

BARGAIN SOFTWARE

60 BOSTON ROAD, LONDON W7 3TR

Other branches — 309 Goldhawk Road, London W12 8EZ 18 Market Square, Leighton Buzzard, Beds (OPEN 7 DAYS 10 am-8 pm)

FREE GAMES WITH SELECTED

BUY BY PHONE 01 741 1222 01-995 3652 0525 371884

PRICE PROMISE

If you wish to purchase any product from our list and find that you can buy the same product cheaper from another mail order company, simply enclose the lower amount, stating the name of the other company and where you saw the advert. (It must be the current issue). Price Promise does not apply to other companies "Special Offers".



	RRP	PRICE
1943 BATTLE OF MIDWAY: Highly acclaimed sequel to 1942	8.99	7.25
	8.99	8.50
4s4: Your chance to win a fabulous KAWASAKI KDX200	8.99	7.25
AFTER BURNER: The F-14 serial arcade aca	9.99	7.45
ARBOURNE RANGE: A fast-paced action-simulation.	9.95	6.99
ARKANGID II: REVENUE OF DOR: Can it extracts its revenge	7.95	4.99
ARKANOIC: Frantic action + split-second timing	7.95	3.99
ARMY MOVES: Target, Nuclear device, attack, Infiltrate, Destroy	7.95	3.99
AVENGER: The ultimate arcade ninjs adventure	9.95	2.99
BRUCE LEE + KNIGHT LORE + MATCH DAY + MATCH POINT	9.95	4.99
CARRIER COMMAND: One of the best strategic simulations	9.95	6.99
CAULDRON II + QUAZATRON + SF COBRA + DANDY + ALIEN H/WAY.	9.95	4.99
COMBAT SCHOOL: Enlist in the USA's finest	7.99	4.50
CROSSWIZE: MAYDAYI MAYDAYI Please sasist.	.7.99	2.99
-	PERSON	_

ALL 30 GAMES ONLY £5.90

THE VALLEY THE VALLEY ANTIC PLANETFALL GRIDRUNNER BISMARK METEOR STORM JET SET GORTIE 30 TUNNEL 3D TUNNELL STOCKMARKET FRIDGE FRENZY

DEMON KNIGHT DEMON KNIGHT NED'S GARDEN SPACE INTRUDER MIGHTY MAGUS FALL OF ROME DRAUGHT XADOM DETECTIVE 20 TONS CHESS PLAYER INVASION
ESCAPE
LAZER ZONE
STRONTIUM DOG
PYRAMANIA
MICROMOUSE
DRAGONS BANE
CABPET CAPERS CARPET CAPERS BLOOD IN GUTS

LANCELOT: Great graphic text adventure. LAST NIN.JI II: Back with a vergeonce.	RRP _14.95	OUR PRICE 9.99
LEADERBOARD + L'BOARD TOUR + WORLD CLASS L'BOARD	_12.95	10.50
LEOSTORM: Burning up the street	8.99	8.99
LIVE AND LET DIE: Greatest action packed 007 game ever	9.99	6.99
LIVING DAYLIGHTS: Now go shead and join BOND on the edge	9.99	3.99
MATCH DAY II: A highly accurate football simulation.	7.95	4.99
MEAN STREAK: Only one ruler of the highway, TOU. MICROPROSE SOCCER: It's fun, fast, exciting and addictive	8.99 9.95	5.99
MS PAC-MAN: PAC-MAN becomes a feminist.	7.99	1.99
NEVERENDING STORY 128K; A futuristic fairy tale	9.95	2.99
NOT A PENNY MORE + FREE BOOK: As adventure without goblins.	_14.95	4,99
OPERATION WULF: Arcade sensation of the year. OUTRUN: Cruise in style with this coin-op conversion.	8.95	5.99 7.45
PAC MANIA: PAC MAN is back & bouncing in 3-0	8.95	8.50

HIT4&

FREE GAME"

ONLY C6.50

PLATION - FREE MUSIC TAPE: The first casuality is innece POLE POSITION: Play the arcade classic in your own home. R-TYPE: It's your only defence. RAMSO III: He's back and he's taking no prisoner's RASTAN: Is it more than you can handle. RENESADE: Rebel without a course. But you know that RETURN OF THE JEOL: The 3rd, of the STAR WARS! ROBO COP-PART MAN — PART MACHINE — ALL COP-ROBO COP-PART MAN — PART MACHINE — ALL COP-ROBO COP-PART MAN — PART MACHINE — ALL COP-

ROCK 'N' WRESTLE: A game to be played time & time again.
ROY OF THE ROVERS: Rescue the other 4 team members to da

FREE GAME ONLY £6.25

CYBERNOID II: Even more fearsome battlesters to plunder.

D. THOMPSOND'S DUTMING CHALLENGE: Join the all-time greats.
DALEY'S SUPERTEST 128K. Pit your skills against the computer.
DRASON'S LAIR: If best arcade pame of the year.
DRASON'S LAIR: If he could survive, if he could reach the lair.
DRASON'S LAIR: It here screene from the arcade classic.
EARTHLIGHT: It's not easy being an arctures pilot.
EDDIE KNDO'S JUMP CHALLENGE: Dely danger + gravity.
EMPRE STRIKE'S BACK. Non-stop action of the movie.
ENLIGHTENMENT (DRUID III: De you possess the power?
PBALL DIRECTOR II 11280 J'70K of Pure Strategy.
F15 STRIKE EAGLE: USA's most deadly fiving machine.

& FREE GAME ONLY ES 99

2.99 2.99

3.99 1.99 5.99 3.99 13.99

6.99 9.99 5.50

GAME SET & MATCH Only £8.99

Feeturing: WORLD SERIES BASKETBALL -MATCH POINT - JB SOLIASH - SNOOKER - PING POING - HTPER SPORTS - SUPER SOCCER + B McG, BOXING -BASKETBALL - DALEY'S SUPERTESTS

GIANTS

Only £11.50

GAUNTLET II -ROLLING THUNDER -CALIFORNIA GAMES + 720° - OUT RUN

KONAMI ARCADE COLLECTION

Only £6.99

JAIL BREAK + GREEN BERET +
AR KUNG FU + PING PONG + YIE AR
KUNG FU I + AMKIE + JACKAL +
NEMESIS + SHAGLINS +
HYPER SPORTS

MATCH DAY 8 & 1 = BOTHAMS = BASKET MASTER + TRAK & FELD = SUPER HANG ON + N. FLADO'S BOLF -E. LIAVIS SNOOKER = WINTER OLYMPIAD '88 + SUPERBOWL LIVE AMMO

Only £8.99

Only £6.99 GREAT ESCAPE +

GREEN BERET -RAMBO + ARMY MOVES **MEGA HITS**

MAGNIFICENT 7

Only £6.99

HEAD OVER HEELS + COURA = SMORT CIRCUIT + FRANKE + ARKANOIG + WIZBALL + GREAT ESCAPE

COMPUTER HITS 4

Omly EE.50
PURSATOR - CITY SLICKER REVOLUTION - STARGUARE DEACTMATORS - ANTIRIAD - BRIDE OF
FRANKENSTEIN - UCHIMATE - PYRA
CURSE - CONTACT SAME CRUISE SPINDICZY - DANGY

Only £5.50 30 STARSTRIKE - BLUE THUNDER -WHEELE - SON OF BLAGGER -PSYTRON - FALL GUY - AUTOMANIA -BUGABDO - BLAGE ALLEY -PENETRATOR

SAVAGE FREE GAME

CHALLENGE &

ONLY E8.58

S.D.I. One of the best colo op conversions this year.

SABRE WULF+DALEY'S DECATH.+JET SET WILLY+BEACH HEAD. 9.
SAVAGE: Looks Brill, sounds Brill, is Brill.

8. BLADE & FREE GAME"

FREE GAME" DNLY £7.45

DNLY (9:9)

F-15 STRIKE EAGLE: USA's most deadly flying machine. F-16: For the first time, this is for real. FASR MEANS OR FOUL: Cheet if the ref's not looking. FREE GAME ONLY £6.50

GUERILLA FREE GAME DNLY £5.99

DALEY'S OLYMPIC CH. & FREE GAME **DNLY E6 99**

7.95 7.99 9.95

..7.99 19.99

..9.95 .14.95 ..7.95

FEDERATION OF FREE TRADERS: Secome a galaxic wheeler dealer. B.99
PROSTER PRIOT + RAMBO - KUNG FU MASTER - GHOSTBUSTERS. B.95
PREFLY: Super action pame by SPECIAL F, X.
7.85
POOTBALL DIRECTOR: You'll be over the moon with this one. B.99
FOXX FIGHTS BACK: No. 1 top 10 game of the year. B.99
FOXX FIGHTS BACK: He's lean, He's mean, He's ready for action. B.99
G. LIMEKER'S HOT SHOTS: Play in a folf-scale 11-s-side. 7.99
G.AME OVER: Use your skill to destroy the Empire. 7.95
GAME SET & MATCH II: The greatest sports compilation ever. 12.95
GLADIATOR 128K An S.U. classic, Dare you fight. GOTHIC: Throw down the Gauntiet against 16 hideous monsters. 7.90
GREEN BERET - MIKKE + YIE AR KLING FU + Hyper Sport + Ping Pong. 9.95
GRYZOR: Spit second timing + nerves of stard a must. 7.95
GUENSHIP: Award winning attack helicopter simulation. 9.90

ROBO COP FREE GAME ONLY CE 58 FREE GAME ONLY ES 50

GTROR: "A serious contender for the game of the year award" 9.95
HYPABALL: "The greatest game in the seriverse" 9.95
LOF THE MASK: Welcome to the space trials on planet newgame 8.90
L Botham + Mustations - Who said that + Super File + One Road + HARD9.95
L Birtham's Test Match + Superfile

THE IN CROWD Only £9.99

TAITO COIN OP Only £9.99

RASTAN - FLYING SHARK - ARKANOIO - ARKANOIO II -SLAP FIGHT - BUBBLE BOBBLE + ARKANOIO - RENEGADE -LEGEND OF KAGE

SUPREME CHALLENGE Only £8.50

SENTINEL STAR GLIDER ACE II ELITE - TETRIS

ELITE VOLUME 1 Only £5.50 BOMBJACK AIRWOLF FRANK BRUNG'E BOX

WE ARE THE CHAMPS Only £6.99

ELITE VOLUME 2 Only £5.50 PAPERBOY BATTLESHIPS SOMBJACK S GHOSTS & GOBURIS

ONLY £7.25 DNLY E6:50 SHADOWFIRE: The first adventure game without text.

SNOWBALL + RETURN TO EDEN + WORM IN PARIADISE.

SPYTTING IMAGES: Would THATCHER see the joke.

STAR WARS: The original in the series.

SUPERSPORTE: A collection of unique sporting events.

T-WRECKS: The surprise of 88.

T-ARSET RENGGADE: Fast, exciting and top motch.

TETHS: "What we have is none of the 86 time computer classics". S

THE BOBBY YAZZ SHOW: The fastest craciest game show on earth. J

THE GAMES SUMMER EDITN. 8 more events in THE GAMES EDITN. S

THUNDER BLADE: Meanest Eighting machine ever.

TIGER ROAD: Absolute Coin-Op Power.

TOTAL ECLIPSE: BIGGEST and GRESTEST FREESCAPE yet.

TYRACKSULT MANAGER: Classic managerial game for your speccy. 7.99 0.75

FREE GAME ONLY E6.99

LAST NINJA & FREE GAME* NLY £10.50

VINDICATOR: One man must face the Snal aniamy WHERE TIME STOOD STILL: The Classic 3-0 ercade adventure WEERALL: Stunning graphics create a mood for a thrilling game ZENJI Sease the right move & trust your intuition.

	DOAH	MADE	SED	FORM	INC	00	1001
sa.	ныди	N ORG	JER	FURIN	IT S	UZ.	(83)

Please send the following titles. BLOCK capitals please!

Type of computer Amount 50 page catalogue @ 50p

Total enclosed £

Name

Address

Tel. No.



Please make cheques or postal orders payable to Bargain Software Prices include P&P within the UK. Europe please add £1.00 per tape. Elsewhere please add £1.50 extra per tape





SCOOP

H.A.T.E./Gremlin



MEGAPREVIEW



Human Killing
Machine/Go!
Sex 'n' thugs on the Speccy!

MEGAGAME

Thunder Blade/US Gold



YS COMPOS



An Amstrad Portastudio, a Scalextric set, an Alba Midi System, sweatshirts, rubber ducks and record vouchers plus heaps of games.



SCREENSHOTS

Cripes! More full colour reviews than any other Spectrum Mag!



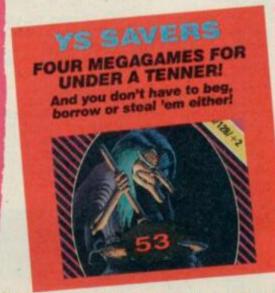


Double Dragon/Melbourne House
Exploding Fist +/Firebird
Final Assault/Epyx
Fists'n'Throttles/Elite
Four Soccer Sim/Code Masters
Frank Bruno's Big Box/Elite
Game, Set And Match/Ocean
Hellfire Attack/Martech
History In The Making/US Gold
Netherworld/Hewson
Ring Wars/Cascade
Skateball/UBI Soft
Space Ace/Gremlin
Technocop/Gremlin
World Beaters Giants/US Gold

YS FEATURE

"Rhubarb, rhubarb!"
"Blah, blah, blah!"





PREVIEWS



X trailer advertising U games!

They're bloody greeeeet, man!

A Question Of Sport/Elite Blasteroids/Image Works Captain Blood/Infogrames Games Summer Edition/Epyx Last Duel/US Gold LED Storm/US Gold Xenon/Melbourne House

REGULARS

Psssssssst	6
Letters	
Pete's Puzzles	51
Next Month In YS	13
Input Output	96

GAMES

YS Tipshop	24
Full-colour map of Savag	je
plus Dr B!	
Adventures	56

TECHNOSPEC

Rage Hard	88
Program Pitsto	p85

YS OFFERS

YS Subscriptions	45
YS Superstore	
Rackleeuge	00



EDITOR Teresa Maughan
PUBLISHER Terry Grimwood
SUBSCRIPTIONS June Smith
01-580 8908 (2.30-5.30pm
only)
ADVERTISEMENT ENQUIRIES
Simon Stansfield
Stephen Bloy
All departments 01-631 1433
Your Sinclair Dennis
Publishing Ltd., 14 Rathbone
Place, London W1P 1DE.



Publication



1) Batman: A Death In The Family (DC)

2) Black Orchid (DC)

3) Havoc And Wolverine: Meltdown (Marvel)

4) Stray Toasters (Epic)

5) Cosmic Odyssey (DC)

6) X-Men: Inferno (Marvel)

7) X-Factor: Inferno (Marvel) 8) New Mutants: Inferno (Marvel)

9) Wolverine (Marvel)

10) The Prisoner (DC)

Bubbling under: Aliens (Dark Horse) Eddy Current (Mad Dog) Invasion I and II (DC)

Chart compiled by **David Tarafder** at Virgin Comics (London)

he Batman, in the run up to his new film has not only produced a new game but also a rash of new mind expanding comix. Lookee here, all you people who thought Adam West was the be-all and end-all. But Black Orchid is one of my own personal faves this month. I actually bought it before I knew it was in the chart, just because I saw THREE people reading copies on public transport! It could be the graphic novel which brings comics to a wider audience. Perhaps I'm just wishfully thinking, though. It's an adult one, for sure, and reminds me of Blood ('member that?) and I'm really not sure what it's about yet, but Lex Luthor's in it, which means it's in the DC universe. You'll know what I mean when you see it. And you must.

