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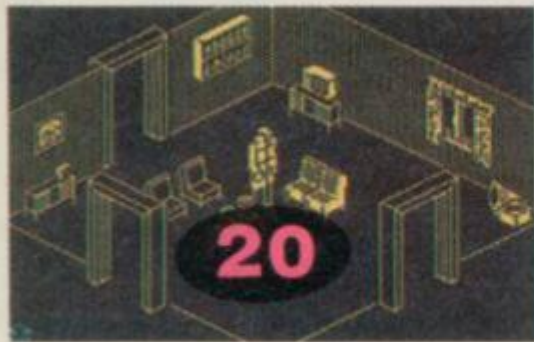
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## SCOOP PREVIEW



**Dragon Ninja/Ocean**  
Claw blimey — it's great!

## MEGAGAMES

**102** **42** & **116**

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Holy Y-Fronts — Worra Game!

Plus

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**150**

**Christmas is coming and  
so is this lot...**

**Ace 2088/ Digital Integration**  
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**Clock Chess/ CP Software**  
**Motor Massacre/ Gremlin**  
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## SIXTEEN PAGE PULL-OUT BOOKLET

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**71**

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**Airborne Ranger/ Microprose**  
**Barbarian II/ Palace**  
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**Guerilla War/ Ocean**  
**Power Pyramids/ Grandslam**  
**Rambo III/ Ocean**  
**Return Of The Jedi/ Domark**  
**Roy Of The Rovers/ Gremlin**  
**The Muncher/ Gremlin**  
**Tiger Road/ Go!**  
**Trackmaster/ Destiny**  
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**YS VOX  
POP  
WORRA  
LOAD OF  
BAUBLES!**

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THERE'S NO ROOM AT  
THE INN...



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1,500 Prizes!  
Plus

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LOTS MORE**

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**DON'T MISS THE FEB ISSUE OF YS - ON SALE 10TH JANUARY**



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Phil South Rounds Up The Latest Role-Playing Games — Yee ha!

## TIZER'S



## TIDINGS



We wish you... bless you... a merry Christmas! I don't normally go in for these tart jerking editorials like some other magazines we could mention, but since it's the Xmas issue as well as the biggest issue EVER I thought I'd break a habit of ten minutes. Apart from the sheer size — it really is a huge one! — (snigger!) — there are loadsa extras. Take the sixteen page maps booklet in glorious technicolour — oh I see you already have. Then there's the FREE YS 'cut-out and make yourself' boardgame, Dogfight. Plus two pages of Yuletide Puzzles, tons of games and even more.

Anyway enough of that — here's how to make a Yule Log. Eat loads of Christmas pudding, turkey, Quality Street and branflakes. Wait six hours — hey presto! Have a very Happy Christmas!



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01-580 8908 (2.30-5.30pm only)  
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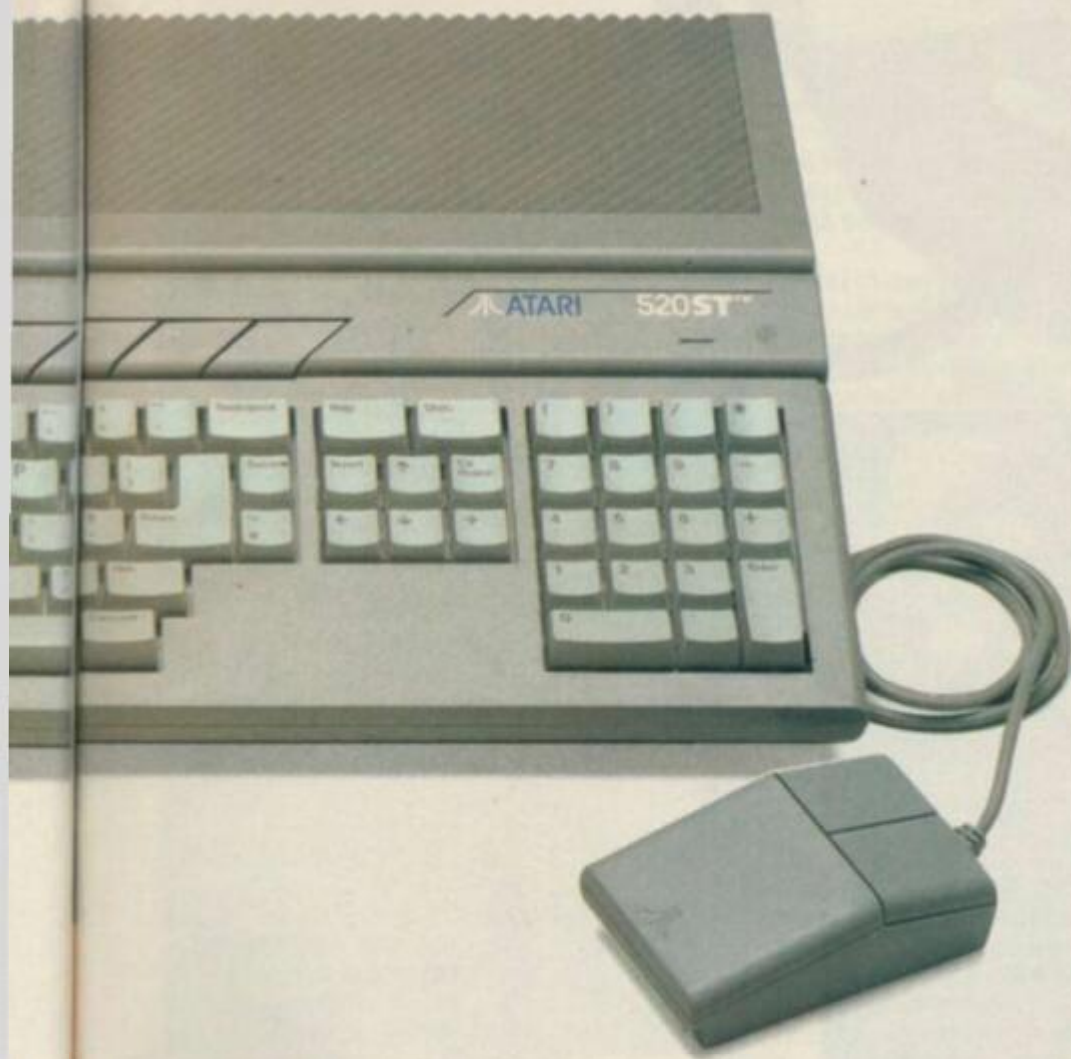
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# ATARI SUPER PACK



## WAR GAMES

CDS Software, set to release Tankattack on the Spectrum in late December, launched the game in the fitting surrounds of the National Army Museum art gallery. The board game, an interactive computer game, was subjected to the critical gaze of two ex-YS hacks — John Minson and Graeme Kidd — the two dodgy looking individuals in the centre of the piccie.



Left a glass of sherry on the mantelpiece for Santa Claus? Well done. That'll warm his old bones up. Mind you, if everyone's so thoughtful the jolly old chap's going to come a bit of a cropper trying to drive his sleigh, cos after twenty-five million glasses of the stuff he's going to be totally and utterly

*passé*



## BRRRRR, WHERE'S ME STRIDES GORN??

Rum goes on at the Darling camp this month. It seems as if the entire Code Masters team (even the midgets) have had their trousers stolen — and what a time for it to happen too, what with the long cold winter nights already upon us. Still, they're putting a brave face on it all — not surprising really, seeing as they're releasing the first full-price Code Masters game: a four in one Football 'Simulator'. With the expected profits from that one they'll each be able to buy three new pairs of trousers — and possibly even some thermal underwear. No wonder they're smiling.

This Month	Last Month	Game/Publisher
1	(3)	<b>Daley Thompsons Olympic Challenge</b> /Ocean
2	(4)	<b>Tracksuit Manager</b> /Goliath
3	(1)	<b>Football Manager 2</b> /Addictive
4	(2)	<b>Out Run</b> /US Gold
5	(9)	<b>Target Renegade</b> /jine
6	(6)	<b>We Are The Champions</b> /Ocean
7	NE	<b>Gold Silver And Bronze</b> /US Gold
8	NE	<b>Night Raider</b> /Gremlin
9	NE	<b>Buggy Boy</b> /Elite
10	RE	<b>Knightmare</b> /Electric Dreams

This Month	Last Month	Game/Publisher
1	NE	<b>Joe Blade 2</b> /Players
2	(1)	<b>Bombjack</b> /Encore
3	NE	<b>On The Bench</b> /Cult
4	(6)	<b>Frank Bruno's Boxing</b> /Encore
5	(3)	<b>Gauntlet</b> /Kixx
6	NE	<b>Battle Valley</b> /Rack It
7	NE	<b>Advanced Pinball Simulator</b> /Code Masters
8	NE	<b>Ace Of Aces</b> /Kixx
9	(4)	<b>Airwolf</b> /Encore
10	(5)	<b>Ace</b> /Cascade

## WORK EXPERIENCE

Here at YS we've just had three lads in for a 'work-experience' week (and they certainly didn't get any clues from Duncan's vicinity of the office. Ed) They are Jason (from London) and Andrew 'n' Paul (from Somerset). Jason discovered that the Art Room was a nice place to be, while Andrew and Paul discovered that if you want to get from Regent Street to Rathbone Place, there are more effective methods than hopping on a bus which takes you to the top of Baker Street (for those of you who don't know London, that's a bit like aiming for Lands End and waking up at John O'Groats)! Still we let them have a go at a games review — see *Screenshots*.





## SCAREY COLD WEATHER 'FACTS'

### Scarey cold weather 'Fact' 1

Horsham wasn't the place place to be in September 1958, at least not if you weren't wearing a structured steel helmet of some description... The heavens opened and guess what came out: only billions of 5oz ice-chunks. Gordon blimey O'Bennett. It was the fiercest hailstorm recorded in British history. Brrrrrrr.

### Scarey cold weather 'Fact' 2

The Gopalganj district in Bangladesh in 1986 was an even dodgier place to be than Horsham in 1958. Our icy chums the hailstones poured from the skies again, only this time their average weight was over two pounds — that's heavier than a bag of sugar. 92 people were killed. Brrrrrrrr.

### Scarey cold weather 'Fact' 3

Fancy a bet on whether we're going to have a white Christmas or not this year? Our advice is to avoid the bookies actually, cos taking London as an example you'll probably lose some dosh. Guess how many 'white' Christmases there have been since 1900? Give up? Seven. That's an average of once every twelve years (mind you, the last one was 18 years ago, which just goes to show how spooky averages themselves can be. Brrrrrrrrrrr.)

### Scarey cold weather 'Fact' 4

Clwyd was another place to avoid in 1947, especially if you happened to be David Rappaport — there was a snowfall of some sixty inches (that's five feet). Mind you, that's as nothing compared with the deepest snowfall recorded at Mount Lassen — a staggering 27 feet. Brrrrrr.

### Scarey cold weather 'Fact' 5

Thinking of taking a Summer reak in Vostok, Antarctica? Well, you'd better think about taking a wooly hat and a couple of extra pairs of socks cos in July 1983 the temperature plummeted to minus 89.2 Centigrade. And what with the ozone layer problems the South Polar regions are experiencing, who knows what spooky weather the future holds, Brrrrrrr!

## READER'S CHART

### Top Ten Collective Nouns

- 1 A Chattering Of...
- 2 A Crocodile Of...
- 3 A Cluster Of...
- 4 A Gathering Of...
- 5 A Gathering Of (T'zers in this one)...
- 6 A Clutch Of...
- 7 A Troop Of...
- 8 A Batch Of...
- 9 A School Of...
- 10 A Dose Of...

This chart was compiled by Peter Young of Delph in Lancs — see how many you can get? (The answers are printed upside-down somewhere on the Psssst pages).



## Trainspotters Through History

A brief 'chattette' with some of the worlds greatest ever trainspotters.

21. Chris Bonnington



Hello, I'm pretty well known for climbing cold, big things called mountains. The most famous one I've 'scaled' (as we call it in the trade) is Mount Everest — I've done it quite a few times now, and to be perfectly honest with you it's becoming a veritable breeze. You stand at the bottom, look up and think to yourself 'blimey, it's a long way to the top, but if I hire a team of Sherpas to carry all the really heavy stuff up to 15,000 feet it shouldn't be too difficult for me to branch off and make it. Mind you, I've not always been a mountaineer — believe it or not I was once interested in the 'spotting of trains. I was much better at it than my peers, though. They would all huddle together on the platform clad in their parkas and clutching their notebooks, while I would be perched in my 'base camp', which had been set up on top of the signal-box by my brother, who I was training to be a Sherpa at the time — it had the lot: tent, sleeping bag, mini-stove and compact but nutritious food supply. ... I could stay up there for months if I wanted, bagging all the numbers that zoomed past my ground base chums. I even managed to get the number 69 once. Why did I spot trains though? I'm often asked. The answer, quite simply, is because they were there!

## T'zers

• Domark and development company LED have come up with a spiffing idea for a chrimble stocking-filler in the shape of *The Computer Maniac's Diary*. This software package includes a daily trivia quiz, a bio-rhythm display, horoscope, weather forecast, recipe of the day (*Yummy! Ed*), an alarm clock and loads more. Obviously a purchase for day to day use.

• In the quest for realism, Digital Integration has been in deep discussion with the General Dynamics chief test pilot about the F16 fighter plane which is featured in its new simulation called, unsurprisingly, *F16 Combat Pilot*. Bill Gunston, renowned aviation writer, also contributed to the game and will supply an introduction to the comprehensive instruction manual. High on realism, the Spectrum version will be out soon.

• A real biggy this Yuletide should be *Gremlin's Space Ace*. A compilation, it comes at you seven handed and features *Cyberoid*, *Northstar*, *Trantor*, *Exolon*, *Venom Strikes Back* and *Xevious*. That's more shoot 'em ups than you can waggle a gnarled voodoo stick at.

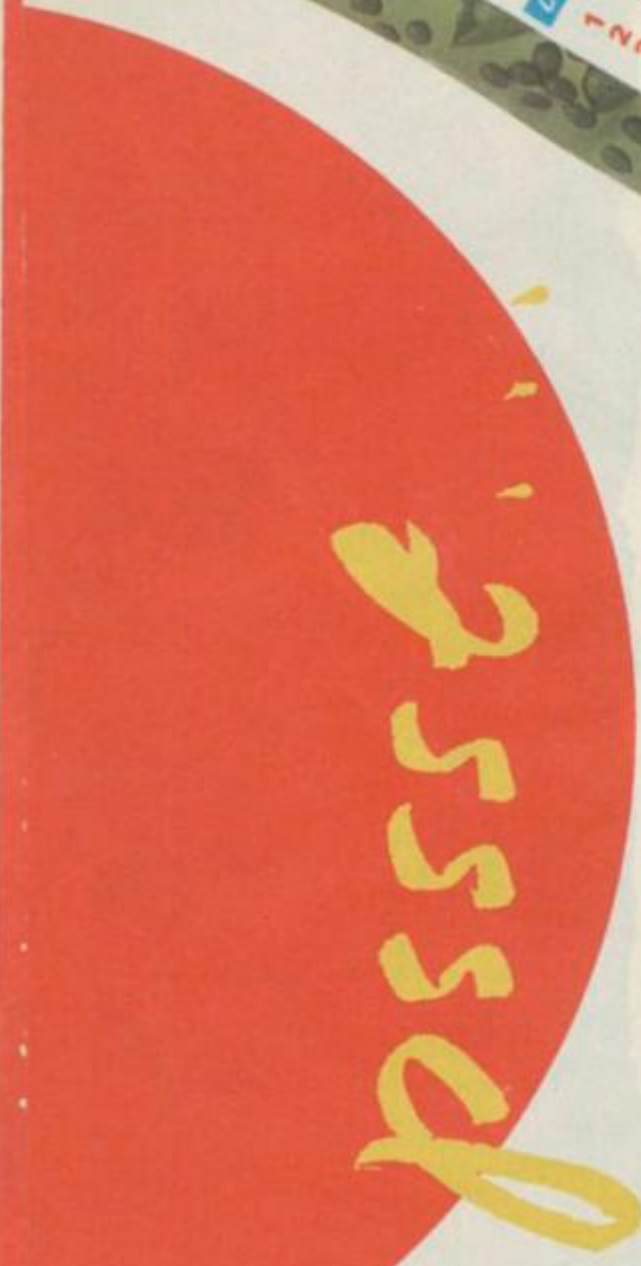
• Codemasters has released yet another couple of budget 'simulators'. They are the *Rugby Simulator* and the *Pro Skateboard Simulator* and should appeal to all you skint sporty types.

• Another compilation hoping to wipe the market this Christmas is *Elite's Fists And Throttles*. This is a five game feature with former chart-topper *Ikari Warriors* appearing alongside *Buggy Boy*, *Thunder Cats*, *Dragon's Lair* and *Enduro Racer*. Fists of fury indeed.

• Walking Circles, the Bury based programming team, has been extremely busy over the past few months carrying out 'top secret' programming for two of the UK's leading software publishers. However, a mole has leaked the details, and here they are — the games and the software houses: *The Wanderer* for Elite, and *Echeleon* for US Gold.

• How about this for a compilation to end all compilations: US Gold has released 15 of it's titles in one huge box and called it *History In The Making (The First Three Years)*. *HITM(TFTY)* contains *Leaderboard*, *Express Raider*, *Impossible Mission*, *Super Cycle*, *Gauntlet*, *Road Runner* and *Raid*, to name but seven. It'll be in your shops for Christmas, so if you ask Santa nicely... He'll tell you to naff off.





### BRRRRRRRRRRR (SQUEAK)

Oh dear, 'Bazzer' McGulgan looks a trifle miffed, doesn't he. Not surprising really, as he was totally prepared for the winter weather when all of a sudden the bloke on the right nicked his shirt and jumper. Shame he didn't nick Bazzer's gloves as well though, because he's not going to be able to hide behind that bag for ever. (Tell the truth, Ed).

Um, actually Baz is posing for Alligata, who is holding a *By Fair Means Or Foul* competition in which folk who manage to become world champion in the game can hope to win prizes such as boxing trophies, 200 quid and certificates signed by the mighty Irish soprano himself, Squeak.



### HARE TODAY.....

You might or might not remember that in 1879 there was a book out called *Masquerade*, by Kit Williams. The novel was behind *Masquerade* was that every page contained a clue, and all the clues, when discovered and pieced together would point to a precise geographical location, somewhere in the United Kingdom. The first person to get to the spot would, if he took a shovel and dug down a couple of feet, find a reward: here, a pendant fashioned from gold and, in jewels (worth £20,000). There was a small amount of public outcry, because some people misinterpreted the clues and tried to dig up payments and suchlike in ridiculous places like Croydon -- still eventually someone did track it down, and that was the end of *Masquerade* or maybe not....



### ...GONE TOMORROW (BRRRRR)

Having been buried for two years in cold unobscuring earth, the jaw-droppers seem to have developed some kind of curse, or that's what it must look like to Microsoft. Microsoft was a software company and somehow managed to 'acquire' the spooky golden legend. Their brains were wise to recreate the *Masquerade* hunt, but the time on computer didn't drain back. Great idea, but they hadn't anticipated 'the curse of the rabbit-like pendant' -- and the software, which ran on all popular home micros, was plagued with problems -- resulting in the company's liquidation. Bummer. The only asset was the new asset, which is about to be auctioned at Galtby's in the hope of getting cash to pay its creditors. Where will it end up next, we wonder?

### ADVENTURES

This Month	Last Month	Game/Publisher
1	NE	<i>The Colour Of Magic</i> /Alternative
2	NE	<i>Lancelot</i> /Mandarin
3	(1)	<i>Smashed</i> /Alternative
4	(2)	<i>Time And Magic</i> /Mandarin
5	NE	<i>Football Frenzy</i> /Alternative

Thanks to Roger Hulley of R&R Distribution

Here's a little riddley thing from Dave Alexander of Bishopstoke in Hampshire. Nice one Dave.

### GUESS THE POP GROUP

André Previn gets up in the middle of the night and uses his vacuum cleaner. What's the name of the pop-group? Answer: Orchestral Man Hoovers In The Dark. (Geddit?)



If it wasn't for the fact that Pat Mills and Kevin O'Neill's *Marshal Law* sneaked in as this month's fave comic, the top of the chart would be dominated by the mutant crossover saga walloping through a lot of the Marvel line at the moment. It is a demonic tale called *Inferno*, and it's running at it's strongest in the mutant mags, like *X-Men*, *X-Factor* and *The New Mutants*. I love this story being a rampant mutie lover, and it's too vast to retell without totally confusing you and myself. Suffice to say if you haven't read it, run out and buy all the participating mags at once and catch up before it gets really good. It's all action, all baddies, all Marvel.

But back to the number one slot for a moment. The *Marshal Law* comic is the brainchild of Pat Mills, 2000AD script suprema, and Kevin O'Neill, the most terminally wacko 2000AD artist. The story is a disturbing blend of familiar superhero stuff, but with an undercurrent of craziness and violence. I love it to death, and so will you. The quality of this zine is amazing, and I think it's easily the best value at the moment. And it'll be a collectors item in the future, I'll be bound.

Another collectors item at number four is the final episode of *Batman: The Cult*, a four part graphic novel style special issue. A hot story, and a brilliant presentation. I like the revamp that Bats has undergone at the hands of Frankie Miller and his pals at DC, like the book I just read called *Batman Year One*. This is a really good Frank Miller story originally published as a four part mini-series, which does just that, tells the story of the first year of Batman's career. It's really just the story of Commissioner Gordon and Bruce Wayne, and how they came to be doing what they do, and how Commissioner Gordon knows that Bats and Bruce are the same dude.

Honorable mentions: *Nexus* — weird and wonderful (BTW, Virgin Comics do a really neat selection of T-shirts, and my fave is the plain *Nexus* one at £7.95. Check it out in Oxford Street if you're in London.); *The Prisoner* — Dean Motter's excellent Village revisited; *V For Vendetta* — Alan Moore at his darking best; *Stray Toasters* — robotic mayhem and fantasy fun. Buy it!

Phil Snout, Comix Ed

Comix chart supplied by David Taradoff of Virgin Comics

### COLD AS CRYSTAL...

You've probably seen Powerplay's two joysticks, both called The Cruiser. The essential difference between the two is in the colouring — one's blue with white buttons and a jolly (ho ho ho) red stick, while the other's a rather more sombre 'Goth' affair in black, black and black with a two way plug for both Sinclair and Kempston compatibility. They've both got 'variable tension control rings' at their base, so you can, er, vary the tension of your shaft (oo-er).

Anyway, Powerplay has brought out a new stick which is clearly more minty due to the fact that the main body's totally transparent. It's called the Crystal Turbo and it's got optional autofire, super-sensitive microswitches and fire-buttons that are so red and shiny they make Postman Pat's mail-van look like a rusty Datsun. Trendy or what? — the ideal joystick for the invisible man!



- COMIX**
- 1 *Marshal Law* (Epic)
  - 2 *X-Men* (Marvel)
  - 3 *X-Factor* (Marvel)
  - 4 *Batman: The Cult* (DC)
  - 5 *Light And Darkness War* (Epic)
  - 6 *V For Vendetta* (DC)
  - 7 *Marvel Comics Presents* (Marvel)
  - 8 *Grendel* (Comical)
  - 9 *Dr Fate* (DC)
  - 10 *Stray Toasters* (Epic)

**BRRRRRR, OUCH  
AAHHH  
MMMMMMMM!**

Crusty lips? Dicky feet covered with chilblains? Blocked up nose and weeping sinus tracts? Bleeeeeuuuuug. What a state — don't come near us — or anyone else for that matter. Go home at once and get plugged into the Dynamic Trio — Akrotherm, Vicks VapoRub, and Mint Lypsyl. Rub the Akrotherm chilblain cream into your ailing feet (don't forget to take off your shoes and socks first though), and then open the tub of VapoRub. Rub it all over — go on, you'll love it, but as it says on the box — 'don't place in nostrils'. Covered in the stuff? Great — now it's time for the mint lypsyl — open the tube and rotate the bottom (oo-er), it's like lipstick. Plaster it

on, that's right, all over your 'gob', eer, yeah, why not — stick it up your nostrils as well (there's no warning on this baby). Don't you feel better now? Eh? What's that? Can you come near us now? Whaaat?? Smelling like that? You must be joking! Go away.



### CHILLY CHORTLES DEPT.

Yes, with Christmas round the corner, all those hilarious humour books are back again, full of quips, gags, puns, and photos of your least favourite TV stars. But while some would extract a seasonal snigger from your pet hamster, most are only good for a yuletide yawn. Or so says our Jokes Correspondent, Marcus "Mr Laffs" Berkmann...

*Go To Bed With Jonathan Ross* (Virgin, £4.99)

This glossy little product purports to be the diary of Mr Ross's inexorable climb to success, from pram to autocue in 96 pages. Trouble is, are we really interested in what the *Last Resort* host has to say about anything — especially as he doesn't seem to have written much of this himself? Thought not. (34%)

*The Hale And Pace Book Of Writes And Rons* (Robson, £7.95)

Gordon Bennett, this is even worse! And it's three quid more expensive. There are about two jokes a page, and neither of them are funny.

"Is he saying we aren't funny, Ron?" (laughter from studio audience).

"Well, we aren't, Ron," (gales of uproarious laughter).

"No I didn't think we were either, Ron," (mass hysteria — audience carried out on stretchers) (18%).

*Loadsamoney & Stavros Present Wad & Peeps Harry Enfield* (Penguin, £3.99)

Hallo everybodypeeps! This equally random collection of jokes is nevertheless a cut above Hale and Pace's drivel, but then Harry Enfield's a fair bit funnier himself. Even so, the characters don't transfer amazingly brilliantly to the printed page, and you can't help feeling that it would all be a mite more chortlesome if you were watching it being performed, rather than just reading it. (45%)

*Viz — The Big Pink Stiff One* (John Brown Publishing)

Sigh! Do you realise that as you read these words, 239 furious mothers are writing in to complain of the appalling filth (rumble, PAPP!) that we are now printing in these once hallowed pages. As ever, this collection of a year's worth of old *Viz* comics is terminally tophole. Do you realise that their latest issue sold 325,000 copies, making it the 22nd biggest selling magazine in the country? Astonishing. (92%)

*Spitting Image — The Giant Komic Book* (Pyramid, £4.95)

An admission, here — I actually had something to do with this. But if you're expecting I'll cut down my marks to about 2%, think again, wise guy. 'Cos this is also a very funny book, with loads and loads of comic strips based on some of those Spitty characters and lots of devilish satire in between. It also looks a treat, so unless you're a total clot, go to a bookshop this minute and buy it. (85%)

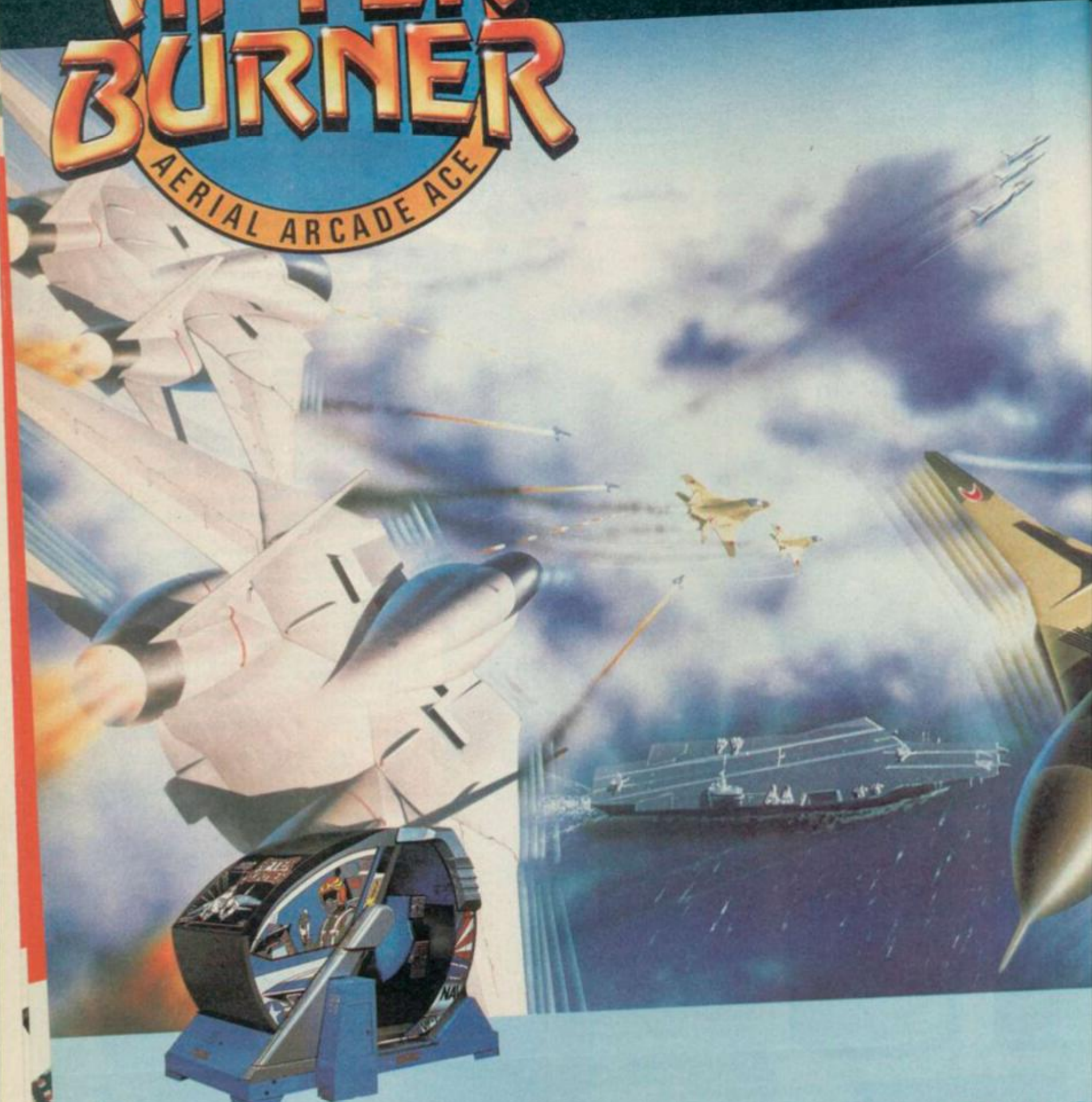




# SHAKE. R

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# RATTLE. ROLL IT...



Amiga screen shots shown



ST screen shots shown

## ARCADENSATION OF THE YEAR'

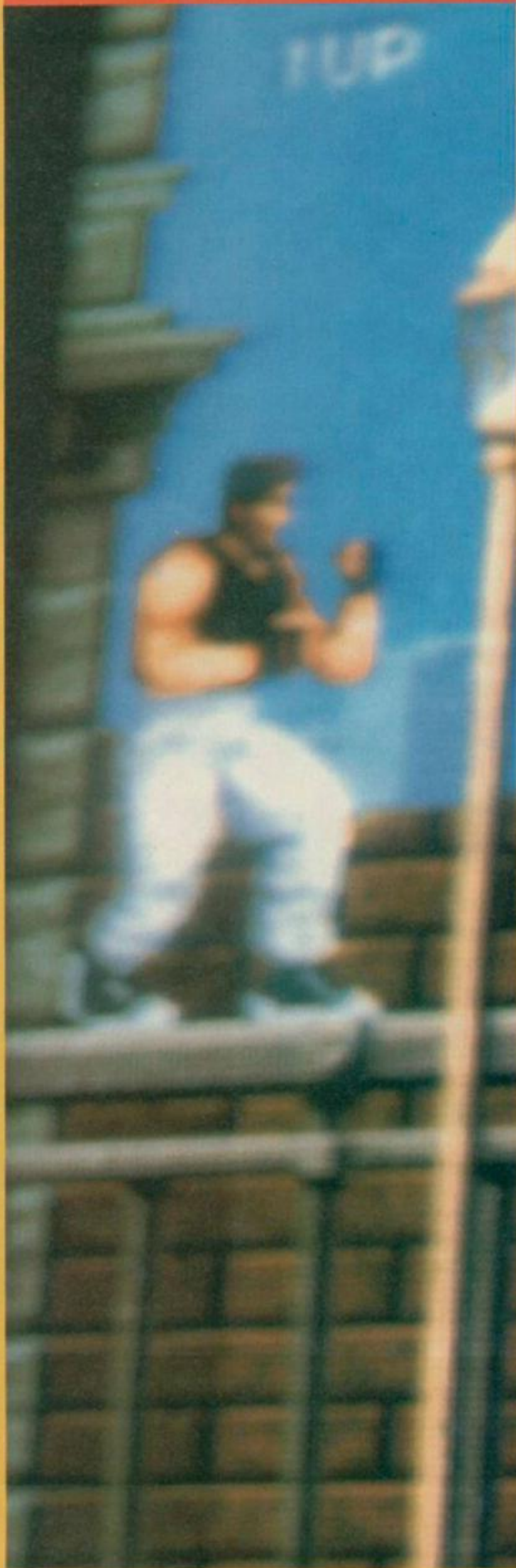
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iga (£24.99) and MSX (£9.99).





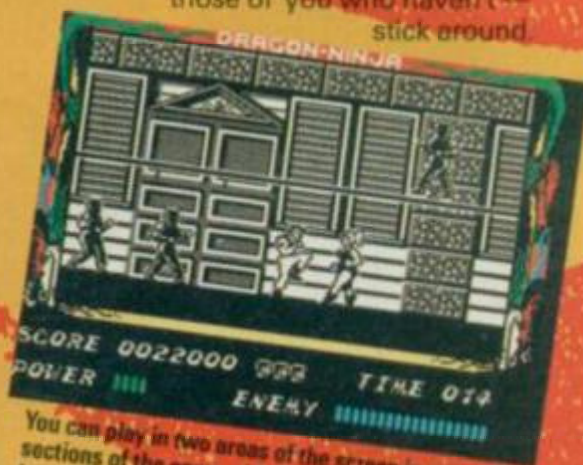
**Aaaaahhhhhhhh,  
sssoooooooooo, honourable  
leviewer Peter Shaw  
donned his baraclava,  
sneaked into Ocean's  
plemises and searched for  
the Spectrum version  
of Dragon Ninja...**



You may think you've seen them all, *Last Ninja*, *Ninja Warriors*, *Ninja Hamster* and *Ninja Banana*, but you won't have seen this one yet —

*Dragon Ninja* — one of the meanest beat 'em ups to hit your Speccy yet.

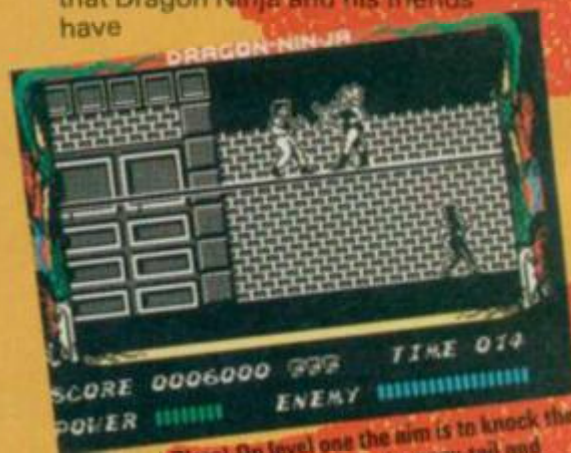
You may have already played this on the arcade version, in which case you'll know it's a serious case of bash the baddies before they bash you, but for those of you who haven't — stick around



You can play in two areas of the screen in most sections of the game, either here on the pavement level or up a step on the scaffolding where the bloke in the attractive black one-piece is strutting his funky stuff.

In fact even if you have seen the coin-op, you'd better stick around anyway — unless you fancy getting an oku dashi in the chops!

Your job is to rescue the President of the USA (Blimey it didn't take Bush very long to get into trouble, did it?). It seems that *Dragon Ninja* and his friends have



Poff! Blim! Blam! On level one the aim is to knock the smile off the face of the girl with the pony-tail and leotard. Watch her — she can perform some mann cartwheels...

got hold of him, and you can be sure of one thing — they're not playing 'pin the tail on the donkey'. They're serious dudes. So off you jolly well go.

In level one you'll find yourself on the 'street' level, either battling it out with your foes on the pavement or on scaffolding boards. You'll be up against four different types of evil Ninja, an acrobatic female (Oo-er) and a vicious guard dog. If you manage to polish the little beggars off, it's time for the confrontation with mister big — the Ninja Master, in this case a wobbly bellied geezer called Karnov.



# DRAGON NINJA



Level two thrusts you on top of a moving articulated truck, where you'll come across many of the nasties you've already met — but with the added problem of balance. It's jolly hard standing on top of a moving lorry, especially when you're having seven tons of manure kicked out of your ankles. Survive the onslaught, however, and the mega-nasty at the end is Dragon Ninja's answer to Freddy Kruger. He's called Iron, and he's got claws about three feet long (the scamp).

Levels three and four (the sewer and forest respectively) follow the same basic formula, but with the action getting progressively more frenetic. You'll eventually, of course, come up against the old end of level Ninja Masters again. Truly horrible! Gruesome Giant has the disconcerting habit of suddenly multiplying into an army, and Animal is the well hard guardian robot of the forest.

Level five is another 'whoops, careful where you put your foot, oh dear I've taken a nasty tumble' hard to balance bit, only this time the action all takes place on top of a speeding train. Defeat the evil Akakage at the end and you'll find yourself on the penultimate level — The Caverns. Here you'll face Karnov again, who has been reincarnated as one of the 'normal' baddies — and the Ninja Master, the actual master of the caverns, Devil Pole.

Level seven (the final level for those

clots who didn't know what 'penultimate' meant) is the real business, though. Having dispatched the normal baddies in the warehouse, you'll find yourself up against Karnov (again). No problem, you think. Or at least you do for the briefest of femto-seconds until you spot who else is about to enter the fray — only Iron, Animal, Akakage and all the other Ninja Masters you thought you'd put paid to. Gordon Blimey O'Bloomin' Bennett. Run away? Erm, you can't. Fight on bravely and you might just make it to the top of the warehouse where Dragon Ninja himself is leaping around on his chopper (Do-er) — and guess who's inside the helicopter?



Nope, not Roger Rabbit, have another go. Yup, that's right — it's George Bush. The Speccy *Dragon Ninja* does lack a couple of the features from the arcade game, such as the different facial expressions on the Ninjas faces as you give them an early holiday, but you couldn't really expect that sort of detail on our old faithful rubber chum now, could you?

By my reckoning it's going to be one of the best Ninja Games for your money this Christmas — but you'll have to earn yourself a pretty dark shade of belt if you want to reach the end!

FAX BOX	
Game .....	<i>Dragon Ninja</i>
Publisher .....	Ocean
Price .....	£7.95 cass/£14.95 disk



Not content with fighting on a truck, *Dragon Ninja* makes you do battle on a moving train as well. Waiting for you at the end of this level is the mighty Akakage — total fighting machine in a leotard!



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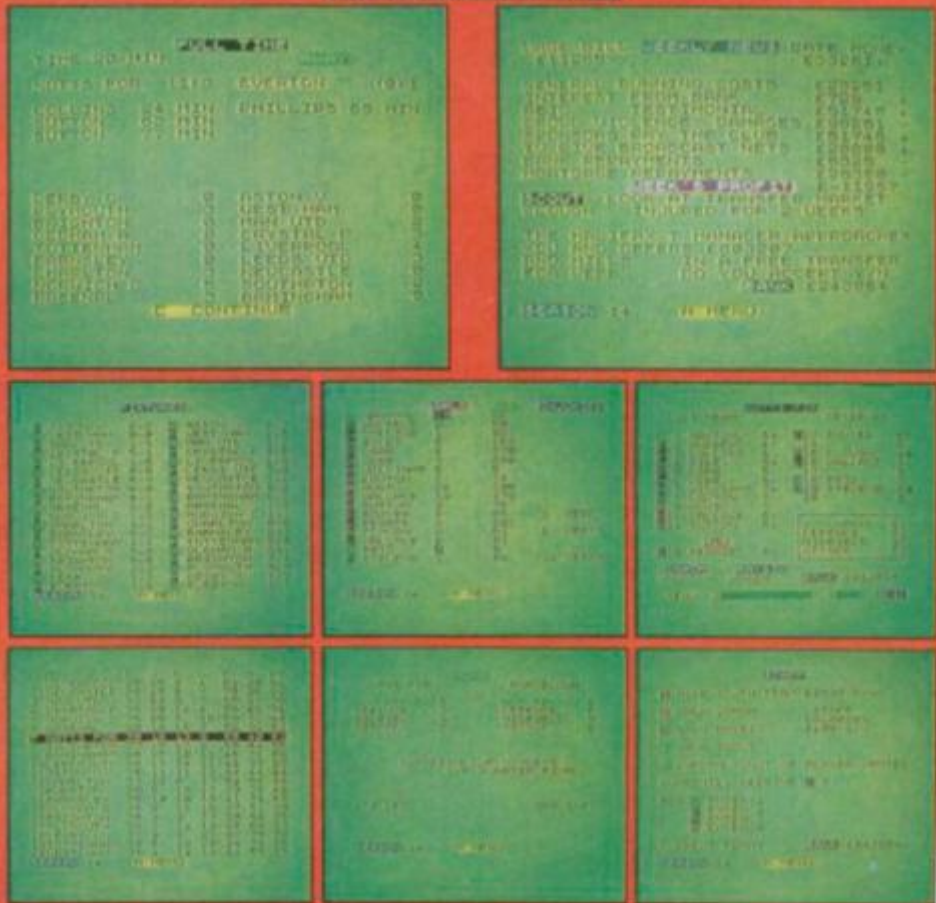
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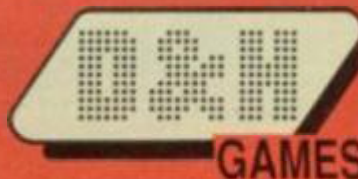
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# Saturday Night At The MOVIES

With Rachael Smith (Ugh! Ed)

Here's a round-up of what's new and vital on the Big Screen while all around is festive. Plus best of the vids to rent or, better still, drop hints about Xmas stockings...

## WHO FRAMED ROGER RABBIT (PG)

Bob Hoskins, Roger Rabbit

Hollywood has a new star! He's four foot six tall, has hair all over, long ears and buck teeth. I don't think that geek Gavin Evans is labelling an actor Roger, he lives in Toon town. He's not appearing in Marmite studios. I love him even though he is a cartoon character and I love him even though he is a cartoon character. Jessica who is drawn that way. But it's easy being a cartoon character and having to make everyone laugh all the time. Roger finds out when he's framed for murder! Eddie Valiant, a man whose love of the bottle is only matched by his hatred of Toons. But pretty soon Valiant comes to realise that the cartoon character is



more than the innocent dupe of a major conspiracy with the sinister Judge Doom as the key figure! So despite himself, Valiant sets out to save Roger from that deadly paint stripping brew - the dip!

You may have seen live action mixed with animation before but you've never seen anything like Roger Rabbit. By the end you'll



## SUNSET (15)

James Garner, Bruce Willis

It's not just cartoon rabbits getting in on the festive act this month. In 1929 Tom Mix was one of the biggest Western stars in Hollywood, and even though the films were silent, audiences weren't above making stunts like pulling in big house with their own hands. Wyatt Earp is the star for Tom's next pic.

believe that the Toons are every bit as real as brilliant Bob Hoskins and the other humans. Even if you don't see another film this Christmas do yourself a favour and see Roger - p-p-p-please!

## JUST ASK FOR DIAMOND (U)

Colin Dale, Jimmy Nail

Private eyes don't count much more private than Tim Diamond. So private, in fact, that nobody's been in his office for weeks. Not so private seeing as the teenage girl kicked out of police for being too stupid and the most action he gets is looking after his kid brother, Nick.

But then the mysterious Johnny Naples drops off an equally mysterious package and immediately gets murdered all of which leads Tim to open the box and discover chocolates? No, Maltesers, the chocolates with the more sinister centre. Why are they so valuable that people are dying for them?

Nick and Tim's tongue in cheek adventures take place in North London of all places, proving that you don't need to go to Los Angeles or New York if you want mystery. Based on the best selling thriller The Falcon's Maltesers (York Ed) this one's for the younger generation.



the usual confusions as dad finds himself back at school, humiliating teachers and getting beaten up by the class bully, while Chris finds himself taking medical students round the wards of the local hospital and having an affair with his boss's wife!

Despite having almost the same plot as the three films which followed it, this has a secret weapon in the shape of more Moore, being just as lovable as he is in Arthur - but if you like cuddly Dudley you'll have some good laughs in this festive tale of a really mixed together dad son.

## WILLOW (PG)

Val Kilmer, Jane Fonda, Whalley

The big family film for the holidays features more hard heads than you've seen before, more

monster-monsters - and more jets than you'll see in any other film. Willow is the youngest of a family of three, who are the chosen of a powerful magic. He's a late bloomer, but with the help of his friends and apart from the evil sorceress Queen Bavmorda has read the prophecies and wants the child king - all of which promises lots of high adventure and a rip-roaring finale.

This is high adventure flying at 37,000 feet, and the transAtlantic accents may get on your wick. But the influence of George (Star Wars) Lucas ensures that Willow will delight all Dungeons and Dragons fans.



## LIKE FATHER LIKE SON (PG)

Dudley Moore, Kirk Cameron

Remember Vice Versa? Remember Big? Even remember 18 Again? Well, this one did it first as Dr Jack Hammond swops minds with his son Chris, thanks to a magic potion. Cue





# BIG ONES

## For Hire (Oooo...)

...e's clue, his big-eyed and he wants to bum ten pence for the phone. At last *E(1)T* is on video, and

what's the betting he tops the rental charts for Christmas? The perfect movie for Boxing Day, you'll laugh, you'll cry, you'll munch another mince pie. This film's the perfect recipe for Christmas *E(a)T-ing!*

"Clunk, whirr... you have five seconds to put down that pun!" Oh no! *Robocop* (10) is working for the *Police*. But he's taking time off this Christmas to appear in your local video library. The clockwork cop will be testing the baddies in the most festive way imaginable.



Finally two tales of mine. Tom and Jerry in *The Muppet Movie* (10) will make for introduction but no children. *Star Wars* (11) is the return of the love that - possibly of an animal and robot of New

York and manages to be rather original for a cartoon.

Whichever you decide to buy you're sure to have the hell of a square-eyed cartoon.

## STOCKING

### Fillers For Sale (L...err)

...of a man and a woman. The film is a comedy, but you can't see it. It's a comedy, but you can't see it. It's a comedy, but you can't see it.

*Hairspray* (PG) tells how big girl Tracy becomes a star and is so weird and wonderful you've just got to see it.

There's more sci-fi in *Batteries Not Included* (PG), the story of tiny aliens who help the residents of a block of flats fight their evil landlord. But I prefer *Making Mr Right* (15), which was hardly shown in the cinemas. It's about an android who decides he wants to be human and falls in

love. You'll love it too. *Baby Boom!* (PG) isn't about blowing up babies but does have Diane Keaton as a harassed yuppie mum - lots of fun even if you hate children. And even if you can't buy *Me Love* (15) you can hire this story of a school nerd hiring a girlfriend. And if you want a Christmas thriller I suspect you'll find *Suspense* (16) a pretty suspicious case as Cher battles it out in a courtroom.

Those Chinese Yorkshiremen, the *Furys* are back in a spin-off from *Star Wars* that's never been seen here before. George Lucas wrote the story so let the furs be with you!

Time travel causes problems in two Christmas videos. *Bandits* (PG), at £9.99 from CBS/Fox, is one of the most imaginative adventures ever, as the diminutive trouble makers zoom around the ages. Meanwhile *World War One Ice Biggles* (PG) comes to terms with modern London and a German death ray.

And remember *Mirrorsoft's* game? This one? The vid costs £9.99 from CBS/Fox.

How do you like your heroes? Once you've tried *RoboCop* meet the original man of steel in *Superman II* and shack up with his sister, *Supergirl* (PG). They cost £9.99 each from Warner. Or if you prefer flesh and blood

adventurers, see what happens when a group of American teenagers discover a secret map in the Spielberg-produced *The Goonies* (PG) for the same price.

There's magic of one kind in *A Nightmare on Elm Street* (18) from CBS/Fox for £9.99 as Freddie plays his nocturnal tricks. Less scary is *Timmy Mallett's Magic Box* (U) from Virgin - a how to do it tape complete with everything you'll

need to put yourself up as a magician for only £9.99, which has to be one of the month's best buys.

And finally, there's a *2001 Muppet Christmas* - his compilation. Now 17 but best of all he's the *Glam Rock*, *Delicious*, *Stacy*, *Gaz Glitter*, *Oh you wanna touch me there?* (most £9.99 if you do - the same as the others). *Max Priest* and *Breeze* have video EPs for only £7.99.

And finally, for thrill lovers, there's the *He-Man And She-Ra Christmas Special* (U) from Video Collection for £9.99. Hey - I just hope they invite me to the Christmas party at Castle Greyskull! That should be wild!

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and you'll be watching while you wait for the computer game. Crimelighters of the past appear in another video out this December. Let's hope Queen's game doesn't take a few of the *Elton Ness* or they might be *The Ineptables* instead of *The Uppercuts* (18). The movie's great music. But what's the fun and...

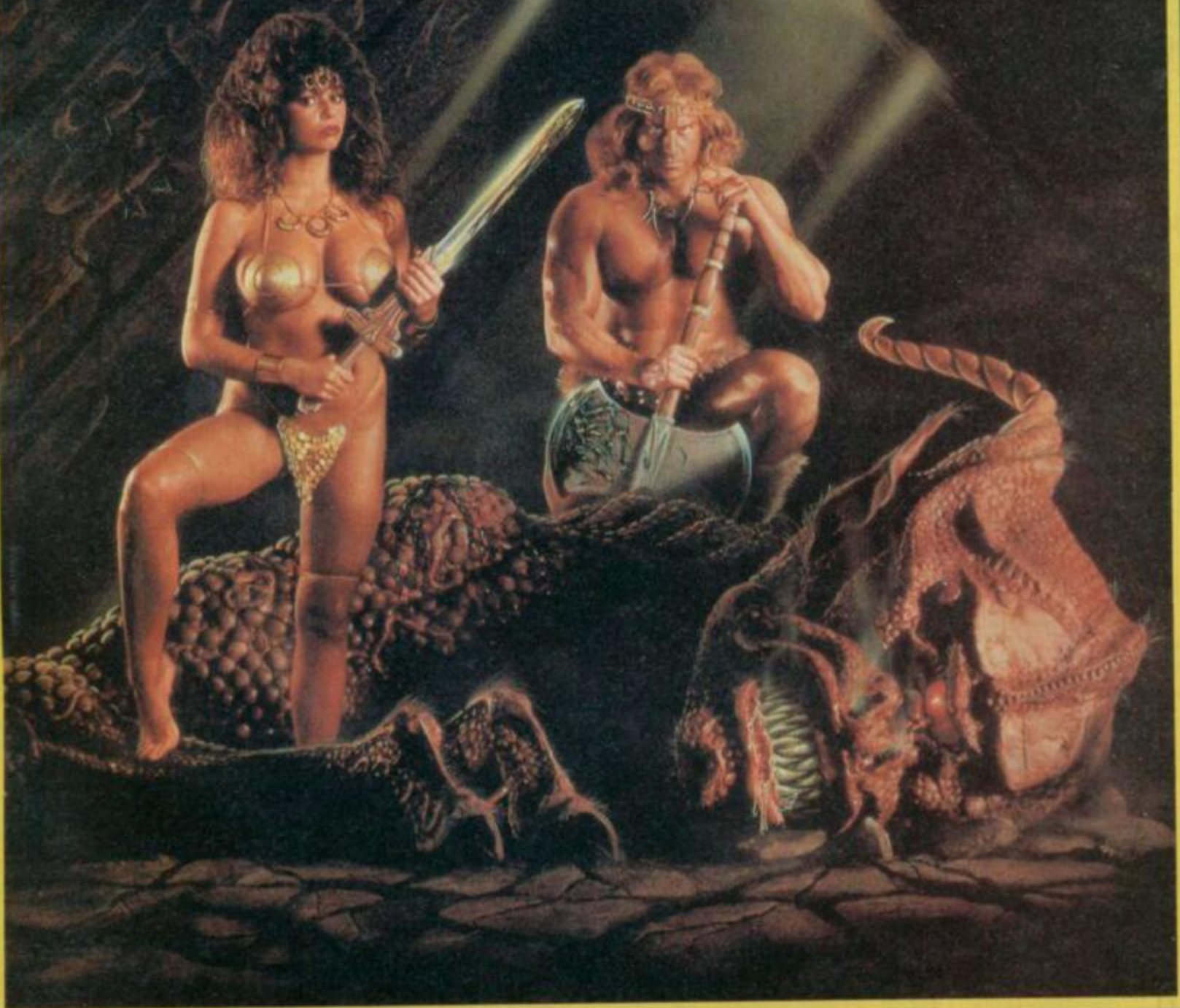
If you're feeling in the mood for music there are two dance contest pictures with disco tunes from the sixties. *Shag* (15) sounds like a top-shelf job but actually it's a real neat jive from 25 years ago. Great fun and four girls go crazy by the sea.





# BARBARIAN II

## THE DUNGEON OF DRAX



Spectrum Version



Amiga Version



C64 Version



Check your local stockist for availability.  
In case of difficulty, available by mail order  
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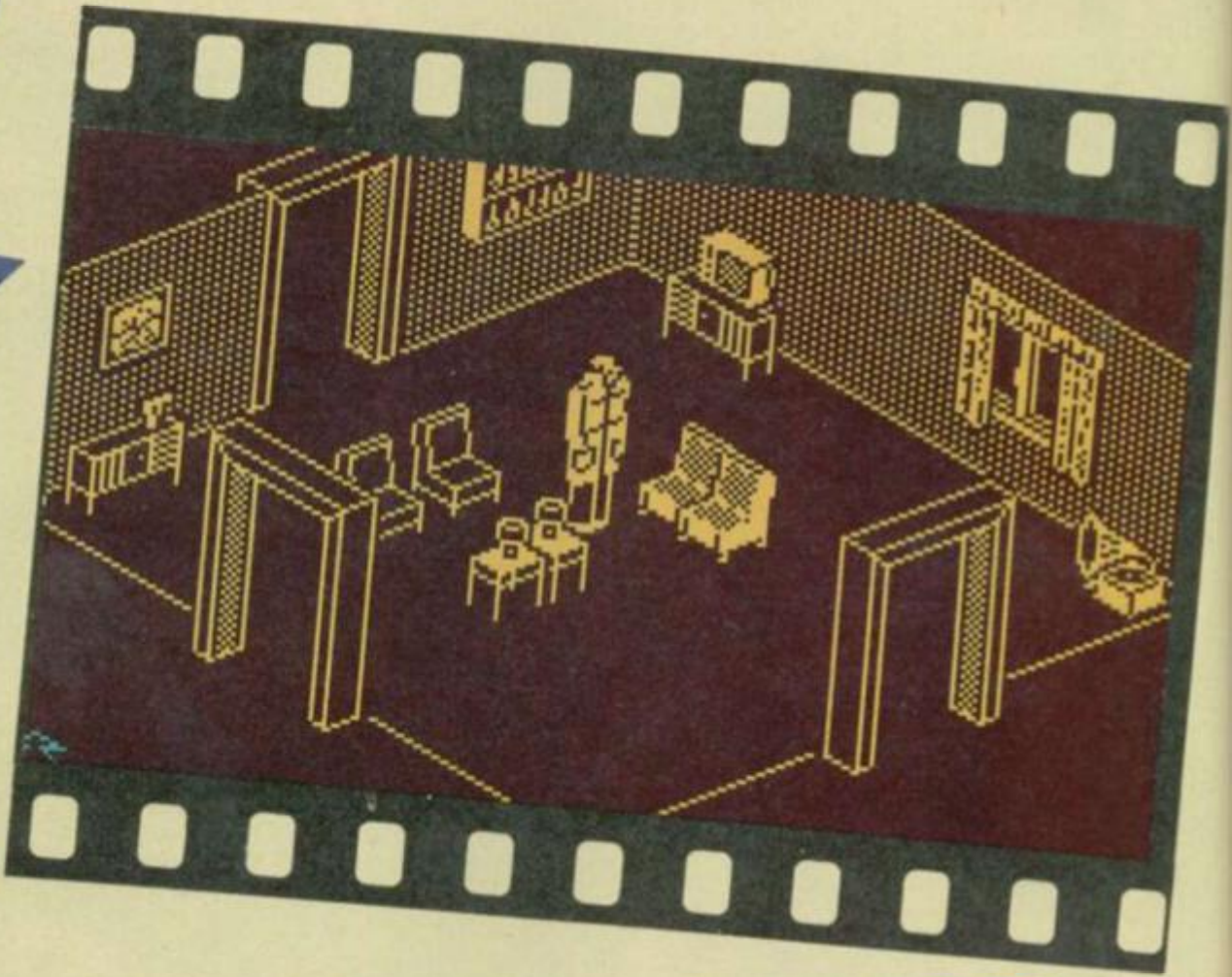


# MOVIE

## FROM THE YS STUDIOS...

We've built up a reputation of giving you the most brilliant cover games on the entire planet. Well, we're not going to let you down this month either - oh no. We've got a full price blast from the past that could easily be sold at full whack today. It's called **MOVIE**, it's from Imagine, and it's guaranteed to keep you glued to your keyboards

for weeks (at the very least). When it originally came out we gave it a megagame. And that's not all - not by a long chalk - by way of a bonus we're also giving you a chance to have a sneak preview of Players brillo **TOMCAT** In fact it's more than a sneak preview - it's a completely playable demo. Gadzooks!



Left - CAPS SHIFT  
Right - Z  
Up - O to P  
Down - A to ENTER  
Fire - 0 (zero)  
(All Joysticks Calibrated for)

Exclusive to Your Sinclair

# MOVIE

© Your Sinclair/Imagine

# TOMCAT

TOTALLY PLAYABLE DEMO  
OF PLAYERS NEW GAME.

Scissors icon and 'FOLD' lines are present on the left and bottom edges of the cutout.



## MOVIE

Your Sinclair proudly presents a YS/Imagine motion picture... *Movie. Movie* is set in New York in the thirties. Private Detective Jack Marlowe (that's you, matey) has a dangerous assignment ahead — to penetrate the headquarters of mobster Bugs Malloy, locate a valuable tape-recording and return to his office to play the message.

The gang leader's inner sanctum (Oo-er) is impossible to find without help, and the nearer you approach, the more of his henchmen will appear and block your path.

In this hostile environment you'll need a friend, one who will lead you to your goal — and lucky for you you've got one. She's called Tanya, and when you find her your troubles may well be over — unless you mistakenly meet up with her identical but evil sister Vanya, who works for Bugs. Vanya is not so helpful — in fact she'll lead you round in circles with the sole aim of helping you pop your cork.

Various items (guns, bombs and bottles) will be found on your way, and you can pick them up and use them.

It's even possible to speak to the other characters in the game by means of an interactive 'speech bubble' method. Type in your greetings or questions or whatever and you may receive valuable information in return.

Tanya knows a password that'll allow you into Bugs's office, by the way. So if you're going to bump off Vanya, erm, make sure it's actually her!

## Status, Scoring And Icon Menu

On-screen scoring shows the number of rooms you've traversed as a percentage of the total and an overall score dependant on accomplished tasks.

At the bottom of the screen is the icon menu which allows you to move between modes and chooses the action which you wish to pursue. Also shown, above the icon menu, is your inventory (the items you're carrying, clotto). To move to the icon menu simply press fire and move the icon cursor over the required mode and then press fire again. To halt the game move over the 'H' icon and press fire. Pressing fire a second time un-halts.

To abort, move to the 'A' icon and press fire twice.

To use an item you are carrying select the inventory icon — you can then use the inventory arrow to the item you wish to use.

## ICON MENU



INVENTORY



TALK



DROP



PUNCH



PICK-UP



THROW



SHOOT



HALT



WALK



ABORT

## Controls

You can use either keyboard or joystick (keyboard controls aren't re-definable, but they're quite user friendly once you're used to them). Press 'O' to bring up the options screen. Pressing 'C' changes the option, and ENTER selects it.

The IQ option is quite handy — with IQ on, your character automatically moves around immovable objects. If it's off he, er, doesn't.

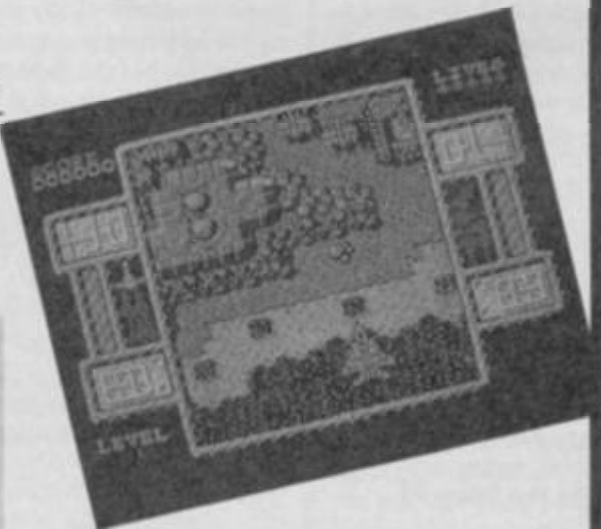
The directional/rotational option is quite handy too. In directional mode your chap will follow the joystick orientation, where as in rotational mode left and right will rotate him on the spot and up/down will move him forwards. Horses for courses.

## Hints And Tips

- Mapping the game as you go isn't a bad idea.
- If Tanya makes a request (like "Get me a whisky") it's a good idea to comply, or she might decide not to be so helpful. (Find the bottle and drop it in the room she's occupying).
- You must devise ways of overcoming the 'traps' in the game — for instance, you can reach a bag hidden on top of a wardrobe by knocking it down with some other object you're carrying. If all else fails try bribery. You never know — it might work.

## TOMCAT

Okay hep-cats, fur collared flying jackets on and into the cockpit of your F14 Tomcat and wha-hayyy you're away up into the wild blue yonder ready to reek (smelly!) your way across the sky in a desperate duel of air to air, air to sea and air to ground combat. Desperately dogfight your way across the skies in an all-out attempt to reach the end



of the run against the onslaught of tanks, gun boats and the groundfire of ack-ack. But is that it? By Biggles floppy flying scarf, no! Having despatched this little lot there's still the prospect of murderous mechanised monsters intent on doing max damage to your war-torn Tomcat. This feline fight feast will test you to the limit in one of today's most famous fighter planes, progressively armed to meet the escalating needs of battle! And once more Your Sinclair brings the high octane thrills to your trusty Speccy. Got those flying goggles ready? Good, all together now with the F14 Tomcat pilot's song "Tomcat, la la la-la, Tomcat he's the indisputable leader of the gang..."

Oh, all joysticks are catered for, and the keyboard's redefinable! And a final word to all you brave sky-jockeys — don't miss the Chrissie bonus on the tape that takes you sky high...

# ALL WILL BE REVEALED!



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# Letters

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

Star letter winners receive three games! All letters win a YS badge.



## PROBLEMS POKING

I was eagerly awaiting the October issue of YS because of part IV of Smash Tips. The one on *Short Circuit* was great — it helped me cheat my way through to the end of the game, but I tried the hack on *Super Robin Hood* and it doesn't work. The lines do MERGE into the program, but the screen doesn't load up — am I doing something wrong? I have a +3, type the lines in 48K mode then MERGE "" then play the tape — the screen stays black and when I run it, it just gives me a listing of the program with the lines MERGED in. Can you help?

Also, what's with *Dustin*? He won't fight guards or other prisoners — he walks right through them. Firing or selecting objects brings absolutely no response. He just walks about and does nothing. Is it the tape or is it me?

(Mrs) C. Edgar  
Ousden, Newmarket

I'm afraid it's you on both counts. Put *Super Robin Hood* in your

cassette player, type MERGE"" and play the tape. Within a few seconds you will see a bit of basic pop on the screen. STOP THE TAPE. Now type in the POKE lines, press RUN and ENTER and start the tape again. As regards *Dustin*, have a look in *Frontlines* in issue 35. How about that for ESP. Ed

## THEY'RE COMING TO TAKE YOU AWAY

Darling T'zer, I'll bet you're a right one (ouch). Anyway, back to business. Can you please help a poor unfortunate soul? (Well, a 32-year-old one who cannot for the life of him come to grips with one of his daughter's Spectrum games). Do you know where I can get my hands on a map of *Sabrewulf*? I'm afraid it's taking over my life. I'm even growing orchids and breeding demons in my cellar. My wife is threatening me with divorce proceedings due to my addiction and my children can't remember my name as they never see me until it's their bedtime when I

have to vacate their bedroom to let them sleep.

I am writing this letter at work as I cannot waste any time at home due to my chronic problem. I must have a copy of a map before I am carted away to the funny farm. I can't complete more than 65% of the game and it's driving me crazy. You are my last hope. Can you please, please, please supply my missing link, or tell me where I can obtain one?

Mike Rhind  
Kincorth, Aberdeen

Oh dear, you have got a bit of a problem haven't you? And it looks as if the men in white coats are going to be knocking at your door any day now — owing to the fact that I can't find the map you need anywhere, nor do I know where you can get one. Have you tried mapping the game yourself? I'd say it's the only way you're going to keep yourself out of the *Fruit And Nut Factory*, or maybe other readers could help — how about it? Ed

## THE WONDERFUL WORLD OF THE SPECCY

Every month we invite readers from around the planet to write in about anything they happen to have on their minds. A couple of slightly bemused minds this month, in fact. (And no, we don't make them up).

