE HOUSE OF THE YEAR" - ZZAP "SOFTWARE HOUSE OF THE YEAR" - CRASH

S. 1/2

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Write at once in confidence to Gary Bracey Software Development Ocean Software Limited 6 Central Street Manchester M2 5NS

Extra Special YS/MAD X Compo

Bleep Bloop Bloip

"Hey, Artoo! come back here!" "Bloop bleep bloip biddly bing boink!'

"What do you mean, you've got to go and sign some copies of your new game, 'Droids - Escape From Auren'? OUR new game, surely?"

"Bee bop biddly bing burrrrpp!" I was there too, y'know, on our adventure on the planet Auren. Yes, I was! I helped us to escape from the evil Fromm gang, and directed you out of the caverns underneath the planet's surface when you got lost ...

"Frrrrrrpppp!"

"Don't you call me a walking hatstand, you fat blob, and what do you mean I never do anything but quibble? If it wasn't for me, you wouldn't even have warranted a follow up cartoon series after the Star Wars films. Who'd tune in to a show called 'R2D2', hmm?" 'Beeboop?"

"Well, yes, I know YOU would, stupid, but who else but a handful of wookies, a sand person and a brain

damaged jawa would be bothered?" "Beepy bleeboop."

Precisely, not a single human. So think yourself lucky I'm the sympathetic type. Come on, fatty,

hurry along there." 'Breeble beeoo?"

"What? Where are we going? Why, we're to star in a Your Sinclair competition, in conjunction with MAD X. The prizes are 25 T-shirts complete with Droids" Iron On transfers, plus 25 Transfers and 50 copies of Droids" The Game soon to be released by Mastertronic! So it's very important we're there . . .'

What You Do

Fooweeep?"

enough ...

Yes, it's very easy. On the page somewhere will be a picture of a YS person demonstrating how NOT to iron on a Droids" T-shirt transfer. What a silly billy. All the entrants have to do is spot the household hazards in the large picture, and circle them with a blue biro. Then when they've done that, cut the

Plug in the iron and wait till it's hot

coupon and send it to, May The Force Be With You And Also May The 5th Compo, Your Sinclair, 14 Rathbone Place, London W1P 1DE." "Fweep fweep biddly diddly boink!"

WIN! WIN! V

25 Droids" T-shirt 50 Iron-On Transfers 50 Droids" games

"No, you can't enter, you big twang. How would you get a Tshirt on . . . still, I s'pose we could always iron it onto the front of your casing ...

RULES

 No droids working for the **Imperial Dennis Federation** and the Rebel MAD X Alliance will be permitted to enter this compo.

 All entries must arrive on the smallest moon of Planet Rathbone before 30th June 1988.

 The Ed's decision is final, and any little robots caught quibbling will have their bearings removed.

First put something stiff in your T-shirt

OMPO

Then iron it onto the shirt. A piece of cake, really.

hazards in the dangerous droids picture. Please send me my prize ... oh, and for the record I take a I spotted . small/medium/large* size in T-shirts! (*delete where applicable)

Name Address

te

0:

Postcode

Better in battle than Napoleon and Josephine, classier in chase than Maddie and David, superior in puzzle solving to Miss Marple and Hercule Poirot! Yes, the dynamic duo are back! Owen and Audrey Bishop bring you yet another report, straight from the frontlines.

ON THE WARPATH

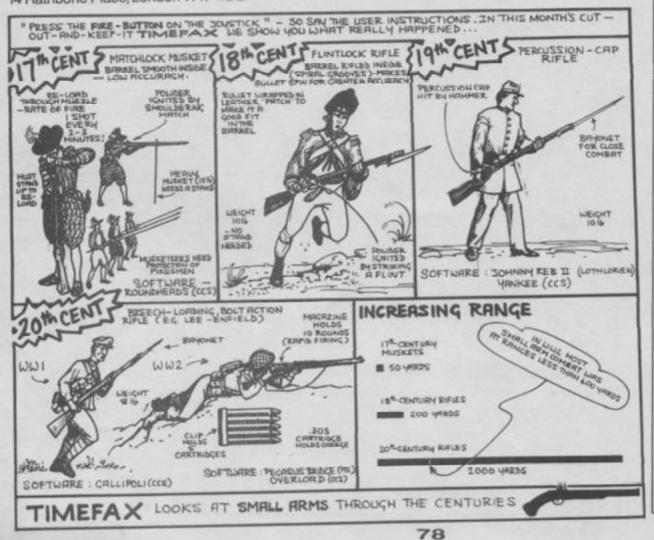
he battle hots up on the pro-antiwargame front. Mark Rodgers of

Newcastle-On-Tyne fired the first shot by protesting that wargames should be banned. Wot, and put poor O&A out of a job? — shame on you, Mark! But **Shirley Hamilton** of Sintin, Derbyshire rallies to the pro-wargame side with this ripost. "Dear Warpathians. If war games are to be outlawed, we'd have to start by outlawing *Chess*." Thanks, Shirley, your YS badge is on its way.

Not only chess but another popular game, Go, is also derived from original wargames, first played hundreds of years ago. To take up one of Mark's points in detail, he asserted that wargames make people think war is a good thing. Do you believe this? Do you play wargames, and do you think war is a good thing? Let us know what you think. No need for a long letter —Shirley's single sentence made the point and won a YS badge. Write to A&O, On The Warpath, Your Sinclair, 14 Rathbone Place, London W1P 1DE. Readers in Australia and New Zealand can save time and pence (sorry, cents!) by writing direct to A&O, Patons Rock, R.D.2. Takaka, New Zealand. The offer of some pretty NZ stamps (yes, they really are fab, brill, etc!) applies to anyone who writes in direct, from anywhere!



Another in our series of 'CUT OUT AND COLLECT' fact filled dossiers in *Timefax*. This month we blast our way through a short history of firearms, from the spud gun to the Smith and Wesson, (sort of!). Anything *you* want to see featured in *Timefax*? Then drop us a line to, *Timefax*, On The Warpath, 14 Rathbone Place, London W1P 1DE.





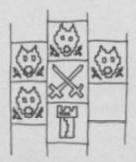
The first wargame to win the coveted YS Megagame rating in this column, was Sorcerer Lord by PSS, reviewed in March. Readers have spent many a frustrating hour trying to hold back the wolfish hordes from the Shadowlands, and some have written in with winning Tactips. So this month we print a bumper selection of penetrating ploys from the go-go Generals of Galanor.

First of all, Geoff Strickland of Southall says "It's no good being a Colonel Blimp, deploying the forces of Galanor on a wide front and hoping to contain the enemy. They'll just adopt Panzer tactics and punch a hole straight through your line. If the enemy hit and run, then you'll have to run too. And at the beginning of the game at least, it's the enemy who have the initiative. Surprise is a vital element in any conflict, and this is a surprise attack by the Shadowlord. Your armies need time to mobilise and recruit. Buy this time during turns one to three, force-march your units back as fast as possible and get them into cover in fortresses well back from the enemy."

Alan Toothill from Liverpool found something strange that needs investigating. "The Shadow Legions advanced to the squares next to one of my occupied fortresses.

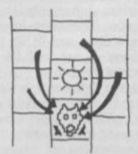


I wondered whether to retreat or to fight a rearguard action. I found that the force on one square was only a few hundred, so I decided to have a shot at them before retreating. This worked and I won.





Next time I turned, the other enemy units advanced, but they went around me, as if I was an obstacle they were trying to avoid.



Was I invisible to them?" Maybe. Or maybe it was a quirk of that particular game, Alan. Anyway perhaps some of our readers could let us know if they have found the same thing. Could be a handy manoeuvre.

Helen Wells of Pontypridd has made the interesting discovery that, "The Shadow Legions don't seem to know how big your units are! This helps you if they attack one of your specially recruited mega-units. But they may also fall like a pack of wolves on any small isolated unit within range. Keep your units as big as possible and make them travel in bands with three or four units totalling several thousand warriors and horsemen on the same square. This way any attack by the enemy is almost sure to be defeated. The same applies when you attack. Always attack in force.

"When you are moving several units on to an enemy square, make sure they can all reach the square. If you finish up with only half the units being able to reach the square, you are

· SHEDOWLAND KITADEL

CCS/29.95

= 3

Blitzkrieg is based on the German advance through Belgium, Luxemburg and Northern France in May 1940. You control the Germans — the computer plays the Allies and there's no option to change sides or to have a two-player game. Unfortunately you can't save the game to tape either.

Presentation is good. There's a large clear scrolling map in London Underground style, though as this game incorporates hidden movement, distant enemy units are not shown. The 24-page instruction booklet is comprehensive, and contains an account of the historical background, illustrated by photographs.

The program is menu-driven and the system is easy to learn. At the beginning of each turn you can give orders to each army, find out details of each unit, and reveal the terrain under each unit symbol. From then on the remainder of the turn consists of four phases, (German movement, German combat, Allied movement, Allied combat), all under computer control.

The novel feature of Blitzkrieg

in trouble. You have committed yourself to attack, but with insufficient numbers." A good point from Tadcaster, by **Andy Marshall**.

Stephen Mays, of Norwich, advises on withdrawing your front-line troops. "In the Galanor Movement Phase of turn one, keep your cool and run methodically round the Galanor fortresses and citadels to find out the size of each garrison, fortress and rune ring. Then during turn one and following turns, run some of the mobilised units around the fortresses, recruiting like mad." Plan a route (our map helps), and recruit all the warriors you can. Keep this up for the whole game, even near the end, as the enemy can quickly regain the upper hand.

EL . SHADOWLAND FORTRESS



is the way in which the armies are controlled. You don't control individual units, but armies, each consisting of six units. By using three cursors you tell the army which area to head for, and the required positions of its right and left flanks. From then on the computer does the rest. It moves the units of the army each turn, until they've reached their intended positions. You can also order an army (but not individual units) to attack when they meet an enemy unit, to defend, or to leave the decision to the unit commander.

Lack of control of individual units however, makes it impossible to exploit a narrow gap in the enemy's lines, or to withdraw a unit that is in imminent danger of being surrounded, without affecting all the other units in the army. Also an army sometimes seems to forget' its orders for no apparent reason. But the worst feature of this system has got to be that it leaves you with nothing to do, except watch the screen, for the major part of each turn.

Terminating victory conditions are precisely spelt out in the instructions. The game is said to end when either army is



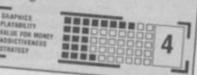
From bonny Dundee, lan McNaughton comes up with a cunning wee tactic for use in the early stages of the game. "Decoy the Shadow legions into chasing after one of your units, while the remainder escape. Put two units into the same fortress, and station most of one unit in the fortress. Then recruit these men, and any garrison that's present under the other commander. March off the depleted unit as a decoy, and send the enlarged unit at high speed, over the nearest horizon."

It's obvious that this is not a game for standing still. Whoever hesitates is lost! Terrain makes a lot of difference to the speed at which units move, and is the



reduced to less than 40 percent effectiveness. But this does not happen. We were able to carry on playing when effectiveness was far below 40 percent on both sides. And though the German effectiveness was greater, the display still told us that the Allies had the victory. It is obvious that this stage of the game has not been properly tested.

This is a simple no frills game --no detailed tactical operations, no air-support to control, and no consideration given to supply. Good presentation, fair scenario, spoilt by an inferior command system and obvious programming errors. In short it's boring!



major tactical feature. Open ground is far better than any other terrain, and mountains cause endless delays.

To help you on this score, we've produced a map of main trunk routes through Galanor.

But **Miles Thomas** of Oswestry pinpoints the terrain factor. 'A key area in Galanor is the gap in the ranges between Rharta and Belivia. The Shadow Legions usually head towards this gap, and this is on their direct route to the Citadel of Tarthros. If you can stop the hordes from getting through there, it's a big help to your side." We've noticed that the Shadow Legions avoid mountains and prefer open terrain, so this is a vital Tactip.

Well that zips it up for this month! And don't forget! Any Tactips from you —anything from the grandest of grand strategies to the smallest tactical morse! —wed love to hear about it at, On The Warpath, Your Sinclair,14 Rathbone Place, London, W1P 1DE 've got a new word this month, and the word is *SPLUT*! You can try saying it backwards but it doesn't improve any. So what's *SPLUT*! when it's at home? It's a Bristol-based Spectrum fanzine edited by **Richard Pelley** of 32 Abbey Road, Westbury-on-Trym, Bristol BS9 3QW. Richard says that to give you an idea of how

hopeless he is at adventures, he's still stuck in *Planet Of Death* after all these years. This is why he's getting someone else to write the adventure section. To get a copy of the latest *SPLUT*! just send 20p and a stamp.