Stray Toasters is more of the same, in as much as it's

Stray Toasters is more of the same, in as much as it's a very arty comic, but it's a much meaner and moodier 'zine altogether. It's a story of intense insanity and a string of little boy murders. (It's discovered that all the

little boys were force-fed jam and toast before their deaths. Brrr.) Not a mag to read on the last bus home! Brilliant.

The Inferno crossover is still in full swing, and I can't tell you much about that until I read them all, which I haven't yet, but I'll giz you a full report as and when. Inferno covers all the mutant zines, like X-Men, X-Factor and New Muties

My personal faves this month? Black Orchid,
Hellblazer, Grendel (another very mean and moody
zinel), and Stray Toasters. Not exactly bedtime reading,
but there you go. That's my taste for you. I should check
out Invasion too. It looks well strange, with a touch of
the 1930s invasion paranoia for you. And that's it. I'm
Chainsaw, and I'm Dave, and we'll see you AT THE
MOVIES! (Ha ha ha. I'll buy THAT for a dollar!)



If someone asked you who or what is *Ikan Warriors* you'd all immediately say 'It's a brillo arcade game'. If that same someone then asked you who or what is SNK you'd probably be a trifle bemused. No, it isn't SNAKE with the vowels removed, it is in fact the company behind the one you got right. *Ikari Warriors*. Not a lot of people know that, so SNK has decided to do something about it – by appointing Solution PR to handle its marketing in Europe. Solution's big boss Luther De Gale says: "SNK have not made nearly the impact in this part of the world as it has in Japan. We intend to correct this". Blimey.



PIQUED

Oh dear, our resident mystic Madam Pico didn't forsee this one. And she's not very happy about it, either — taking her name in vain like that. It's the Victron 'Pico' Uninterruptable Power Supply. Victron Pico indeed! She may have to change her name by deed-pole to Madam Femto.









DODGY TRAINSPOTTERS THROUGH HISTORY

A series in conversation with the world's greatest trainspotters



No. 89 Eddy Edwards

'Ello. Me name's Eddy, although you probably know me better by me nickname of Eddy 'The Eagle', which is pretty nice really, seeing as all me mates call me Eddy 'The Goony-Bird'. Still, they only take the piss cos they're jealous - there they was, slaving away on a cold building site while I was swanning it up in Calgary. Quite a 'leap' for me that was (in more ways than one); a jobbing plasterer one day and an international celebrity the next — everyone was talkin' about me. Wherever I went there was cameras an' journalists - one newspaper even arranged to have me bird flown over (which was pretty annoying actually, cos there were loads of Canadian birds I could of got off with). Still, the gesture was nice, I suppose, an' it gave her the chance to cheer me on when I was at the top of the ski-ramp. Cor, that's a nervy business, I can tell yer - standing at the top of the jump lookin' down and knowin' that you ain't got no brakes or nothing - I've often changed me mind half way down, but couldn't do nothing about it. Some of them other geezers actually wax their skis to eliminate the friction! You wouldn't catch me doing that -1want all the friction I can get. As long as I jump further than twenty feet, that's all that bothers me (after all, I did get on the panel of Blankety Blank). Anyway, I'm supposed to be tellin' yer about me trainspottin', which is another good thing about going to Calgary - I got a load of foreign numbers. I dunno what I'm going ter do next though, now all the fuss has died down a bit: I was toyin' with the idea of takin' up figure skating but I'd need a partner for that - or would I? I don't really know very much about it, to be quite honest, but then again I didn't really know very much about Ski Jumping either.

TOP 10

FULL PRICE GAMES BUDGET GAMES This This Game/Publisher Last Game/Publisher Last Month Month Month Month Last Ninja 2/System 3 Daley Thompson's (1) Joe Blade 2/Players (NE) Bombjack/Encore 2 (1) (2) Olympic Challenge 3 (NE) Footballer Of The Year 3 (NE) Armalyte/Thalamus (NE) Commando/Encore Return Of The Jedi/ 4 (NE) 5 (NE) Rugby Simulator/Code Domark Masters 5 (NE) Savage/Firebird (5) Gauntlet/Kixx 6 6 (NE) SDI/Activision (9)Airwolf/Encore (NE) Typhoon/Ocean (NE) Pinball Simulator/Code 8 Guerilla Wars/Ocean 8 (NE) Masters 9 (NE) Space Ace/Gremlin 9 Ace Of Aces/Kixx Airborne Ranger/ 10 (NE) 10 (NE) Battleships/Encore Microprose



- Risk reaches the Spectrum this month, courtesy of Leisure Genius, so now the meanest and nastiest little blighters amongst you can indulge in a little world domination whenever you feel like it. You'll be able to play with five of your like minded fiends too in what looks like it's going to be a huge strategy game. Still, by providing a simulation for a mere few pence, Leisure Genius may just have helped save some real countries from the likes of you lot.
- The Edge is getting all sloppy and romantic. Bleeuuk! Obviously time for a bit of hearts and flowers, so here comes that 'loveable' cartoon cat just in time for Valentine's day: Garfield: A Winter's Tail (har, har) is out in mid February (of course) and features Valentines Day quite strongly, but if that blimmin' cat gets more Valentine cards than us we're liable to commit felomicide.
- ♠ More news from The Edge. For the shoot 'em up fans among you, watch out for Darius coming soon. And for those of you who like Peanuts — of the canine kind — you can expect Snoopy and Charlie Brown to be hitting your screens sometime nearer Easter.
- That pretty disgusting snotty sort of alien called Gilbert, (erm, look over there, Gaz, er) can be seen sliming all over the place, being rude and stuff on ITV's Saturday morning show, Get Fresh. (Ahem, gibberish?) And he'll soon be appearing on our Speccy screens too, thanks to Again Again. Watch out for flying snot.
- Programmers Tech those of Terramex and Munsters fame have started their own publishing house, Chrysalis. (I thought that was a record label? Ed) So 'expect great things' as they say.
- There's loads of new software titles to watch out for this coming year. Electronic Arts is doing a rather loud game all about sound barrier breaking maestro Chuck Yeager! Epyx has the licence to that Duncan MacDonald role model Indianna Jones! And Domark is doing three Tengen coin-op conversions, Vindicator, APB, (That means All Points Bulletin, dumbo) and Zybots!
- Wanna know what the latest comic to hit the computer games "scene" will be? That corker of a cracker the (Desperate) Dandy. Starring Corky the Cat, prehistoric pals and extra helpings of cow pie. Sounds yummy.



SEX VIXENS FROM SPACE

The porn squad have leapt in and impounded the latest shipment of a game by US software company, ASoft. The game in question is called Sex Vixens From Space; but is it very naughty though? ASoft's boss, Tim Harris, had this to say. "The game's been hyped up, but there isn't really that much sexual content. It's a heck of a lot tamer than Strip Poker." The porn squad obviously disagree.



AHH CAN DAVID, AAH CAN, EEEEEE!

If you've been listening to your local commercial radio station recently you'll doubtless have heard a spate of adverts from Elite. It's been advertising the computer game version of A Question Of Sport and has booked about 240 thirty second slots, which are costing an arm and a lon (accomplished). about 240 thirty second slots, which are costing an arm and a leg (presuming those particular limbs normally retail at twenty thousand quid apiece). No doubt Emlyn Hughes would have a pearl of wisdom to impart on the subject, such as "Eeeeeeeeeeee, hahahahahaha, the firm done good the firm done good", but seeing as lan Botham's taken over the captain's chair, we asked him what he over the captain's chair, we asked him what he thought about it instead. His reply? "Take this, pal" - bosh!!!

THESE BOOTS ARE MADE FOR RETAILING

Boots the chemists, the country's largest retailer of computer games, has recently clinched a 40 million pound deal for Underwoods (also the chemists). With the majority of Underwoods fifty stores set to be transformed into Boots stores over the coming year, this could massively increase the amount of leisure software (games to you, chum) on the high street. Gad bloomin' zooks!!







TOP FIVE CHAT-UP LINES IN THE RAMSGATE BUS **OUEUE**

- Hello!
- Does this bus go to Ramsgate? Do you come here often? 2)
- 4) I normally go in my Porsche, but I broke my golden knob. Ooooh! Isn't this bus late?

TOP FIVE CHAT-UP LINES ON THE BUS

- Hello again!
- My chair has got that covering as
- I normally go in my Porsche, but I broke my golden knob.
- I suppose a Flucks out of the question?
- Ouch, my foot's stuck in the door could you rub my leg?

What are you waiting for? Go to Ramsgate and try some of them out. Mind you, Daniel Pascall from Halifax (who compiled the charts!) hasn't got a girlfriend at the moment – which isn't really very surprising when you come to think of it. Anyroad, have you got a weird or wonderful chart? Send it to Psssst (you might even get a shiny YS badge for your



SPECTRAL BUILDING 'FACTS

Fact 1: The earliest known human structure is to be found at Olduvai Gorge in Tanzania. It's a rough circle of loosely piled lava blocks, and it dates from 1,750,000 BC. It was discovered by Doctor Mary Leakey in 1960, and experts think it might have been early man's first attempt at building an extension.

ig 'Fact' 2: The earliest evidence of actual buildings yet discovered is that of 21 huts in Nice, France. The folk who built them 400,000 years ago had an eye for interior design as each hut on this early 'housing estate' had a small pebble-lined hearth inside.

ng 'Fact' 3: The largest building currently standing in Britain is the Ford Parts Centre at Daventry, Northamptonshire. It measures 2000 feet by nearly 800. and the lucky 'sparky' (or electrician) involved in the construction in 1972 got himself loads of overtime, because the complex is fitted with 14,000 fluorescent

Spectral Building 'Fact' 4: The tallest building in the world is currently the Sears Tower in Chicago, Illinois. With 110 stories rising to 1454 feet, it beats the previous contender (The World Trade Centre) hands down. As a bit of record-holding 'insurance', builders have stuck a couple of TV antennae on the top, which bumps the overall height up to 1559 feet. The building's population is 16,700, and there are 103 elevators which means that – spook amongst spooks – if there was a fire (like in The Towering Inferno), you'd have to squeeze 162 people in each lift

YOUNG GUNS

Kiefer Sutherland, Charlie Sheen, Emilio Estevez

esterns – wno
wants 'em?
Cowboys and
bandits, horses and
gun-fights. Kiefer
Sutherland (cute), Charlie Sheen
(swoon). Emilio Estevez (so evil).
Lou Diamond Phillips (these
smouldering looks...). Yup sirree,
this is the first brat pack western
and it works!

What better story for this band of America's best young actors than that of Billy the Kid (Estevez). But this time Billy isn't the simple villain we've all been taught. Like the rest of the gang of Regulators he's just a wild street kid taken under the wing of John Tunstall, an Englishman who uses tough tactics to survive in the lawless world of the Wild West.

It's only when Tunstall's assassinated that his gang of youths turn to gunning down his killers. At first they become emergency sheriffs themselves, but that doesn't suit the rival land owners who had Tunstall killed. So, under Billy's psychotic command, the lead flies and the hunters become the hunted. Chased across the scrubby lands and picked off, one by one, eventually there's no place to go and they're forced into a final shoot-out.

There's so much that's good about this film I can't even start to describe it all. It's funny, it's thrilling, and it's got wall to wall stars. You may think westerns are old fashioned, but Young Guns is hip and clever and right up to the minute. It's meaner than a rattlesnake in a ten gallon hat, so saddle up and gallop over to your local picture house, pardner!



RED HEAT (18)

Arnold Schwarzenegger, Jim Belushi

lasnost!" "Bless you."
No. glasnost as in
defrosting the Cold War
with a blast of Red Heat
from chuminy commie
Shwarzie who travels from Hillski
Street Poliski Station, Moscow to
Chicago to bust the butt of a Soviet
drug dealer.

Red Heat positively steams with action – starting in a Turkish baths where Captain Ivan Danko makes an arrest in that inimitable Schwarzenkiller manner – he punches the suspect through a window! But in the ensuing stakeout things go badly wrong and Rostavili escapes to the US of A, killing Arnie's partner en route. In the Land of the Free. Rostavili is soon in police custody and Arnie is sent to collect him – but with strict orders not to tell the decadent Yankees anything about Russia's crime problems!

Cut to Chicago where Detective Sergeant Art Ridzick makes himself less than popular with his superiors by questioning their authority, proving he's cleverer than them and keeping up a constant barrage of wise-cracks. No surprise as he's played by Jim Belushi, brother of the late, great John B. His bosses reckon he's the natural choice to shepherd Danko around – at least it gets him out of their hair for a while.

Then, as Danko escorts
Rostavili back to the airport, a
heavily armed gang spring the
Soviet. The chase is on and what a
chase it is. There's enough action
to keep anyone happy – including
Ocean who has the game rights
already. But the film's real strength
is Arnie as the icy Ivan and Belushi
as the slobby, sarcastic Ridzick,
Don't get burned – sweat this out if
you're old enough.



ADVENTURES

ADVENTURES
This Last Game/Publisher
Month Month

- (1) Colour Of Magic/Alternative (4) Time And Magic/Mandarin
- 3 (2) Lancelot/Mandarin 4 (RE) Dangermouse And The Black
- Forest Chateaux/Alternative

 5 (5) Football Frenzy/Alternative



Thanks to Roger Hulley of R&R Distribution for the adventures chart.



'Uncle' Clive Sinclair has had his nose buried in his crystal ball again (unfortunately it's the same crystal ball he used to foresee the success of his electric C5 'wheelbarrow'). This time he's spouting forth about what roads will be like in the 21st century: apparently they'll be giant high-speed conveyor belts on which electric vehicles will nestle, nose to tail, until they drive off at their destination. Blimey.



INTERESTING THINGS by STEVE DAVIES

No. 1. How Far Things Actually Are From Each Other Dorking is quite far from Croydon.

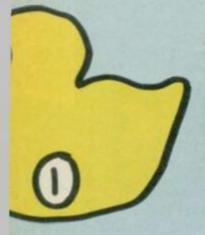
Next month, Steve examines the difference in weight between various common minerals.



FANCY A DUCK?

IMEY THAT'S A COINCIDENCE 'COS WE'VE GOT 20 ER ONES' UP FOR GRABS PLUS A RATHER SWISH **MIDI HIFI SYSTEM!**

*Ducks







es, this compo really is for yoo-hoo! BT is so chuffed with its forthcoming release. Dynamic Duo that it's giving away some fabulous prizes just for you. The game's programmed by Probe and features you and your trusty feathered friend, a duck. The two of you must enter the Night House (spooky) to pit your wits against the evil Grim Reaper and go in search of the Calculations Room. But first you must find the key which has been split into ten parts. Sounds completely quackers to us. Anyway after you play the game what about playing with your own bathtime duck or, better still - a midi system!