I am Polish boy. Please send catalogue Your 64. Wish to score a success. Thank you very much  
Lukasz Lysak  
Ustka, Poland

Er, wish to score a success too. Erm.... Ed

Dear Sir! Please send me the catalogue and emblems which are my a hobby. I am school boy. Had 15 years. Thank you for this courtesy.  
Jaroslaw Ostrowski  
Hajnowka, Bialostockie, Poland

Um I think nothing of it. Erm.... Ed

# DOODLEBUGS

Getcha black pens out, yer black pens out, getcha black pens out, and shake them all about. Yes siree, it's Doodlebug time again.

Doesn't time fly when you're having fun. Don't forget — it's a free game for any doodles printed (plus, more importantly the fame of

appearing in Y5) so send them now to Doodlebugs, 14 Rathbone Place, London W1P 1DE.



First up we have an offering from Frans Van Egmond, of Katwijk in Holland. He's also enclosed a translation, which he helpfully suggests we could put in the text balloons. It goes like this:  
Man: May I have a kilobyte please?  
Shopkeeper: Certainly sir, may it be a bit more?  
Um. It seems to have lost something in the translation though. Ah well. Secondly, from Andy Wright of Chesterfield in Derbyshire we have a skit which luckily doesn't need translating. As Andy says, it's a 'doodle of the latest blockbuster to hit the silver screen.' Nice one Andy.

HAMBURGER PHIL





# Letters

## SPANISH KEY CAPERS

May I, Howard Richardson, be the 29,000,032nd person to point out the bug in *Dustin*? It goes like this:

As *Dustin* was originally a Spanish game by Dinamic, I fear that the translators missed out a vital point. After the game has ended you get asked 'Another Game?' (Y/N). However, even attacking the 'Y' key with a rolled-up copy of *YS* proved fruitless, this being that the 'S' button was the right one.

Because it was originally a Spanish game, S for Si (Spanish for yes) has been programmed in and hadn't been changed to a Y during translation. Got that? Good.

**Howard 'The Aardvark' Richardson**  
Dereham, Norfolk

*Si, si, ya lo sabemos, sabelotodo.*  
Ed

## THE FLYING KIWI

We folk down in Kiwiland noticed that in the September *YS* you printed the 'top five Neighbours catchphrases' — favourite lines from that barbequed Aussie soap. Well, you got the catchphrases right, but dear oh dear — who cut out the wrong piccie from the TV guide? The guy on the left (Peter O'Brien) is from the series, but his partner in the photos is in fact a Kiwi (funny — she looks like a human to me. Ed) called Rebecca Gibney who has never appeared in *Neighbours*. However, these two actors do appear together in another soap — *The Flying Doctors* (the highest rating programme in NZ apart from the news). So, guys and girls — you printed the wrong photo.

**James Croot**  
Maori Hill, Dunedin, NZ

*But you've got to admit, she looks more like Kylie Minogue than Kylie Minogue herself. Still, here's a picture of the real Kylie, if it makes you feel any better (which it probably won't).* Ed



## YOU CANNOT BE SIRIUS

On issue 30 you gave away a free game called *People From Sirius*. The game was great and very addictive, but there was one thing wrong with it: the name. Sirius just happens to be a blue-hot star, and therefore I find it very hard to believe that people would live there.

**Yotum Ben-Ami**  
Madrid, Spain

*Well, Madrid is pretty hot too, and I find it hard to believe that anyone could live there — but they obviously do. So don't jump to conclusions.* Ed

## THINK OF A NUMBER

Your correspondent Roger King (*YS* November) refers to 'half of an infinite number of monkeys', 'half of an infinite number of typewriters' and 'twice as long as infinity'.

Might I be permitted to point out that infinity divided or multiplied by any finite number gives infinity, since infinity — by definition not finite — cannot be regarded as obeying the normal rules of finite arithmetic. Terminology in the vein of 'half of infinity' is therefore misleading, since half of infinity is equal to infinity itself.

**G.W. Johnston**  
Comber, Co. Down

*Fair enough — pretty watertight — but you seem to have overlooked Hawking's Cyclic Retraction Theory, in which infinity can be segmented and reallocated to multi-dimensional space.* Ed

## KWAH FNURF

I'll get straight to the point. What the hell does 'fnarf' mean? Before you tell me, I have tried, by picking up slender pieces of evidence here and there, to give my own possible definitions: (1) Fnarf means 'Oo-er', that last word has a bit of a double meaning, doesn't it now? (2) Fnarf means 'chortle, chortle, guffaw etc'. i.e. is a stifled giggle/laugh reserved for jokes with a certain degree of crudity. (3) Fnarf means 'that's got possibilities for being incredibly rude, that last phrase, hasn't it?'

Anyway, which is right, or are they all completely wrong?

**Tom Soper**  
Marston, Oxford

*Well, you've certainly put your finger on it (fnarf), but I'd better go now, because I don't want to hold you any longer (kwak).* Ed

## A LEVEL HEAD

I am an 'A' level English Language student, and for my project I have decided to



## TRANSPOTTER AWARD

### IN A FLAP

While I was looking through the mega-ace letters pages in the November issue of *YS*, I noticed a mistake in the *Kindly Leave The Stage* section, as follows...

Q: What do you call a fly with no legs?

A: A walk.

Of course this is completely wrong because a fly with no legs can't walk. I think you meant to say this:

Q: What do you call a fly with no wings?

A: A walk.

Now. Send me a trainspotter award pronto.

**Alan Higginson**  
Arksey, Doncaster

*The person responsible has been fly-papered to a can of insect repellent — and a trainspotter award will be 'winging' its way to you in due course.* Ed

### DOT DOT DASH DASH

Message start. Have spotted cock up in *Street Life* (November issue) *STOP* Appeared in comics chart *STOP Hellblazer* at no. 4 only came out last year, so how comes it is on its 115th issue when comic is monthly *STOP V for Vendetta* at no. 3 has just come out — it is a 10 part maxi series, so where did part 44 spring from *STOP Comic Odyssey* at no. 2 is also a mini series — it only has 4 issues,

compare the use of English in various magazines. I am particularly interested in the style of *YS* writers, i.e. what audience they are aiming at, to what extent words are deliberately misspelt and whether writers are encouraged to invent new words (e.g. 'plattie' for platform games etc)? In terms of respectability and seriousness, how do you compare yourselves with your rivals? Also do you ever feel the necessity to follow the trends of other magazines (not only rivals,

so where did no. 13 materialise from *STOP SwampThing* at no. 5 has only reached into its 80's — so where did issue 796 grow from *STOP* Will expect trainspotter award soon *STOP* Mesage end

**Khalid Jamil**  
Dollis Hill, London

*Issue numbers gone haywire STOP Pay no attention STOP Buy comics and look on the covers for further details STOP Trainspotter award in the post STOP Believe that and you'll swallow anything STOP.* Ed

## DO NOT DESPISE THE DRAGON

Being a bit of a ninja myself I instantly spotted the mistake on page 67 (issue 33). My favourite weapon, the shuriken, is spelt two different ways — shuriken and shiruken. Get your act together geeks, or you'll get a 'choko suki' in the mouth

**Ronnie Sweeney**  
Longmorn, Elgin

*Just try it and I'll deliver you an Uku Dashi (a 'throw-out') quicker than you can say Emperor Hirohito. We'll try to get a trainspotter off to you — if we can get it past the Samurai warriors at the end of Rathbone Place.* Ed

## NUMBER CRUNCHER

I am claiming a trainspotter award because my incredibly keen eye (hint hint) has spotted one of your rare mistakes (nudge nudge). In part two of *Smash Tips*, page 31, the 1942 multiface *POKE* is completely and utterly wrong apart from the 0 at the end (fnarf). You put 47007,0 when what it really is is 52472,0. So everybody cross it out and put in mine. Okay?

**Ben Dickson**  
Wotton-under-Edge,  
Gloucestershire

*If everyone does as you say, then you realise you will actually think so — so you can't have a trainspotter award.* Ed

but popular music mags etc).  
**Richard Loyle**  
Formby, Liverpool

*Wat are you talking about, we never delliberatly misspell words, and as for inventing phrases, well, you must be a bit slippy in the head. On the 'following trends' front, well there's nothing wrong with a healthy interchange of ideas (everywhere does it in all walks of life, it's called progress) — but we like to think we're the leaders rather than the sheep.* Ed



# Letters

## NARKY NARKY

Okay you lot — this time I'm really narked. The October cover (bleeeeugh though it was) was of *Double Dragon*. It's on the cover so it must be the most important thing in the magazine. Yup, there it is, mega-previewed on pages 22 and 23 — purple paper, big captions, screenshots, special tip-boxes and arcade comment. WHY???

The atmosphere of the graphics from the coin-op has switched well from the big machine to the Spectrum' writes 'Ronald' MacDonald. The graphics are useless! They make the sprites in the original *Renegade* conversion look like they're from an Amiga. If *D.D.* is so great and deserves all this space then why oh why did you put the inlay for *Dustin* on page 21 so we have to mutilate the preview of this 'amazing' game? As for the cover — you deserve all the complaints you get — it is disgusting.

Despite all this, you're still the best magazine known to weirdos like me.

**Richard Bennett**  
**Welwyn Garden City,**  
**Herts**

PS. Dear Claire Terry (Small Print, March), Dweezil Zappa is Frank Zappa's son. His daughter is called Moon Unit. Tis true.

*What Duncan said was 'the atmosphere of the graphics has switched well.' — we all have to lose colour and a certain amount of detail in a conversion from such a powerful machine. Okay, so you don't think the graphics look as good as in *Renegade*, but don't forget we're talking about a preview, not a review: which means the game hadn't been totally completed. And don't forget also, it's gameplay that packs the final punch — so hold tight and wait for the review — you might be wrong.*  
**Ed**

## SWEET AS SUGAR

I am 15 years old and I own an Amstrad CPC 464. Although I own an Amstrad I buy *Your Sinclair* because I think it's fantastic — great reviews, great tip-shop, great adventure section and brilliant compos. Just thought I'd let you know.

**Shane Hingerton**  
**Westport, Co. Mayo**

*Shame your impeccable reading taste isn't matched by your choice of computer really, innit?*  
**Ed.**

## SMALL PRINT

The *Operation Wolf* machine is so big I can't even see the Uzi, let alone fire it!

**The Psychotic**  
**Skateboarder**  
**Rhyl, Clwyd**

*With a nickname like that, it's probably a good thing.* **Ed**

I'm sorry for the bad writing, but I'm not so good in English, but I'm sure you can't speak a word in Greece.

**George 'Vauxhall'**  
**Kavalieros**  
**Rhodes, Greece**

*I don't know about that — cover me in lard and I'll chirp away for hours.* **Ed**

Sorry about the grease stains and bad writing, but I was eating a bacon sarnie at the time

and was also in a hurry.  
**Richard Sheppard**  
**Winchmore Hill, London**

*You dropped some ketchup in the envelope as well.* **Ed**

What colour are your eyes? I'll have to dye mine if they don't match.

**Chris Pieri**  
**Sheppey, Kent**  
*Purple with green spots. Send me a photo.* **Ed**

Me say 'Buzz off T'zer'  
**J Dunham**  
**Cascais, Portugal**  
**BZZZZZZZZZZZZZZZZZZZZ** **Ed**

My name's Adrian and my mum's a blue whale.

**Ade**  
**Brighton, Sussex**  
*Anything you say . . .* **Ed**

## THE SOUND OF MUSIC

Please could you tell me where I could get some more information about the sound capabilities of the Spectrum +2. Are there any books about it? And if so where can I get them?

**Sean Groat**  
**Kirkwell, Orkney**

*I don't know of any books specifically about the +2 sound capabilities, but there are quite a few about the machine in general — and they should all carry at least a chapter on the subject of music. Your best bet is to shop around in a bookshop with a good computer section.* **Ed**

## SPOOK

I am sadly saying goodbye to your mag for a whole year. This event was sadly unavoidable, and I am very sorry. I will miss your free games, your wit and your charm. I just thought I would inform you of my impending departure.

**Stephen Proctor**  
**Bilbrook, Wolverhampton**

*Crikey. What on earth's happening? Are you going away 'at her majesty's pleasure', leaving the country or what?? You could have been a bit more forthcoming — I might not be able to get to sleep tonight!* **Ed**

## STAND BY ME

Whilst wandering about the PC show I happened to stumble across a jolly looking bunch bopping away behind a counter. Strange, methinks, how anyone can be so cheerful in the hot and humid atmosphere of Earls Court with thousands of screaming kids scrambling for freebies.

As the dust died down slightly my eyes fixed upon a large red

sign, *Your Sinclair* of course. Who else could keep up their spirits in such a hostile surrounding. Take a look at the enclosed piccie. See what I mean? Mind you, the pig doesn't look too chuffed, does he.

**Mark Edgington**  
**Bridgnorth, Shropshire**

*Neither would you if you'd just been creamed in the boat-race by Pete Shaw!* **Ed**



# COME ON DOWN...

**Every month we ask you (or we're going to from this month, anyway) to write in and tell us about your favourite quiz show host. To get you in the mood, we're going to start the ball rolling with Derek Hobson, currently hosting the afternoon show *That's My Dog*.**



Hello, my name's Derek Hobson, and welcome to *That's My Dog* — the canine quiz show with a bark as good as its bite (applause, laughter), no no, please, please. Anyway, without further ado I'll 'lead' you to today's contestants (laughter, applause), no no, please, please. And here they are, the two lucky dogs whose owners stand to win today's jackpot of eight pounds (applause), yes **EIGHT** pounds (more applause). Over here we have Corky, the Bull Terrier, and he's brought with him the Vague family from Dorking — test your buzzer please, Mrs Vague and over here we have Patch, a hotch-potch of various unknown breeds — and Patch has brought his owners, the Coma family from Bedford. Test your buzzer please, Mrs Coma. No, not the glass of water. And now let me introduce Louise Burton, our lovely 'Kennel Maid' (loads of applause and laughter). No no, please please. Anyway — let's start the questions. What do you call a dog's 'foot'? . . . No? . . . No? . . . Oh well, it's called a 'paw'. Righto, let's try another. What does a dog do with its tail when it's very excited? No? . . . No takers? Oh well, the answer is 'wag'. It 'wags' its tail. Oh dear, it's time for the advert break, but we'll be back in two minutes. Don't go away . . . Staaaayyyy (laughter and applause followed by the sound of a nation's TV sets being switched off). Derek Hobson has also hosted *New Faces* and a chat show called *Hobson's Choice*.

**Send in your fave rave to The Host With The Least, Your Sinclair, 14 Rathbone Place, London W1P 1DE.**



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HOW FOR THE SYSTEM

WIN



# WORRA JOYSTICK!

# NARMEAN!

**A Sony Discman D40, a Sony Sport Ghetto Blaster, a Sony Sports Walkman and nine Powerplay Crystal Joysticks must be won!**

**J**oysticks. Aaaaah, what would life be like without them eh? Sheer hell, that's what. Especially when there's no re-define key option on that brilliant new game you've just purchased and it seems to have been written by someone who obviously picks their keys in the same manner as they would 'pin the tail on the donkey' - blindfolded.

Joysticks were around long before computer games were invented though by jove, long long before. Aviators (people who fly planes) used to have one that stuck between their legs so they could keep up... in the air! They also used them for steering and landing. Still, no aircraft joystick can match up to the beauty of the Powerplay Crystal Joystick.

**Rules**  
 • Employees of Dennis and Powerplay are not allowed to enter this. Anyone caught will have their legs removed with a jig-saw.  
 • Closing date is 31st January 1989. Any entries received after that will, er, have their legs removed with a jig-saw.  
 • Tzer's decision is final. Anyone who quibbles will have their, erm...

**WIN A LOT!**

Yes, and guess what? (It's time for the 'lnk' into what we can win?? - 8 billion YS viewers). Yes, that's right Powerplay is offering nine of these beautifully crafted sticks along with some other pretty wicked goodies. Just have a gander at this prize list:

First prize is a fabby Sony Discman. The superior quality of Compact Disc in a portable unit - basically it's 'total sound on the move'. With the Discman, you'll also get a Powerplay Crystal Joystick, bringing the total value of the package up to over £245!

Second prize is a Sony Sport Ghetto Blaster with enough wattage to not only blast your ghetto (should you live in one), but to utterly decimate it. Oh, you'll also get a Crystal Joystick. Total value? Over £100 chum!

Third up wins a Sony Sports Walkman, which will enable you to 'buzz' and 'hiss' on public transport. Oh, and you'll also get the joystick. Overall worth is getting on for £70. Cor!

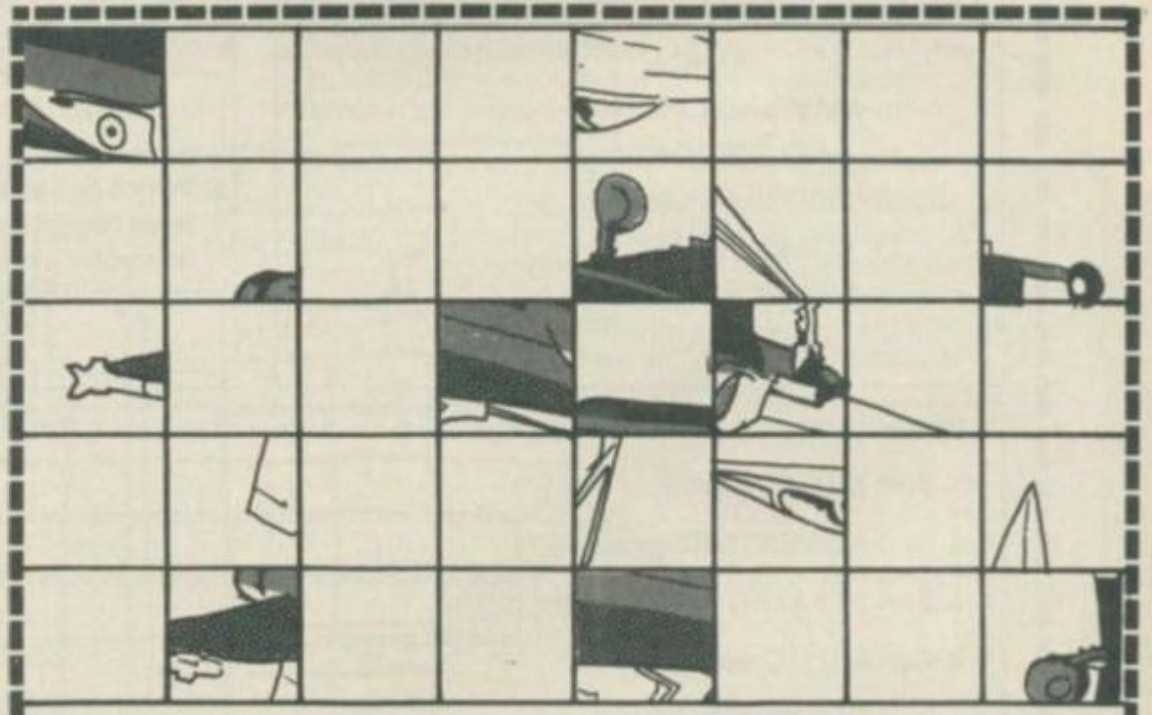
And the runners up don't go away empty handed either. Six of you will each get a Crystal Standard Joystick to

wibble to your hearts' content. Phew. And we expect you'll want to know how you can get in on the action. Well, first you'll have to read on.

**WHAT YOU DO!**

If you peruse the page very carefully you might just notice a picture which has been cut up into lots of bits and shuffled around. Yes, that's right, it's jigsaw time (yee-hah).

First of all, it might be an idea to glue the page onto thin card for stability purposes. Then cut *carefully* around the outlines and you'll be ready to go. You have to re-arrange the pieces to construct the orig... hold on a minute - we're actually telling you how to complete a jigsaw?? Blimey. Anyway, complete the jigsaw (a clue - it's a piccle of an aeroplane) and then identify it. Bung your answer on the coupon, the coupon on a postcard and send the whole lot off to Blimey, What A Palaver - It'd Better Win Something After Going Through All That Compo, YS Compos, PO Box 1509, Enfield, Middlesex, EN1 1LQ. Entries have to be in by 31st January 1989, though, so don't dilly dally!

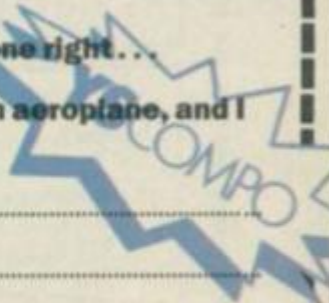


It's as plane as the nose on my face that I've got this one right...

The jigsaw when assembled miraculously becomes an aeroplane, and I know what type of aeroplane it actually is. It's a/an

Name .....

Address .....





# VOTE FOR THE BEST IN 1988

## Computer Leisure Awards

For the first time ever, you will be able to join with the readers of many other British magazines to decide who and what was best in 1988. Awards will be made to software producers resulting from your voting through, this, your own magazine, for what you considered to be the best games you have played on your computer during the past year.

Many other magazines are carrying this voting form. It means the results will truly be democratic, and therefore really mean a lot to those who receive them.

The votes will be collated by an independent company, to whom you should post your voting form, and the awards will be presented at the Computer Leisure Industry's 'get together' — Computer Arena — in March 1989.

So, simply fill-in the voting form below, cut it out (or photocopy it) and send it to:

GAMES OF THE YEAR  
MICHAEL BAXTER  
SOLUTIONS PR  
2 WELLINGTONIA COURT  
VARNDEAN ROAD  
BRIGHTON BN1 6TD

ALL VOTES MUST BE IN BY FEBRUARY 24th

### COMPUTER LEISURE AWARDS 1988 VOTING FORM

1) Please tick the computer format you are voting for:

- AMIGA
- AMSTRAD CPC
- ELECTRON
- COMMODORE 64/128
- PC COMPATIBLES
- ATARI ST
- SPECTRUM

3) Please state what you consider to be the BEST GAME OVERALL of 1988:

4) Which Software House do you choose as being the most consistent in producing high quality computer games during 1988:

2) Please name your choice of best game (from the format ticked above) of 1988:

1. Best ARCADE game

2. Best ADVENTURE game

3. Best STRATEGY/WAR game

4. Best MUSIC with game

5. Best USE OF GRAPHICS

Name .....

Address .....

.....

.....Postcode .....



# HINTS 'N' TIPS

# YES TIPSHOP



With a jolly ho ho ho, he steers his red rounded belly down your chimney . . . yes it's Snouty Clause, Phil South, with a festive collection of all your hints and tips.

**H**ey Clive, what's the jive? Don't gimme that baloney, I want what's going down, clown. Dad, you're toooooo bad! Ow yeah! Gimme some skin, sucker. Aaaaooowww! I'm outasight and thass alright. Ow yeah! Ahem . . . sorry about that. You caught me getting down, there. It's not a problem, I can handle it. So what if I get down? So what if I eat soul food and listen to superbad records? I can take it. I could stop getting

down anytime I want to. I've just got a cold, that's all. (Sniff).

Anyway, enough already, a joke's a joke. How are you my little chippings? Good. I hope you got lots of stuff for your Uncle Snouty Claus. (Ho ho ho). It's that end of year feeling. Everyone has a little tear in their eyes, and gives each other presents. Marcus gave me a bottle of champers and a hamper. Teresa gave us two the sack (again?), and I gave everyone my apologies 'cos I

accidentally ate their presents on the bus. Still, it's the thought that counts, innit?

Loadsastuff to wedge through today, so let's beat it . . . Aaaaooowww! Sorry.

## Where Time Stood Still

Yes, yes, I know I did this one last time, but this is different. This time it's the tail end of the story, the way to complete the game. The tips for this come from Iain Rimmer, Matthew Brackett, Neil Goodson, Marc Holliday, Chris Pieri, and Gary Holcombe. Let's start from the bit you already know, shall we?

"Get the bag and all the other objects from around the aircraft. Head towards the bridge. When the fat bloke Clive falls down the hole in the bridge, get him out with the rope. Now head towards the swamp. Find the right path and don't stop walking or you'll sink (see last issue). When you're safely across go to the tribal village, and you'll meet the head tribesman. He'll give you some grub and ask for something in return. Make sure you give him Gloria's stocking as he will give you some roast ham. Go South and you come to another plane wreck. Get the

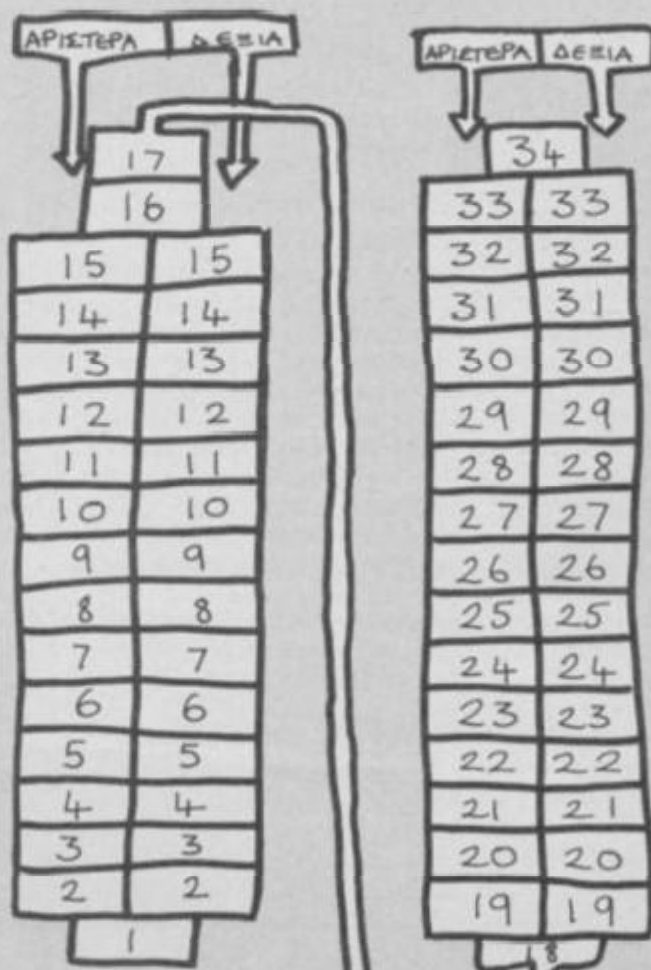
ammo and dynamite. Go North. Just in front of the tribe is a slope, go up until you reach a hole in the wall, where you'll see a claw going in and out. Don't run past it! It'll grab you and kill you. Drop the ham in front of it. It will grab the ham, and you can get past (you can jump off the waterfall here and sail down the river, but be careful to get out before you go over the second waterfall). When you reach the top watch out for the dinosaur. The villagers are nasty and will throw their spears at you. You can use the dynamite to blow up the hostile village, but you should be able to finish without. There is a small temple here where you can get a small rotating ball. But watch it in here, as it saps your strength. Near the temple is another cliff. Now go Down, watching out for the turtles, until you find another slope. When you get halfway up (be careful to stay to the left to avoid rockfalls) turn Left, then turn Right at the rockface. You will come to another slope. Go Up and you'll find two rocks together. Now you can either squeeze between them, or use the dynamite if you're in a hurry (don't forget to drop the dynamite, either). Turn Left and avoid the little dinosaurs on your way. You should find a cave. Enter it and you get the message of congratulations: Well Done (name of character) You are on your way home. Your ordeal lasted three days. Pity about (names of other characters) You have been 70% successful."

Well thank you my little chums, and I hope the dinos didn't nibble your bottys too much.

ΟΙ ΕΥΚΟΛΕΣ ΠΙΣΤΕΣ ΣΗΜΕΙΩΝΟΝΤΑΙ ΜΕ ΤΟ ΠΡΑΣΙΝΟ ΧΡΩΜΑ. ΑΝ ΠΡΟΤΙΜΑΤΕ ΟΜΩΣ ΝΑ ΔΕΙΤΕ ΚΑΙ ΤΙΣ ΔΥΣΚΟΛΕΣ ΘΕΘΟΝΣΕ ΑΝΟΛΟΥΘΗΣΙΤΕ ΤΗΝ ΠΟΡΕΙΑ ΜΕ ΤΟ ΚΙΤΡΙΝΟ ΧΡΩΜΑ

ΤΟ ΠΑΙΚΗΔΙ ΔΙΑΘΕΤΕΙ ΚΑΙ CHEAT MODE. ΑΝ ΑΝΤΙ ΓΙΑ ΟΝΟΜΑ ΓΡΑΨΕΤΕ "ΜΑΑΑΑΗ" ΚΑΙ ΠΑΤΗΣΕΤΕ SPACE, ΘΑ ΞΑΝΑΡΧΗΣΕΤΕ ΑΠ' ΤΗΝ ΠΙΣΤΑ ΠΟΥ ΧΛΕΑΤΣ.

ΣΧΕΔΙΑΣΗ - ΧΡΩΜΑ: ΓΙΑΜΑΑΝΕ ΑΛΚΗΣ



Yes, it's that old saying, that 'making Doh is a piece of cake', Well, this Doh is a piece of cake an'all. And thanx to our friend from Greece, slippery old **Alkiviades Yamalis**, we can now find out which levels are which and where. And whatever 'cheers ears' is in Greek to you.

ΣΧΕΔΙΑΓΡΑΜΜΑ ΓΙΑ ΤΗΝ ΚΑΛΥΤΕΡΗ ΠΟΡΕΙΑ ΣΤΟ ARKANOID II THE IMAGING

# Reverse of Doh

Ο ΧΑΡΤΗΣ ΕΓΙΝΕ ΣΤΗΝ ΕΥΑΘΗ ΤΟΥ ΠΑΙΚΗΔΙΟΥ ΓΙΑ SPECTRUM 48 Κ ΟΠΟΥ ΟΙ ΘΕΘΟΝΣΕ ΔΕΧ ΑΝΑΚΑΤΣΟΝΤΑΙ ΚΑΙ ΕΜΒΑΜΙΖΟΝΤΑΙ ΠΑΝΤΑ ΜΕ ΚΑΘΟΡΙΣΜΕΝΗ ΕΓΙΡΑ.



**F**ore! Now, where was I last month, I'm sure you're asking (No. Ed). Well, even hard-working docs like me need a break now and then

(three-iron, please, caddie) and last month was in fact my annual holiday to my little villa in the south of France, or Castle Berkmann, as we like to call it.

But duty calls sooner or later, or was it my bank manager? I don't remember. Anyway, here I am, back again to answer your queries on the ins and outs of Spectrumming, so bring in the first patient, nurse.

**NEBULUS**

Aha, if it's not my old pizza-noshing chum **Giovanni Lopes Pegna**, from Florence (or Firenze, as we flash gits like to call it). What can I do for you, Gio? Quatro stagione with extra cheese? Ha ha ha ha.

"No, I want to help **Ben Wright**, who can't get off the first platform of level 3 of *Nebulus*."

Good egg, carry on.  
"First you must go left, shoot the ball and wait for the wheel. When it's about to hit you, go through the door; on the other side of the tower get the lift up, then go right and wait for the wheel. That will knock you down to the platform just below. Shoot the ball and go right: the last block will disappear and you will fall onto the first platform. Now you can get the lift up... That's all."

Is it? Sounds a little tricky to me, but there you are. Happens all the time in the surgery. Sewing the chap up and you suddenly realise you've left something important inside him, like the anaesthetist or something. Awfully difficult to explain to the nearest and dearest, I can tell you.

**HELICOPTER**

Odd letter here from **Ka-Shing Man**, who seems to come from Bushey (shouldn't that be Boo-shee?). Anyway, Ka, as we will call the blighter, has an answer to **John Quinn's** low moan for assistance on *Helicopter*. "You, here are those passwords. Show, Forever, Restart, Clear." Ta, Ka, and there'll be a badge winging its way to you in about a femtosecond, or perhaps two...

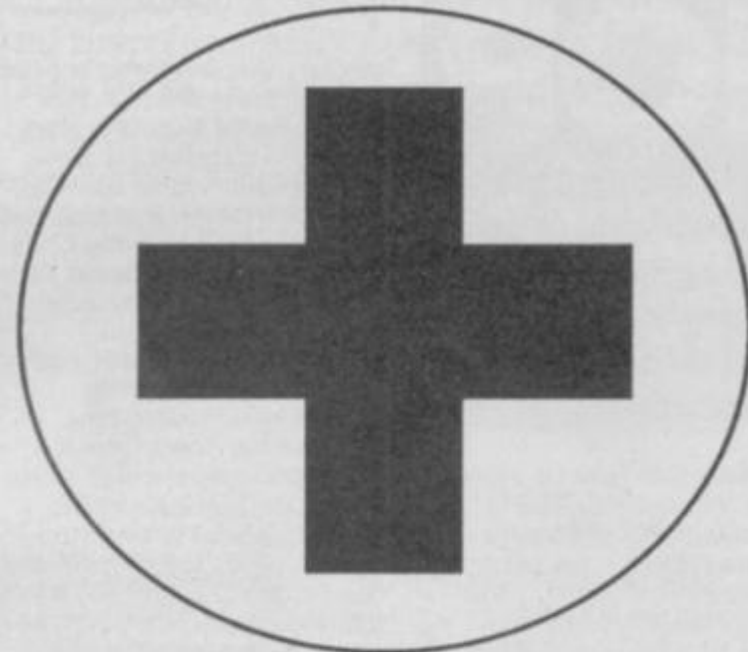
"Hoil!" What? "I've got a problem too, you know." You do? Yes, very nasty. I know this excellent specialist who will... "Shut up. I mean a gamesnag. And it's this: How do you get the honey pot in *Herbert's Dummy Run*?" Good question, old chum. Any ideas, gamesters?

**ELITE**

Remember **Neil Ayres'** letter in the October ish complaining about the Smash Tips POKE for the 48K version of *Elite*? Try as he might, the poor pumpkin couldn't get it to work. It looked all right from this end, and he was sure held typed it in correctly. Something of an enigma...

But another letter from Neil has revealed all. "I have solved *The Great Elite Mystery*!" Yes yes yes, get on with it. "What has happened is very strange, so sit down. Are you sitting comfortably?" Yes yes yes. "Firstly I own a 48K Spectrum. So I got the 1984 48K version of *Elite*, typed in the POKE for the 128K version, and — goldurn it —

**DR. BERKMANN'S**



**CLINIC**

it worked!" Ah. So we got them the wrong way round. Thanks, Neil. I assure you that someone will suffer for this — who's nearest? (SCRUNCH!)

**PLAY IT AGAIN SAM**

Poor old **Gary Angus** had been trying to get out of the office in this old *Microsphere* smash for months, but here's the "Lone Ranger", in the form of old Clinician **Chris Delahunty**.

"Just climb through the window, then go east, hail a cab, and type *Follow That Car*."

Seems reasonable to me, Gaz, and thanx to Chris (how's *The Great Escape* going?). Chris is also the latest to volunteer as a 'Dr Berkmann's Clinic Official Good Egg,' and will help anyone who sends him an s.a.e. on *Target Renegade*, *The Dark Side*, *Cyberoid* and a few others which he declines to mention. "If I don't have anything on a game, I'll send back a stamp. Funky, eh?" Too right; cobber. Write to him at 44 St Johns Way, Thetford, Norfolk IP24 3NW. I too have a really cracking solution to *The Dark Side*, courtesy of **DGW Griffith**, so if anyone needs any help...

**MONTY ON THE RUN**

Whoops! A Berkman booboo, at least if **Gareth Teague** is to be believed.

"Certainly am. Get it right, ya dork! The correct freedom kit for *Monty On The Run* is Jet Pack, Gas Mask, Rope, Torch & Passport — the list in number 32 is wrong!" That was, well, five months ago, Gaz, what took you so long? "Had to find out for myself, dirt! By the way, has anyone got a POKE or a cheat for *The Duct*?"

**THE SACRED ARMOUR OF ANTIRIAD**

Help here for **Daniel Wright**, who was a mite stuck on this old *Ariolasoft* (remember them?) arcade adventure, the one with the ginormous sprites (remember them?). What to do with the particle negator and the implosion mine? "Tis simple," sayeth **Tobias Bardon**. "All you have to do is pick them up and take them to the top of the volcano where the generators are. The implosion mine and the particle generator will be activated automatically." To find the generators, just go directly up from where you found the implosion mine. Awight?

**SMASH TIPS CORRECTIONS**

A couple here from a bonzer fellow called **Stig**, who wrote me a splendid letter full of tips and things, and most importantly a couple of errata (Latin. Smart, huh?) for the 'Smash Tips' supplement. I mean,

with such an enormous project, a few boo boos are bound to creep in, and here are the ones Stig has spotted:

**JET SET WILLY 2**

Line 70 should read as follows:  
70 DATA  
221, 33, 0, 64, 17, 56, 185, 62, 255, 55, 205,  
86, 5, 243, 48, 240

**DEVIANTS**

Lines 90 and 100 should read as follows:  
90 DATA 50,12,193  
100 DATA 195,15,153,999  
Good Egg, Stigsy!

**DUSTIN**

Gor lumme, we've only just bunged this on the cover, and everyone's asking for help. Like **David Wicks**, who signs himself "yours in despair". "How do I get fags, booze etc off people? And how do I barter with the other inmates?" Enter Stigsy again with his own home-made solution. "Forget all the stuff like the watch and hammer — they just take up pocket room. Just go to the first guard you see at the start and keep beating him until he gives you eight packets of cigarettes." Ah, if only real life were that easy — much less bother than nipping down to the corner shop... "Then go to the spud peeler and swap some ciggies for three bones, just in case you bump into the panther in the forest..." Okay for starters, David?

**HAYLP!**

Remember if you can solve any of our Haylposters' gamesnags, you'll be in line to win the prestigious YS Big Tips badge. Awright?

First, **Lee Wilson**, who writes, "Doctor, doctor, I think I'm a bat, or at least I soon will be if I don't get a *Bathack for Batman!*" He just can't get any Batmobile pieces or the Batbelt, and he keeps dying when trying to get the backpack, so he clearly needs your assistance.

**Tim Johnson**, meanwhile, is all glued up in *Firelord*, where he can get only three charms. "Please could you give me the winning solution or how to get to Princess Eleanor, the white and the yellow knights, the hermit, the white dragon etc. Also how do you gain access to the rose, sword and shield, crossbow and candlestick?" Phew!

**Kit Tse** wants to help on *Sam Fox's Strip Poker*, but as he hasn't gorra *Multiface*, the POKE we bunged in *Smash Tips* was no c#∞\$Ting use, was it? Has anyone got a normal POKE for Kit?

Finally, *Jack The Nipper II* is depriving **Gary Pope** of much needed shut-eye. "Please, could you tell me what to do with the rope? the pineapple? the woodworm? and can you help me find the log and how do I use it?"

**AU REVOIR**

We'll meet again, don't know where (*Tipshop, I'd say Ed*), don't know whe-e-e-en (*Next month, Ed*), but I know we'll meet again some sunny da-a-a-a-a-ay! So keep sending in your gamesnags, solutions and large cheques (*Scrub that bit, Ed*), to **Dr B's Clinic, YS, 14 Rathbone Place, London W1P IDE**. Anything we print wins its sender a badge!



Robin Gershan and Henry Barker have cracked this big *Road Blasters* clone, and have got all sorts of hints and tips for me and you. Well, you anyway, 'cos I already know them. Take it away, Henry. (Oh, bring it back afterwards, there's a good chap.)

# TIP O' THE MONTH

How To Deal With all the Baddies

●MISSION 1-*Devil's Straights*: Selecting your chosen controls and start, choose the Crimelord's cargo — the counterfeit money (\$12,000). It's worth choosing the best paid mission as this allows you more money up front to finance your task. We can't say we've noticed any difficulty between the Federation's and the Crimelord's missions. Buy only 14 units of fuel, this should be plenty to see you through the level. Then buy a turbocharger, three bulletproofing options and six flamethrowers if you think you'll need them for the 4WDs. This will leave you with nothing, but you'll make money destroying enemies on the way. You may begin the mission.

●MISSION 2 — *Snake Canyon*: Choose the Crimelord's cargo, the kidnapped official (\$16,000). Provided you take heed of the tips below on how to cope with the various gangs,

## Overlanders

along with your \$6,000 bonuses from the last mission and the \$8,000 you get up front for this one, you should have enough to purchase the following: 20 units of fuel, armour plating, superbrakes and spend the rest of your dosh on weapons, extra lives, bulletproofing and/or battering rams to your taste. Choose wisely. Then you can begin driving.

●MISSION 3 — *The Darklands*: Choose the Federation's offer of \$34,000 to transport Plutonium. (It's not as bad as it sounds!) Half of this along with your previous missions should

give you \$25,000. You should have enough for the following: 20 units of fuel, a leanburner, wheelblades, and once again a selection of weapons, extra lives, bulletproofing and battering rams. Then begin the mission.

●MISSION 4 — *The Gutter*: Choose the Crimelord's cargo of illegal drugs in return for a payment of \$60,000! Now that you've bought all the permanent items illuminated on your dashboard, all that remains is to buy all the goods you use up, like the weapons, lives, rams... etc (I'm not going through them all again!)

●Roadhogs: Bump them off the road into the wrecks, or wait till they get ahead and blast them.

●Kamikazes: You'll be okay on the left hand of the road, but watch out for corners. Also watch out for the bikes, 'cos they sometimes brake when you're behind them. As you gain more money, you can buy armour plating to stop them.

●Crawlers: Try to stay on the opposite side of the road to them, weaving in and out of their shots. Or slow down and shoot them.

●Offroaders: As soon as these Four Wheel Drives (4WD) appear, start firing your gun, and quickly sweep across their path. As you progress through the levels, they get tougher. Try to avoid them, or take them out with special weapons.

●Roadblocks: These start appearing in level two. Slow down and weave to avoid them.

## Bionic Commandos

Like a lot of games these days, the documentation with blockbusting games isn't perhaps as comprehensive as it could be. Take this list of enemies and their attributes from Philip McCardle (not Macca, some other McSomink).

●Bee hive: don't shoot this or touch it or a swarm of killer bees will attack and probably kill you. You can shoot them with just one shot if you're lucky.



●Flying creature: These climb up trees and swoop at you after a while. Get level with them, and shoot them before they take off. They only need one shot.



●Electronic cage: These kill you when you touch them. Shoot them about four times and they'll blow up.



●Soldier: These shoot, throw bombs and land on you. One shot.



●Large soldiers: These follow you with grappling hooks, and when they can they'll charge at you. Shoot four times.



●Giants: Two big horrible giants which fling bouncing boxes at you. Twenty shots needed to kill them!



●Kamikaze Soldiers: These appear from behind the giants and charge or drop on you. Shoot them once and they'll blow up (hur hur hur).



●Half Functional Robot: You can't destroy these, just duck under the hands and feet at the right moment.



●Spikes: These will kill you if you land on them, and you can't zap them, so steer clear.



●Whirly Things: Dodge 'em.



●Jumping Machines: Shoot the legs before they crush you. They'll blow up and throw the driver clear. Shoot him too.



●Goblins: Crouch down to shoot these before they bite the platform away and crush you. Just one shot will do."



And that's it! Brilliant work, Phil. Hmm! Good name that, where d'ya get it?



# Vindicator

There's so many good tips this month, it's hard to believe I'm gonna fit them all in. Like

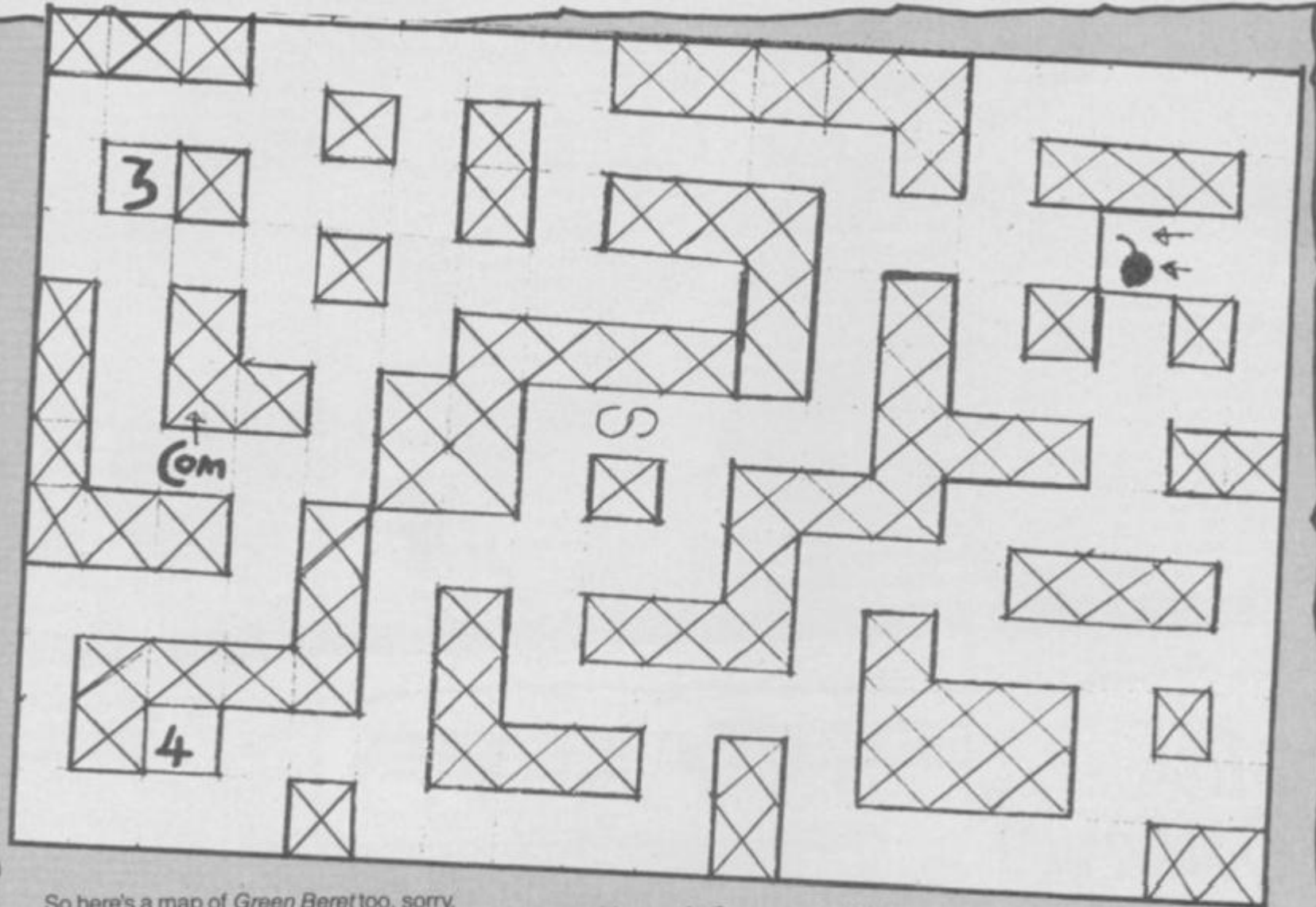
these from Paul James, Glenn Birks and Gordon Craig, with the first clues on *Vindicator*. Brilliant, and very well played you guys. Just wait for that 'Big Tips' badge to splat onto the old doormat, then you'll be sorry. "These are the answers to the anagrams in *Vindicator*:"

LEON WUPAS=PAUL OWENS  
DAWN BARAMOAL=AMANDA

BARLOW  
KEN JAMROS=MARK JONES  
NATHAN JUNNOD=  
JOHNATHON DUNN  
ROBIN TUMSEL=SIMON BUTLER  
EMILE BAKMA=MIKE LAMB  
JOE HANGMEN=JOHN MEEGAN  
DR ANTONI CLAM  
MD=MARTIN MCDONALD  
SEAN JIM HAGGIS=JAMES HIGGINS

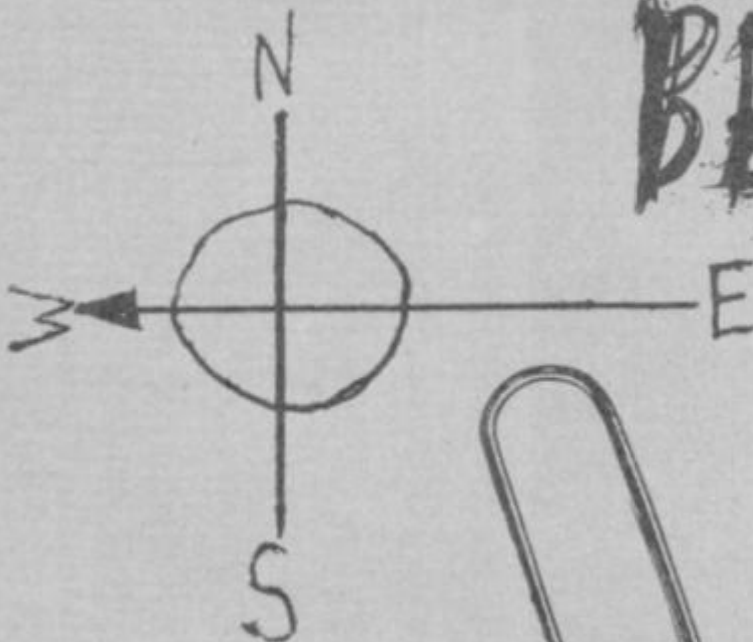
RON H VAIN=IVAN HORN  
OLIVER DADI=DAVID COLIER  
The code for the second level of the game is:  
VALSALVA MANOEUVRE"

Thanx chaps, that's a real diamond bit of research you've done there. I like to see puzzles like this one, rather than the straight 'Left, Right, Left, Left, Eat Banana' type of clues. Nice one.



So here's a map of *Green Beret* too, sorry, *Green Beret III!* That's *Vindicator* to those in the know. *Vindicator* twodicator threedicator four. It's a sketch of floor one, part one, which should give you some idea of how to get on through to the next level. Many big ones to you, **Andrew Southam**, and may the sun never set on your beret, ever again (Sniff, so touching)

# GREEN BERET



Floor 1 PART 1

KEY: Ⓞ = START

3 } LIFTS UP ↑  
4 } DOWN ↓

● BOMB COMPONENT.  
com COMPUTER ROOM.

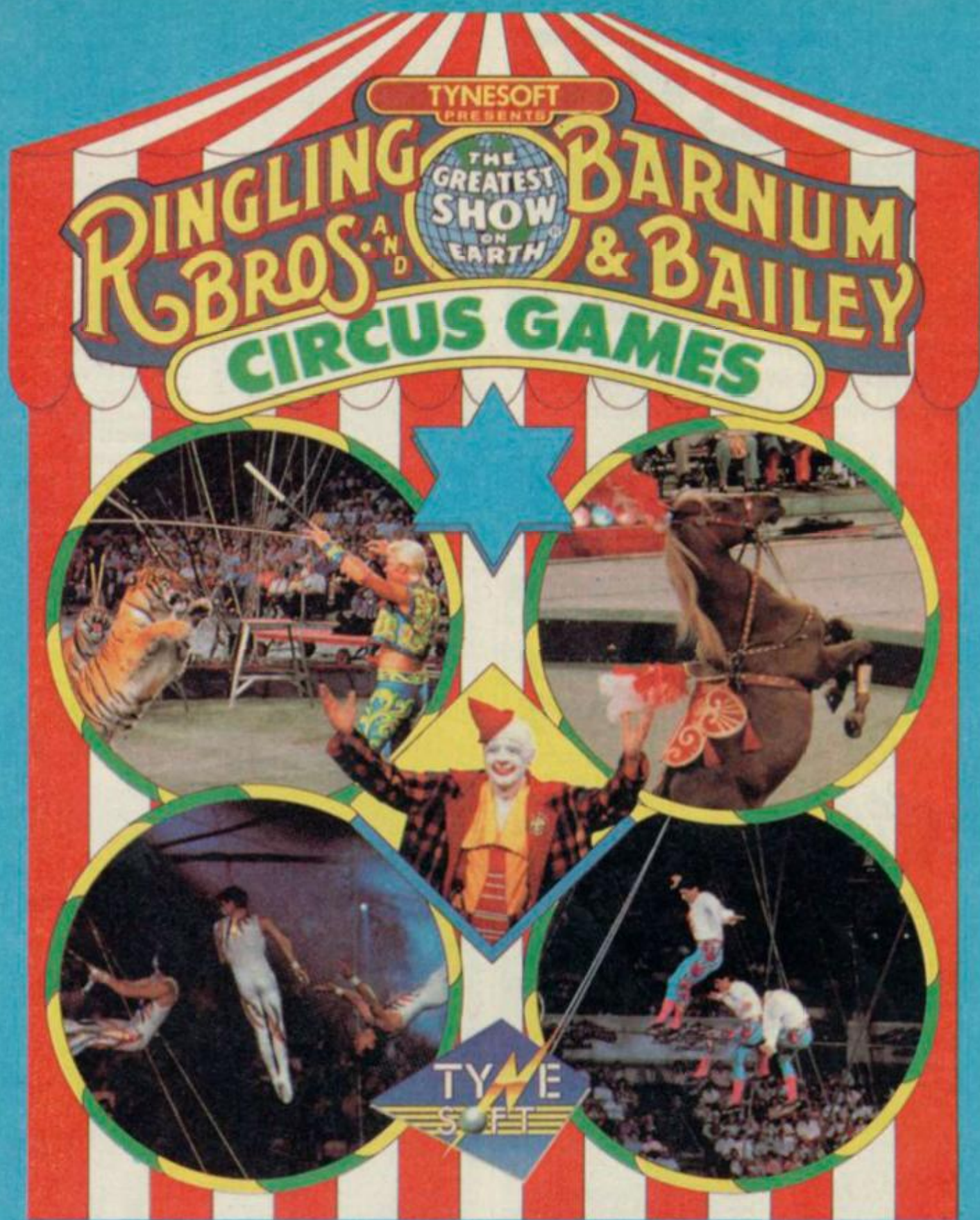
HINTS + TIPS: -

ANAGRAM ANSWERS 1<sup>ST</sup> FLOOR.

LEON WUPAS = PAUL OWENS.  
DAWN BARAMOAL = AMANDA BARLOW.

KEN MARROWS = UNKNOWN AT MOMENT.





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# PRACTICAL POKES

David McCandless. Hacks. Cracks. Pokes. Multifacings. Two pages. Packed. The perfect present.

**A**h, Christmas! The grubby slush on the kerb, pine needles clogging up the vacuum cleaner, a snowball down the back of your neck, empty bank accounts, plastic smiles and just-what-I've-always-wanted's, crackers that go 'phut', and of course, relatives. Quite a lot to look forward to really (cough). Makes you glad I completely stuffed this month's column doesn't it?

## DUSTIN

We're off to a cracking start this month, with a hack for the brilliant YS give-away game, *Dustin*. So if you still can't escape into the jungle then use **Antony Johnson's** hack for immunity.

I have this strange feeling that this is not the last we'll be seeing of Antony...

```

10 REM DUSTIN POKES
20 REM Antony Johnson
30 CLEAR 24576: LOAD **CODE &
50000
40 FOR a=65201 TO 65207: READ
  b: POKE a,b: NEXT a
50 POKE 65092,244: POKE 65093
  ,253
  
```

## Olympic Challenge

Oh dear, oh dear me. If I said to you that there was a new Speedlock system out, who do you think would crack it first?

**Jon North**. Exactly. Yet another protection system down the drain. Oh well. Life's a bitch and then you die.

I have this strange feeling that this is not the last we'll be seeing of Jon...

```

10 REM Jon North/Graham Pearson
20 REM Speedlock 5 Multifacings
30 REM with Simon Barry 11
40 LET t=0: FOR i=244 TO 30249
  
```

## HACK OF THE MONTH

### Star Wars

**Jon North** is grinning from ear to ear, after cracking the **Haxby Hacker's** 'unbreakable' protection system on *Star Wars*, HAXPOC. Jon says it took him half an hour. All I can say is: what a stunning system that was.

```

10 REM Star Wars by Jon North
20 REM HAXPOC Hackproof 19 257
30 CLEAR 29634: LET x=0
40 FOR i=244 TO 30205
  50 READ a: POKE i,a
  60 LET t=t+1-2999018a: NEXT i
  70 IF t<0 THEN STOP
  80 RANDOMIZE USR 3e4
  1000 DATA 221,42,44,118,227
  1010 DATA 91,48,118,62,255
  1020 DATA 55,205,86,5,48
  1030 DATA 240,42,48,118,50
  1040 DATA 50,118,243,243,34
  1050 DATA 100,89,126,254,195
  1060 DATA 32,7,35,35,35
  1070 DATA 34,100,89,126,254
  1080 DATA 17,22,17,1,6
  1090 DATA 0,9,126,257,66
  1100 DATA 254,53,32,6,62
  1110 DATA 249,14,11,24,88
  1120 DATA 254,49,32,17,1
  1130 DATA 15,0,9,94,54
  1140 DATA 239,75,86,54,117
  1150 DATA 237,83,200,89,24
  1160 DATA 25,1,17,0,9
  1170 DATA 128,154,205,32,4
  1180 DATA 14,26,24,229,254
  1190 DATA 237,32,17,62,244
  1200 DATA 14,25,34,44,42
  1210 DATA 100,89,241,237,79
  1220 DATA 233,254,121,52,4
  1230 DATA 14,1,24,204,254
  1240 DATA 209,52,6,62,244
  1250 DATA 14,27,24,19,254
  1260 DATA 22,32,74,14,6
  1270 DATA 22,245,9,14,28
  1280 DATA 128,254,47,32,2
  1290 DATA 21,12,122,42,100
  1300 DATA 89,17,200,89,6
  1310 DATA 0,237,83,200,89
  1320 DATA 237,176,30,30,30
  1330 DATA 34,200,89,33,228
  1340 DATA 117,119,43,14,12
  1350 DATA 237,176,24,181,32
  1360 DATA 0,195,229,117,53
  1370 DATA 95,49,16,13,11
  1380 DATA 25,237,95,7,214
  1390 DATA 6,15,245,42,200
  1400 DATA 89,24,100,89,195
  1410 DATA 75,11,42,51,118
  1420 DATA 229,1,187,0,237
  1430 DATA 66,17,89,91,115
  1440 DATA 75,114,42,57,118
  1450 DATA 34,39,118,42,35
  1460 DATA 119,24,42,118,33
  1470 DATA 25,119,1,199,0
  1480 DATA 27,176,201,57,192
  1490 DATA 91,24,0,0,195
  1500 REM DEXCY (S.V.P.R.) CHALL
  1510 DATA 49,254,185,20,145,234
  1520 DATA 206,254,62,254,68,254,53,129
  1530 DATA 91,17,210,255,1,8,0,123,50,62,1
  1540 DATA 07,237,176,195,0,99,50,194,120,5
  1550 DATA 0,107,119,55,201,3094517
  
```

```

50 READ a: POKE i,a
60 LET t=t+1-2999018a: NEXT i
70 IF t<0 THEN STOP
80 FOR i=244 TO 149: READ a
90 IF a=255 THEN GO TO 120
100 POKE i,a
110 LET t=t+1-2004218a: NEXT i
120 IF t<0 THEN STOP
130 RANDOMIZE USR 3e4
1000 DATA 221,42,44,118,227
1010 DATA 91,48,118,62,255
1020 DATA 55,205,86,5,48
1030 DATA 240,42,48,118,50
1040 DATA 50,118,243,243,34
1050 DATA 100,89,126,254,195
1060 DATA 32,7,35,35,35
1070 DATA 34,100,89,126,254
1080 DATA 17,22,17,1,6
1090 DATA 0,9,126,257,66
1100 DATA 254,53,32,6,62
1110 DATA 249,14,11,24,88
1120 DATA 254,49,32,17,1
1130 DATA 15,0,9,94,54
1140 DATA 239,75,86,54,117
1150 DATA 237,83,200,89,24
1160 DATA 25,1,17,0,9
1170 DATA 128,154,205,32,4
1180 DATA 14,26,24,229,254
1190 DATA 237,32,17,62,244
1200 DATA 14,25,34,44,42
1210 DATA 100,89,241,237,79
1220 DATA 233,254,121,52,4
1230 DATA 14,1,24,204,254
1240 DATA 209,52,6,62,244
1250 DATA 14,27,24,19,254
1260 DATA 22,32,74,14,6
1270 DATA 22,245,9,14,28
1280 DATA 128,254,47,32,2
1290 DATA 21,12,122,42,100
1300 DATA 89,17,200,89,6
1310 DATA 0,237,83,200,89
1320 DATA 237,176,30,30,30
1330 DATA 34,200,89,33,228
1340 DATA 117,119,43,14,12
1350 DATA 237,176,24,181,32
1360 DATA 0,195,229,117,53
1370 DATA 95,49,16,13,11
1380 DATA 25,237,95,7,214
1390 DATA 6,15,245,42,200
1400 DATA 89,24,100,89,195
1410 DATA 75,11,42,51,118
1420 DATA 229,1,187,0,237
1430 DATA 66,17,89,91,115
1440 DATA 75,114,42,57,118
1450 DATA 34,39,118,42,35
1460 DATA 119,24,42,118,33
1470 DATA 25,119,1,199,0
1480 DATA 27,176,201,57,192
1490 DATA 91,24,0,0,195
1500 REM DEXCY (S.V.P.R.) CHALL
1510 DATA 49,254,185,20,145,234
1520 DATA 206,254,62,254,68,254,53,129
1530 DATA 91,17,210,255,1,8,0,123,50,62,1
1540 DATA 07,237,176,195,0,99,50,194,120,5
1550 DATA 0,107,119,55,201,3094517
  
```

## Eidolon

Although this game's a little on the antiquated side, **Khalid Jamil** convinced me I should put it in, considering it's just been re-released on a budget label. Now you'll have all the time in the world to romp about in the caverns.

I have this strange feeling that this is not the last we'll be seeing of Khalid...

```

5456 REM EIDOLON HACK
20 REM by KJS
30 CLEAR 24576: LOAD **CODE &
40 POKE 53407,15: POKE 53408,
  209: RANDOMIZE USR 53248
50 POKE 34160,62: POKE 34162,
  60: RANDOMIZE USR 27904
  
```

## Darkside

**Sam Day** and **Roy Goodall** have enlightened (groan) us with this straightforward hack for the Incentive 3D corker.

I have this strange feeling that this is not the last we'll be seeing of Roy...

```

10 CLEAR 22767: LOAD **CODE &
  0088
20 FOR i=65275 TO 65286: READ
  a
30 IF a=999 THEN POKE i,a: H
  EXT i
40 RANDOMIZE USR 65088
50 DATA 175,50,136,177
60 DATA 50,43,187: REM Infy 5
  fields
70 DATA 50,228,185: REM Infy
  Fuel
80 REM by ROY GOODALL and SAM
  DAY
  
```

## Ultimate

Once upon a time there was a company called Ultimate who produced the most amazing games for the Spectrum at the time. They pioneered the arcade adventure and created the first solid perspective game. Nobody could get enough of them. Even their adverts were looked forward to. Then, later, when they had disappeared into the ether, a compilation was released of all their best games. And now, **Richard Swann** has come up with a compilation of all the best hacks for those games:

```

10 REM Ultimate Collection RE
  6A-76C0
20 REM by RICHARD SWANN
30 CLEAR 24500: LOAD **SCREEN
40 FOR a=0 TO 31: LOAD STR# MOD
  DE, a: NEXT a
50 REM Add pokes for each game
60 REM HERE!!!!
  