The next letter's also from Bristol, which makes a pair of them. This one's from Garry Lancaster, who gave me some interesting information which is, that I get a credit on the final screen of Doomsday Papers. Do I? (Guess who hasn't finished that adventure then.) Garry's a Play By Mail fan and recommends one from KJC games called Troll's Bottom, but the least said about that the better, I'd have thought. I've enough trouble with Goblins' Dungeons without getting into .

Anyone got a copy of an adventure called *Journey's End* which you're prepared to flog or even give away to someone who's having trouble tracking it down? If so, contact **Mrs Hill**, 112 Walker Crescent, Foxhills, St Georges, Telford, Shropshire TF2 9QD.

Tony Holmes of London NW1 is stuck right at the end of part one of *Rigel's Revenge*, and asks how to deal with the soldiers who keep saying SLIB — which makes a change from the knight who says NIC. How to deal with them? BMOB EHT DEEN OUY.

Paul Rigby of Liddypool is stuck in the 128K version of *The Calling*, and I told him his next step was to insert the charm into the hollow confidently. Paul wrote back to say that he tried INSERT CHARM INTO HOLLOW CONFIDENTLY and nothing happened. No, no, I told him. What I meant was first you MRAHC TRESNI then you "ECNEDIFNOC" YAS.

People write in quite regularly to ask about the photos that you take in *Terrormolinos*, such as **Tim O'Reilly** from Staffordshire. Tim's scored 87 percent, but can only find eight pictures: on the beach, at the monastery, at the bull ring, at the wine-tasting, at the plaza, the night club, the boats and the bay. So where are the other two? Both on the beach, you blind or somefink? I can't tell you what they are as I don't know which one you've got, but open your peepers and you should see them.

What no-one can help seeing at the moment is the vast number of bugs in commercial releases, and Ted Webb of Hants has a lot to say on that subject: When you fork out a tenner for a decent game from a reputable company, you don't expect to have to send it back with your gameplay marred by an unchecked bug. Surely CRL and Adventuresoft have heard of playtesting and bug-checking?" The game in question is Jack The Ripper, and the bug occurs in Part 3 when Ted's Speccy seizes up whenever he tries to go into the picturesque garden. I've heard other reports of a Jack The Ripper bug that prevents you completing the game, so that's yet another adventure to add to

game? "So bug-ridden it's hardly worthwhile buying it. If you carry too many objects in part two the game crashes. The worst thing is the taxi. It's not difficult to solve the game, the problem lies in overcoming the bugs." And when starting Part Two of *Rigel's Revenge*, William says to be sure you've got the satchel, screwdriver, stun gun, bomb, uniform and goggles. There were lots more clues from William, and I'd like to thank him for those — I only wish I'd more room to reveal them all.

Gregsy Quinn of Portadown, which is right next door to Portakabin, asks a salty question in *Savage Island I*. To get some salt (and this is going to be printed forwards, folks, so watch out), take the seater from the tidepool to the hot rocky

cliff outside the volcano, pour the water from the bottle to make a puddle and then wait for it to dry out leaving the salt behind.

I don't know why, but that makes me think of Conway The Barbed Hairy-Un of Lambourn, who's written again with some tips for those less fortunate than himself. In Temple Of Terror, you kill the giant centipede with WOBSSORC EHT. In Swords And Sorcery before you can go to the Ascension Hall to end the game you need RUOMRA S'BOZ FO SECEIP RUOF. He also asks if I've not heard of one of the first adventures ever, Babbage Quest, which was written for the Analytical Machine in 1882. Honestly, the weird readers we have. I blame the rest of the magazine, they get no encouragement from the very sensible adventure section.

Iwan Davies of Neath claims a Manuel Award, though being stuck in umpteen adventures simultaneously is not enough on its own to earn you the award. I think Iwan sounds like a deserving case

though, judging by one of his questions: how do you get into the car in *The Big Sleaze?* Well, the input is a bit complicated so I'll print it forwards: GET INTO THE CAR. So there you go then, Manuel Davies.

Any adventurers in the Bradford area who are a dab hand with the graphics? If so, contact **Jason Micholls**, 45 Institute Road, Eccleshill, Bradford BD2 2HU. Jason's writing an adventure but needs someone to do the graphics and generally help out.

A bit of a moan from Allan Phillips of Camden, not one normally given to moaning, but Allan says he was disappointed with Bug-Byte's *STI*. Not for the game itself, which he said wasn't

ISTRATION: ANTHONY COLD

the bug-box. But thanks anyway to **David Moore** of Everton for his solution

own room near the start, be sure to

EVOM. Password to part two?

ENOIMREH LLAC.

TOLS NI NEP TUP. Don't forget to EVAHS A EVAH and to ROOD KCOL.

When in the hotel or club location, after

your cab ride, you must LLOD HCNERF DAEHEB and GNITNIAP REFICUL

A lengthy and interesting letter from

William McLachlan of Stirling contains

another password, this one for Part Two of Play It Again Sam: ENOPAC. The only

gun. William's forthright opinion of this

object you need from Part One is the

to the first part of that game. Some tips

on that one are that when you are in your



bad for a budget release, but for the inlay notes which tell you what part one's all about, and then say "Part two is up to you . . ." In fact when Allan got to the end of what he thought was part one, all he got was a screen telling him to watch out for part two in the shops. Naughty!

I was naughty too the other month when I said that there wasn't a bone in *Inspector Flukeit*. That was because I'd gone and poisoned the dog and thought that readers who said they were looking for bones were definitely barking (ho-ho) up the wrong tree. You'll be barking up the right tree if you can deal with the vicar correctly. He's a bit naughty too, you'll discover. Then investigate the graveyard. **Jonathan Borer** asked about this, and also how to stop the taxis in *Play It Again, Sam.* The answer to that one is: IXAT LIAH.

Gary O'Neill of Fife complained that he never sees any tips for *Twice Shy* in any magazines (not even *YS*.) What he didn't say, though, was whereabouts he was stuck. James Donaldson of Glasgow was more precise on the same game and said that he's got the tapes and been to the races, so what now? Once you've got the tapes you must DET OT MEHT EVIG. To find out where he is, visit ETIS NAVARAC EHT. As another bit of general advice to Gary, try offering to buy someone a drink fairly early on in the game.

Andrew Tracey of Perivale wants to know about the only adventure game that sounds like a nasal blast, *Kobyashi Naru*. To get the shiny object from the clam you need, ECNAL A. Then if you SWAJ NEPO PORP you can MALC OTNI MIWS. To deal with the Krakod you need, DOP EHT. To get the wheel, ETILASAL ETAVITCA.

Very pleasing to get a letter from Pete Pointon, author of Skelvullyn Twine, thanking me for my encouragement (blush, blush) and letting me know that instead of publishing the game himself it'll now be done by 8th Day Software. Pete admits to a sigh of relief about this, as "you could write everything I know about business on the back of an ant (should you be so inclined!)." Mike White of 8th Day has now offered Pete some graphics work on other projects, and Smart Egg too has told him it might have something. Not bad when all you've produced is a text-only adventure - it tells you how good the loading and introductory graphics must be. And I did like the way Pete ended his letter, "must stop before I get as boring as an icondriven adventure."

Several readers write in every month asking for help which I could give them if only they'd include sae's with their letters. There isn't room in the column to mention everything, so write again with sae's, Robert Gregson, Jason Knight, Damian Cooper, Chris Delahunty and Brian Squiggly-Signature of Ipswich!



Venture forth with Mike Gerrard

Back in the March issue I reviewed a game called Venom from Mastertronic, and the game got some of my venom, as it crashed on me a couple of times soon after I started playing it. Yet another faulty game, I thought. Not the first one from Mastertronic. But it seems that it was only my version of Venom that was somehow at fault, as the programmers of the game tried to duplicate the bugs in several different versions of the adventure, and failed to do so. I've now been sent a replacement, and can confirm for myself that this one doesn't crash at all. As my poor (4/10) review

was in no small way influenced by the apparent bugs, it's obviously only fair to the programmers and to Mastertronic to point out that the game seems to be okay after all, and I'd have to revise my mark upwards to about 6/10. I still can't rave over the game as I don't care too much for this type of adventure, where your inputs are limited and you have to use a joystick or cursor keys to highlight the word in the text that you want to EXAMINE or GET. But if you enjoy games like Shard Of Inovar, Zzzz and others, then Venom works in a similar way so you could safely give it a whirl after all.

Howard Gilberts of Gilsoft, phoned to tell me that lots is happening on the PAW front. Or should that be the front PAW? Firstly users will be able to upgrade to the latest version, which will include space on the menus for extra user overlays. The first of these will be debugging tools provided by programmer Tim Gilberts, and they'll be called Paw-Tel and Paw-Phosis. The unusual names are partly because they have to fit into the appropriate places in the PAW A-Z menu!

If you're already a registered PAW user then you'll be getting a mailshot with more information soon, and if for some reason you haven't returned your registration card, then Howard urges you to send it back, as you could be missing out on another goodie from Gilsoft. This is a planned user group quarterly newsletter, the first one of which will be sent out free with the add-ons mailshot. The newsletter will include a beginners section, plus tips for more advanced users. There'll also be a centre-spread where people like Pat Winstanley will reveal all! Calm down, calm down, the centre-spread will be called 'The Professionals,' and each issue will include a guest writer. Already signed up to do pieces are Mike White of 8th Day Software, Pat Winstanley (a bit of a GAC and PAW expert) and Fergus McNeill. So if you haven't sent in your registration cards, please send them off at once.

For those of you with Plus-3's (like me, hem-hem) itching to get your hands on adventures that are unavailable to those inferior beings with inferior machines, Topologika has now released no less than five disk-only adventures, each at the bargain price of £9.95. One is a mathematical adventure for younger children called Giant Killer, and the other real macho big grown-up adventures are Countdown To Doom, Philosopher's Quest, Kingdom Of Hamil and Acheton, which I'm hoping to review soon. Such is the popularity of Countdown To Doom on other machines that a follow-up has been written. Return To Doom will retail at £12.95 and will be ready by the time you read this. Details from Topologika at PO Box 39, Stilton, Peterborough PE7 3RL

What are the best adventures around? Well one good guide for me as to what everyone thinks



us lovencuke

is always the Golden Chalice Awards from the Adventurers Club Ltd. I rate these awards highly because they're voted for exclusively by adventure players, who should know what they want and what they enjoy. Magazine awards I take less seriously as most readers will always be arcade players who, faced with the question about their favourite adventure, will just vote for the first one that comes into their head. The adventure-holics in the Adventurers Club will be choosing from the many adventures they've been playing in some depth, and for 1987 over 800 members voted in the Golden Chalice Awards.

"I know that you were surprised at the results last year," ACL director Henry Mueller told me, "but this year's awards are even more astounding." I disagree, Henry, as this time they reflect very much my own feelings and the feedback I've had in readers' letters. Of course the Awards cover all computers, but I think the strong Spectrum element is reflected in the result. Guild Of Thieves only gets an honourable mention, and that game of course wasn't available on the Spectrum till recently. In third place was Level 9's Knight Orc, and in second place Rigel's Revenge, published by Mastertronic and programmed by Smart Egg. It leaves me with Smart Egg on my face (so to speak) because I rated it slightly below Serf's Tale and 'only' gave it 8/10. I think most readers would have rated it a notch higher and made it a megagame.

But first in the ACL awards, winner of the Golden Chalice, and quite right too, is Level 9's Gnome Ranger. There's no doubt in my mind that this is the best Spectrum adventure around right now, so congratulations to everyone at Level 9 who was involved in the production of that game. And I'm sure I'm speaking not just for myself but for lots of YS readers when I say that. Well done.

CRL has released Federation, a graphic space adventure which will be fairly familiar to all of you who've already got Quann Tulla from 8th Day Software. Federation is an excellent re-vamped version of that oldie but goldie, and as review space is so tight I thought I'd mention it here instead. The programming has been done by Smart Egg in conjunction with 8th Day's Mike White, and the result is a very stylish game - the graphics are brilliant to my eyes, definitely 9/10, and the adventure's as lengthy and devious as all 8th Day games.

hree megagames in a row for Magnetic Scrolls, but hardly surprising as this is definitely top-of-the-range Spectrum

adventure stuff with only the likes of *Gnome Ranger* and *Knight Orc* as rivals. Plus-3 owners will be able to gloat at now having *Guild Of Thieves* and *Jinxter*, both unavailable for the kid brother machines.