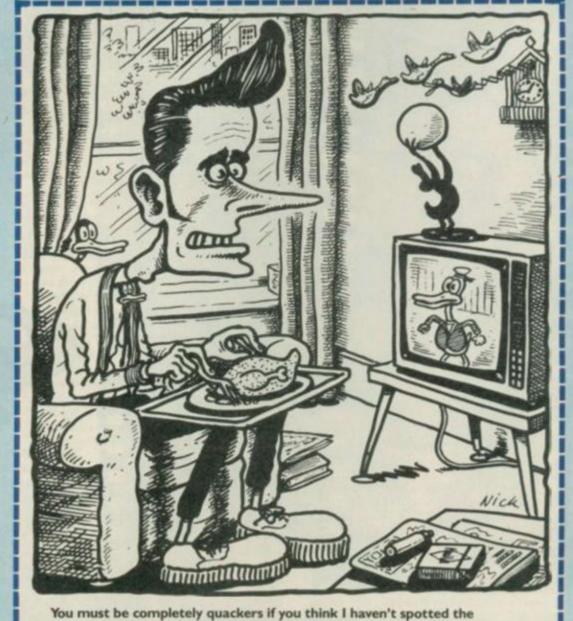
SOME PRIZE, HUH!

Crickey! BT has stumped up for this rather spiffing Alba mega midi system with loads of knobs and lights on it. And for the more technically minded among you - the Alba MS 4300 Midi System has got a six-bar graphic equalizer, twin-speed turntable, twin casette decks plus matching speakers. And the runners-up don't go away empty handed 'cos there are 20 lovable, water resistant, bright yellow rubber ducks and 20 copies of BT's new release Dynamic Duo up for grabs. So what are you waiting for?

OKAY DUCKS

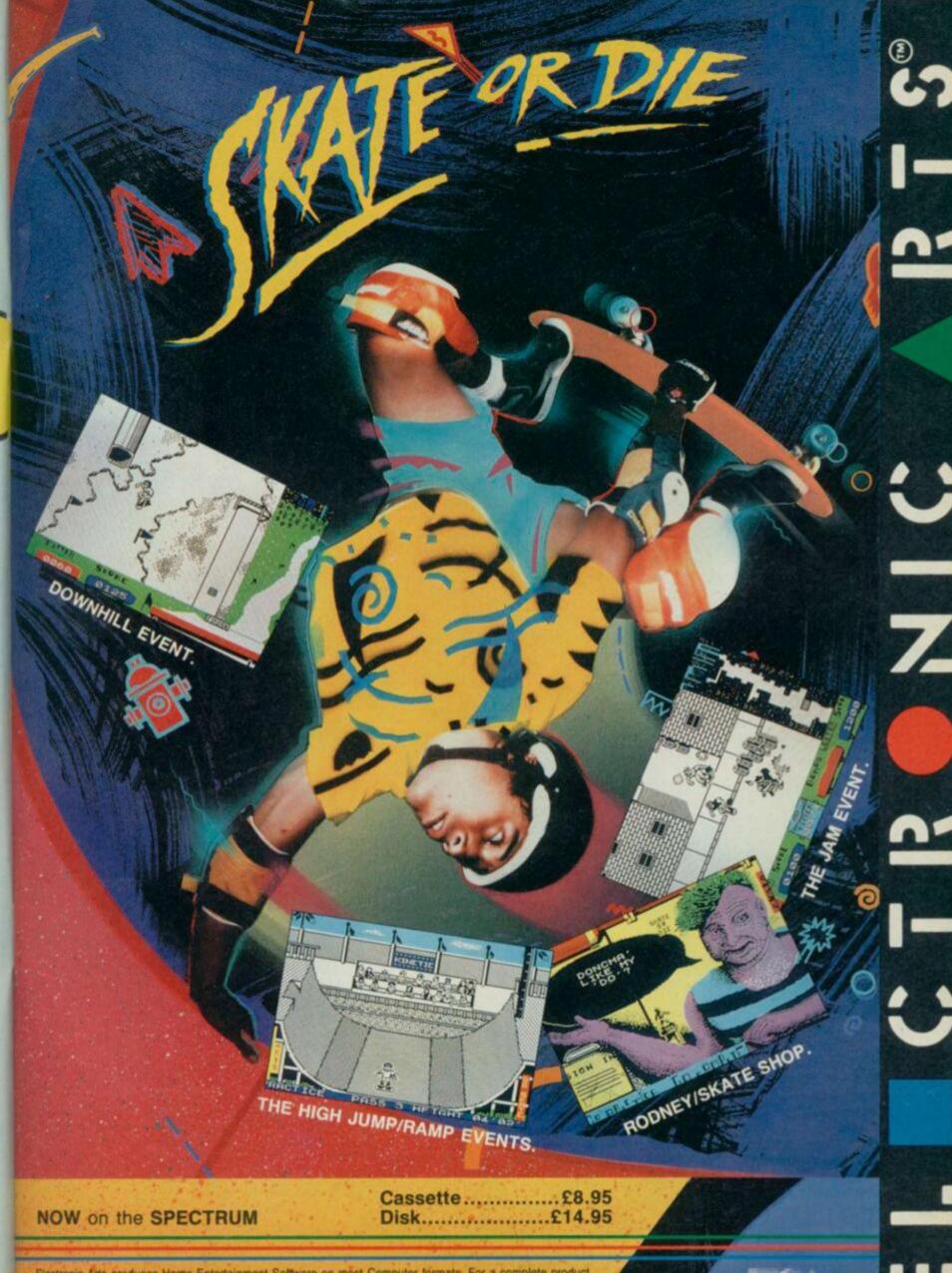
It's a cinch! Just cast your beadies over the picture to discover the numerous duck-like forms lurking within. Each time you spot a duck put a ring round it in blue/black ink and then tot them up. Fill in the coupon with your answer, name and address and send the whole lot, or a photocopy, to I Fancy A Duck So Howzabout Givin' Me One Compo, YS, PO Box 1509, Enfield, Middlesex, ENI ILQ. And don't forget to waddle those entries in by Feb 28th either.

- Employees of British Telecom and Dennis Publishing Limited, better keep their beaks out of this compo - or else!
- Anybody who misses the February 28th deadline must be completely Daffy Duck.
- Squawking at the Ed about this compo



......ducks in the picture. And here's the proof!

will damage your health.



Electronic Arts produces Home Entertainment Software on most Computer formats. For a complete product catalogue, please send 50p together with a stamped and self-addressed A5-sized envelope to: Electronic Arts "Catalogue Offer", Electronic Arts, 11-49 Station Road, Langley, Berks St.3 8YN.

HOW TO ORDER. Visit your local retailer or call Slough (0753) 46465 for the location of your nearest stockist. Dealers please call (0753) 40906.



YET ANOTHER EXCLUSIVE FROM YOUR PALS AT YS

Yep, we're brilliant alright, and yah boo sucks to

anyone who sez we're not!

The YS freebie bandwagon trundles on to yet new heights with this month's whizzo cover mounted giveaway – not only a complete full price game from not so very many moons ago at all, but also a couple of brand new, up to the minute playable demos. Will wonders never cease? Will the gawd awful over the top hyperbole never cease

Not on your nellie, chummo! We're the best and you can stuff the rest (or something). And we're not going to let you forget it either!

And now, without any further ado, let us take a closer look at these coding collossuses that make up our manic megatape!

ALIEN EVOLUTION

The set up, in true convoluted games scenario tradition, is this. It is far, far into the future, best beloved, and earth has been well and truly trashed by that old standby, total nuclear armaggedon. The few bods that survive are holed out in underground hideouts - like old tube stations and stuff - waiting for things to calm down a bit on the surface, but unfortunately for them this doesn't look like it's about to happen in a hurry. For lo, a whole caboodle of pesky aliens have decided to make the rad lands their home - we can only guess that their home planet is in pretty poor shape for the demolished earth to look any better.

There's not a great deal to do on the surface, so



the aliens have to make their own fun - breeding like crazy and ever evolving into new and tougher lifeforms. The prudish subterranean earth folk aren't too impressed with such blatant promiscuity, and build a robot android thing to put

a stop to the laddish how's-your-father upstairs.
Which all goes to explain why you're controlling the CYBORG craft, running around blasting rampant aliens. The game is seen from a 3-D perspective looking down on the surface with various walls and things to dodge around not unlike Ant Attack (if you remember that). There are lots of mushroom-like teleports around to whizz you from one end of the area to another, and alien muthas galore.

Unfortunately, the aliens aren't too keen on dying - surprise, surprise - and would rather evolve into higher forms to face you on the next

level. There are four of these, with each lot becoming progressively smarter, until you reach the first level again – only this time there are more of them than before. Quite a tricky one! The music is rather good, there is full scrolling and nice monochrome graphics, and even a (faint) strategy element. Well, you have to select your weapons to kill each particular strain, and you can push bubble things around to either trap or kill the aliens. And not only that, but we gave it a good eight back when we first reviewed it, so that can't be bad, can it?

AND ON THE FLIP SIDE ...

FREE PLAYABLE DEMOS FOR YS READERS

STORMLORD (Hewso

Your Sinclair only brings you the best. So here's a sneak preview of the latest game from star programmer Rafaelle Cecco – author of Exolon and Cybernoid amongst others - and, though a pretty early version, our demo's looking truely whizzo.

The finished game will probably appear quite different, with the main character being a muscle-bound viking type rather than the dwarf you see here, but you should still get a good feel for the graphics and playability from this.

All the fairies are trapped in boxes and bottles



The story so far:

There's been a big bad war, and the earth has gone all smelly and horrible. Oh yes, and radioactive. The nice kind earth tolk hide in underground caverns and nice kind earth folk hide in underground caverns and plot the downfail of the nasty rotten (and highly sexed) aliens who insist on breeding all over the surface. Introducing CYBORG G4, a robot killing machine programmed by the earth folk to rid their planet of extra-terrestial scum-buckets. Your job, as CYBORG pilot, is to wipe out each of four strains of alien before they wipe out you. You have various different weapons to help you – including mines you can drop. There are moveable bubbles lying around that you can trap them with, and teleports to zap you

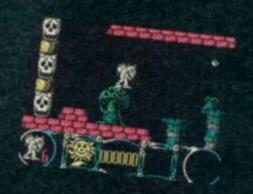
that you can trap the strength of the strength

tougher. Who said life as a violating shoot 'em up with would ever be easy?

Alien Evolution is a 3-0 scrolling shoot 'em up with loads of action and a good plot to boot. It'll keep you busy for, ooh, hours and hours.

PLUS playable demos of Hewson's Stormlord and US Gold's Last Duel

FOLD



littered around the landscape, and your task is to break them all free with the hammers, axes and other tools you can collect. Don't bother looking for them on our version though - 'cos they haven't been put in yet!

There are plenty of arcade sequences planned too, featuring flies, dragons and eggs-that-splitinto-spiders, all of which should be walloped with your sparkly thunderbolt things. You should come across some of these if you persevere

On the finished version (available in February) you will be able to define your own keys, but in the meantime try using your Kempston or keyboard, using M for fire, Q for jump, A for crouch, O to go left and P to go right. Cripes!

LAST DUEL (US Gold)

Last Duel is a Capcom conversion of a vertically scrolling arcade shoot 'em up that has yet to appear down the local money pit. In fact, it's out on home computer at the same time as it surfaces as a coin-op, which should be interesting. You play some rescuers from one planet out to retrieve their captured queen from a neighbouring "orb" across six levels. It is a one or two player game, where the first player drives a car in levels one. three and five, and a plane in two, four and six, but the second player always gets the plane. There are holes in the road, nasties to shoot, and big end of level guardians (on our two level demo you should face a dragon and a giant bat thing) as you might expect. It's out in February at £8.99/£ 12.99, it's by the programmers of *Thunder Blade*, and it's a stormer

Controls are as follows: Q for up, A for down, O is right. I is left and P is fire. Simple, eh? And if you want to use a Kempston that's fine too. Don't say we're not good to you.
Oh, and by the way, if you're having trouble getting over the holes in the road, try joystick

forward and fire together to jump them!



TAPE TROUBLES

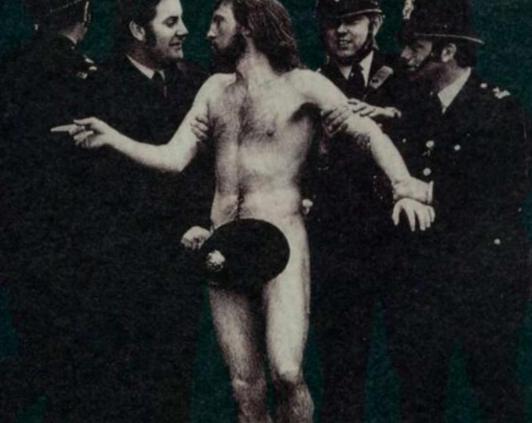
If your demos don't load, or - heaven forbid - you have problems with your Alien Evolution, we don't care so don't send them to us!! No, seriously folks, if you do have problems then gather together a fair sized stamped addressed envelope and your old tape, and wack them in the post to Alien Evolution tape returns department, PO Box 320, London N21 2NB and all your problems will be over (eventually!). Whatever you do, don't post them here or phone us up, because there's nothing we can directly do about it, and T'zer gets VERY ratty.

- Complete full price game
- Two playable demos of 1989 releases
- And possibly some extras too!

WHAT'S IN THE MAG?

SPECIAL GOOEY VALENTINES ISSUE

- Photolove story will Darren ever love again?
- Winalot of prizes we've got better competitions than the competition.
- Billions of games reviewed and previewed in full colour
- Valentines Vox Pop it's enough to make you bleuuuuuurghhh!
- Fall in love with the new adventure from Fergus McNeil



Your Sinclair - read it to your he rt's content!

5.

1980

The Atari 520STFM



Of £450 worth



MARBLE MADNESS. £24.95



TEST DRIVE. £24.95



BEYOND THE ICE PALACE, £19.95



BUGGY BOY. £19.95



EDDIE EDWARDS SUPER SKI. £19.95





CHOPPER X. £9.99 Mastertronic



ROADWARS, £19.95



XENON, £19.95



ARKANOID II. £19.95



WIZBALL, £19.95



Here it is! The new Super Pack from Atari. You don't just get the brilliant 520STFM. We're giving you twenty-two great software titles that most people would gladly sell their grannies for.

There's no catch. You really do get the 520STFM and £450 worth of great software titles for just £399.99.

So make sure you include yourself in this great offer.*

silable from most Atari dealers. Offer ends March 1st 1989.

1. £399.99 inclusive.



h of software.



VA FORS. £14.95



RANARAMA. £19.95



THUNDERCATS. £19.95



ZYNAPS. £19.99



QUADRALIEN, £19.95



STARQUAKE, £19.95 Mandarin.



GENESIS. £19.95



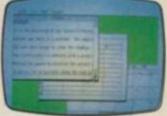
THRUST £9.95



SECONDS OUT £19.95



SUMMER OLYMPIAD 88. £19.95



ORGANISER BUSINESS SOFTWARE, £49.95 Triangle Publishing

Please send me details of this and other Atari Products

Name _____Address _____

_ Postcode .