```

## Sabre Wulf

```

50 REM SABRE WULF
60 POKE 44786,0: PRINT USR 23
  424
  
```

## Cookie

```

50 REM COOKIE
60 POKE 28495,62: POKE 28496,
  51: POKE 28497,0: POKE 28498,0
70 PRINT USR 23424
  
```

## Lunar Jetman

```

54562 REM LUNAR JETMAN
60 POKE 34765,0: PRINT USR 23
  424
  
```

## Jetpac

```

50 REM JETPAC
60 POKE 24117,0: POKE 24118,0
  1: PRINT USR 23424
  
```

## Tranz-Am

```

50 REM TRANZ-AM
60 POKE 25446,0: PRINT USR 23
  424
  
```

## Atic Atac

```

50 REM ATIC-ATAC
60 POKE 34219,0: PRINT USR 23
  424
  
```



# Gunfight

```
30 REM GUNFIGHT
40 POKE 47919,0: POKE 47920,0
PRINT USR 23424
```

# Nightshade

```
50 REM NIGHTSHADE
40 POKE 53442,0: POKE 53443,1
PRINT USR 23424
```

# Cyberun

```
1000 REM MERGE "" and then insr
P1
1010 REM the following poke bef
we the PRINT USR
1020 REM CYBERUN
1030 POKE 36160,175
```

# Pentagram

```
1000 REM MERGE "" and then insr
P1
1010 REM the following poke bef
we the PRINT USR
1020 REM PENTAGRAM
1030 POKE 49917,0: POKE 50751,0
```

# Bubbler

```
1000 REM MERGE "" and then insr
P1
1010 REM the following poke bef
we the PRINT USR
1020 REM BUBBLER
1030 POKE 57515,0: POKE 57516,0
POKE 57517,0
```

# 19-Boot Camp

The assault course on this game is a real pain (and we're talking agony here). Mega-hacker **Antony Johnson** has given you infinite time on the assault course, which means infinite time to get nowhere.

```
10 REM 19-BOOT CAMP hack by A
Johnson
20 CLEAR 24477
30 LOAD ""CODE
40 POKE 23730,179: POKE 23741
95
50 POKE 24607,21: POKE 24608,
250
60 FOR #=40021 TO 40027: READ
#1: POKE #,#1: NEXT #
70 RANDOMIZE USR 24500
80 DATA 33,30,250,34,135,130
90 DATA 195,211,128,33,50,250
17,250
100 DATA 45,1,10,0,237,174,33
110 DATA 250,95,34,195,134,195
120 DATA 211,128,62,50,50,160
130 DATA 148,195,69,125
```

# Barbarian

Not Conan, nor even Maria Whittaker (slarp), but the Psygnosis maze game. Once again **Antony Johnson** is the man responsible, his hacks give infinite arrows and infinite lives.

```
10 REM BARBARIAN HACK by A.Jo
hacker
20 POKE 39830,12: POKE 39831,
250
30 FOR #=4012 TO 40023: READ
#1: POKE #,#1: NEXT #
40 RANDOMIZE USR 39680
50 DATA 62,36,50,104,146,175
60 DATA 50,214,148,195,102,23
7
```

# Virus

Yes, the game they said could never be done on the Spectrum, *Virus*. And yes, the hacker they said could crack any protection system in existence: **Jon North**. Worra combination.

```
5 REM Fixing HACKER by Jon
North
10 LET t=0
20 FOR #=32768 TO 32976
30 READ #1: POKE #, #1
40 LET t=#1-32768: NEXT #
50 IF t=47940 THEN STOP
60 FOR #=32877 TO 32976: READ #1
70 IF #1=256 THEN GO TO 100
80 POKE #, #1
90 LET t=#1-32867: NEXT #
100 IF t=0 THEN STOP
110 LOAD ""CODE: REM USR 32863
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 64,205,33,21,255
150 DATA 34,85,205,62,195
160 DATA 50,58,0,33,32
170 DATA 128,34,59,0,195
180 DATA 0,0,59,107,92
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 178,195,61,0,128
220 DATA 223,181,209,177,144
230 DATA 141,139,151,206,198
240 DATA 199,200,257,125,112
250 DATA 128,62,205,50,84
260 DATA 205,33,0,128,54
270 DATA 85,205,33,109,128
280 DATA 128,50,22,128,50
290 DATA 28,128,50,31,128
300 DATA 50,40,128,50,48
310 DATA 128,35,128,50,42
320 DATA 128,35,128,50,39
330 DATA 128,195,0,200
340 DATA 252,8,160,81,191,175,
50,148,175,195,184,153
350 REM VIRUS hack by JN
```

# Mickey Mouse

The Tefal Men (hi guys) have totally annihilated this game. What have they got against a squeaky voice huh? Poor mouse, but I wish he'd take off those annoying white gloves though.

```
10 REM MICKEY MOUSE hack by S
Tefal
20 FOR #=49516 TO 49549: READ
#1: POKE #,#1: NEXT #
30 RANDOMIZE USR 49516
40 DATA 221,33,35,192,17,37,1
50 DATA 62,255,55,205,66,5
```

# MULTIFACE

Multifacers this month were **Graham Mason, Boffin Brown, Ricki and Steve, and Antony Johnson**. Quite a collation

## CORNER

Game	Poke	Effect
BMX KIDZ	52108,0	lives
CYBERNOID 2	34402,0	ammo
DUSTIN	52045,195	time
	52932,0:52937,0:	
	52939,0	no penalty
	52904,0	immunity
GAME OVER 2	54216,0	lives pt 1
	57606,0	lives pt 2
MAD MIX	40296,0	lives
	39947,n	n=lives
MR WEENIS & SHE VAMPS	30742,2	potions
	39973,0:	
	40019,0:39974,0	energy
	41228,0	
OVERKILL	42968,0	lives
PEOPLE FROM SIRIUS	31374,0	light
	31473,0	bullets
	31329,0	immunity
	28505,0	wierd!
ROAD BLASTERS	47025,0	turbo
	47541,0	no corners
	48635,0	credits
STREET FIGHTER	41740,24	time

```
60 DATA 48,240,33,133,193,34
70 DATA 46,193,195,91,192,175
80 DATA 50,169,159,50,180,142
90 DATA 195,128,112
```

# Crash Preventer

Check out this bit to get the POKES on this page to work. And if they still don't work then it's my fault:

1. Type in the HACK program
2. Save it for later use
3. Rewind game tape to start
4. Run HACK program
5. Play rewound game tape
6. Play game.

# Scrolling Credits

Another batch of hackers-who-would-be-late: **Robert Nelson, James Upton, Paul Hemming, Dean Brazier, Matthew Alcott, Max Hardcastle and Ian Windle**.

# Game Over 2

Back in the October issue I printed the entry code to part 2 of *Phantis* aka *Game Over 2*. Somehow I got it wrong (I still don't know how to this day), but **Khalid Jamil** has kindly corrected me. The code should be 18757.

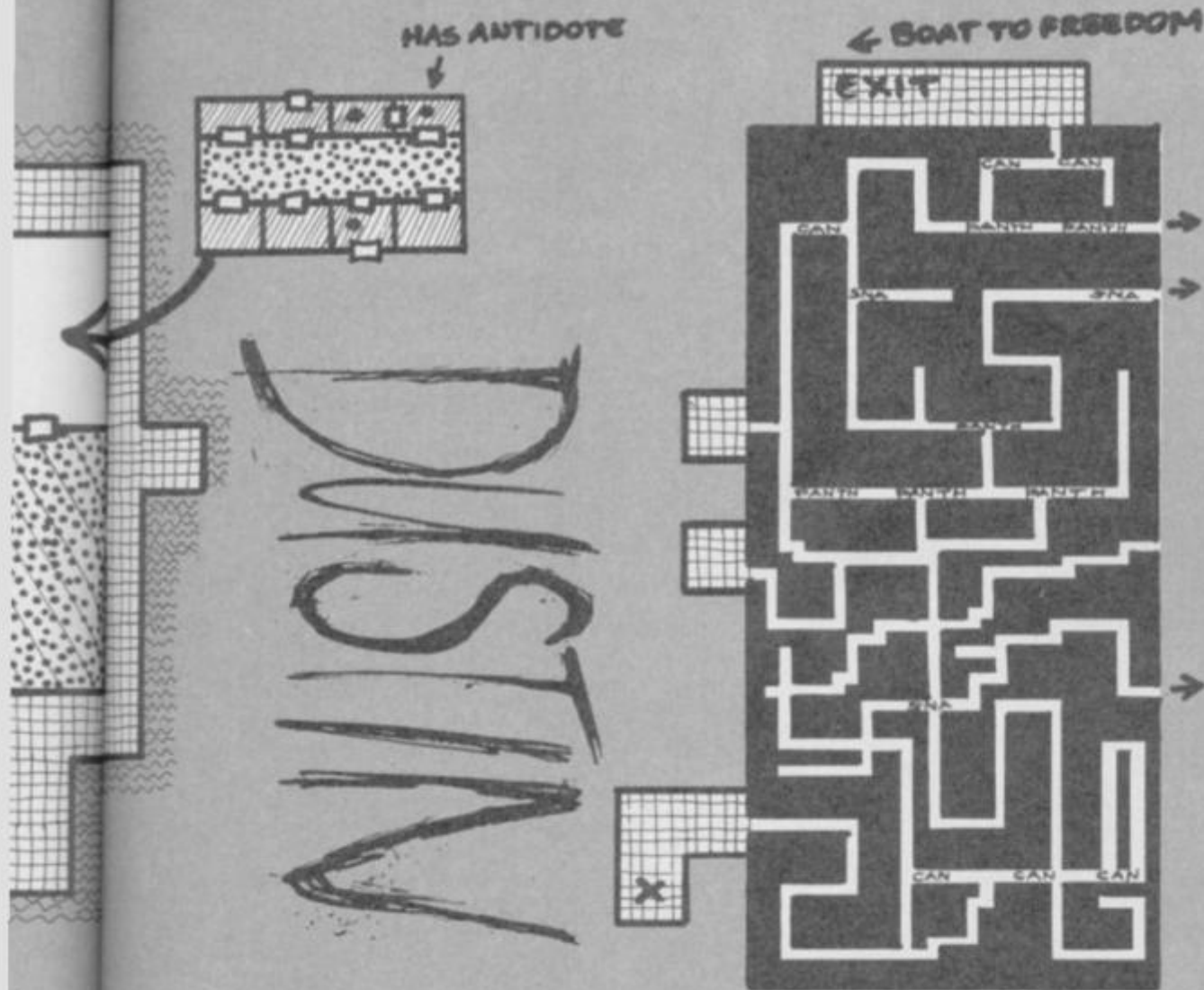
# THE END

Well here you have it, Christmas pokes for you to savour over the stuffed holiday. And if any hackers out there feel like contributing some physical manifestations of their skill (pokes) then the address is **David McCandless, Practical Pokes, YS, 14 Rathbone Place, London W1P 1DE**. I'm waiting. Byeeeee!









# Cybernoid II

Hah! Here they are, the tips you never thought you'd get. The cheats for *Cybernoid II* which give you those all important infinite lives (BTW: Any 'tipper' who spells 'infinite' as 'infinite' or any other brand of case, deserves to have their grammar mashed between two halfbricks. Ya get me?) Hey dudes, what's happenin'? Yes, you guys. Rob Gaffney, Laurie Piper, Scott 'COOL' Turnbull, and Simon Strutt. Giz your tips.

"Redefine the keys as O, R, G, and Y... that's ORGY (FNARRRR!) for the hard (honk) of thinking. Then redefine them as your own keys. Then you have infinite lives. This even works with the demo version we gave you on the cover of *Your Sinclair*.

(PS. To use the weapons on the demo version of *Cyber II*, use the table below.

Weapons	Keys
20 time bombs	2
1 shield	3
5 sets bouncing bombs	4
5 seeking bombs	5
2 smart bombs	6

in case you're wondering.)"

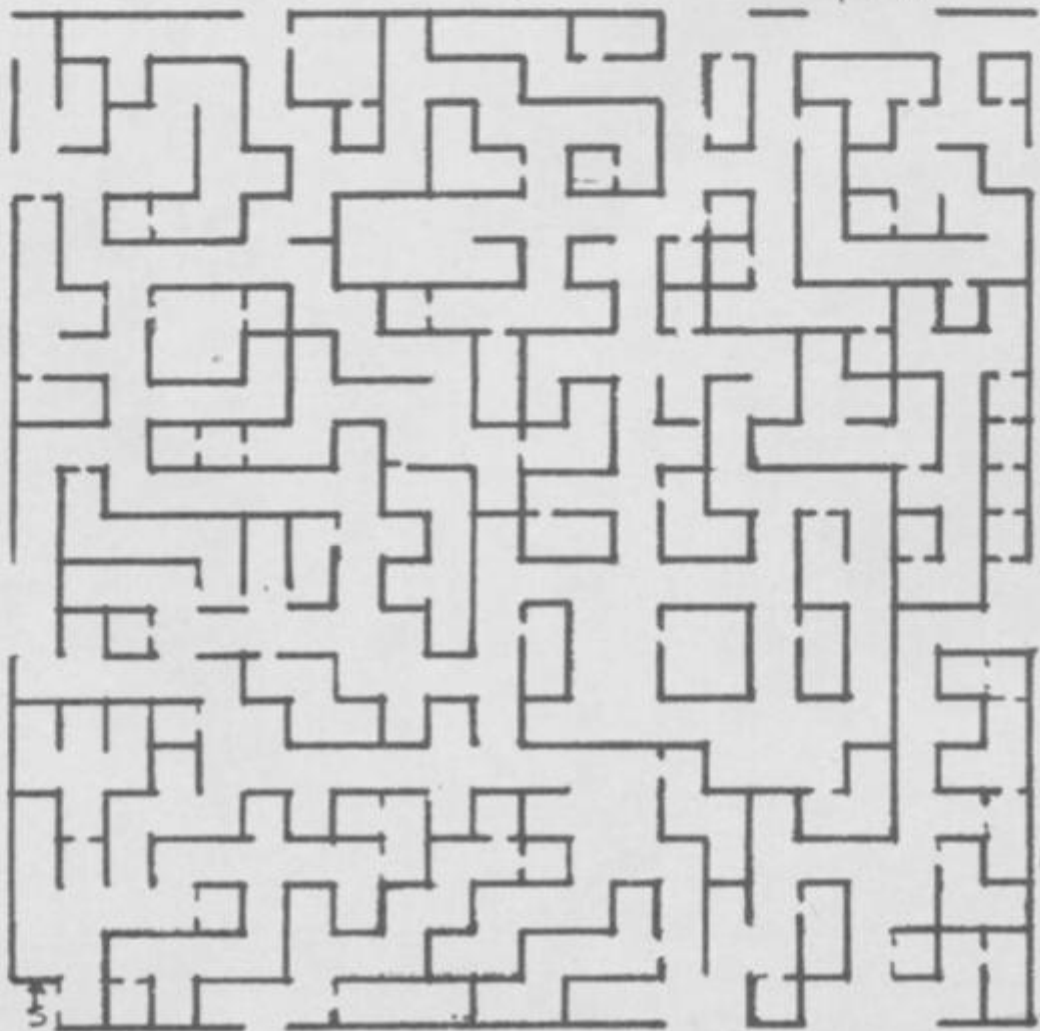
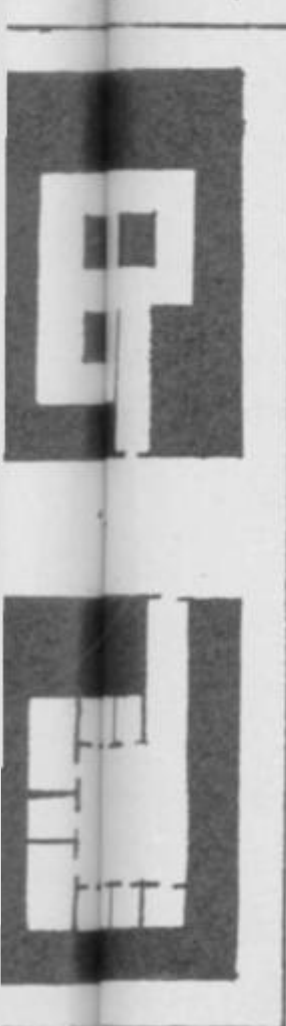
B'DUH  
B'DUH  
THATS ALL  
FOLKS!

And that's about all there is to it. Thanks for joining me in this month's 'Shop', and be sure to tune in for next year's episode when Phil opens up his mail box, only to be consumed by it and spat out as tiny cubes. Send all your hints 'n' tips to Phil South, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

No passage way  
Stas up  
Stas down.

Thank you too to two tooooo... ack! sorry got stuck. Thanx to **Darren Martin** for this complete guide to *Skara Brae*, a quick sketch of the Cellar, plus the Sewer. Yum! And I just had dinner, too.

## The Bard's Tale



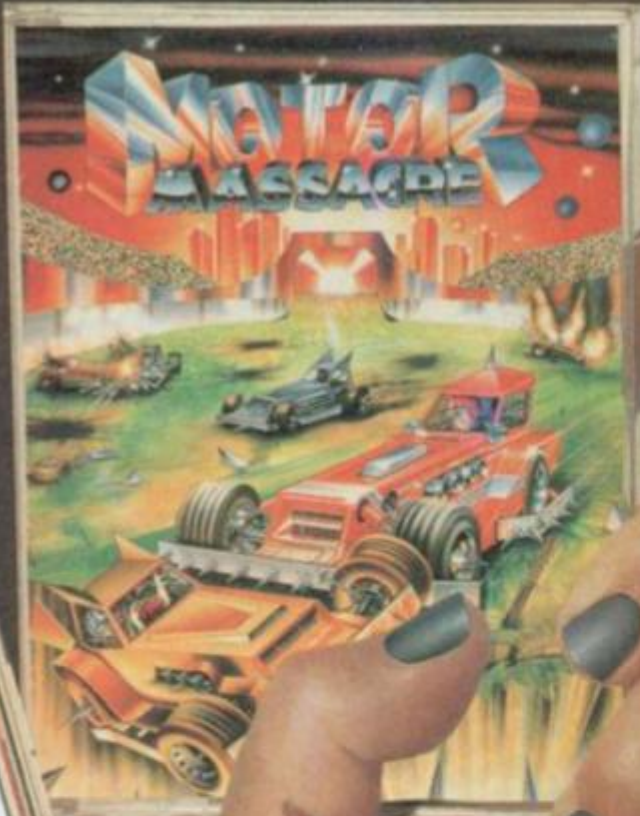


# FIVE FIST-FULLS OF

## MOTOR MASSACRE

The holocaust has come, laying waste cities, continents and civilisation. Out of the devastation emerges a breed of survivors merciless in their greed for simple possessions, barbaric in their thirst for power and dominance. To live even a day is hell, to achieve fame and wealth is deadly. You must fight your way to the Demon Dome and then compete in the most horrifying carnival of motor destruction ever conceived, forcing your opponents into the endless chasms of darkness, before you emerge Supreme Gladiator... supreme that is until the next round of motor massacre.

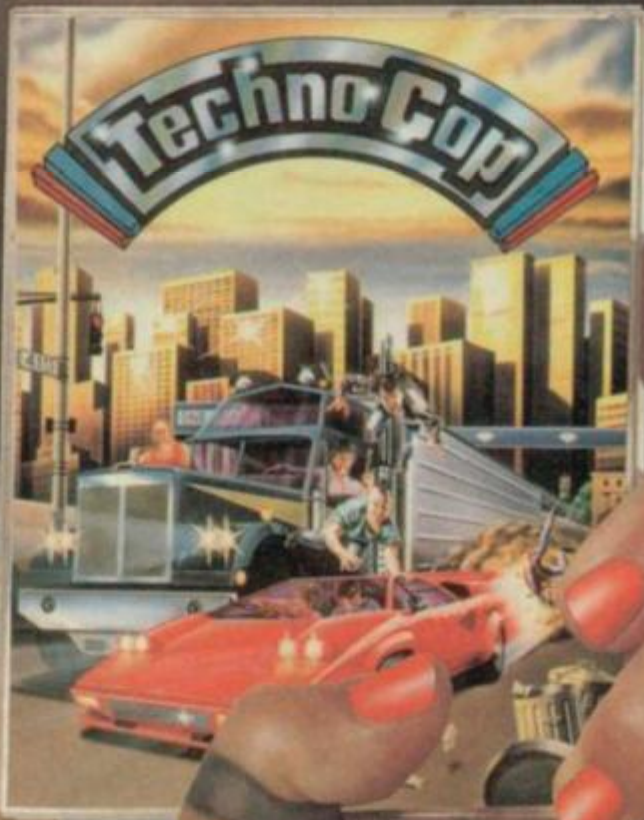
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## TECHNO COP

Step into the future... technology has overtaken society - the rich are richer, the poor are poorer - chaos, unrest, destruction... lawlessness reigns, terror rules. But this is your territory, your assignment with death. These are your streets and you have volunteered to clean out the scum, destroy the streetgangs and eliminate the deviants that pollute your city. Yes you have your beloved sleek racer, but armed with only stun gun and keep net what skills do you possess to neutralize the many hundreds who lie in wait for you? Being a cop of the future is a step into the unknown.

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Screen shots from various formats.



Gremlin Graphics Software Ltd., Alpha House



# HEROCIOUS ACTION

## DARK FUSION

Only the elite pass the three phase test of the Corps of Guardian Warriors - co-ordinated fury in destruction of the mutant hordes of the underworld; supreme command skills in frantic defence against the invading alien space fleets and merciless nerve in bloody battle against the monster of the Pit of Despair. Then the final chilling decision - enter the metamorphosis Chamber to fuse your form with your vanquished enemy or face your next challenge with only the powers your elemental form bestows on you.

## BUTCHER HILL

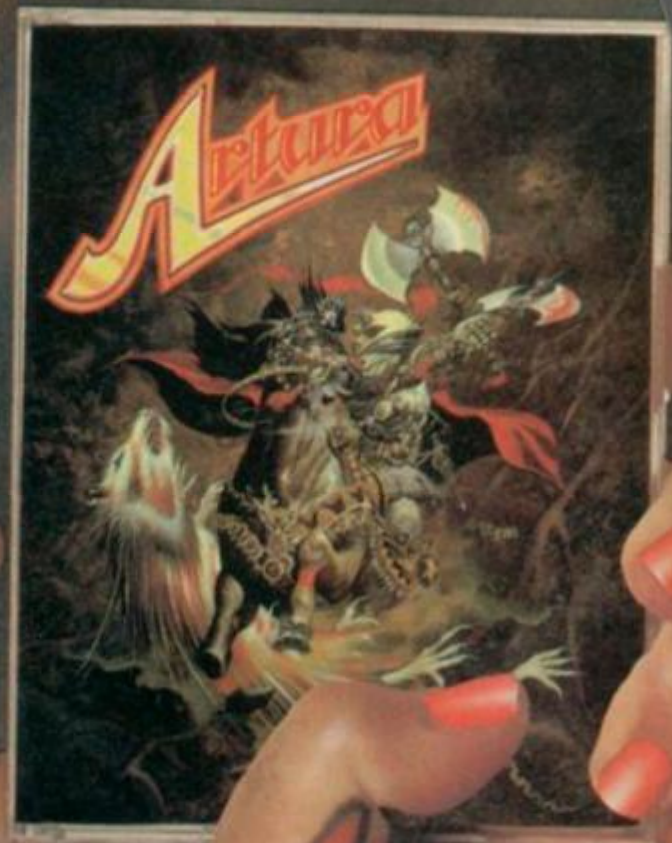
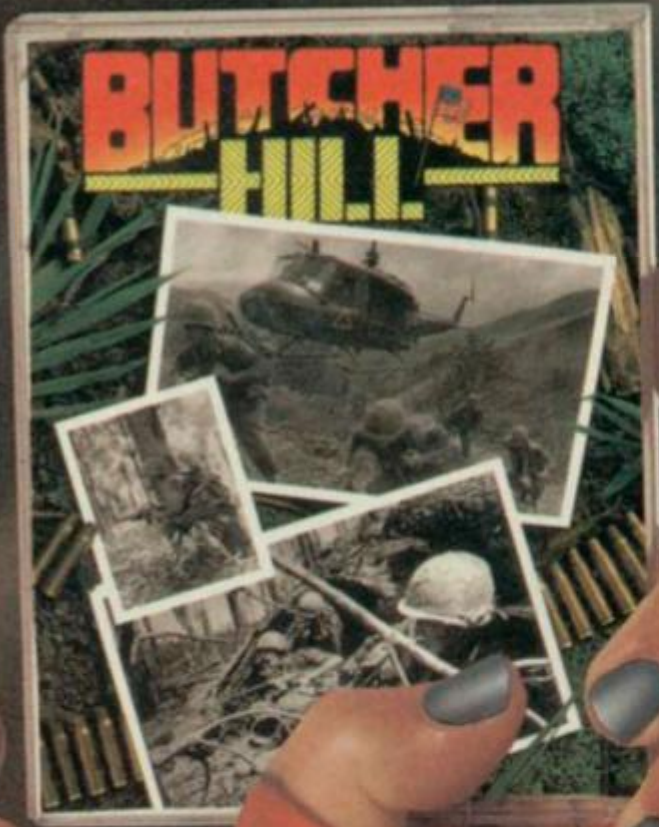
Tension mounts as you navigate the murky waters in your motorised dinghy, seeking out vital supplies and ammunition careful to avoid enemy mines and aerial bombardment. Landfall... deep in the heart of the Vietnamese jungle, heavy with the odour of death, concealing deadly mantraps and enemy gunposts. Panic... an unknown village. Friend or foe? Whichever - the final obstacle between you and your ultimate goal - the assault on Butcher Hill.

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## ARTURA

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# SCREENSHOTS

It's time yet again for the 'who's who? what's what? and why is this one better than that?' bit of your favourite mag. And why not? Let's go!



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

# THE MUNCHER



Gremlin Graphics/£7.99 tape/£12.99 disk. 128K only

**Duncan** Collecting eggs from bird's nests is a rather naughty thing to do, and if you're caught you can face a hefty fine or even a stretch in the 'nick'. However, there's no law against collecting dinosaur eggs, so the only problem you could face is an irate mummy or daddysaurus — and as we all know, they all popped their claws many millenia ago, so there's nowt to worry about. Nowt, that is, unless you happen to be a team of Japanese explorers who have high-tailed it back to the Land of the Rising Sun with a cache of hot Tyrannosaurus 'oeufs'. Guess who's in pursuit? That's right, not all dinosaurs are extinct at all, and this one, controlled by you, is hell bent on revenge!

*The Muncher* is a side on viewed, right to left scroller with quite a bit of colour (and a little bit of clash). The game begins with your monster muncher pounding his way up a Japanese beach with a thump, thump, thump of feet and a glare of destructive fever in his eyes (or indeed her eyes — this game is non-sexist, cos although the tyrannosaurus is in the buff there are no wibbly bits to give any clue as to its sexual identity). Very shortly the city is in view, and automatic pilot gives way to joystick control as you begin your quest.

The idea of the game is that you have to search for the stolen eggs, which have by this time been scattered around various cities (levels) throughout Japan. Having found them, they should be deposited in nuclear waste dumps (also scattered about) which serve as incubation chambers. Hatching these eggs is a vital part of the game, as they are transformed into extra lives (you start with only one) which, believe me, you will need. The eventual aim of the game is to reach the harbour where you will be able to sail safely off into the sunset.

En route, however, mass destruction is the name of the game. Large buildings and giant skyscrapers are just crying out to be leapt, scaled (the screen scrolls down at this point) and quite simply demolished. There are loads of different joystick moves for punching, kicking and lashing your tail and you can even shoot fireballs from your mouth. (S'funny. T. Rex's never did that in any dinosaur books I read).

Sounds easy you say? Well, it would be if the entire Japanese armed forces weren't out to stop you. Little (and I mean little) men on the ground fire their guns at you, while helicopters whoosh overhead and drop bombs. You can leap up and eat the choppers, bend down and eat the men or simply stomp on

them. Each time you get hit you lose a bit of life-force — bullets nibble away at it while direct bomb hits take out great chunks. The animation on the whole is a mite jerky, but it's not surprising really considering the size of the main sprite (you, you clot), and the sound is good as well (well, it is 128K). Not brilliant mind you, just good. There is but one gripe, however, and that's the control response from the stick and keys — it's slow. You have been warned.

Syrupy control response aside, I have to admit that I really enjoyed playing *The Muncher* — there's something incredibly satisfying about razing entire cities to the ground and squashing people underfoot. Mind you, it probably says more about me than it does about the game. What a thoroughly unpleasant person I must be. Blimey.

## YS CLAPOMETER

A large sprite, prehistoric mega-romp and smash-em up with the emphasis on total destruction. Plagued by slow control response but great fun nevertheless.

GRAPHICS            
PLAYABILITY            
VALUE FOR MONEY            
ADDICTIVENESS

8



# A NEW BEGINNING

**Domark/£14.95**  
**Phil** Just when you thought it was safe to go back into the computer store . . . *Genus II* is back, in the guise of *Triv - A New Beginning*. Now I like *Triv*, always have done, but I found the first computerised versions frankly a bit of a downer. Why? Well I always thought them a bit tacky . . . nothing to do with the quality of the graphics, or even the question tapes . . . they just weren't computer games! They were board games in the disguise of computer games! It would seem that Domark had that feeling as well, and knowing what suckers we are for general knowledge quizzes, they've approached *Triv* in an entirely new way. "How would it look," postulated Dom, leaning on the fireplace resplendant in stripey blazer, "if we redesigned it as it would be if it was a computer game to start with?" Mark obviously concurred wiv his spivvy chum, as you can see from the screenshots.

Each player (for this is multi-player time, sports fans) controls a laser powered spaceship; a bit like a really strong torch whizzing backwards through the universe. To save the Earth, you must gain acceptance by the elders of the planet Genus II and say, "is it okay if I move in with a couple of billion of my pals? For the Earth is dying and we need somewhere to doss down for the next few centuries while we get



the builders in."

Of course there's a catch. The elders, being kind hearted if a bit twisty, will let us in . . . but only if we can find them. Oh brother. You have to search the galaxy to find Genus II, and along the way you get to answer a lot of General Knowledge questions and collect triangular icons on the dash of your space cruiser. Hah! Sound familiar? Yep, it's *Triv*.

Look here, I did try to hate this game. No really I did. I wanted to find it facile and boring and a poor excuse for a licence . . . but I like it. It's actually not at all bad, and looks a bit pretty on the screen too. You can get some

mates round to play it and have BIG FUN, surfen' suckers. But hey! Air out your bedroom first?

**YS CLAPOMETER**

*A reworking of the Triv computer game from scratch, which gives you more game and less bored. Good fun.*

GRAPHICS	■ ■ ■ ■ ■ ■ ■ ■ ■ ■
PLAYABILITY	■ ■ ■ ■ ■ ■ ■ ■ ■ ■
VALUE FOR MONEY	■ ■ ■ ■ ■ ■ ■ ■ ■ ■
ADDICTIVENESS	■ ■ ■ ■ ■ ■ ■ ■ ■ ■

**8**

# JOYSTICK JUGGLERS

What a familiar (if slightly unsavoury) set of faces we have for you this month. It's the kind of line-up you'd normally see shackled together, breaking rocks and surrounded by armed policeman, we'll agree — but you can't have everything!



**Marcus Berkmann** — Marcus, is the only computer-game reviewer in the country who is 65 per cent human, 30 per cent bionic and 5 per cent sticky tape



**Phil South** — Phil has recently taken up weight training. His training schedule, involves 'weighting' in long queues at McDonalds and 'weighting' to be served while leaning against the bars of various public houses throughout the capital.



**Ciarán Brennan** — The ex-deputy Ed with a penchant for memorising numbers. Ciarán's favourite book is *Pi To Three Billion Decimal Places* by Professor Heinz Beans.



**Sean Kelly** — Since the last issue Sean has been kidnapped by extra-terrestrials who refuse to let him go until he's taught them how to perform his favourite party trick of balancing wooden spoons on top of one another.



**David McCandless** — Smarty-pants Dave, now editor of his own school magazine has been feeling very tired recently. He's been burning his McCandle at both ends.

- YS SCORES**
- 10 — Shun! About turn. Stand at ease!
  - 9 — Teen. N-n-n-n nineteen. N-n-n-n, erm, nine!
  - 8 — A little bit too much last night. I've now got a dicky turn!
  - 7 — Erm, let's come back to that one.
  - 6 — As a parrot John, over the moon Brian.
  - 5 — Fo lum, I smell the blood of an Englishman.
  - 4 — Sooth, Robin, tis a strange sight indeed.
  - 3 — Nelson Mandela.
  - 2 — Ton Khamoun — the Egyptian 'Child God' King.
  - 1 — Ce upon a time there were three incredibly stupid pigs.
  - 7 — Erm, nope, still no joy.



# R-TYPE

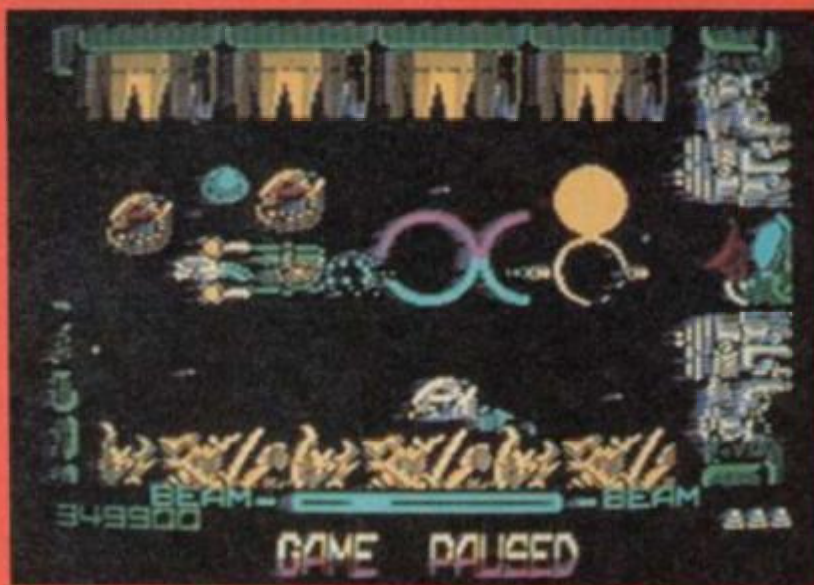


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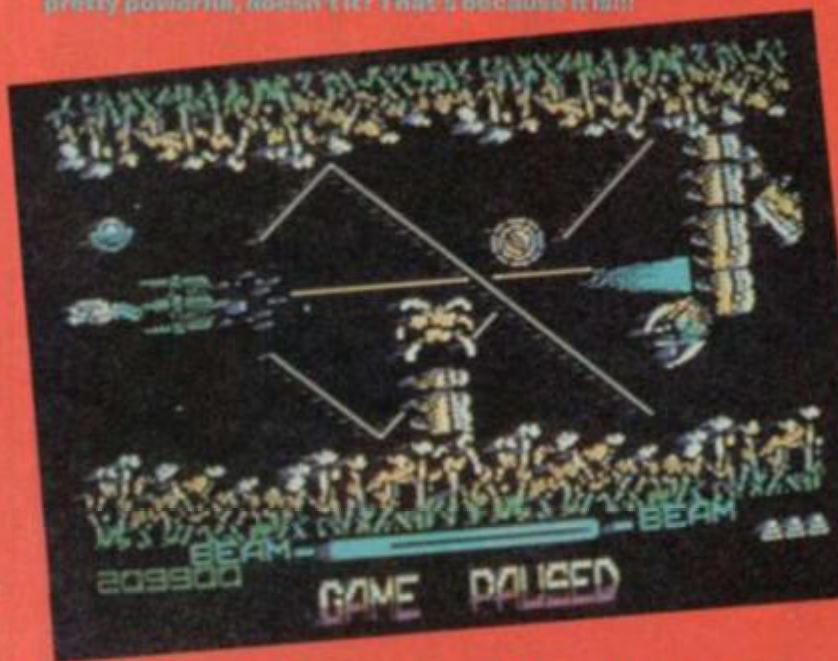
**Duncan** Well well well, it's time for another 'Ho ho ho, they're never going to be able to convert that onto the Spectrum. Have you ever seen the original Arcade machine? It's something of a classic — firmly in the *Defender* mould but with massive colourful sprites and more action than you could shake a boomerang at. In fact it's hardly surprising that plans for downloading it onto the Speccy were received with, erm, mirth to say the very least. I must admit that I myself thought something along the lines of "R-Type? Oh yeah?" Well, Spec-chums — let me tell you something: I've never been more wrong. Well, I have actually, like the time I was spouting forth 'knowledgably' at a dinner party about Evelyn Waugh while labouring under the serious misconception that he was a woman — but that's another (and far more embarrassing) story.

Anyway, *R-Type* on the Speccy. Here we go. Oh, hang on a minute, some of you won't have seen the coin-op so I'll bring you in gently. *R-Type*, in a nutshell, is a right to left scrolling blast 'em up with 'power-up' icons to collect and more deadly aliens than the planet Zoggo. If you think along the lines of *Zynaps* you'll be sort of on the right path. Anyway, having cleared that up let's have a good old gander at the game in question. Basically it's one where you shoot everything that moves — some things shoot back at you while others just get in the way and result in your death on contact. The scrolling background is a sort of cavern with ceiling and floor outcroppings in places, and these, needless to say, can also be crashed into. If you manage to get past the myriad nasties/outcroppings and whatever else then you'll eventually be confronted by the end of level meganasty — and believe me, in this game we're talking meganasties with a capital 'M', but luckily you can pick up icons en route which will increase your firepower.

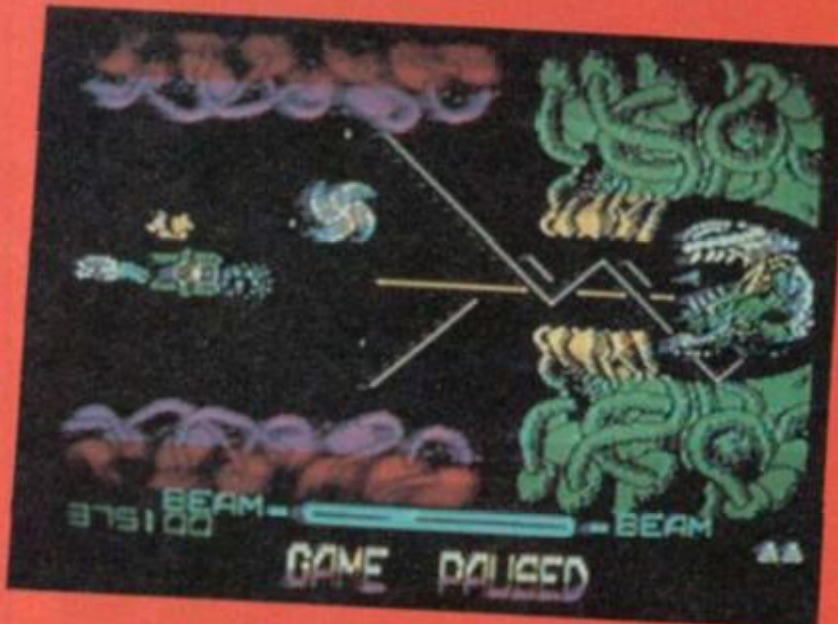
Righto, a fairly familiar scenario then, but the programming and execution behind this game mean it has to be played to be believed. Firstly colour: I actually thought they might have to do this conversion in monochrome, but oh no me



Here's one of the brilliant weapons you can upgrade to. Looks pretty powerful, doesn't it? That's because it is!



And here's the three beam laser thingy. It reaches the parts other lasers cannot reach!



Blimey — that nasty's a little bit on the 'mega' side, isn't it? Hold tight chum, while I prime a fireball to send into your jaws!

hearties, there's colour all right — loads of it with little or no colour clash. Secondly the graphics and sprites themselves move beautifully and some of them are big (big big big), such as the giant spinning 'wheel monster' type thingy near the end of level one. You actually have to get your ship inside it and shoot it in the eye to close its account. And I'm sure there are a lot of even bigger nasties waiting on further levels (I couldn't get past level one before writing this) because there are in the coin-op, and this looks like being a pretty faithful conversion. Thirdly, the weapons system is brilliant. Quick clicks on the fire-button produce standard bursts of laser fire, but should you require a bit more 'oomph' then hold the button down for a sec. You can see the nose of the ship collecting surrounding atoms of some description — then when you release the button again, a large fireball zooms out. Also the 'power up' icons give you some very impressive weapons indeed: a three-way laser, er, well — that's the only one I can describe actually (given the space), but believe me, some of them are brillo. Fourthly there's the incredible addictiveness. The learning curve is a toughy, but also very rewarding once you get each bit licked — thanks to the 'play on' option. Each time you lose your three lives you get plonked on a screen which allows you to continue from where you left off (if you want to — and you probably will). However, this play-on option does only work five times during each game, so you eventually have to start from scratch again, but it means you get a lot of practice at getting past the really difficult bits towards the end of the levels.

I could go on adding to the list of brilliant things, but really it all boils down to this: *R-Type* is a fiendishly addictive and difficult shoot 'em up with great graphics, loads of colour and the kind of knobs which make it scream "Hey, I'm absolutely playable — come and have another go!". In fact I think I will. Oh dear, I can't move for some reason. Yaaarrghhhh! I enjoyed playing *R-Type* so much that I've become paralysed from the spleen down, it's not fair, it's not fair — I want another go!!!

## YS CLAPOMETER

*An unmissable shoot 'em up. As addictive as Angel Delight and twice as butterscotchy. As faithful a conversion as one could hope for. It's a corker.*

GRAPHICS	■■■■■■■■■■
PLAYABILITY	■■■■■■■■■■
VALUE FOR MONEY	■■■■■■■■■■
ADDICTIVENESS	■■■■■■■■■■

9



**Domark/£9.95/+3 version £14.95**  
**Duncan** First it was *Star Wars* in which a war was carried out against a backdrop of stars, then it was *The Empire Strikes Back* in which The Empire, er, struck back and now it's *Return Of The Jedi* in which (Yes we know, in which the Jedi come back again. Now get on with it or you're fired. Ed). Eeeer. Oh dear. Um, anyway, we now have the third part of the trilogy, so without further ado let's have a meatshop.

If you were expecting something in the same vein as Domark's two previous *Star Wars* games (vector graphic shoot 'em ups) then you'd be wrong. This one's a scroller. A diagonal scroller to boot (like *Alien Highway* and *Highway Encounter*). There are various different stages to the game, so let's start with level one (and why not). It's a diagonally scrolling (top right to bottom left) forest of Endor. You play Princess Leia on a speederbike and you have to avoid both the trees and the Imperial Stormtroopers (also on speederbikes). Both would be easy on their own, but together things are decidedly tricky. Keeping out of the way of the Stormtroopers often leads to tree-collisions, and paying too much attention to the trees can result in a Stormtrooper taking you out unawares from behind (oo-er). If you get to the end of this



## RETURN OF THE JEDI

stage you'll be treated to the sight of a band of Ewoks doing something that will make them go blind, or at least that's what it looks like.

The next stage is the Death Star, where you're in control of

the Millennium Falcon with the task of blowing up the central reactor. Again it's a diagonal scroller, and the object is to avoid the dangerous protrusions jutting from every wall as they scroll inexorably towards you.

Avoid enough protrusions, blow up the reactor and it's onto stage three, which is really more of stage one, but with more trees and Stormtroopers. Stage four is more diagonal scrolling, only this time you're in charge of an Imperial Scout Walker, and you've got to avoid/shoot oncoming logs and boulders.

Graphically the game is quite neat. The scrolling is fast and smooth, and the sprites are nicely animated. The control response is very good too. In fact it's all quite addictive — for a while — but the only real problem is substance, or rather lack of it. If you're looking for something to while away a bit of time then you could do worse than *Return Of The Jedi*, but if you're looking for something a bit more 'special' then maybe this isn't for you. It's not awful by any means, but then again it ain't brilliant either. Ho hum.

### YS CLAPOMETER

Third of the *Star Wars* games, and a total style departure from the previous two. Not a bad little diagonally scrolling avoid 'em up, but then not a particularly brilliant one.

GRAPHICS	■ ■ ■ ■ ■ □ □ □ □ □
PLAYABILITY	■ ■ ■ ■ ■ □ □ □ □ □
VALUE FOR MONEY	■ ■ ■ ■ ■ □ □ □ □ □
ADDICTIVENESS	■ ■ ■ ■ ■ □ □ □ □ □

7

# BY FAIR MEANS OR FOUL

Don't you just love boxing? The crowds, the atmosphere, the smoke, the clash of the bell, the grunts, the sweat, the swift nasal exhalations, the count, the money, the divorce settlement, the suicide attempt, the brain damage. Oh yes, it's a great sport, but does it really work on the computer?

No.

There simply aren't enough moves. In boxing you've got your standard punch, your er, punch, and of course the punch. Not very impressive at all.

So when Superior came to attempt a boxing game they were very cunning about it, deciding to include the foulest, most disgusting, loathful and unlawful of boxing moves: the head butt (ooh), the kick (aah), the knee (no!) and the groin punch (swoon). All these among the customary defensive blocks and normal punches and jabs make sixteen moves on one joystick. The idea is to ascend the world rankings to World Champion by pulping the six increasingly deadly muscular monoliths standing in your way.

You have fifteen rounds in which to pulverise your opponent. Each round lasts 60 seconds. For a KO you have to pummel about twenty-five consecutive punches into Mild Martin's gob. Which isn't easy when he's busy doing the same for you. Alternatively, you can opt to be nefarious and seek an opportune moment to strike with a despicable move — like when the referee falls asleep for instance.

Unfortunately, the graphics are primitive and old fashioned. You and the opponent look like twins with the same pointed angular bodies, toeless shoes and pencil necks — only the shorts differ. The referee is a prat in black who marches back and forth like a bow-legged crab.

Everything moves reasonably smoothly, but effective punches must be delivered from the correct distance more or less — and they miss. This gets annoying when, in the heat of the battle, you attempt to fend off Mild Martin with a cannonball of a punch only to find you're standing a pixel too far back!

The moves are awkward to obtain and often slow to

respond. And the restrictions to left/right movement make the characters seem more like shuffling cardboard cut-outs.

The game's tidily presented with a subtle splattering of special effects and humour, but the poor graphics, unwieldy control, and painful speed just prove my point.

Boxing games don't work particularly well on the computer.



### YS CLAPOMETER

A mediocre boxing attempt that just does not survive the count.

GRAPHICS	■ ■ ■ ■ ■ □ □ □ □ □
PLAYABILITY	■ ■ ■ ■ ■ □ □ □ □ □
VALUE FOR MONEY	■ ■ ■ ■ ■ □ □ □ □ □
ADDICTIVENESS	■ ■ ■ ■ ■ □ □ □ □ □

6

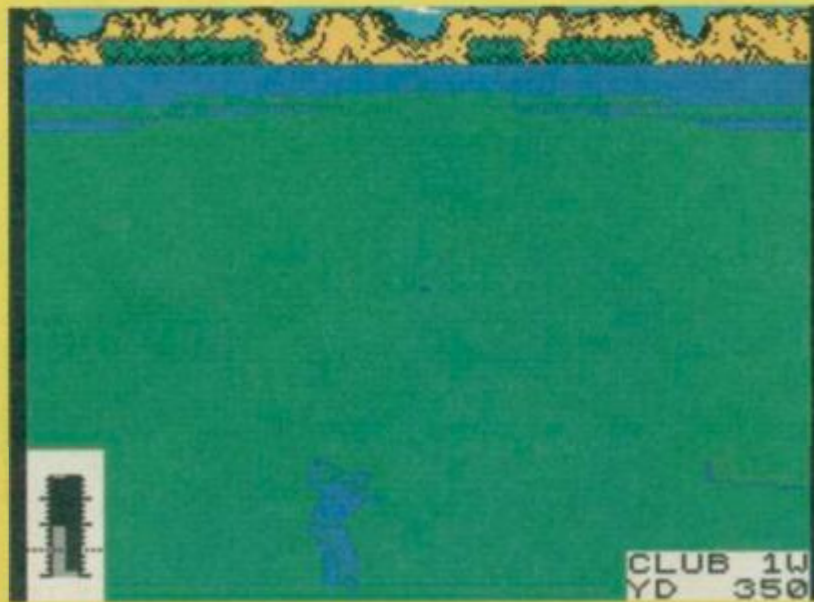


Gremlin Graphics/£12.99 cass/  
£14.99 disk

**Paul & Andrew** This is Gremlin Graphics' latest 10-pack compilation, continuing its 'Great Games' series. Like the majority of compilations, there are a few turkeys hidden amongst some real hot hits. Since you'll have probably seen most of the games before we've given each a short resumé plus a new score based on today's quality of games rather than the score the games were given when they first came out.

**Dragonorc 4**  
Wow! An arcade-adventure! Well, forget Magic Knight's games as this is in a completely different style. It begins with a nice little tune and an effective 3D effect but it's not an easy game for beginners. We found it difficult to get through the gaps in the walls and there are also invisible walls which you can't go through at all. We had a pretty hard time just trying to get out of the first screen! Although there are large detailed sprites there's too much colour and this leads to confusion. Though this wasn't bad in its time we reckon it's a bit old hat now, but if you like arcade adventures it may be worth a look.

**Impossaball 8**  
Sounds like an impossible game? Well actually it isn't. It's very easy to begin with, although as you progress through the game the puzzles get completely impossiball! The scrolling is smooth, and even though it's very colourful, there's no clash. We found it easy to get the hang of and extremely addictive, and we'd definitely recommend it to any ballbuster anywhere. Boing Boing Boing!



**Fighter Pilot 3**  
Bleugh! A 1983 game on a 1988 pack? It's so terrible that you won't even need to be told it's an '83 game 'cos you can tell by looking at it! There is no scenery at all, only green for grass and blue for sky. It's terrible to control, and very easy to disappear into the ground instantly. We hated it.

**Firelord 7**  
Another arcade/adventure! This one's rather in the mould of *Sabre Wulf* with extra objects and trading thrown in for good measure. The graphics and sound are adequate and it is easy to understand. Overall, it's a good game unless you're a real arcade adventure freak.

**Leaderboard 8**  
Fore! *Leaderboard* has to be one of the best golf simulations we've ever seen on the Speccy. Not only does it sport (no pun intended) beautifully animated graphics but there's a pretty realistic game in there as well. You control a golfer and basically all you've got to do is select the appropriate club, depending on the length of your shot, and then simply whack the ball. There are four courses to play and three levels to play them at. Of course, they aren't all straightforward shots — there are water hazards and islands to use as extra green space, though how the player gets there we couldn't figure out as there are no bridges. The 3D perspective is excellent and the player is well animated too. Anyone that likes simulations will find this a lump of gold amongst some of the other (7) iron in this pack! (Very funny, Ed)

**Ranarama 6**  
When this first came out *YS* raved about it. It's not the sort of game for those who like instant playability, unlike *Gauntlet*. It's also an annoying game — when you enter a new screenful of rooms, they don't show up until you actually go through the door. Not only that, it's quite hard, but a few goes on it give you some idea of what to do. The rooms are colourful and detailed, but not cluttered. There's even a pretty natty sub-game, where you have to swap letters around to make 'RANARAMA'. All in all it's a brilliant game for those with an IQ of over 150!

**Rocco 7**  
As I see it, 'arry, dis is my sort of game. 'Itting people 'round the head is good fun, innit? *Rocco* is one of those games that's dead simple to get into, as it only has four keys (left and right hook and defence). What's more it's quite easy to knock out the first boxers. With keyboard, it's simple to control, but impossible with joystick. The restricted movements are okay for new Speccy gamers, but older users may find it gets boring after a while.

Sound is non-existent, and there isn't even an 'oof' as your opponent gets thumped. Overall, it's a good little game, but it's one that won't keep you playing 'cos it gets boring due to lack of moves.

# 10 GREAT GAMES III

**City Slicker 6**  
This one should really be renamed *Jet Set Willy's revenge!* It looks, sounds and almost plays just like *JSW*. But this one's harder to play and has larger sprites. *City Slicker* is a very playable game in fact, but the lack of things to do make it a touch boring after a while. It's almost impossible to control on a rubber Speccy, as it uses Q,W and C/shift. Even so, the characters are colourful and well animated. Maybe it's the '88 remix?

**10th Frame 8**  
Strike! Yet another ball game, but this time it's indoors. Yes, it's ten pin bowling. There's a realistic feel about it, and it's easy to understand though you wouldn't think so from the size of the instructions! The way the ball bounces down the alley (fnurgle wurgle) and knocks the pins over is well animated. It even sounds good when you make a strike! Though *10th Frame* won't completely 'bowl' you over, it's actually quite a good game.

**Survivor 3**  
Read the scenario... 'putting pods in incubators, destroy a race of aliens'... and this game sounds pretty good. Load it up and the loading screen leads you to believe that this game is going to be pretty good. Even the title tune reinforces your ideas that this is going to be a package worth playing! But no! Unfortunately, this game is dreadful. The graphics are messy and the gameplay tedious. Play only if you're a masochist.

## YS CLAPOMETER

A compilation that really is a mixed bag — some of the games really are great but others let the side down. Overall though pretty good for the money — but not the best!

# 6



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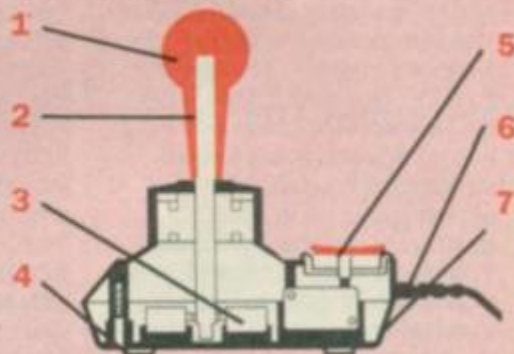
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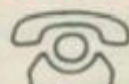
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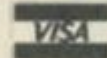
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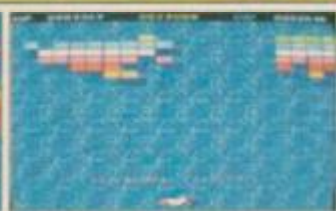




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# BARBARIAN

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Marcus Gwoaaarrrr!

Wooohooohooohooohoooh!  
WAAAAARRRGH! (Get a bucket of water, someone. Ed/Ker-SPLOSH! Thanks, I needed that. Now, where were we? Ah yes, *Barbarian*, which vaulted suggestively to number one on the back (or indeed the front) of the curvacious Maria Whittaker. Another year, another beat 'em up, and here we are again with the still pneumatic Ms Whittaker posing in tiny strips of metal that only the most broad-minded person would ever describe as clothes. No doubt the game is throbbing to the top of the charts as I write.

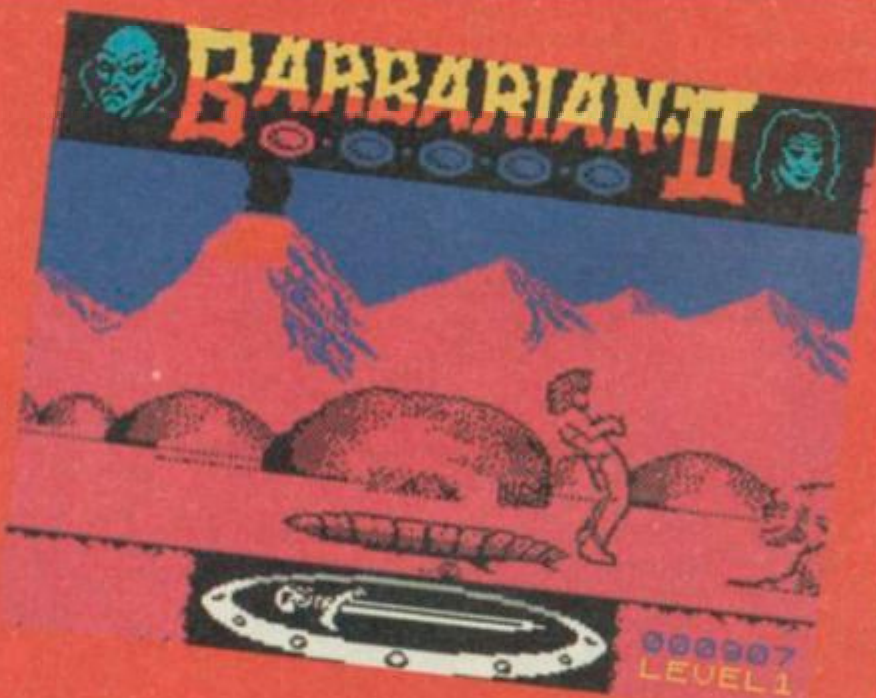
"Ah, yes, but what's the game like?"

What? Did I hear that properly? Did you ask what the game's like?

"Yup, what's the game like, you total pillock?"

Oh I see, you want to know what the game's like. Well, not a lot, really. It's just another beat 'em up, and not a very interesting one at that. But does anyone really want to know that? Isn't the game perched lustily on top of the Gallup Top Thirty?

For indeed that's the problem with these *Barbarian* games. They're basically a case of "nice poster, shame about the game," and while this is much better than its predecessor, it's still not terribly exciting.



You can play either the barbarian or the princess and there are three levels to fight through — the Wastelands, the Caverns and the Dungeons — before you get to the Inner Sanctum of Drax. Each of the levels is mainly just an excuse for different scenery, and is made up of 28 'rooms' arranged in a rather tricky maze. Unfortunately to get through the maze you have to fight umpteen badly drawn nasties, each of which needs dispatching in a different way. You also have to collect two magic thingies from each level

which will give you a chance in the later harder levels.

It's all pretty swift, and quite slickly programmed, but yet again it seems that a software company has tacked together two fundamentally incompatible game types without thinking of the consequences: in this case, slash 'em up and arcade adventure. As we've seen so often before, the combination fails because neither works by itself and they definitely don't work together.

Not that it's entirely without challenge. It's certainly quite fun

to work out how to dispose of the saurian beasts, mutant chickens, stabbers, floaters, orc guards, giant grubs and so forth, that are so completely determined to chop you into little pieces and chuck away the bones. But the maze is a distraction, and there's not enough in the fighting to distinguish this from the eight billion other slashfeasts that the software industry has churned out over the millennia.

Last year *Barbarian* sold a healthy number of copies and surprised everyone. But considering its commercial success, it wasn't exactly prominent in our Game Of The Year feature at the end of the year. *Barbarian II* is unlikely to improve on this performance. Still, to all you lustbuckets who have already pinned up their posters, I'm sure that's not really important. Is it?

## YS CLAPOMETER

*Sloobery follow-up to everybody's fave slash 'n' drool game of '87. Fab poster, but the game's not up to much.*

GRAPHICS  
PLAYABILITY  
VALUE FOR MONEY  
ADDICTIVENESS



6



# DOG FIGHT

AN EXCLUSIVE YS BOARD GAME ESPECIALLY DESIGNED BY DAVID HAWCOCK

**W**hen other magazines (and we're not only talking computer mags here) give away a free board game you know pretty much what to expect — a pull out page or two with a segmented meandering road drawn on it — 'start' written at the beginning, 'finish' written at the end and messages in between saying things like 'go forward three spaces', 'go back two spaces' and 'miss a turn' yawnno! Well, you're reading *Your Sinclair* here, so have no fear. We've got a board game that'll keep you coming back for more and more and more. (And even more! Ed) We asked David Hawcock, a board-game designer (he actually does it for a living — a professional) to produce a brilliant and original game for us. And, by cracky, he has — it's a strategy game, it's a shoot 'em up, it's absolutely and totally corkendous! It has to be played to be believed. Well. What are you waiting for then? Geddit together.

## GAME RULES

- 1) The board is laid out as shown. Note that the squares can all be spaced out more (the sides don't have to be touching), depending on how much room you've got — this isn't the kind of game you can play in an airing cupboard — the drawing room floor is the best bet.
- 2) Up to four aircraft for each player are arranged at the beginning of the game as shown, and moves are taken consecutively. Decide who starts by flipping a coin or the cat or something.



- 3) The aircraft can each move two squares in any direction, and each time you make a move you can make a quarter directional turn — move your plane through 90 degrees either clockwise or anti-clockwise.



Okay, we've sussed out the moves — how do we score?

- 4) Okay, okay. Points are scored by attacking your opponents aircraft. You can only attack from the back and sides — NOT from the front. And you can only attack from a distance of three squares away (or less).



Each time your aircraft is attacked you must make a note of it on the removable card strip which you have on the aircraft stand. Once a plane's

been hit five times it's out of the game. 5) You cannot attack an opponent if your line of fire is obscured by a symbol square, but if you move onto one of the four 'Sun Symbol' squares (in the centre of the board) you are allowed another free move (and 90 degree turn).

6) Attacked aircraft must move from danger as soon as possible, the next move.

7) If two planes fall on the same square then BOTH planes are removed from the game (mid-air collision, as favoured by Spanish Air Traffic Control). This can be very useful if your plane is in a losing position, i.e. has sustained four hits, cos you can move onto the square of an undamaged opponent plane and wipe it out in a tactically advantageous kamikaze fashion.

The loser is, as you might have imagined, the first person to have zero aeroplanes left on the board, although bearing rule seven in mind it is actually possible to draw the game. Still the only way to discover the myriad thrills spills and tactical skills is to play it! So get on with it. Oh, if you come up with any tipshop tips for playing with write in and tells us at Dogfight Tips, YS, 14 Rathbone Place, London W1P 1DE.

## PLAYING BOARD CONSTRUCTION

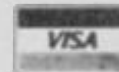
The board layout is made up of 64 squares, each measuring 100mm by 100mm. 12 of these squares are 'symbol squares', and we've supplied you with these on the double page spread: stick the pages onto card and cut them out. The other 52 squares are plain, so just cut them out of white card — come back when you've finished. Tum de tum de tum. Oh, hello again. Got your 64 playing squares? Got your eight aircraft? Good — then you're ready to play.