Inside the bright blue box, which reminds us that 'Every Silver Lining Has A Cloud', what do we find? We find a 3" disk with a game on it. We find a beer mat advertising Moose Bolter beer, and a compo that gives four people the chance to win every Magnetic Scrolls game for life. We find some simple instructions, a sealed envelope and a copy of *The Independent Guardian*, essential reading for Guardians everywhere, with news and views of leading Guardians like Len Pouch, Len Pisht, Len Moron and Len Wossname.

Len Wossname is very concerned about the level of luck in the land of Aquitania. If the charms of Turani aren't reunited soon with the legendary Bracelet of Turani then luck could completely run out, the Green Witches will take power, there'll be plagues of bats and we might even see the collapse of the ferg. So what's he doing about it? Well, here's looking at you, kid!

But what is a Guardian anyway? Play the game and you'll soon find out. Hardly will you have got off (or been thrown off) the bus in Neverending Lane than you'll encounter the Guardian and be given your task. Neverending Lane seems to be just that, incidentally. I've walked about 64 locations in both directions and still not come to the end of it. How did they do that? Back to the Guardian, though. Don't expect a cloaked figure with a black pointed hat and a touch of the scrolls. This one wears a herringbone overcoat (a red herringbone?), complains about the wife and kids and is given to philosophical mutterings like "What's the point of wossname, immortality, if you can't get a decent bit of cheese in your sandwich, narmean?"

The text of *Jinxter*'s been written by that very funny *Punch* writer, Michael Bywater, who had a hand in *Hitchhiker's Guide To The Galaxy* and is also working on another adventure for Infocom. So you can expect a lorra lorra laughs, many of them in incidental routines and in answers to some of the weirder inputs you might try. But even ordinary responses can raise a smile too. Examine the key-ring and you're told it's a clever little device that allows you to lose all your keys at once instead of one at a time. One location is Dead Fly Wood, so now you know where all the flies go in the wintertime.

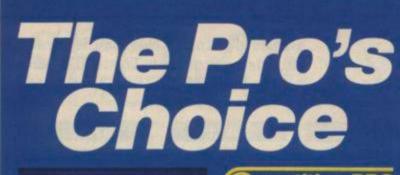
From Neverending Lane you can enter your house, and a good search here is essential. You can find a sock lying around, and you know that sooner or later you're just going to have to put a sock in it, whatever 'it' is. Try playing with the dragon in the bath, too. It's not long before the phone rings and it sounds like your neighbour's in a spot of bother. So you rush round to his house, but of course he's not there. So instead you have a good nose round, discover the foul cheese in the basement and the fly bath in the garden (like a smaller bird bath).

YOUR SINCL

The first major problem, assuming you can sort out a few minor ones early on, is the canoe in the boat-house. If you can plug the hole, you can paddle your own canoe on the lagoon, and even cross to the village green and visit the pub and the baker's. It was round here I started to get a bit stuck after a couple of hours of pleasurable adventuring, but one feature of this game is that if you need a bit of help then in certain locations you can summon up the Guardian and he will solve a problem for you! This does of course leave you with another problem in its place (remember, Every Silver Lining Has A Cloud), which is that you're not told how the problem's been solved and you also feel your luck dropping - and you can't finish the game unless your luck is at the maximum level, but at least it means that if you're getting frustrated by a problem you can get past it, explore a bit more of the game, then go back to it later

The *Jinxter* parser will be familiar to fans, although in fact it's lost one or two features from *Guild* It'll still cope with most inputs — and then leave you frustrated 'cos it doesn't understand something simple. That doesn't happen often, though. What does happen often is that *Jinxter* leaves you laughing and scratching your head simultaneously. Yet another essential purchase for Spectrum adventure lovers — there's never been a better time for it. Nor for playing Spectrum adventures either. Narmean?







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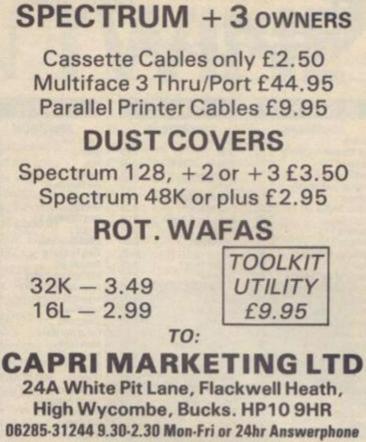
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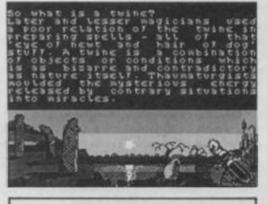
A very stylish introduction leads into the three-part tale. Seven options on the opening menu allow you to turn pages to read the story of the lands of Kilver, where the adventure is set, your part in the game, how to get started, a map, an option to turn the nice folksy music on or off, and so on. The graphics on these screens and on the loading screens are brilliantly done, and actually made me regret that the game was text-only mind you, that's very well done too!

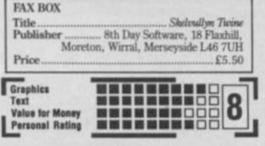
The text tells the tale of Tam Wold, a timber merchant who worked in the woods by the village of Skerrig — and who could be male or female, as it never occurred to the people of Kilver to designate anything, whether it be childrearing or jobs, according to sex. You are also the Prefect of Skerring, though in six years all you've had to do is arrest one drunk monk! But now a drought has come upon the land, the river has dried up, a character called Tolan who has the secret of making rain has gone missing and it's all your fault! Or so the villagers start saying, anyway. To summarise a vast amount of background storyline, your task in this adventure is to find Tolan, restore the river and return home.

The first part of the game, Book One, must be completed to get the code to Book Two and so on into Book Three. In Book One you begin in the village and must explore it and try to ignore the glares of the angry villagers. What you can't ignore are the giant hedgehogs guarding the door to Tolan's house, wherein might be a clue to his disappearance. These hedgehogs, and the behaviour of the china pig money-box in your own home, are typical of the game's rather off-beat approach. I enjoyed playing it because I was never quite sure what I was going to meet next and what it was going to do to me when I did. But everything fits together nicely, and I like the way that objects can be used for more than one purpose, not always as an essential part of the game but sometimes just to add a bit of extra fun.

Book One is reasonably easy to complete, which gives everyone a chance to see a chunk of the game. But the next two bits do get harder and all three together add up to a very smart and value-for-money adventure. STOP PRESS: This adventure was originally sent in by author Peter Pointon, a YS reader, who said he was publishing it himself due to lack of response from the commercial software houses he'd submitted it to. I wrote back to let him know I'd be giving it a good review, and this encouraged him to try again. He sent it to 8th Day, who snapped it up for instant publication, leaving me just enough time to alter the fax box. I always knew 8th Day had good taste!

advencures ____







here seem to be very few poor efforts among the *PAW'd* adventures now starting to pour out — a sign that most of the authors are already familiar with the *Quill* way of working. Someone who's certainly familiar with all utilities is Linda Wright, as some of her *GAC'd* games have been published by Incentive, but for the Amstrad only. You know the Amstrad. It's a computer. One or two people bought them.

Anyway, Linda's seen fit to make the star of her Spectrum game a female character - and quite right too. Far too many blokes bashing about the place. The heroine of the two-part tale is Amora, from the Kingdom of Nulom, and her task is to rescue her fiancé, Amanton, who's a bit of a wimp and has gone and got himself captured by the dastardly Mallumo of Kradoom, a sorceror. The game may have several things going for it, but good names isn't one of them. They sound like they've come from an Adventure Name Generator program. The other drawback is the character set that's been chosen, which I found very hard to read, so lose a few Brownie Points there.

On the other hand, the adventure itself is first rate. PAW's screen-handling has been used well - a graphic quickly drawn at the top, followed by a fixed location description; then a bar of a different colour which both lists the visible exits and divides the screen nicely from the scrolling messages and inputs beneath. The text is well written, and I like the way that objects in the location descriptions sometimes have to be used if you're to make any progress - an innocent piece of furniture could be concealing something that might have a point to it . . . or might not. And don't forget to use your feminine charms - if you can make a guard blush you're thinking along the right lines

PAW's parser can cope with most inputs of course, provided the author's thought to cater for everything, and that certainly seems to be the case here. I noticed little things, like acceptance of both EXAM and EXAMI as abbreviations for EXAMINE; TAKE and GET both accepted; and even PURCHASE is in there as an alternative to BUY. You can COUNT MONEY, that's assuming you work out how to get some in the first place. It's also a very moral adventure: good deeds earn their rewards.

My advice on *The Jade Stone* is that there's no need to EXAMINE IT first, just get out and PURCHASE IT pronto though don't try swearing at it if you get stuck. Not unless you've saved the game first as no un-ladylike language will be tolerated in this home-grown goodie.



MIKE GERRARD GOES TO THE BEST INDIES!

here's no doubt in my mind that many of the best adventures around at the moment are from the independent software labels, the mail-order only operations

that are frequently one-man (or onewoman), businesses. Some readers tell me they're reluctant to send for games

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mail order, even though adventures are almost impossible to find in the shops, because of bad experiences in the past. To help you get over that hurdle I've arranged some very special offers to tempt you, exclusive to YS readers, with several of the small software houses. These are all people personally known to me, so I can guarantee their

service — and guarantee the standard of their adventures, many of which have been reviewed in back issues and mostly got marks of 8/10, just a notch under a mega-game. Send for any of these and you won't be disappointed. I'll have some more adventure bargains for you next month too — so don't miss the next ish!

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With any luck there will have been a review of Linda Wright's *The Jade Stane* in this or the last issue of YS, and Linda's agreed to let YS readers have it at the lowest-ever price of £2.35, postage included. If you missed the review, I can give you the edited highlights: "I like it!" Linda's already had adventures published by Incentive on other machines, but *Jade Stone* is her first Spectrum release on her own Marlin Games label. Her latest one has just arrived, so watch for a review of that too.

Lockerby's Lot

Jack Lockerby publishes some of the best Quill and PAW adventures around, and if you want to know what I make of them, see the reviews in last September and October's issues. They're a bargain anyway, with two full-length games on each tape, and Jack's agreed to drop prices even further for discerning YS adventures. Now you can have any one tape (that's two games, remember) for £2.00, two tapes for £3.75, three for a fiver, four for £7.25 or all five for £8.50, saving £4 on regular prices. The tapes are The Qhallenge/Davy Jone's Locker, Witch Hunt/The Cup, The Hammer Of Grimmold/Mutant, Realm Of Darkness/ Matchmaker and The Jade Necklace/Lifeboat.

Do You Want a Tartan Adventure?

And there's more! There's Shipwreck, Castle Eerie, Prince Of Tyndal, Crown Of Ramhotep and Prospector. From this little lot you can have any two for £2.50, any four for a fiver, or £6.25 the lot.

HERCULES DROPS HIS PRICES

Terry Taylor's first adventure came to me out of the blue, as so many do, but this one stood out from the crowd and earned a rating of 8/10 in the December '87 issue. It was pleasing to see that reviewers on other magazines rated it highly too. But what readers of other magazines don't get, is the chance to buy *The Labours Of Hercules* at the reduced price of £1.49, p&p included, as that's exclusive to YS readers. Show your discernment by sending off for it now and encourage Terry to write another one.

FROM:		
Name	 	
Address	 	

I enclose my cheque/postal order for £2.35 for one copy of The Jade Stone at the all-inclusive, extra-special, super-duper YS price.

YS SPECIAL ADVENTURE OFFER

TO: Jack Lockerby, 44 Hyde Place, Aylesham, Canterbury, Kent CT3 3AL.

FROM:	
Name	
Address	
l enclose my cheque/postal order for £ for the tapes ticked be	low:
The Challenge/Davy Jones's Locker Witch Hunt/The Cup The Hammer Of Grimmold/Mutant Realm Of Darkness/Matchmaker The lade Necklace/Lifeboat	

YS SPECIAL ADVENTURE OFFERS

TO: Tom Frost, 61 Bailie Norrie Crescent, Montrose, Angus, Scotland DD10 9DT.

FROM:				
Name				
Address				
I enclose my cheque	e/postal order for £ i	for the tapes ticked below:		
Shipwreck 🗆 Castle Eerie 🗆	£2.50 for two £5.00 for four £6.25 for six	Prince of Tyndal Crown Of Ramhotep Prospector	£2.50 for two £5.00 for four £6.25 for six	
Double Agent	\$3.25	Six-In-One	£3.95	

YS SPECIAL ADVENTURE OFFERS

TO: Terry Taylor, 20 Lee Road, Bacup, Lancs OL 13 0EA.