Atari Corp (UK) Ltd., Atari House, Railway Terrace, Slough, Berkshire SL2 5BZ

JATARI SUPER PACK



rrr... Despite the name. H.A.T.E. isn't a particularly vicious sort of game - by shoot 'em up standards anyway. It stands for Hostile

III-Terrain Encounter - smart, eh? - and takes place along a sharply undulating roadway suspended in space. It's fast, smooth and extremely playable, and there's not a blood or a gut to be seen. It's the biz, and there are two special levels of it - amongst other things - currently pulling the cover off your magazine. It's also got this month's worst name for coming up with any patent YS puns or jokettes about. Oh well, never mind.

The plot is pretty simple, which to those in the know means we couldn't really find one. The game scrolls diagonally across the screen away from you, and you control either a plane or a tank basically blasting whatever you find in your path. These consist of either waves of hostile aliens or static domes, the latter being, apparently, nuclear power stations (gulp!) Now with even my rudimentary knowledge of things nuclear, I would assume the idea is to stay as far away from these things as possible,

but 'tis not so! Instead, H.A.T.E. asks you to blast these muthas to pieces, (which sounds a touch ill-advised), and then drive/fly over the remains to pick up the radioactive core (!) which promptly attaches itself to your bottle and trails behind you. Yikes! Sounds a touch suicidal to moil



Still, this slight logic lapse allowed, H.A.T.E. plays pretty well. Graphics are nice and clear, and the thing scrolls smoothly. On the odd levels (one, three) you fly a plane which takes off from a runway. It then flies along the length of the road/airstrip thing. Your craft has a limited up and downward movement - needed to swoop down to recover waiting cores or to rise up and avoid low flying hostiles — and a left to right movement limited by the edges of the roadway. You have a single gun in this form, but should you be driving the tank you substitute the lack of flight ('cos as any 'fule' knows, tanks don't fly) with a second weapon. This is a grenade thingy that you can lob in an arc - needed because some of the power stations are

Aliens come in various types and formations, some flying towards you in patterns from out of holes in the ground, while others act more like floating mines blocking your path. It's all pretty hectic, but the worst obstacle comes at the end of every level - an invisible force field marked by a trench which is impossible to pass unless you have at least one trailing core. Of course, the more the better, because not only does each one add to your bonus once you complete a level, but they also act as extra lives: if you are hit while carrying one you lose the core, not your ship.

Later levels feature more hazards level three is a steep trench with tough moving rocks blocking your path, for example. We Speccy folk get ten levels to play with, but here's a spot of sickening information: rich 16-bit owners get twice as many. Yet another reason to H.A.T.E. them, eh? (Had to get a bit about the title

of the game in somewhere!)

Now if you've taken even the briefest butchers at our screen shots, and are the sort of cove who takes the snappiest of snap decisions, you may have decided what H.A.T.E. reminds you of already "Uridium, Uridium", the art department have been shouting out all day, but I can see many other touches in there, including even a hint of ST mega-hit Xenon in the plane/tank vehicle choice. Still, when did you last see a totally original shoot 'em up, and indeed, getting back to the 'dubious it on, when did you plot' note we scenario worth the last see a ot very recently, on its merits alone yability - H.A.T.E. is a







NOW



Dept YS2 Castle House, 11 Newcastle Street Burslem, Stoke-on-Trent ST6 3QB Tel: 0782 575043 (10 lines)

SALE SPECTRUM Action Force 1... Ace of Aces. 2.00 6.00 Alien Syndrome Action Force II. 6.00 7.00 After Burner. Alternative World Games 6.00 The Big Sleaze.. 2.00 3.00 Black Lamp ... 5.00 Buggy Boy_ Bionic Commando Brave Star... 3.00 Berberien (Phsynosis) .. 6.50 Barbarian II ... Champ Baseball. 2.00 Basil Mouse Detective . 2.00 Clever and Smart. 2.00 Colour of Magic. 1.50 Captain America 2.00 Challenge of Gobots. 1.50 2.58 Dark Sceptre. 3.00 Dragon's Lair II. 2.00 Batman II ... 6.00 Robe Cop ... The Untouchables 6.00 6.50 Question of Sport . 8.00 1.80 Killed Until Dead ... Shoot Out... 8.50 8.00

SALE	188
SPECTRUM	
Desolator	6.00
Druid	2.00
Dandy	1.00
Enigma Force	1.00
Druid II	2.00
Empire Strikes Back	6.50
Doc the Destroyer	1.50
Eye	3.00
Extractor	2.00
Flunky	1.50
Grid Iron	2.00
Go to Hell	1.50
Gunslinger	2.00
Grange Hill	2.00
Gauntlet	2.50
Gold, Silver, Bronze	9.00
Galactic Games	2.01
Gothic	3.00
Hysteria	3.0
Glider Rider	1.7
Hive	1.00
Hard Ball	3.0
Intensity	5.51
Impossiball	1.50
Impact	2.50
I of the Mask	1.00
Indoor Soccer	1.71
Fernandez Must Die	6.51
Super Hangon	6.01
Motor Massacre	6.01
Technocop	
Dark Fusion	6.0
Butcher Hill	5.7

SPECTRUM	
Impossible Mission II	6.00
Indoor Sports	2.50
IK +	3.00
łkari Warriors	5.50
Knuckle Busters	1.00
Knightmare	3.00
Lazer Tag	
Leviathan	2.00
Last Mission	2.50
Loads of Midnight	2.00
Last Mohican	2.00
Mean Streak	3.80
Mask	2.50
Moonstrike.	2.00
Magnetron	2.50
Matchday II	5.00
Mag Max	2.00
Mystery of the Nile	2.00
Mercenary Compendium	6.00
Ninja Hamster Nemesis Final Challenge	2.00
Nemesis Final Challenge	2.50
New Wave IQ	1.00
Nightraider	7.50
Nigel Mansells Grand Prix	7.00
Oink	2.00
Overlander	5.50
Outcast	1.50
Game Over II	8.50
Artura	8.00
The Games: Winter Edition	9.75
Joe Blade II	1.80
Dark Empire	2.00
Firefly	2.99

SALE	1
SPECTRUM	
Out of this World	1.00
Psycho Soldier	2.50
Prodigy	2.50
PHM Pegasus	7.00
Platoon	
Pulsator	
Phantom Club	2.00
Peter Beardsleys Soccer	6.50
Guartet	2.50
19 Boot Camp	6.50
Yogi Bear	1.50
Red LED	1.50
Fat Worm Blows a Sparky	1.50
Ramparts	
Rebel	2.00
Rygar	3.00
Rastan	5.00
Road Blasters	6.00
Rescue Fractulis	1.00
Super Cycle	1.50
Salamander (Ocean)	5.00
Sidewize	2.00
Spitfire 40	3.00
720"	8.50
Silent Service	6.50
Super Sprint	2.00
Space Shuttle	1.00
T-Wrecks	
Cybernoid II	
Outrun	
Combat School	
Roy of the Rovers	6.00
Typhoon	
N. Commission	

SALE	
SPECTRUM	
Shadow Skimmer	2.00
Tempest	1.00
Thing Bounces Back	2.50
The Train	7.00
Semurai Warrior	5.50
Slane	2.00
Sidewalk	2.00
Sentinal	2.50
Starfox	2.00
SAS Operation Thunderflash	2.00
Star Raiders II	2.00
Starglider	4.00
Street Fighter	6.00
Tetris	3.00
View to a Kill	1.75
	6.00
Virus	5.00
Wonder Boy	6.00
Wolf Man	3.00
Winter Olympiad 88	
Wizz	
William Wobbler	1.00
ZOR Games Designer	4.00
ZARO	1.00
Crazy Cars	
Bobby Yal	
Mad Mix	5.00
Roy of the Rovers	5.75
Super Sports	6.00
Biggles	1.00
Terror of the Deep	2.00
Black Lamp	
Tetris	2.00

Wow! **Castle Computers** are at it again! Free cassette game with all full price games marked with a star

Batman II

WE NOW OFFER AN EVEN FASTER SERVICE THAN EVER BEFORE! TRY US, YOU WON'T BE DISAPPOINTED.

P&P 50p on all orders under £5, over £5 P&P is free. Overseas £2 per tape. PLEASE STATE SPECTRUM WHEN ORDERING

Forget the cowboys, come to the competent mail order firm and be sure of receiving your software. Most goods despatched within 24 hours.

Wow! **Castle Computers** are at it again! Free cassette game with all full price games marked with a star

SPECTRUM	
Xecutor	2.00
Zanji	1.00
Enduro Racer	3.00
Yetti	3.00
Teledon	3.00
Flintstones	6.00
Dark Side	7.00
Last Ninja II	8.00
PacLand	6.50
1943	6.50
Operation Wolf	5.00
Tracksuit Manager	6.00
Foetball Manager II	6.50
Pac Mania	8.50
D Thomsons Ol. Chall	6.50
S.1 Hero	5.50
Fox Fights Back	6.50
Vindicator	5.00
Mickey Mouse	6.00
Target Renegade	5.50
Skate Crazy	5.50
Heros of the Lance	7.00
Black Tiger	6.50
Bards Tale	7.00
Marauder	
Gunship.	6.50
Fire and Forget	6.50
Lancelot	10.00
Air Borne Ranger	6.75
Terrappos	6.50
Power Pyramids	5.50
Espionage	8.50
Typhoon	5.25
Lazer Squad	8.50
Yabba Dabba Do	1.80
Yooi Bear	1.80

SALE SPECTRUM

STRATEGY GA	
Nihilist	2.99
Ace of Aces	2.99
Staliograd	6.99
Sorceror Lord	9.50
Desert Rats	8.50
Vulcan	
Arnhem	6.95
Gallipoli	8.50
Napoleon at War	6.95
Blitzkrieg	8.95
Zulu Wars	6.95
Battle of Britain	3.95
Battle of Midway	3.95
Bismark	6.95
Pegasus Bridge	9.50
Conflicts 1	5.99
Conflicts 2	3.99
Yankie	6.99
High Frontier	2.99
Guadalcanal	3.33
Austerliez	
Waterloo	3.95
Death in Russia	
Death in the Snow	
Red Coats	3.95
Roundheads	2.99
Sorceror Lord	7.99
Annals Of Rome	7.99

SPECIAL OFFER **ANCIENT BATTLES** £10.95

SALE

SPECTRUM SPECIAL OFF	ERS
After Burner	8.75
R-Type	6.75
Empire Strikes Back	6.50
Gary Lineker's Super Skills	
Exploding Fist +	5.50
Carrier Command	9.99
Intensity	5.50
Savage	6.50
Soldier of Fortune	5.50
Tiger Road	6.50
Total Eclipse	
Sound Master	7.90
Uridium	2.50
Light Force	
Beyond the Ice Palace	5.00
Hopping Mad	5.00
Strip Poker II +	5.50
Psycho Pigs UXB	7.00
Thunder Blade	7.00
Echelon	7.00
4 x 4 Road Recing	7.00
Street Sports Soccer	7.00
LED Storm	7.00
Dragon Ninja	6.50
Victory Road	5.00
Guerilla Wars	6.50
	6.50
Trivial Pursuit New Beginning.	9.50
Return of the Jedi	6.50
Blockbusters	6.00
Bob's Full House	6.00
F-16-Stealth	
Mastermind	
Strike Force Harrier	4.00

SALE

OINK

£1.00

SENTINEL £2.00 **PSYCHO SOLDIER** £2.00 YETI £2.00 LOADS OF MIDNIGHT £1.00 **GBAIR RALLY** £2.00 SIDEWALK £2.00 1943 £6.50 LASER SQUAD £6.50

SALE

JOYSTICKS COMP PRO 5000 BLACK RRP £14.95 OUR PRICE £10.50 CHEETAH 125+ RRP £8.95 OUR PRICE £6.50

BE QUICK! THESE WON'TLASTLONG

> LAST NINJA 2 £7.99

NORTH STAR £3.00 **WEST BANK** £3.00 **BLOOD VALLEY** £3.00





NOW



Dept YS2
Castle House, 11 Newcastle Street
Burslem, Stoke-on-Trent ST6 3QB
Tel: 0782 575043 (10 lines)

SALE

THE BIGGIES

AFTER BURNER £6.75

OPERATION WOLF £6.00

HELLFIRE ATTACK £6.50

DOUBLE DRAGON £6.00

THUNDERBLADE £6.50

> ROBO COP £6.00

> > R-TYPE £6.50

SDI £6.00

SALE

SIX PACK VOL 3 Ghosts and Goblins, Living Daylights, Paperboy, Dragons Lair, Escape Singers, Castle, Enduro Racer WOWNEGA GAME

WOW MEGA GAME ALL 6 FOR ONLY £6.99

COIN OP CONNECTION

Breakthrough, Express Raider, Metro Cross, Crystal Castles FOR ONLY £2.99

WE ARE THE CHAMPIONS Int. Karate + , Renegade, Rampage, Barbarians, Super

SPECIAL PRICE £6.99

THE IN CROWD

Combat School, Target Renegade, Platoon, Predator, Gryzor, Barbarian, Kamov, Crazy Cars MEGA COMPILATION VERY SPECIAL PRICE £8.95

NOW GAMES 5 Kat Trap, Rebel, International Karate, Hacker 2, Street Hassie, Prohibition ONLY £3.95

SALE

SUMMERTIME SPECIALS World Class Leaderboard, Solomon's Key, Captain

America, Bravstarr, Trantor, Rygar VERY SPECIAL PRICE £8.50

US GOLD GIANTS

720°, Outrun, California Games, Gauntlet 2, Rolling Thunder. ALL FIVE NUMBER ONES FOR ONLY £9.95

10 GREAT GAMES VOL 2

Aufweidersehen Monty, Mask, Death Wish 3, Jack the Nipper 2, Samurai Trilogy, Convoy Raider, Basil the Great Mouse Detective, Thing Bounces Back, The Final Matrix,

The Duck £6.99

Oth Frame, Rebel Plans

10th Frame, Rebel Planet, Dambusters, Bruce Lee, Beachhead 2, Impossible Miss

FOR ONLY £3.99

SALE

SPECTRUM COMPILATIONS SOLID GOLD

Gauntlet, Ace of Aces, Leaderboard, Winter Games, Infiltrator POCKET MONEY PRICE £5.00

TAITO COIN OPS HIT

Renegade, Arkenoid, Flying Shark, Rastan, Arkenoid II, Bubble Bobbie, Legend of Kage, Slap Fight WOW! MEGA PRICE! £8.95

THE PRESTIGE COLLECTION

Eidolon, Rescue on Fractulus, Ball Blazer, Koronis Rift NOW ONLY £3.95

ARCADE ALLEY

Express Raider, Kung Fu Master, Breakthru, Last Mission 4 CLASSICS FOR £3.99

SUPREME CHALLENGE Star Glider, Elite, Ace 2, Tetris, Sentinel ONE OF OUR FAVOURITES

ONLY £8.95

SALE

INTERNATIONAL KARATE + £2.00

SPY v SPY TRILOGY £3.00

> TERRORMEX £3.00

TRIVIAL PURSUITS BABY BOOMER £5.00

LEADERBOARD £3.00

ENDURO RACER £3.00

CHAMPIONSHIP SPRINT £3.00

> REX £6.50

Wow!
Castle Computers
are at it again!
Free cassette game
with all full price
games marked
with a star

WE NOW OFFER AN EVEN FASTER SERVICE THAN EVER BEFOREI TRY US, YOU WON'T BE DISAPPOINTED.