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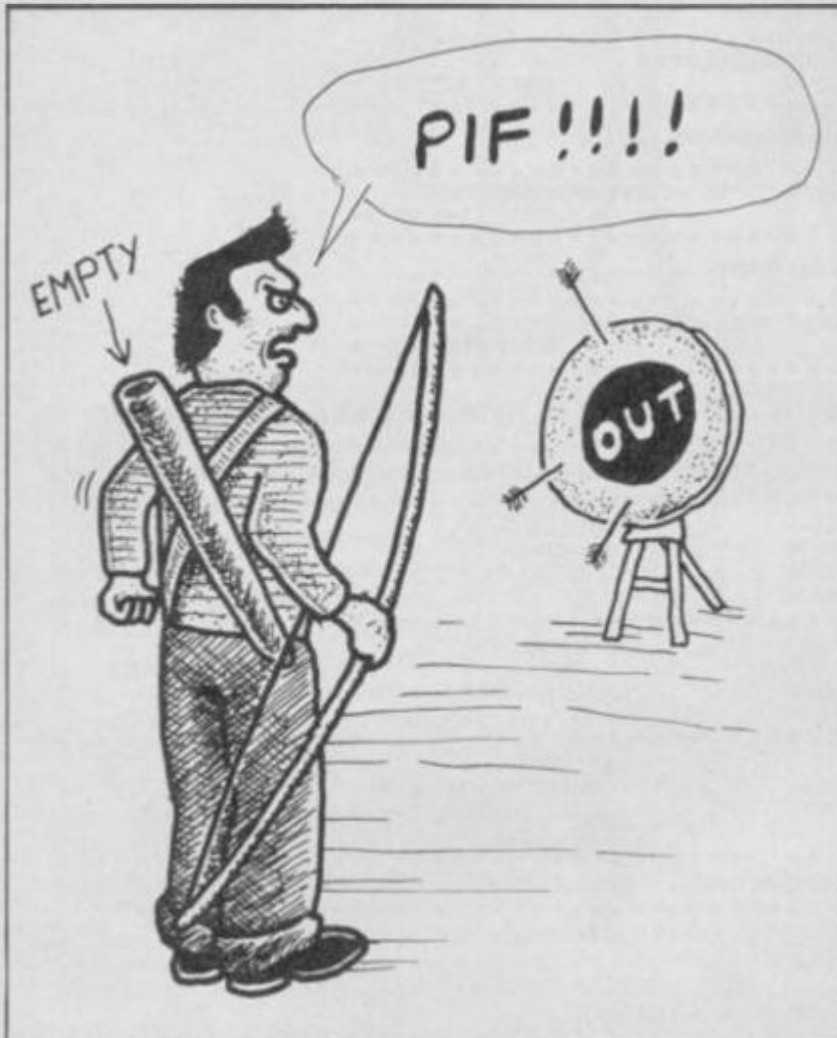
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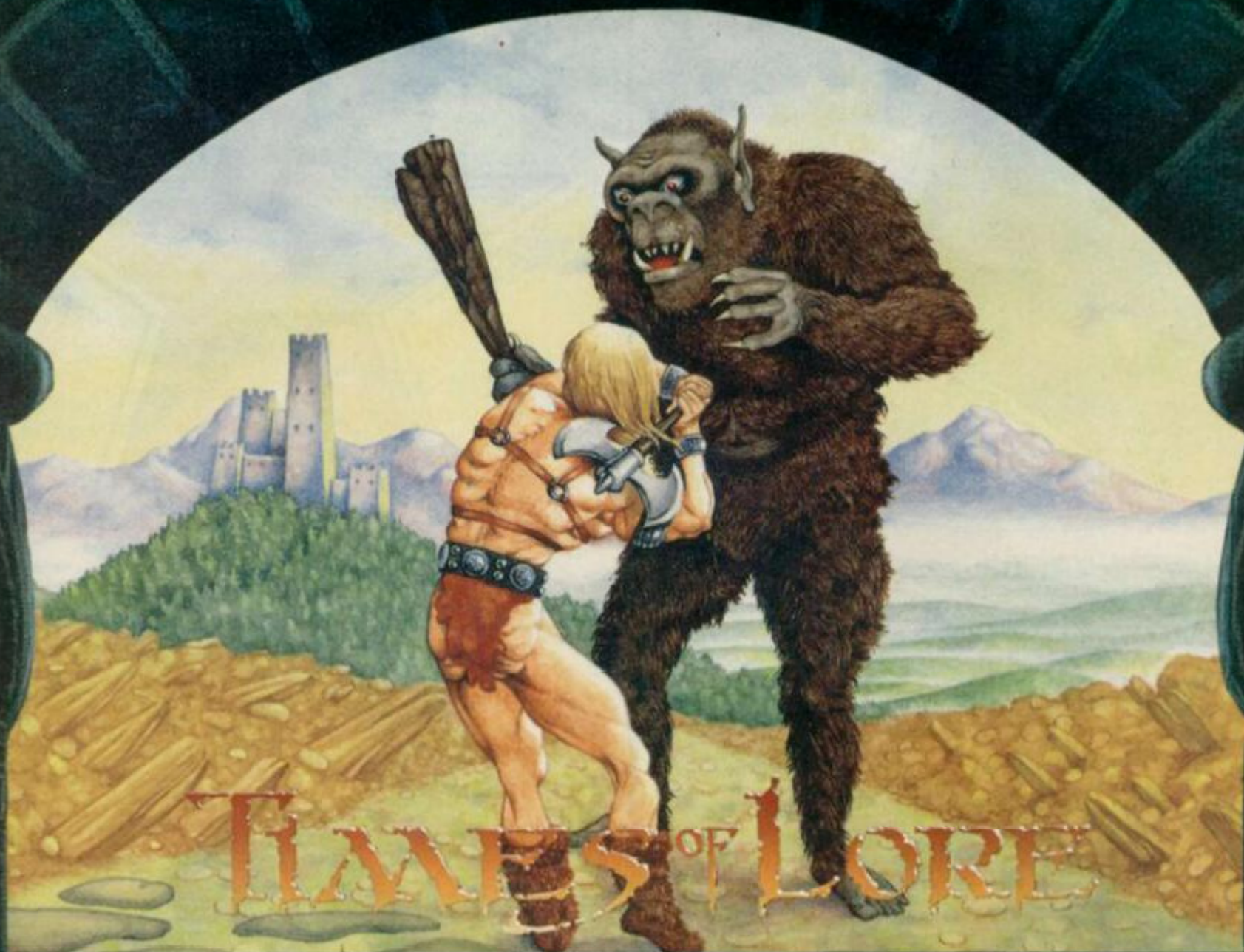
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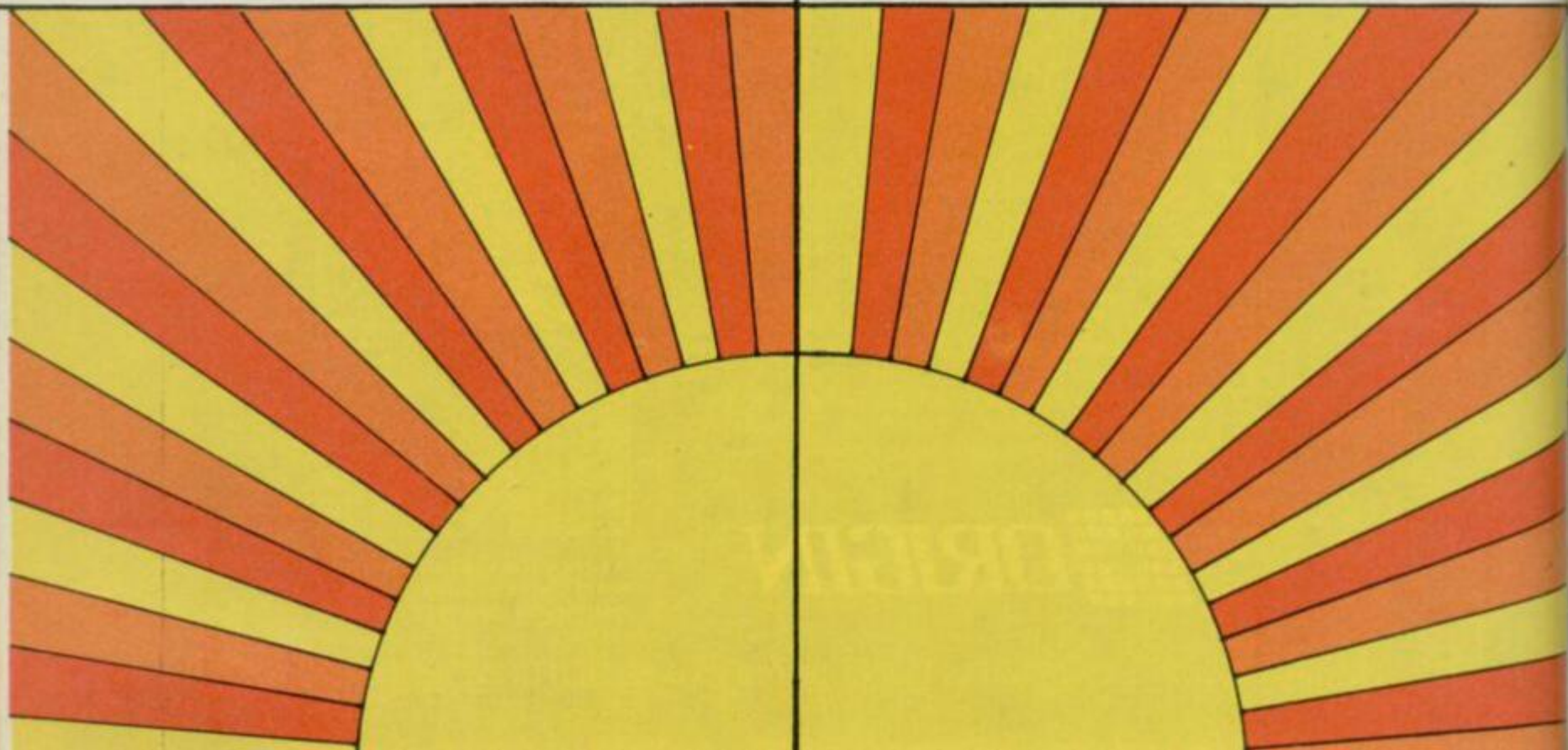
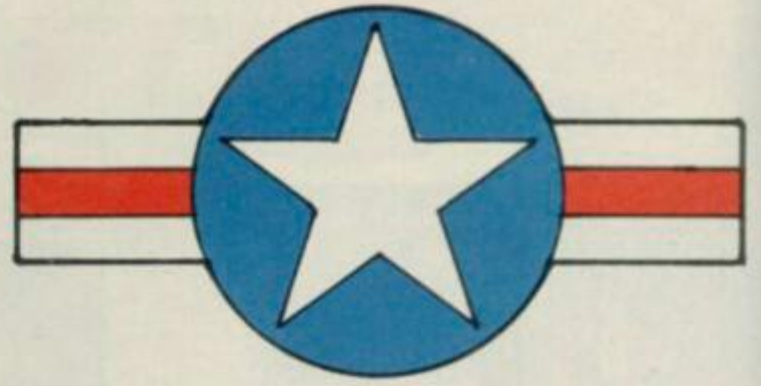
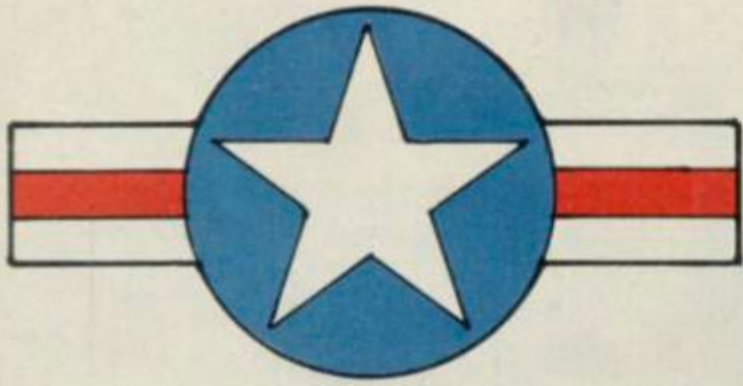


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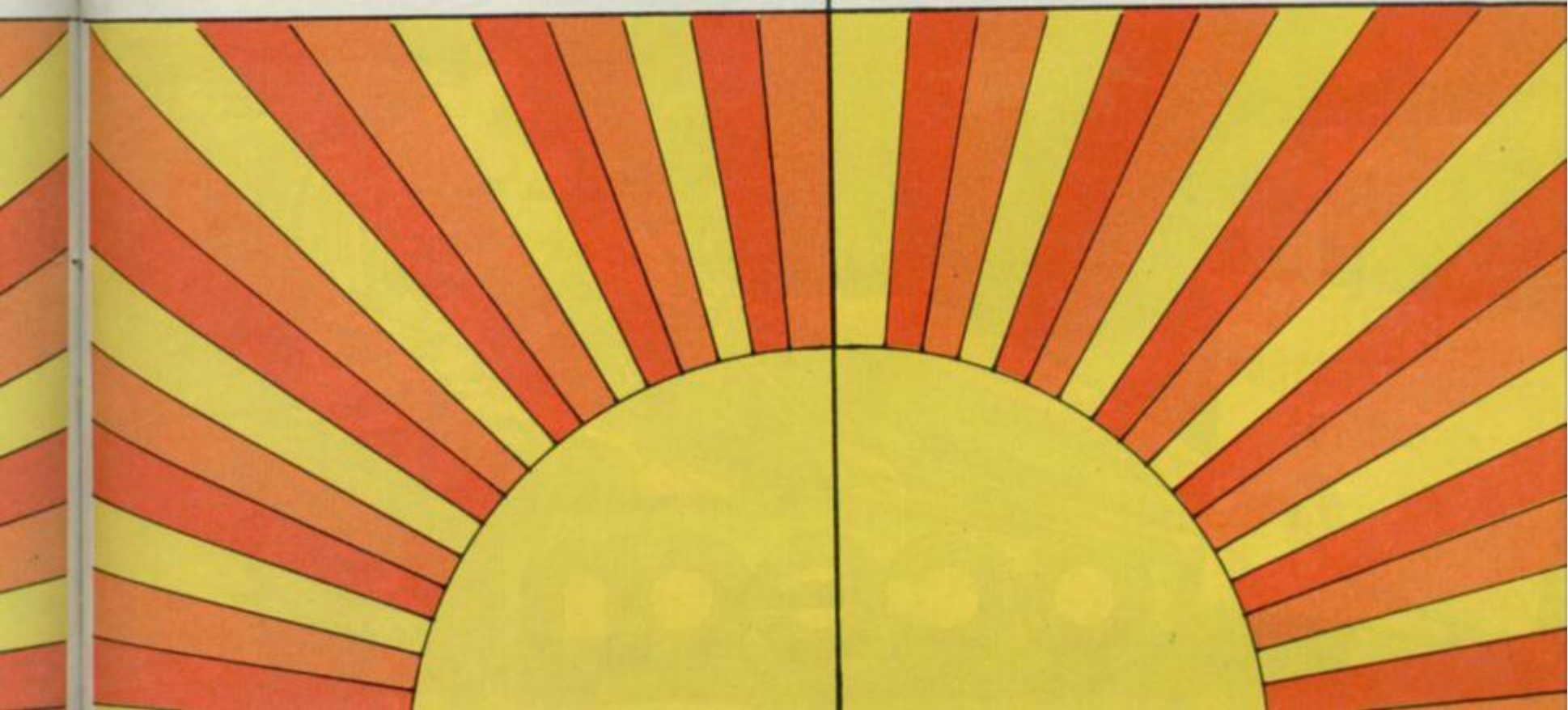
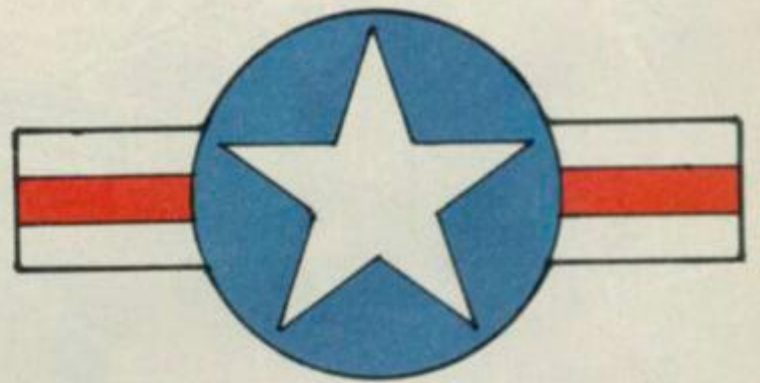
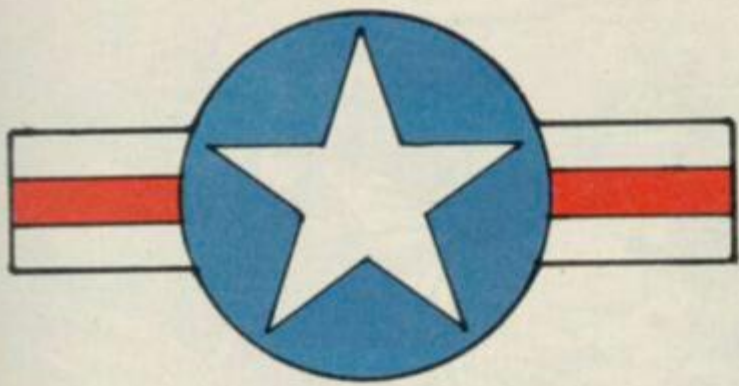
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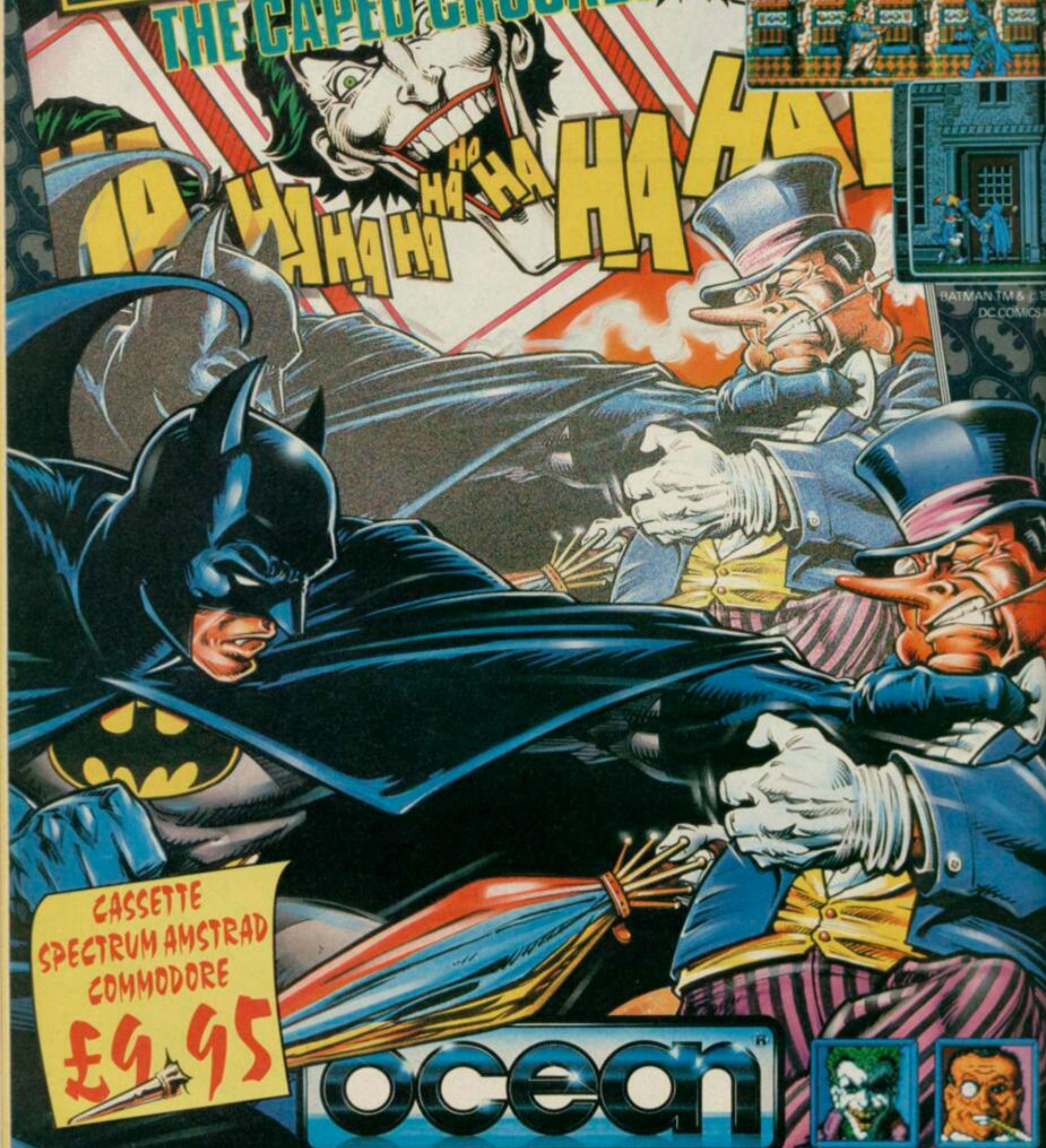




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# ASSEMBLY INSTRUCTIONS

First of all you either have to trace or photocopy the aircraft layout page onto thick paper or thin card. Then get some scissors and a pot of glue together and you're ready to go. Just follow the simple steps.

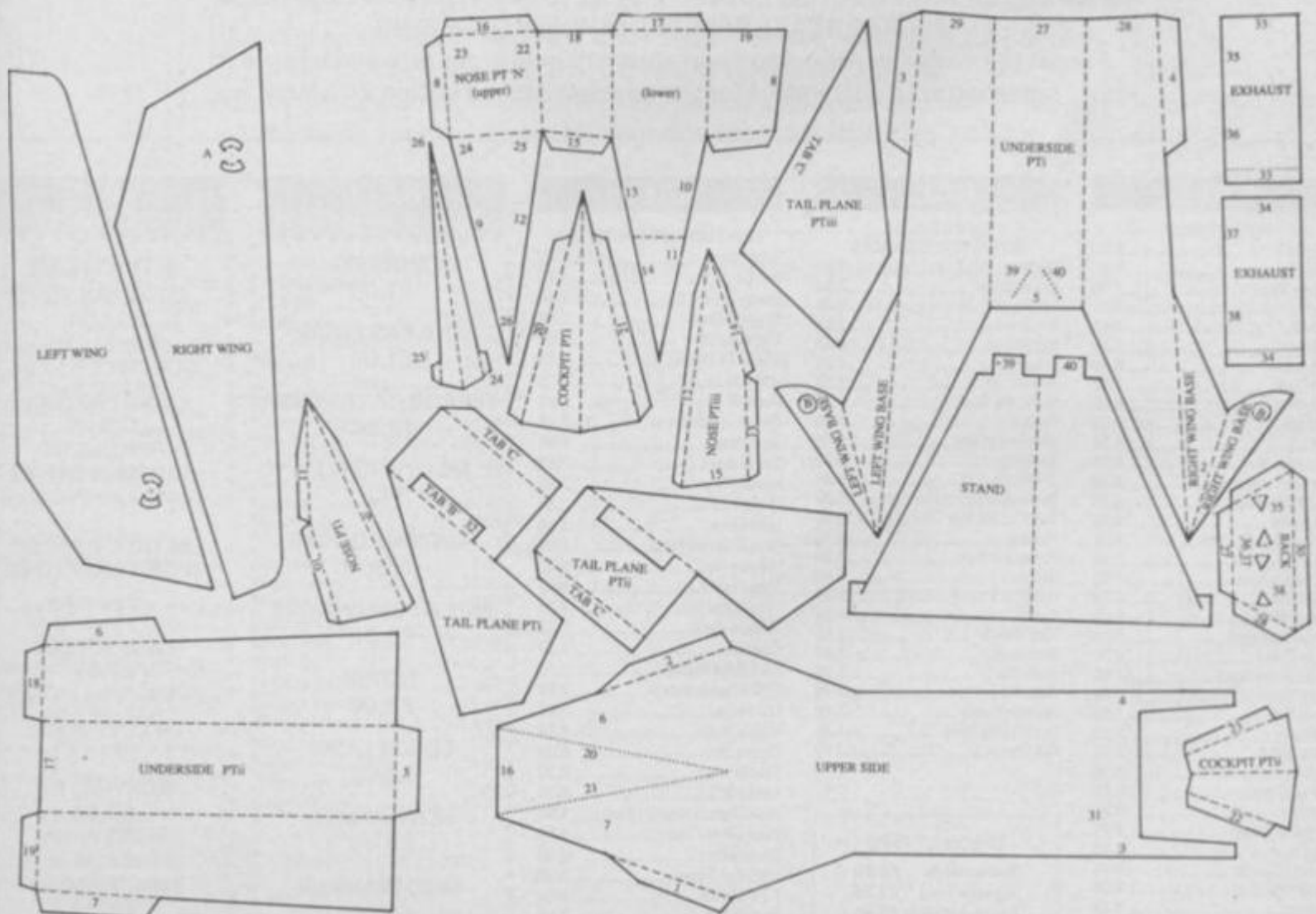
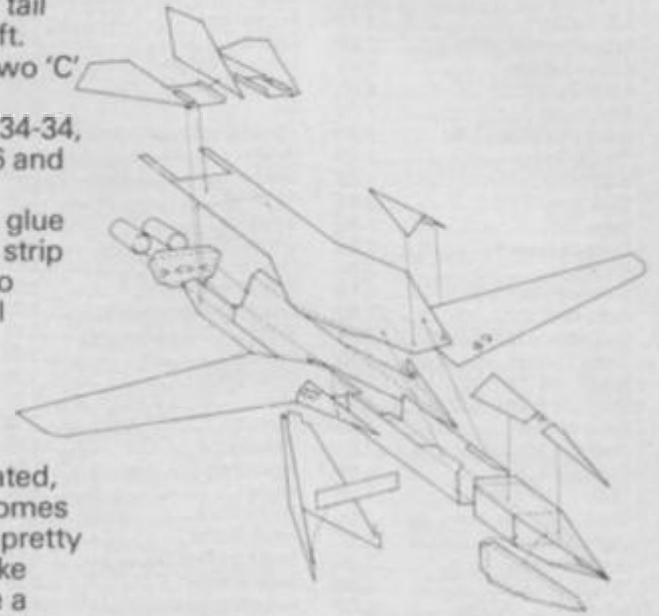
- 1) Cut out plane underside and two wings. Sandwich the right wing in between the two halves of the wing base, slotting tabs labelled 'A' through hole labelled 'B'. No glue is required — ensure the wings move freely. Repeat this for the left hand wing.
- 2) Cut out the plane upperside. Glue onto underside 1-1, 2-2, 3-3, and 4-4.
- 3) Cut out the plane underside pt ii, glue into position 5-5, 6-6, 7-7.
- 4) Cut out nose pt iv, glue 8-8. Glue nose pt i into place 9-9, 10-10, 11-11. Glue nose pt ii in place 12-12, 13-13, 14-14, 15-15.
- 5) Join complete nose onto body 16-16, 17-17, 18-18, 19-19.
- 6) Glue cockpit pt i into place 20-20 and 21-21. Glue cockpit ii into place 22-22 and 23-23. Glue cockpit iii in place 24-24, 25-25 and 26-26.
- 7) Glue plane 'back' to rear of aircraft 29-29, 30-30, 27-27, 28-28.

8) Cut tail plane i. Glue onto plane upperside, fold tab 'b' in and glue onto body underside 31-31, 32-32. Do not glue tab 'C' down. Repeat this for tail plane ii on opposite side of aircraft. Slot tail plane iii in between the two 'C' tabs and glue.

9) Assemble exhausts 33-33 and 34-34, glue onto plane back 35-35, 36-36 and 37-37, 38-38.

10) Cut out stand. Fold in half and glue plane on top 39-39, 40-40. A card strip should be slotted into the stand to keep the score for each individual aircraft.

This process looks quite complicated, but once you've made one it becomes almost second nature — which is pretty lucky really, cos you've got to make eight of them. Oh, and it might be a good idea to use different coloured paper for each set of four planes — for ready identification of who's who when you're actually playing. Oh, and never again say that YS doesn't give you something to 'do' on Boxing Day.



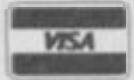




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The ghost of Christmas presents came to Castle Rathbone and the YS team made a real spectre-cal of themselves choosing a stocking full of fillers!

Merry Crimble little munchkins! The yule tide season brings with it peace and harmony to our poor beleaguered lives, as any fool knows. But has this festive spirit seeped through to the dank den of iniquity that is the YS office? Heavens to betsy, no! The sad truth is that the ne'er do wells in this neck of the wood are sooo mean, sooo avaricious an sooo stingy that when poor ol' Santa came to call he got a pretty rough reception. No titbits for the reindeers, no cosy glass of sherry for old Whitebeard himself... just a swift, savage grope in the grotto and the theft of all his prezzies. If you want to know what everyone nicked for themselves, puzzle no further – the goodies are on display through the... arched window...



# SANTA'S STICK-UP

Ooo-ERR!

## T'ZER'S TASTEFUL TITBITS

The YS desperados are headed by their feared leader, **Teresa Kneecapper Maughan** who plumped for the most tasteful of goodies...

"As befits a person of my exalted position I have made

choices of the highest quality, and I've naturally selected the most sophisticated and subtle objects. Take these luvverly Spitting Image Charles and Di slippers (£19.95), the perfect footwear for jitterbugging to the fabbo, happening sounds of Stock, Aitken and Waterman's *The Hit Factory Volume 2* (£6.99). Truly a magnificent

musical meisterwerk! It has it all – 'love angst and rebellion' – well a thumping good beat anyway! Piece de resistance however goes to the truly wonderful game called... ahem, mumble, mumble... *Fart* (£7.99) which is all the rage at raily naice parties. Which is a shame really 'cos I never get invited to any – I wonder why?"

## THOR'S TRENDY TREATS

For mucho mayhem we turn to vicious man-mountain **Thor**. And with a name like that it's obvious he's the new YS designer!

"Aaaargh,whorrhagh, here comes my Dino-Rider's Triceratops (£12.99) loaded to the gills with death dealing laser cannons and the like. I'm just a big kid at heart and love things to play with. (*Raised eyebrow !!! Ed*) Arnie Schwarzenegger flexes his pectorals (fnurgh) in my video choice *The Terminator* (£9.99), an everyday story of rampaging cyborg cutting a swathe of destruction. Ha, ha, brilliant stuff! A game about hedgehogs sounds tame enough, but *Hedgehog's Revenge* (£12.99) is the game where the prickly



3

1

- 1 Charles And Di Slippers (£19.99)
- Fart (£7.99)
- 3 The Hit Factory Vol 2 (£6.99)







pests get their own back on 'flatten and run' motorists with a smidgin of dynamite. All this is topped off with my perfect fashion accessory, the head chopping cleaver (£1.99). Just think of the fun you can have pretending to your friends that someone's put a chopper through your bonce."

- 4 Dino-Rider Triceratops (£12.99)
- 5 Terminator video (£9.99)
- 6 Cleave (£1.99)
- 7 Hedgehog's Revenge (£12.99)



### CATHERINE'S CHRISTMAS COLLECTION

Okay yah it's the arty farty Art Ed, Catherine, with her nice little haul from the Xmas smash and grab...



"Christmas wouldn't be the same without The Queen's Speech and a jigsaw so I've chosen this rather delightful fragmented form of Cliff Richard (£2.99) — I can't wait to jiggle him about and put him

all back together again. Ooh and I love the Ghostbusters' Ghostzapper (£14.99) it provides hours of fun blasting away (with four different zapping sounds!) at ghosties and ghoulies. And there are six different projected images of spectres too! If that all sounds too much, don't lose your marbles — you'll need them to chuck at the vast carnivorous plant in my absolute fave game ever called Feed Me! (£8.75); a veritable little shop of horrors indeed!"

- 8 Cliff Richard Jigsaw (£2.99)
- 9 Ghostbusters Ghostzapper (£14.99)
- 10 Feed Me! (£8.75)



### JACKIE'S JOLLY JAPES

Pictured here with Gilbert The Alien bursting out of her chest, Jackie the YS Production Editor gets to grips with some truly gruesome gifts...

"I enjoy a bit of the Christmas spirit (hic!) which is why I've chosen these well snazzy Xmas Socks (£4.50). In bright red



cotton with penguins and snowmen these'll keep my tootsies warm all winter. And 'cos I'm so trendy, worrabout this Ferguson Walkman (£14.95) — it'll be great to listen to all my Acid House music. I couldn't resist the T-Shirt of everybody's fave alien, Gilbert (£6.99) — ain't he cute? And finally the angler's delight, Small Fishing (£4.99) — that'll keep me happy on Boxing Day."

- 11 Xmas Socks (£4.50)
- 12 Ferguson Walkman (£14.95)
- 13 Gilbert T-Shirt (£6.99)
- 14 Small Fishing (£4.99)



### DUNCAN'S DIPPY DELIGHTS

He's completely hatstand, his brain's on another planet — probably Uranus and he's dead greedy 'cos he swiped FIVE prezzies off Santa!. Yes Duncan, our resident loony and Staff Writer makes his selection...

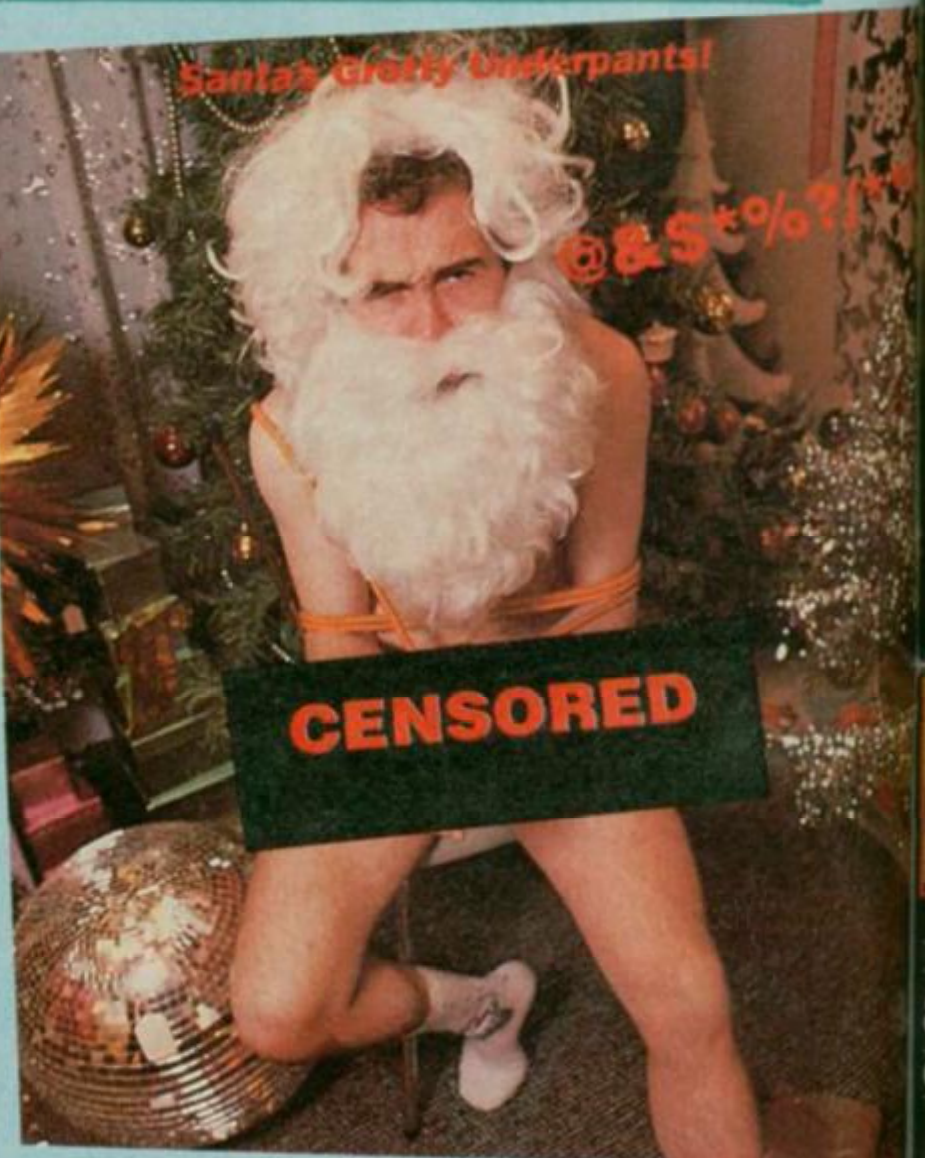
"I've always fancied myself as a bit of an exec so when I spotted this Car Phoney (£2.99) I snapped it up. It's 'the communications tool that keeps you in style without keeping you in touch' and it's brill! If you've always fancied saying "Can I have a P please, Bob" without getting some smart arse answer from the man himself now you can do it in the comfort of your own living room with the board game Gold Run (£1.99). Only trouble is, it doesn't come with a plastic pop-up Bob smile. Holy videos its Batman — The Movie (£9.99). Kerpow! The dynamic duo once again run round Gotham City witting their pits against those nasty villains, the Joker, Riddler and Penguin. Oh, and I mustn't forget my Potty Shots and Paul Daniel's Magic Set, which'll keep me 'entertained' in the New Year!"



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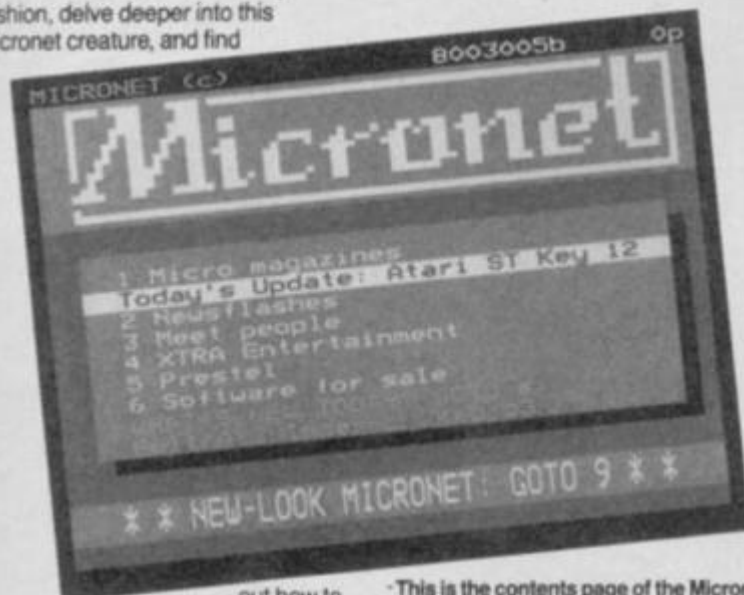
## HARDWARE

# RAGE HARD!

**This month, Phil South takes the lid off Micronet and makes you an offer you can't refuse!!**

**A** bit of a funny *Rage Hard* this month, as it covers something that's neither all hardware nor all software. (It's ethereal man!) What I'm talking about is a thing called Micronet.

Now you may or may not have heard about Micronet, but unless you've actually used it, you probably won't know just how good it is, or how cheap it is to run. Micronet is what you'd call an Online Service, an electronic library which is constantly updated. It contains messages, free software, reviews, news and a truckload more besides. Some of the features are so new, you probably don't know you need them until you give 'em a whirl. So let us, in true Snouty fashion, delve deeper into this Micronet creature, and find



out how to make it tick on your Spectrum.

### HOW DO YOU DO IT?

First you need a modem (supplied by Micronet for free!). This is a piece of hardware which enables you to talk to other computers down the phone line. You plug your modem into your phone socket, your phone and Speccy into your modem, and your Speccy becomes a terminal for the 'host' computer at Micronet. The host can then send 'pages' of information down the phone line to your computer, and anything you type on the Speccy keyboard is sent to the host. This means you have mainframe power inside your Spectrum. Wow!

The viewdata format, the colourful page format that Micronet displays its information on, is not unlike the way that TV teletext puts up its info. But the difference is that Micronet viewdata has random access. Whereas Oracle and Ceefax are serial, (you have to wait for the next page to come around, yawn) in Micronet you can choose the page you want to look at simply by typing \*page number#. You can also type in the names of the pages you want, like \*MAILBOX# or \*SHADES# and watch the pages appear almost instantly.

### I NEVER KNEW THERE WAS SO MUCH IN IT

Having paid your subscription, connected your modem, dialled up the local phone number, and typed in your password, you're in. What is there to see? Well right away there's the Spectrum magazine, a special group of pages of magazine length (updated every week) of the most current news and views on your favourite computer. Obviously the reviews aren't the strong point of this sort of magazine, as they can't give the depth of coverage that a

This is the contents page of the Micronet database, showing pathways into all the possible subjects you might want to read/participate in. Just press the number in front of your selection and the page you select will be called up in seconds. As you can see the magazine for today is the ST (ptul!), but one day a week it's the Speccy mag. You can look at the stuff at any time of the week, but it's updated once a week.

paper mag can... like YS for example! They can't do screenshots for a start. But there are other areas in which the immediacy and interaction of an electronic mag can outswing its paper buddies.

There's the online machine code course, the letters page with its immediate response, Lip-Sync which is a chatline, general chat, and of course Spectrum telesoftware. Chat is a wild and wacky thing. You type a message on the screen, and someone else who is online, probably in another part of the country, types a message in response. Then



This is the menu telling you where to go if you want to chat with another person online. This isn't as daft an idea as it sounds, and it's actually a very addictive pastime. And you make some good

another person who's seen both messages types in his two pennies worth. All of the people in the conversation are at different ends of the country, but they can chat as if they were in the same electronic room. Cool!

There are several varieties of chat on Micronet; Lip-Sync is the Spectrum specific one, plus some general chatlines... but there's also a faster and more efficient meeting place inside the host computer.



It's called Dialtalk, and in it you walk into a vast electronic conference centre containing a lot of rooms. You pick up the key to a room at reception, walk to the room, unlock it and wait for people to walk in and talk to you. Or you could mailbox people to turn up at a certain room at a certain time, and have a meeting. You can talk about anything, really. (Keep it clean though, otherwise it makes the phone lines all filthy!)

I mentioned Telesoftware before, didn't I? The software is one of the most interesting things about online services. You can 'download' a program from the Micronet computer into your computer and save it on tape. The range is amazing, ranging from utilities for terminal programs, to graphics programs, demos, and even games from all the top houses. Code Masters has a deal whereby all its games are available for download. Obviously you have to pay for them, but it's great to have them there and then, without having to wait for Postman Pat to deliver them to you! Plus there's a selection of fabby *Your Sinclair* programs as featured in Program Pitstop for you to download. Saves typing them in!! You can send your own programs to Micronet to be downloaded by others, too, and you get a royalty each time they're downloaded. Unless it's public domain, or free, that is.

There's so much to talk about, I don't know whether I'm going to get it all in? There's one very important bit of Micronet that I haven't mentioned though, and that's *Shades*. *Shades* is an online Multi User Game, or MUG, which allows a whole bunch of people to play an adventure game, just like a

The gateway to one of the most popular areas on Micronet is the *Shades Multi-User Game*, an adventure game which allows loads of people to play at once. People have met each other and got married by playing *Shades* but don't feel you have to marry every thieving halfling you meet along the road... Rule No. 1 of *Shades*: Don't kill that nasty little goblin, it might be your granny.

normal adventure on the Spectrum, except the characters you meet are real people like you. You can explore, fight, rescue damsels, win treasure, and generally have a ripsnorting time in the *Shades* universe.

*Xtra* is the leisure magazine, and now contains *Xtra Voltage*, a special yuppies' gadget section featuring all the news in hi-tech bits and bobs. I love this, not being a yuppie you understand, but being a technophile

### What It Costs:

**Micronet/Prestel**  
Subscription £79.95 per year, or £20.00 per quarter.  
Connect charges: Midnight-8am FREE; 8am-6pm (Mon-Sat) 7p per minute; 6pm-midnight 1p per minute; All other times 1p per minute.  
Other charges: Mailboxes and incoming telex FREE; Outgoing telexes UK 50p per page; Rest of the World from £1.00; Local phone call 50p per hour off peak.

contacts, too. So far I've written a book and two games with people I met online, and I meet more people every time I log on. Just imagine your computer full of friendly little Spectrum people. (Wasn't that an Activision game? Ed)



(Or even a TechnoPhill Ed) I like this gadgetyness.

Gallery is a place where you can hold your own Special Interest Group and make your own pages for other people to read. You can design the pages and make them look just like the rest of Micronet, and people can read your stuff and correspond with you.

As well as ALL this, you also have access to the Telex network, so you can send telexes (wow), and also use Telecom Gold. As a Micronet/Prestel user, you are entitled to a free sub to Telecom Gold, the country's premier

mailboxing service. That's not to put down Prestel, which gives you both a fine and well subscribed mailboxing service, as well as access to Prestel's 250,000 pages of up to date leisure and business information.

There's more, much more, but I'll have to leave that to you to discover for yourself. Check it out. It's got to be the biggest thing you'll stick into your Spectrum. (Honk) And watch out for our special offer, which features a never to be repeated deal between ourselves and Micronet. Here it comes ... WHACK! Yargh!

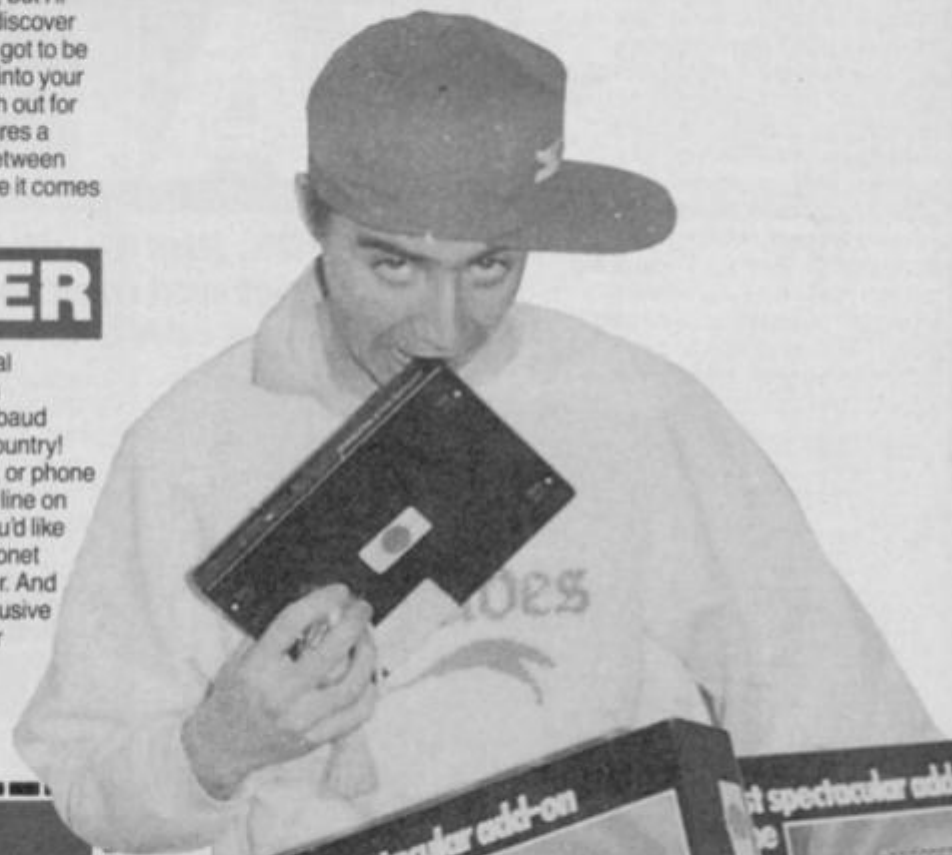
## FREE MODEM OFFER

Psst! Want a free modem? Yup, you read it right. Your Sinclair together with those comms people Micronet (Comms? Ha! You should see their underwear!!!) are giving away a skipload of modems when you buy a quarter subscription for just £19.95! Wowsa. Yes sirree, bob! A VTX 5000 modem worth about 30 quids, for just about nothing. The software you need is built into it, so when you start the computer up the program runs and you're ready to dial up Micronet. Plus

you can load scrolling terminal software (downloadable from Micronet) to access 1200/74 baud Bulletin Boards all over the country!

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(Serves you right too! Ed)



### QUICK!

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VIDEOFACE digitiser turns pictures from a video camera or recorder into standard hi-res Spectrum screens. Screens can be copied to printer, incorporated into other programs, saved to tape/m drive/disk, animated (6 different screens can be held by VIDEOFACE and changed as you wish). VIDEOFACE is menu-driven, fast and very easy to use - all you need is a Spectrum, COMPOSITE VIDEO signal and a lead.

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Christmas is just around the corner, and strangely enough so is the Virgin Games Store. Being as your favourite mag doesn't do things by halves we decided to combine the two, so we donned our walking boots, armed ourselves with full combat gear, some Christmas cards and some jolly Yuletide questions and went on a little trek to catch some of you viewers doing your Christmas 'shop' — and you wouldn't believe what we found...

Meet Stephen Cammack (14) and his dad George. We stuck a selection of cards under their noses and Stephen chose the big Hagar The Horrible one. "I'd send this to my sister, Amina, and the message would say "Don't disturb the neighbours". She's noisier than a pneumatic drill". What game would you most like for Chrimble? "Eeerr, uuum, *Last Ninja 2*. Without a doubt". What's your favourite Quality Street? "The long yellow toffee ones". George, do you save the Xmas wrapping paper for use the following year? "Definitely not". (Oh yeah?)



# Worra Loada Baubles!

Nick Sanchez (13, left) and Noel Smith (12), are obviously a couple of creepies, judging by the messages on their cards: "To the greatest mum in the world", and "To mum (the greatest)". The games they want for Christmas are (respectively) *Spitting Image* and *Firefly*. Who's the most annoying relative who stays with you over the Xmas period? Nick: "The cat. It's really annoying, it hides under the wrapping-paper and leaps out at you. And it climbs the Christmas tree". Noel: "My mum — she won't let us open the presents before four o'clock in the morning". Do you save the wrapping paper from your presents? "Yes". "Eeerm, Yes"



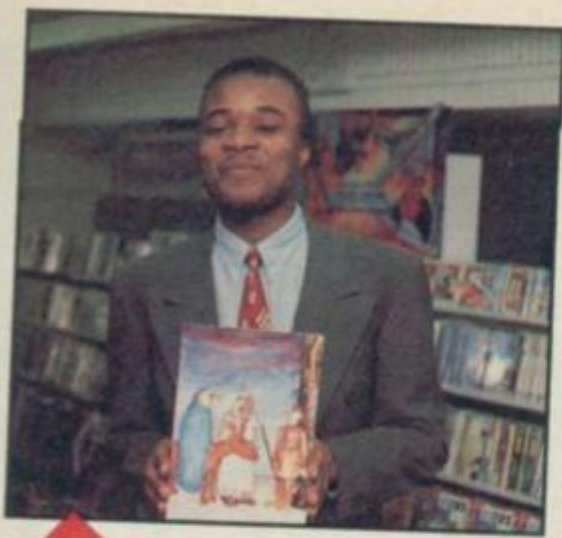
Mike Murphy (19, left) and Leonard Harding (20) are avid YS readers, and they also actually work at the Virgin Store. To whom would they send the cards they picked? Mike: "I'd send it to 'The Girl in Reading'". Oh? And what would you put? "I can't tell you, it's classified". What about you, Leonard? "I'd send it to the girl who works downstairs, she's called Michelle and she's totally gorgeous". And what would you put? "Um, Happy Christmas". Would you seal it with a loving kiss? "More than likely, yes". What were your favourite pressies last year? "A Strippogram", "A leather Jacket". If Santa was involved in a fatal sleigh crash who could replace him? "Terry Waite", "Eerm, Bobby Robson". Neither Mike nor Leonard save their wrapping paper for a year, and they both get drunk on Boxing Day.



Nick Atkinson (15) reckons he'd send his card to Margaret Thatcher with the message "Merry Christmas you old bag". Oo-er! What game would you like for Christmas? "Operation Wolf please. I got *Thundercats* last year". Who's the most annoying relative who stays with you over Chrimble? "Auntie Nora. She's an ogre. She's a right old bat. She makes me do the washing-up and all that kind of stuff — she even forced me to change my hairstyle once". What film are you sick of seeing every boxing day? "The Wizard of Oz and The Great Escape". On the subject of Boxing Day, what do you actually do? "Funnily enough last year I had a boxing match with my brother Jason — it was in my bedroom, and we had proper boxing gloves and everything". Who won? "Me".



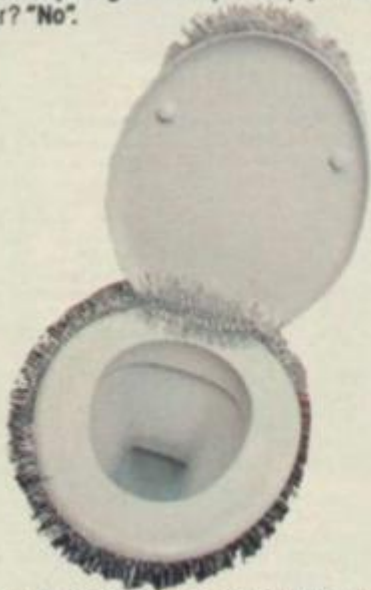




Owen Chambers (20) picked his card with no hesitation. "I've chosen the one with the McDonalds joke cos I've got a really good friend called Winston who works at McDonalds. It'd probably put 'I suppose you've seen this before', or something like that". Owen would like *Predator* for Chrimbo, but last year he got a brilliant pressie: "I got a video". What, a film? "No, an actual Akai Video Recorder". Blimey Who's your most annoying relative? "Rema, my sister in law. She dumps her kids at my place and I have to look after them". Who do you think could replace Santa if he was involveld in a fatal sleigh pile-up? "Rowan Atkinson would be quite good". Do you keep your wrapping paper? "No".

# Worra Loada Baubles!

Emma Langstaff (16) and Michael Shore (17), are cousins. Are you "kissing cousins"? "No", "Certainly not". Who would you send your cards to? Emma: "I'd send mine to Michael, and I'd put 'Good luck with Jodi'". Michael: "You rat! Right - I'd send mine to Emma and I'd put 'Get in there with Julian' Ha ha ha". What game would you like for Christmas? "Scrupies", "Leaderboard". They cite each other as the most annoying relative: Emma: "He plays crap music the whole time - Guns And Roses and Wasp - I'm into Acid House". Michael: "She spends the whole time taking the piss out of me". Who could replace Santa Clause? "Rick Astley", "Bernard Manning". What's your fave Quality Street? "The long yellow ones", "The round yellow ones". Michael doesn't save his wrapping paper but Emma does. Thrifty, eh?



Darren (12) and Stephen Gough (13), wouldn't send their cards to anyone. The games they want this year are *Guerrilla War* and *Thunderblade* respectively. Last year they both got leather jackets. Who's the most annoying relative who stays with you over Christmas? Steven: "Nana Dight - she coughs the whole time". Darren: "And she's always playing practical jokes". Like what? "Well, last year she stretched cling-film over the toilet bowl, and Dad went and got the floor all wet. Actually he's pretty annoying as well". Who could replace Santa? "Demis Roussos", "Harry Secombe". What do you actually do on Boxing Day? Steven - "Steer clear of Nana Dight". Do you keep your wrapping paper? Darren - "No, but Nana Dight does".



Hey, it's Sumair Jagirdar (20). Who on earth would you send that disgusting card to? "My sister Huma. I'd put 'Dear Sis (the fat one) love from your master'". What game would you like for a present this year? "*Last Ninja 2*". What did you get last year? "A leather jacket". Why has Rudolph got a red nose? "Um, cos he's been sniffing Father Christmas's bottom". Who's the most annoying relative who stays with you over Xmas? "My Gran - she's really old fashioned". What kind of annoying things do you reckon she'll be doing this year? "She's dead, actually". Eeeeeerrrr, uuuuuuu, eeeerrr, eerrrr, what's your favourite Quality Street? "The long yellow ones". What Christmas-time film are you most sick of? "*The Ten Commandments*". Sumair doesn't save his wrapping paper for a day, let alone year.



These three stooges are (from left to right) Andrew Dean (12), Richard Oliver (11) and Martin Dean (9) who would send their cards (respectively) to Moggy the cat, Dickens the dog, and Sooty the rabbit. What would Andrew and Richard like for Chrimbo? "*Barbarian 2* and *Red Storm Rising* please". And Martin? "Erm, I'd quite like *Strip Poker*". What did you all get last year? "*Driller*", "*An electric guitar* - a 'Woolworths Special' Les Paul Copy", "An acoustic guitar, but I can't remember what make it is". Who could take over from Santa in the event of him accidentally getting 'topped'? "Maggie", "Kinnoek", "Freddy Mercury". What's your fave Quality Street? "The raspberry ones", "The long yellow ones", "The green triangular ones". Do you keep your wrapping paper for use the following year? "No", "Yes", "No". Phew!

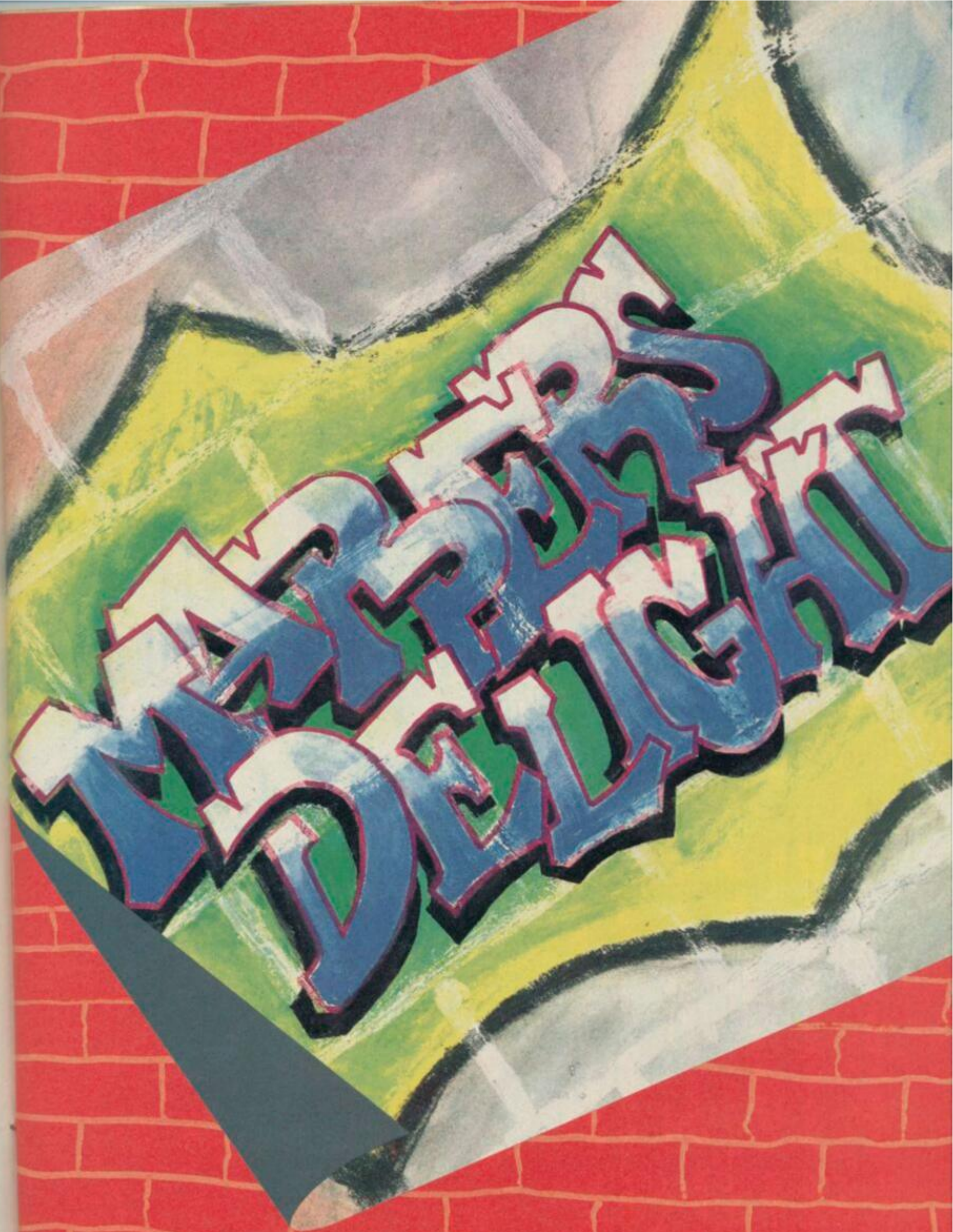








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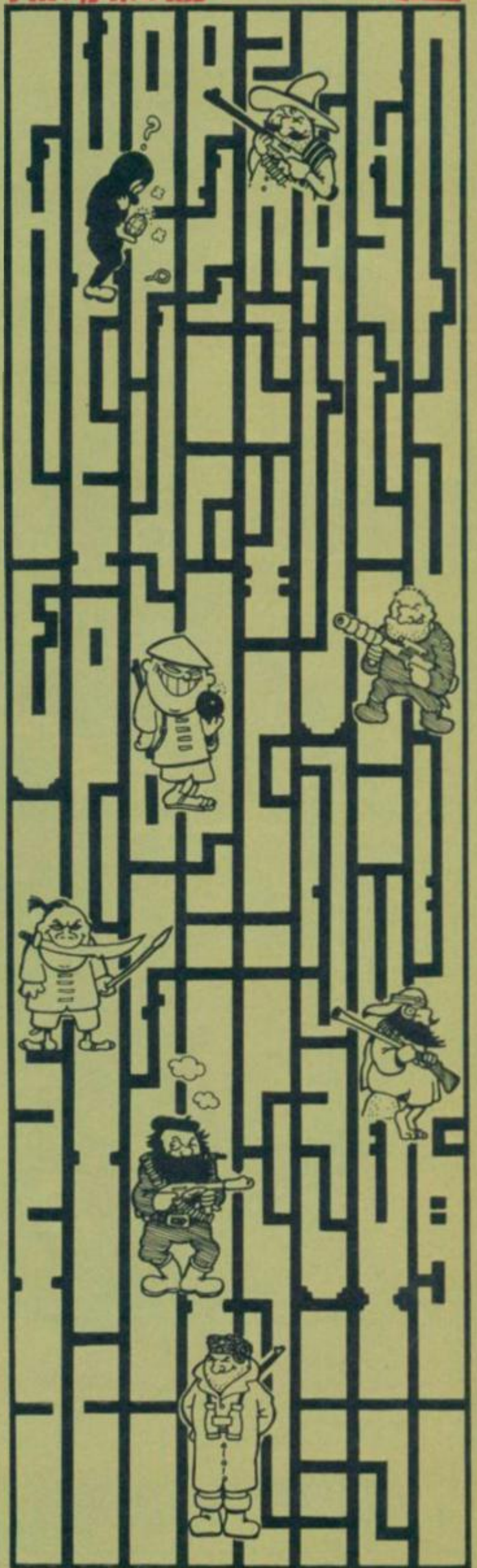
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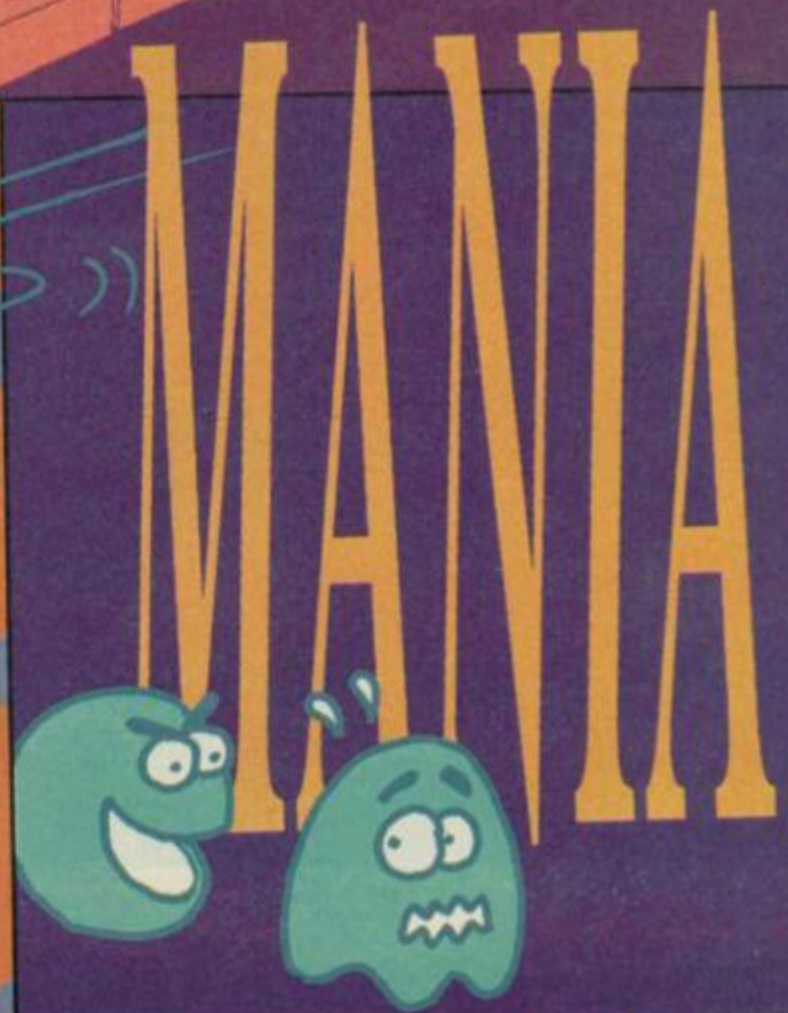
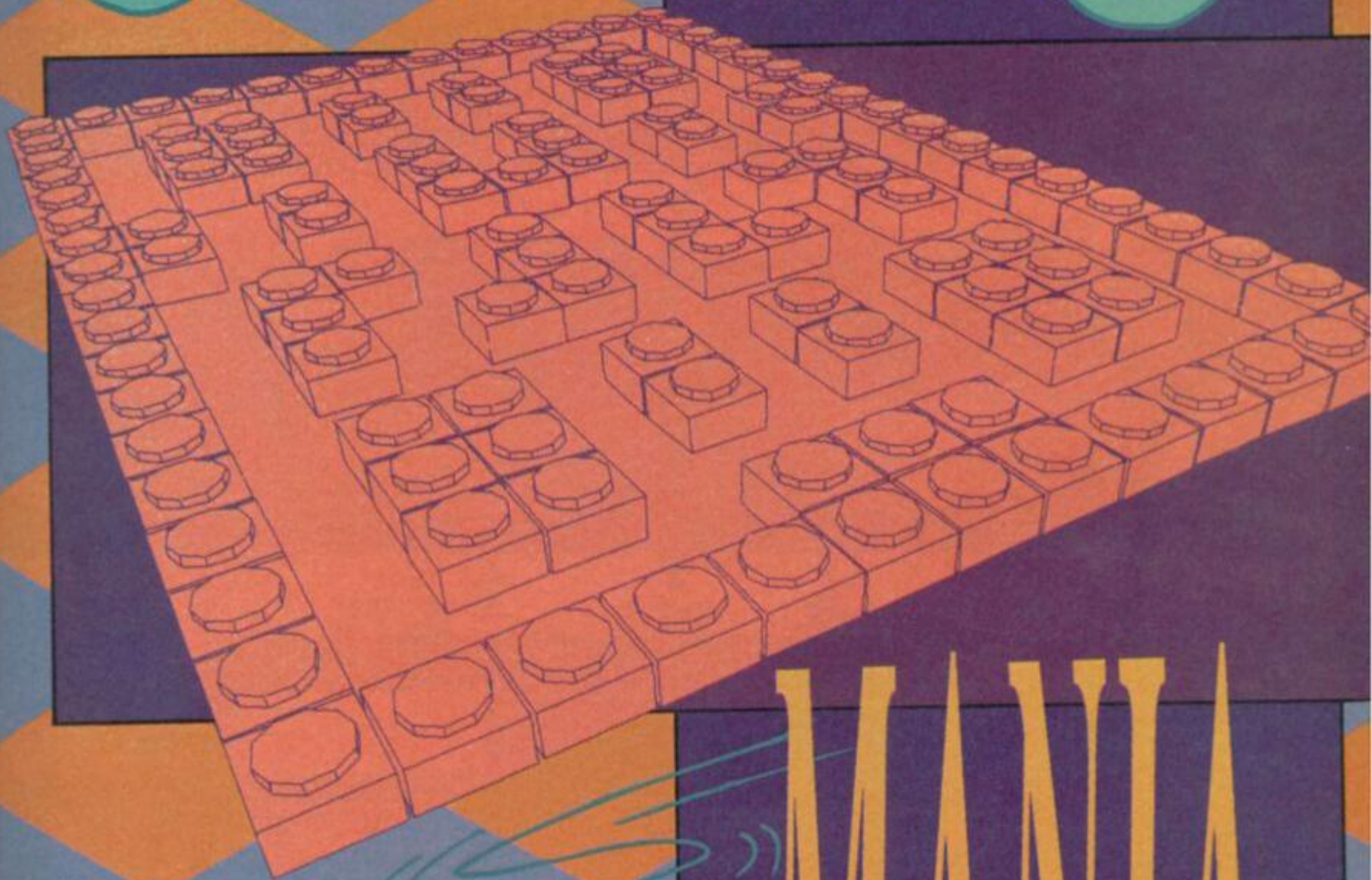
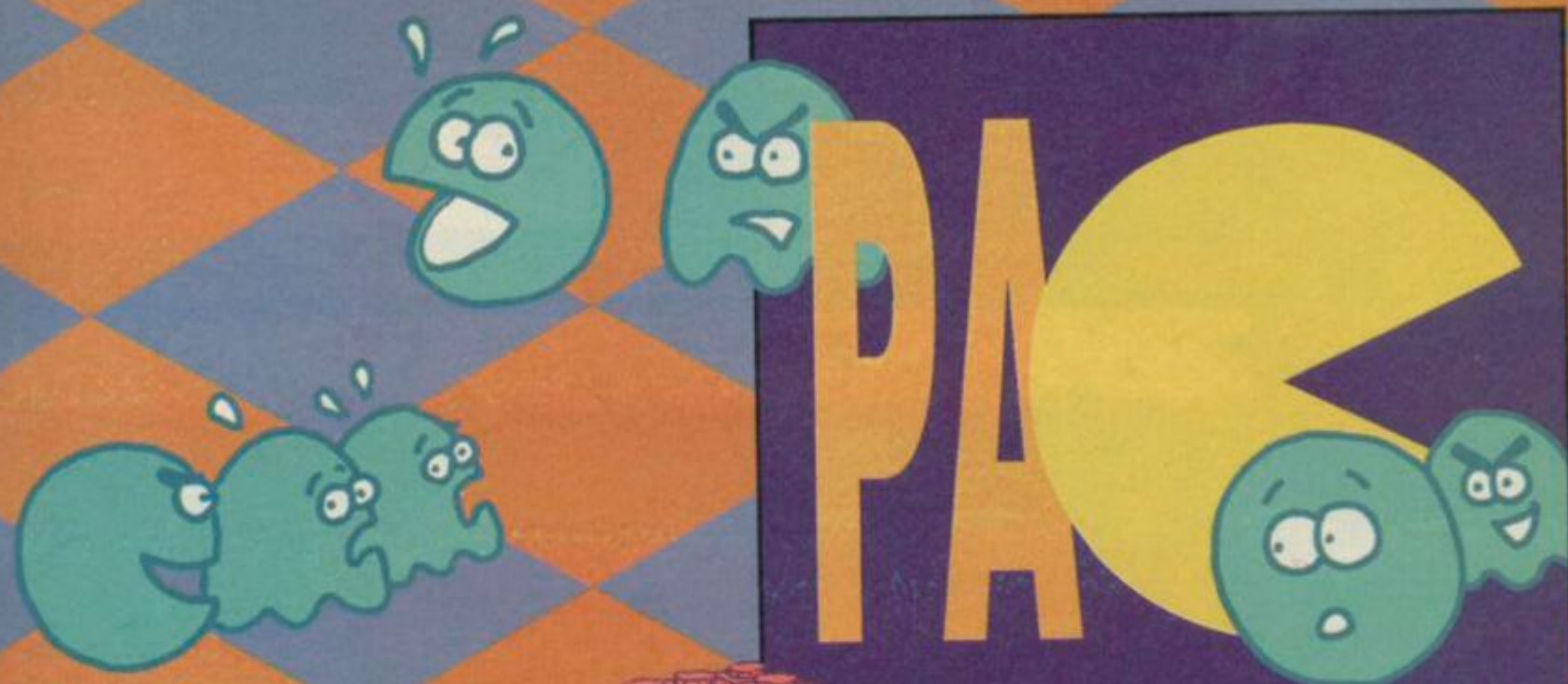
ARTURA.....82