FROM:

Name
Address

I enclose my cheque for £1.49 for one copy of your Herculean labour of an adventure, *The Labours Of Hercules*, at the YS special offer price.

LOST SOULS

'm a keen adventurer," says Allan S. Forsyth of 18 Newmarket Rd, Cringleford, Norwich NR4 6UE, but despite his keeness Allan's having problems with both Dodgy Geezers and Harvesting Moon Can anyone come to the rescue From Norfolk to Suffolk, but still lost, is Matthew

Hales, Mill Cottage, Kenton Road, Debenham Stowmarket, Suffolk IP14 6LA. Matthew asks if any kind-hearted YS reader can spare him a copy of a solution to Shard Of Inovar Oh, if only he'd sent me a sae I could have let him have one, plus the YS badge he wanted, but rules is rules and no sae means no reply.

Now I'm going to go on repeating this request for info on Blizzard Pass till someone comes up with a solution. Come on you lot, someone somewhere must have finished it! If you have, or can even manage some clues, then send them to me pronto. Also contact Mr S. Keeler, 56 St James Avenue, Ramsgate, Kent CT12 6DZ who says he's in danger of being committed to a mental institution if someone doesn't come to the rescue soon. The problem? How do you use the metal ring and rope to get past the fissure? A hint says to tie the rope to the ring, knot the rope then throw it, but this reader reckons to have tried hundreds of different combinations of words and still can't manage it. He asks for help before he goes completely ga-ga and buys a Commodore. Hey, come on folks, this is serious!

Someone else stuck in the dreaded *Blizzard* is S. Sage, 7 Darwin Close, Bulford Camp, Wilts SP49 J12 – how do you get back across the fissure? This reader also asks if I've heard of a game called Transylvanian Towers (yes), is it available on the Speccy (yes) and where from (dunno). The game was published by Richard Shepherd Software, who has ceased trading as far as I know, so any spare copies of this one lying around unused?

Too late to help the next Speccy-owner, as you can tell from the address: Jason Nicholls, 45 Institute Road, Eccleshill, Bradford, West Yorks BD2 2HU. In Harvesting Moon, how do you get through the stone door with the symbol on it, where is the spanner, and what do you do with the Witchmaster General?

B. Swinscoe is looking for help on lots of adventures: Shard Of Inovar, Tuein Kingdom Valley, Big Sleaze, Rebel Planet, Valhalla, Hobbit, Red Moon, Bugsyand any tips or POKEs on GAC would also be welcomed at 367 Broomfield Drive, Hooe, Plymouth, Devon PL9 9PG.

Help on just one adventure for Adrian Bhagat, 10 Meynell Walk, Netherton, Peterborough, Cambs PE3 6RR, but what a title: They Say The World Will Die In Fire And Ice Can anyone tell Adrian how to get past Zaar?

In Future Tense from Mystic Software, what do you give the curator and how do you get past the ogre? Help please to Gerard Carton, 69 Woodland Walk, Limavady, Co Derry, N. Ireland BT4 9DQ. Another new one on me is Ocean Dancer How to get past the octopus and what do you do with DEL found in the house? The person in the dark is Michele Harrison, 44 Valentine Ave, Selston, Notts.

Help wanted on Nosferatu, Quest For The Vampor by ap-maker supreme James I Magee, 9 Kingscliff Ave, Kings Park, Glasgow G44 4JW. And any hints going on Dark Sophreyet? If so, can they go to A. Larner, 44 Kirkstone Drive, Elbury Park, Worcester WR4 9BS?

And help on an Alternative game called S.M.A.S.H.E.D. for Jonathan Borer, 14 Foxcote, Astley Village, Chorley, Lancs PR7 1XE. Where is the money, the syringe and the key, how do you fly the plane and how do you follow the smell? I don't wish to know that, kindly leave the page. . .

YS Advencures

KIND SOULS



nominate himself for a Manuel award, 'till he went bonkers and finished two adventures. He's therefore delighted to be able to offer his Kind Soul services stead on NeverEnding Story and Doomsday Papers from 1 Standish Lane, Immingham, S. Humberside DN40 2HA.

atthew McNally says he was about to

Sorry you've had to wait so long for your moment of glory, Matthew, but it's Standing Room Only in the YS adventure pages these days

Doreen Bardon's been here before, and here she is being here again. To add to the list of solved adventures published in the September issue, Doreen has since solved: Imagination, Matt Lucas, Brian The Bold, Staff Of Zaranol, Pirate Adventure, Voodoo Castle, Golden Mask, Rebel Planet, Motor Cycle Crazy, Barsak The Dwarf, Bucharoo Banzai, Custerd's Quest, Hunchbach, The Curse, Eddie Smith, Denis, Nocris Dome, Kayleth, Realm Of Darkness, Dracula, H.R.H., Strange Odyssey, Bugsy IIII, Funhouse, Deeds Of Glengarry Hall (what??), The Hollow Spoof, The Extricator, The Pyramid, Devil's Island, Apache Gold, Greedy Gulch, A Tangled Tale and Spytrek Adventure. See how many adventures you can get through when you're a lady of leisure! A final word from Doreen, which applies to all requests for help from Kind Souls: "I do wish people would enclose an sae and that they would not ask for complete solutions to all my adventures!" I agree, and feel free to adopt my own policy of 'No sae, no reply!

Now for the man with a twinkle in his eye, a spring in his step, an adventure in his Speccy and a drink usually in his hand. Yes, it's Allan Phillips, 55 Torbay Court, Clarence Way, London NW1 8RL. Allan's volunteered his help-line service on the many Speccy adventures he's solved, and even a few Electron ones should any Electron users have strayed into YS'by mistake. Allan's latest list is Adventure Quest, Aftershock, Big Sleaze, Boggit, Bored Of The Rings, Circus, Colour Of Magic, Colossal Adventure Custerd's Quest, Dracula, Dungeon Adventure, Eddie Smith Excalibur, Football Frenzy, Fourth Protocol, Gnome Ranger (I), Hampstead, Heroes Of Karn, Helm, Hobbit, Ice Station Zero, Imagination, Invincible Island, Kayleth, Kobyashi Naru, Knight Orc (1), Lord Of The Rings, Life Term, Messau From Andromeda, Matt Lucas, Mafia Contract I, Marie Celeste, Mordon's Quest, Planet Of Death, Robin Of Sherwood, Return To Eden, Rigel's Revenge, Seabase Delta, Shrewsbury Key, Seas Of Blood, Sphinx Adventure, Philosopher's Quest Sherlock, Spytrek, Subsunk, Satcom, Star Wreck, Snowball, Spiderman, Twice Sky, Urban Upstart, Valkyrie 17, Vira Cruz, Worm In Panadise, Wizbiz, Warlord, Zacaron Mystery, Mindbender, Extricator, Perseus And Andromeda, Seeker Of Gold, Fuddo And Slam, Socret Of Little Hodcombe.

Another Allan is Allan Forsyth, 18 Newmarket Road, Cringleford, Norwich, Norfolk NR4 6UE. Allan can help anyone stuck in Inspector Flukeit for the price of an sae

William McLachlan can come to anyone's assistance on the following: Rebel Planet, Kayleth, Seabase Delta,

Hampstead, Price Of Magic, Apache Gold, Winter Wonderland, Masters Of The Universe, Claymorgue Castle, Spiderman, Fantastic Four, Vallyrie 17. William's address is 28 Wallace Place, Cambusbarron, Stirling FK7 9PB.

Ted Webb, 3 Montgomery Walk, Waterloovill Hampshire PO7 5TD will come to your rescue on Big Sleaze, Custerd's Quest, Rigel's Revenge, Golden Mask, Demon From The Darkside, Seeker Of Gold, Eye Of Bain, Valkyrie 17 and what he describes as 'the usual ones

Gary Lancaster, 26 Bridgeleap Road, Downend, Bristol BS16 6TW will gladly help anyone out on Doomsday Papers, Holy Grail and Right's Revenue, while you can also get help on Rigel and on The Neverending Story from Stephen Green, 5 Faltis Square, Thorpe Edge, Bradford, West Yorks BD10 8BS, who would like to thank Stephen Conibear for his help in the past. Consider yourself thanked. Stepher

Darren 'Flash Signature' Sellwood can help on oodles of adventures. Well, 22 to be exact, though I've not counted them. They are, however Shrewsbury Key, Zacaron Mystery, Matt Lucas, Seabase Delta, Imagination, Hulk, Spiderman, Waxworks, Mindshadow, Robin Of Sherwood, Hobbit, Boggit, Buggy, Souls Of Darhon, Rebel Planet, Simbad, Espionage Island, The Pinen, Book Of The Dead, Dracula, Kolyashi Naru and Morden's Quest Darren's address is 40 Devonshire Road, Harrow, Middlesex HA1 4LR. Anyone who might have written to him in Blackpool when he was a Kind Soul before; fear not. His mum is posting all letters on to him. Hello, mum

Not sure of the next chap's name, it looks like Christopher Pieri, but I'm sure of the address which is 26 Noreen Avenue Minster, Sheppey, Kent ME12 2EH. Christopher would like to thank Doreen Bardon for her help in the past, and his own list of successes now runs to: Shrewsbury Key, Adventureland, Zacaron MysteryI, Socret Mission, Eddie Smith, Pirate Adventure, Voodoo Castle, Claur Of Despair, Golden Baton, Doomsday Papers, Arrow Of Death 1 and 2, Heroes Of Karn, Imagination, Time Machine Seabase Delta, Escape From Pulsar 7, Subsuch, Circus, Urquahart Castle, Reasibility Experiment, Golden Rose, Wizard Of Akryz, Hexagonal Museum, Perseus And Willing Of Public, Precogning Internation, Internation, Waxworks, Andromeda, A Tangled Tale, Ten Little Indians, Waxworks, Moroby Jewels, Gremlins, To The Manor Bourne, Robin Of Sherwood, St Brides, NewFEnding Story, Zzzz, Matt Lucas, Holy Grail, Claymorgue Castle, Spiderman, Terrors Of Trandoss, Hulk, Terrormolizos, Hampstead, Mindshadow Gordon Bennett. Oh sorry, that last one was me muttering to myself, not an adventure.

Steve Lodey's a familiar name, and he's recently added the following titles to his list of conquests: Terrormolinos, Imagination, Life Term, Return To Eden, Boggit, Valkyrie 17 Kobyashi Naru, Price Of Magik II you're stuck in any of those then send a sae to 5 Felix Road, Felixstowe, Suffolk IP11 77D.

A rather shorter list from Stephen Green, 5 Faltis Square, Bradford, West Yorks BD10 8BS: Rigel's Resenge. Well, we've all got to start somewhere and as this was Stephen's first adventure I reckon he did well to complete it, as he says, "after 12 days of being blown up, gassed bitten, poisoned, cudgelled, eaten, shot, frazzled and a few other sticky endings!" Welcome to the merry band of adventurers, Stephen, and those are wise choices you've made for your next adventure games: Silicon Dreams and Serf's Tale.

ADVENTURERS INTERNATIONAL



plea from a Portuguese pleader, to begin with: Jorge Naia of Rua do Algar 4, Feteira - Azores, Portugal 9900 Horta. Jorge says he bought GAC from a mail order ad in another magazine, which

serves him right as he didn't get a copy of the manual. He's written to the advertisers to try to get the manual without success, so can anyone in or out of Portugal come to the rescue?

Steven Snedker is my old Danish friend, and he kindly sent me 'The Very Big Custerd's Quest Solution'! It's the shortest route he could find, though only scores 235 out of 255. Some useful commands from the solution, in n particular order, include: HGUORT ENIMAXE, LENAP PAT, EERT BMILC, DEB REDNU KOOL and the essential ELTTOB EKAT!

Paul Lauff writes from Schlosstrasse 13-15, 6000 Frankfurt 90, West Germany, and I wouldn't like to ask directions to his street after a few Bavarian beers. Paul says he likes reading about adventure problems, as even if there's no solution given it can set you off thinking about the problem and wondering how to tackle it. And if you've already solved it, reading that someone else is stuck makes you feel quite smart!

Paul's not so smart on Star Wreck, where he's got the game mapped but it doesn't seem to go anywhere. He's also scored about 350/1000 in Erik The Viking and now can't get any further (EIBEERF A ROF DNES), and can't kill the Troll in part two of Colour Of Magic even when playing through the solution I printed in YS last year. All I can say about that one is that I did check that solution, playing it through step by step, and it worked for me. You could send for a freebie on that one to see if it makes any difference, and in Star Wreck try getting someone else to fly the ship

near the start, then repair the generator.