P&P 50p on all orders under £5, over £5 P&P is free. Overseas £2 per tape. PLEASE STATE SPECTRUM WHEN ORDERING

Forget the cowboys, come to the competent mail order firm and be sure of

receiving your software. Most goods despatched within 24 hours.

Castle Computers
are at it again!
Free cassette game
with all full price
games marked
with a star

SALE

6 PACK HIT PACK Into Eagles Nest, Batty Ace, Shockway Rider, Light Force, Inter Karate ALL SIX GAMES £4.00

KNIGHT ORC

A Kind of Magic, Loosed Orc, Hordes of the Mountain King RRP £14.95

OUR PRICE £3.95

TRIO HIT PACK Great Gurianos, Airwolf 2, 3 DC

RRP £9.95 OUR PRICE £3.50

UNBELIEVABLE ULTIMATE Trans Am, Lunar Jet Man,

rans Am, Lunar Jet Man, Jet Pack, Past OUR PRICE £2.00

WHAT'S LEFT? LAST FEW MASK 3 — VENOM STRIKES BACK ONLY £3.50

SALE

SOFTWARE SOFTWARE

FRACTION FEVER

KINDER COMPETITION

KIDS ON KEYS ALPHABET ZOO

CAESAR'S TRAVELS

WORD GAMES WITH THE MR MEN

HERE AND THERE

WITH THE MRE MEN ANCIENT GUESTS

ONLY £3.95 each

OR ANY 4 FOR £12.00

OR ALL 18 FOR £17.00

SUPERCYCLE £1.50 RAMPARTS £1.00 THANATOR £1.50

,	21			- E-11		
1	riease	sena	me th	e roll	owing	titles:

	Amount
P & P (if applicable)	
Total amount	
	Total amount

Telephone No.....





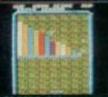




SLAPFIGHT
COMPUTER & VIDEO GAMES — "Simple. Smooth.
Very addictive. A winner."
ZZAP "A superb arcade conversion and a great shoot 'em up. This is one for the ZAPPERS



REMEGADE
COMMODORE USER — "As conversions go this still takes some beating — literally and metaphorically."
YOUR SINCLAIR — "The graphics are so slick you really feel you're part of an action movie rather than just playing a game."



ARKAHOID

ZZAP 64 — "I thoroughly recommend Arkanoid —
for the simple reason that it's simply gorgeous
playing with it."

COMPUTER GAMES WEEK — "The take home
message is simple. You want a great arcade



FLYING SHARK COMPUTING WITH THE AMSTRAD CPC — "This is

cellent game." "Incredibly frustrating playable and



ARKAHOID REVENGE OF DOH AMTIX - "Excellent - can't fault it. A future

number one."
YOUR SINCLAIR — "Immensely impressive and chronically addictive. A Classic."



BUBBLE BOBBLE
AMSTRAD ACTION — "It's a cracker. Definitely a
game I should keep coming back to."
GAMES MACHINE — "Packed to the brim with



LEGEND OF HAGE CRASH — "One I won't put down until I get through to the next level."

AVAILABLE ON COMMODORE



SSETTE ALSO AVAILABLE ON DISK

Imagine Software 6 Central Street Manchester M2 5NS Tel: 061 834 3939 Telex: 669977



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

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

WAZZ, BOOZE AND BUDS

I have a tip for all +2 owners about saving data and stuff. Firstly nip down to your chemist and say, "Stout yeoman, I would like to buy a bottle of polypropyl alcohol and some cotton buds". With these you can clean the tape heads. When you save, save on a totally clean cassette — don't record over something, cos it probably won't work (it never does on mine anyway).

Secondly, whatever happened to Dunc in December?

Also you said that wazz is short for wazzock, but once you gave a way a poster which you said would "wazz up your wall". Why?

Chris Delahunty Thetford, Norfolk

You want to be careful, where I come from you can get arrested

for buying polypropyl alcohol—in fact, come to think of it they're pretty heavy about cotton buds as well. What do you mean, what happened to Dunc in December? The same sort of things that happened to him in October and November, I presume, although I try not to pry. And finally, while wazz is short for wazzock, it's also short for wazzy (wazzy — groovy, cool, funky.) Okay? Ed.

ON THE AIR

Have you ever thought of publishing Your Sinclair in quality stereo FM? I'm sure it would sound much better — no crackles or hiss. This would make people change from inferior MW 'mono' mags to YS. Oh, and whoever decided to merge Frontlines and Streetlife into a

mega four page section called PSSSSSST deserves to be heartily congratulated! Better still, give this mega person a mega pay rise, as the idea is great.

Robert Wilkins Carmarthen, Dyfed

PS. In case you didn't quite get the message, I quite like the new section called PSSSSSST...

Look out for next month's YS it's in Cinemascope with octophonic Dolby sound. Ed.

FRAMED

I don't think your hairstyle looks like a cauliflower at all (fawn fawn) but I do think that you're very nice indeed. So, how's about a signed photo just for the space behind my bed? I would gilt-frame it and it would be the most prized possession ever to grace the walls of my humble abode. No offence meant, but you must be getting pretty desperate to actually print a picture of David Frost of all people.

That said, your magazine is superior to all the others on the market. So superior in fact that all my copies are kept in a huge vault, guarded by my pet body-building carnivorous frog 'Zippo'. I would be most grateful if you would print this as I've never had a letter printed before (1,2,3, aaaaahhhhh). Oh, how about some POKEs on the free tape?

Ronny Meikle Galston, Ayrshire

Say hello to Zippo for me. Ed.

TOILET FEVER

Sorry about this, but things are getting pretty desperate round here — I've completely run out of writing paper, and this bit of bog-roll was all I could find.

Ahem.

Now to get to the point. After millions of letters (and pounds spent on stamps) I still haven't had a letter printed. Is it because you're still working at how you can double the size of YS so you can squeeze all my stuff in? Whatever the answer, please reply to this one, even if it's a friendly note telling me to 'bog'



off — I really won't mind. At least I won't be wasting vital pieces of loo-paper each day. **Rich P.**

Westbury-on-Trym, Bristol
PS Don't even think about where
I'm sitting while writing this.

What cheap and nasty bog-roll you use. **Ed.**

SPOOK!

I received a letter from Castle Rathbone. Oh goody, I thought, my spanky new YS badge has arrived. Imagine my surprise when I opened the letter to find nothing at all.

Andrew McLean Leighton Buzzard, Beds

Nothing? Nothing? You realise you allowed your gift to escape, don't you. We kindly send you eight cubic centimetres of treasured oxygen from the YS office and what do you do? You waft it into the atmosphere. There's gratitude for you. Ed.

TO THE POINT

Being a fairly newcomer to the world of Spectrums and your magazine, I'm not sure whether you answer technical hardware queries or not, but in the hope that you do, here's my question. At present I'm the proud owner of a Spectrum +3. Is it possible to load programs from an external cassette recorder? If that is so, is it possible to go a step further and transfer these cassette programs onto floppy disk?

J. F. Tarry Stevenage, Herts

Just this once, well done, yes and yes. Ed.

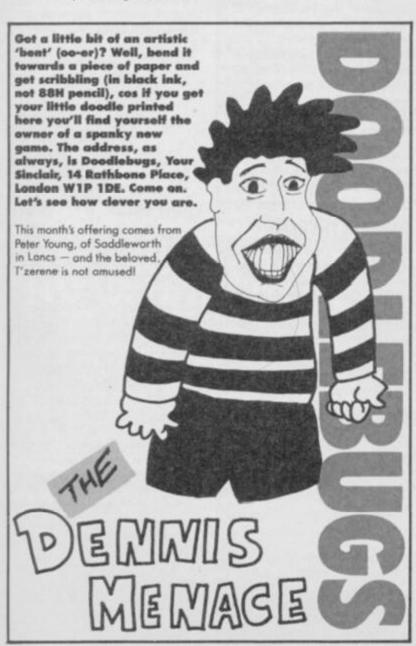
FINISHED . . .

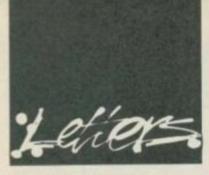
After three goes at Joe Blade II I had completed the game. To prove it, here's what the end screen looks like:

'Congratulations! You have performed very admirably in completing your clean-up of the

Do I get anything? Robert Burbridge Leicester

No. Ed.





WRONG END OF THE PLANET

I am writing this letter as your average Kiwi bloke. Unfortunately this poor average Kiwi bloke has a sad story to tell.

Over here it is just not possible to buy games for the Spectrum. I don't know of any shop which sells Spectrum software around here, so the only alternative is to send away overseas for games (which take three months to come back), or hire them from somewhere - but that costs heaps — and you don't get to keep them. And do you know how much it would cost to buy a game from the hirecompany? I'll tell you. Eighty dollars. Eighty flippin' dollars for one game that would cost you pommies £7.95. Is this fair? It seems quite fair. Ed), 'Course it's not fair, that's why I'm writing to

There's a suggestion I would like to make concerning your supermega splendiferous mag: how about having special competitions for overseas readers, because by the time the mag gets over here the closing dates have been and gone?

Richard Scaglione

Richard Scaglione Hawkes Bay, New Zealand

How about getting a subscription, then? Oh, and you should be glad about the price of software out there, cos it means your Star Letter prize is worth 240 dollars!! **Ed.**

TRANSFORMATION

In response to G. Derham's letter (ish 35) about his Speccy 'turning into a C64', I thought I would write in and tell you about the day my Speccy turned into . . . a swimming pool!

I was loading my copy of Humpty Dumpty Meets The Fuzzy Wuzzies, and half way thorough I wondered what would happen if I pressed every key except 'F', 'I' and SPACE and then did an inverted quadruple somersault with full twisting pique, landing with my hands on SYMBOL SHIFT and '3'. Well, the top flipped up and slowly an olympic sized (50m) pool came out complete with swimmers and an inflatable monster to play on. A message then appeared on the screen (now seven feet below the surface of the water), reading '... and you thought G. Derham's was



TRAINSPOTTER AWARD

MILES FROM THE TRUTH

Was Miles drunk when he said about the Suncom Tac 2 Joystick that it was not as good as the 'Suncom Tac 2' (!!!) I think you know what I mean (p43, ish 35). Or was it your drunk typist? Shoot 'em both eh?

David Wilson A.A. Representative

That's a bit severe, isn't it. I thought a good enough punishment would be to sellotape them to Rolf Harris for a day **Ed.**

THEY'RE WORTH IT

impressive!'

Weird, eh??

G. Currie

In the December issue of Your Sinclair, on the subscriptions page, it says that the cover mounted games are worth £1,000,000,000. I think that you may have made a small error, as everyone knows that the games are actually worth at least £5,000,000,000! However, I'll forgive you for this small mistake, on condition that

I pressed a key and the pool

slid back into the computer and

the game continued loading.

Failsworth, Manchester

weirdest one yet. Still, who

have come across. Ed.

Yes, I have to admit it, that's the

knows what other Speccy owners

KINDLY LEAVE

THE STAGE

Well we got a brace of

it's as follows:

terminally awful jokes this

month, but the crappest of the

crap has to be the one from Rob Wilkins of Dyffed, and

you send me a coveted Transpotter Award. Robert Wilkins Carmarthen, Dyffed

You're right. The £1000,000,000 in question should have been referring to the value of a Trainspotter — and as I noticed a distinct absence of cash in your envelope, you can't have one.

QUITE A LIST

You've really messed up this time, haven't you. Just look at this catalogue of mistakes, all taken from YS December '88.

1) P6. You spelt
Schwarzenegger without the 'C'. I'm sure Arnold won't like that.

2) P20. In your rather scathing reply to Oscar Macia's letter, you say your Portuguese is ill. Maybe it is, but Argentinians speak
Spanish(!)

3) P22. You say you have run a list of POKEs for 'every single game ever released'. How about Skate Crazy? BMX Simulator? I could continue the list but I won't.

4) P77. Mike Gerard reviews The Beast. He concludes that it is 'a thoroughly good adventure', but it got only 6. On page 80 he reviews One Dark Night, says there are better and cheaper games around and gives the impression of not being wildly enthusiastic. It got 8. Perhaps a case of putting the marks in the wrong places?

5) P85 You mention a section of Robocop is rather like Green Bert. Do you possibly mean Green Beret?

P.W. Foster London SW14

Haven't you been a busy little bee. Okay, you can have a Trainspotter. Happy now? **Ed.**

Hello Teacake, this is Jester Red Leader, I'm steering one-threezero and am making angels eight. My props have just fallen off and I'm going to pancake. I would like to take this opportunity, before I crash and die, to say that there's nothing like a good flight sim along the lines of Gunship or Project

SLIPPY IN THE HEAD

Q: What's pink, and hard in the morning? A: The Financial Times crossword.

Send your crap jokes to Kindly Leave The Stage, Your Sinclair, 14 Rathbone Place, London W1P 1DE. Oh, and here's the regular crap joke from us: Q: How do you turn a duck into a soul singer? A: Put it in a microwave and

wait until its Bill Withers.

Stealth Fighter. You can stuff all your mindless shoot'em-ups up Rambo's rear passage.

Flight Lieutenant Fanny Oldblighty DFC RIP Somewhere over Dover and nearing the ground fast.

PS I'm really Chris the absurd from Bristol.

Yes yes, of course you are. Um, nurse, get over here quickly. Ed.

SHURELY SHOME MISHTAKE

Could you please send me details on how to buy Saboteur (on page 94 of the October 1988 edition). It said it was £1.99, so have you got any in stock? — I will buy a copy if I get a reply.

Michael Gallagher Co Sligo, Ireland

There are several ways of buying a copy of Saboteur, but I, for one, would suggest the 'shop' method. This entails entering a computer shop (not a butcher's) and asking at the counter for the game. Should a copy be in stock, you will be asked to hand over some money which will be deposited in the 'till': you will then be handed a receipt, any 'change' due and finally a copy of Saboteur itself.

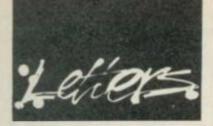
Congratulations — you have now learnt how to 'shop' Ed.



Yaaaarrrggghhh, I've been framed. While looking through my top shelf books I suddenly noticed this extremely offensive piece of material nestling between Playboy and Mayfair, In an attempt to escape prosecution under the 1924 act of outlaw trainspotting I hereby donate this book to whoever gave me a YS sticker at the PC show. It may also give you information on the most prosperous stations for trainspotting. I hope whoever planted this book on me will soon be brought to justice.
Vasco Wackrill

Sunbury, Midds

It's quite hard to find out exactly who is the new owner of your lovely book, seeing as everyone here is denying that they ever gave out stickers at the PC show. I might just have to send it back to you. Ed.