CYBERNOID.....84

## FERNANDEZ MUST DIE

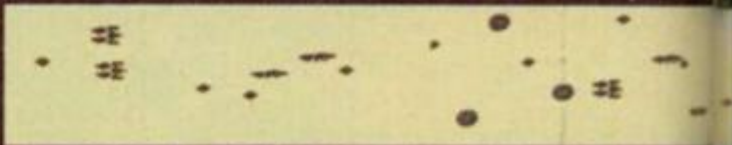




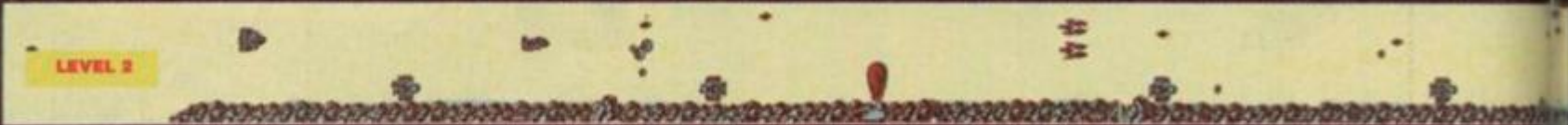




LEVEL 1



LEVEL 2



LEVEL 2

LEVEL 3



LEVEL 3

LEVEL 4



LEVEL 5a



1

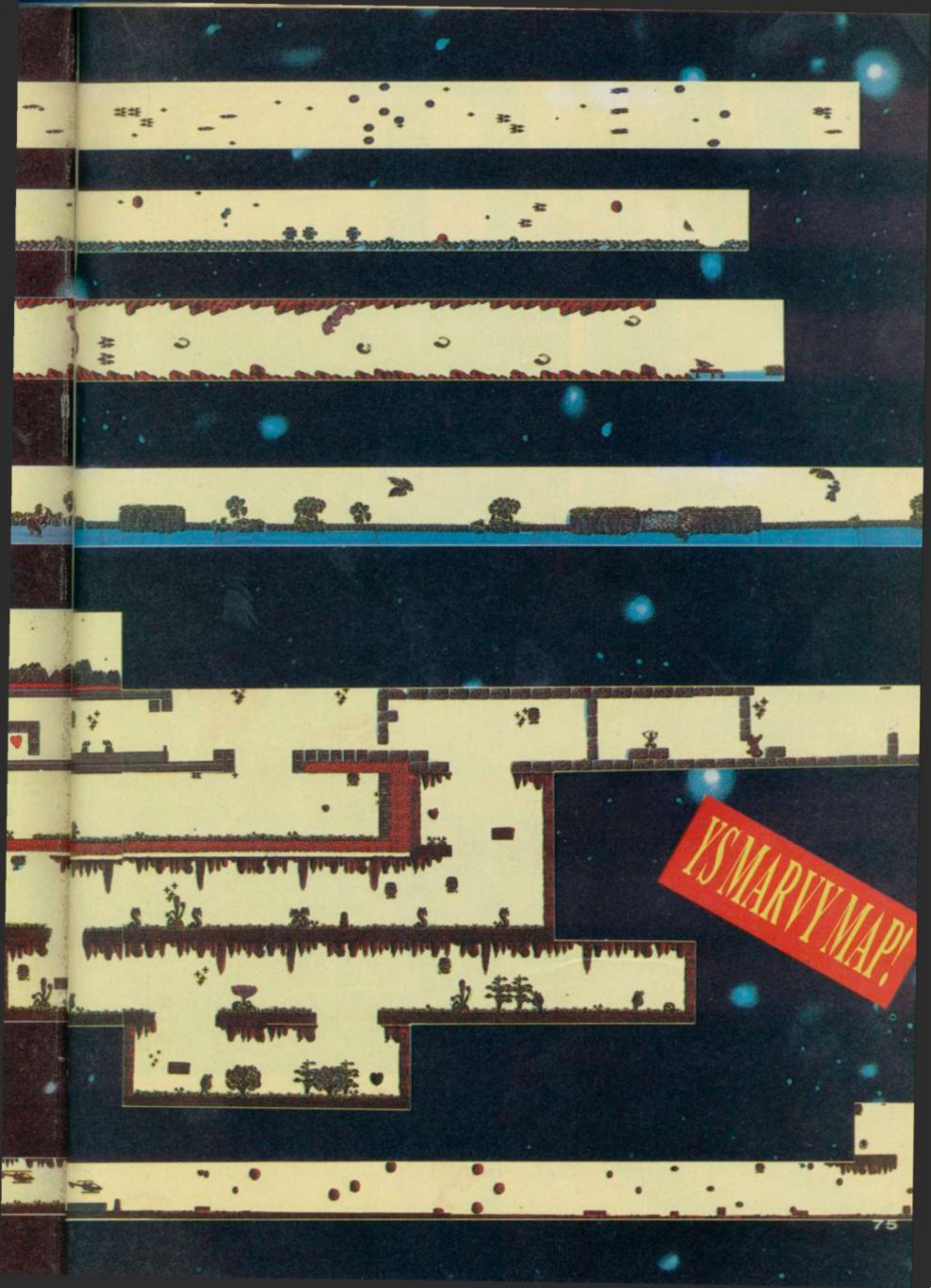


GAME OVER

LEVEL 5b

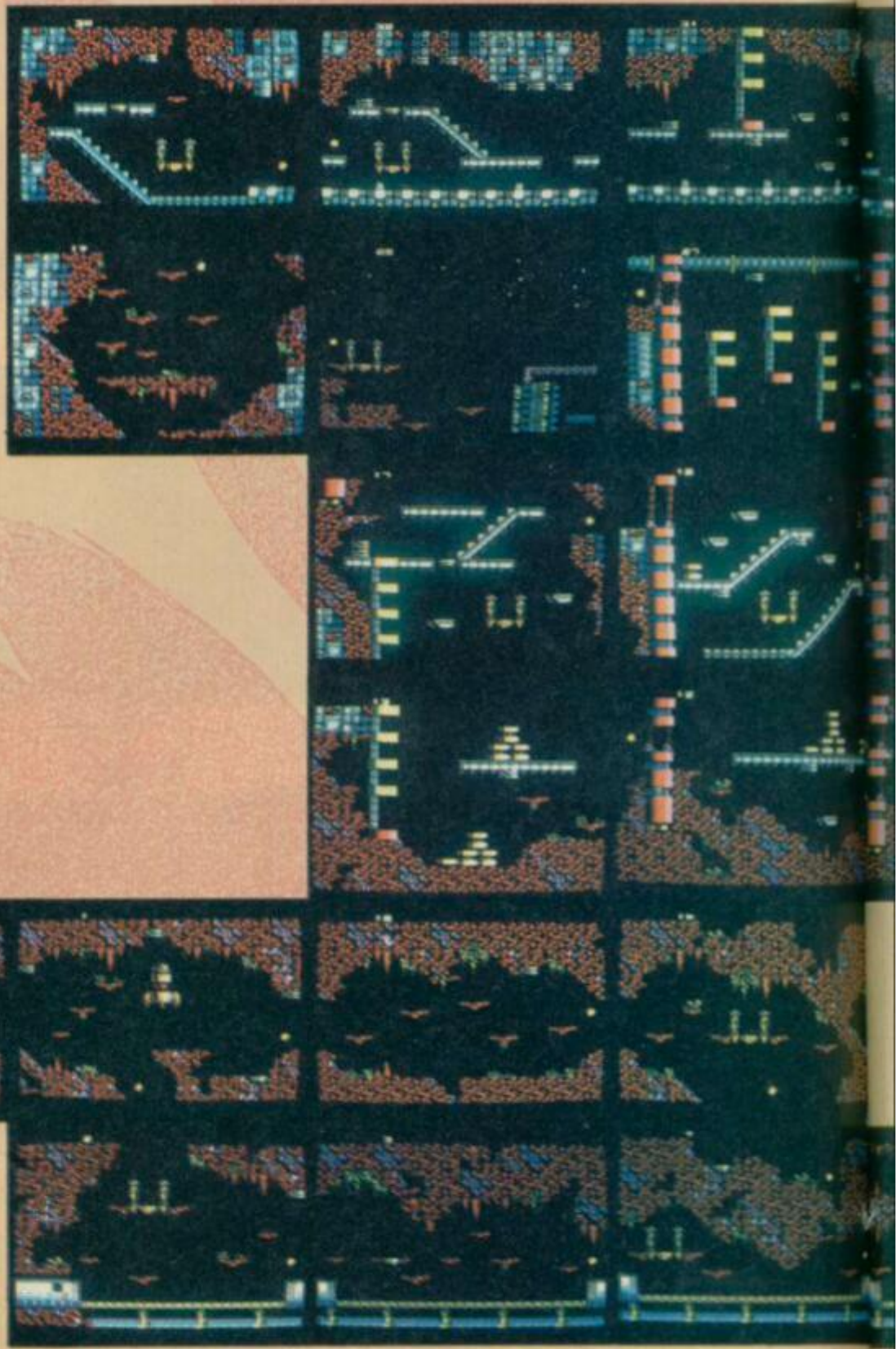






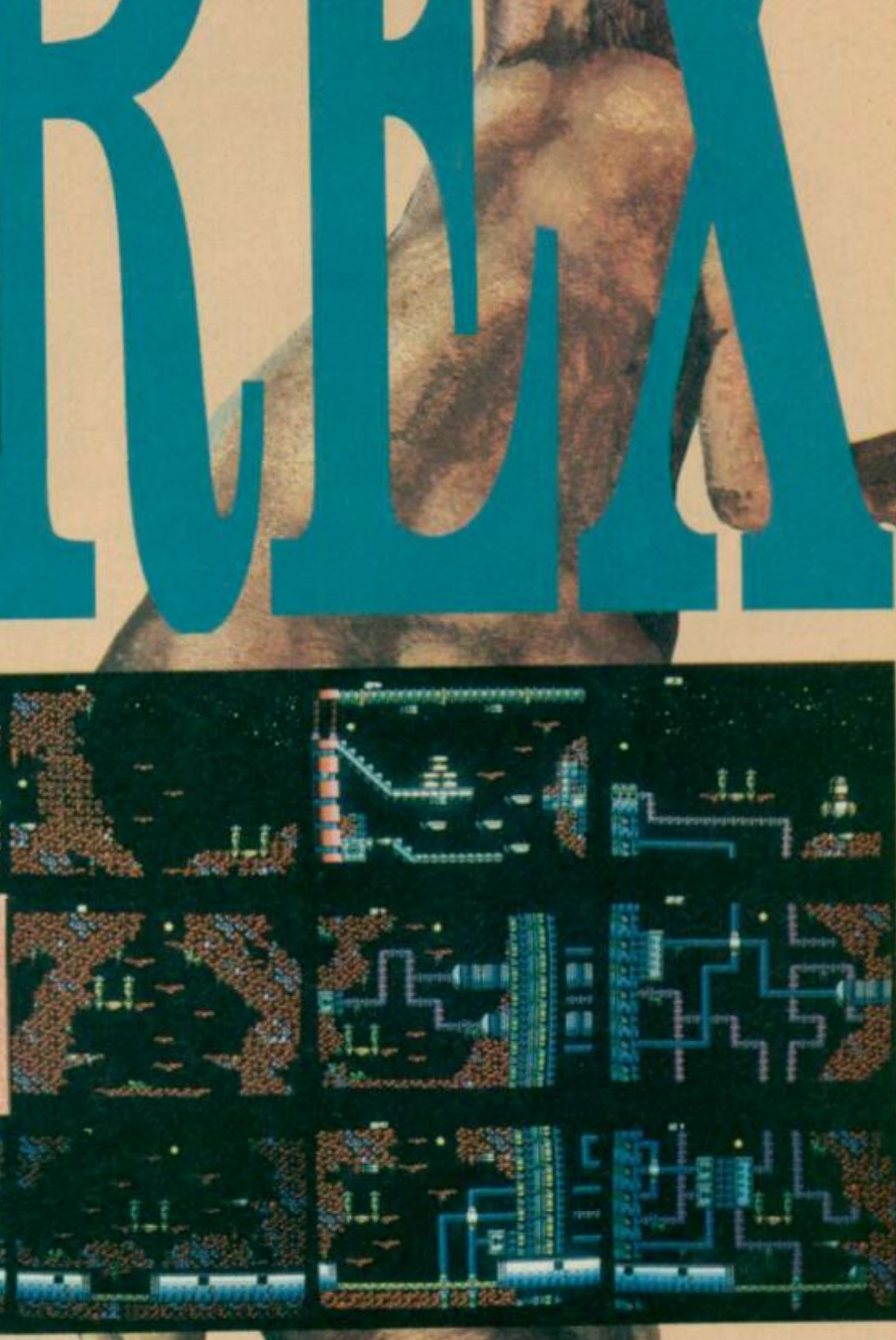
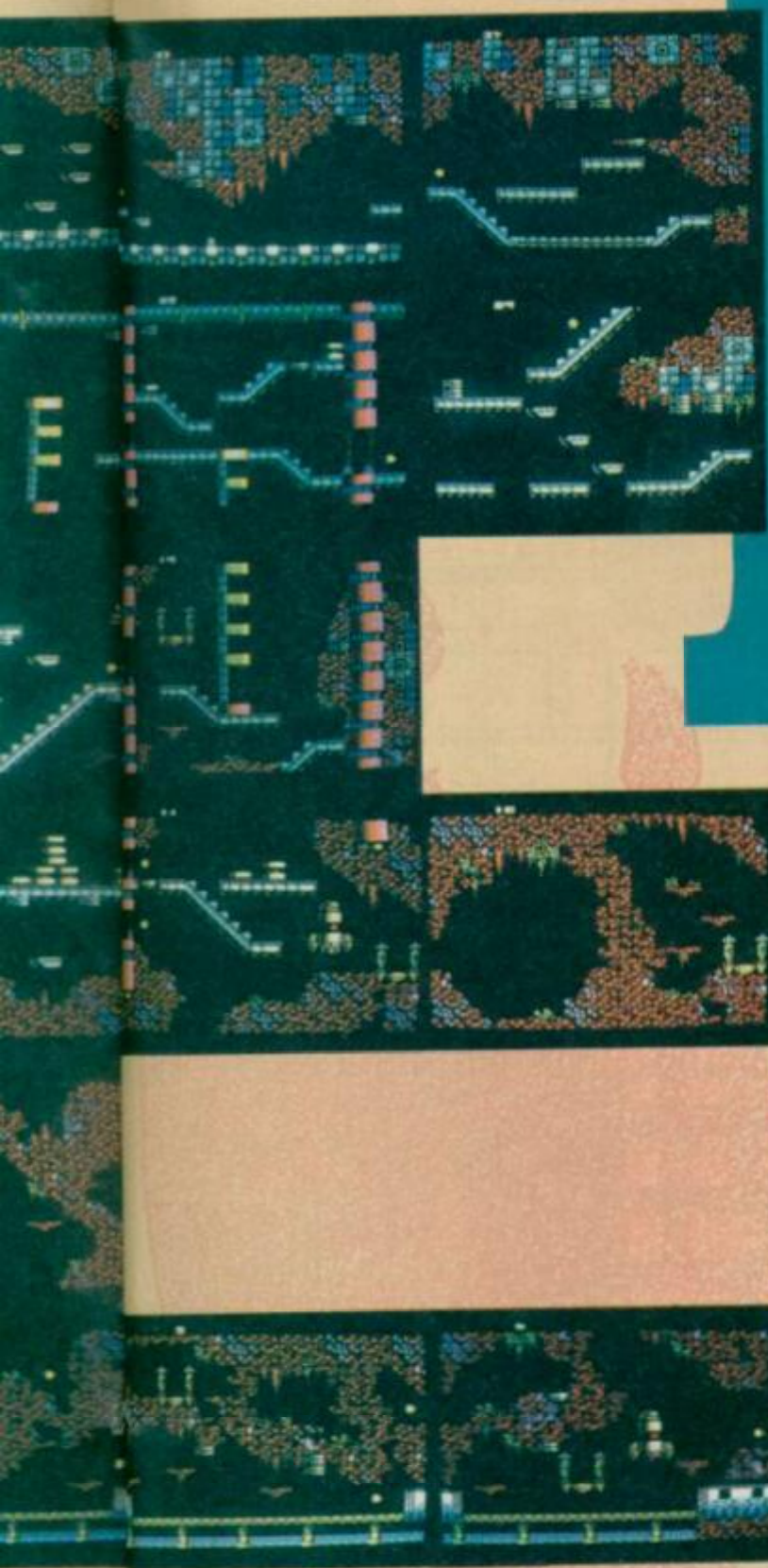
YS MARVY MAP!





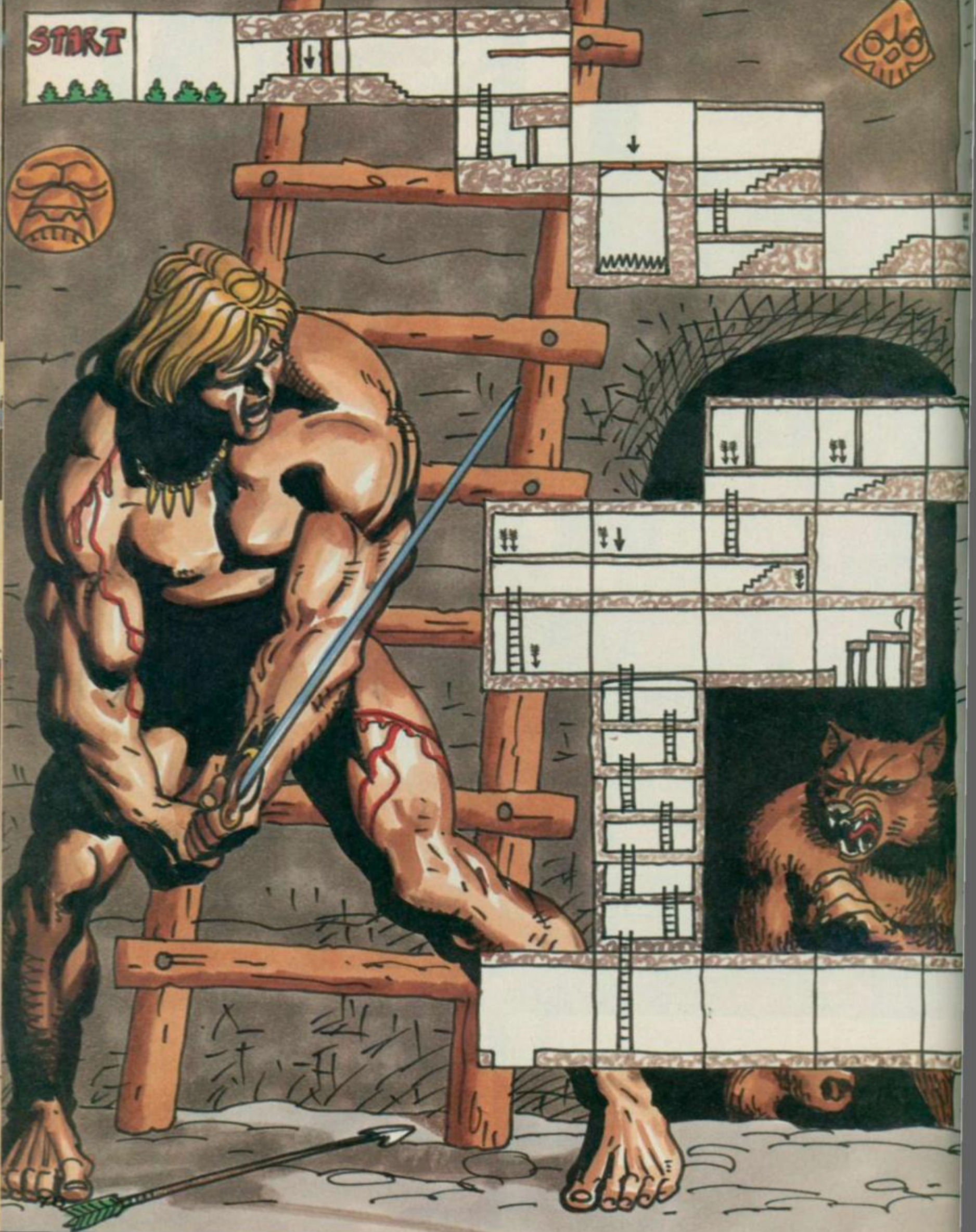


# REVIEW

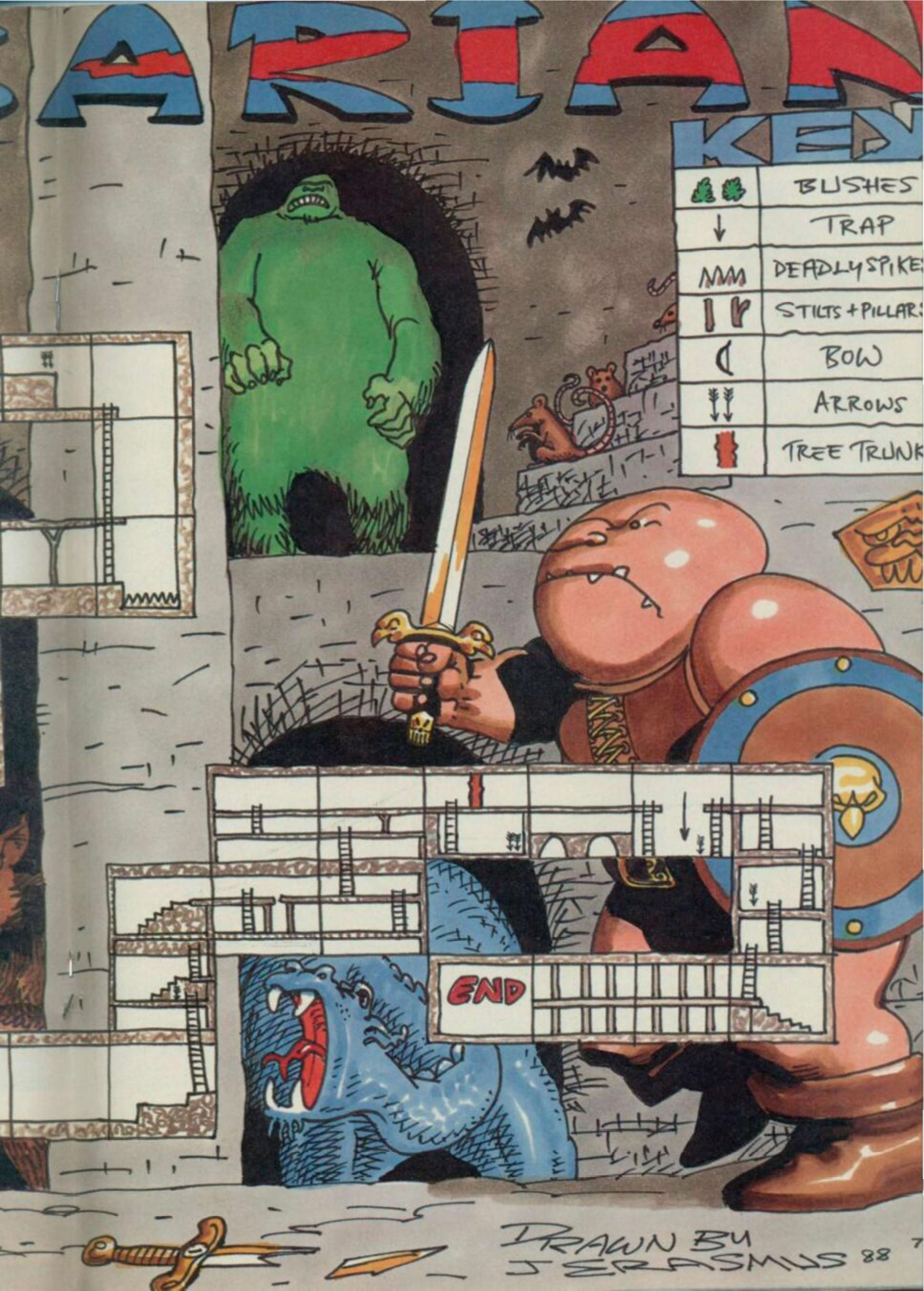




# BARB







# ARKIAN

	BUSHES
	TRAP
	DEADLY SPIKE
	STILTS + PILLAR
	BOW
	ARROWS
	TREE TRUNK

**END**

DRAWN BY  
JERASMUS 88





# CARRIER COMMAND

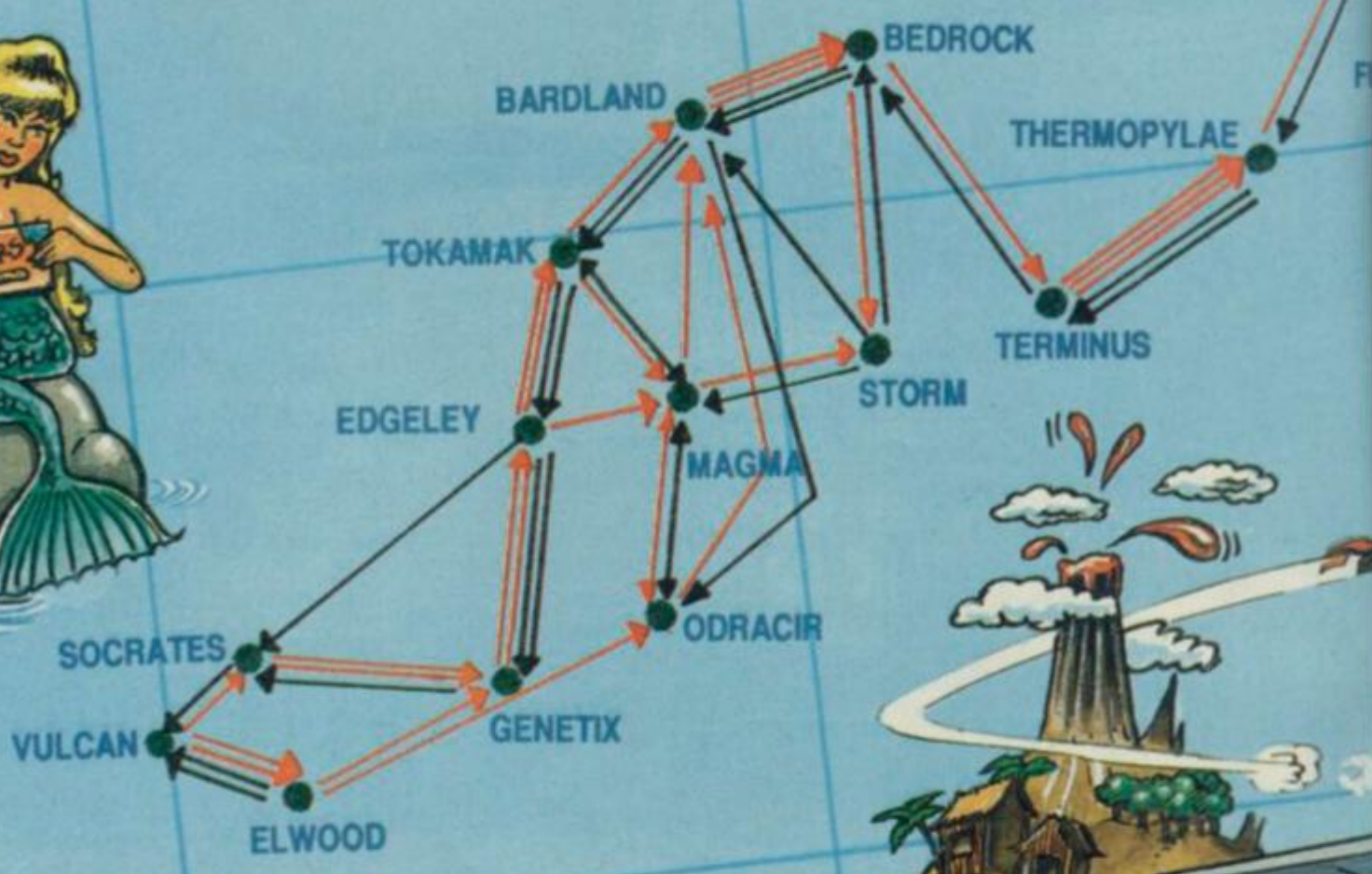
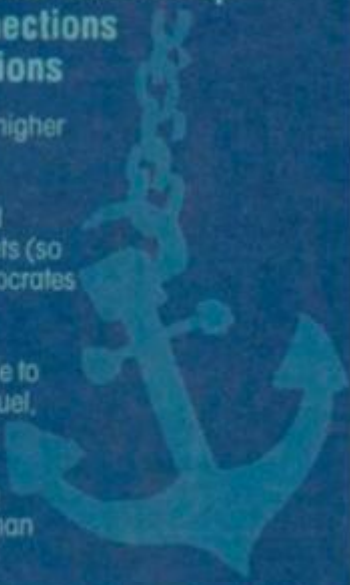
- Actual size of island relative to this entire map
- Black links show backward connections
- Red links show forward connections

The more links there are between islands, the higher the resource/item shipping bandwidths are.

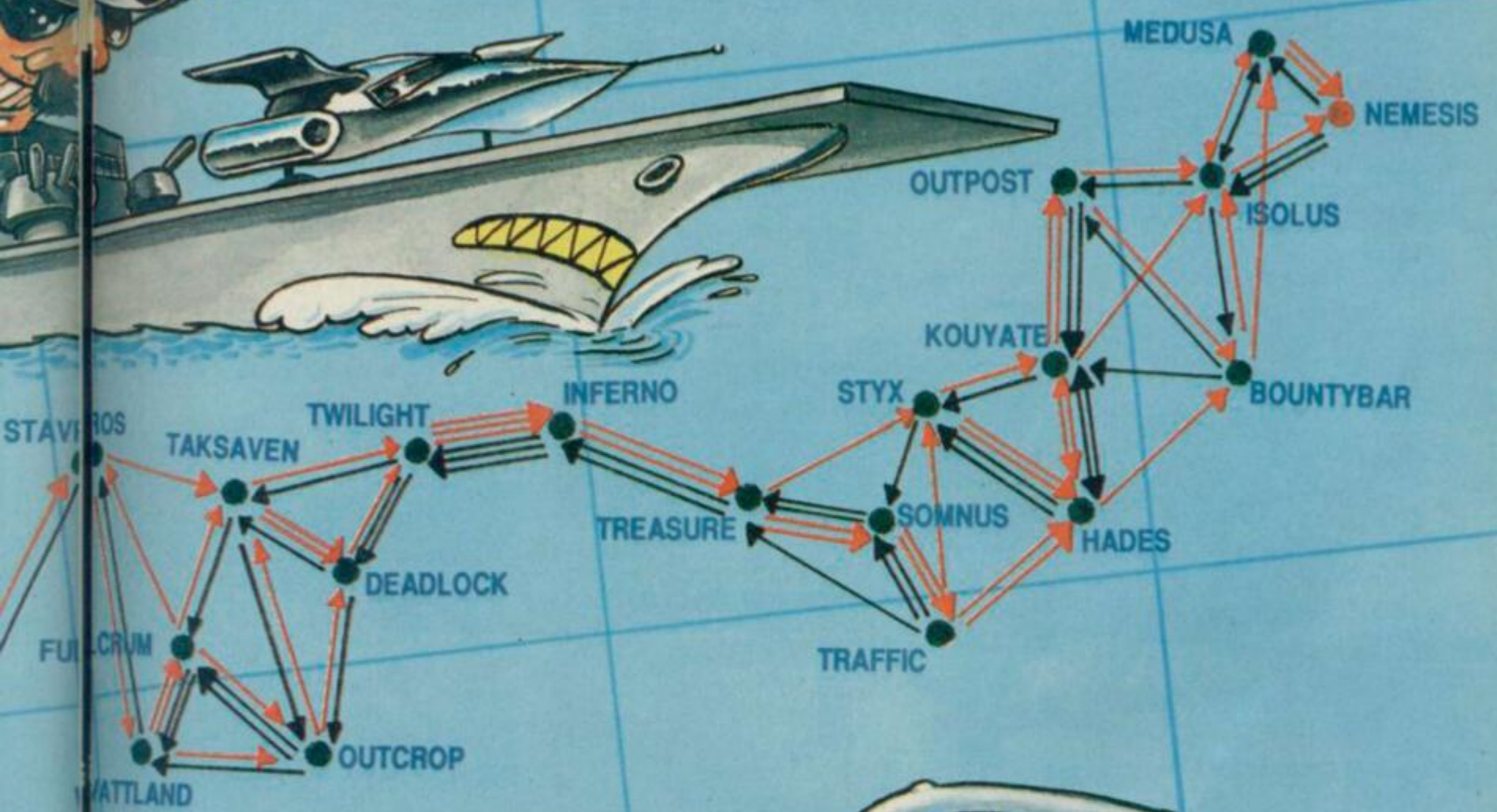
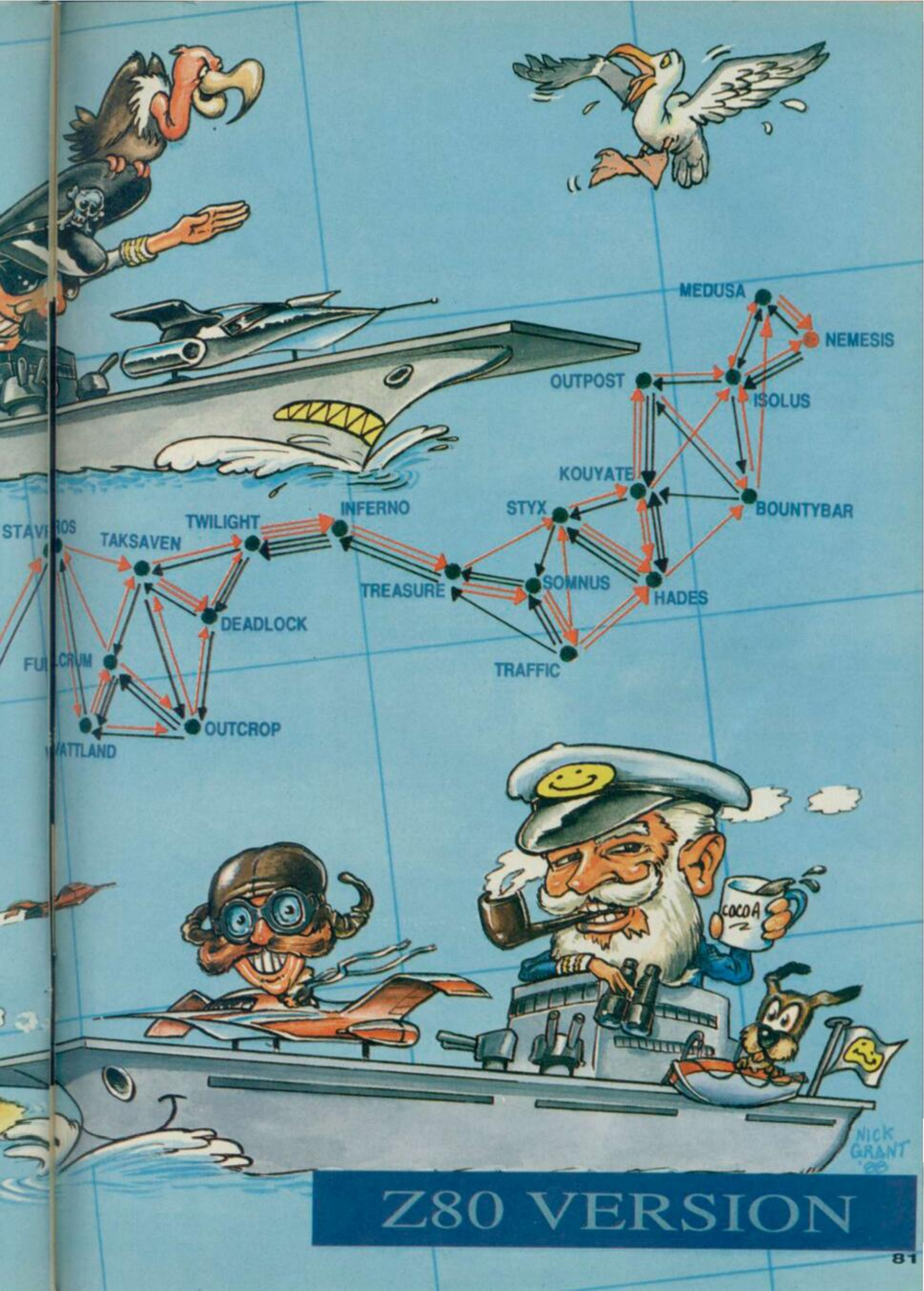
A good initial strategy would be to take Elwood seed it with a factory, set fuel production targets (so the factory can make something). Then take Socrates and seed it with a resources producer.

Go back to Vulcan, transfer fuel, move stockpile to Elwood then take Genetix. Go to Elwood. Take fuel, move stockpile to Genetix and so on.

The stockpile needs to be taken forward as the carrier cannot hold enough fuel to go further than about five islands.



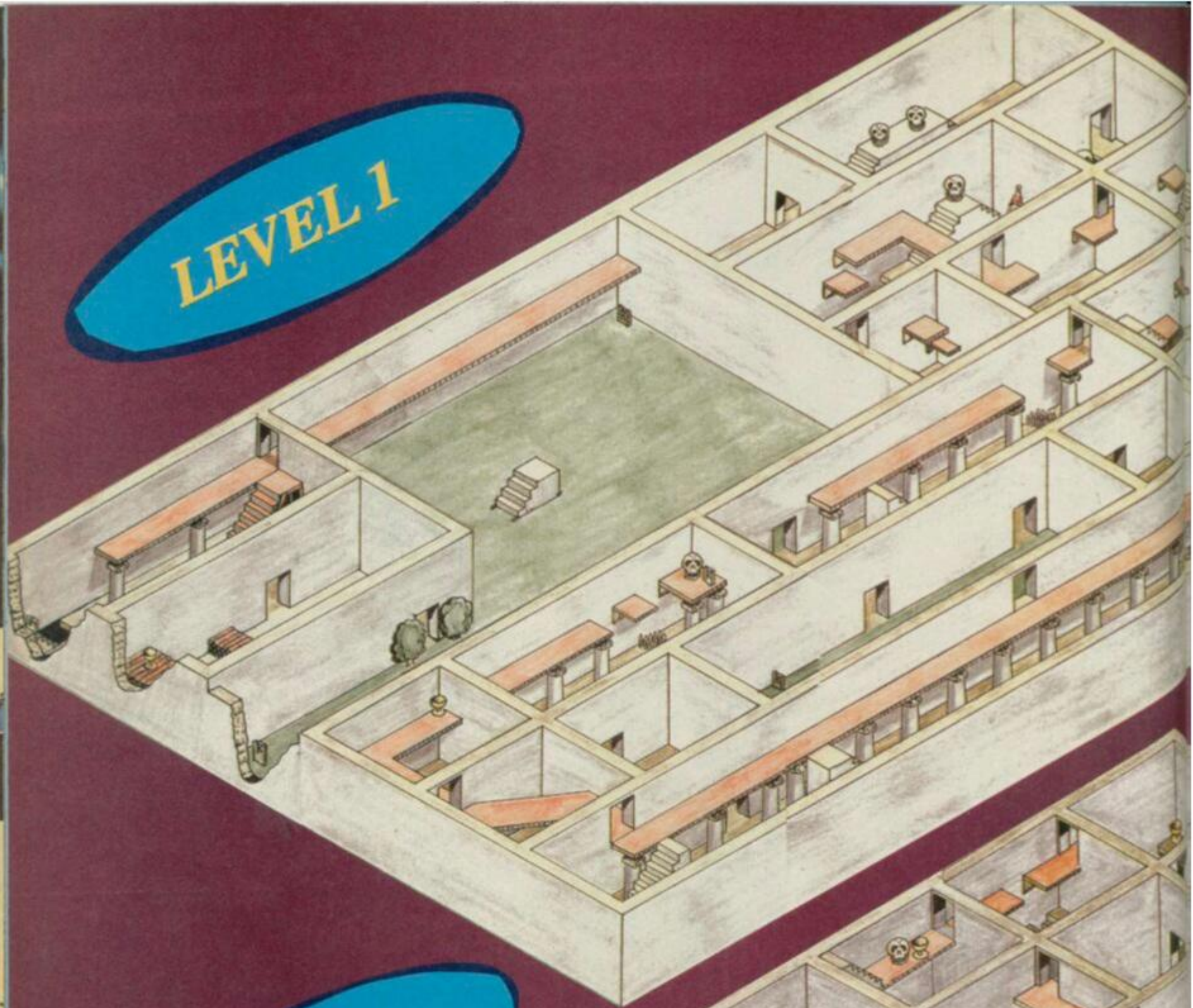




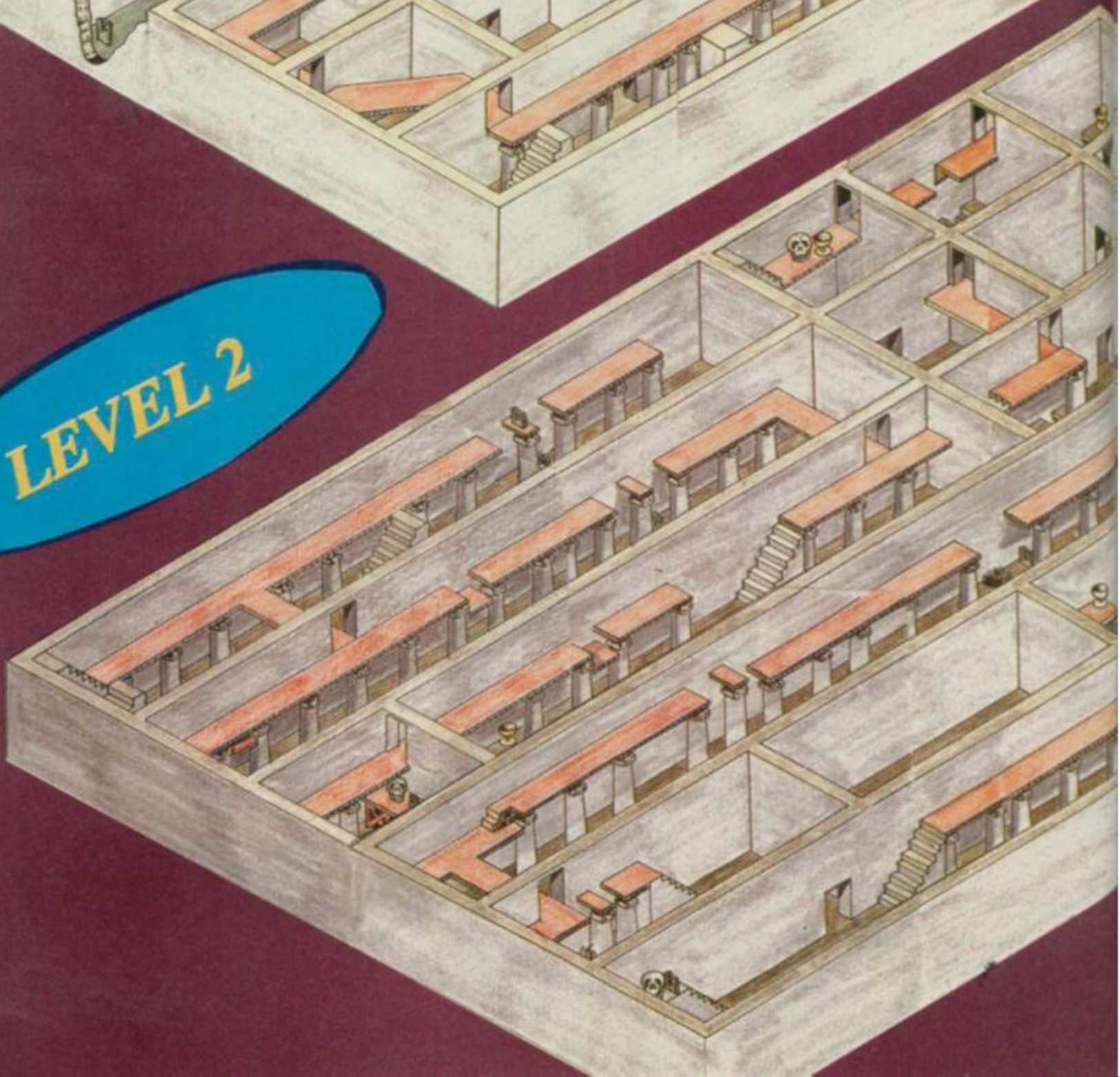
Z80 VERSION



**LEVEL 1**



**LEVEL 2**



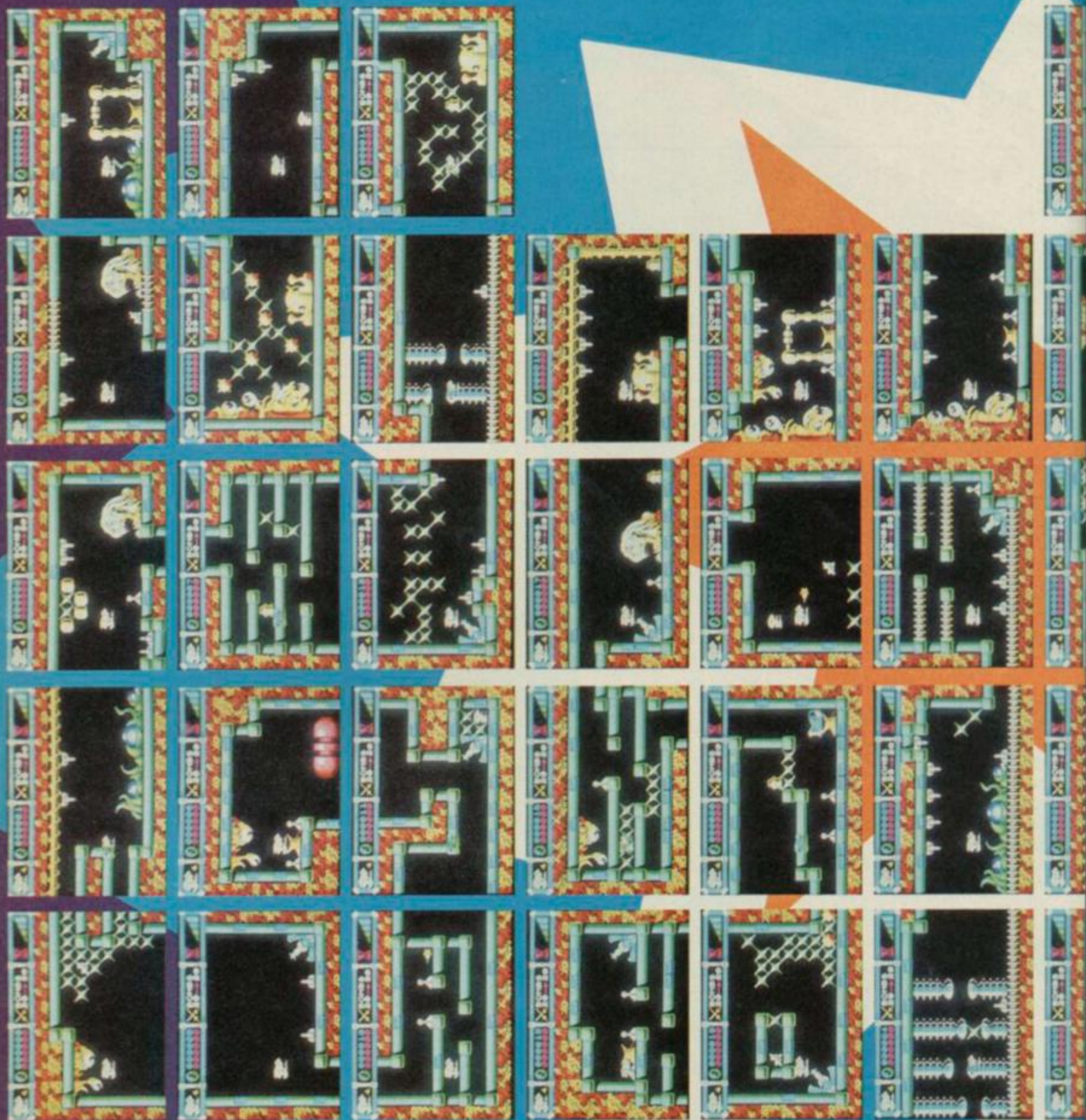




# THE SCHOOL



# CYBER

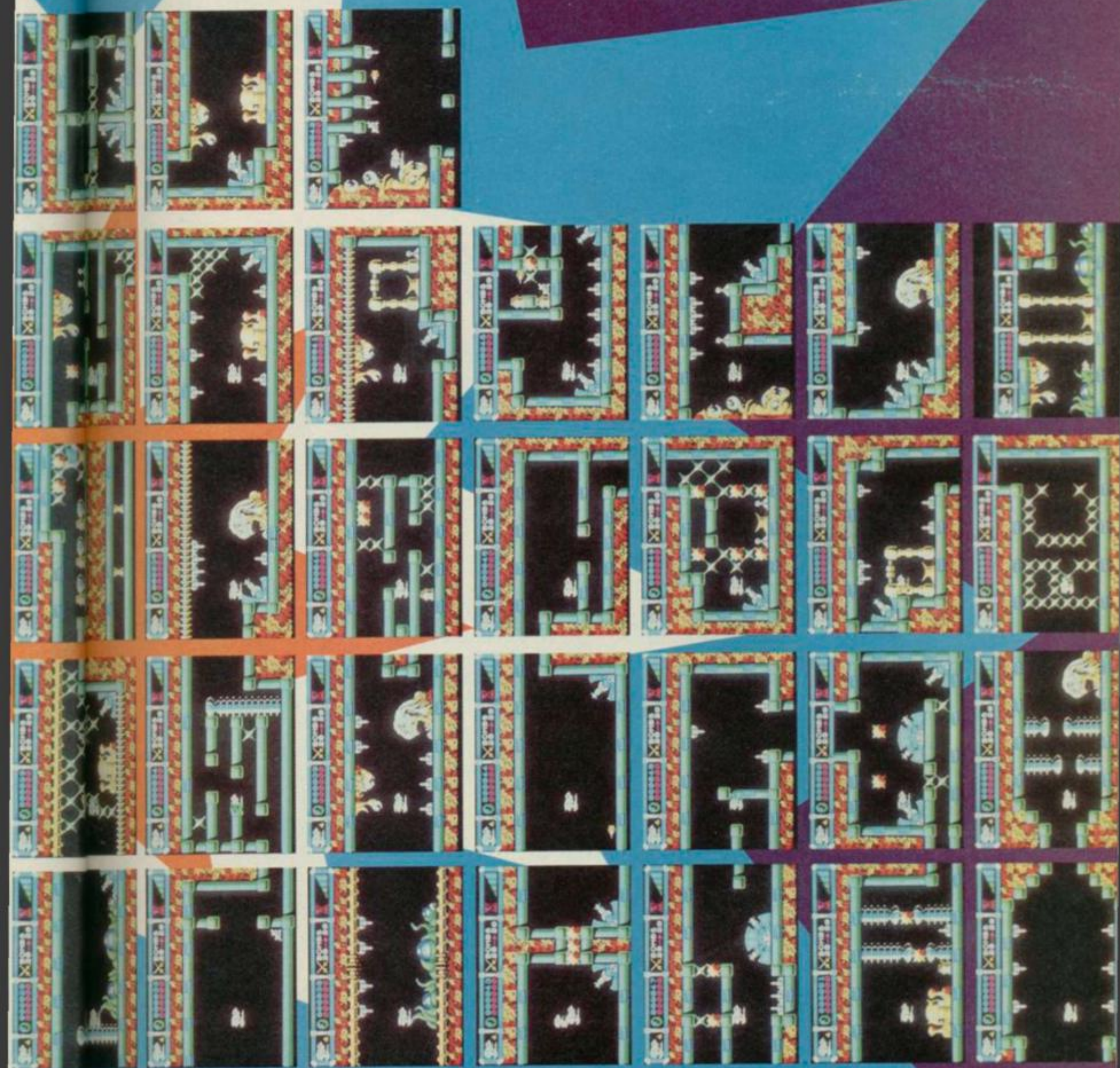


LEVEL 1

LEVEL 2



# ENOID II



LEVEL 3

LEVEL 4







# WORLD



# WARRIORS



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...the name  
of the game

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*Greta was everything a programmer dreamed of — and I could have died for her . . .*

**S**o there I was, sitting on the Hampstead Hoppa, thinking about Greta. I'd only met her a couple of weeks before, you see. The little memories she'd stored in various parts of my anatomy were still hijacking my conscious mind whenever I had an idle moment. And travelling through Hampstead on the bus in the middle of winter is an idle moment if ever I have one.

We'd met at the Dance-O-Mat in Kings Cross, a sleazy little dive, which was the neon hangout for most of the pro computer jockeys in town. She came over to sit next to me and ordered a drink. She asked me if I had a match, and I said I didn't smoke. She said neither did she, but it seemed like a good way to get the conversation going. Hah! That was her all over. Cute, funny, ballsy, and hotter than a microwave. She had straight tobacco blonde hair, and the kind of glossy brown eyes that made you want to swandive into them. She had a good build, and dressed like she wanted to kill you stone dead just by letting you look at her. So, we dated a few times. Well, I dropped by the Dance-O-Mat a few times and she was always there. And we went places. Then we didn't go places, but stayed in, watched movies and got fresh with each other. Before I knew it, she'd moved in, and I was loving every minute of it.

So there I was on the Hoppa, mentally flipping her clothes off and nuzzling my nose in that fragrant niche next to her ear, when I felt the unmistakable cool pressure of a pistol muzzle at my neck. I flicked

*The little memories she'd stored in my anatomy were still hijacking my conscious mind*

my eyes around the inside of the bus, only to see there was just myself and an old lady on it. So, not much risk of a heroic rescue. I relaxed and waited for the gunslinger to make his move. He did.

His breath rasped like a tiny nailfile close to my ear. "I am Grodu Volant of the Dken. I identify you as Frank X and I am going to kill you if you move a muscle." Now I hadn't done much starhopping in the last few months, but I knew an authentic Dken accent when I heard one, like a metal edge being drawn across stone before battle. Nice people, the Dken. Since there were no wars left to fight in their own galaxy they found plenty to join in

ours, if the price was right. I turned slightly.

"Where are we going then, Grodu?"

"You will please keep your hands in plain sight, and alight from this vehicle at the next stop." By way of punctuation he prodded the gun into my neck.

Now, I wouldn't want you to get the idea that this sort of thing happens to me every day. Nope. I'm a freelance programmer by trade. I fix things for people. You know, if someone owes you money, I crack into their bank account and strip them clean. If someone steals your girl, I crack into the police computer and tell it that he's an escaped lunatic and he gets canned. Inconvenience and revenge, they're my stock in trade, and I do alright on it. But I'm good, and I never leave a trace. So why was this cheap alien torpedo poking his alloy piece into the collar of my

shirt? I had to admit, I drew a blank on that one.

We stood and lurched down the aisle together, really close so his iron pressed into my spine. As we started down the steps I made my move. I used the handrail to bring my elbow near his face, and then quickly snapped it back, catching him a good shot in the throat and spun around, grabbing the hand holding the pistol. Jumping down onto the pavement, I pulled his arm up and out of the doorway, forcing it's owner outside with a strangled yelp. We landed on the verge with his arm behind his back, the pistol in my hand and his face in the snow. He struggled for a second, until I pressed the flat snout of the gun to his cheek. "Hold it there, old boy," I hissed. He relaxed and glared, his mouth set, breathing hard.





16 "You alright there, mate?" said the driver of the bus, revving his engine. I pretended to be picking my assailant up, carefully placing my body between the door and the gun. I looked around at the driver, a convincing look of embarrassment heating my face.

21 "Hah, yes thanks . . . we're alright . . ." I smiled thinly, brushing snow from my coat as the bus drew away from the curb.

7 My captive started to move, very fast, and almost got a hand to my throat before I clipped his flat forehead with the hard muzzle of the gun. He crumpled to the grass. Going through his pockets I found his forged British Passport, in the name of Brian Smith (Tsk! So unimaginative), and his real papers from the Dken Embassy. As I touched them they flashed into flame and disappeared. They must have been treated with some kind of chemical which reacted to my salty human skin. My prisoner groaned, and as I looked down at him he rose gingerly to his feet and started at me with his black beady eyes. I glanced at his pistol in my hand.

22 "Hmm," I said conversationally, "nice piece. Fulgerator. Made in about 1989 in Macau, unless it's a Dken copy. Is it?" I raised my eyebrows. He didn't move. "You know what one of these can do to a person close to, don't you? The lightning bolt comes out of the barrel, and before you even notice someone's fired at you, all your blood is boiling and squirting out of every orifice. Horrible, really." I watched his eyes flicker. He wasn't going to tell me anything.

18 A proud race, the Dken. Trained from infants to be soldiers, then sent out into a universe with concepts they don't understand like love, individuality, kindness, truth, beauty . . . It cracks them up. You can't turn them, convince them, or convert them. They're like vicious dogs, with two legs, flat heads and sharp pointed teeth. To be honest, I'd like to say I don't enjoy waxing them. But I'd be lying.

3 When I got home, I had a shower and put my bloodied clothes in the incinerator. I slipped on a pair of dark canvas trousers, soft black shoes and a dark shirt, and pulled my favourite black leather jacket out of the wardrobe. I tried the geek's fulgerator in the pocket of the jacket.

19 I got Kino on the blower. His face was hamster rumped on the screen, like he'd just woken up.

24 "Hey Frankie, what's happenin'?" he rubbed his almond eyes and lit the cigarette that hung in his lips.

"Listen, Kino, I need some info, and I need it fast. Why would a Dken hitman be after me?"

Kino's thin Jap face blanched. "I - I don't know what you . . ."

20 I slammed my hand down hard on the table. "Don't bulsh me, Kino, if the Dken have heard about a price on my head, then you must know about it too. Who's paying the price, Kino?" I pulled the fulgerator out of my pocket and held it up in front of me. "And before you answer, think about whether you'd like to join the ex-owner of this piece in little bits all over Hampstead Heath."

20 Kino gulped and pulled the cigarette out of his mouth. "It's not me, Frank. It's not me. It's Bella. He thinks you steamed his computers after that last job you did for him. Please

Frankie, don't tell him I told you, you know he'll . . ." I snapped the switch and the screen went black. I hate to see a grown man cry.

Bella's house was in Finchley, along the main drag, set back from the road. There were gaudy lights around the doors and windows, and a big neon sign proclaiming "Casa Bella - The Home Of The Boink". Tasteful. I slid into the shadows beside a phone booth and waited.

A thick set Dken opened the side door and walked out onto the street. He looked both ways up the street before stepping onto the pavement and striding up the road towards Finchley Road tube. As he passed the phone box I flipped a trunk dart into the back of his head and he fell face forward onto the pavement.

It's not easy to strip the clothes off a sleeping geek and put them over your own inside a phone booth, but I did it. I roughed my hair up and shambled along the alley into the side door. As I opened it a guy looked up from a desk inside. "You forget something, Drack?" he said to the clothes, not noticing someone else was wearing them. I sent him out with a sharp rap from the edge of my hand and lowered him under the table. Bella's office shouldn't be hard to find, now his minders were napping. I thought I was in the home stretch, which probably explains why I didn't feel the cosh until stars flew into my head and filled it with air.

I woke up with my hands tied, facing a man sitting behind a desk. It was Bella, and he smiled without showing his teeth. But I knew Bella. He had teeth alright, and he'd be the first to bite you if he thought you were pulling his chain.

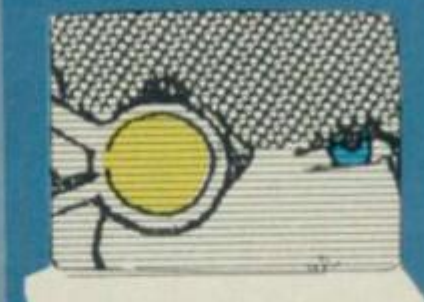
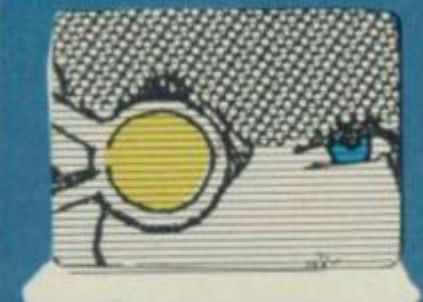
"Good evening, Frankie," he said drily. His voice was a soft powder falling on skin. "What a surprise you should turn up, just when I was looking for you. In a moment I'm going to have Dink take you for a ride and wax you, but first you're going to tell me the keyword which disables the virus program you put in my system . . ."

Bella was disgusting. A fat man with slanted eyes, and jowls which overflowed his collar, even hiding the knot in his tie. His chin was greasy, his eyes yellow and brown like caramel. What was left of his hair was dyed purple, with wet tobacco stained tips. He wheezed as he spoke, making me want to cough. I weighed the options, and in spite of my better instincts decided to tell the truth and try to escape later.

"I didn't put those worms in your machines, Bella. I was hired to ice Gino's operation, not steam yours with a bunch of electronic jamming programs. If you don't believe me, check my programming log in your files . . . it's under directory LOG4/B444 . . ."

The geek next to me jabbed a fist into my kidneys, whooshing all the wind out of me. Bella snarled.

"Don't slash me around, Frank. You put them there, alright, and you're going to pay for it . . . AFTER you tell me how to stop the damage your programs are causing. Are you going to tell me now, or am I going to get Dink here to take your brains out through your belly button?"





# FRANKIE



"Okay! Okay!" I got worried when I looked at Dink and his eyes lit up. He'd enjoy it too!

"Okay, I'll help you. Get me to a terminal . . ."

I stared at Bella. I thought he wouldn't do it, but he motioned and Dink cut my bonds and pulled me up out of the chair. As he pulled me up, I sagged a little so he bent over me to set me straight. I brought my knee up into his head, sending him flying back into the wall. Bella was about to cry out to someone outside the door, but I reached him, slipping out the flexible platinum stiletto from my shirt collar, and touching it to his fat neck.

"One word," I hissed "and I'll fillet you like a fish." His mouth closed slowly and his horrible slug eyes fixed me with a hateful, fishlike glare. I motioned to him to sit, and I walked around the table and stood behind him.

"Firstly, Bella, I didn't put those vermin into your computer system, and if I did you wouldn't know about it until they were picking your bones. Second, whoever is doing it is not only steaming you, but they're steaming me



too! It's my handiwork they're undoing. So, what I need to know is where did you get your information? What makes you think it was me, dipsnot?"

Bella's neck quivered like a waterbed. "We got a tracer program into the network. It ran back through the system, following all the nodes which were disturbed. And it all ran back to you . . ."

"What do you mean?"

"Frankie, you dummy, it came from your neighbourhood, your node, your block . . . your . . . what were we to think?"

That sent my head into little somersaults. Someone in my building?!? An electronic agent from another manor trying to muscle in . . . in my own apartment block? My blood boiled. Someone was looking for a steel tongue depressor.

"Which apartment, fatso? I'll get the bastard . . ."

Bella flinched. "B-but that's what I'm telling you, Frankie . . . it was coming from YOUR APARTMENT . . ."

I dropped my hand away from Bella's neck, and he scrambled away. He was blubbering about how sorry he was, and how he'd help me get him, whoever he was, he'd help me. I

wasn't listening. I was thinking of any way that it couldn't be the way I was thinking it was, of some tricky technical way it could be done without breaking my heart. I couldn't. It had to be Greta.

The flat was dark. The shades were drawn and everything was off. Greta was seated at the dining table, her silhouette against the faint light through the blind. I worked my way around her until I could see her hands. They were palms up, open, on the surface in front of her. I relaxed slightly and moved forward.

"Greta. I've got something to say."

She was standing up in seconds, impossibly fast. The table lamp beside her came on, lighting her face, casting shadows across her naked figure. She looked at me in an odd, blank way, like she wasn't looking at me, but deep inside. Then suddenly she snapped her head up, and she was back. There was someone behind her eyes again.

"Hello, Frank. I didn't hear you come in. Have you been in long?" Her voice was clear, sweet juice in my ear. It trickled down the back of my brain, making me feel a way I didn't want to feel anymore. "Why are you holding that gun?" She wasn't disturbed by this somehow, as if she knew I could never, ever hurt her. She was immortal, as long as she stayed with me.