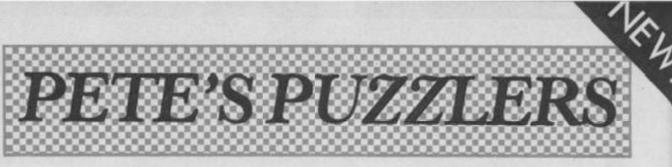
The next letter's to "the most good-looking person in the world!" quite right too. No, hang on. Rats, it says from the most good-looking person in the world. Huh, the cheek of it! Anyway, this vain creature is Wim Castermans of Dooistr, 21, B-3610 Diepenbeek, Belgium. Wim asks me to print greetings to Leif, John 'Frantic' Eddy and Tjen Sourbon. No, sorry, I can't do that, nor print that you want to make contact with Yves Brockman and Frank Delmano. What I can do is print those adventures you're prepared to help other readers on, if they're stuck: Boggit, Bond Of The Rings, Hobbit, Neverending Story, Dracula I and 3, Bugsy I, Terrors Of Trantoss, Mordon's Quest, Knight Tyme, Mafia Contract II, Spy Trek, Invincible Island, The Helm.

Finally an unanswerable question from Marco Jurriens of Holland: "What does 'Oo-er!" mean, as the mag is full of it?" Well, it's a bit hard to explain really - just like Your Sinclair!



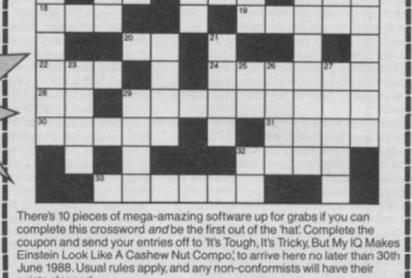


PRIZE KWIZWORDI



Plug yourselves into the mains — Pete Shaw's here again with some more teasers to tax your brain.

Periodically it's YS(8) A biscuit tape loop for the Spectrum (5) Shortening the study of economics (4) First part of the ultimate game in the loft (5) A middle man for computers? (9) A negative not for the TSB, maybe? (2) Hesitation of the Queen (2) Employ (3) Retention that can't be altered (3) Clive made an electric one (3) A point found in harps (5) Question (3) Help in the SAS, sit (6) Pronoun, a thing or person (2) PUZZLE Enumerate (9) Android (5) NO.2 Remarkable thing, slang (4) Yours truly, a troubleshooter (4) Small numerical keyboard (6) Memorandum for musicians (4) Juvenile of little significance (5) Our favourite Uncle? (8) Name Glowing (7) A chop into code (4) Address

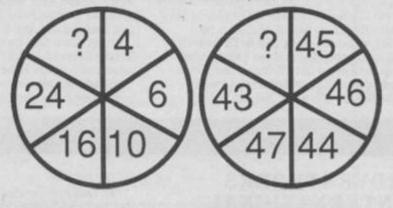


wrists slapped.

Postcode

FOLLOW MY LEADER

Wot's the next number in each of these sequences?



CONNECTIONS

These three words have a connection, can you also suggest which one of the numbered words also belongs to this group and why?

l	MATCH	BOOK	RUN		
	1) Trousers	2) Ir	ferior	3) Eyelash	4) Mug

WOT D'YA MEAN, EASY?

So you think these are simple, eh? (If you don't, turn to page 101 for the answers!) Also send me the fruits of your own labour. For every one I print I'll generously lay out five, yes five pieces of new soft-ware. Howsaboutthatthen? All scribblings should be sent to Pete's Puzzle Page, Your Sinclair, 14 Rathbone Place, London W1P 1DE.

Down

- A champion at the head of the school (6)
- Following (5) 2 3 Equipment (4)
- 4

Across

6 9 10

> 12 14

15

16 17

18 19

20

22 24 28

29

30

31

32

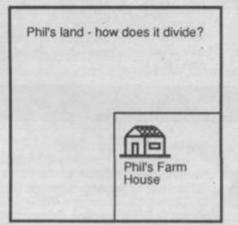
33

Atop (2)

- Canny (6) 5
- 8
- 10 Champions that come in fours (4)
- Man has a pee on way to work in City (8) 11
- Initially it's about Sinclair (2) 13
- 17
- 21 23 Error 9 halt (4)
- 25 Inferior publication (2)
- 26 Gin made with blackthorn berries (4)
- 27
- Cow similar to driving (5) Organisation in the computer's memory (4) 28
- Getting paid shortly is the start of Phil's dream (2) 32

DOWN ON THE FARM

Farmer Phil owns one square acre of land, he also has four sons. He wants to keep a guarter of an acre for himself, but divide the remaining area up equally between his sons. How does he do it?



BLACK SHEEP

Two puzzlers in one! Now there's good value for yer money. First find the odd one out in the groups of four, then take the four initial letters of your answers to make the name of a YS beauty.

SURREY	EALING	KENT	DURHAM	
HARTFORD	DENVER	TORONTO	ATLANTA	
RUBBER	GOLD	TIN	ARSENIC	16
CLAUDIUS	NERO	ZOE	TIBERIUS	



JAN '86 • Exclusive Rasputin cover game • Fairlight map • Winter Sports/Saboteur reviewed • David Crane interview • QL software buyers' guide.

2 FEB '86 • Three Weeks In Paradise map • Friday The 13th poster • Beach Head II/Worm In Paradise reviewed • Art Studio review • Matthew Smith interview • Joysticks tested.

3 MARCH '86 • Robin O' The Wood map • Zoids/Movie reviewed • Marsport/Fairlight tips • SpecDrum reviewed • More QL games.

4 APRIL '86 • Sweevo's World map • Skyfox/Lord Of The Rings reviewed • Art Studio tips • 128K Speccy reviewed • Arcade Dream exclusive preview.

5 MAY '86 • Movie map • Batman reviewed • Micronet feature • Mike Gerrard joins YS • Interview — Ghosts & Goblins programmers • Program Power — Fast Loader

6 JUNE '86 • Saboteur map • Chuckie Egg II/Three Weeks In Paradise tips • Hardware round-up • Way Of The Tiger/Tasword III reviewed • 128K games feature.



7 JULY '86 • Batman map • Rock 'n' Wrestle/Heavy On The Magick reviewed • Gargoyle interview • Hard Facts Special — Fault Finding Chart • Music hardware feature.

8 AUGUST '86 • Pentagram map • Program Power — Speech Metba • The Price Of Magik/Animator 1 reviewed • Batman/Riddler's Den tips • Hardware — Choosing the complete Speccy system.

Don't look now — look back!



9 SEPT '86 • Wild 'n' wacky YS stickers — free ! • Heavy On The Magick map • Jack The Nipper/Hijack reviewed • GAC user's guide • T'zer's arcade action special.

10 OCT '86 • Ghore' N' Goblins map • The Scape/Trap Door reviewes Compete Elite Hacking Away • 128K Specoy opened up! • Provim Power - Tune-A-Pate.

11 NOV '86 • Dever map and review • Devertiest-driven • Devit's Crown map of the state Starstrike II tips • Adventures — Complete clue list.

12 DEC'86 • Pyracurse map • Avenger/Uridium/Lightforce reviewed • Music special • Reader Survey results.

13 JAN '87 • The Great Escape/ Deactivators/Antiriad/Storm maps • Jewels Of Darkness reviewed • Trap Door/Equinox tips • T'zer Goes To The Movies - feature • Hardware — Red Box/Saga's Compliment.

14 FEB'87 • Nosferatu map • • Uridium/Dynamite Dan 2/Knight Tyme tips • Hard Facts special • Short Circuit previewed.

15 MAR '87 • Glider Rider and Fairlight 2 maps • The Hive/Fist 2 reviewed • G'day sport sims special, streuth! • Tips for Cobra/Gauntlet/ Future Knight • A-Z of adventure clues.

16 APR'87 • Fist 2/Uridium/ Dandy - maps • Enduro Racer/ Rana Rama/Nemisis The Warlock reviewed • Explode your phone bill -check out the Modern special • Space Hamer/StarGlider tips.

17 MAY '87 • Exclusive cover game! Road Racer • Cobra/ Thrust/Uridium maps • Tips for Guantlet/GreyFell/Leaderboard • Saboteur 2/World Games/Tai-Pan reviewed.

18 JUNE '87 • Short Circuit and Feud maps • Head Over Heels/ The Sentinel reviewed • Hack special learn how to hack! • Boogle with the Music Special • Blam! Boom! Wargames as well!

19 JULY '87 • Map special! Head Over Heets/Hydrofool/DD 2 and more! • Flunky/Stormbringer megagames + compilation reviews • Zub and Hive tipped to bits • +3 floppy review.

20 AUG '87 • Thrust/Saboteur2/ Krakout tips • Wizball/Stiffip/ Gobots & Comegagamed • New! Program Pitstop with routines from top programmers.

21 SEPT '87 • Tipshop! Packed with maps, hints 'n' pokes for Saboteur 2/Greyfell/Chronos/Sentine! • Reviews of Game Over/Catch 23 • TV games — Speccy rivals? • Street Life what's hot and what's cold • Free bouncy Jack The Nipper!



220CT '87 • Experive megagame Nemesis/Stop of the maps 'n' tipe • Reviews of Gamoon Pitstop.

	1 Jan '86*	🗆 16 Apr '87
2.13	2 Feb '86	□ 17 May '87
	3 Mor '86	🗆 18 Jun '87
ade payable to	2 4 Apr '86	19 Jul '87
	□ 5 May '86	20 Aug '87
	□ 6 Jun '86	21 Sept '87
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	28 Aug '86	24 Dec '87"
************	9 Sept '86	25 Jan '88"
	□ 12 Dec '86	26 Feb '88'
********	[] 13 Jan '87	27 Mar '88
	14 Feb '87	28 Apr '88
	🗆 15 Mar '87	29 May '88*
	* Comes with FR	EE gamel
es,	' Comes with Fr	ee YS bodgel

23 NOV '87 • Free! Viz comic! 23/Boune And Athena • Megagame And Athena • Megagame And Athena • Who puked And Forwers? - Leisure Special • Tipped - Zynaps/Exolon/ Game Over.



24 DEC '87 • Play For Your Life Advectusive cover game • Quartet/ Jack the Nipper 2 mapped • Out Run — Christmas megagame • Solomon's Key/ Batty/Hive tips and POKEs.

25 JAN '88 • Exclusive Moley Christmas game • Maps for Trantor/Flunky/Slaine/Indiana Jones • Gryzor reviewed • Tips for Aliens US/ Renegade/Mercenary and squillions more • Boardgame reviews.

26 FEB '88 • Free rinky-dinky YS Badges • Colour maps for Indiana Jones and Sidewalk • Inside Outing/Platoon/Combat School checked out • Role Playing Games

checked out

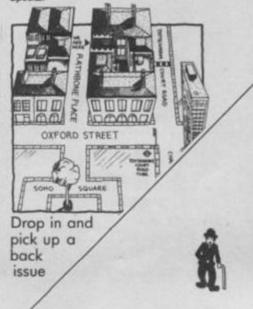
Hole Haying Games reviewed

Freddy Hardest/Solly's Key/ and Mercenary tips.

27 MAR '88 • Colour maps of Indiana Jones and Andy Capp • Rolling Thunder/Bedlam/Terramex megagames • Hardware round-up • Tips for Thundercats/Out Run/Driller.

28 APRIL '88 • Special Joke Police Issue • Colour maps of Platoon and Dan Dare II • Arkanoid II/Tetris/ Firefly reviewed • Freddy Hardest/ Garfield/Gryzor tips • Practical Pokes Mega Multiface Special • Results of Game Of The Year

29 MAY '88 Exclusive cover game! Blind Panic • Knightmare/Firefly mapped • Cybernold/Ikari Warriors/Black Lamp reviewed • Tips for Garfield/Combat School/Bravestarr • New! Rage Hard and Postmans Knock --regular round-ups of hardware and PBM • Adventure Holidays Soecial.