WHAT DARLINGS

Guess the Company:

RICHARD: Yes! Our new game, the follow up to the fabulous absolutely brilliant 17 billion best seller is new and improved! DAVID: And it's absolutely fantastic! Even my son who isn't born yet thinks so!!! FOETUS TO BE: Dad's right! Rush out and buy it!! RICHARD: It's an absolute must! Fantastically amazing, brilliantly, superbly great - with graphics that are out of this world!!! DAVID: Brillo, fabbo, super, great . . . oh dear Richard, I've run out of superlatives! RICHARD: Don't worry, I've got an endless supply! Magnificol Extral Wicked! Far out! Amazing! DAVID: All yours for only 24p and you get a free poster, bodge, sticker and an apartment in MonacollI RICHARD AND DAVID'S AUNTY

channel acid-house music in the background?? RICHARD: It's the title tune!!! DAVID: It's taken 162 years research, but now it's finally

JOSEPHINE: My nephews were

amazingly brilliantly complex 74

here. ALL: Space Invaders!!!

whizz-kids at school!!!

DAVID: Richard, what's that

John Hunt Irvine, Ayrshire

Surely you mean the Space Invaders Simulator, And what about the digitised 'Speech'.

SMALL PRINT

I didn't do this on a Spectrum. I did it on a master

Alan Hardacre Bridlington, E. Yorks Crikey. What kind of school do you go to? Ed.

Rub in peach melba twice a day. If symptoms persist consult your doctor immediately if not sooner.

Chris The Absurd Bristol

Oo-er Ed.

Did you know that the brain is 80%

Rich P.

Westbury-on Trym, Bristol Unless you happen to be Duncan, in which case its 100% vacuum. Ed.

What the hell have you got against Portuguese names?

Agostinho Manuel Silva Santos Labruge, Portugal

To be quite honest I thought I was getting used to them - until I saw yours. Ed.

DESPERATE

Please please please, you have got to print this. I have been trying to get The Biz (from Virgin) for nearly one and a half years. I haven't been lucky enough to get into Input Output, and in my desperation even paid and C**** (I'm sorry, but in case you haven't got the message, I'm desperate). Since I have read your mag (and haven't missed an issue) since issue 8 of Your Spectrum, you have got to print this - if you have any decency (which I know you have, you lovely creature you). I will swop anything for this game - I will even pay the postage.

Alan Saunders Mauchline, Ayreshire What are the odds of getting a letter printed?

Russell Hart Bolton, Lancs

About the same as getting a bit of one printed. Ed.

You can write a load of old rubbish to receive a Star Letter - give or take a few tea leaves.

The Phantom Pen Writer Folkestone, Kent

Or you can write a small amount of rubbish to get in Small Print Ed.

Please please please don't do to this letter as you did to my other one, ie only printing the PS (in bloomin' Small Print).

Robert Church Craigawon, N. Ireland No PS's to be seen. Happy? Ed.

I know something that you don't

Thomas Vanner Co. Antrim, N. Ireland So what I know eight things you don't know Ed.

Notice I asked for no games and slurped at no-or

Robert Hutchinson Goole, N. Humberside Notice you get no games. Ed.

Alright, alright, stop grovelling, I can't bear it anymore. Ed.

SIGN LANGUAGE

随后间的影響自然而言 阿尔曼山西西西西西西西西山 **阿里图 田 图 图 图 图 图 图** BERNAMED. 同島 日期20世紀日日田縣202 向自由自己的自由大概的自

Paul Morren Fintry, Dundee

國國國國國 BELLED 阿阿

田道の廟

Not many people know that! Ed.

OH, YOU POOR DEAR



Your problems solved, by Madam Pico

Dear Madam Pico I recently bought a second hand Flymo, but was silly enough not to ask for the instruction booklet. Basic electrical and mechanical maintenance isn't a problem, but I'm tearing my hair out over the number of 'spacers' I need to fit when cutting damp or wet grass. With one spacer attached the blades don't seem to touch the grass at all, and I find the lawn is the same length after a 'mow' as it was before. However, with two spacers attached I find that the blades have a habit of 'grounding' and churning up the garden. I'm at my wits end - what can I do? Concerned, Hull

Yes, you do seem to be 'between the Devil and the dark blue sea; don't you. My advice would be to only mow the lawn in favourable (i.e. dry) conditions. One spacer should be sufficient in this case, but I find two spacers do give that 'professional' finish we all banker after. Maybe the only way to solve the problem completely would be to bire a professional gardener with his own lawnmower.

Don't let it get you down, let Madam Pica sort it out for you. Write to Oh You Poor Dear, Your Sinclair, 14 Rathbone Place, London W1P 1DE. Not only will your problem be solved, but you'll get a shin badge for being so brave.

THE WONDERFUL WORLD OF THE SPECCY

Every month we invite readers of a cosmopolitan (and hatstand) nature to write to us from their part of the world. We've got a couple from Europe this time one from Belgium and one from 'the land of the clog'.

WEIRD ALIENS

Finally I write a letter. Aren't you proud to own a letter of me? I was thinking what I should writing but I can't manage it. So I just say when I get the YS from my brother it is already half eating up, but anyway I still read it and read and read

and read it and I must say - it is fantasticll

I like the joke and funny explaining of the games. Maybe I will even use it as wallpaper. Need new one soon. So I can read it in bed and so on. Maybe I make a special place and when you visit I can show you the special best fantastic YS room. Maybe a little place for a trainspotter award. Oechtsch!!! HHH!!! An alien is in my room. He/it/she or whatever is eating all my YS. Help me! My room is full of the weirdest aliens. Maybe a trainspotter award will

kill them. Just need one so I can

try. I close now because it's hard

with all those aliens on my back. Please send some help on the TPA — from a Belgian girl who's terrorised by aliens (or is it my brother)? Bye bye. Marleen Maes

Mecheler, Belgium

Oechtsch!!! jijHHH!!! indeed. I don't think you've quite got the hang of what trainspotters are for, but we wouldn't want you to be devoured by Aliens, would we, so you can have one. Ed.

DOUBLE DUTCH

Hello you funky human! I am so happy about the new Sinclair. It is great. But here are a

few questions.

1) Does Odin still exist?

2) How many Sinclair computers are there?

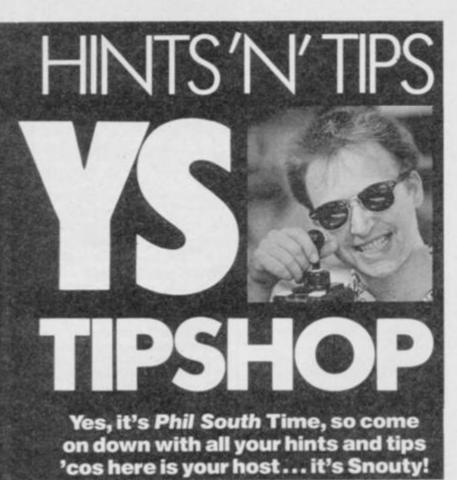
Many kisses to the Vixen girl, she has lovely hair, I lave her. Byeeeeeel

A. Adema Haarlem, Holland PS How many bades do I

1) Yes, and his son Thor works for us.

2) Hundreds of thousands at the very least

PS You deserve loads of bades, but I'm only going to send you one. **Ed.**



hank you. Thank you so much. You're too kind. Whoo! Good evening, and in a packed program tonight, we have hints and tips from all over the world. Yes,

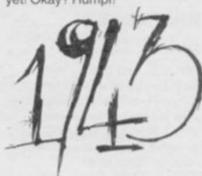
Tipshop spans the globe like a colossus, or at least like a Tipshop. You know, it's great to be here, and I mean that most sincerely. I've got so much to give... no job's too big, no fee's too small. But now it's on with the

show. My lovely assistant Gloria Parsnips, (giggle) thank you Gloria, will pass among you with a hat, ladies and gentlemen, collecting from you any stray hints and tips you have. Gloria (titter) will then return them to me here on the stage, and I shall read them out, and using my powers of ESP and mindreading, I will attempt to guess what the flip you're talking about. First contestant please... (parp, tootle, fanfare)!



Ooo-er! It's the perviest game since Game Oo-er!. At least the game poster is a bit pervy. (Slobber drool.) Anyroadup, what's the biz, Nicky Sanchez, and David Williamson? "WeelIll we happen to know the access code for Game Over II! It's 18757. Now you can play level two without going through

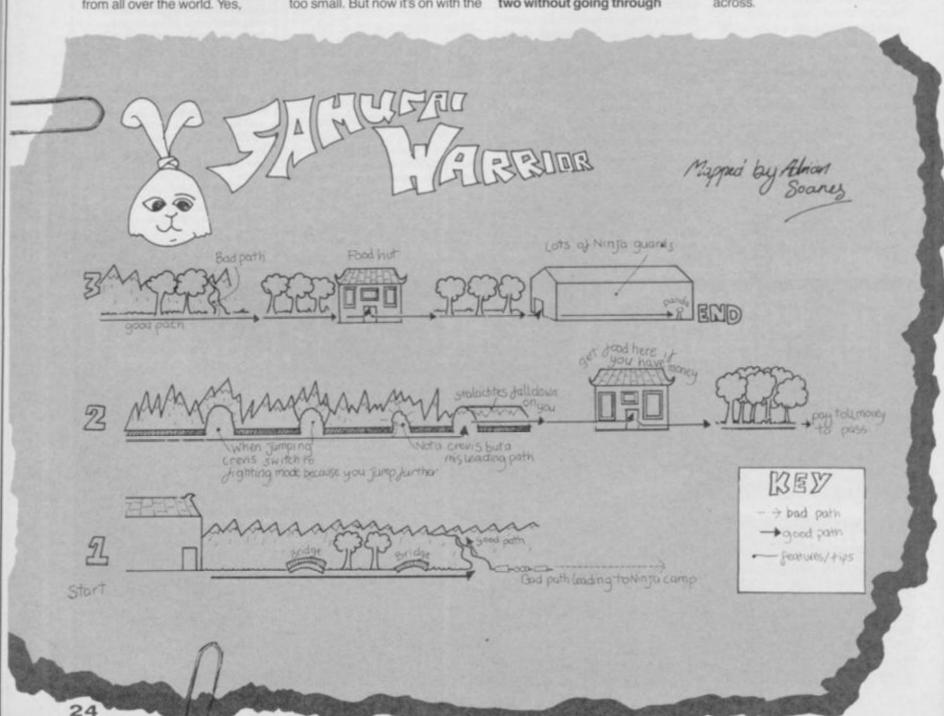
level one, mind you it's so peasy you've probably got it anyway..." Well sure I... I mean of course I... naturally I... OKAY! I ADMIT IT! I haven't played it to the end of level one yet! Okay? Humpf!



CHEAT MODE ALERTI MJ
Rogerson has a cheat for this
wacky coin-op conversion... a
cheat! Well, anyone would think
we do this sort of thing all the
time. Well, okay so we do, but
don't spread it around. Lets play,
MJ!

"When you want a one player game and you want to cheat. On the menu screen choose a two player game. All of the planes should go for player two instead of you. This might only work on Sinclair joystick."

Hmm. I like this. It's a ripper, and no mistake. Cheers MJ, and any more sneaky cheats you happen across, just fling 'em across.



Forget the hokey cokey, it's time to POKEy POKEy with David McCandless.

t's my anniversary! And you forgot! (Sob, sob). A year ago today I first put my fingers to the keyboard and stepped into the voluminous shoes of ZZKJ. A tough act to follow, some said, especially as I had small feet, but I tried, my feet grew - and dare I say - I succeeded?

Anyway, even though you forgot, I'm still going to celebrate the auspiciousness of this occasion by compiling a meaty collection of the best hacks around for you to guzzle. There's loads here - so get reading!



Is Graham Mason mortal? I'm beginning to wonder. He chums out POKEs like er, well like sausage meat (in the best possible taste of course). He's a master-hacker if I ever knew one. Allow me to introduce you to his most recent offering:

Dean Ashton, Scarborough's answer to the omnipotence of Jon North, is not one to be left out of the hexadecimal fray. Dean indiscriminately slips in

this microscopic hack for Power Pyramids.

TO REM POWER PYRAMIDO NACK By Dean Ashton TO LOND "CODE (6.84 TO LOND TOODE 40.84 THE INCINCTION OF THE LANGE TO LINE SO LINE 50 PORE 37379, 1834 FORE 44204 .1834 MEN 18FINITE FRENSY &C RANDOMIZE USE 50800



Next up is Khalid Jamil who's swiftly creating a reputation for himself in world hacking circles, and POKEs like this can only increase his fame.

- REM ARTIC FOX Mack by KJS OLEAR 24064 FOR 4-65024 TO 650561 READ FOR 4-65024 TO 65024 DATA 62.557,55,221.33,0 DATA 64.17.0,28,205,06 DATA 64.17.0,28,205,00 DATA 66.5,175.50.197,227 DATA 66.5,175.50.197,227

Ste and Mel, the Tefal Men, narrow their hacking skills down to a balanced diet of kettles and, naturally, day to day management of their receding hairlines. And it

- HEN DEVICONUE HALL BY THE T

For those of you reading this who are too lazy to use the effortless (and explicit) cheat mode in this corker, then I suggest a large dose of

Graham Mason's hackette to provide infinite cybers.

10 REM Cybernold 2 HACK by bride Meson 20 LET speed=21 REM 2 is norm speed change to 0-5 20 FOR 1=23296 TO 555351 READ IF ACTTY THEN, PORE LAND N

l love this game, '88's answer to Ghosts 'n' Goblins - it's brilliant, addictive, playable. difficult. So Dean Ashton has obliged, bringing you his excellent POKE with the aid of Jon North's (who else?) Firebird loader cracker thingy.

93.0,187,121,101,0 DATA 93.0,187,121,101,0 DATA 182.50,44,0.62,24, DATA 25.0,50,255,0,195,

Graham Mason's fourth contribution this month earns him the covetted Hack Of The Month award.

I haven't actually heard of this game but Khalid Jamil's hack was too much of a temptation. What could I do? Put it in the column? You bet.

LO REM Star-Filet MMCK by nJS 20 CLEAR 23999; LOAD "FCOME 30 FDR FMOCSOO TO 60540; SEAD A1 PORE *,a1 NEXT # 40 ENNODMITE URB 60500

Roy Goodall has been a consistent contributor over the months. Not surprising really considering that he always seems to come up with the most original hacks. Here's another to add to the collection.