**She jolted upright, arcs of electricity showing inside her pretty mouth and glowing in her eyes**

"Why did you do it, Greta? Why did you get to know me, make me love you, and then try to get me killed?"

"I don't know what you . . ." she began, raising her hand up to me and walking forward.

I was almost taken in by the softness of the voice, but a sixth sense in me kept part of my body awake long enough to dodge the lightning bolt that burst from her fingertip. The bolt smashed silently through the glass cabinet behind me, before the glass shattered and the crack of the electricity made every hair on my skin stand up. I dived forwards, aimed the gun and fired in one movement, jumping as I hit the ground. I was up and at the stairwell in a moment. Greta whirled and pointed her finger at me again.

My face hit the carpet as the bolt ripped into the wall, spraying painted plaster over my back and legs. I could hear her feet thumping across the room, as I fumbled the magnetic grenade from my pocket. I turned over just in time to see her standing over me, finger extended, her beautiful nakedness marred only by the crease my shot had put in her shoulder. A crease in her skin, revealing, not blood and pulp, but clean, shining silver. She saw the grenade and smiled. "Goodbye, Frankie" she said.

I pulled the pin, and the magnetic field burst out of my hand and wrapped itself around her. She jolted upright, arcs of electricity showing inside her pretty mouth and glowing in her eyes, her body juddering and quivering as the field ripped her android circuits to scrap. White jewels of robot saliva dripped from her nose and mouth, sizzling to the carpet. Then she stopped, and in the sudden terrible silence, fell back onto the floor with a sickening mechanical crunch.

Long after it all happened, it struck me, why did she pause at that moment? She had me dead to rights, and she waited for a microsecond, gave me time to set off the grenade. She'd said goodbye. I knew in my heart that she was saying goodbye 'cos she was about to let me kill her. Perhaps when it came to it she did love me after all. Ah, the hell with it! Why is it when I find the girl of my dreams, she turns out to be a hunk of machinery manufactured in Korea by a bunch of comms scientists?

I didn't actually care why she did it, although Bella gave me a call and told me what he'd discovered. She'd been programmed by one of his competitors to get as close to me as possible and find out what he'd done to this competitor's system. Then using the microwave modem inside her head, she'd cracked Bella's computers while he'd been sleeping next to her. And I thought she was having bad dreams.

You know it's crazy, but I'm really going to miss her.

**END**



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# YES ADOVENO

**J**ust in case any of you thought I was losing my marbles in the October issue, this is to reassure you that I do know where my marbles are, honest! Eagle-eyed readers will have trainspotted that in the Lost Souls column I said I didn't have a solution to *Blizzard*

*Pass*, yet on another page I offered a freebie to the game, and also in Lost Souls I said I didn't know *Wolfman* was out on the Spectrum, yet there I was rabbiting on about it in the news column.

The answer's simple: the Lost Souls column was one that had been written in a previous month but there hadn't been room for it at the time so it got used later, by which time it had dated slightly. OK, peeps?

Stephen Healy of Limerick wants to know where the crag-snappers' lair is in *Rebel Planet*, and the answer to that is in the cave across the river. Now get across the river! Several readers have asked what to do in *Rigel's Revenge* when you've jumped the gap and are back in the suburbs, the answer to which is to TSOP PMAL BMILC DNA ENIMAXE.

I haven't done many Kind Souls/Lost Souls/Adventurers International this month as I want to pack the pages with Xmas offers and reviews of a few new games, but I'll squeeze a few of the more favoured Souls into these front few pages instead, like Ken Green, 65 Meadow Lane, Moulton, Northwich, Cheshire CW9 8QQ. Ken's lost in . . . what's this . . . Andy

*Capp*?? Definitely not an adventure, but I always try to help my adventurous readers so if anyone can provide Ken with any clues at all, or even a complete solution, he'll be eternally grateful. Or at least until next Tuesday. In return he's prepared to help you and anyone else who sends SAE with questions on the following adventures: *Bored of the Rings*, *Book of the Dead*, *Kobyashi Naru*, *Robin of Sherlock*, *The Boggit*, *Four Minutes to Midnight*, *The Big Sleaze*, *Serf's Tale*, *Matt Lucas*, *The Colour of Magic*, *Dracula*, *Mindstone*, *Hulk*, *Killed Until Dead*, *Touchstones of Rhiannon*, *Sherlock*, *Hampstead*, *Terrormolinos*, *Gremlins*, *Harvesting Moon*, *Urban Upstart*, *Cuddles*, *Heavy on the Magick*, *Faerie*, *Custer's Quest*, *Vera Cruz*, *Sidney Affair*, *Valkyrie 17*, *Redhawk*, *The Price of Magik*, *Terrors of*

*Trantoss*, *Sinbad* and *Don't Panic, Panic Now*

Oh, let's get this other Kind Soul in while I'm at it. Shane Wood lives at 20 Dale View, High Etherley, Bishop Auckland, Co Durham DL14 0JH and Shane's your man if you've got any questions at all on the following adventures: *Seeker of Gold*, *Bulbo and the Lizard King*, *Bored of the Rings*, *Bugsy*, *Erik the Viking*, *Claws of Despair*, *Se-Kaa of Assiah*, *Lord of the Rings*, *Terrormolinos*, *S.M.A.S.H.E.D.*, *Robin of Sherwood*, *Sherlock*, *Red Moon*, *The Hobbit*, *Rebel Planet*, *Quest for the Holy Grail*, *Kobyashi Naru*, *Sinbad*, *Wiz-Biz*, *Star Wreck*, *Serf's*

obviously not an ideal solution. What you won't be able to do without a satisfactory save, of course, is load your data from part one to enable you to play part two. Not that he's got that far yet, but Kenny's obviously planning ahead. Has anyone discovered a way of saving the data in that adventure to disk? If so then please let Kenny know at the above address, and tell me as well so I can pass the info on to other interested readers.

David Nimmo of West Lothian in Scotland says that he's doing quite well on *Rigel's Revenge*, but wants to know where to find the gap and the bomb that he

keeps reading about. Doing well, did he say? Little does he know . . . Anyway, the gap is up on the view-bridge beyond the Robo-tank, and I'm not writing that backwards as it doesn't give away any secrets. As for the bomb, you'll find that some time after getting across the gap.

David's got a host of other interesting questions, so I'll concentrate on his letter for a while. What to do once you've crossed the swamp in *Shadows of Mordor*? WAIT in each location and watch what Smeagol gets up to, and get any clues that you can from him. Note what he says if a Black Rider enters. Your first few moves should be WAIT/EAST/WAIT/SOUTH-EAST/WAIT. You should encounter a couple of weak orcs, which you can fight, and a pine tree which . . . well, anyone knows what you do with a tree in an adventure game. Then go to the waterhole.

In *Gnome Ranger*, how do you get the Stinkwort out of the cave? That's another of David's dilemmas. To do this you need

the help of the Treehouse and the Greenhouse, and you need to put the stinkwort into something that you'll only discover if you read the world-famous backwards-writing. Talk to the Treehouse first, and say: EVIF TIAW DNA EVAC DLOH. Then talk to the Greenhouse and say: YLILELET NI TOOHS TROWKNITS TUP.

David would like to get hold of a copy of *The Serf's Tale*. If anyone's finished with theirs, or given up in disgust, contact David Nimmo, 38 Alexander Street, Uphall, West Lothian, Scotland EH52 5DB. He also asked how good *Guild of Thieves* and *Jinxter* were, having got engrossed in *The Pawn*, and wonders if they'd work on his +2 if he added a disk drive. Well, as to how good they are. DIDN'T YOU READ MY REVIEWS????



*Tale*, *Fuddo and Slam*, *Secret of Little Hodcome*, *Worm in Paradise*, *Gnome Ranger III* and *Lords of Time* to Zone 9.

'Keyboard' Kenny Anderson of 59 Ochil Terrace, Dunfermline, Fife KY11 4BP is having trouble with the tape loading on his +3. And he's not the only one! My own machine's so fussy that a millimetre either way on the volume control knob can make the difference between the program going in or not going in. And finding the right volume level in the first place can take ages. As for saving adventures . . .

Kenny's been having trouble while he's been playing the first part of *Rigel's Revenge*, where his saved games always come out garbled. You can alleviate this to some extent by playing the game through from the start each time, though that's



# URES

And if not, why not?? Think I write them just so you can go and ignore them? Huh! Well, to sum it up briefly for you: they're both mega-games. How's that? As to whether they'll work, well I very much doubt it. They've been converted for the +3, but I believe that the internal memory of the +3 and +2 are different so it's unlikely the games would run on a +2 even with an added drive. Perhaps some technical bod could clarify that.

Neil Kingham of South Woodford asks how he can go about joining the YS Adventure Club, which so many people have mentioned in the adventure section. Hmm, can't think who those people might be, as there's no such club! You probably mean either the Subs Club, which is free to everyone who takes out a subscription to YS, and which I've mentioned once or twice as I used to write the newsletter and always used to make sure there were regular adventure offers in it. Or maybe you mean the Adventurers Club, which has also been mentioned a few times, but this is an independent adventure club, nothing to do with YS at all. It's still jolly good, though, and for details of that send SAE to 64-c Menelik Rd, London NW2 3RH. They offer several services including a regular club magazine, a telephone helpline service and, best of all, a good adventure-only mail-order service with discounts of about 10% on games. Neil also asks where the Review Board is in *The Bard's Tale*, as he's searched high and low but can't find it. He obviously hasn't searched as far as the second building on the left as you head south down Trumpet Street. This is a tricky game to map well, but it's worth making the effort as otherwise you end up careering about.

Neil Sheridan of Chessington offers this tip on the Caribbean section of *Eureka*: "to skip the questions, or if you don't know the answers, press BREAK. The flag will pop up and then 30 seconds later you revert to the game."

Jim Donaldson of Glasgow has dared to question my advice! In Tartan's *Prospector* I told him to YDNAC EHT YUB and use the container to carry SLIAN EHT. "But," says Jim, "if I do that then I can't buy the axe to make the raft to cross the lake." Oh yes you can, if you earn some more money by doing a good turn for someone; WAS NEKORB EHT HTIW NAM DLO EHT.

Finally this month there's just one letter from a reader who didn't enclose SAE. You're learning at last! Well, all except Jeanette Daniels of Redditch, who asked how to get the gold coin out of the crack in *The Secret of St Brides*. That's easy, but only when you know how. NIOC EHT KOOH OT ENAC EHT ESU. And that's all folks...

ILLUSTRATION: Anthony Colbert

# NEWS

## Venture forth with Mike Gerrard

● Best news of the month for me had to be my first sight of the first issue of the adventure magazine, *Confidential*, that's going to be received every other month by anyone who joins the new Official Secrets adventure club. You may have seen their ads recently trawling for members. It looks like an organisation that's set to keep the Adventurers' Club on its toes. Run by Tony Rainbird (Yes, that Rainbird), the first issue has been put together by that legend in his own lunchtime, Graeme Kidd, with a lot of help from *Orcsbane* fanzine editor Nick Walkland.

This initial issue of *Confidential* is so impressive that it really makes me wonder if there's anything left to cover in the future. I promise you I'm not just saying all this because I've written an article for the mag: in fact it's hard to find anyone who's not in the first issue! There's Tony Bridge on the future of adventures, Sandra Sharkey on role-playing games, Pat Winstanley on adventure-writing utilities, Steve Cooke on Non-Playing Characters, and interviews with Magnetic Scrolls, Level 9, Michael 'Jinxter' Bywater and Infocom's Dave Lebling. All packed into 36 A4-size pages, along with a compo to win £500.

Although the mag isn't Spectrum-exclusive, there's obviously a lot in there to interest every adventurer no matter what your machine, with an offer for +3 owners of a disk adventure called *Black Lamp* for only £3.99. And there's an exclusive Magnetic Scrolls adventure on the way too. In brief, this is the best adventure magazine since the sad demise of *Micro Adventurer*, and details are available from Official Secrets, PO Box 847, Harlow, Essex CM21 9PH.

● Let's not forget those other adventure-writing heroes, Level 9, who are keeping their end up by releasing not one but two adventures! Through Mandarin



they'll be doing *Lancelot*, which I've mentioned a bit about before but the latest news is that the game is virtually complete and Pete Austin genuinely reckons it's their best release yet. I had a quick look at a preliminary version, and he could well be right. In the game Lancelot must prove himself worthy to see the holiest object in Christendom, the legendary Holy Grail, and to tie in with this the adventure has the most exciting adventure competition in several years. A £5,000 replica of the Holy Grail itself has been buried in a secret location, and clues are concealed within the adventure which will enable some lucky player to track down the hiding place. This isn't some tacky prize, either. The 7" high model is made out of sterling silver, gilded inside with 22 carat gold, encrusted with amethysts, garnets and opals, and stands on an oak block with a solid silver plaque just waiting to be engraved with your name. Could it be a YS reader who'll soon be drinking their cocoa out of this lovely object? To help you on your way I'll give you just one clue... it's buried somewhere in the UK.

● No such prize for players of *Ingrid's Back*, the return of the equally legendary Ingrid Bottomlow, just zillions of laughs and a cast of thousands. Well, lots anyway. Apparently one of the features will be gnumbers of gnomes all going about their business in Little Moaning, in a very detailed way, much more so than adventurers might remember from the characters in *Knight Orc*. You're advised to follow them and see what they get up to. The mind boggles.



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Meet the King of the scurf- 'Chip-fat' for short!

Years of squinting at train numbers ruined the eyesight - but NHS specs? Do us a favour!

Ugggggghhh! A coat like this will do nothing for your street cred! And as for the Edinburgh Castle patch - pukey!

Bleurgghh! Worra naff bag! The only thing worth carrying in a thing like that are three week old egg mayonnaise sandwiches and a wagon wheel. Yuk!

Clark's sensible shoes in the extra wide fitting for flat feet! Maybe useful for picking up the dog turds but have zilcho cruciality.

Here we have an empty space to store last weeks toenail clippings!

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Brad Ford

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● Still on the fanzine front, the first issue of the combined might of *Splut* and *Spectacular* has just landed on my desk with a thunk. Yes, there's a free thunk with every issue. And as a special offer on the first of these two-mags-in-one: two front covers!

Called *Spectacular and Splut!*, the magazine's very well produced by editor Rich Pelley, who won't get rich as he's only charging 25p an issue. For that you get lots of arcade reviews and playing tips, but there's also an adventure section written by Robin Alway. This is one page of letters and news, and a one-page review of *Jekyll and Hyde*. Robin will be on the look-out for games to review, which should be of special interest to the smaller companies who are always looking for people to review their games.

For a copy of the magazine send your 25p plus a large SAE to Richard Pelley, 32 Abbey Road, Westbury-on-Trym, Bristol BS9 3QW. That's also the address for adventure review copies.

● New releases are a bit slow this month, but soon it's going to be all systems go and let battle commence as Speccy versions of several mega-releases arrive on the scene. There's the new Magnetic Scrolls game, Phil Snouty's *Fish!*, what he wrote with two other bods we'll ignore. I've just dipped my toes into this game, which begins in a goldfish bowl but soon proceeds to stranger places as you step through your choice of time warps. Very weird, but I'll bet an ant's egg to a whale dropping that it could become a cult adventure and I can't wait to get my fins on the +3 version.

Then there's *Parisian Knights*, the second release from Abstract Concepts, which should be in YS's grubby mitts any day now for a detailed examination. An almost-ready version looked very promising, and every bit as complex as *Mindfighter*. I might also have some news for you soon about... whisper it lightly... Delta 4! Yes, they've been quiet for a while, but not for much longer, so hold on to your hats.



FROM OUT OF A

## DARK NIGHT SKY

If he could only have found the final Pod." If only, indeed. Then man might still rule instead of the Aliens. And so the adventure begins... or is it all a dream?

If none of this makes sense then don't worry, just play the adventure — and it still won't! No, it might do, but even if it doesn't then all you need to know as you set off on this sci-fi tale is that you've got to locate and destroy the various Alien Pods that are lying around the latest *Quill'd* landscape from John 'Fuddo' Wilson. A sci-fi tale from the Rochdale Balrog?? Yes, the man's gone straight.

After a mysterious intro the game really begins when our hero Martin sets off in his car along... oh no... a dark moorland road. The fool! On top of that there's a bright red glow in the sky, then another. Then the engine cuts out, the car rolls to a halt and Martin's sitting there without even a glow from the dashboard. Being sensible should help you locate a few things, but quite early on in this game I began to feel that maybe the vocabulary wasn't quite as wide as it might be. A handle in the car releases the bonnet, and if you go round to the front you can open the bonnet and get a whiff of warm oil. But could I examine the engine? Could I heckers!

Elsewhere I landed in a ditch through trying to grab a stanchion and jump across a gap in a bridge. There by my side was a broken stanchion, an actual game object, yet I couldn't get it, examine it or seemingly do anything else with it. Frustrating. I think Zenobi ought to invest

in a copy of *PAW*, too, as *The Quill* system is starting to creak a bit. You get used to typing commands like GET ALL and expecting them to work.

Picking on a game's faults is inevitable, and I should point out that there are also lots of good features too. I like the random messages that add a bit of atmosphere to the text, like the distant sound of a train in the night. And it's a good above-average adventure, with problems increasing in trickiness as you try to locate and destroy all the Pods.

On the 'B' side of the tape is a more typical Wilson romp called *Behind Closed Doors* in which 'oh dear, what can the matter be? The poor old Balrog is locked in the lavatory!'

A one-location game in which you have to escape from the smallest room in the house, with just a stub of pencil and *The Goblin's Gazette* to help you. Trickier than you might at first think, the mini-adventurer's packed with laughs as you try to EXAMINE everything in sight.

I know which side of the tape I prefer, and for his next game I'd like to see the Balrog back to what he does best — by which I mean writing funny adventures, of course.

Graphics	□□□□□□□□□□	7
Text	■□□□□□□□□□	
Value for Money	■□□□□□□□□□	
Personal Rating	■□□□□□□□□□	

Title: ..... *From Out of a Dark Night Sky*  
 Publisher: ..... Zenobi Software, 26 Spotland Tops,  
 Cutgate, Rochdale, Lancs OL12 7NX  
 Price: ..... £2.49

tiles that formed the floor of the small wooden dwelling that the mighty Balrog was presently occupying. Somebody had once made an attempt to add a touch of decorum but the coat of paint they had liberally applied to walls had seen better days and was peeling off in large flakes.

→ EXAMINE WALLS  
 Which one?

→ n  
 Who needs 'compass directions' in the middle of a toilet?

→ EXAMINE TOILET  
 Oh ho! we have 'toilet-freak' in our midst, do we!

→ INDEED WE DO →



# SANTA MIKE'S C

**N**o doubt about it, my experiment last June and July to offer special discount prices on the best 'indie' adventures was a terrific success with software houses and readers alike. Some companies were swamped with orders for hundreds of copies of their game, and reported customers coming back for more once they'd discovered the excellent

adventures being produced by some of these small mail-order-only companies. Lots of readers wrote to me and thanked me for doing the offers, saying that they too were delighted to find out about these companies, and asking why didn't I do it again.

Well, what can I do but... no, not repeat the offers. Obviously there's only one thing to do as it's Christmas, and that's top the previous offers with some even better ones! No point in repeating the same ones as last time round— but if you want to find out what they were then

get the back copies as the coupons are still valid unless it says otherwise. Nope, this time I've got to come up with something even better. Most of the names will be familiar, as they're the ones producing the best adventures, and if anyone thinks differently then by all means let me know. But there are some new names too, lots of new games, better bundles, and if anything's repeated from last time then it's at an even lower price!

So let the coupons commence...

## Reductions From Rochdale

No offers would be complete without something from the Rochdale Balrog, alias adventure author **John Wilson**, and he's making his latest two games available to YS readers at special prices. First is his sci-fi game *From Out of a Dark Night Sky*, complete with the bonus adventure *Behind Closed Doors*. Then comes the game that's so brand-new that I've not even seen it yet! Side one is an adventure called *The Balrog and the Cat*, while side two's bonus program is yet another departure for 'El Supremo' as it's a 3D arcade-adventure written with CRL's *3D Game-maker*. This I must see! And if you must see it, then clip out the coupon and get it at 50p off the recommended price. Buy both tapes together and get all four games (three adventures and one arcade-adventure) for only £3.50, although overseas readers must add an extra £1 to their orders, whether buying one or both tapes, to cover the extra postage.

TO: Zenobi Software, 26 Spotland Tbps, Cutgate, Rochdale, Lancs OL12 7NX.

FROM .....

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Both tapes together £3.50

(Overseas readers add £1 to cover postage).

I enclose my cheque/postal order for £..... made payable to Zenobi Software.

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## River Flows On

River Software continues to release good adventures at a steady pace, and two double-play tapes have come out since my last set of offers. If you enjoyed those you won't need much encouragement to send for the new ones — but in case you do need encouragement there's a bit of a discount on offer. First tape is *The*

*Enchanted Garden/Jack and the Beanstalk*, which I haven't had space to review but you know you can expect the usual professional River product. The next release was *The Domes of Sha* which had a word-game on the 'B' side: *Letter Bomb*. I have reviewed these two, and that should have been printed by the time you read this, but just in case it hasn't, then my personal rating is 8/10. Now that ain't bad! And reader **Allan Phillips**, who also reviews adventures for the ACL dossiers, rated it as author **Jack Lockerby's** best game yet. On either tape there's a 25p discount, but buy them both and Lockerby goes mad and knocks an extra 75p off the recommended price.

TO: River Software, 44 Hyde Place, Aylesham, Canterbury, Kent CT3 3AL

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*The Domes of Sha/Letter Bomb* £3.75

Both tapes together £5.25

.....

## Essentially Mythical

*Jekyll and Hyde* from the Essential Myth programming team was a mega-game in these pages.

For me it leaves horror games like *Frankenstein*, *Wolfman* and *Dracula* standing. The game was on offer last time round, but since then the programmers have been busy writing the improved 128K versions — which have tons of extra text and features, more objects to be examined, more of everything in fact. As I wanted to include an Essential Myth game again I said I'd only offer *Jekyll and Hyde* on one condition: the Xmas price had to be even lower than last time. And they agreed! The prices are a real bargain for a three-part graphic adventure with instruction booklet and postage included:

£4 for the 48K version, £5 for 128K tape and £7 for +3 disk.

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48K tape version £4.00

128K tape version £5.00

Plus-3 disk version £7.00

## A Fairly Difficult Fistful

My chortlesome chums at Zodiac Software have come up with a twin-adventure tape incorporating two recent releases that have both had full reviews in the past year from me, and both of which scored 8/10 on my special Personal-Ratings-ometer. The games are *Fairly Difficult Mission* and *A Fistful of Blood Capsules*, both packed with more jokes than you'll find in the average box of Christmas crackers. In fact that's where they get most of their jokes from, but they won't admit it. Both adventures are also packed with parts, with no less than 10 different parts going to make up the two games. Originally they'd have set you back £7.50, if you'd bought them both, but now as a Christmas treat you can have the two on one tape for £2.99. Less than 30p per part!

TO: Zodiac Software, 22 Peakdale Avenue, Goldenhill, Staffs ST6 5QP

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I enclose my cheque/postal order for £2.99 payable to Zodiac Software for one copy of your special *Your Sinclair* compilation tape of *Fairly Difficult Mission* and *A Fistful of Blood Capsules*.

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# CHRISTMAS BOX

## Tartan's Trillions

Trillions of adventures on offer from Tartan Software this time, at even lower prices than they were offered last time out. And if you bought them last time out... well, just bog off and order something else this month. The previous offer included *Double Agent* at £3.25, but this time it's only £2.95 and includes a bonus adventure as well! This one's called *Escape*, and author **Tom Frost** originally wrote it for the Spectrum Adventure Exchange Club, which has unfortunately now ceased to be. Nothing to do with Tom's adventure, of course, but he thought it a shame that the game should lie neglected so he's put it on the back of *Double Agent* for the benefit of those YS readers who haven't yet bought that game.

Also on offer from Tartan Tom is a tape he's called *The Tartan Five*. This is made up of, you'll never believe it, five Tartan adventures: *Shipwreck*, *Castle Eerie*, *Prince of Tyndal*, *Crown of Ramholep* and *Prospector*. Buy them all separately and they'd set you back £7.85, but buy them through our coupon and you can have 'em all for £4.95. And if you've really got time on your hands over the hols, then what about *The Tartan Eleven*? Not an adventure featuring the Scottish football team, but Tartan's *Six-in-One* pack that's aimed at beginners, plus all the games making up *The Tartan Five*. Buy that little lot and the total price is reduced from £12.80 to £7.80. Save yourself a fiver... and have enough adventures to keep you playing till next Christmas.

TO: Tartan Software, 61 Bailie Norrie  
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<i>Double Agent/Escape</i>	£2.95
<i>The Tartan Five</i>	£4.95
<i>The Tartan Eleven</i>	£7.80
Mike's special Christmas Gift to you.	

## An All-Encompassing Offer

On some of these offers the prices are exclusive to YS readers, but this offer from Compass Software is even better than that as the tape itself is exclusive to us too! Called *The Compass Collection*, it's been specially put together for this *Your Sinclair* Christmas special by Compass's **Jon Lemmon**. Jon's the author of two

ace games, *Demon from the Darkside* and *The Golden Mask*. Both these games are on side one of the tape, and my verdicts when they were first released were personal ratings of 7/10 and 8/10 respectively, and value-for-money ratings of 8/10 and 9/10. And that's when they were priced at £2.50 each! Now you can have them at a price that'll send the value rating way off the clock!

Side two of the tape is made up of two connected games written by **Jon** with **Tim Kemp**. First is that old favourite *Project X: The Micro Man*. It's not just one that I like, as maestro **Tony Bridge** chose it as one of his own four favourites when he compiled his *Fourmost Adventures* tape. That game was followed up with *The 'O' Zone*, which I rated slightly poorer but still gave it 5/10, and that too was originally available at £2.50.

YS readers can now have all four of these games at a price even I can't believe: £1.99 for the lot! That's the bargain of the year, let alone of this month, so grateful thanks to **Jon Lemmon** for putting *The Compass Collection* together especially for us.

TO: Compass Software, 111 Mill Road,  
Cobholm, Gt Yarmouth NR31 0BB.  
FROM .....  
ADDRESS .....

Please send me *The Compass Collection* at the special YS price and I enclose my cheque/postal order to Compass Software for £1.99 in payment.

## Luv Santa

A very special Christmas gift from me to you comes with the revelation that lucky +3 owners can at last play some of the adventures from the world's greatest adventure writers; the mighty Infocom! And that includes my all-time favourite adventure, *The Hitchhiker's Guide to the Galaxy*, as well as the famous *Zork* trilogy, magical adventures like the *Enchanter* trilogy, and even the rather rude *Leather Goddesses of Phobos*. Before you turn the page in the belief that I'm up to my April Fool tricks a bit early, let me assure you that it's all perfectly true and I've just been enjoying a quick galactic hitchhike on my +3 to prove it.

Your thanks should really go not to me, but to Locomotive Software, who recently implemented a version of CP/M Plus for use on the +3. Phil South reviewed that in some detail in the October issue, and mentioned the thousands of CP/M Plus programs that it should now be possible to run on the +3. Ah-ha, I thought, there are CP/M Plus versions of most of Infocom's games

available on 3" disk for the Amstrad CPC and PCW machines. Are we in business, I thought?

So far I've been able to test out nine of those, and yes we are in business! Seven of them run perfectly and easily, without alteration. Just load up CP/M Plus on your Spectrum, stick in the CPC/PCW disk, type DIR to get a directory of files on the disk, then type in the appropriate file name. With several of the adventures there are various files on the disk, covering slightly different versions of the games for the Amstrad CPC464, 664, 6128 and PCW computers, but you can pick almost any of these and they work with differing levels of success. I've found the 6128 versions to be the closest to the +3 screen layout, though of course as the games are in 80-column mode you have to use the flip-screen technique that Locomotive has devised to enable these programs to run on the Speccy. The full screen is divided into left- and right-hand sides (which overlap to a large extent in the middle) and you flip between the two sides in order to read the full text. Good practice for would-be tennis umpires, but a bit awkward at first, though you get used to it and it does mean you can actually play the games.

Ones I've checked out as successful so far are *Ballyhoo*, *Moonmist*, *Leather Goddesses of Phobos*, *Hitchhiker's Guide to the Galaxy*, *Infidel*, *Seastalker* and *Sorcerer*. The only failures were the last two titles to be released for the CPC/PCW, *Stationfall* and *The Lurking Horror*, but I have hopes of making these work as well once I've played around with the installation program that should allow the creation of versions of the programs that will conform to the Spectrum's screen requirements.

Now for the bad news: Infocom stopped publishing CPC/PCW versions of their games with *Stationfall* and *The Lurking Horror*, so any releases since then are definitely not available, even in America. The company also stopped duplicating CPC/PCW versions of their earlier titles at the same time, so that once stocks were run down then the games were no longer available. You might find them on the shelves of your local software shops, or advertised by mail order companies, or offered second-hand, or on sale at Amstrad computer shows, but you won't be able to simply order them direct. It's worth persevering, though, as Infocom games are without doubt the best adventures in the world. Merry Christmas!

CP/M Plus for the Plus-3 is available at £29.95 from Locomotive Software, Allen Court, Dorking, Surrey RH4 1YL. The package includes their *Mallard BASIC* as well.









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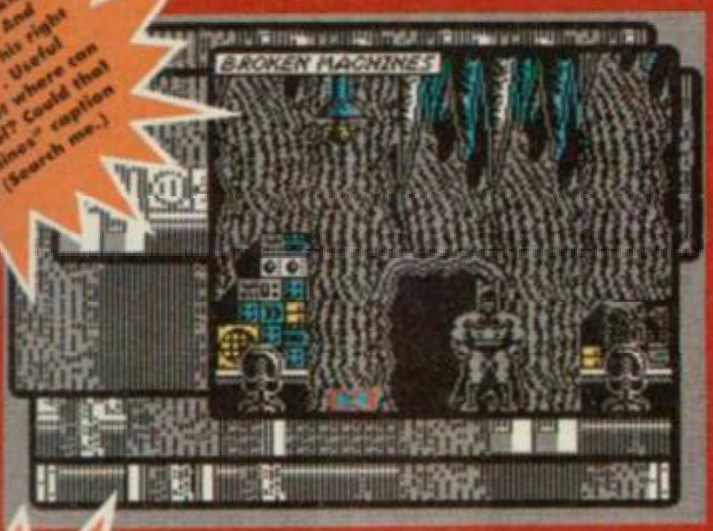
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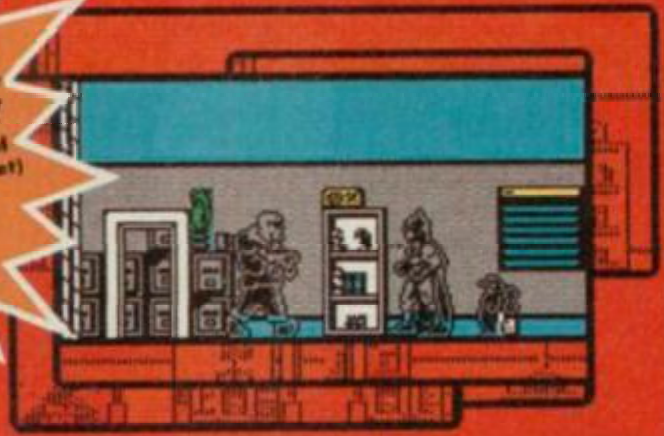
Batty wondering how he knows looking at the next to his right. Batty's a "beat" - Useful for any hit head? Could that "broken machines" caption be a clue? (Search me.)



Batty reaches the roof of one of the buildings - useful things, ladders - and meanwhile I've made things extra difficult for him by revolting the borders that so probably making him throw up. Charlie!



In the warehouse, and now the border's that lovely shade of blood red. (Useful being bleed.) Batty's in trouble, as you can see, for not only has that plug-ugly best shot at him (the little black line just to the left of the caped one is the bullet) but there's a clockwork penguin just behind him. Holy cogwheels!



This icon screen shows that our crusading thum isn't in such good shape. (Useful things, shapes.) All the icons of the bits and bobs he has picked up are down the left and right hand side (in order, tool, lockpick, door key, balurang, batdisk, rope) while the action icons, squat smugly in the middle, near the batcursor. But it's those batcharts at the bottom I'm worried about. Will it soon be time for a batdeath?



# BATMAN 2

THE CAPED CRUSADER

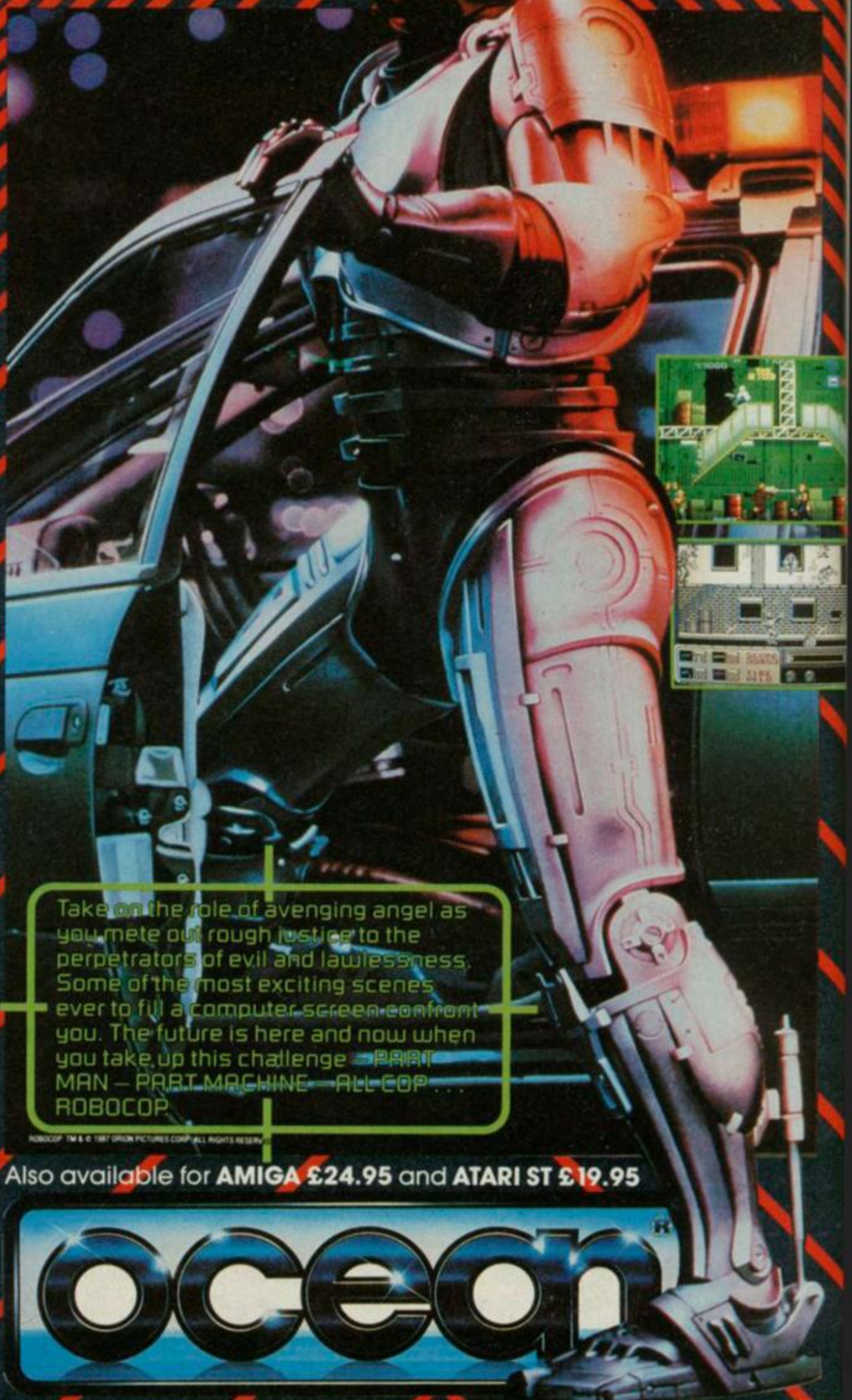
Holysequels, Robin! Old Batty's back again, zooming around those Gotham City streets. Marcus Beremann went to see what the flap was all about.



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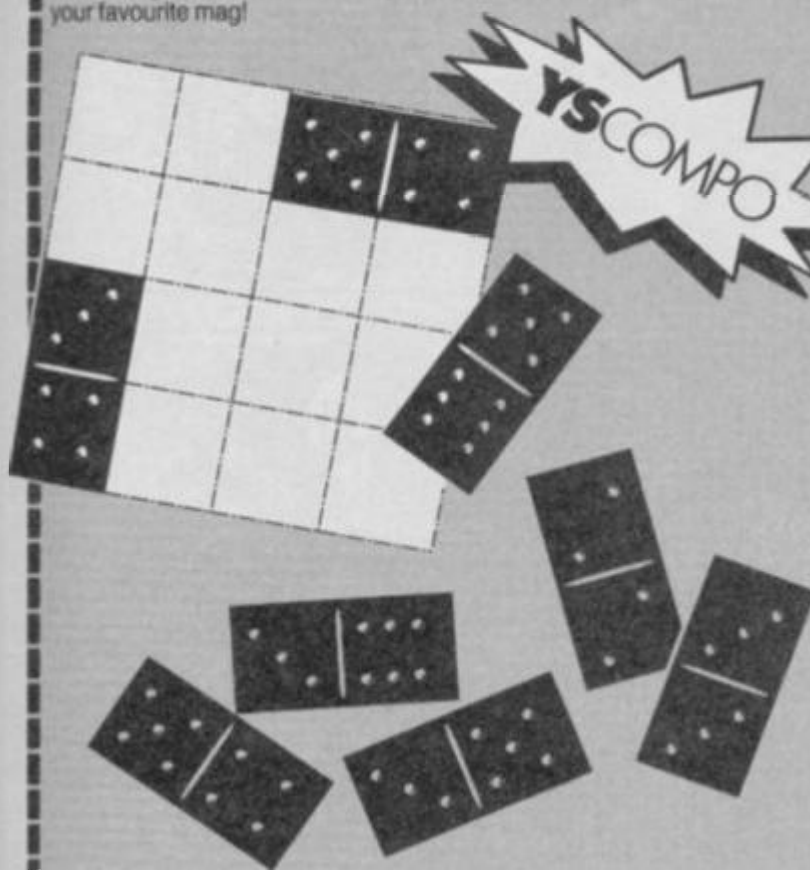
## PETE'S PUZZLERS

Providing the entertainment for Boxing Day, Pete Shaw is here once more to tease and trick you. Who knows, you may even win some goodies too!

### Not A Card Trick

**Mark Harris** of Chadwell Saint Mary in Essex came up with this month's mega-prize-winning-extra-thirst-quenching-pop-it-in-an-envelope-winning puzzler, and jolly good too, I say.

Now, the problem is simple. The dominoes have to be put into the grid, but not in any old order — oh, no, that would be far too easy. What you've got to do is arrange the dominoes shown so that the horizontal, vertical and diagonal totals of the spots add up to 15! I warn you, it ain't as easy as those 'Magic Squares'. But then, you wouldn't expect anything less from your favourite mag!



Have you got all that sussed then? Well, I am surprised! How do ya fancy winning yourself a bundle of games? All you have to do is send the correct answer in to this month's prize puzzler, and yes, you could be the lucky winner (as long as your answer is correct, I'm in a good mood and you enclose a sterling bill of a large denomination... Joke!)

Okey cokey Pete, I've got this one sussed, and here's where to send the gear . . .

Name .....

Address .....

Postcode .....

Fill in the coupon and send it off tout suite to the Even A Bottle Of Christmas Spirit Wouldn't Stump Me, So Hand Over The Goodies, Pete' Compo, YS, PO Box 1509, Enfield, Middlesex, EN1 1LQ.

Any entries received after 31st of January will be pinned up and laughed at; Employees of Dennis Publications who try to enter will be pinned up and laughed at; Pete's decision is final, and if anyone is found arguing, T'zer will be pinned up and laughed at.

### It's A Cracker!



You can thank **Arif Umer** of Manchester for this gem . . .

How did a man fall off a 100ft ladder and live?

He was standing on the bottom rung at the time!

### Coin Oops

My mate **Gordon Mace** from Malta (Hey Gordon, any chance of spending a week round your place?) sent me in this one. Ta ver much Gordon, and don't forget I quite fancy a holiday soon . . . (snip Ed)...(snip...Pete).

A man found a small coin in the street. On examining the coin he found the date 327 BC. Wow, thought the man, riches beyond my dreams and all that rot. He quickly took it to a friend of his, an archaeologist by the name of Harry. When Harry looked at the coin he said it was simply a hoax. How was he sure?

### It's Another Cracker!



Which is the odd one out of these numbers?  
2 6 10 13 17 23

Number 17 — because the rest come with rice!

### Matchit Again, Sam

How do you make a tower out of 17 matches which would be higher than T'zer's country mansion?





# Probably The Biggest Wordsearch In The World (Probably...)

Tax your brains well into 1989 with this huge puzzle, which I done myself. If you can complete it (or if you can find more words than anyone else), then you've a good chance of winning the new 'Rubik's Cube' puzzle — the circle! More of that later — first of all, you've got to solve the puzzle.

SGDHJKSAMNTIOJETHQORPEBNTNHAMZIRWJKLSIN  
 KSOCRYPTOCRYSTALLINEKEJHSPOLMENHFAIEW  
 DENORETSOCITROCYXOEDLSIENHFKLASHRIQPEK  
 LAJGDSFJHXNMASHDGGQIEHAJSDBBMAKOKRUANSJ  
 KABOXCSJUDIUFYUSKDJHDAKJWHDIUQOQIRNCAE  
 SJEQUEYCMZAKLSWUQTRFEASJHDAIJHDKHALDJ  
 SDFQJFTSDHSJDHRUWQWIXSDFJHSDHFKHSDHFOQ  
 SMSILAITNEUQESNOCBHFTRKOURISNABKHDIYHFK  
 SJKLGLSLHWITNMEBSHGTFKJANDBSNHRGEUASBD  
 JSDINJ IJSBDBASJDFHNFQCKXJVVHNSBNMVASDH  
 JDFSJFBDJENHDEDFHHJHAKJHDSFKHDIYFJERT  
 SDFYASAFJENBSHRDJNDIMETHYLSULPHOXIDEJH  
 ASDTNBCHSKHETAOOGJFNFKSDFKJHULAHGDFL  
 KJDNJH IJSKUTHWOETDSHHSKSNDSJTHRUHSGDHN  
 JSDAJSDJALPFOONMCHHSEJNGSBEVWTAGSHNTAJ  
 KJHLJHUSDHABSHATWYEHTNSBHAIJNKMGNSISA  
 JKSLNVMAJSHDGEUJNASRAJKSNHTURGHABXGMNA  
 MSNLNMANSMNTHUIWNHFEAJDHAIUOMAJHDKJAS  
 SDFNJSNAJADSKSDHDLHDSYEGARMHGADFKHSDHF  
 SHDRKSI I HJKSNHFEAYDGSJASKATI JLSAHGDJHA  
 HASYNHDRPOTOPORPHYRINGHSNIFCASDKJHFEA  
 HJSWASGASJHDDGAFSRTJZHGXGATJHGSDDHJGFAS  
 JKDHGFSTKASJALSKDEKIUEFCGHGSRKJKAUEHF  
 JKDCKJDNKJHSDHSGOIOQPAIEAHJUIJKDNSMXE  
 KJHYQWYSEKDKNJSHEFRKDERASCNMAMKSDHAKKEW  
 KNSRHSJMKLYQWERTYUOIOPEASEDFGLHJKLXCV  
 MNBEBVCHSCKHREASDFUJHGGCIGOGFDLHYRGDBHS  
 MNBGRTYSC TREESDFGLKJ IURFDUJH GASDGYHQFD  
 IJHOGFI I HJTYDFDSFGPOIESDSDFGGTMBHGFDS  
 HEFGWQLMVGFDRLHGAOHYTBGFRDSEIHYIPJHGF  
 HGLLRDEBAHYTMALAPROPISMUHGTDRROYTRAGERE  
 UHBLRWQANOTREBNHTTFDYJUGWAFRDNHGDJGFD  
 KJGYNRTYLYKGDSDWOUFEFDDGLKICGNBDRSAGMNHJ  
 KHRCIUGSDFGHJKCVBTDCAH IUYTREWQASOKJHG  
 MITNUHGEI HJGIEWQYRARECKJHVBVGFCDX'TGFD  
 UTDYHGFESROYETMNHJLFXAESNBVCDSREATANHGR  
 YFBWPIGIDRARGVXDROREVAUQIMESIMEDIMEHBG  
 NJGGTRSDYJONHUIIMPFDJBSNJAMSLINOPEONJSN  
 HGFILKCIHCMNAKSJUTHDGEFRSAEDRVSNHRRFGJU  
 JKHLHGFTOJEGTSEFANHREBADF LPORJNUGHHFDR  
 GFDWJNTNTKNNHSGAKTHANJSBWHYSGAJUINCBVFG  
 HEYFLUEAEKNNMHTRGYUDFGVHRWQLPUBHNFONDSA  
 RUNRNRUNSDFKJHSDFKHJSDKDFASNBCASIRHSDS  
 IACIDBINGSKDBCJSKWIEYAGLEICRCHALHTUNGDP  
 AJSADHJSAJDKTNUGHVAVASBOWTEKLI THUNCJSHE  
 FARFIMMEMUNDHEXAMETHYLENETETRAMINENDSM  
 HSNJKNHNSGTANEBHNJSSIENEGOENOCULGKIH  
 KJHAJDHVKJLBMXCUNBERUIHVJHSJPOENHFEGDHS  
 ANSLHDSNBJHSGWPFORUDJKSLGDJKSBCHJGUKOW  
 HGALHDGIUUYWERVVVCJKBSJDFBPOWPERUYERVHS

The BIG list . . .

- Acanthopterygian
- Acetaldehyde
- Adrenocorticotropic
- Aerothermodynamics
- Amaranthaceous
- Antidisestablishmentarianism
- Consequentialism
- Cryptocrystalline
- Deoxycorticosterone
- Dextroamphetamine
- Dimethylsulphoxide
- Electrochromatography
- Gleichschaltung
- Gluconeogenesis
- Hemidemisemiquaver
- Hexamethylenetetramine
- Intercommunicability
- Llanfairpwllgwyngyllgogerychwyrndrobwllantysiliogoch
- Magnetohydrodynamics
- Malapropism
- Malassimilation
- Polytetrafluoroethylene
- Protoporphyrin
- Schlumbergera



When you've finished that (tee hee!), complete this coupon and send it off to 'So, Pete, You Thought You Got Me There, But I've Done It Anyway' Compo, YS, PO Box 1509, Enfield, Middlesex, EN1 1LQ.) Make sure it gets here by January 31st too!

Name .....

Address .....

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# Sort 'Em Out Santa

There are ten differences between these two pics of Santa, can you sort them out?



# End Bits

Send me your best puzzles, and if I use them you'll get a prize. Simple innit. Just send your puzzles to Pete's Puzzle Page, YS, 14 Rathbone Place, London W1P 1DE. Your puzzle should be original — not torn out from another magazine (as I have seen before), and please don't specify the games you want, mingey old Jackie can't sort out particular games! And if you can't suss out this month's probs, answers are on page 142





From the depths of the darkside, 1313 Mockingbird Ave has been invaded by Ghouls, Zombies, Vampires, Ghosts...



Makes your blood run cold doesn't it? Because the munsters are such nice guys Old Nick has decided to teach them a lesson in "ghoulology" and bring them back to the underworld. To this end they have



kidnapped Marilyn - the swine Herman, Eddie, Grandpa and Lily need your help to rescue her but, can you handle it? The Munsters The Game, based on the television series. This is a multi role all action arcade



game, with superb graphics and gameplay ENJOY IT NOW! Screen shots from AMIGA version.



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It's time for Munsters. The first exciting release from AGAIN AGAIN. This haunting game will be available on ATARI ST (£19.99), AMIGA (£19.99), SPECTRUM (£9.99), C64 (£9.99), AMSTRAD (£9.99), MSX (£9.99), AMSTRAD DISC (£14.99), and C64 DISC (£14.99). You can order direct by sending the order form along with a cheque or postal order made payable to: TIGER DEVELOPMENTS (ENT) LTD. to the address below. All orders will be despatched on day of release. Units 3-7 Baileygate Industrial Estate, Pontefract, West Yorkshire WF8 2LN. Tel: (0977) 795544 Telex: 557994 RR DIST G Fax: (0977) 790243



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# THERE'S

Okay, so you know  
but what you

# NO

10  
don't



PHOTOGRAPHER: GIBBY PHILLIPS



*Christmas is coming and Duncan's getting fat.  
Please spend a penny in the old man's hat.  
If you haven't got a penny a ha'penny will do.  
If you haven't got a ha'penny — pis off!*



**O**nly joking! Why not enter our utterly amazing Christmas compo instead 'cos you could win billions\* of incredible prizes worth billions of pounds\*\*. There's a foldaway snooker table from Martech, a real leather flying jacket from Microprose, games from nearly every software company you care to mention and tons of T-shirts, sweatshirts, mugs and badges from everybody. So how do you get your hands on the loot?

\*Well okay, there are 1500 prizes!  
\*\*Well loadsa dosh anyway!



# NO ROOM AT THE INN . . .

The Three Kings bought presents of Gold, Frank Muir, sorry Frankincense and Myrrh, don't know is they bought a lot more besides – and all for YS readers!

YS XMAS  
COMPO

BLIMEY WE'VE GOT  
OVER 1500 PRIZES UP  
FOR GRABS!



## HOW TO WIN

It's a doddle! Turn over the page to see a whole load of simple questions each applying to a particular batch of prizes. It's up to you how many questions you answer – if you want to have a bash at winning absolutely everything you'll have to answer all the questions

but since they're so easy why not do that? On the other hand if you don't know some of the answers (you clot) just answer the ones you can – you still stand a good chance of winning something. Once you've answered all, or as many of the questions as you think you can, fill in the coupon stick it on the back of an envelope, or a postcard, and send it to 'There's No Room At The Inn 'Cos It's Full Of YS Prizes Compo, YS, PO Box 509, Enfield, Middlesex EN1 1LQ.







# S FULL OF YS PRIZES!!



23

**Mediagenic**

Well, blow us down with a hot curry. Mediagenic has offered 10 Afterburner notebooks and 15 copies of SDI to help with the Christmas cheer (I'd prefer a bottle of milk! Ed). Get this right and you're in with a chance to win something.

**What speed does Concorde fly at?**

- a. Mach 1
- b. Mach 2
- c. Mac Donalds



24

**Microprose**

Checks away! Microprose has just released *Airbone Ranger* -- see this issue's review. And to celebrate it's donating a real leather flying jacket. Just tell us the right answer to this.

**If there are six handsets at 1 o'clock and it's 12.30 are how much time have you to spare?**

- a. Half an hour
- b. Enough to make a cuppa
- c. Get out of there fast!



25

**Ocean**

Do you want 10 Operation Wolf T-shirts, 10 RobCop T-shirts, 10 Operation Wolf baseball hats, 10 Ocean baseball hats, 10 copies of Operation Wolf? Thought you might, but first have a brain at the following problem.

**In little Red Riding Hood who did the wolf disguise himself as?**

- a. Roger Whitaker
- b. Clair Rayner
- c. Grandma



26

**Palace**

Cop a load of this! Palace is offering 25 copies of *Barbarian II* and 25 *Barbarian* T-shirts to the lucky winners who are clever enough to answer this dead simple poser.

**Which page does girl is featured on Barbarian?**

- a. Maria Whitaker
- b. Roger Whitaker
- c. Margaret Thatcher

27

**Rebel**

Rebel has offered us 25 copies of its new game *Shinobi* but not before you give us the lowdown on the following trivia.

**Which rather peculiar pop star sang Rebel Rebel?**

- a. David Sylvian
- b. David Bowie
- c. Roger Whitaker



28

**Superior Software**

Bag one of 50 copies of *By Fair Means Or Foul* from Superior Software by answering this simple question.

**Who changed his name from Cassius Clay to Mohammed Ali?**

- a. Mohammed Ali
- b. Mohammed Whitaker
- c. Henry Cooper



29

**Special FX**

Holy Mackerel! Special FX has got 50 copies of *Batman II* up for grabs. But the riddles won't release them unless you can tell us the answer to this riddle.

**What's black, white and red all over?**

- a. A newspaper
- b. A man with a javelin through his head
- c. A zebra with sunburn



30

**Telecomsoft**

15 Microcameras, five copies of *Carrier Command*, 10 T-shirts, five copies of *Virus* and five copies of *Intensity* are for you-cos-hoo! Well Telecomsoft says they are if you can answer this.

**Which one of the items below is NOT a phoney?**

- a. The Piltdown Man
- b. The Turin Shroud
- c. Maureen Lipman



31

**Thalamus**

Ye ho ho! We could fall off a Yule Log backwards 'cos Thalamus has generously dug deep for 50 copies of *Saxxon* just for you lot. Be lucky or be a loser!

**When did good King Wenceslas left look out?**

- a. On the feast of Phil South
- b. On the feast of Steven
- c. Half past three



32

**Triss**

If you fancy one of 50 copies of *Fire And Fury*? Okay then we've got some up for grabs but first get your brain cells firing on the following.

**The fireman Pugh, Pugh, Barney McGrew, Cuthbert, Dibble and Grubb star in which children's programme?**

- a. Blue Peter
- b. Cuckoo's Nest
- c. Thompson



33

Grubs wears lot of prizes! US Gold has offered us 20 copies of *Eubank*, 15 sweaters, ten *OutRun* T-shirts and 50 *Thunderbolt* badges. Answer the following to get your hands on these yummy goodies.

**How quickly did the Guinness Record breaker, John Fletcher, eat 100 waffles?**

- a. 5 min 17 seconds
- b. Two hours
- c. Six Weeks

## THERE'S NO ROOM AT THE INN COMPO

Since there's no room in the boozier I'll take a few prizes off your hands by filling in the answers to those very simple questions.

- |         |         |         |         |         |
|---------|---------|---------|---------|---------|
| 1.....  | 2.....  | 3.....  | 4.....  | 5.....  |
| 6.....  | 7.....  | 8.....  | 9.....  | 10..... |
| 11..... | 12..... | 13..... | 14..... | 15..... |
| 16..... | 17..... | 18..... | 19..... | 20..... |
| 21..... | 22..... | 23..... | 24..... | 25..... |
| 26..... | 27..... | 28..... | 29..... | 30..... |
| 31..... | 32..... | 33..... |         |         |

Name .....

Address.....

Postcode.....

Even as I read this I'm filling in the answers and my name and address and sticking the coupon on a postcard or the back of an envelope and sending it to There's No Room At The Inn 'Cos It's Full Of YS Prizes Compo, YS, PO Box 1509, Enfield, Middlesex EN1 1LQ.

## SANTA CLAUSE

- Anybody from Dennis Publishing Ltd, Addictive, Alternative and all the rest found entering this compo will be fed to Rudolph The Red-nosed Reindeer.
- Send your Christmas wishes in by Jan 31st or you'll end up in the Yule Log.
- Our GLO-DOO-DOO-DOO-ODORIOUS leader will NOT open her mouth regarding this competition. (Some hope! YS Team)



# BY PUBLIC DEMAND A 10 GAME STAR STUDDED COMPILATION

PERFORMANCE

# PERFORMANCE

READ THESE RAVE REVIEWS THEN  
RACE ROUND TO YOUR SOFTWARE  
STORE!! ITS BOUND TO BE A  
SELL-OUT!



**SHACKLED** "The game should be part of any gamer's collection" PCW. "A fun packed conversion that will keep all Gauntlet fans well entertained." Sinclair User



**ARMAGEDDON MAN** "A good strategic war game." Amstrad Action. "The slickest simulation of global geopolitics yet." Your Sinclair



**TRANTOR** "If we described this as 'the best Amstrad programme ever', it would sound like a cliché, but it would also be true." Amstrad Computer User. "An original and brilliantly programmed shoot 'em up." 9 Your Sinclair Megajob



**10TH FRAME** "Another slick and extremely well programmed Access sports simulation." ZZAPI 64



**BOBSLEIGH** "900+" rated by ACE. "Brilliant version of a board game that should by rights have been impossible to programme. Lots of fun." 9 Your Sinclair. "An addictive simulation with plenty to do." Crash 88%



**LEVIATHAN** "A space game inspired by the ZZ Top Video 'Rough Boy'. Zaxxon-esque game with total manoeuvrability and true perspective graphics."



**HARDBALL** "A truly realistic sport simulation which sets new standards." ZZAPI 64 "It will take one hell of a sports game to beat this one." CCI Rating Awesome



**MERCENARY** "A classic" ZZAPI 64 Gold Medal 98%. "A staggering achievement." Your Sinclair Megajob.



**XENO** "Best Amstrad CPC game" Computer Guardian. "The most superior piece of sport science-fiction I have ever seen. I love it" Sean Musterton Amix 98%



**CHOLO** "Superb 3D Vector Graphics. Is it real?"

CBM 64/128

£12.99 cassette £14.99 disk



Spectrum & Amstrad

£12.99 cassette £19.99 disk



# SCREEN SHOTS

Image Works/TLS 99 coin/TLS 99 pin

**Ciarán** This is one fox who's had enough. He's had enough of chubby horsemen chasing him around the country on their worn out nags. He's had enough of flea-bitten bloodhounds disturbing his Sunday Lunch (fried chicken of course!) and he's had enough of killjoy farmers surrounding their stock with barbed wire.

He's finally flipped and like some kind of rural Charles Bronson he's out for revenge. But what can a poor fox do against such odds? Surely he's going to be pretty helpless against hordes of dogs and horses? But maybe not! Maybe there is a way he can turn the tables — because the countryside's littered with weapons and ammunition and old Foxy has been in secret training with the SAS. So watch out you country dwellers, the hunter is about to become the hunted!

I'm sure that by now the more liberal among you are standing up and shouting that revenge is wrong. If you are, stay calm because there's more to Foxy's

'search and destroy' mission than getting his own back. Our hero's Vixen is stuck in the den and starving to death, so it's up to him to get out there and collect all of the apples, milk and other scrummy goodies that he can lay his paws on.

The rural play area is divided into two levels, above and below ground, and scrolls in both directions. Foxy runs, walks or crawls in either direction, collecting food and extra weapons along the way by running over them. It may be hard to believe, but Foxy is adept with pistol, shotgun and machine gun — but he'd better be because all of a sudden the whole countryside is like a battle zone.

The bloodhounds have taken the hint and got themselves an arsenal of rifles — and even the hens are armed to the teeth (Hens don't have teeth! Ed) with exploding eggs. Other hazards crop up along the way, including vicious squirrels, bear traps and dogs on motorbikes.

Foxy's health is represented by a small picture in the bottom left hand corner of the hero with

his tongue hanging out. The longer the tongue, the trier the fox — and when it reaches the bottom of the screen Foxy expires in a fit of exhaustion. The only way to increase the falling energy level is to dive down to the lower level and search a rabbit warren for a breakfast of bunnies.

*Foxy Fights Back* is fast, furious, funny and... erm, Foxy! It scrolls well, is quite difficult and pumps the adrenaline just enough to bring you back for another go. It may not be a classic, but it is a good romp and should take a while to complete.

## YS CLAPOMETER

*Not quite cool, clear and minty... but still a breath of fresh air.*

GRAPHICS  
PLAYABILITY  
VALUE FOR MONEY  
ADDICTIVENESS



# 8

# Foxy Fights Back!



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





# POWER PYRAMIDS

**Available On:**

**Marcus** Sadly, this game has nothing to do with Egypt at all, which was something of a disappointment to me as I had to cross out about 8 billion hilarious Egyptian jokes. Like the one about (Get on with it, Ed).

**Power Pyramids** is in fact set deep in the mists of time and space on the planet T-Pygo, where some geezer came up with the idea of pyramids. Neat notion, I hear you cry, and although no-one came up with an actual use for the things they soon became terribly popular and much sought after across the galaxy.

You, you poor sap, are a sort of hyperspace equivalent of a long-distance lorry driver, carrying these pyramid things around the universe in between bites of your intergalactic Yorkie bar. When you deliver four pyramids on Earth, all of different sizes, they all have to be reactivated, as the T-Pygoans, to save on spondies, switched them off before you left. But unfortunately you are a bit of a clot, for instead of doing it yourself, you have to guide a remote-control spheroid (bouncy ball to you and me) around the ramps and walkways. It'd take about a femtosecond to do it all yourself, but no ball, no game, so instead you launch into what Grand Slam would have you believe is a complex maze of camps and levels. You and I, on the other hand, would call it a spanking great platform game.

Now, regular readers will know that I am an absolute sucker for a good platty game, even though they are dangerously untrendy (unlike me, hem hem). This one's in the *Cauldron II* mode, but less bouncy (the ball does a lot of rolling around in this one) and with greater emphasis on problem solving. Each of the four pyramids has a series of levels which you get to and from using teleporters. On each level there is at least one power point, and you have to activate the lot. Simple stuff, eh? Not on your nelly.

For the problems come when you try to get to the things. Other than rolling along, you have only two ways of influencing the ball's direction yourself. Pressing the space key activates certain springs, which bring you high in the air and, with careful steering, onto the next platform. And with the Caps/Shift key, you can engineer small jumps over

hazards. And that's all you can do. Part of the game's challenge lies in working out what you really can do with these keys, and how to get your ball to go places that no ball should really go (mar). Things also perk up when you actually get to activate a power point, for then once harmless hazards suddenly become less harmless and more

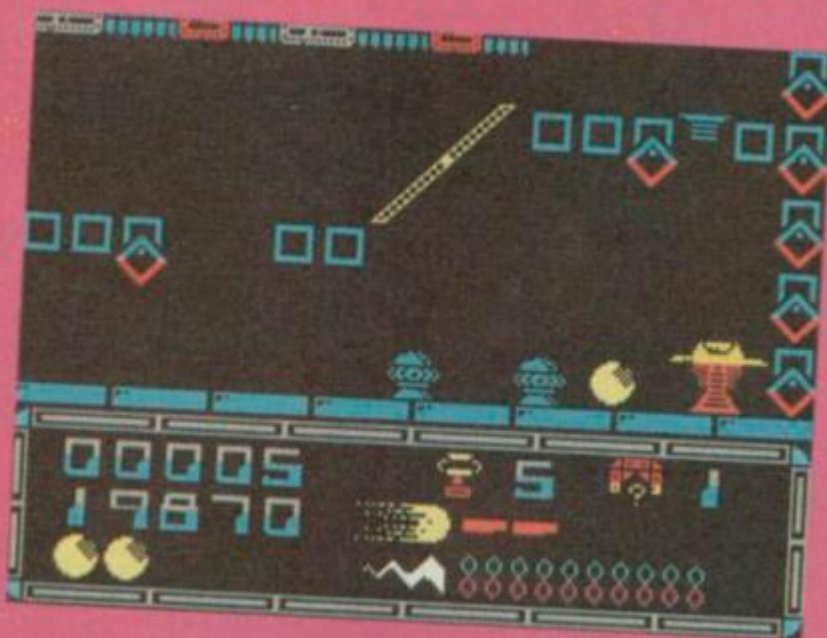
hazardous.

Other more helpful features in the labyrinth include energy boosters, which automatically recharge your batteries, anti-grav parts which bung you into the air and, my personal fave, permeable bits of flooring that let you jump up to the next level. More dodgy are accelerators which increase your speed setting to maximum, making manoeuvring around the place deeply tricky.

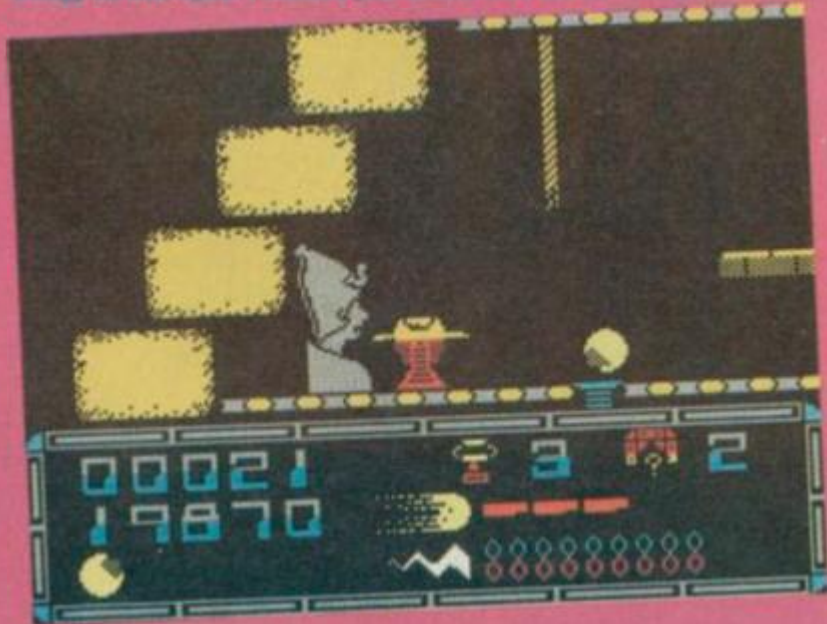
It's all cracking good fun, and although I'm sure I have seen about 200 games over the years that look more or less like it, it has a carefully constructed atmosphere of its own. And like all the best games, it's easy to start, hard to complete.