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DATEL ELECTRONICS

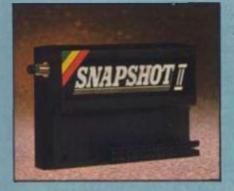


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Once upon a time, there was a prince called David McCandlesswho lived in a column full of zappy routines, and all the readers programmed happily ever after!



nother month, another batch of mail to wade through. Hmmmm, (sounds of rustling letters), this looks good, Finder by Lazarau Lazaros and -

oh look! - Thursten Felstead is back with his Text Organiser. And what's this? A message scroller? From **Christopher Priestley?**

Well, I'll be a choccy-biccy! A-ha here's a useful proggie if I ever saw one, +3 Disk Catalogue from Robert

McSherry. What can you say? Why should you contribute to Pitstop? And why not? Well apart from the world-wide fame, the fan mail, the groupies (slaver, bonk), and the possibility of a massive £50, for the best routine, there's not

much else. But there's also the chance that a software house may want to hire you to work on its next megagame. What more could you ask for?

Send all contributions to David McCandless, Program Pitstop, YS, 14 Rathbone Place, London, W1P 1DE -and include a piccy of yourself. Remember there's £50 at hand for the best routine!

This month I decided to write a ritty-ditty, super slick, interrupt driven message scroller and_1 did. And very proud of it I was too, until a certain letter popped in through the post.

Blink.

Someone - by the name of Christopher Priestley - had written a similar routine, and it was - shock! horror! gasp! better than mine! And not just better, much better! Fume!

Method

Well, now that my ego has been shattered and my confidence annihilated, ld better tell you how to use this McCandlessbashing program.

First use the hex loader (from Finder) to input the 10 lines of hex, then save this code with SAVE "message"CODE 40300,80. Afterwards tap in the little ol' Basic demo program, and save that with SAVE "message2" LINE 900

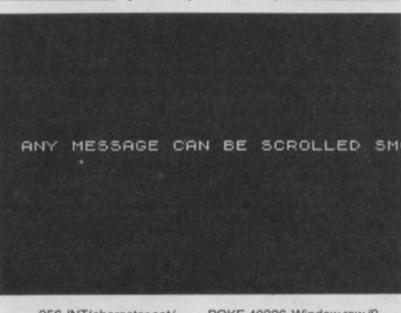
Info

Right, have you typed in the program? Run the demo? Commented on how my program would've been better? Yes, good, now here's a list of the variables used in the program so you can use the routine vourself:

POKE 40301, start of message-256-INT (start of message/256) 40302, INT (start of message/256) POKE 40322, character set-



by Christopher Priestley



256-INT(character set/ 256) 40323, INT (character set/256)

POKE 40326, Window row (0-23) POKE 40335, Window column (0-31)

POKE 40348, Window length (0-31)

POKE 40375, Scrolling speed (0=fast 118=slow)

Quite a lot aren't there? My program didn't have so many. mind you my program wasn't so good... winge... moan... winge... fume_

Proggies

I still think my program would have been presented better winge - here's the hex dump and Basic demo

40300:1100501037300613=263 40300:110050050506513=263 40300:1005005005050651109 40316126002929291100305=230 40324195006079260705640 4033210505660655066055506=059 40340:564067060055506=059 40340:564057060055506=059 40340:564057060155700=1005 40364124C110E9D13E7FDB=1095 403721FE1FD076CD3910B5=1076 48388:0766688888888888888-281 STOP

1.	REN 27	177	111111	m	1777	m	
5	BORDER	81	PAPER	11	THE:	71	C
18	LET RO	17-1	18388				

LET COL=0: LET LEN=32: LET SPEED

*118 38 POKE ROUT+1.HSB-256*INT (HS 5/256); POKE ROUT+2.INT (HS5/256

58 POKE HOUT+27, RON 68 POKE ROUT+35, COL 78 POKE ROUT+48, LEN 75 POKE ROUT+75, SPEED

PEAD A4: FOR 1=1 TO LEN AS POKE MED+1=1.CODE AS(1) NEXT I: POKE MED+1.0

102 102 ANAHOMIZE USB ROUT: STOP 128 DATA "Scroller Demo By C. 9 88 CAN BE SCROLLED SMOUTHLY ACROB ANY PART OF THE SCREEN USING TO 19 ROUTINE.

138 SAVE "MSS_BCROLL" LINE 148 SAVE "CD"CODE 46388, 08: STDP 928 LOAD ""CODE 46388; BUN

+++PROGRAMMING+++PROGRAMMING++

Two things still amaze me in this world. Firstly there's why my belly button fluff is always purple, and secondly there's the hatstandedness of some contributors. I mean, anyone with a name like Monsignor **Thurstan S. Coolman** Felstead OBE must have a bad case of appellation. Still his name is no reflection on his programs, which are moderately sane.

This is a little Basic subroutine which organises strings of text so that they don't spill over the edge of the screen and onto your lap. The program is self-contained, self-instructed and self-simple. So get selftyping in and stop selfing complaining!

- 14 REX 228 REX Screen text processo Thurstan Felstead
- Message to be printed is stored in H&
- pos is the vertical start position of the
- inks is the message INK colour (8-7)
- papers is the eessage

Cast your minds way, way back to the first ever Pitstop in the Aug'87 issue. Remember it? Remember the little program we had by Khalid Jamil called Peeker which allowed you to rove through other people's programs, nabbing graphics and things? But there was one problem with that one; it was in boring old Basic. So now we have the ultra-refined version and a few more features - from Lazarau Lazaros in machine code! Great eh?

Method

This is such a hugely comprehensive program and has a tang of complexity to it. Firstly use the hex loader to type in the code at address 30000. Then save it with SAVE "finder" CODE 30000,2048. Now type in the little loader program (SAVE "floader"LINE 10) and RUN it, and then play in the Finder code. The code will now load into the last third of the screen and autoexecute.

EFFECT KEY

- Inverts current window Show info (yes/no). If "no" then 2
- program runs faster.
- Change current address. Enter decimal 00000-65535. No delete. 3
- Change ink on current window. 5
- Change mode: horizontal/vertical. Clear table of graphics. Store piccy. Stores the address and 6
- size of graphic in table at 23296. Uses four bytes; 64 graphics stored max
- 8 Display graphics from table (good

This message would not nornaly be printed without splitting over lines and spaces in the wrong places. But with the screen text processor it does happen



by Lazarau Lazaros

198 REM PAPER colour (0-7) 200 REM 210 REM flashx is the message 220 REM FLAGH setting (0-1) 230 REM 240 REM brights is the sec

REM REM REM REM REM overs is the message OVER setting (2-1) erses is the 100

318 REM INVIRME setting (#-1)
320 REM
330 REM
348 REM An example program
358 REM the routine in your own
358 REM the regrams fullows
359 REM
358 REM the red tament to
458 REM tament
458 REM

Basic This little microscopic program is what loads the Finder code after you've saved it. Okay?

1 BORDER NOT P1: PAPER NOT P1 1 INK VAL "7"; BRIGHT VAL "1"; C LS : LOAD "finder"CODE 20400; P0 KE VAL "20061", VAL "16"; FRINT U SR VAL "20400"

Machine Code

Indeed, this is the code, all 2048 bytes of it (that's 2K) but it's worth it, every byte of it.

300001210050AF06007723+450 30005110FC210040010008=374 30024150C0285221015622+689 30024150C0285221015622+689 3003219E56220256228556+822 3004812143502298562141+553 300481502209562280562141+553 300561682209562280562141+553 00561885021004011083E=403 3005610050210040110832×403 3006420620000105140000×316 3007217713230020070477*759 3000011001563643504F=929 3000011004050000000000000000451 300761000000000112FFF01=320 301041FEFEED782FE61F28=1213 301041FEFEED782FE61F28=1213 3012013024FAC0571DC000=869 301201302078D60001095002=821 301361C800000C31352CD64=801 30144580369596FEFF28F6=1150 301361C060000C31302C064-801 30144:503A9950FEFF20F6=1150 30152:FE22CA9551FE1ACA=1202 30160:A751FE25CA0551FE14CA=1202 30160:A751FE25CA0551FE10CA5F=971 30160:26CA4051FE10CA5F=971 30176:51FE23CA7951FE19=1053 30176:51FE23CA7951FE19=1053 30184: CAB951FE11CABF51=1213 301921FE1DCAC551FE1ECA=1249 302001CB51FE13CCA054FE=1259 302001CB51FE13CCA054FE=1259 3020010351FE13CCA054FE=1259 3020010351FE13CCA054FE1259 30216154FE14CCF052FE1B=1162 302241CA0452FE02CC2C57=079 30232:FE0DCC1157FE05CC=1030 30240:F355FE24CCD751FE=1372 30240:ICCCA052FE04CCD0=1134 30256:56FE0CCC75530000=756 30264:001993344150FE02=614 382721 DABE585EAF324558=876 382881 CSED484658C581 88=857 582881 88ED434658D9CD3A=934 38296:5809C1E0434658C1=1137

252 5 1.4 10 \$ 2.1.

for animation. "F" -- forward one piccy.

- "G" -back one piccy. "H"-return.
- Decrease width.

9

0

P

- 0 Increase width.
- QW Decrease height fast.
- Decrease height slow. Increase height fast. A
- (max=127) S Increase height slow

When searching through memory:

- Fast forward
- Fast backward
- к Slow forward
- Slow backward
- Save whole screen. Save the graphic from memory R onto tape. The first two bytes are
- the size of the graphic. Load graphics into current address
- Symbol shift Return to Basic

Phew! As you can see this is a pretty damn good program and very useful to boot. It has an interest to the programmer who wishes to tabulate his graphics, and a use for the amateur

dabbler who wants to make screens or graphics displays. Totally brillo (pad).

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10	60	SUB	2388
20	1.67	Are	

- SB LET 1+0 40 PRINT TAD Brai":"; 50 IMPUT "Line of Hex":14 60 IF has"5" THEN STOP 70 IF LEN hsc/ch THEN DEEF .5 15: PRINT "Length error": 00 T

- 30 H0 PRINT h#: 90 LET x=0 00 FOR b=1 TD ch STEP 2 10 LET z=FN h(h#): LET t=t+z 20 FORC a+x,z 20 LET h#m5#15 TD 3 40 LET h#m5#15 TD 3 110

94

15880 127+15=1905



+++PROGRAMMING+++PROGRAMMING+++

30304:3E1A324550003A41=410 30312:503D324150D9CD3A+016 38328:58D9CD2852C38E58=1841 38328:3A4158FE7FD28E58=1816 343281341308277620282582814016 3433613C32415409CD3A548815 3433613C32415409CD3A548815 343361321435475420A8554309984 3436413243540976CD3A5488975 3436413243540976CD3A5488175 3436417609CD285276C3488175 3436417609CD285276C348819276 3436417609276238545140288897 3039313130344320452097602028-772 3039213650363976090028-772 3040015276638E50263E50-801 30408128223E5009003650-779 30416109002052038E5024=1003 384 161 0*107852138538294=1883 384241 353823223558099CD=775 384481 586000202852C36E=1819 384481 58600151C39551CD=1285 384481 0151C34751C00151=1228 384561 C38851C00151C348=1849 784641 5186857610FDC9C5=877 18964:510607/510P0C4C5877 30472:CD5F53763A4650FE=963 304800:EE76280F01EEFFED=1142 304801:E276280F017CD3A50=875 30496:D9C1C901000876ED=967 30584:43465009CD3A50D9=994 30512:76C17669D9E1D1C1=1474 30520121786178649941010111473 305201FDE107FDE500E5F5=1856 3053610505E509750505E50=1740 305441090021005E030E50=979 30552100F50505E53E1607=1183 3056013E00075E1607E040=800 385681 3E58CD282DCDE32D=912 385761 86843E28D718F83A=644 305814+415032A7523A4350=649 50592+32A65221A7524623=687 306400+4E1130000044E0583=463 3060014E110000044E030044E03004463 306001CA605278815F0250=1043 3061615214C35052E02249=910 306245208E048A952C53E=984 30632116073E01073E1307=011 3264013A41504F86000C018=520 3064011A322073A435086=556 34654011A36276754354666556 346561004FCD101A3630075675 386641C1CD101A362007368022 366721200761D1C1F1C900=1316 306001000000CD5F538650=469 306001CD015310F83A2652=912 386961CM81331893EC93228=857 386961FEC928893EC93228=857 38764152CDC52C9AF3228=1848 38712152CD2852C9AF32E1=1868 38728152CDD523E8132E1=928 38728152CDD522E93E16D7=1898 3873613E880D73E11D73E28+665