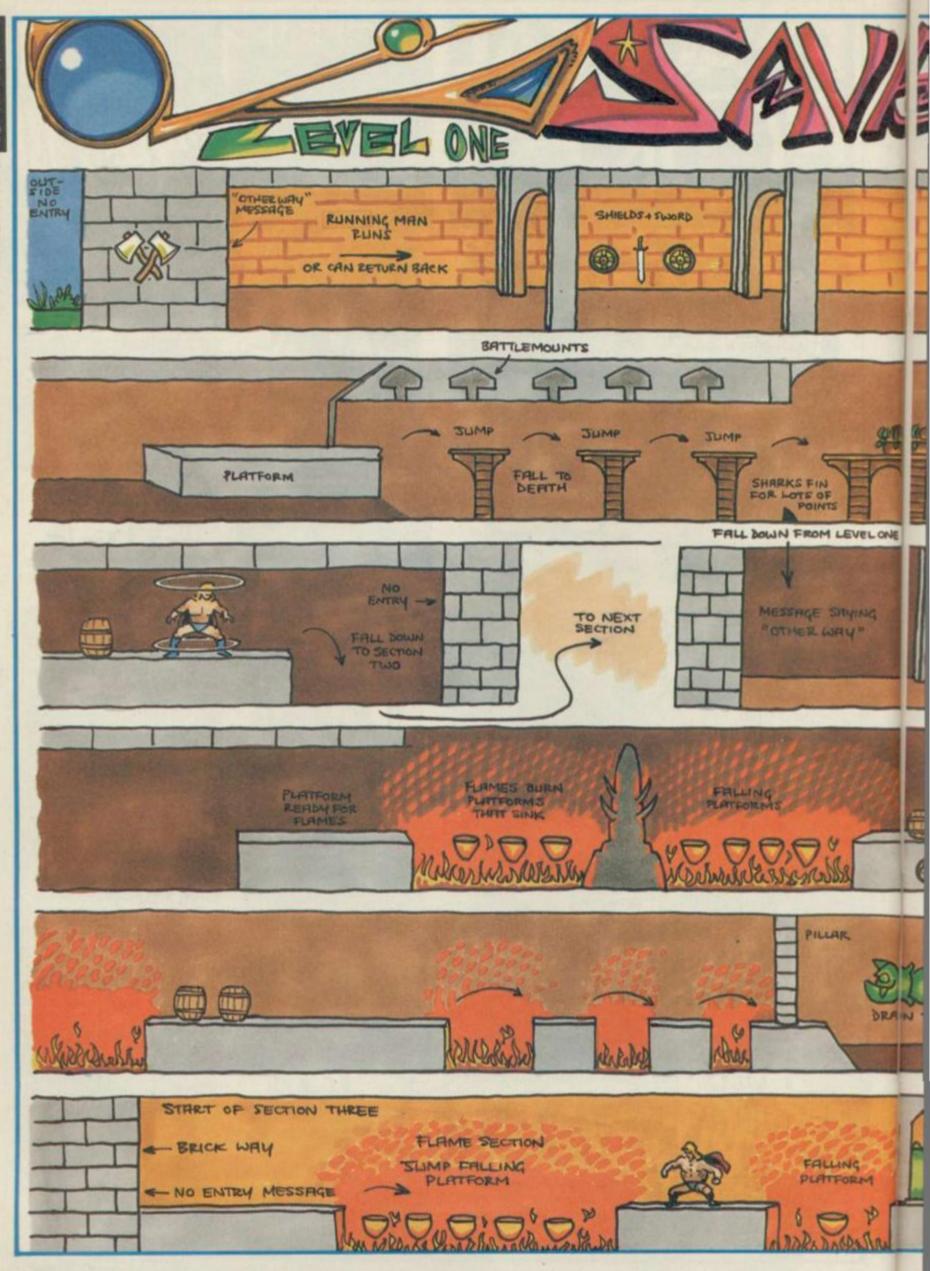
SANDONIES NON 24576

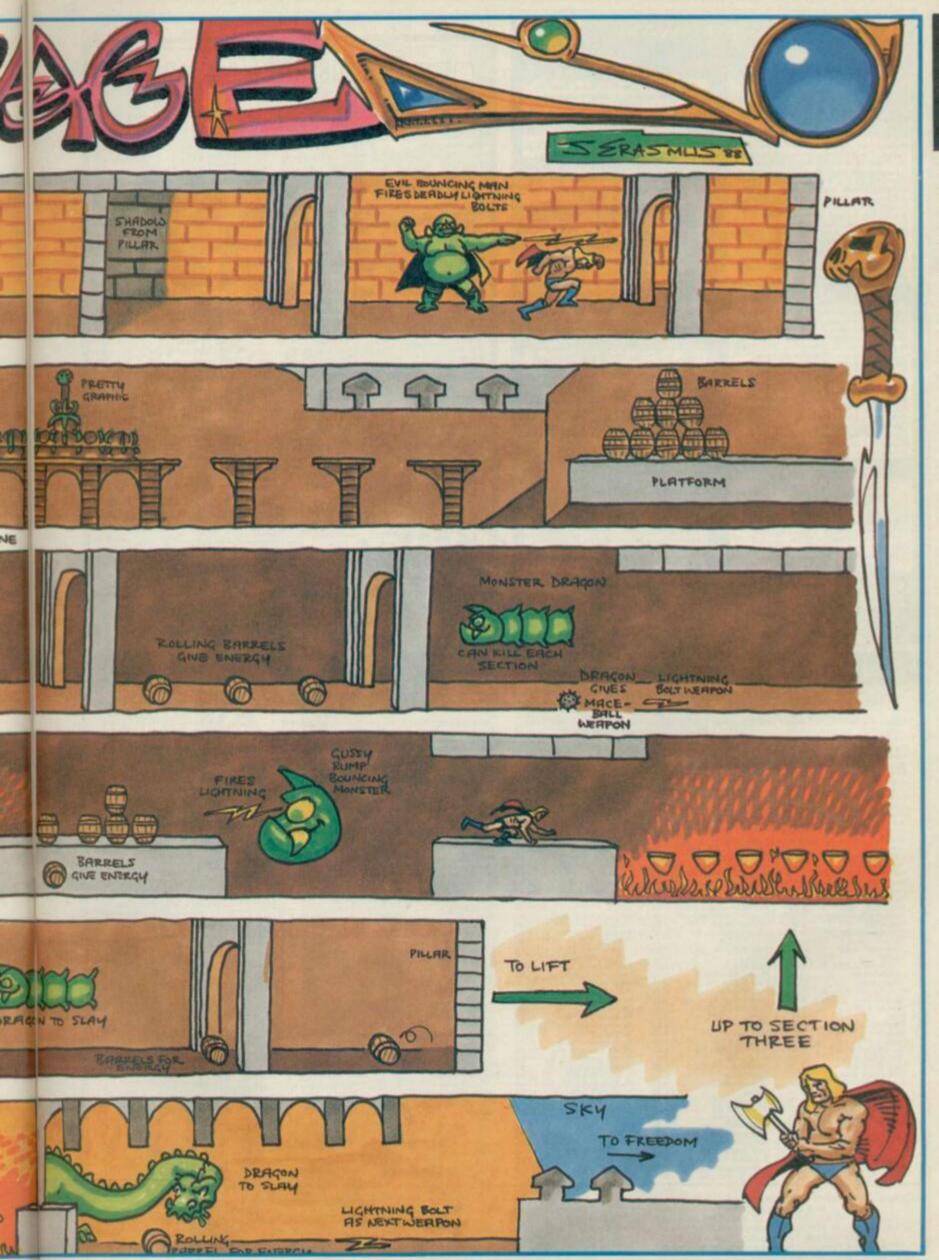
Where time stood still

Oh dear. Dean Ashton made a boo-boo with his previously published POKE for this game, and had the audacity to say it was my mistake. The fact that it probably was my fault is beside the point. I never make mistakes. Often.



Another reprint here, this time for this classic ninja "land of the rising sun" game. Graham Mason kindly submitted this for the actual game and not the demo version!







BYRITE SOFTWARE



SPECTRUM £ 1.99 EACH OR BUY TWO GET ONE FREE

Dix, Sky Plunner, West Bank, Battle of the mets, Sir Fread, Speograf, Equinox, volution, Pole Position, Toy Bizare, Fighter ot, Action Reflex, Saling, Fighting Warrior, ndestone, Red Scorpion, Fifth Quadrant, amic Shock Absorber, Pulsator, Xarq, mple of Terror, Deactivators, Bride of inkenstein, Xcel, Bellblazer, Skyfox, cker, The Big Siesze, Jet Pac, Through the p Door, Moonicresta, Rogue Trooper, racurse, Moonlight Madness, Knightmare, ler Ring, Kinetic, Mission Omega, Biggles, betars, Hybrid, 10th Frame, Triaxos, Druid Gyron, Lorde of Midnight, Life of Herry, idigy, The Eidolon, Cop Out, Dark Empire, rons Rift, Bubbler, Tempest, Twister, immaid Madness, Deathscape, Greyfell, addinger, Hacker 4, Nihillatt, Tujad, Mountie cks Deathvide, Les Filics, Impossible asion, Space Shuttle, Jerry the Gem, stat Capers.

ts Capers. see choose alternative games to avoid

SPECTRUM E2 99 EACH

SPECTRUM MISCELLANEOUS

Rotronics Waladrive + 1 Free 64K Wafa £17.48 inc pāp. Extra Wafadrive Cartridges 16K £2,99 each. 64K £3.50 each hacom Paper Black! 5 rolls £10.95 inc pāp Trojan Light Pen + Graphics Software {+2 only! £6.95 TV Apriel Systhate £1.50 tick Interface £5.95 Money Manager £2.99 izzicom (Business Control System) £2.99

SIX PACK VOL 2 £3.99 inc

Into the Eagles Nest, Batty, Ace, Shockway Rider, International Karate, Light Force.

COIN OF CONEXION £2.99 inc

LUCAS FILM COLLECTION E2.99 inc

The Eidolon, Rescue on Fractulus, Ball Blazer, Koronis Rift.

FUN PACK 3 £1:99 inc

The Hulk, Levitation, Tremor

TRIO HIT PACK £2.99

NOW GAMES 5 £2.99 inc

tional Karate, Hacker II, Pro Rebel, St Hassle, Kat Trap

KIDS PLAY COMPILATION £3.99 inc

Xeno, Bounty Bob Strikes Back, Metal Mailstrom, Starstrike, Night Gunner, L letrran, Marsport, Starrion, Monty on th

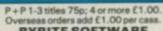
GAME STAR SPORTS PACK £3 99 inc

American Football, Basketball, Baseb

SPECTRUM EDUCATIONAL E1 99 each

Dance Fantasy, Kids on Keys, Kind Alphabet 200, Fraction Fev Agean Voyage, Make a Fa

SPECTRUM 90 GAMES COMPILATION JUST £9.95 + £1.50 P&P INC



BYRITE SOFTWARE Dept YS, P.O. Box 589, London N14 6SJ



The Instant Catalog

10 Computer Sits Val 5	8.75	C Lineber's Butshot	5.58	Question of Sport. 1.88
16 Great Comes Vol 3	8.95	Gene Over II	6.58	2-Troe 4.45
1943 - Battle of Ridear	4.25	Gase Set And Notch 2	1.75	Reade III. 5.95
4 Spoor Similators	6.45	Games : Winter Edition	1.95	Betars of the Jedi 6.45
4 Pek Tel 3	4.65	Garfield.	5.39	Beg 6.75
After Burner	1.45	Glasta	1.11	Ring Vers. 5.89
Alies Systrome	5.35	Gold Silver Brosse.	9.99	10 1.0
Arters	5.99	Goerrilla War	5.25	Read Highters 5.95
Barbarian 2	1.45	Genebly	5.45	Inhers 5.25
Bard's Tale	6.58	Sellfire Attack	4.75	for Of the Severs
Batass - Caped Crusader	5.95	Bistory is the Seking	16.95	51
Binair Commands	6.45	Impensible Sinnies II.	6.99	Salassafer 5.25
Slack Tiger	5.99	In Crowd - Compilation	1.15	Sangles. 5.08
Sestional	5.50	Intensity.	1.25	Savage 5.16
Jutcher Hill.	5.50	farate Aca	1.15	Silent Service. 6.65
Carrier Command	5.35	Ecosai Arcade Collection	E 95	Soldler Of Fortune 4.25
Circus Games	4.25	LED Stora	1.6	Space &cs. 5.99
Command Performance	9.55	Lance let.	1.15	Space Easer 5.99
Computer Senion's Diary	6.58	Lazer Squad.	4.25	Spitting lange 6.45
Crheratid II	1.50	Lest Ninje II	1.55	Street Fighter 5.85
Baler's Clympic Challenge	6.45	Leader Board Par 1	1.91	Strip Poker 2 Plan 5.25
Bark Funion	1.10	Lite Jane.	1.99	Super Hear Co. E.45
Bark Side.	6.45	Live Sof Let Die	5.99	Super Sports. 5.54
Deep.	6.18	Eagnificent Seven	4.15	Supervise - New of Steel 5.95
Souble Bragen	1.10	Barander.	5.00	Suprese Challenge 8.75
Iragu fiaja	5.95	Saria's Christans Sea	1.17	7 - Krecks 5.25
Brassic Dos.	1.50	Segr Guers Vol 1	1.15	Taite Cris-co Eita 8.95
Ichelm	5.95	Segaplar Vol I	1.33	
Sapire Strikes Sock	1.6	Sicker Soure		Techno Cop. 5.50 Thunder Blade 8.50
Repleting first Flux	1.25	Soter Sassacry.	5.25	
F-15 Strike Eagle	6.65	South Function (128 Only)	5.58	Contract of the contract of th
Fernandes Bust Die	3.99		7177	
	6.75	functors	6.50	
Final Assestt.	8.75	Right Raider	5.25	THE PERSON NAMED IN COLUMN TO STATE OF THE PERSON NAMED I
Table of Charles Avenue Control of Control o	1.15	Off Read Racing-Col	5.59	Tracksuit Manager E. 43
Flight for	1.6	Operation Wolf	5,58	Trivial Persoit MS
Football Birector	1.55	Overlander	3.25	Typioca. 5.25
Fortfell Banger L	5.19	F Beardsley Ist Football	5.25	Eltisate - The North 8.35
four fights bet	8.75	Parsenia.	5.35	Fictory Read. 5.25
Frank Brene's Hig Box	5.75	Pepel Had His Challenge	3,50	Vindlester 5.75
4 I Sers.	1.10	Power Pyroxids	5.35	We are the Champions 5.95
G Lineker's Star Secont	3.25	Pre Secont Similator	1.11	Set le Son 1.22



INSTANT, Boston House, Abbey Park Road, Leicester LE45AN

Mail Order Only. State Computer's make and model. P&P: 50p on orders under £5. EEC 75p per title. Whole World £1.50 per title for Air Mail. New titles sent on the day of release.