Perhaps the most impressive feature of *Power Pyramids* is its control system, which is easily learnt and used. We've had many bouncy ball games in the past which have been all but crippled by impossible control systems — *Cauldron II* is one that springs to mind — so it's good to see one that works so simply.

I wouldn't recommend it to everyone — specifically those dullards who aren't happy unless they have destroyed about half the universe's population before level two — but if, like me, you have a sneaking regard for these platformy things, I have a sneaking suspicion that you might go for this in a big way. Now, there was these geezer from Cairo who (Shut up, Ed).



The first screen you'll see. The space bar gets you out of that little cage thingy in the middle, but how to get up to the transporter thingy on the right? I'd leave you to find that out (charlie).



Here the space bar helps you flick around the ramp, helping you get up to the spring, which can then help you get... where? Not those yellow things on the left, for sure. Don't they look just like the cross-section of a Crunchie bar? (Is it time for lunch yet?)

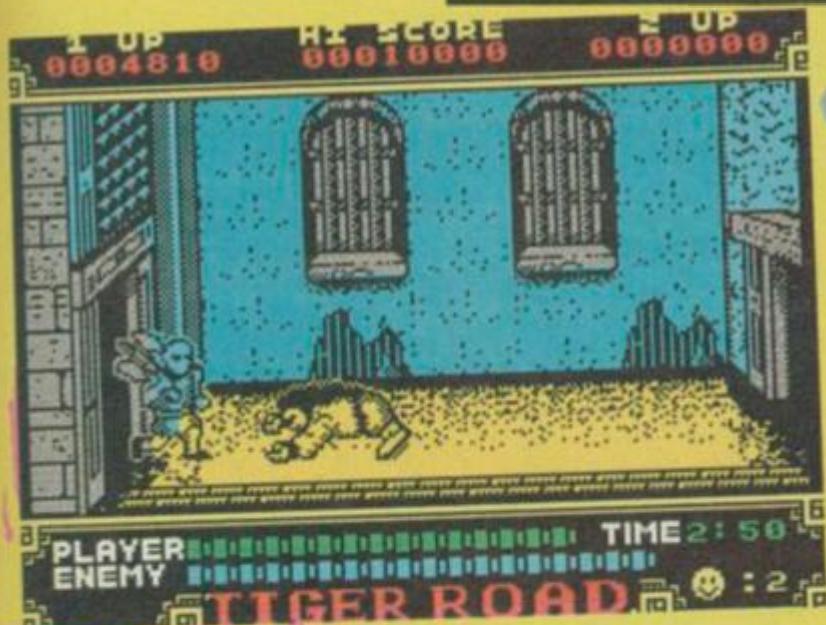
## YS CLAPOMETER

**Bouncy platform game with problem solving to the fore. Doesn't look up to much, but curiously addictive and challenging.**

GRAPHICS  
PLAYABILITY  
VALUE FOR MONEY  
ADDICTIVENESS

7





# TIGER ROAD

Go!/£8.99

**Sean** "Ryo Ken Oh's gone and done it now, hasn't he?" "What do you mean? What's he done?" "Well he's swiped all the children from the local village, and someone's got to rescue them! Who else is going to play computer games otherwise? Go on, off you jolly well go." "Oh, alright then. But where to?"

Seasy, Capcom will show you where, cos you start *Tiger Road* just outside the place where the kidnapped children are held and being thrust straight into the action, you find yourself up against hordes of sword waving guards as you try to reach the entrance. Once inside, you'll be met by a number of large guards who need several well aimed hits to dispatch them. Alternatively you can avoid them by leaping from one level to another, up and down the three levels in this section.

Should you survive this lot, the evil Ryo Ken Oh will not give up. He'll send his minions to chuck loads of barrels at you instead. You'll have barrels rolling at you from both directions, which can be jumped over or hit. But if they hit you, then your energy will begin to decrease alarmingly. Oh no! Wrestling a sort of lion is next, followed by a bit of vertical scrolling as you attempt to climb a wall whilst being attacked by giant flies. Buzzz! And watch out for the sword waving, spear chucking guards, and the dodgy stepping stones which are a bit tricky to master.

Phew, there's lots to look out for and when you begin the

game, all you have to defend yourself is a big axe. But don't despair, as you travel, large urns will be encountered, and three hits on the urn will reveal the contents, invariably one of three weapons; a big stick, another axe and a sort of yo-yo with spikes on, which has the largest reach and the most potent hitting power of the three.

*Tiger Road* is good but unfortunately suffers from one fairly common complaint. Addictive games in the arcade are fairly commonplace, and to make them stand out, loads of sound and brilliant graphics are added. When they are converted to the Speccy, however, attempts to include the graphics almost invariably lead to a loss of addictiveness. So while *Tiger Road* graphics do add to the game overall, horizontally scrolling, leaping and bashing games have been done much better before, and quite a while ago at that.

I don't think this will keep the average arcade addict going for more than an afternoon or two.

## YS CLAPOMETER

*Routine horizontal scrolling basher and jumper, nothing new but pretty graphics.*

GRAPHICS	■ ■ ■ ■ ■ ■ ■ ■ ■ ■
PLAYABILITY	■ ■ ■ ■ ■ ■ ■ ■ ■ ■
VALUE FOR MONEY	■ ■ ■ ■ ■ ■ ■ ■ ■ ■
ADDICTIVENESS	■ ■ ■ ■ ■ ■ ■ ■ ■ ■

# 6

# AIRBORNE RANGER



Microprosa/£9.95 cass/£14.95 Disk

**Macca** The Elite Unit is the dream of every self-respecting sadist. Keith Chegwin applied but was refused because he was too irritating; Rambo had a go but failed the knee tap test, even Phil South tried but was chucked out (and up) when he ate the swamp on the assault course.

The Airborne Ranger's are the best of the best of the best. Volunteers from throughout the Army step forward — but only the toughest, most dedicated and smartest (insert your own cabbage joke here) get in. But before even they can place a mere toe-nail inside those hallowed elite barracks, they must survive the most rigorous, toughest and downright stupid training course in existence. Then — and only then — can they wear that trendy black beret with RANGER embroidered on it.

In this game you play — remarkably enough — a ranger on a multitude of missions behind enemy lines. These missions range from your everyday sabotage jobbies (destroy munitions depots, cut pipelines) to your rarer heroic excursions (liberate POWs and free hostages). All must be completed in a tight time limit or death is inevitable.

First thing to do is strategically deposit your survival supplies over a scrolling representation of the map, and then strategically deposit yourself 'behind the lines'.

'Behind the lines' is an unastounding monochrome landscape, littered with bushes and rocks, trenches and barbed wire. Your ranger moves about, running or crawling, armed with a limited supply of bullets,

grenades, time bombs and first aid kits. Soldiers mill about, dimly trying to align themselves with you, spraying bullets. Gun turrets sit in awkward positions, shooting and sending you scampering for cover.

The graphics are small and insignificant, your man runs about as an untidy collection of pixels. The playing area is a small rectangle in the centre of the screen, so the scrolling is smooth and easy. The sound is brusque, a couple of beeps and you'd be lucky. The way your character can interact with the landscape is quite impressive though. He can dive into trenches, crawling about in the dirt and even take cover behind rocks and trees. The large amount of missions adds to the staying power of the game, but — and this is a big fat ugly but — when you die (and this happens quite frequently) you have to reload the whole level again! Aaarghhhh! It's disgusting, foul, diabolical — aarghhh it's the pits!!

But if you ignore this detrimental gameplay draining feature, then you've got an attempt to combine shoot 'em up with strategy — and it only half works.

## YS CLAPOMETER

*A fair shoot 'em up with bearable graphics and acceptable addictiveness, but average multi-load stricken gameplay.*

GRAPHICS	■ ■ ■ ■ ■ ■ ■ ■ ■ ■
PLAYABILITY	■ ■ ■ ■ ■ ■ ■ ■ ■ ■
VALUE FOR MONEY	■ ■ ■ ■ ■ ■ ■ ■ ■ ■
ADDICTIVENESS	■ ■ ■ ■ ■ ■ ■ ■ ■ ■

# 7



# TOTTA ECLIP



**Incentive/£9.95 cass/£14.95 disk**  
**Marcus** Pure pleasure, this. I was just hanging around the office in my "any games you want reviewin', guv" mode, when lol the new Freescape game from Incentive came through the door and I was the first to get hold of it. Ya ha! Try getting it back now, suckers!

After *Driller* and *Dark Side* whizzed us off to galaxies far away, *Total Eclipse* brings us right back down to earth (and I don't mean Evath). In fact, Egypt is the setting, and you, sho' nuff, are an Egyptologist (*Come again? Ed*). Let's hit some history here.

(Deep voice with huge echo). It is written that in the days of ancient Egypt the High Priest of Re, the God of Sun (I thought Re was a drop of golden sun, myself, but never mind), placed a curse on his people because he'd lost at poker or something (our ancient documents are a little sketchy on this point). So, being a quick-thinking sort of geezer, he instantly had an enormous pyramid built, and in the topmost chamber a shrine was installed to Re, the aforementioned deity. The curse was that if anything ever blocked the sun's rays during daylight hours, it would be destroyed.

Trouble is, 2500 years later, you've just discovered that there's going to be a total eclipse of the sun in, well, two hours. If the moon is destroyed, all sorts of terrible things will happen — tidal waves, new ice age, and another series of *'Cheggers Plays Pop*. Yup, you've got to save the world.

How you do this is by finding your way through a reet fiendish



Here's the room they call Morakhty-E, and well they might. That door at the left hand corner is out of your reach, and the one up at the right looks pretty blocked off (has that eye got anything to do with it?). So off you go through the middle one, like a complete nana (hee hee).



An earlier room, this little red chamber. That trough on the left should refill your water bottle — not that it needs refilling, but never mind. The thing on the left at the end is an Ankh — ker-blag. On the right, who knows? But notice there's a gap underneath. What could be under there?

maze of rooms, chock full of puzzles and treasure and the occasional dart-throwing meanie? The treasure is of course there for the blagging, and the success of your mission is measured by how much you grab as well as whether you save the world or not. (It's a mercenary life, isn't it?) You're equipped with your trusty revolver, with loads of bullets, your wristwatch (to tell you when the world is going to blow up), a water bottle which you'll need to keep topped up (thirsty equals dead in this game), and a compass, which comes in remarkably useful when you're trying to make a map. 'Cos, believe me, you will be trying to make a map from the first moment you load this up...

Yes, *Total Eclipse* is a mappers' paradise, more so even than *The Dark Side*. Each room has several exits, but some are high beyond reach and others blocked off. Some blocked doors can be opened with Ankhs, which lie around the place and can be easily picked up. Others need a more ingenious approach if you're to get past the block and through the door, and no, a blast doesn't usually work. Water troughs slake that deadly thirst, while sarcophaguses are usually more perilous than meets the eye.

As always with these games, there are a lot of keys to memorise, but somehow you get used to it. As well as just walking and turning, you can look up, look down, crouch and then stand up again, do a U-turn and even change your step size. Pressing R makes you rest a while — useful, this, as it helps







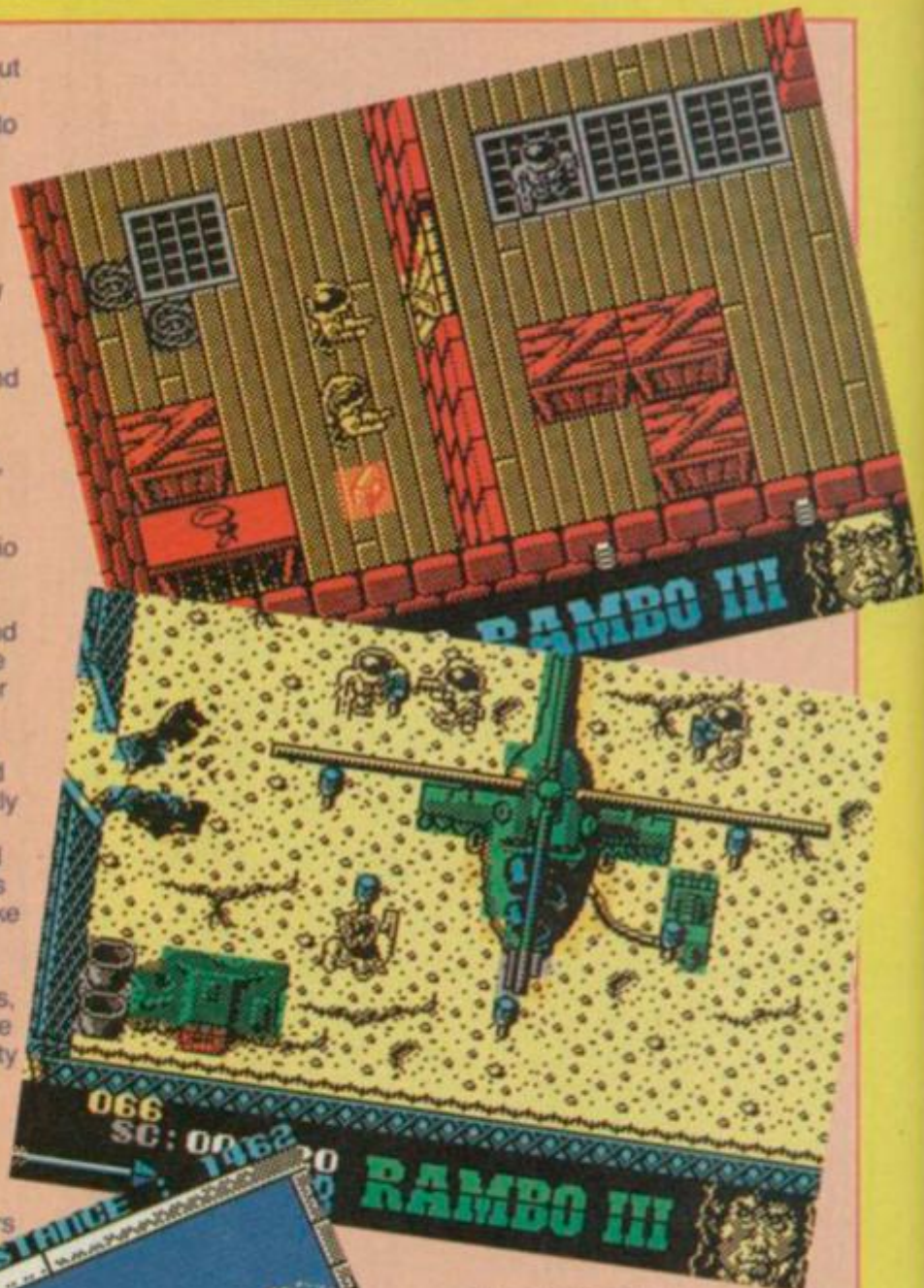
# RAMBO

Ocean/£7.95 cass/£14.95 disk

**Pete** Sly's back (back back), but he's been scrunched up into a handful of pixels and blasted into the Speccy. His brain probably would have fitted anyway, but let's not go into that.

Have you seen *Rambo III*? You'll know the 'plot' then — Colonel Trautman (of *Rambo's 1* and *2*) is caught by Russian soldiers while on a mission in Afghanistan. When Sly gets wind of this he marches single handedly into Afghanistan to bloomin' well bale him out. Erm, and that's it — it's not a particularly mind-expanding movie, but it is a brilliant scenario for a shoot 'em up computer game. Let's have a peek.

The game's a three parter, and the first part is where you (in the guise of the pixellated Sly) enter the Russian fort. It's a viewed from above four-way scroller (a cross between *Commando* and *Gauntlet*) and you've got to firstly dash about all over the shop searching for Col Trautman and collecting arms (guns, not limbs you clot) with which to later make your escape. However, you mustn't alert the guards to your presence while you're doing this, which is a bit tricky cos there are loads of obstacles and a security system that includes infra-red detector beams. You can't see these beams, unless you've found the special goggles that are lying around somewhere. Oh, and there are also trapdoors in the floor and locked steel doors (but you



down dale, up hill, down dale. It's a brilliant and extremely effective effect — it really gets the old head bobbling up and down. Attacking you are troops, tanks on the horizon and the occasional attack 'copter passing overhead. Make it to the border before your tank gets blown to smithereens and you've made it! Oh, except for the small matter of the Soviet Commander's personal helicopter you have to destroy.

*Rambo III's* packed full of action, the graphics are quite nice (especially the tank bit) and there's plenty to do. Hmmmmm, yes. If you're looking for an absorbing shoot 'em up to play you could do far worse than to shell out your spondies for this one. It's a lot better than the film, anyway.

## YS CLAPOMETER

**A three part shoot 'em up with loads to do, nice graphics and the emphasis on difficulty. Shame about the politics.**

GRAPHICS	■ ■ ■ ■ ■ ■ ■ ■ ■ ■
PLAYABILITY	■ ■ ■ ■ ■ ■ ■ ■ ■ ■
VALUE FOR MONEY	■ ■ ■ ■ ■ ■ ■ ■ ■ ■
ADDICTIVENESS	■ ■ ■ ■ ■ ■ ■ ■ ■ ■

# 8

might also find some 'locked steel door keys' if you look hard enough.) If you do get spotted by guards you can have a bash at killing them with the knife you start off with, but if you've managed to find more impressive firepower around the fort you'll stand more of a chance. When you've unearthed the Colonel it's onto round two!

Ding!

You're in the fort's external compound, and the guards now know that you're armed and extremely dangerous (they obviously didn't see the first two

*Rambo* films, or they'd have known that already) and are pursuing you. Again it's a view from above scroller, and you've got to dash around lobbing grenades at Johnny Pinko with the eventual aim of blowing up the gates which separate you from your escape chopper (ooer). Round three.

Ding!

Your chopper is shot down, and the game changes to a 'viewed from your eyes everything coming towards you in pseudo 3-d' type thingy. You're in a tank and you find yourself travelling over a sort of corrugated landscape — up hill,



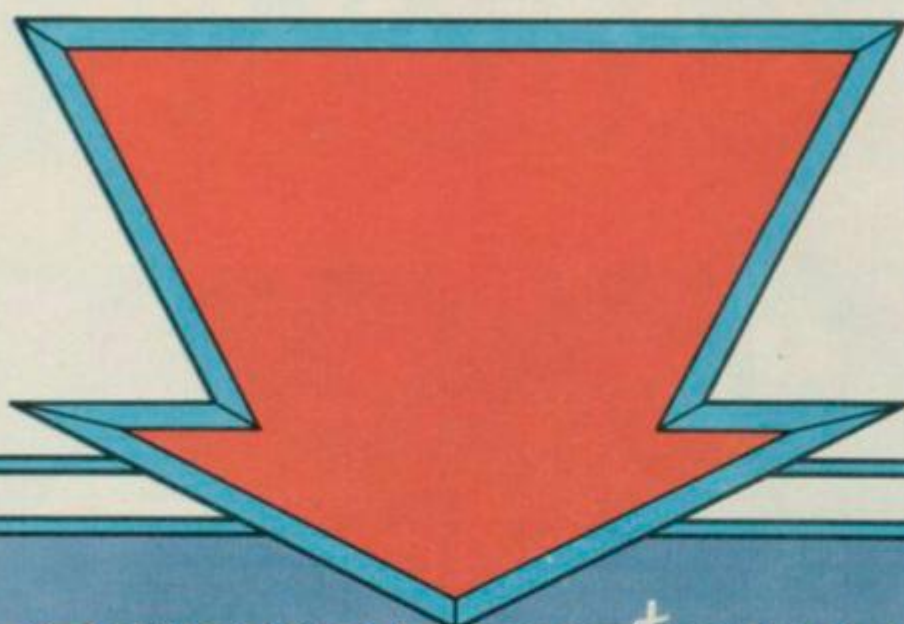
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## ...GET YOUR TEETH INTO... "THE MUNCHER" COMPUTER GAME



EVEN TASTIER THAN St PAUL'S



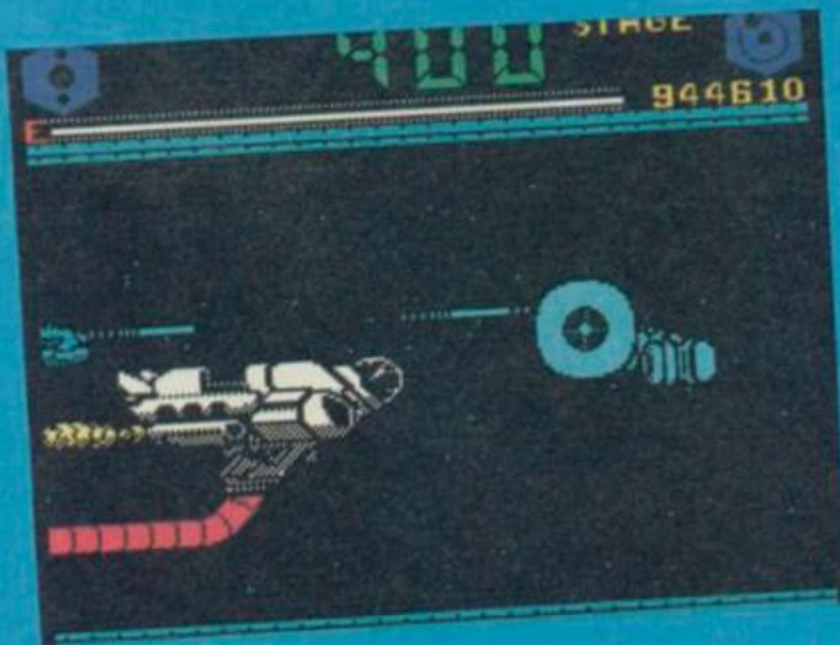
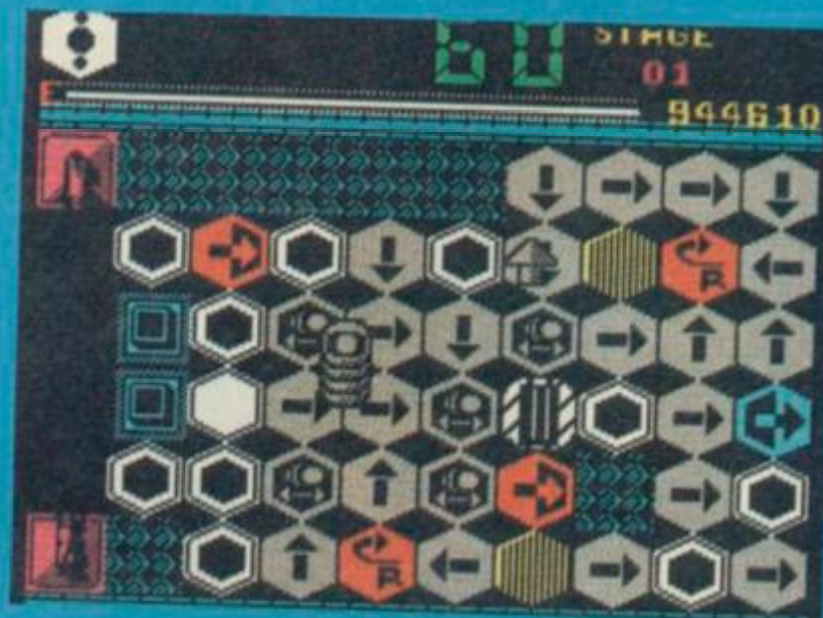
# TRACKMASTER

Destiny/£7.95 cass/£12.95 disk

**Dunc** This is a multicoloured viewed from above 'maze-em up' with a little bit of shooting bunged in for good measure — electron microscopes out so we can get in for a really close look.

You are in control of a Trackship, and the idea is to get from point 'A' (the beginning of the game) to point 'B' the, erm, end of the game by travelling over a horizontally scrolling grid which is full of differing icon squares, all of which do weird and wonderful things to your ship, score and environment. There are absolutely billions of them — and here are a sample few. Empty hexagon — move onto this to get points. Full hex — does the opposite (loses you points). And neutral hex — does nothing. Arrow squares take you sailing off in whatever direction they face, during which time you have no control of your ship. Um, there are icons which turn all the lights off, icons which make your ship invisible, icons which drain your energy and, really annoying, icons which reverse the joystick control.

There's only one path you can take to be totally successful in your quest, but as there are a myriad of different ways you can choose to go you'll find yourself easily waylaid and stuck in really unhelpful portions of the maze. Surrounded by horrible icons, you won't really want to touch them, but'll have no choice because you've found yourself in a position where it's impossible to back-track. One of the icons is called the Black Hole, and if you trudge onto this one you'll find yourself in a shoot 'em up sub-



game, where you have to (for a minute or so) ward off nasties who are intent on colliding with your mothership. Each time one

gets through you lose some of your valuable energy.

Fight scene over, it's back onto the maze grid from where you

left it and carry on again time. Should you reach the end of the level, you'll be plonked onto another sub-game in which you can earn yourself some mega points, by moving your ship over a series of jumbled squares which can be 'tripped' by contact — the idea being that they should all be identical by the time your pre-set number of moves is complete. (It's sort of a Rubik's-cube logic, but easier because there's only two dimensions to worry about).

Complete this bonus stage and you'll be bunged into space again for a bit more mother-ship protection. After that it's onto the next level, of which there are ten!

There's a lot of colour in *Trackmaster* but it's pretty gaudy, and the graphics aren't exactly state of the art either (it's quite hard to make out your ship at certain, normally crucial, times) but somehow, somewhere in here is a thoroughly absorbing and brillo game. The acid test for a game of this type is the frustration and the 'have just one more go' factor which has been pitched at exactly the right level.

## YS CLAPOMETER

A maze game merged with a few shoot 'em up moments and logic problems which will have me, for one, going back for more Pretty good stuff.

GRAPHICS	■ ■ ■ ■ ■ ■ ■ ■ ■ ■
PLAYABILITY	■ ■ ■ ■ ■ ■ ■ ■ ■ ■
VALUE FOR MONEY	■ ■ ■ ■ ■ ■ ■ ■ ■ ■
ADDICTIVENESS	■ ■ ■ ■ ■ ■ ■ ■ ■ ■

# 8



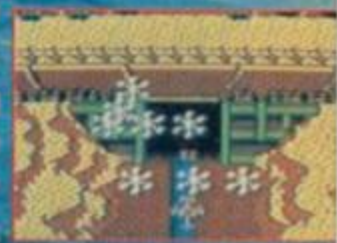


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...the name  
of the game







## SHOCKWAY RIDER

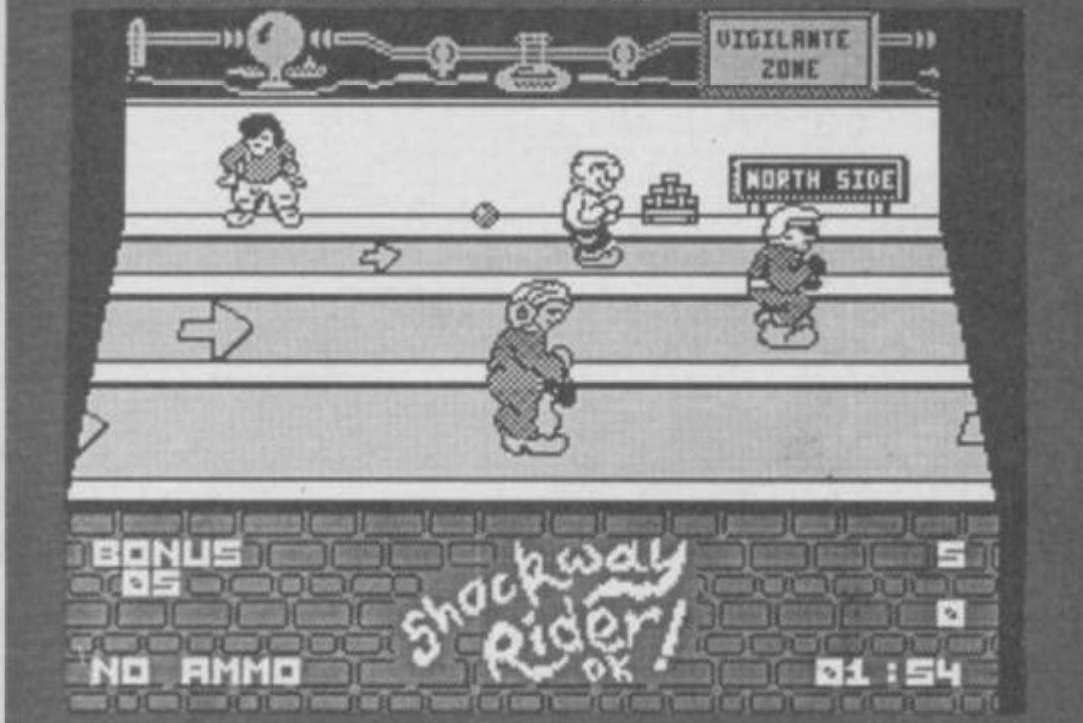
Rack It/£1.99

The third of the Gargoyle releases this month is one of the most original and playable games that wacky company ever released. I don't remember how well this did in its original incarnation, but at £1.99 this is perhaps the only vital purchase of this month. Not buying this will deprive you of weeks of violent fun.

You're in the future, natch, and you reside in one of those desolate urban wastelands, full of people with wacky hairstyles, that crop up so often in SF films these days. Being a daredevil, you ride the Shockway, a sort of motorised pedestrian walkway high above the city streets. The walkway has three lanes, all

going different speeds, and you jump from one to another avoiding stationary hazards, like hurdles, and moving hazards, like muggers. You grab ammo, which you fling at your punkish assailants, and they biff you about a bit as well. And, well, you stay alive.

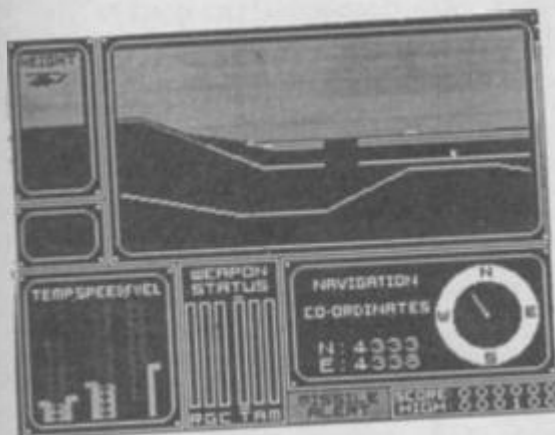
"It's all utterly addictive and completely unlike anything you've played before," said Phil in April 1987 when he reviewed it. You could add "... or since" because it's still entirely unique. It's simple yet utterly enthralling — and I must say I'm pleased I now have a copy (Oi! Give it back! Ed) — curses. The clear and colourful graphics are quite impeccable, and it's all as fast as anything you'll see today. Still worth a megagame.



## COMBAT LYNX

Encore/£1.99

Yet another Durrell oldie released by Elite on its Encore label (got all that?), this helicopter simulation is another that's looking its age (1984), but still plays relatively smoothly. Trouble is, *Combat Lynx* has long been superseded by the likes of *Gunship*,



which, if you're into this sort of game, should be at the top of your shopping list. If you're not a multi-millionaire, though, *Combat Lynx* is a just-about acceptable alternative.

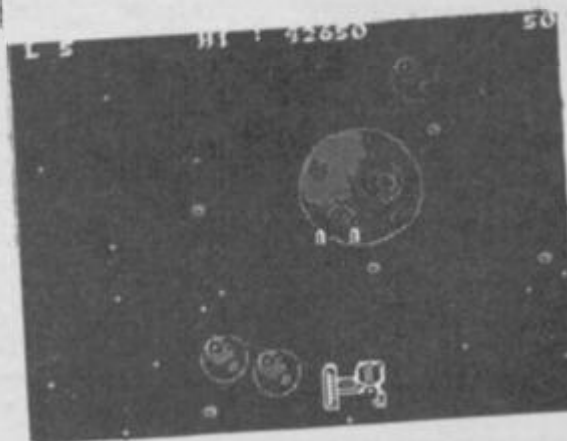
There are loads of things to do, but then this is a flightsim, and so suitable only for people with 23 fingers. Essentially you fizz around defending your bases from enemy attack (i.e. shooting things) before eventually dying horribly yourself. I remember this as being pretty hot four years ago, but now I find it very dry and uninteresting. Is it the game, or is it time? (It's you. Ed) Oh shut up.

## LIGHTFORCE

Rack It/£1.99

When I first started on YS a couple of years back there was a great controversy over this game. It was one of the first vertically scrolling shooters to appear on the Speccy. Gwyn and Rachael hated it, Phil hated it, but I loved it. Sure, it's not the fastest game in the world, but the graphics are superb — full of colour and imagination — and the gameplay — easy at first, but getting gradually harder — is perfectly judged. I played it for months.

Written by those funsters at Gargoyle — one of the most underrated programming teams in Spectrum history, I'd say — it was a great success and paved the way for around 60000 similar programmes. Gwyn and Rachael gave it seven at the time, but they were wrong: it still plays like a dream and I'll give it eight.

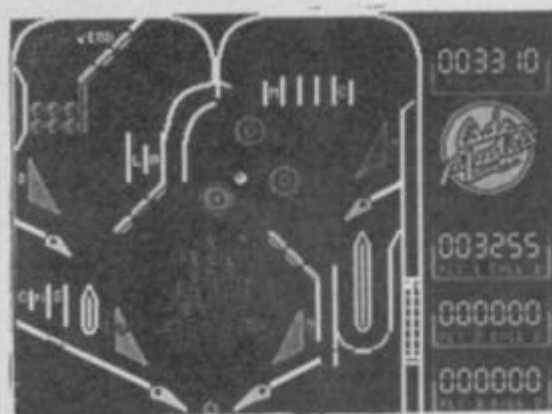


## ADVANCED PINBALL SIMULATOR

Code Masters/£1.99

This latest Code Masters title (accompanied as ever by pix of those ghastly Darling laddies) is an assault on the ever popular pinball market (Nah? Really? Ed), and it's not at all bad.

The main problem on the Speccy — well, on my cranky old 48K-er at least — is the hopeless sound, and pinball does need its sound effects to work properly. But despite this, APS is not as awful as most Code Masters games, perhaps 'cos it's written by the Oliver Twins, who also gave us the ill-fated Sport Aid project, *The Race Against Time*. If they have not captured the feel of a pinball table particularly accurately, that's partly because they haven't tried to. Instead this is a computer game based, to a greater or lesser extent, on pinball, and as that it works well. Just be careful not to tilt the computer (Eh? Ed).



## COMMANDO

Encore/£1.99

Gor lumme, I never thought I'd see this again. *Commando* is more than just a game these days, it's a whole format: all those vertically scrolling rushing-about shooting-things games always get compared to it. In fact it's three years since *Commando* took the charts by storm and changed forever our preconceptions of a good Speccy shoot 'em up. But it hasn't aged well. It's still fast, zappy and fun, but we've seen too many other



vertically scrolling rushing-about shooting-things games in the past three years to be impressed by this all over again. The graphics, while perfectly fine for 1985, now seem drab and unsophisticated, and the gameplay is just too samey.

Still, I'm sure that *Commando* still has its fans, and many of them will grab this chance to buy a cheapie copy of an old favourite game. Newcomers, though, will be disappointed — I'd say you're better off going for a "Commando-type" game than *Commando* itself. Amazing, but true.



# BACK ISSUES

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**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*

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**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 Melba* • *The Price Of Magik/Animator 1* reviewed • *Batman/Riddler's Den* tips • *Hardware* — *Choosing the complete Speccy system*.

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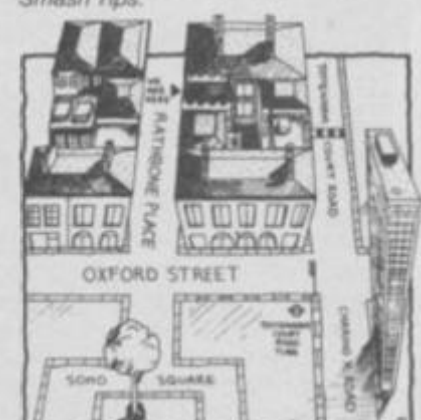
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# PITSTOP



Brush the snow off your tyres and put your Speccy in gear, 'cos it's time for the latest trip to the pit with **David McCandless**.

**T**his month sees a return to a normal edition of Pitstop, after our recent aberrant excursion into the wild world of screen effects. And seeing as Chrimble is upon us again, and a substantial holiday is in sight, what better way to while away the short snowy evenings than with a Speccy, a TV, and pages of perfect programs, gift

wrapped in hex? Scrummy. Just feast your eyes on this huge array of listings. Mmm. There's a documented assembly-languaged program (the work of my friend and yours, **Graham Mason**) which will be a regular feature in future issues. It's one of the new ideas I shall be phasing in over the next few frosty months. So keep your eyes peeled and your potatoes

open. (Eh? Ed). There's also the response to the challenge for the password program from **Kevin Lea** who is one of the winners. And then after that, you can happily mimick those 128K menus with **Peter Kecskemety's** program. And finally fill up those ugly, vacuous line drawings using a fill routine written by regular contributor, **Chris Pile**.

Ever looked at the menus on the 128K Speccy and thought "Gosh they look impressive." No? I didn't think you had. Okay, so they don't exactly look impressive, but they're useful you know, and 'useful' is a good word if you're on the lookout for a routine that you want to use.

Stunningly enough, a program to emulate 128K menus is exactly what **Peter J. Kecskemety** has delivered to my door. Now there's a coincidence. Let's have a look at it.

# A LA CARTE

by Peter Kecskemety

## A LA CARTE

Just in case you're wondering, the menus we're talking about are kinda rectangular, garishly coloured, and have irritating little coloured stripes on the top which make your eyes water if you turn the colour up too much.

And with Pete's little (537 byte) program you can copy every facet of those magical boxes, position them anywhere on screen, fill them with anything, define the background colour, highlight the options and title colour, and then select a specific option. Cor.

## FOR STARTERS...

Firstly, use the hex loader program (from *Password*) to enter the hex block. Then, save the code with **SAVE "name" CODE 64696,587**.

If you wish, you can type in the demo to see what 128 owners experience every evening (fwar).

## THE MAIN COURSE

Before you dive into the menu you must decide what you're going to put in it. It can be anything from the days of the week to the different makes of biro you keep in your pencil case. While pondering over this problem, decide on your colour scheme:

POKE 64696, background colour  
POKE 64697, option highlight  
POKE 64698, title colour

Once you've POKEd these variables in, use the following method to create your menu: **PRINT USR 64700;AT x,y; "TITLE";"OPTION1";"OPTION2";"OPTION3"** etc

So if you wanted to make a menu of your top three rave

albums at screen co-ordinates 2,7 you'd:  
**PRINT USR 64700;AT x,y; "Dave's Fave Raves"; "The Soul Mining"; "The Infected"; "The Dog Containers"**  
Simple or what? But if you're still perturbed have a peek at the demo program to see how that works.

```

64672:4FCDF4FE3EFFF0DE6+1534
64680:FE3EFCDE4FE3EFC+1573
64688:CD4FE3EFCDE4FE3E+1488
64696:3EFCDE4FE3EFC0D+1482
64694:4E4FE3EFCDE4FE3E+1489
64912:8EFCDE4FE78328FE+1417
64920:79328FEFCDE4FE3E+1505
64928:8EFC1F1F1FEA077A+1014
64936:507723A72233AA+593
64944:233AA6C232A8AFCDE+958
64952:50FA45772A80C2C+844
64960:2280FE3A88FE3EFC+1115
64968:3A88FE473A81FE4F+1127
64976:CDFAFE3E4884FE3E+1452
64984:16083A80FE3E01A7+447
64992:ED42241520F43A8+870
65000:FE3E3E3E3E3E3E3E+1071
65008:250C3A8F230020F+4488
65016:3E013288FC3A80C+878
65024:3C3288FECD4A8FE3E+1221
65032:89FCC000FEFC001+1566
65040:4EFC001A828FA1A+1053
65048:001E0021C800C8B5+449
65056:033A805CFE0A2807+474
65064:FE082828FE002080+862
65072:CYCD4A8FE3A88FC0D+1523
65080:89FE3A80FE3E3E80+1241
65088:FE3A88FC3C3280FC+1300
65096:473A88E8018518+1004
65104:47CD4A8FE3A88FC0D+1889
65112:89FE3A80FE3E3E80+1242
65120:FE3A88FC3C3288FC+1501
65128:47209F3A88FE3E80+1085
65136:FC473A80C001889+938
65144:CD4A8FE3EFCDE3E3E+1203
65152:CDFAFE3E3E3E3E3E+1203
65160:FE47ED423004E043+1080
65168:8A8FE3E3E3E3E3E3E+1219
65176:3C3288FE3A88FE3E3E+1096
65184:2288FE3E3E3E3E3E+1046
65192:89FE3A80FE3E3E3E+1050
65200:0A080C08000000700+252
65208:04003A80FE3E3E3E+945
65216:2FC0FC458673A80+920
65224:FE8A70F0F0F0F0F0+3A73
65232:81FE81AFC0FC0FC0+1508
65240:FE3E3E3E3E3E3E3E+1513
65248:77231020FC9C91E05+702
65256:77231020F8242828+588
65264:282828C978EAF8C6+1126
65272:4067786A070F0F0F+569
65280:81AFC00000000000+441
STOP
    
```

```

64696:7864701210C0029+298
64704:3A8E233A0A210000+264
64712:228A8FE3E3E3E3E+1273
64720:8E7EACCC28FE3E3E+1719
64728:FE24C014232805C+865
64736:3288FE3E3E3E3E3E+1408
64744:14232815C0C22B1+661
64752:FE8FE3E3E3E3E3E7+1647
64760:FE0C8C078FE3E3E3E+1268
64768:FE228A8FE3E3E3E3E+1414
64776:4E7C078FE3E3E3E3E+1340
64784:03E718F32A8A8FE3E+1216
64792:588A8FE3E3E3E3E3E+1037
64800:00A783E3E3E3E3E3E+828
64808:0920E3E3E3E3E3E3E+675
64816:8A8FE3A80C2280FE+1208
64824:CD4A8FE3A88FC00D+1537
64832:FEED4888FE0CC5A+1271
64840:30FE3C3280FECD4A+1339
64848:FE3A88FC000FE3E3E+1613
64856:0D20E3A805C473A+735
64864:815C2A8A8FE3E3E3E+1096
    
```

```

10 LET MEM0=44700
20 LET TITLE=64698
30 LET BACK0=64696
40 LET SELECT=64697
50 POKE TITLE,71: POKE BACK0,8
120: POKE SELECT,104
60 PRINT USR MEM0;AT 5,8;"STOP
age";"Cassette";"Microdrive";"12
RAM Disc";"Disc Drive"
70 PRINT AT 15,7;"OPTION 1";"P
64696";"SELECTED"
80 FOR F=1 TO 200: NEXT F: CLR
90 POKE BACK0,23: POKE SELE
CT,87
100 PRINT USR MEM0;AT 15,7;"Con
trols";"Keepston";"Interface 11"
;"Cursor";"Redefine Keys";"2+3
Joysticks"
110 PRINT AT 5,5;"OPTION 1";"P
64697";"SELECTED"
120 FOR F=1 TO 200: NEXT F: CLR
    
```



```

130 POKE TITLE,122: POKE BACKGR
ND,29: POKE SELECT,112
140 RESTORE
150 DIM M$(12,9)
160 FOR A=1 TO 12: READ M$(A):
NEXT A
170 PRINT USR MENU(1) 2,14: Mon
ths",M$(1),M$(2),M$(3),M$(4),M$(
5),M$(6),M$(7),M$(8),M$(9),M$(10
),M$(11),M$(12)
180 PRINT AT 18,6: "OPTION "IPEE
Y 64699: " SELECTED"
190 DATA "January", "February",
"March", "April", "May", "June", "Jul
y", "August", "September", "October
", "November", "December"
195 POKE TITLE,71: POKE BACKGR
ND,120: POKE SELECT,104
    
```

```

200 STOP
210 CLEAR 64699: LOAD "CODE"
LIST
220 REM HEX GENERATOR
230 FOR F=64696 TO 65282 STEP 8
240 PRINT F:GOTO 1
250 LET A#=""
260 LET T#0
270 FOR J=0 TO 7
280 LET S=PEEK (F+J)
290 LET T=T*16
300 LET S=S/16
310 LET A#A#CHR$(INT S*40+78
(INT S/9))
320 LET H=16*(8-INT S)
330 LET A#A#CHR$(H+40+78*(H/9
))
340 NEXT J
    
```

```

350 PRINT A#:"":GOTO 1
360 NEXT F
370 PRINT " STOP "
380 STOP
390 REM HEX LOADER
400 PRINT AT 21,0:
410 DEF FN H(H#)=16*(CODE H#(1)
-40-(7 AND H#(1)/9))+CODE H#(2)
-40-(7 AND H#(2)/9)
420 POKE 23658,B
430 LET A=64696
440 LET T#0
450 PRINT TAB 0:GOTO 1
460 INPUT TAB 5:IN#
470 IF H#="" STOP " THEN STOP
480 IF LEN H#<16 THEN BEEP .5
-15: PRINT INVERSE 1: "LENGTH E
RROR": GO TO 440
    
```

```

490 PRINT H#
500 LET S#0
510 FOR B#1 TO 16 STEP 2
520 LET Z=FN H(H#): LET T=T*Z
530 REM POKE A#Z
540 LET H#H#Z TO 1
550 LET S=S*Z
560 NEXT B
570 PRINT "": INPUT "CHECKSUM
":G
580 PRINT 0
590 IF D>T THEN PRINT INVERS
E 1: "CHECKSUM ERROR, RE-ENTER HEX
LINE": BEEP .5,-15: GO TO 440
600 LET A#A#S: GO TO 440
1000 SAVE "MENU" LINE 210: SAVE
"MENU" CODE CODE 64696,507
    
```

A couple of months back I set a challenge: I said "Gimme a machine code password routine." Remember? I had expected to sit back and watch a mere two or three entries trickle in through the letterbox; but I received no less than 21 replies! Wow!

What a torture it proved to be evaluating them all. I toiled, sweated and toiled some more and finally managed to produce two winners. The first one is **Kevin Lea**, whose short, friendly, and utterly powerful program, grabbed me by the decisive nodules (gwar) and wouldn't let go. (I'll be printing the second routine in a later edition of Pitstop).

**WORRA LORRA FEATURES**

Here are some of the features at your fingertips:

- Completely relocatable anywhere in memory
- Print any message anywhere on screen
- Passwords can be up to 255 characters long
- The key repeats can be hurried or slowed for varying typing speeds
- Either 'crash' or 're-try' option
- All keys, numbers and symbols can be in a password
- The input line can go anywhere
- Can be any colour
- Will work on any Spectrum

# PASSWORD



by Kevin Lea

```

10 IN
E 7: PAPER 0: CLR 1: BORDER 0: PD
KE 23658,0
20 DIM M$(12,16): LET M$(1)=""FR
EEZE": LET M$(2)=""ASK FOR IT AGA
IN"
30 INPUT "ENTER START ADDRESS"
40 IF 49-45415 THEN GO SUB 33
0: GO TO 30
40 INPUT "ENTER CO-ORDS FOR ME
SSAGE" "X(0-31) Y(0-23) Y
: IF X<0 OR X>31 OR Y<0 OR Y>23
THEN GO SUB 350: GO TO 40
50 INPUT "ENTER MESSAGE" LINE
M#: LET L#LEN M#
60 INPUT "ENTER PASSWORD" LIN
E P#: LET LP#LEN P#: IF LP<1 OR
LP>255 THEN GO TO 40
70 INPUT "ENTER CO-ORDS FOR PA
SSWORD INPUT LINE" "X(0-31) Y(
0-23) Y: IF X<0 OR X>31 OR Y<0
OR Y>23 THEN GO SUB 33
0: GO TO 70
80 INPUT "ENTER LENGTH OF PAUS
E BETWEEN" "KEYPASSES (1-255)"
P#: IF P<1 OR P>255 THEN GO SUB
330: GO TO 80
90 PRINT AT 18,0: "IF THE WRON
G PASSWORD IS ENTERED YOU WISH
THE PROGRAM TO:" FOR I=1 TO 2:
PRINT I: "Y: M$(I): NEXT I
100 INPUT M#: IF M<1 OR M>2 THEN
GO SUB 350: GO TO 90
110 LET LENGTH#12+(LP#2)+LM: I
F ST#LENGTH<65535 THEN BEEP .5,
0: INPUT "PROGRAM CODE NEEDS MOR
    
```

```

E MEMORY: ENTER LOWER START ADDR
ESS" ST: GO TO 110
120 CLR 1: PRINT "START ADDRESS"
"ST" "LENGTH OF CODE" "LENGTH"
"BYTES" "MESSAGE CO-ORDS ARE: Y"
"X" Y" Y"
130 PRINT "MESSAGE IS "M#""
140 INPUT "PASSWORD IS "P#"" "PAS
SSWORD INPUT LINE CO-ORDS ARE: X"
"Y" Y" Y"
140 PRINT "PAUSE BETWEEN KEYP
ASSES IS "P/50" "SECONDS" "IF THE
WRONG PASSWORD IS ENTERED THE PR
OGRAM WILL THEN "M$(M)
150 POKE 23658,B: PRINT M#: "IS
THIS CORRECT? (Y/N)"
160 IF INKEY="" THEN RUN
170 IF INKEY="" THEN GO TO 160
180 PRINT M#: " PLEASE WAIT ##
"
190 DEF FN L(N)=INT (N/256): DE
F FN H(N)=INT ((N/256)-FN L(N))
#256)
200 LET M#ST+1: LET T#M#L: L
ET P#M#L+1: LET A#ST+109: LET
R#ST+1
210 FOR I=ST TO ST+110: READ A:
POKE I,A: NEXT I
220 IF M# THEN POKE A#105,25
4
230 LET R#CHR$(22+CHR$(Y+CHR
$(M#+CHR$(22+CHR$(Y+CHR$(P
240 FOR I=1 TO LM: POKE I#M-1,C
ODE M$(I): NEXT I
250 POKE PA-1,255: FOR I=1 TO L
    
```

```

P: POKE I#PA-1,CODE P#(I): NEXT
I
260 PRINT BRIGHT 1: "TO SAVE CO
DE TYPE" "SAVE " "NAME" " CODE "IS
Y" " "LENGTH
270 PRINT BRIGHT 1: "TO USE TYP
E" "POKE 23658,0:RANDOMIZE USR "
:ST
280 STOP
290 DATA 33, FN HIT, FN L(1), 62,
45, 6, LP, 119, 35, 16, 250, 175, 50, 60,
92, 32, FN H(1), FN L(1), 24, 59, 237,
91, FN H(1), FN L(1), 33, FN HIT, L
P, FN L(1), LP
300 DATA 167, 237, 82, 60, 56, 6, P, 1
18, 18, 253, 205, 142, 2, 32, 225, 205, 3
0, 3, 48, 220, 95, 169, 22, 8, 205, 51, 3,
167, 254, 12, 40, 29, 254, 128, 242, FN
H(1), FN L(1), 254, 32, 250, FN H(1
), FN L(1)
310 DATA 42, FN H(1), FN L(1), 1
19, 35, 34, FN H(1), FN L(1), 24, 18
8, 126, 35, 254, 205, 40, 191, 215, 24, 2
47, 33, FN HIT, FN L(1), 34, FN H(1)
, FN L(1)
320 DATA 17, FN H(P), FN L(P), 6
, LP, 118, 26, 190, 32, 152, 19, 35, 16, 2
48, 201, FN HIT, FN L(1)
330 PRINT M#: "NUMBER OUT OF SUIT
TABLE RANGE": BEEP .5, 0: RETURN
    
```

**PASS THE WORD**

It's easy, it's peasy, it's... erm... queasy! Just jam the BASIC program into your Speccy and RUN it.

**Hex Loader**

```

290 REM HEX LOADER
400 PRINT AT 21,0:
410 DEF FN H(H#)=16*(CODE H#(1)
-40-(7 AND H#(1)/9))+CODE H#(2)
-40-(7 AND H#(2)/9)
420 POKE 23658,B
430 LET A=64696
440 LET T#0
450 PRINT TAB 0:GOTO 1
460 INPUT TAB 5:IN#
470 IF H#="" STOP " THEN STOP
480 IF LEN H#<16 THEN BEEP .5
-15: PRINT INVERSE 1: "LENGTH E
RROR": GO TO 440
490 PRINT H#
500 LET S#0
510 FOR B#1 TO 16 STEP 2
520 LET Z=FN H(H#): LET T=T*Z
530 REM POKE A#Z
540 LET H#H#Z TO 1
550 LET S=S*Z
560 NEXT B
570 PRINT "": INPUT "CHECKSUM
":G
580 PRINT 0
590 IF D>T THEN PRINT INVERS
E 1: "CHECKSUM ERROR, RE-ENTER HEX
LINE": BEEP .5,-15: GO TO 440
600 LET A#A#S: GO TO 440
    
```

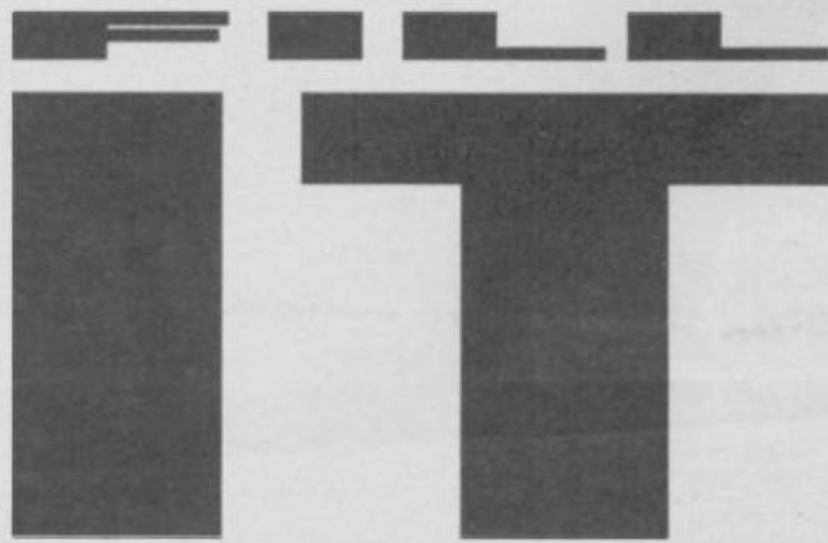
You have to admit that line drawings are pretty ugly (*Huh? Ed*). They're so bleak, so boring, so blatantly empty. Do you know what they need? They need a fast and accurate fill routine.

Cue **Chris Pile**. Chris, quick to follow up his superswift *Circle* routine has come up with a downright rapid 'spill-fill' routine. Stunningly quick, accurate, and short. It'll make you speechless.

**BUT HOW?**

Simple is too small a word to describe how easy this routine is to work. With the aid of the notorious hex loader type in the code, saving it with SAVE "name" CODE 60160. Then, in the future, before you load it CLEAR 60159 to ensure that your ULA doesn't go bang.

Now, type in the short demo program and you're away...



by Chris Pile

**THE CODE & DEMO**

```

E#R 60159: GO SUB 100
20 CLR 1: DRAM 255,0: DRAM 0,17
3: DRAM -255,0: DRAM 0,-175: CLR
    
```

```

CLE 80,88,70: CIRCLE 175,88,70:
POKE 60168,128: POKE 60169,170:
RANDOMIZE USR 60170: STOP
100 LET C#0: LET Z#60160: FOR N
#0 TO 90: READ A: LET C#C+A: FOR
    
```

```

E 2+1,INT (A/256): POKE 60168,2564
INT (A/256): LET S#2+2: NEXT N
110 IF S<1:27000: THEN CLEAR 1
PRINT "Error In Data": STOP
120 PRINT "Saving Code": SAVE "
Fill" CODE 60160,180: RETURN
1000 DATA 16512, 4128, 1032, 258, 0,
55795, 24874, 17916, 8994, 15065, 601
48, 10662, 15983, 60169, 11314, 50135
, 60201, 8665, 10972, 84473, 1737, 358
4, 50720, 1799, 43271, 51174, 1961, 28
425, 59001, 8128, 7991, 43279, 63718,
26527, 59000, 24327, 60182, 22298, 49
850, 60307, 46714, 14967, 60204, 1286
1
1010 DATA 60204, 24382, 39875, 1508
1, 60204, 710, 11314, 16107, 50028, 60
215, 11322, 15851, 11314, 15083, 6020
2, 12860, 60202, 32874, 39875, 15083,
60202, 728, 10662, 16107, 50060, 6021
5, 10810, 15295, 10662, 55787, 32299,
28633, 60198, 55785, 9079, 55678, 599
02, 8914, 15083, 60204, 49666, 10714,
45025, 11314, 50150, 60201, 0
    
```

**FULL UP**

If you want to be cocky or just plain old condescending then use the following to fill things independently:  
 POKE 60168,x(0-255)  
 POKE 60169,y(0-192)  
 RANDOMIZE USR 60170



Graham Mason's *Border Effects* routine is a rather good example of effective illusion. And it gives a superb impression of how fast machine code really is.

Using interrupts, the routine changes the border colour in sequence every 50th of a second. The result is a 'solid' bar effect, right in the border. Take it from me, it's stunning.

I've taken the program apart, split it into sections, and disembowelled it for your use. I hope it helps you or at least gives a rough idea of Z80 assembly language.

You'll need an assembler to type in the listing. Any will do. But note that the '#' before some numbers indicates hexadecimal numbers. Some assemblers differ in notation. It's best to check the manual first.

This instruction (used in all assemblers) designates the ORIGIN address of your code. In this case it's 60000, although it can be anything between 16384 and 65535.

ORG 60000

Disables all maskable interrupts and makes the program run slightly faster.

DI

Creates a vector table at 32768 which contains the address the interrupts jump to every 50th of a second (#9090).

```
LD HL, #B000
LD DE, #B001
LD BC, #0101
LD (HL), #90
LDIR
```

Places a jump statement at this address.

```
LD A, #C3
LD (#9090), A
```

Now at #9090 the interrupt routine is told to jump to the border effects routine.

```
LD HL, INTER
LD (#9091), HL
```

Points the interrupt register to the high byte of the vector table.

```
LD A, #80
LD I, A
```

Selects interrupt mode two and enables interrupts. The border effects will start working at this point. IM 2 is the mode allowing you to use your own interrupting programs in preference to the ROM's.

```
IM 2
GRAY EI
JR GRAY
```

Saves all registers used on the stack. This must be done at the start of every routine to prevent corruption.

```
INTER PUSH AF
      PUSH BC
      PUSH HL
      PUSH DE
```

Border black.

```
XOR A
OUT (#FE), A
```

# BORDER



by Graham Mason

This delay here is the amount of time the border is off between the lines.

```
DELAY DEC BC
      LD A, B
      OR C
      JR NZ, DELAY
```

Points HL to the colour table.

```
LD HL, TABLE
```

A holds the contents of HL (that's the next byte from the table).

```
COLLECT LD A, (HL)
```

Checks to see if the end of the table has been reached (marked by #FF), if so then branch off to STDATA.

```
CP #FF
JP Z, STDATA
```

Change the border to the colour specified by the table.

```
OUT (#FE), A
```

BC holds the amount of time the border colours remain on screen. Increase the value for thicker lines.

```
DELAY1 LD BC, 6
      DEC BC
      LD A, B
      OR C
      JP NZ, DELAY1
```

Clear the carry flag and loops back until done.

```
AND #FF
INC HL
JP COLLECT
```

Points HL to the start of the table again.

```
STDATA LD HL, TABLE
```

Another delay controlling the distance between the top and bottom bars. The longer the delay the further apart and vice versa.

```
DELAY2 LD BC, #76E
      DEC BC
      LD A, B
      OR C
      JR NZ, DELAY2
```

A holds the contents of HL in preparation for 'printing' the second bar. If the end marker appears this time then a key scanning routine is activated.

```
DATA LD A, (HL)
      CP #FF
      JP Z, KEYSKAN
```

Change border.

```
OUT (#FE), A
```

Another delay, this time for bar two. A JP instruction is quicker than a JR instruction.

```
DELAY3 LD BC, 6
      DEC BC
      LD A, B
      OR C
      JP NZ, DELAY3
```

Loop back round until finished.

```
AND #FF
INC HL
JP DATA
```

Scan for space, along the bottom left five keys of the keyboard (coded #7F). Jump to the rotate routine if space is not pressed.

```
KEYSCAN LD A, #7F
        IN A, (#FE)
        OR #E0
        CP #FE
        JR NZ, BACKIN
```

Turn off the border effect.

DI

POP the registers off the stack in the reverse order to which they were PUSHed.

```
POP DE
POP HL
POP BC
```

Set the I register back to normal, in tune with BASIC.

```
LD A, #3F
LD I, A
```

Re-select the ROM's interrupt mode.

```
IM 1
```

Restore A and the flags (F).

```
POP AF
```

Enable interrupts. Very important when returning to BASIC to prevent 'hanging'.

EI

Use the ROM error routine, returning with OK 0:1.

```
RST #8
DEFB #FF
```

This useful routine shifts the contents of the table so that on every re-print the bars appear to rotate round.

```
BACKIN LD A, (TABLE)
        LD HL, TABLE+1
        LD DE, TABLE
        LD RC, #D
        LDIR
        DEC HL
        LD (HL), A
```

Restore all stacked registers.

```
POP DE
POP HL
POP BC
POP AF
```

Return to BASIC with interrupts still running.

RETI

```
DEFB 6,7,6,5,4,3,2,1,1
      1,2,3,4,5,0,#FF
```

So come on! Send in those programs to impress your friends, impress yourself, and impress those software companies. I know you want your name in emboldened lights among these wise words. Go-on, send them to Me (well David McCandless really but it's such a mouthful) **Program Pitstop, YS, 14 Rathbone Place, London W1P 1DE.**

And don't forget. If your routine is a bit 'good' then you'll get paid as well! Can't be bad. Plus the big monster of technology has caught up with us and the best program every month will be placed on MICRONET for all you hackers to down-load.



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CASSETTE  
£12.95



# DICING WITH DEATH

## IV

# BOARDS OF DOOM

Blimey there are huge mounds of new role playing board games coming out of Games Workshop. So we sent our very own troll, **Phil Snout**, into the dungeon to get his feet wet.

2

3

4

6

S'funny you know, but I've never really liked board games that much. Until recently, that is, when I was given a copy of a game called **Talisman** and to my amazement I loved it! Me and my chums played it to death, and it's brilliant fun, mostly 'cos it involves interaction with other people. And this set me thinking... were there any more fantasy board games along these lines? One swift call to Games Workshop did the business. Turns out they've been creating a new style of role playing games that everybody can play — the role playing board game.

No cheeky little counters for our heroes, no sir. Their board games are full of colourful plastic playing pieces, and fabby illustrated booklets. The presentation of the games is fantastic, and the possibilities for play improve as you play. With role playing board games, unlike any other kind of board game, you can add to the rules, the players and the boards until it bears as much relationship to a board game as **Miami Vice** does to real life.

So, striking while the iron was still hot, or luke warm at least, I set out to discover what fantasy board gaming is all about, (aaannndddd, cue the dragon's breath...)

## BLOOD BOWL £19.99

Woah, Subbuteo was never like this... A game of football, American footy yet! But the difference here is that instead of playing against



humans, often your teams are pitted against orcs, skaven and various breeds of fantasy world scum. The aim of the game is just like American football, to get more touchdowns than the opposing side, but in this case it doesn't matter whose head you pull off in the process. The game is brill fun to play, and as the booklet has a tutorial or two in it learning the rules doesn't take too long. You start by playing the stripped down basic rules: collisions are judged by dice rolls and the rounds of play are simplified so they're easy to take in. The Veterans' Rules are more complex, with each game decision allowing for the attributes of the individual players.

What you get for your 20 odd quid is a pair of thickish booklets entitled *Rules* and *Handbook*, four D6 (six-sided dice) and one D8 (eight-sided dice), two cone markers, a three piece styrene board, two dugouts, five reversible endzone name labels, and three transparent measuring tools. These clear rulers are for deciding, via a dice roll, whether you hit the square on the board that you threw the ball at and who is in line to intercept it if you didn't. The two handbooks that come with *Blood Bowl* cover the rules and background to playing and enjoying the game, and are hole punched for putting in a ring binder. Putting the rulebooks in a ring binder is a spiff idea, as you can open them to a page and leave them flat. The players you place on the super styrene stone effect pitch are small plastic figures, a bit like the metal figures you use in role playing. The ball is placed on the base of the player in possession, and throws are made to other players on the field. A touchdown is scored when a player reaches the end zone — a strip at the end of the field two squares deep. As there are no posts or anything, there's no field goals or

kicked goals, just touchdowns.

*Blood Bowl* is brill as a football game, and is a well sussed role playing game too. The Vets Rules allow for attributes of each player in a collision to be taken into account. So in this way the games can be as simple or as complex as you like.

	9
SPLATTER	8
STRATEGY	7
DIFFICULTY	5





## DARK FUTURE £19.99



The game of highway warriors is an old idea that Games Workshop has been playing with since the beginning of time. *Car Wars* and other similar role playing games have talked of a sort of *Mad Max*

style automotive doom for some years now, but now you can get to grips with this idea yourself in this brand new board game.

The aim of the game is to actually survive a race along a track of road through the addled countryside of the far future. You and the other cars on the road are heavily armed with roof mounted cannons and rocket launchers etc. You know, all the usual stuff you can get down Halfords. The track is made of card sections, a bit like Scalextric sets, and is randomly generated by dice throws up to ten segments. The rules are set out in a thick handbook/rulebook, containing all the background to the game and rules, plus hints and tips on how to get the most out of your car and see the least of the competition.

The set contains three D6, the handbook plus a thin booklet which takes you round an introductory game, four cars with attachments, four bikes, a transparent range ruler, various weapon markers and road hazards like road blocks, craters, and 14 bits of track to drive along.