30744:060FF5D7F110F8C9=1190 30752:CD5F533EC9323551=630 387681CD0951AF323551CD-861 30768:FE53117956010000=570 30776:CD3C203E02CD0116=589 307011031203020200110-559 307041EFA030200E0270FE=1101 307921FF20F0CD0E0220FB=1167 3060011600CD1E0330F4FE=806 3060011600201E0330F4FE=915 3061613A30E0F5D7F1CD22=1270 3082412DEF01A4040F3818=548 3083212CEC0A2203084E043=982 3084013E5009CD3A5009CD=1124 3084812852CDFE53010F00=688 30856111EF532D3C20C9F5=1082 30864:C5068916170E0F0D=475 30872:20FD1A1CE618D3FE=1058 30880:10F3C1F1C9CD5F53=1277 3088881 CD81533A9253FE88=1814 308961 2808CD93533A9253=773 38984:3C329253C9AF3292=911 58912153C98886668CD8155-851 38928118F3E68757218858-712 3892818682C5866887EE6F8-815 38936:82772318F8C118F2=1847 38944:C9C58618C518FEC1=1888 30952:10FAC1C9CD5F5306=1049 30968:FBDD210450DD3600=872 30966:00D02310F60D2100=774 30976150110C53C07E57AF=1004 309041320054C94F402E20=575 309921416C6C20436C6561=606 31000:7265645341502E20=621 31000:2020202020202020=256 3100091202202202202020202020256 310161202020202020202020202020 310161202020202020202020202020 310241073E04073E1107C9=991 3103210007E000920021004=600 3104613A3F504FD7E0199=613 3105612035340854D0780199=613 310561203200233A3E50077=001 310901077003A3F50077=001 310901077003A4550077=001 310901077003A455007=00 311201720550094037475=931 31136172652020057346F72=703 3114416504416C72656164=706 31152179202053746F7265=710 31152179282853746F7265=718 311681644065606F727928=765 31168:6F7665726C6F6164=868 31176:C586287618FDC1C9=1824

31184:CD5F532A3E5@3A41=69@ 31192:5@473A435@4FE5C5=861 31200:DDE53A0054FE0028=894 31208:60119757CD7E57CD=974 31216) C052002184583EC9=899 512241323551C08851AF32<786 51232(3551007E88323E58=673 3123213501007E00323E500+673 31240:007E01323F50007E+888 31240:02324150007E0332=597 312561435009C0345009CD=1129 312641285221F054220751=614 3127213EC3320651C06450=779 312981368950FEFF29F6FE=1324 31298160EC3955FE66CC6E*934 31296155FE01C68755C3E3=1232 31304:500D5F531120959CD=811 31296:55FE91CA8755C3E3=1232 31384:58CD5F53112955CD=811 31312:7E57DDE1C1E1C9F1=1519 31328:C94E6F2844617461=888 31328:2058726573656E74=769 31336:00F5CDD1513A3855=939 31344:4F3A88543DB928DF=738 31352:0C793238853EC932=637 31368:51DD23DD23DD23DD=1878 31376:23CD9255D9C5A58=1843 51376123CD9E55D9CD3A5@=1843 313841D9CD2852F1C9F5CD=1436 51392+01513A3855FE8828=783 31488+AE303238553EC932=739 31488+3551C08851AF3235=789 31416151DD28DD28DD28DD28DD=1894 31424128CD9E55D9CD3A58=1851 31432: D9CD2052F1C9DD7E=1333 51448:08323E58007E8132=598 31448:3E58007E82324158=667 31456:007E8332435809C0=953 3146415F5311A657CD7E57=B66 3147213EC9323551CD@B51=744 31472+3EC9323551CD00511*744 31480+AF32355132065121*529 31488+0000220751DDE1C1*761 31496+E1223E50783324150*716 31504+79324350D9CD3A50*8716 31512+D9CD2952AF323855*910 31512+C90000E5D5C5DDE5=1290 31528: F5118557CD7E573E=1010 31536: C9327152CD4752AF=979 31544: 3271522A49522323=608 31552: 2273562A3E502B2B=505 31568: 22755646234EED43=724 315681F1552B3A41507723=726 3157613A43507728DD2168=725 31584156E5DDE5111108AF=974 31592:CDC284DDE1868176=974 31680:10FDDD5E88DD568C=914 31688:3EFFDDE1CDC2842A=1288 31616:7556ED4BF1557823=988

31624:71F1DDE1C1D1E1D9=1644 31632+CD3658D9CD5F53C9=1144 31640:03402E402E204770-462 31640:78204300000000000-219 31640:034C2E4C2E204770-46 316561985374617274283E=628 31664128247CE687C87DC6=944 316721286FD87C068867C9=1889 3160412004762847628476477617064976697764 31672128647077647776100=1851 316891234029677647776100=1851 3168912040335680400471866123+928 317041364037607700380418766123+928 317041364037677700808018766123+928 31728123282271164570076=745 317361573609753544658769785 3173615736097232355100899*758 31752111465801110860889785 3175211465801110860889785 317681090056680990028522+1184 3176816109005668090028522+1184 3176816109005668090028522+1184 3176816109005668090028522+1184 3176816109005668090028522+1184 3176816109005668090028522+1184 3176816109005668090028522+1184 3176816109005668090028522+1184 317681610911035700765774175 317761360091148080090028522+1184 31888100566800900285271415511=1552 3181616257007657210818+791 31824122755621804802275+483 319321566320560550065511=1872 31832:54C32054D5DDE511=1092 31840:F157CD7E573EFF37=1118 31848:DD210000110000CD=487 318721ED43F155ED5BA952=1289 1888:13133EFF37CD5685=786 1888:ED48F155DD2A3E58=1843 318881 ED46F155002A3E50~1043 3189610280029007088008-1082 319041710100E10109C03A=1249 3191215809C05F35C9010F=897 31928108C0FE53003C20CD=1044 3192819854C0FE53010F80~794 31936111EF53CD3C**C920=869 3194415368667728477261=731 3196217068696375282852=681 319681657428746F285865=689 319481657428746F285865=689

Okay, last up this month is a useful +3 Catalogue program from Robert McSherry, which would've been in last month if I hadn't lost the documentation! Anyway, it's an alternative way to menu your disk contents. To use it is semicomplicated, so listen very carefully (... shall say this only wance, etc).

Complex or what?

KAY-Blimey, If this NEXT bit ain't complicated, then it ain't complicated. Ha-ha-ha, just my little puny-poos there. Right, enough faffing about, and on with the serious stuff:

- Type in the catalogue 1 program and save it with SAVE "DISKTOOL!
- Type in the controller 2 program, saving it with SAVE DISK!
- Load the DISKTOOL and 3 RUN it.
- You'll be greeted with: "How 4 many programs to cat?"
- 5 Answer between one and nine
- 6 Next is "Type in the name of the program 1".
- 7 Type in the name, not the filename
- Now: "What does program 1 8 load by?'

DIS CATALOGUE

by Robert McSherry

9 You can type in the filename now.

- 10 Steps six to nine are all repeated for the number of
- files you entered at step four. Insert your catalogued disk 11 to be, and press any key (that
- rhymes(!). Note that DISKTOOL is not 12 needed on the formentioned
- disk Load the controller program 13
- LOAD "DISK." Insert the catalogued disk 14
- and type: GOTO 150. The controller will be saved 15
- on that disk.
- 16 Reset the computer.
- 17 Follow the on-screen loading instructions.
- Once the controller has 18 loaded, follow the menu.
- 19 It's all yours, to return to Basic press "Q".

Disktool

Here's the program entitled Disktool in Basic.

5 REM copyright1900

ROBERT HOSHERRY

- 0 10 POKE 23650,0 20 BORDER 0; PAPER 0; 106 6; C 1.6
- LS 30 DIM N(1) 40 INPUT "Now many programs to cat? "in(1) 50 IF n(1)>9 THEN PRINT AT 10 (11)*TOD MANY!": "TODMA"."D"."c "I CLS I GO TO 40 60 IF n(1)(1 THEN PRINT AT 10 (40) THEN RESET': "TODMA"."D". "c": CLS I GO TO 40 78 DIM m&(n(1),20)) DIM D#(n(1) (12)

- 78 DIM as GALLY DB FOR f=1 TO n(1) 98 FOR f=1 TO n(1) 98 CLS : PRINT AT 15.1:"Type i n the title of program "if 108 INFUT 28 118 IF LEN 28>22 THEN PRINT AT 18.0:"HAME TOO LARGE!", "TOBMA ","B","C": DO TO 98 128 CLS : PRINT AT 15.1:"Hhat d 138 CLS : PRINT AT 15.1:"Hhat d OHS program "if;" load by?"

31856:5685002A3E580028=768 31864:0028004688004E81=855 1960) 656865722828284551 31976153617665289466174=712 319841612828284866F7269=595 199217A6F6E74616C284D=773 208816F64652856657274=761 120001-096-5616C20406F64-729 12016-6520205561766520-596 120241556-7265656-4209-676 32032120202020406F6164=512 3204012044617461202020=506

148 INPUT ZS 158 IF LEN 25>12 THEN PRINT AT 18,85'NAME TOO LANGET': "THRMA "."B",*C": SO TO 138 168 LET BS(T)=25 178 MEXT F 168 CLS : PRINT AT 18,81"Press any key to save the data on t he disk to be catologued" 198 PAGEE 8 208 CLS : DAVE "DISKARRA.1" DAT A AS() 218 SAVE "DISKARRA.2" DATA BS() 220 CLS : GAVE "DISKARDA.3" DAT A n() 238 STOP 248 SAVE "DISKTOOL" LINE II CAT And here's the controller program called Disk.

POKE 23458,8

- 5 REM THE BEST UTILITY IN THE
- 7 NEM BY THE BEST PERSON IN THE WORLD
- 0 REM 7 REM copyright1967

- ROBERT RESHERRY 18 RESIGNE 28 BRIGHT B: PAPER 0: BORDER 0 1NK 6: CLU 30 BRIGHT 1 40 PRINT AT 1,9;"DISK CATALDEN
- E 58 LOAD "diskarra.1" DATA a%() 68 LOAD "diskarra.2" DATA b%() 78 LOAD "diskarra.2" DATA b%() 08 FOR "diskarra.3" DATA (1) 08 FOR (47 TO 74(A(1)-1) 99 FMIST AT 4,514-61". "18%(4
- MEXT # PRINT #11" -6): NEXT * 0. RETURN T 0: PRINT #1;" 0. RETURN T 0 BAGIC" 100 LET 1%=IMCEYS 105 IF INNEYS="0" THEN GTOP 110 IF CODE 1#-40 OR CODE 1#>= 40+n(1)+1 THEN GO TO 10M 120 LET x=2-40 140 LOAD 5%(x) 150 SAVE "stdlsk" LINE 10

ice have become more and more widespread in computing. You might say they're breeding like rodents, but jokes of that magnitude are a bit hard to take, so let's not. Instead let's quickly turn our attention to two new mice for the Spectrum, namely the British built Digimouse from Capri Marketing, and the new Kempston job, made in

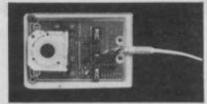
MEM

Switzerland. Why should you want to use a mouse? Of course, if Sir Clive had wanted us to use mice, we would have been born with one attached to our user port. Well, yes, the Spectrum wasn't designed to use mice, but then again, when the Spectrum was originally designed, mice didn't exist on any computer. And neither did 128K memories or 3" disk drives. I rest. my case. But the reason you would want to use a mouse is simple. It makes life easier. Especially if you are interested in grahics, and one thing the Speccy is really good at, is fast colour graphics. So why not unleash your creative bent (fnar), with a mouse. All the top graphics packages support one mouse and sometimes more. So what's stopping you? You don't know which one to buy? Oh dear.

KEMPSTON MOUSE

A funny old firm, Kempston. In spite of being quite a small firm, and not producing vast quantities of joysticks, it's managed over the years, to become something of an industry standard. What with joysticks, mice and interfaces and now the Kempston Mouse II, where will it all end?

This latest package includes everything you need to get mousing: a mouse, an interface and a piece of software called Toolkit. The new

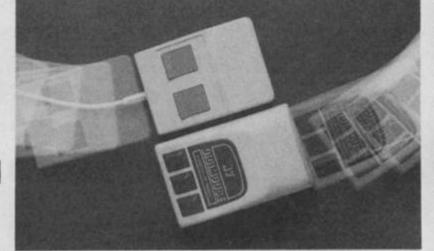


mouse is a precision designed piece of kit from the land of skiing holidays and funny shaped sausages. (No, not Scotland, silly, Switzerland.) The name on the bottom of the mouse is Logimouse" and design is credited to Antoine Cahen and Partners. So a designer mouse, eh?

The mouse sits on your desktop on four waxy plastic pads, two tiny round ones at the front and two fat rectangular ones at the back. The ball inside the mouse is easily removed for cleaning by twisting a small round plate in the base, and the plate and the ball just fall into your hand. The ball itself is of silicone rubber, with I suspect, a tiny metal core inside it to give it weight. The two buttons on the top and front of the mouse (the end that the lead comes out of), are flat and square, and not only lend a modern look to the mouse, but are



More twiddling with the Magic Screwdriver with Phil Snout, as he reviews two squeaky new mice for the Speccy.



precise and fall conveniently under your fingers as they rest on the top of the unit.

Whipping the unit open with my magic screwdriver revealed the guts of the mouse. On the circuit board, two sealed microswitches and two optical potentiometers do all the work, while a single chip does all the thinking. (Interesting to note that there is another switch in between the two used, indicating that the board was originally designed for three buttons!) All in all, the construction has a feel of solid reliability, and stands alongside the mice supplied with more expensive computers, even making some, notably the Atari ST's one, look pretty filmsy.

The program which comes with the package is nifty too, because it allows you to construct your own Windows and Icons from Basic, and access the mouse interface. But the test program included with the package I examined, told me that when I pressed the left mouse button, I was in fact pressing the right button, so I figured anything else it told me was of dubious merit.

Okay, so how does it feel in use? Pretty good. The switches are smooth, and the ball rolls sweetly across even the roughest desk. The mouse performed effortlessly with my preferred graphics programs, The Artist and Advanced Art Studio, and even did a super little job in Basic. One highly recommended aspect of the

Features	Kempston	Digimouse
Buttons	two	three
Potentiometers	optical	mechanical
Ball	silicone rubber	polyurethane
No. of chips	one	five
No. of PCBs	one	two
Feet	Waxy plastic	Felt
Interface type	flat	upright
Dimensions (cm)	9.5 x 6.8 x 2.7	11 x 6.5 x 4.7
Price	E49.95	E45.00

Demo program is the calculator, a full screen piccy of a scientific style calculator, where you click the buttons on screen. The Kempston Mouse is a well made and useful piece of equipment, and worth looking at if you're into graphics on the Speccy.

DIGIMOUSE

The Digimouse is made in England by Nidd Valley and distributed by Capri Marketing. Nice to see a British production in this line, although it has to be said that AMX was there first. Nidd Valley is very strong in the BBC micro field, and its mouse for that machine has been a best seller. So let's have a look.

The main worry here was the size of the thing, a big chunky box with three buttons on the front (this time the other end from the flex), and a slide switch on the side. Under the mouse there is a vaguely keyhole shaped hatch, which gives you access to the mouseball ... after you've undone the crosspoint screw holding it in place, that is.

There are four felt pads on each corner of the base, affording smooth movement on most surfaces, except slightly rough ones like untreated wood, where it catches a bit. The slide switch is on the left hand side of the unit and has two positions. This is the speed control, altering the speed of response for the pointer on your screen, for graphics or menu selection. The mode of operation is supposed to be with your hand on top of the mouse, with your first three fingers on the buttons, and your thumb on the slide switch. I found this a bit unnatural at first, a bit like holding a Konix joystick, where you can only hold it one way and you wish you could change hands. Still, like most things, you get used to it after a while, although it's never very relaxed.

Once more into the casing, dear friends, and my magic screwdriver reveals the very different internal construction. One main L-shaped circuit board, containing one central chip and the three button switches, plus the slider on the side. The architecture of the machine isn't as tidy as the swiss mouse, with multicoloured wires all over the shop, and a floating circuit board, which is secured inside the lid of the device with a piece of double sided padded sticky tape. This isn't as duff as it sounds, as all but the most expensive hi-fis are actually made like that as well, so the NV mouse isn't alone in that little design feature!

The x and y potentiometers are mechanical, so far as I could tell, and firmly sealed too, to prevent any grit mucking up their little graphite plates, I'll be bound. The ball housing is massive, and after unscrewing the plate in the bottom, I discovered why. The ball, which I first thought was plastic, due to the seam on it, was in fact a big polyurethane affair, and not as slick and non-grip as it appeared. Running the thing around my desk, it actually did a fair job of wheeling the pots round, so no complaints about the mechanism. Basically it does the job, even if the design is a little kludgev.

In spite of all my initial misgivings about this mouse, as compared to the admittedly better designed and more expensive Kempston, I actually liked it quite a lot. The package that came with it was nicely done, and a sizeable part of the booklet described the various functions of the program. One thing which the book didn't tell you much about, was the program's use of memory (which the Kempston one did, actually), and how to use the mouse with your own programs, or indeed anybody else's. (No IN=81, or POKE howsyafather). It does say that you select 'joystick' on any program you might want to use, but it doesn't actually say which type. But having said all this, the Digimouse is an economically sound and solidly built device, with a great future ahead of it. Good work, NV.

Okay, close 'em up, nurse

Yes indeed, ladies and gentlemen, so there you have it. Now if you don't know everything about these two mice, you must have been asleep for the last page. The verdict? My personal taste is for the Kempston, but that's 'cos I'm a posey git with more money than sense. If you've got slightly less money, then by all means go for the Digimouse, 'cos you won't get better for the money.

CONTACT BOX

Kempston Mouse

Kempston Data Limited 22 Linford Forum, Rockingham Drive, Linford Wood, Milton Keynes, MK14 6LY, England.

Digimouse

Capri Marketing Limited 24a White Pit Lane, Flackwell Heath, Nr. High Wycombe, Bucks, HP10 9HR. PHOTOGRAPHY: LIZ HEANEY





SOFTWARE



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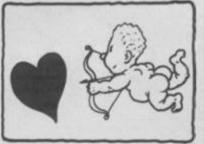
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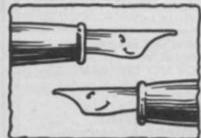
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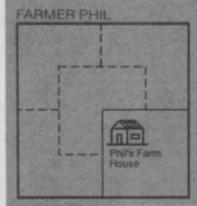
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was once a television pesonality ... almost! I actually got as far as an office in the BBC's Television Centre, where I was treated to a cup of lukewarm coffee and a hundred and one reasons why the producer loved my proposal – but ...

And what was the proposal? Why, something every computer owner in the country has been waiting for – a five minute games review slot in *Saturday Super-Store!* Radical stuff, huh? Well, it was all too much for Auntie Beeb. But let me tell you how it happened.

One of the secrets of being a successful freelance journalist – of being a successful anything – is to look for a hole and fill it. (*Ooer! Ed*) It wasn't hard to see that the Saturday morning show was the ideal place for a weekly round-up of everything that was happening in the world of software.

Proposal

So I drew up a proposal, complete with details of what to include, such as a look at the new games, chart details, maybe the odd interview with a programmer and competitions, plus a run-down of why I was the right chap to present it, and I sent it off to the powers that be.

Lo and behold, they seemed interested in the idea! They actually invited me to TC (as we trendy media types call it), for a meeting. Images of the big time flashed before my eyes. 'Hip young gonzo journalist mobbed by fans as he presents the week's top tips.' Hey, I might even get to be the next Barry Norman. And why not?

Why not indeed? The BBC seemed to have a hundred reasons, ranging from the trivial to the technical and even the financial. First up was the worry that not everybody out there in *Super-Store* and has a micro, or is interested in zapping aliens. And it can't alienate its audience, can it, kids?

But hang on there a cotton pickin' minute. There's a hell of a lot on television, *SuperStore* included, that is of no interest to a lot of gamers. However, it'll risk the loss of a few thousand viewers, reduced to terminal boredom by

BACKSTABBIN'

With a rose in one hand and a box of choccies in the other, *John Minson* goes down on one knee and proposes to a woman who's had more proposals than ZaZa Gabor. Will she accept?

Rick Astley. And what about the extra audience who'd eagerly turn on if they knew that Minson would be *Backstabbin*'on the Beeb, (hi, mom)?

Well, the Beeb was sure a way could be found to keep a feature short and sharp, so that nobody could be bored (if this sounds like a recipe for trivialisation, you may well be right). But we'd never even get that far because it'd got plenty of other reasons why the idea couldn't really be a runner. To start with, there were the technical problems.

Technical Hitch

It never ceases to amaze me that with all that high-powered kit and all those high-paid technicians, the only micro that the BBC can find a way of linking up for transmission is ... guess! Yes, that wacky, fun machine, the BBC. Zzzzzz ... Sorry, dropped off just thinking about it. What about ... what about ... what about ...? I asked, but no! The signal from a Speccy or (spit) a Commodore, just won't cut it.

Next there was cost! This is the time to get out the violins and a whole pack of Kleenex, because the poor, starving BBC can't actually afford to pay anybody to provide specialist knowledge. For a moment I thought they were going to ask me to work for free, but no ... they had a solution up their sleeves.

Fred Harris! Yes, I now know the secret of why Fred Harris appears every time a micro is as much as mentioned on the BBC. They've arranged a block booking with his agent, and now he's their regular, on-line computer boffin, to be wheeled out whenever they need somebody to talk about the topic.

Now I have absolutely nothing against Mr Harris. He exudes just the right amount of learnedness with an easy-going, approachable manner. But I'm not sure that he's the correct person to talk about blasting the doughnut-shaped ships in Uridium. I mean, can you really imagine Fred going ape over his latest high-score? Thought not!

But of course, they don't wheel him out to talk about infinite lives in *Predator*. Do you know what the resident expert's feature was in *SuperStore* that Saturday? Word processing!!! And they'd just told me that they were worried about boring the non-computing side of the audience.

I left the corridors of power, a somewhat wiser freelance journalist. I'd gone in thinking that maybe there was a hope of putting a computer slot together, and came out realising that not only did the people I'd been speaking



to have no real knowledge of computing, but that I wasn't sure they *wanted* to know about it - or at least to believe in its popularity.

On Top

Now there's no reason why the Beeb should be on top of *every* development in software. After all, it's a young, fast-moving field of entertainment – unlike television which at times seems to race with all the vigour of a geriatric snail on valum. But the depressing thing was that they didn't seem that keen to use people who did know.

Could there be an ulterior motive in all this? Far be it from me to develop a conspiracy theory. (Paranoid? Never! Cynical? Well

... maybe!) However, if you're playing *Tetris*, you're not watching the *Wogan* show. But, you argue, we still watch what we want to. If the BBC and ITV want us to sit glued to the idiot box for more hours a day, they should make the programmes rather less idiotic. And they could start with a really good computer show ...

Other Pursuits

I'm sure that one day computer gamers will get the programme that they want. 'Computer gamers,' I say, not you and I, because we may well have turned to other pursuits, or even turned up our toes, by the time the television companies realise that micros are a major leisure activity. After all, it took half a century of cinema before we got a regular film review show.

If you think this is an attack on the BBC, it's not. All four channels are guilty of failing to deliver the goods. They should be racing to find a format for a computing programme. Instead they make token attempts to talk about databases and office automation and ... excuse me, I'm nodding off again.

But all is not lost. You can make yourself heard – all of you out there who play computer games – by putting down your joysticks and picking up your pens. Write letters to the companies and tell them that they're not serving your interests. Tell them that computer games are lots of fun, that they're visual, action-packed – a natural for television.

Write to the producers of shows that seem to have botched up their opportunity – you'll find their names in Radio and TV Times. Write to the Controller of BBC1 or BBC2, to the Commissioning Editor for Youth at Channel 4, to the head of programming at your local ITV station, and make the point that you want to see a TV programme on computer games ... and you're not alone.

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Oh, and by the way – you might like to mention that you know of this computer journalist who has real star potential. (Could be mean me? – Ed) (No, it must be me. – Marcus) (Worrabout me – muncb! – Pbil) (Me, me, me, me, me! – Jackie) No! Me! John.

Target Renegade is hugely entertaining and ample justification for a sequel creen it develops the theme and develops the game play no end on the original...Each man is four sprites ...all beautifully drawn with great comic touches. The dog is quite inderful. **Commodore User**

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Target Renegade has the added essence of variety, which is not to be found on other games of this kind. Fear not, this is well worth the readies. PCW Game of the week







CASSETTE AMSTRAD SPECTRUM

SPECTRUM

COMMODORE

e name game

Every move you make, every step you take, they're watching you. Fight your way through the precinct - the back alleys, the car parks, fight your way through the villainous community, the skinheads, the Beastie Boys, the bouncers. On a hot, steamy night in New York this is just the tip of the iceberg on your chilling quest to confront "MR. BIG". A spectacular arcade style brawl with many hoodlams and hellhounds to encounter this is target Renegade if it moves, it hurts!

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