The cars are the same size as your standard Matchbox diecast toy cars, so rolling your own characters and cars shouldn't be difficult. You drive along the track and as the game proceeds certain hazards are placed in your way, as you attempt to wax the other driver before he makes it to the finish before you do!

*Dark Future* is a brilliantly original game, and one I can see having the same impact as *Blood Bowl*. It's easy to learn and fun to play.

9	
SPLATTER	8
STRATEGY	8
DIFFICULTY	5

## CURSE OF THE MUMMY'S TOMB £14.99

Hah! Indiana Jones eat yer hat, 'cos here comes the ultimate in Egyptological gaming. *Mummy's Tomb* takes place in an amazing 3D pyramid playing board.

What you get for your pennies is two thin rule sheets, five real metal playing pieces (suitable for painting, in fact I insist) one D12, player characteristic cards and encounter and currency cards. The neat thing about *Curse* is that you can play it solo, just you against the mummy, but as with all board games it's much more fun when you play it with friends.

The aim of the game is to work your way around the board, avoiding the mummy and making sure that your opponents don't. Avoid the mummy, that is. Then you make your way to the hidden Chamber of Osiris, holding the key, and wait until the light falls onto a certain place in the room. (Sounds familiar, that!) After that you are required to pass three tests, and when you've succeeded, you've found the Elixir.

The playing pieces are nicely carved lead alloy, like military or role playing miniatures, quite unusual for a board game. They're much nicer to paint, as I find the plastic ones a bit shiny, even after priming.



To be honest I didn't enjoy *Curse* as much as some of the other games, and I can't really put my finger on why. I think it's because unlike the others it never really engaged my interest, and seemed a bit too easy. The manual wasn't too readable either, with no clean and simple 'this is what you do' instructions. The best thing about it is the 3D board.

4	
SPLATTER	3
STRATEGY	4
DIFFICULTY	3

## MISS A TURN 10





# JUDGE DREDD

£14.99

The comic will be well known to you, from the *2000AD* stable (whinny!) but you might not be so familiar with the game. The Role Playing Game that Games Workshop also sells is a fine example of role playing, but this board game is not quite so advanced. Put simply, it's a game of busting the most heads, in a legal sense, in the given period of the game, which falls after all the 'perp' cards have been used up.

It comes with a playing board and cards drawn BY *2000AD* artist Ian Gibson, a box cover by Brian Bolland, six little plastic Judges, and one D6 for resolving arrests. The board is undoubtedly nicely drawn but not very detailed. There are a handful of locations where crimes can be committed, and each player attends a crime and draws a card to make an arrest. The arrest involves combat of course, and so the dice is rolled to see who comes off worst. *Dredd* is a board game in the truest sense of the word, more like most other board games than real role play. But it's not bad if you want something Dredd flavoured and can't hack the full-blown role playing version.



5

SPLATTER	4
STRATEGY	3
DIFFICULTY	2

# DUNGEON QUEST

£14.99

*Dungeonquest* is the single game which owes the most to its *D&D* role playing forebears. (Or even three bears. Ed) You trundle through a dungeon, collecting treasure and searching for towers to finish in. The player with the most treasure after 26 rounds is the winner.

The set comes with four plastic hero miniatures, a massive blank dungeon board, room cards, one D12, one D6, an instruction booklet and some marker cones. The room tiles are placed on the dungeon board as you play, which means you don't know what's in the rooms until you actually put the cards down.

*DQ* is nicely put together and plays very well. The instruction book may be thin, but it packs in the detail, and soon you feel like an expert. On each round you move into an adjacent square. If there isn't a room tile in it, you place one, then pick a card to see what sort of hazard or treasure there is in the room.

I reckon *Dungeonquest* is an excellent intro to Dungeoning and could lead you into something stronger, like *Advanced Dungeons*

& *Dragons*, if you're sufficiently impressed by the system. But the beauty of it is that it's such a good system anyway — you may actually find that just bolting things onto it gives you everything you need in a role play. And it just so happens, there's an expansion pack which is sold separately for £6.99, containing a D10, some new rules and more creature and room cards.

8

SPLATTER	7
STRATEGY	3
DIFFICULTY	5



9

SPLATTER	8
STRATEGY	7
DIFFICULTY	5



# TALISMAN

£14.99

This is my personal fave game of the lot. It's basically a simple throwing the dice and move around the board type game, but with cards to turn up for creatures and happenings, and ratings according to your strength and craft (magical/psychic skill).

What you get in the package is a wedge of paper and board, a playing board, talisman and purchase cards, adventure cards, diecut card counters, a D6 and playing pieces. The players are little cardboard cut-outs with stands, but of course you can buy metal figures and paint them yourself to use with the game.

The great strength of *Talisman* is that the system of picking up the cards and acting upon them works so well. A whole new set of circumstances arises every time you play, as the deck of adventure cards, shuffled at the beginning of each game, are dealt. Some cards lie resident on the board and hassle each player as they pass, but most are just monsters to fight, others are spells that you've found, gold, talismans and followers. Followers are characters which follow you through the game, doing what you do, and affecting the way you fare in battles. Sometimes other characters can kill your followers.

*Talisman* is really a test of who your real friends are. The winner is the person who makes it to the inner section of the board to gain the Crown Of Command and destroy all the other players. Nasty.

It's brill and it only takes a few hours to learn. There are expansion sets and lead pieces available, and I suggest you try *White Dwarf* for details about how to get them.

TURN TO PAGE

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For further details about all Games Workshop Games, contact: Games Workshop, Chewton Street, Hilltop, Eastwood, Nottingham. Tel: (0773) 769731



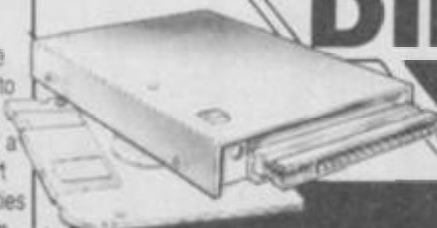
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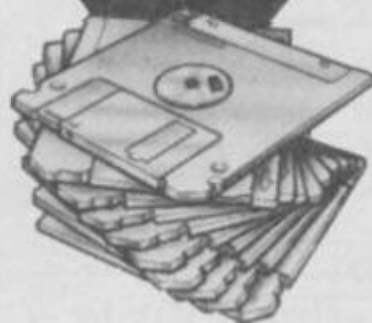
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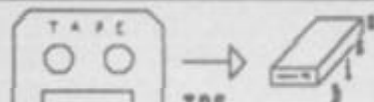
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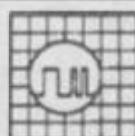
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- Spectrum 48K for sale, all leads. Over £200 worth of Software. Write to: Stuart Sampson, 33 Paulmont Rise, Temple Cloud, Nr Bristol.
- Spectrum +, data recorder, Quickshot joystick, interface, over 150 games, many recent (inc. Zynaps, Matchday II, Nigel Mansell's G.P. etc). Sell for £110. Perfect condition. Matthew Jones, Bron Hau, Plas Bension Road, Pen-y-Cae, Wrexham, Clwyd. Tel (0978) 824177.
- Spectrum 48K, good condition with joystick, lightpen, cassette recorder, games worth over £400. All original, magazines worth £80. Altogether worth over £700 sell for £250 ono. Phone (05512) 2778 after 4pm.
- Spectrum 48K, joysticks, Interface II, Currah Speech, data recorder, complete YS collection, books and manuals, over 200 games, £150. Tel (0254) 22749. Ask for Alaric.
- 48K Spectrum fitted with Saga Emperor keyboard, £65 ono. Brother HR5 Printer and Interface £75 ono or £130 for the two. Steve Komor, 54 Angleton Green, Penyfal, Bridgend, Mid Glam. Tel (0656) 724841.
- 128K Spectrum + Spectrum, Mouse & Software etc. For only £100 ono. Contact Mr E. Lutman, 11 Rebecca Court, Highview Road, Sidcup, Kent.
- For sale: DK Tronics lightpen, good working order, £8. Also offers for broken Currah Speech synthesiser. Phone (0905) 422415. After 4pm during weekdays.
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- 48K Spectrum with twin Wafadrive, Alphacom 32 printer, Quickshot Joystick, Joycard, Double Joystick, Interface, Rolis Printer Paper, 30 computer mags, approx. 200 games and cassette recorder £200. Phone Buckley (0244) 542628.
- For sale: 48K Spectrum with joystick, Kempston Interface and Data Recorder. Also 40+ games, also mags & books with £200. Sell for £85 ono. Tel. Matt Lincoln (0522) 790113.
- Interface for Spectrum+ or 48K for sale, £4. Phone (021) 711232 after 6pm. Ask for Michael.
- Spectrum+2 with two joysticks, £350 worth of software, AMX Mouse + Software, £50 worth of mags & games including Roadblazer, OutRun and 720. Gear worth £550 sell for £250. Phone (078571) 4698.
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- Look: Opus Discovery, Keyboard, Multiface 1, Alphacom 32, Personal Stereo, RAM Music Machine, various software (send see for list) will split. Make offer. Phillip Mayer, 85 Capelands, New Ash Green, Kent.
- 48K Spectrum, good condition, 80 games, cassette recorder and all wires, joystick, interface & couple of mags. Worth £180 but will sell for £70. Phone Daniel on Hayes, Middlesex 561 8612. Or swap for Commodore 64.

## SOFTWARE



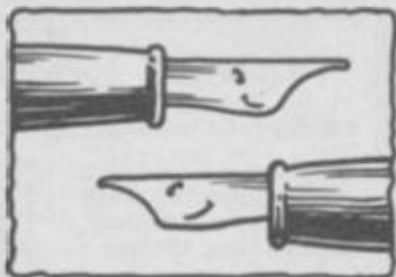
- Over 1600 games to swap like 19, Impossible Mission II, Barbarian II, and Mickey Mouse. So contact Vagos Develgas, 17 Kountouriolou Str, GR-15569 Holargos, Greece.
- Wanted! ZX-81 software on cassette (original if possible). Will swap Spectrum software on disk 5.25. Please contact: Lothar Kissinger, Liebensauerstr. 103, 8520 Worms, W. Germany.
- Wanted! Shadows Of Mordor will swap for any two from: - Orbix, Dark Star, Cosmic Warload, Zoids, Nightshade, Astro Clone. Originals only. Vince Corney, 1 St Helier Ave, Morden, Surrey.
- Will swap Bionic Commando 128K/+2 for Nightmare or Alien Syndrome and Rastan for Bards Tale I or Marsader. Contact Paul Davies at 1 Millford Street, Mold, Clwyd. Phone (0352) 56488.
- Vindicator, 19, T-Wrecks, Samurais Warrior and many more. If you want them and you have new games too, contact me, Avi Gadesh, 8 Hvarden Street, Ramat-Gan, 52333 Israel.
- Will swap Ten Great Games II, Winter Sports, Devils Crown, Fued, Tuberuba & Conquest (Originals). All these for Football Director II (128). All on tape. Andrew Helps, 133 Church Road, Clipstone, Mansfield, Notts.
- 48K+ Spectrum, loads of original software including Ikari Warriors and Gunship Two, joystick, interface and tape recorder, over 100 mags. All for £150 o.n.o. Phone Paul (0202) 523041.
- Will swap GAC, Glider Rider, Dan Dare, LOTR for PAW. Contact Stuart Sturgeon, Woodside Gallery, William Street, Dalbeattie, Scotland. Heartland instead of Glider Rider if you like.
- Lots of games and utilities to swap. Send your list for mine. All letters answered. Write to Rajiv Rhera, C/68 Venus Society, A Scheme, First Floor, Worli, Bombay, India 400 018.
- Lots of cheap second hand Spectrum games for sale. See for list, from as little as 60p!! Send quickly to 19 Croft Street, Morecambe, Lancs.
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- Loads of games to swap, such as 1943, Vindicator and Overlander. Write to Simon Lennox, 53 Main Street, Castle Dawson, Co. Londonderry, N. Ireland or phone (0648) 68662 after 6pm.

## PEN PALS



- 14 year old Speccy owner wants pen pal to swap games with. I have lots of new titles. Send your list to Mark McGregor, 87a Main Street, Tomintoul, Ballindalloch, Banffshire.
- 14 year old guy desperately seeks 13-15 year old female who likes music, chat and Johnny Hates Jazz. Will answer all letters. Write to Kevin Tracey, at 7 Laurel Drive, Strabane, Co. Tyrone, N. Ireland.
- Pen pals wanted, any age male/female. I have over 1600 games to swap incl Typhoon, mostly new. Write to me Andrew Litter, 31 Water Street, Runcorn, Cheshire.
- Wanted pen pals from all areas, any age, any interests. All letters answered. So what are you waiting for, get writing!!! Nancy Todd, 51 Shakespeare Street, Southwick, Sunderland, Tyne & Wear.
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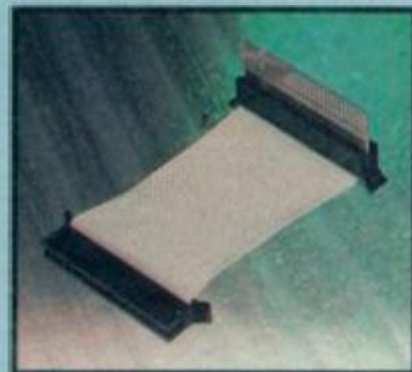
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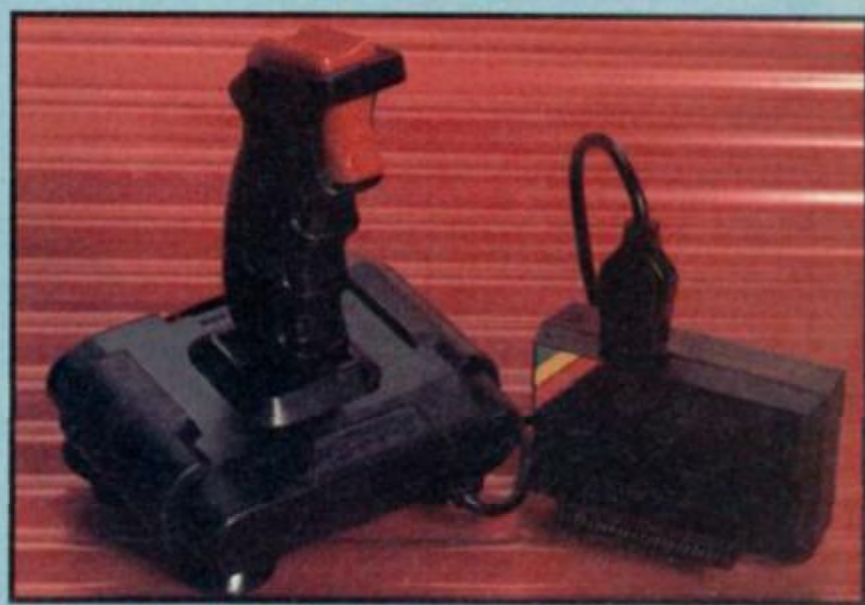
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- Wanted! Karnov Will swap for Lightforce, Zynaps, Legend Of Kage. Write to K.J. 12 Oberon Street, Cregagh Road, Belfast, N. Ireland.
- Will swap Way Of The Exploding Fist, Snooker, Geoff Capes Strongman for Rolling Thunder Please write to Daniel Wort, 111 Clive Road, Belvedere, Kent.
- Wanted, any mouse compatible with the Spec+2. Price must not exceed £28. Please phone on (0635) 67073 or write to Dominic Hiles, 10 Exmoor Road, Thatcham, Berkshire.
- Heellpp!! I've just bought a +2. I need help on understanding POKE's and tips. I'd be grateful for any help whatsoever. Robert Oswald, 806 Lewis Flats, Isworth Place, Chelsea SW3.
- Wanted! Your football computer games such as Double, Track Suit Manager will swap for Heartland, They Sold A Million, 1,2,3, Gauntlet I and Lightforce II. Tel: Mike on Penarth 708539.
- Wanted urgently, Silversoft Linkword French for 48K Spectrum. Phone Mike on (0827) 289214.
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- Wanted! used black fabric ribbons. Will pay 50p each. Please phone Nick (0467) 42429 and tell me what you've got. Remember fabric one's only.
- Wanted! Daley Thompson's Decathlon or Back To Skool - Yabba Dabba Doo, Graham Gooch's Test Cricket or Block Busters. Tel (0323) 640205.
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- Wanted, Multiface 128 will swap for Gunship, Strike, Eagle, Dracula, Arnhem, GhostBusters, Pitfall, Mikie, Kung Fu, Spy Master. Interested? Write to J. Oldfield, 1 Chickering Cottages, Stradbroke, Estate, Suffolk.
- Urgently wanted - Last Ninja II, Barbarian II, R-Type and Street Fighter. Will swap for Bionic Commando, Gauntlet II, Gurr-Runner, Sabotage. Phone Andrew on 596035 between 5pm-7pm.
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- I'm not starting this ad with the word wanted, but I want 720f, Impossible Mission and Fantastic Voyage. Write to James Hughes, 14 Aytton Close, Stockfield, Northumberland. Originals only please.
- Wanted, any broken joysticks, VIC 20's etc. Postage refunded and presents for the first 10 people to send in. Everybody else, just postage refunded. Richard Waugh, 43 Sapperton, Werrington, Peterborough, Cambridgeshire.
- Wanted: Roadblasters, Last Ninja II. Swap Paperboy, Leader board, Football Director, Trivial Pursuits, TSAM 3, OutRun. One for one or one for two basis (No Ipswich fans!) Call Tony on (0953) 604923.
- Wanted, Sinclair Black Watch! Who knows where to get one in good condition? Please contact: Lothar Kissinger, Liebenauerstr 103, 6520 Worms, West Germany.

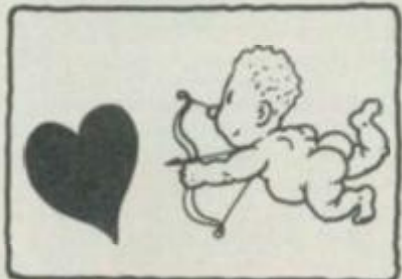
## MESSAGES AND EVENTS



- Address book program for Spectrum Microdrive owners. Home written but excellent value for money. Only £2.29 cheque or postal order to Matthew Williams, 6 Tower Road North, Heswall, Wirral, Merseyside.
- Micro Mag has the only Anti Drongo ST and Amstrad club in Editorial. Only £1 from Micro Mag, The Bungalow, Keycol Hill, Newington, Kent.
- Hi! I'd just like to say 'Yo bod how you doing man and Hattie is fit! Yeah! From David Robinson yeah!
- Superlock is a protection system for 48K Spectrum programs. For details send an sae to Superlock, 3 Wordsworth Crescent, Springwell Village, Gateshead, Tyne & Wear.
- Your Spectrum issues 1-12 in binder £20. Phone (01) 552-0600.
- Leave the rest-join the best. A new realistic postal soccer management sim. Send sae to PSH, 31 Coleridge Avenue, Penarth, S. Glamorgan.

- For over 50 POKEs send 70p and a blank tape to POKEtape II, R. Elliott, 21 Belsfield Gardens, Jarrow, Tyne & Wear. First four senders get money back.
- If you know Angela Sloan of Bramhall, tell her I miss her and would like to see her again, love from her mate Paul O'Neill.
- Software Exchange Club. Exchange your unwanted originals cheaply. Same day turn around where possible. Send sae for membership kit to SSSC (Dept. Newmem), 178 Forest Road, Kingswood, Bristol.
- Want to make money in your spare time? For details send sae to 2 Auckland Road, Sparkbrook, Birmingham B11 1RH.
- Hello YS readers. Do you want to swap games and films? I've got the latest in software, sae get writing. Manoj Ranchordas, Rua Sacadura Cabral, Lote 23 1-A, S.J Estoril, Portugal 2765.
- For over 50 POKEs send 70p and a blank tape to 21 Belsfield Gardens, Jarrow, Tyne & Wear.
- New computerised football PBM. Division Champions win £75 and a trophy. Join now for a realistic challenge. Turns every fortnight. Send sae for details to DP Clancy, Goddison, Promenade, Llanfairfechan, Gwynedd.

## LONELY HEARTS



- Are you a female 15+ who needs a strong modest and intelligent male aged 16? If so, write to me and send a photo. I like anything that you do. Philip MacLeod, 26 Addison Close, Feltham, Middlesex.
- Lonely girl seeks boy of 14. Must have good taste and must adore heavy metal. Write to Helen Jones, 43 Worcester Lane, Pudmore, Stour, W. Midlands.
- 18 year old male seeks a girlfriend from Gloucester area. All letters answered. Send a photo if poss. Write to Lloyd, 9 Springhill, Sandhurst, Gloucester.
- 15 year old boy seeks 14-15 year old girl in Hants area. Hobbies inc. American Football (San Francisco 49ers fan). Photo if poss. All letters answered. David Lewis, 4 Keats Close, Olivers Battery, Winchester, Hants.
- Lonely 15 year old male is looking for attractive 14-16 year old female, who likes pop music and going to the cinema. If interested write now (with photo if possible) to Paul Watson, 2916 Niddrie Marshall Place, Edinburgh.
- 16 year old male, looking for an attractive female aged 15-18 in the Leeds or surrounding district. I own a Spectrum 128+2 computer. Please send a photo to Michael Woods, 50 The Nooks, Gildersome, Morley, Leeds.
- Two sexy males seek two lonely females, we are both 13. Please write enclosing photo. Must live in the Hull area. Send letters to Chris and Nic, 86 West Borough Way, Hull.
- Incredibly cool and lonely 18 year old Italian guy, desperately seeks females into House Music from anywhere - but preferably from Eastbourne area. Send photo please to Mauro Consolo, Via Flaminia Nuova 260, 00191 Rome, Italy.
- 14 year old male looking for a 13-14 year old attractive female who owns a Speccy, likes music and reads YS. Photo if possible please to Christ Scott, 2 Douglas Terrace, Lanark, Scotland ML11 9HE.
- 12 year old male seeks fun loving girl aged 12+. If you live in Surrey send a letter and photo to John Davidson, Little Boarhunt, 73 Portsmouth Road, Liphook, Hants.
- 14 year old female seeks a 14-16 year old boy. Enclose photo in your letter please!!! All letters will be answered, so get scribbling now! Kim Mosedale, 20 Goyfield Avenue, Felixstowe, Suffolk.
- Good looking male, age 15, seeks 14-15 year old girl who likes music and having fun, write to Paul Laurie and send photo if possible. All letters answered. Paul Laurie, 127 Gordon Road, Nunhead, SE15 3RR.

- Hi! I'm Gilly and I'm into real hunks age 14-15. Please enclose photo and I'll answer every letter. Please write to me, and make me happy. Gill Irvine, 7 Oaklands Court, Aldcliffe, Lancaster.
- Lonely 18 year old, male Speccy owner seeks lonely female, 16-19. Interests include discos, music and having fun. Please send photo to Graham Jones, 28 Dolydd, Llandudno, Gwynedd, North Wales.
- Two 17 year old girls seek two hunks males 17+, must like sports (especially American sports) and having a good time. Please send photo. All letters answered. Send to Sam & Tracy, 8 Mount Road, Rhyll, Clwyd, North Wales.
- 17 year old lonely, male Speccy owner requires friendly female around same age. My interests include computers, music, football and having a good time. So get them pens rolling to Matthew 'I'm so lonely, honest' Plunkett, 61 Maggie 'Lonely' Road, Norwich, Norfolk.

## FANZINES



- Spectrum magazine coming in July '89. Badly needs maps, tips, POKEs and other ideas. Enclose stamp if you want it sent back. Ronni Stirling, 23 Mayfield Street, Ruchill, Glasgow.
- Micro Mag is the best tape fanzine. Send £1 to A. Everingham, The Bungalow, Keycol Hill, Newington, Kent.
- Greetings, Alec here! Are you up to date with the new games? Well we are!! In the second best magazine (YS is unbeatable of course!) Ed's "Head Over Heels!" Price 45p + sae!! Alec McCutcheon, 54 Birch Road, Conington, Cheshire.
- Speccy's need 'ECU'! The tape fanzine with hundreds of pages!! Only £1. Moving cartoon, competitions. 'Simply the best!!!' Cheques to T. Warren, ECU, 54 Clough End Road, Hattersley, Hyde, Cheshire.
- Stuck? Need a POKE or tip? Write to Russell and enclose 50p. 19 Railway Terrace, Fishponds, Bristol. I have hundreds of POKEs and also maps. The Spectrum Programmer a cassette magazine for the people who want to play more than just games. Send £1 to Kieran Wood, 30 Church Street, Elsecar, Barnsley, S. Yorks.
- Superspec is a new monthly fanzine for all Spectrum users. It's only 40p per issue. So don't delay write today. Send sae to Stephen McGuinness, 98 Jerviston Road, Motherwell, Scotland.
- Fourth issue of OVER! out November. Free game on cover. Costs £1 plus 22p p&p. Send money to Gavin Jackman, 87 Potters Lane, Seno Woking, Surrey.
- Advanced Spectrum machine code course starts this month. Send for issue one now! Only 50p. Send sae for details. Mr N Lewis, 53 2 Kyle Crescent, Whitchurch, Cardiff.
- NEW! Mag on sale. Comes on tape, over 115 pages of reviews, POKEs. Great value at £1. Send money and sae to Darren Martin, 91 The Lindens, Fieldway, New Aldington, Croydon, Surrey.

## Puzzle Pages: Answers

Coin Oops: How can a coin be marked 'BC' when the maker couldn't know that Christ would be born in 327 years?

## EIFFEL

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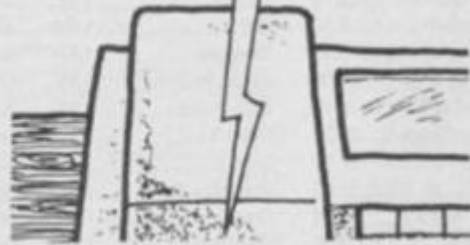
# NATIONAL RESCUE

23 TRACY STREET, CROYDON...

RING RING  
RING RING



KLIK... ER, HELLO, THIS IS NATIONAL RESCUE. JM, I'M AFRAID NO-ONE IS AT HOME AT THE MOMENT, BUT IF YOU LEAVE YOUR NAME AND

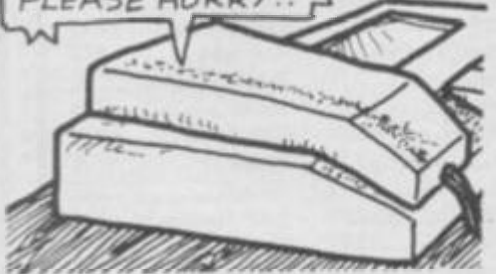


DETAILS OF THE DISASTER WE'LL TRY AND GET BACK TO YOU AS SOON AS WE'VE FINISHED THE SHOPPING. LEAVE YOUR MESSAGE AFTER THE BEEP.

BEEEEEP



OH MY GOD - YOU'VE GOT TO HELP US... THE BRIDGE IS DOWN... 3000 PEOPLE TRAPPED UNDERWATER... GIANT AIR-BUBBLE... CAN'T HOLD OUT FOR LONG... PLEASE HURRY!!



TWO HOURS LATER...

I'LL PUT THE SHOPPING AWAY SHALL I, SCOTT?



GOOD IDEA VIRGIL. I'LL SEE IF THERE ARE ANY MESSAGES ON THE ANSAPHONE.



ER, SHALL I PUT THE EGGS IN THE FRIDGE OR THE BREAD-BIN?



I THINK THEY GO IN THE FRIDGE, VIRGIL....



.. BRAINS NORMALLY PUTS BREAD IN THE BREAD-BIN.

HEY...

LISTEN TO THIS...

.. GIANT AIRBUBBLE... CAN'T HOLD OUT FOR LONG...



WHAT IS IT??



IT'S A JOB, VIRGIL - A JOB FOR NATIONAL RESCUE!!

OH GOOD!

ERM - DO I PUT THE EGGS IN THE REALLY COLD BIT AT THE TOP??



I THINK SO, YES. YOU DO THAT WHILE I QUICKLY GO TO THE TOILET. I'LL MEET YOU IN THUNDER-BIRD ONE'S HANGAR!!!





TEN MINUTES LATER...  
IN THE GARAGE



RIGHT - EQUIPMENT... WE'D  
BETTER TAKE THE FIRE  
EXTINGUISHER.



WELL - EVERYONE'S  
TRAPPED BENEATH A  
FLOODED RIVER - SO I  
THOUGHT MAYBE WE  
COULD BAIL ALL  
THE WATER OUT  
OF IT. AND  
THAT WAY WE  
DON'T EVEN  
HAVE TO  
GET WET!



VERY SHORTLY...



4 HOURS LATER



GOSH - DAD WILL BE PLEASED  
IF WE CAN PULL THIS ONE  
OFF ON OUR OWN, SCOTT!

YES. AND IT'LL PISS  
BRAINS OFF AT THE  
SAME TIME!!



VERY SOON



OKAY TIMMY, I'M  
GOING TO LEAVE YOU  
IN CHARGE!!



WE'VE DONE ALL WE CAN  
VIRGIL. LET'S GO HOME.

JUST IN TIME  
FOR TEA



HOORAH HOORAH  
HOORAY FOR NATIONAL  
RESCUE!





It may be Christmas for you lot, but Ciarán Brennan is lost somewhere among the nation's arcades searching for . . .

# SLOTS OF

# FUN

**T**he arcade machine business works in a slightly different way to our own beloved software industry, so while the Oceans and US Golds of this world were frantically putting the finishing touches to their contenders for space in your Christmas stocking, most of the coin-op merchants were presumably sunning themselves in far off climes.

Why am I telling you this? Well, it's a sort of excuse really, but because of the traditional Christmas lull for the arcade manufacturers, I've really had to scramble around to find a few machines to review for you

folks. Luckily the standard was pretty high in those that I found, but believe me I could have done without all of the searching.

But on with the show. This month, as well as the usual shoot 'em ups, we finally get to see that metallic superpoliceman *RoboCop* in the arcades sharing space with a racing simulator that's actually bigger than the machine that it's meant to be simulating (all will be revealed). We also have a chance to see the first home built machine by one of the country's major arcade distributors, Electrocoin. So what are you reading this for? Get on with it . . .

## CIARAN'S CORKY COIN-OP ROBOCOP

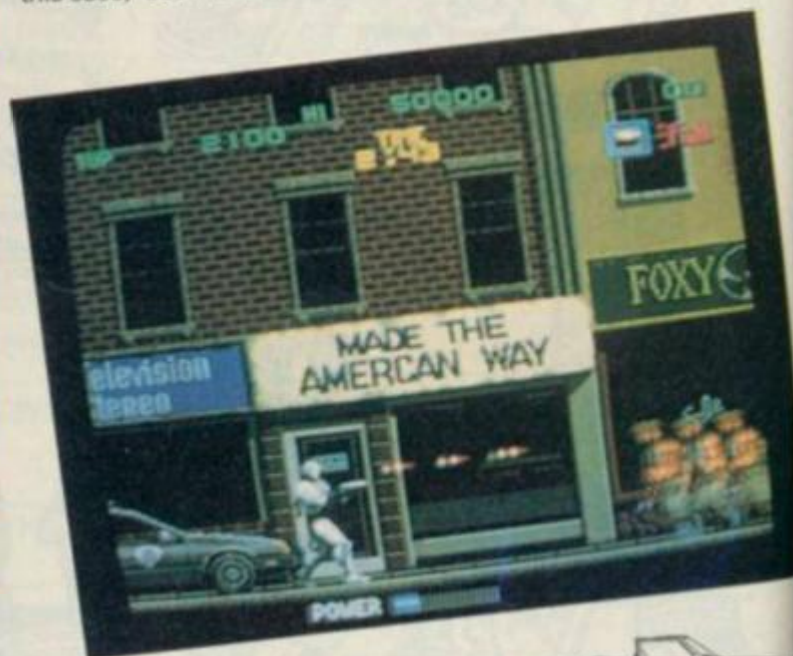
'Good business is where you find it' — and Data East obviously reckons that it's found it here, converting the film that was last year's big cinema hit (and probably this Christmas' big vid) to a rootin tootin shootin blast 'em up.

I was going to say that the hero walks along a left to right scrolling cityscape, but he doesn't — he 'clunks' along, in exactly the way that a man made of two tons of metal would. Robotic movement is usually a drawback in video games but in this one it's a distinct advantage. Packing cases along the way contain lots of Robogoodies, but watch out for splinters as the only way to open them is to punch them to smithereens.

There are the usual hordes of bad guys out to stop your little stroll, but they're not too much of a danger as it takes an awful lot of small arms fire to down a metal hunk like old Robo. These boys are easily disposed of, either by the standard rocket pistol that comes with the territory, or else by the triple shot pistol or the personal cannon that can be picked up along the way.

Certain elements prove a little tougher to avoid or destroy. For instance one of the levels is set in a car breaker's yard — so the 'tin bizzie' had better watch out or he could easily end up as a small condensed cube falling from the end of an unstoppable crusher machine. Falling girders are also enough to cause a severe dent to Robo's ego and his armour — in fact they kill him!

If you liked the movie (and who didn't?), this game is bound to bring a smile to your face and an itch to your trigger finger. It's got tons of blasting and punching and skulls to crack . . . so to steal a phrase from the movie 'I'll buy that for a dollar!' (or 20p in this case, 'cos that's how much it costs).



**Convertibility Factor: 8**

Ocean has it under control (well sort of) as we speak.



## TRUXTON

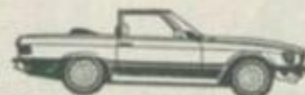
Well, a month couldn't go past without the appearance of another top to bottom scrolling shoot 'em up, so without further ado let me introduce you to Taito's *Truxton*. So what does this have to offer that a million and one other coin-ops don't? Erm, not a great deal actually. The sprites are quite big and colourful and the beams and explosions are also pretty effective, but it takes a lot more than good graphics to make a shoot 'em up outstanding.

Certain sections have a sort of *Nemesis* feel to them, right down to the snakey creatures that appear from the sides of the screen. Also, like *Nemesis*, the ship's powers can be added to progressively by picking up lettered icons; S increases speed (to a maximum of four times the original pace); T adds a deadly Tatsujin bomb to the ship's armoury (up to 10 of these can be carried at any one time); P gives extra power (five icons increase this by one degree) and '1up' and '2up' add one and two lives respectively.

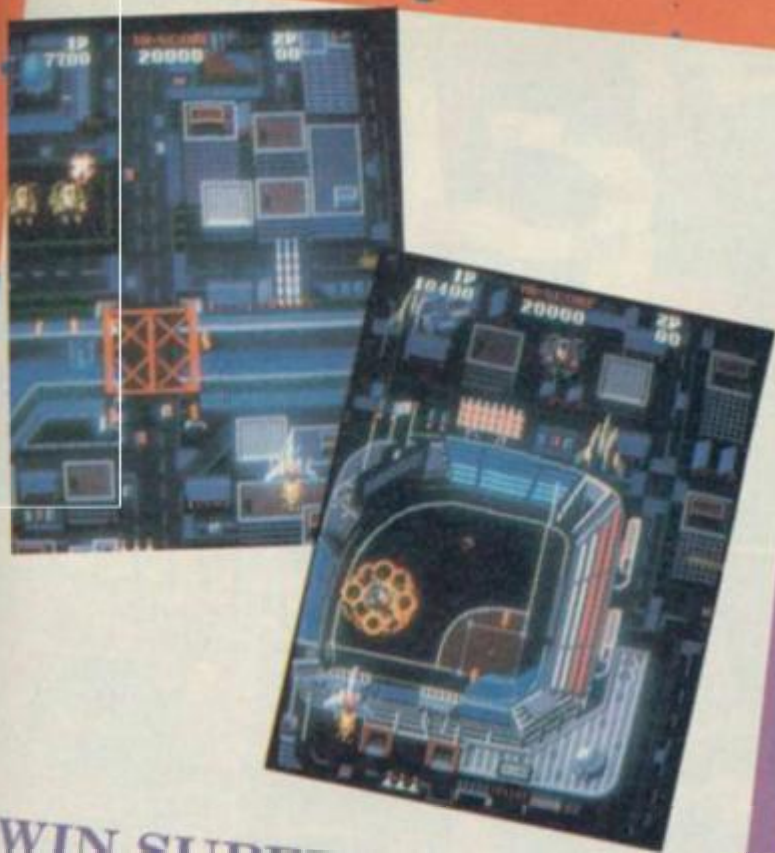
*Truxton's* alright as shoot 'em ups go, but I wouldn't sell my granny to get in the queue to play it.

**Convertibility Factor: 8**

A must to come scrolling down your screen pretty soon.





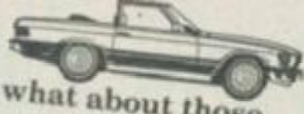


## TWIN SUPER SPACESHIP

Heyyy! Moody black and white, trendy arty attract screen — cooo! Tres impressif mon ami! But oops, as soon as it's over it's straight back into a normal top to bottom shoot 'em up — aaaarrgh!

But back to the beginning. The title screen is really different from the usual arcade offering. A story isn't so much told as suggested by a slowly scrolling monochrome newsreel effect — the implied story won't win any awards but it is quite pretty. Once into the game the action speeds up considerably. The action is red hot and there are squillions of aliens to be destroyed or avoided. Sometimes dodging the opposition is made easier by the fact that the screen also scrolls from right to left (slightly), but even this advantage is countered by the aliens who zoom in from the bottom of the screen without any warning and destroy another of your three lives.

All this mayhem is controlled by a joystick and three buttons, which are used to employ extra weapons as they're picked up. The problems involved in getting from level to level can be halved if a friend joins you on screen for the two player game. *Twin Super Spaceship* may be a dreadful name, but the game is fast and furious and is the first shoot 'em up in months that's brought me back for another try. Highly recommended.

**Convertibility Factor: 7**  All the speed of the Speccy, but what about those graphics!

EA

Who remembers *Boulderdash* then? Well the folks at Electrocoin obviously do, because they've seen fit to come up with their own variation on the theme — a fixed screen 'dodge and collect' game which retains all of the original's cuteness (bleuggghh!).

Believe it or not, the main character looks exactly like Andy Pandy, while the rest of the geezers on screen are (wait for it!) strawberries on legs????!! (*Sounds a bit looby loo to me! Ed*) The basic idea is that Andy runs around eating routes through the solid background in search of bananas and cakes. The evil strawberries are in hot pursuit, but can be seen off by dropping an apple on their heads (an apple a day keeps the strawberries away) or shooting them with an extra strong mint. Watch out though, because the mints take a little while to regenerate after you've used them, so it's very easy to be left empty handed. Eat all of the bananas and it's on to the next level — and so forth. Collecting E-X-T-R-A icons yields an extra life, while other icons can deliver surprises.

EA is fun, but it's a little old fashioned and can start to grate very quickly. Unfortunately the two player mode doesn't add much to the excitement, as both players take consecutive turns (it's surprising how quickly this style has gone out of fashion — most games now allow both players to take part at once). This is an odd little product, so maybe it's worth at least one try.

**Convertibility Factor: 8**  
Almost made to Spectrum measure.

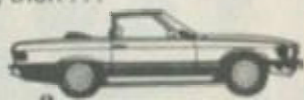
## POWER DRIFT

*OutRun* put you behind the wheel of a Ferrari, *Chase HQ* set you free in a Porsche and *WEC Le Mans* allowed you to live out your fantasies of speed in a customised endurance racer. *Power Drift* on the other hand gives you the keys to a souped-up lawnmower and lets you loose on a track that's made up almost entirely of logs — phew, cheers Sega!

Actually, this isn't as silly as it sounds. The whole affair is wrapped up in a hydraulically operated cabinet (*WEC Le Mans* style) and twists and turns like a trapped leopard. The high spot definitely comes when you take the mower over the logged overpasses — the bumps give the impression that you're travelling along the middle of a railway line on a bicycle with no tyres.

As we've come to expect from these racing games, the object is quite simple to grasp (grulch!) There are 25 short courses to be negotiated with a place in the next guaranteed if you end up in third place or better. Hazards to watch out for include very tight hairpins, the tall trees that line the side of the track and (of course) the other competitors — a bit of panic gear changing comes in handy every now and then.

And that's about it! There really is nothing more to be said about *Power Drift*. It feels good and plays well and if you enjoyed the previous racing games then you'll enjoy this. If you like to get your kicks in a little more realistic fashion, then...

**Convertibility Factor: 5**  A free cabinet with every purchase?



## ARCADE NEWS

Way back in July we came across *Dead Angle*, an *Operation Wolf* style shoot 'em up with gangsters replacing the guerillas. Six months later, the game has reappeared as *Gang Buster*, with the addition of a built-in machine gun to add to the *Op Wolf* similarities.

As if this wasn't confusing enough, I've finally found out the name of a game that's been around in prototype form for ages — and it's called *Gang Busters* (I hope that you don't have to ask for these two by name). Anyroad, *Gang Busters* is a little more light hearted than its similarly named counterpart, involving the capture of loads of bank robbers by two cartoony policemen. Watch out for it!

While we're on the subject of Konami, *Thunder Cross* is its latest addition to the by

now saturated progressive shoot 'em up market. One unusual feature is that a vast range of extra weapons are accessible by using just two buttons: one selects the desired weapon, the other unleashes it — simple as that.

And last (but not first) this month comes Sega's *Scramble Spirits*. I'm not going to say what format this one follows, but if you were to say top to bottom scrolling shoot 'em up you wouldn't be far wrong. That said, it's a competent enough example of its type, with no amazing features to make it stand out and no deal glitches for me to harp on about.

— See you next month where hopefully we'll see the beginning of the *Space Invaders* and *Lunar Landing* revivals.



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“GOOD”



“JAM”



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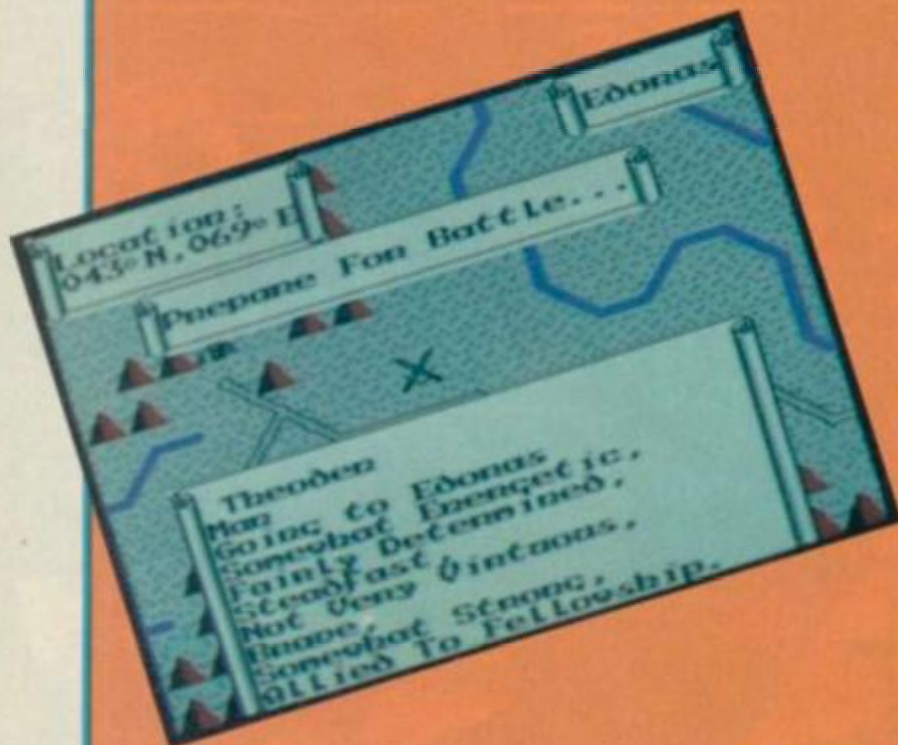




•PREVIEW•PREVIEW•PREVIEW•

# FUTURE SHOCKS

After the turkey and pud are consumed, what are you going to splash out on with that postal order auntie set you for Christmas? If the goodies in store in *Future Shocks* are anything to go by, it'll have precious little to do with peace and goodwill to all men!



## Melbourne House

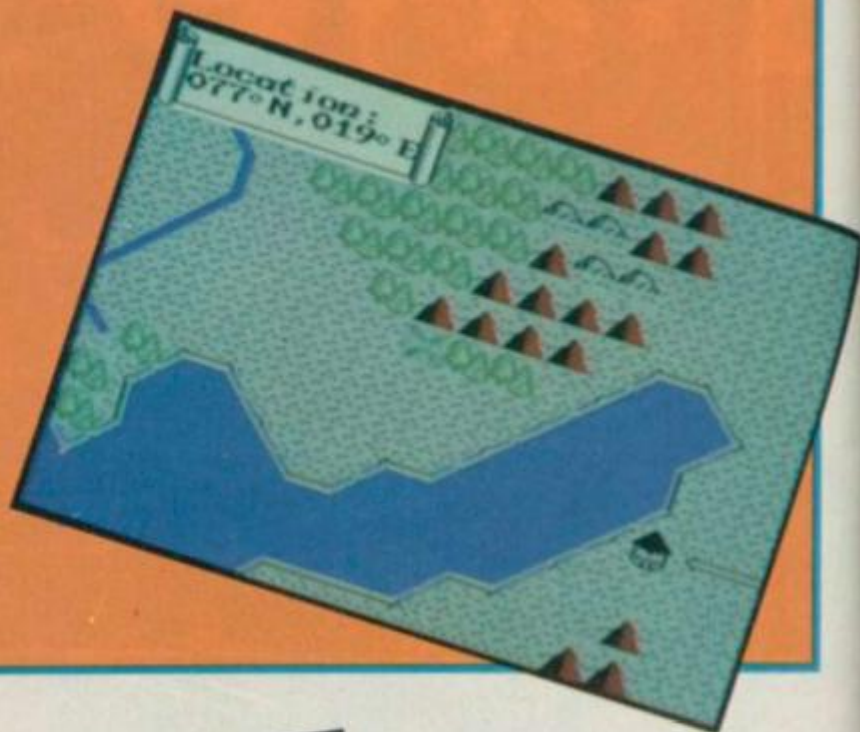
Everybody goes through a stage when they literally devour the three weighty tomes that make up *The Lord Of The Rings*. Often a re-reading leads to a sneaking suspicion that hobbits are a teensy-weensy bit twee and might well benefit from a severe clip round the ear 'ole; this is a stage known as *Bored Of The Rings*. All this is rather unfair on poor old Frodo and the Fellowship, their epic efforts to reach Mount Down and lob the Ring of power into it before it falls into the evil clutches of all-powerful Sauron never fails to get the old adrenalin pumping.

Why have we told you all this? Well, surprisingly enough *War In Middle Earth* enables you to recreate the action of *Lord Of The Rings* so pithily described above.

The game comes to you on three levels; a map of Middle Earth in its entirety gives a broad view of the state of play over which units are deployed, while the campaign map enables you to zoom in on a particular area. Finally there is the battle screen which displays everyone involved in combat. Individuals from the novel such as Frodo, Gandalf and Aragon are represented while your trusty (?) Speccy dons gauntlets and black cape to muster the forces of Sauron agin' you.

*War In Middle Earth* will be available for £9.99 and should be in the shops about now — but beware it may be hobbit forming!

# War in Middle Earth



## Cascade

What does any self respecting intergalactic ranger do when confronted by a horde of alien thingies, writhing green tentacles and all? Invite them home to tea, perhaps? Take them for a slap up meal at the local curry house? No, a thousand times, NO! What any self respecting hero of the inter-stellar abysses of the pitiless void that is Spoce would do is pull on

his shiny space suit, jam a ten-gallon hat on his head and leap into the cockpit of his light year leaping, planet demolishing rocket, get the offending beasties in his sights and proceed to fsssh-blip-grrblomm 'em.

As you may have gathered from this thrilling preamble, *Ace 2088* is n'gut busting shoot 'em up. Your mission, involves whizzing around like a maniac, avoiding the awesome



firepower of the enemy and freeing the planets captured by the aforementioned alien nasties and generally keeping the universe free for right minded psychopaths like yourself. *Ace 2088* should already have landed in your local emporium, rimed with space frost; the cassette will set you back £9.99 and the disk £14.99. Go get 'em.

# ACE 2088



# FUTURE SHOCKS

CP Software  
We have a theory about chess — you need a beard to play it well. Chess is the sort of game that really is designed for excessive and wanton beard stroking. Bent over a chess board, in rapt concentration, we've a long felt want to stroke a luxuriant growth of facial hair. Unfortunately we're completely free of all facial hair. Which is why we're all such bad chess players. (That's the most pathetic excuse I've ever heard. Ed.)

Which brings us to **Clock Chess 89**, claimed to be the strongest chess program of its type in the world. The game features 3D graphics and a library function for opening move sequences. Thankfully there is also a chance to retract moves which is handy if you tend to rush in where angels fear to tread.

Check out the game mate (check, as in mate-geddit?) now at £8.95 on cassette or £12.95 on disk. Only one problem though. No false board with the game to ensure instant grandmaster status!



CP MOVE  
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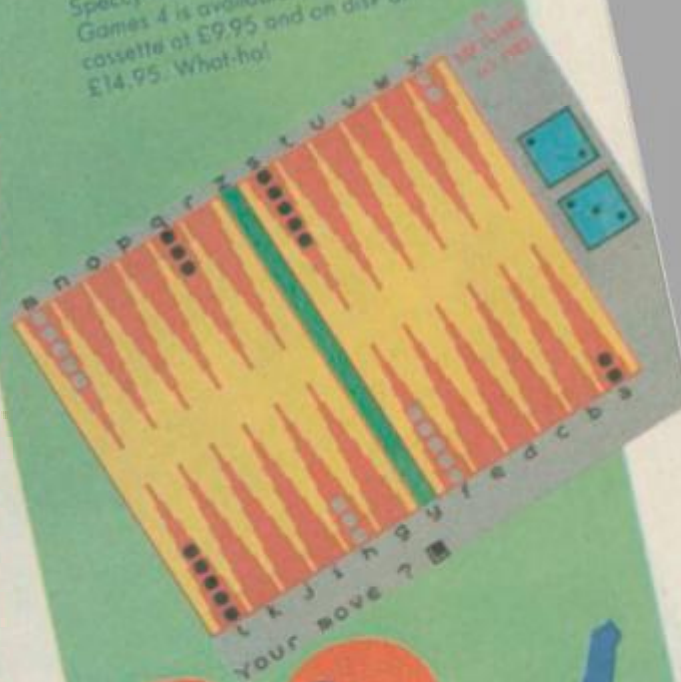
CP MOVE  
8095 67-06  
Ver. 2

## FLOCK

## CHESSES

## CLASSIC GAMES

CP Softwear  
Not for all of us a hectic life of running, jumping and chucking the javelin (as its technically known). Some of us prefer a more sedate type of pastime — the drawing room with its green baize table for a room with its green baize table for a hand of bridge, the ivory chess pieces or backgammon board layed out on a gleaming mahogany table — what could be more agreeable? So put on a svelte smoking jacket, pour yourself a fine wine and prepare to get to grips with this Classic Games edition. Chess, backgammon, draughts and a bridge player are all at your 3D fervid fingertips. A veritable indoor Olympic! These four classic games make a change from the usual hectic Speccy fare. So get gaming! Classic Games 4 is available now on cassette at £9.95 and on disk at £14.95. What-ho!



Your move ?

### Gremlin

After the holocaust... things are not going to be rosy. Trains won't run on time. Your daily Ready-Brek will be in short supply. Mail deliveries will be severely delayed. (Some things never change.) And day to day life will become an unendurable hell that would make even a Vietnam fire-fight seem like a vicarage tea party in comparison. A pretty predicament to be sure. What is a young man, woman or small orange furry creature with horns (damn that radiation!) to do in this desolate wasteland to survive and thrive? Luckily **Motor Massacre** is here to tell you.

In a world where the simplest possessions are battled over, the player has to battle his way through hell and highwater to the demon dame. The demon dame is the scene of horrifying carnage where drivers battle it out in a motor massacre (hence the title, natch?) to become supreme gladiator of the world - or what's left of it. Revving it's way onto your Speccy supplier's shelves right about now, **Motor Massacre** will cost about £7.99 or thereabouts. Drive carefully now!



## MOTOR MASSACRE



•PREVIEW•PREVIEW•PREVIEW•  
**FUTURE SHOCKS**

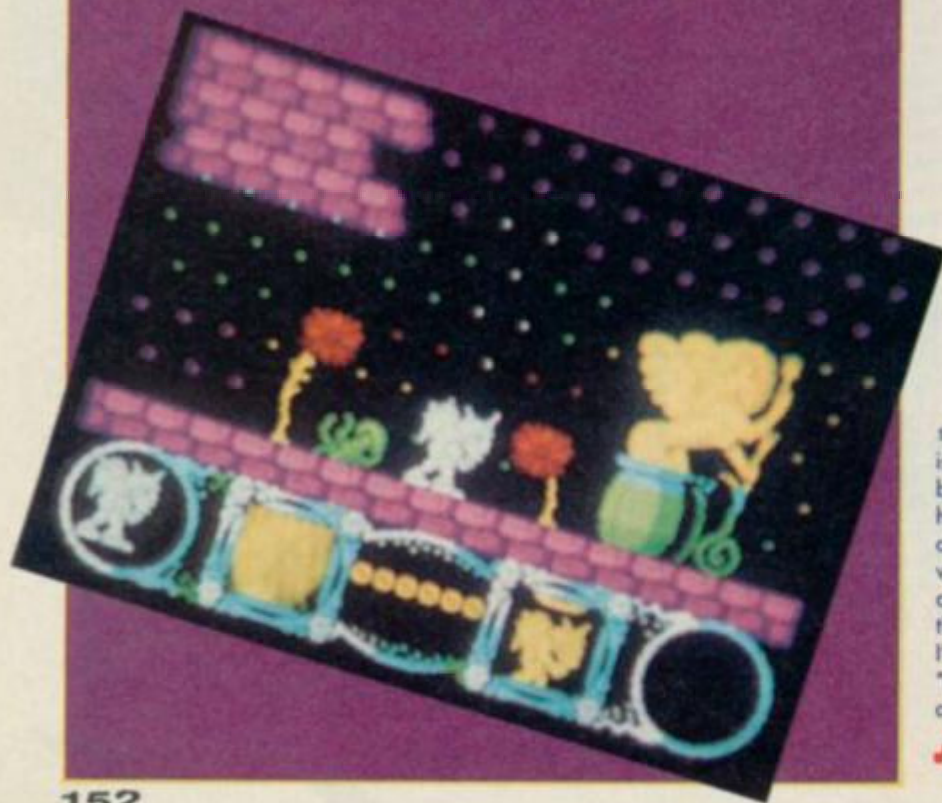
**STORMLord**



**Hewson**

Imagine, if you will, a happy fairy folk who like nothing more than to frolic and gambol o'er the lea... But is this the full story? By jimminy, it's not! Over this distressingly happy land a blight has fallen in the lissome form of an Evil Queen who is determined to put an end to all this jollity by rounding the little folk up and chucking them all in the clink. Fair enough, you might think, but as we all know there's no place like gnome (groan) and as a rough, tough adventurer (you are a rough, tough adventurer aren't you? You feel an overwhelming urge (you devil) to free the poor fairy folk and rise up against her royal nastiness. And if you fail? The dark Queen will rule forever forcing everyone to listen to Rick Astley records until the end of time... that ought to get you going if nothing else will!

Stormlord, from top author Raffaella Cecco, who gave you *Cybermaid* and *Cybermaid II* amongst others, will be available this March and will set you back about £7.95 for the cassette and £12.99 for the disk. Unless it's available on the National Elf Service of course! (Double groan.)



**B·M·X**  
*Freestyle*

**Code Masters**

Righty-ho, jam a helmet on your head, pull on your trendy lycra biking gear (pretty pervy, huh?) and

fill Miss Marple's saddlebag twice over?" Firstly, a slapped wrist for exaggeration and secondly, Freestyle promises to be the first real BMX trix



straddle the awesome power that is... a BMX bike? You may sneer, but, despite lacking a throbbing few hundred horsepower, those BMXers are pretty damn nifty and the only way you'd get me risking life and limb on two chunky tires of terror is via the safety of the Speccy. (Yes, I know I'm a died in the wool coward.) But "Hold" I hear you cry, "are there not already enough BMX bike games to

game with wheelies, bunnyhops and triple-twist-potnoodles (l?) There's also a full complement of ramps, and half and quarter pipes to let rip on. So let's goooooo! (Sound FX of reviewer plowing into concrete bank.)

BMX Freestyle comes to you this very merry month of December at the penny-under-a-pound price of £2.99. That can't be bad... in fact it's wheelie good!



# FUTURE SHOCKS

ENCYCLOPEDIA OF WAR.  
ARTNE:

## ANCIENT BATTLES

### Cases Computer Simulations

Ah, the epic sweep of battle, the hard days in the saddle at the head of a vast army, the cut and thrust of combat in the world of Julius Caesar, Alexander the Great and Attila the Hen (the most fearsome chicken to ever threaten the world)... my, my we were fair carried away there.

Anyway, if you've ever seen a film where Charlton Heston put his vest on, knocked the rust off his sword and sallied forth to do battle with the enemies of the Roman Empire and longed to saddle up with him (not on the same horse silly, there wouldn't be enough room) this is your chance. *Ancient Battles* is a game with a broad sweep for one or two players. Budding generals will be able to call on 136 units of troops on a 48K speccy and a full 254 units if they have 128K capacity. Battles of 100,000 a side are possible, with subordinate generals under computer control. The troops can be drawn from 24 different nations and from a time span starting at the year dot up until the fall of the Roman Empire (well it never looked well did it?) Battle terrain can also be controlled by the players and lest all this sound too complicated there is an easy to use system which allows the quick assembling of armies ready to sweep willy nilly through Europe, conquering, looting, pillaging!

A horse, a horse, my kingdom for a h... (Lock 'im away Ed) Ahem. The cost of this mayhem will be £14.95 and should be laying siege to your local retailer even as you read *Ancient Battles*. So gird your loins and cry 'Havoc!'

P.S.A Doctor writes: "Loins girding should be done only under medical supervision."

## TOMCAT

### Interceptor

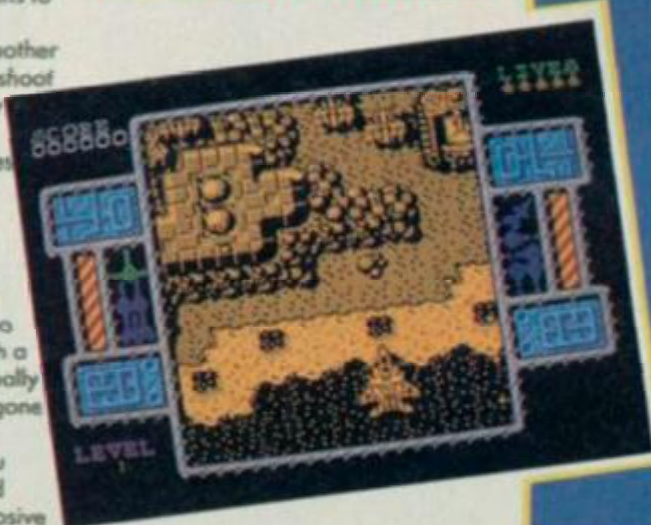
Lolling in the Airforce bar sipping a chilled saspirallo, US Fighter Pilot, Spiro D. Hackenbush may look pretty much your average sky jockey, but rest assured, he's not. Oh no! Given the signal to scramble he'll be soaring up into the wild blue yonder in a Tomcat F14 to fight for truth, justice and the right to shoot seven bells out of anyone who happens to take his fancy.

Yep, that's right, Tomcat is another wing-dinging, zapp-kapowing shoot 'em up. And why not? as Barry Norman never said. This particular wing-dinging features six levels of enemy evil-doers, including gun boats, ground installations and helicopters. Pretty much par for the course you may think, but each level culminates with a one to one, no holds-barred confrontation with a big, bad, ugly mechanoid, to really test your mettle after all that's gone before.

The F14 Tomcat comes at you with a welter of weaponry and amid a veritable tumult of explosive

sound effects, and as you pilot your way through, the sound of Spiro D. Hackenbush hisses over the radio... hiss, splutter... Tomcat available now... beep, zapp... cassette £1.99... over and out."

**CHECK IT OUT!  
IT'S ON YOUR  
COVER TAPE!**



## SANXION

### Thalamus

Aliens, eh? Who needs 'em? You can just imagine it. In the not too distant future, there you'll be: sipping a heady cocktail of Venusian fruit wine and blaart juice, and watching the 3-D news report of the discovery of alien life forms. "How very interesting," you'll think, "an evil galaxy spanning empire of extra-terrestrial nasties planning to blow poor old Earth into a million zillion pieces." And then... they announce that one (count 'em-one!) ship has been prepared to battle the menace that's already laid low half the flippin' universe. And who's the lucky pilot on this demented mission? Muggins, that's who.

As I said, aliens! Who needs 'em? Well, if that's your attitude you won't get far with this game. A spectacular shoot 'em up with horizontal scrolling pits you, as Earth's sole hope in a ship designed by all the world's governments, against the Empire who is staging an all out attack on our beleaguered planet. Seem's these bug-eyed beasties think Earth is a menace to the rest of the galaxy—perhaps they're scared we're going to start broadcasting Neighbours at 'em!

## THE SPECTRUM REMIX

Sanxion should present a multi-layer test of iron nerves and quick reactions, with side and overhead view simultaneously on screen for full sensory overload. Hitting the shops soon Sanxion takes off at £8.99 for the cassette or £12.99 for disk. Aliens? Discumbabulate their gizzards I say!



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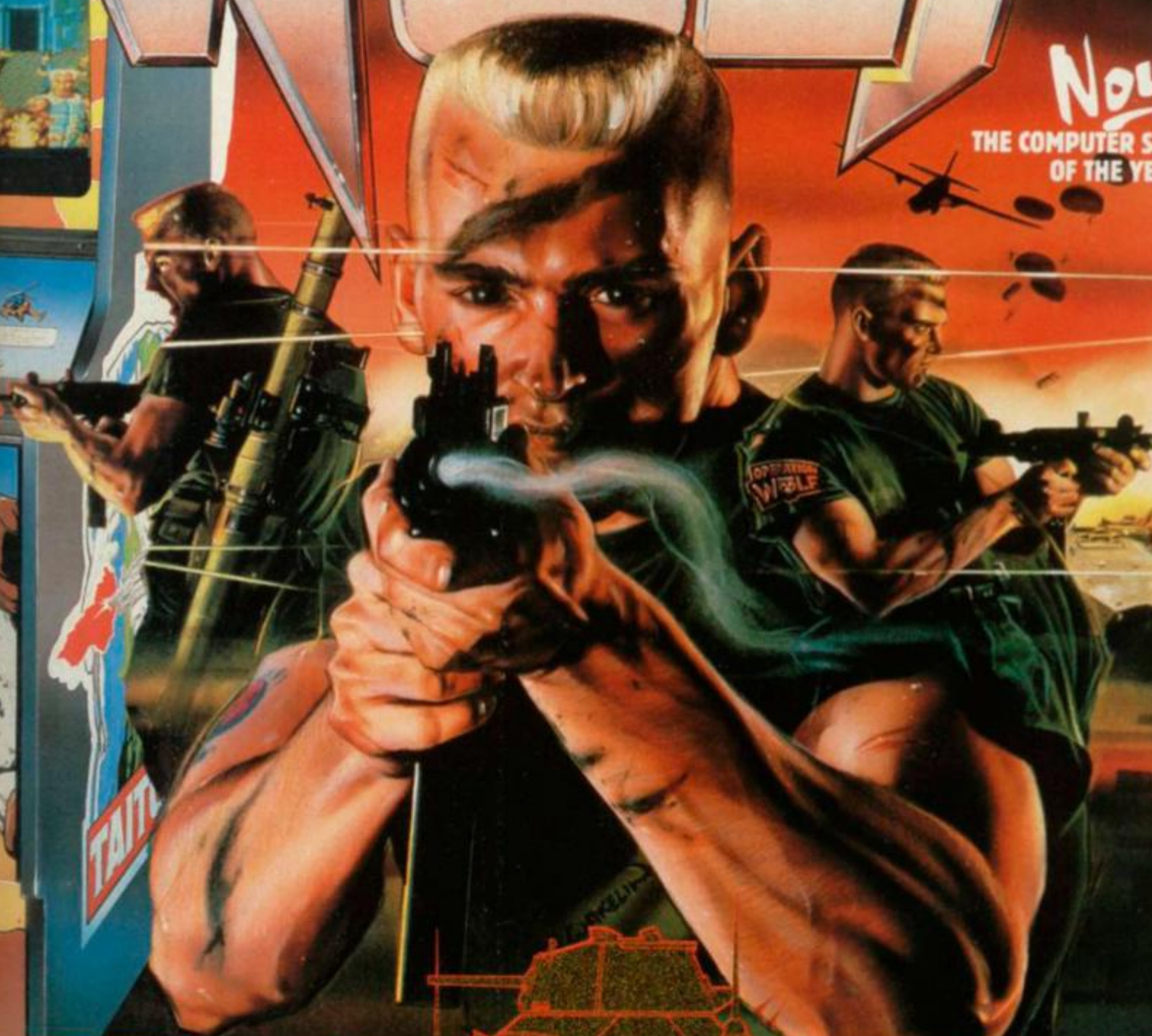




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The road narrows — the space is tight — time to transform at  
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Take to the skies in an aerial extravaganza of race skills,  
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Screenshots from various formats

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