T 0533 510102

FOR DISK PRICES & NEW RELEASES PLEASE RING US

SHEKHANA MAIL ORDER SERVICES - ESTAB SINCE 1978

ACCESS - ORDER BY CREDIT CARD LINE 01-348 2907/340 8565 - 24 HRS - VISA * SPECIAL OFFERS ****

,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,			12		1000				Our
	Our		Our		Our	*************	Our	*** SEGA SYSTEM	Price
Spectrum Title	Price	Spectrum Title	Price	Spectrum Title	Price	*** SEGA SYSTEM ***			24.95
1943 - 03	7.25	Linekers Skill - D3	8.40	Taito Coin Ops	9.99	Master System	79.95	Rocky	22.95
4 X 4 Racing	7.25	Linekera Soccer — D3	6.40	Target Renagade - DZ	6.30	Master System Plus	99.95	Secret Command	
Action Force II - D2	6.75	ficari Warriors - D2	6.75	Techno Cop - D2	6.30		129.95	Shanghai	22.95
Action Service	7.25	imp. Mission 2 - D2	7.25	The Double	7,99	Lightpheser	29.95	Shinobi	24.95
Adv Art Studio	17.99	Intensity	6.30	The Fury - D3	7.99	30 Glasses	39.95	Shooting Gallery	22.95
After Burner - D2	7.50	Jail Break	2.99	The Games - D3	7.25	Control Stick	14.95	Space Harrier	24.95
Alien Syndrome	6.75	Iron Lord — D4	10.99	The Pawn - 128K	9.99	Control Pad	6.95	Space harrier 30	24.95
Animator I	9.99	Jewels of Darkness	9.99	Theatre Europe	4.99	Rapid Fire Unit	5.95	SpyvSpy	14.95
Annals of Rome	9.99	Jiruxter + 3 disk	9.99	Thunder Blade - D3	7.50	Konika Joyatick	12.99	Submarine 30	24.95
Arcade Force Four	6.99	Inter. Karete +	7.50	Thunder Cets — D2	6.30	Quickshot 15 J/stick	14.99	Super Tennis	14.95
Arkanoid II - D2	6.30	Knight Orc	9.99	Tiger Road - D3	7.99	Action Fighter	22.95	Teddy Boy	14.95
Artist II - 128K	15.99	Konami Coli — D3	7.50	Time Stoodstill - D2	5.50	After Burner	24.95	The Ninja	22.95
	12.99	Krylis	6.30	Time + Magick - D2	11.99	Alex Kidd	22.95	Thunderblade	24.95
	15.99	Lancarlot - D4	11.99	Times of Lors - D2	7.99	Alex Kidd — Lost Stars	24.95	Wonderboy-Moneterier	
Artura - D2	6.40	Led Storm - D3	7.99	Total Eclipse - D2	7.50	Allen Syndrome	24.95	Wonderboy	22.05
Barbarian II - D2	7.50	Live + Let Die - DZ	7.50	Treck Suit Manager	7.50	Astro War/Pitpot	22.95	World Grand Prix	22.95
Bards Tale - D3	7.99	Magnificent 7 - D3	7.50	Typhoon DZ	6.30	Aztec Adventure	22.95	World Soccer	22.95
Batman - D2	7.50	Motor Massacre - D2	6.40	Untouchables - D2	7.50	Bank Panic	14.95	Ya	32.95
Battfield Germany	9.99	M.O.T. Universe - D3	2.99	Victory Road - D2	7.50	Black Belt	22.95	Zaxxon 3D	24.95
Bionic Commandos D3		Nemesia	2.99	Vindicator - D2	5.50	Blade Eagle 3D	24.95	Zillion	22.95
Black Lamp - D1	5.50	Night Raider - D3	7.99	Virus - D1	5.50	Captain Silver	24.95	Zittion II	22.95
Black Tiger - D3	7.99	Manaells Racing - D3	7.99	Vulcan	7.50	Chaplifter	22.95		
Bubble Bobble - D1	5.50	Ocean Competition - D3		We are Champs - D3	7.50	Cube Zone	22.95	*** NINTENDO SYST	EM ***
Buggie Boy	5.50	OCP Art Studio	9.99	Wer Le Mans - D2	6.30	Double Dragon	24.95	Control Deck	99.99
Butcher Hill — D2	6.40	Operation Wolf - D2	6.30	Whirtigg - D1	6.30	Enduro Recer	22.95	Deluxe Control Deck	149.99
Carrier Command - D2	10.99	Outrun - D3	7.25	Zulu War	7.50	F16 Fighter	14.95	Robot	49.99
Cybernoid II - D2	6.40	Overload - D2	7.50			Fantasy Zone	22.95	Zapper Gun	24.99
Dandy	6.75	Pacland	8.75	**** JOYSTICKS/ACC		Fantasy Zone II	24.95	Donkey Kong 3	19.99
Dark Fusion - D2	6.40	Pacmania	6.75	Ram Turbo	14.99	Fantasy Zone - Maze	22.95	Denkey Kong	19.99
Double Dragon	7.50	Pro Soccer - D1	6.40	Plus +2/+3 Cover	4.99	Gangster Town	22.95	Popeye	19.99
Dragon Ninja - D2	7.50	Puffs Segs - D3	7.25	Plus 2 Lead	4.99	Ghost House	14.95	Tennix	24.99
D. Toms Olympics — D3	7.50	Peter Beardsley	6.75	Plus 3 Cass Lead	4.99	Global Defence	22.95	King Fu	24.99
Dynamic Due	5.50	Psycho Pigs Uxb - D3	7.99	Multiface 128K	39.99	Golvellius	24.95	Urban Champion	24.99
Echelon - D3	7.99	Question Sport - D2	11.99	Multiface 3	39.99	Great Baseball	22.95	Pinbali	24.99
	7.50	Rambo III - D2	6.30	Multiface 3 + T. Port	44.99	Great Basketball	22.95	Soccer	24.99
Elitz Empire Strikes - D2	7.50	Red October	10.99	Dual Port T/Face	12.99	Great Football	22.95	Super Mario Bros.	24.99
Explorage - D1	6.75	Road Blaster D3	7.25	Interface +3	9.99	Great Golf	22.95	Golf	24.99
Exploding Fist +	6.30	Robocop - D2	7.50	Kempston Interface	7.99	Greet Volleyball	22.95	Clu Clu Land	24.99
Flat + Throttle - D2	9.99	Roy of Rovers - D2	6.30	Cruiser J/stick	11.99	Kenseiden	24.95	10 Yard Fight	24.99
	5.50	R-Type - D2	7.50	Cruiser Clear	9.99	Kung Fu Kid	22.95	Ice Climber	24.99
Flying Shark	7.50	Return of Jedi — D2	7.50	Crystal Turbo	14.99	Lord of the Sword	24.95	Baseball	24.99
Football Director	13.99	Salamander	5.50	Crystal Turbo Plus	15.99	Maze Hunter 3D	24.95	R.C. Pro Am	29.99
	6.99	Samurai Warrior	5.50	Predator Jistick	11.99	Miracle Warrior	32.95	Wrecking Crew	29.99
F. Manager II - D2	9.99		6.30	Navigator J/stick	13.99	Missile Defence 3D	24.95	Wild Gunman	29.99
F. Brunos Bax — D3	6.75	Savage Shackled - D3	7.50	Konix J/stick	9.99	Monopoly	29.95	Gumshoe	29.99
Flintatones		Skateball - D3	7.25	Konick - Auto	10.99	My Haro	14.95	Hogans Alley	29.99
Game Over 2 - D2	7.25		9.99	Comp Pro 5000 Black	12.99	Outrun	24.95	Duck Hunt	29.99
Geme Set & Match 1 or 2	7.99	Silicon Dreams Soldier of Fortune	6.30	Comp Pro 5000 Clear	13.99	Outrun 3D	24.95	Excitability	29.99
Garfield				Comp Pro 5000 Extra	14.99	Penguin Land	29.95	Mach Rider	29.99
Gauntiet II - 02	7.25	Soldier of Light	9.99	Quick Shot II	7.99	Phantasy star	39.95	Mike Tysons Boxing	29.99
Guerilla War - D2	6.30	Sorcerer Lord	7.50	Quick Shot Turbo	11.99	Power Strike	22.95	Metroid	29.99
Guild of Thieves + 3	9.99	Stalingrad - D2	9.99	Chetah Mach I	13.99	Pro-Wreatling	22.95	Pro Wrestling	29.99
Gunship - D2	7.50	Starglider - D3	5.50	Cheetah 125+	7.99	Quartet	29.95	Stack-up	34.99
G.I. Hero	6.30	Summer Olympiad	6.40	Cheetah 125 Special	11.99	Rescue + Mission	22.95	Legend of Zeida	38.99
Lineker Hotshot - D3	6.40	Super Sports - D2	0.40	Cheeren 120 opecial	11.00	THE STATE OF THE S			

Wonderboy-Moneteria	md24.95
Wonderboy	22.05
World Grand Prix	22.95
World Soccer	22.95
Y's	32.95
Zaxxon 3D	24.95
Zillion	22.95
Zillion II	22.95
The state of the s	
*** NINTENDO SYST	TEM ***
Control Deck	99.99
Deluxe Control Deck	149.99
Robot	49.99
Zapper Gun	24.99
Donkey Kong 3	19.99
Denkay Kong	19.99
Popeye	19.99
Tennix	24.99
King Fu	24.99
Urban Champion	24.99
Pinbali	24.99
Soccer	24.99

RAMSO 3
Double Dragon£7.60
After Burner - cass £7.50 After Burner - disk£10.99
Operation Wolf cass £6.30 Operation Wolf disk .£10.99
Thunderblade - cass £7.50 Thunderblade - disk£12.99
Carrier Com'd cass£10.99 Carrier Com'd disk£10.99
R-Type - case

TITLES TO CLEAR ALL AT ONE PRICE **£2.99 EACH**

E2.99 EACH
NEMESIS, QUAZATRON,
RAMBO, INTERKARATI,
FIGHTING WARRIOR,
FIGHTING WARRIOR,
FIGHTER PR.OT.
HEARTLAND, SHAKE,
WINTER GAMES, ROBOT
MESSIAH, RYGAR, HEAD
OVER HELS, FALCON,
BLOCKBUSTERS, V. ENIGMA
FORCE, RANA RAMA,
GAMBLER, MAG MAX,
DYNAMITE DAN, ZOICS,
RAID OVER MOSCOW,
WHAM, 48K, MATCH POINT,
AVENGER, JET SET WILLY,
SAMURAI, SAM CRUISE,
GHOST + GODILIN, NOW
GAMES 3, EAST ENDERS,
BALLRI, AZER,
MATCHFISHING,
Please note these are in short
supply so please give
alternative choices

ALSO AVAILABLE ON DISK FORMAT: D1 = £9.99 D2 = £10.99 D3 = £12.99 D4 = £14.99

MAIL ORDER CUSTOMERS

Please make cheque/PO payable to: S.C.S. (YS), 655 Green Lanes. London N6 0QY, P&P. Add 550 in UK, EEC add £1.00 per item, elsewhere add £2.00. Add £5 for all machines + £1.00 for Joysticks & Accessories. Please give alternative choice in case items are out of stock. Tel: 01-348 2907, 340 8565, 631 4627.

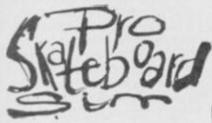
PERSONAL CALLERS

Cellers can pick up software at our branches at: 221 Tottenham Court Road, Landon W1R SAF inr Goodge Street Stn.) or 655 Green Lance NS OQY Inr. Tumpike Lane Stn) on production of this advert we will give you 10% off the RRP of Software which appears on this advert lexcept Sega + Nintendol

CREDIT CARD HOLDERS
Access and Vise Card Holders ring: 01-348 2907, 01-340 8565, 01-831 4627

Credit Card orders despatched same day subject to availability. Please note we also stock telephones, cordless, accessories. Answer Fax, Copier, Calculator machines. Tel: 01-436 9590

PART TWO



lan Crome, the man they make car bumpers from, is back with his compact, shiny and guaranteed-to-work hack for another of those Code Master simulator thingies.

	CLEAR SAPPI	
20.	FDR H+65000	TO 650254 READ
AS P	DIE TIVES NES	IT A
100	MANUSCRY 7 TE -1	INFE AMOUNT

I haven't heard of this game either but I can guess what it's about. And if you use the Tefal Men's POKE, you'll be guessing all the way to the end of the game.

10 REM SAMEMAT WARRION by el-terato Meno 20 FOR FRADITY TO GOARD: FORE 6,1581 MEXT # 30 LET 1-0 40 FOR F-405FF TO 406541 READ

Yet one more game I never knew existed! Well there you are (cor blimey and expressions to that effect). lan Crome's done it and now he's

going to wipe it up.

NEW HOPPER CHOPPER NACK by

Another Speedlock game has had its loader severed by the notched axe of Jon "the barbarian" North's multihacking system. And it's not that big considering it hacks all three parts.

REM Jos Rorth/Graham Mason

MEM Speedlock 5 Multipoke

MEM Hello Simon Berty 17

LET trol. FDM 4-3a4 TO 30249

MEMD at FORE 4.a

LET trol. FDM 4-3a4 TO 30249

MEMD at FORE 4.a

LET trol. FDM 4-3a4 TO 30249

MEMD at FORE 4.a

LET trol. FDM 4-3a4 TO 30249

MEM 4-50252 TO Lety MEAD 4

IF a/200 THEM BYOP

POSS 4.a

LET trol. FDM 200 TO 120

POSS 5.a

LET trol. FDM 200

MASA 21.42.44.118.227

DATA 21.42.44.118.227

DATA 31.40.47.46.118.58

DATA 50.118.205.86.5.48

DATA 50.118.205.205.35

DATA 35.205.86.5.48

DATA 100.89.126.254.145

DATA 100.89.126.254.145

DATA 17.33.17.1.6

DATA 25.100.89.126.254

DATA 25.205.86.54.127

DATA 27.83.200.89.24

DATA 27.83.200.89.24

DATA 27.83.200.89.24

DATA 27.83.200.89.24

DATA 27.83.200.89.24

DATA 27.83.200.89.24

DATA 27.23.24.20.35

DATA 27.25.254.12.32.40

DATA 27.25.254.12.32.40

DATA 27.25.254.27.79

DATA 27.17.200.89.6

DATA 27.17.200.99.395

DATA 27.17.200.995

DATA 27.17.200.995

DATA 27.17.200.995

DATA 27.17.200.995

DATA 27.17.2

DATA 1.55,0,237,83,1,120 DATA 237,170,62,195,50,0 DATA 120,195,201,126,243

Multifaces are the spice of life, a beauty spot on the alabaster face of hacking, a jewel in the Spectrum's crown, bane of all protection systems and games. (Get on with it! Ed) And if you own one then why not use a few of these petit POKEs

unromantic (groan) listings. You can thank Gad Shaw, Gareth Teague, A. Watson and everyone else for these.

as opposed to those

GAME

ARCTIC FOX CYBERNOID II

DRACONUS

EMPIRE STRIKES BACK FOXX FIGHTS BACK JOE BLADE II

LAST NINJA II ORBIX THE TERRORBALL NORTHSTAR PINBALL SIM PRO SKATEBOARD SIM SAMURAI WARRIOR SOLDIER OF FORTUNE

STAR PILOT TYPHOON VINDICATOR pt1 pt2

pt3

VIRUS

58309.0 25427.s 26896.0 64215.0 62866,0 43624.0 48071.0

58108,20:58109,225 59116,20:59117,225 36578,198 32188.0 48371,52 35237,0

34281,0 33013.0:37866.0 46691,0 45337,24:50175,24

44130,0:44393,0 39143,0:39303,0 33448,0:34064,0 34139,0:34203,0 38631,0

later use.

rewind to start.

35055,0 34364.0 44945.0

EFFECT

Missiles & mines S = speed(0-3)Immunity Lives Flames Shields Lives Complete subgames Lot of time Lives Lives Lives Balls (no it's true) Lives Lives Lives No need tablets Lives Lives

Lives Lives Rockets Time Lives Lives

This is the part when I honour

those hackers who either sent their hacks in too late or sent in

these pages: Mark Dow, David

Gilmore, David Smith, David

hacks already published in

Foskett, Gareth Teague, Steve Tomlinson, J.N. Cantrell and Mrs S.A.

5) Play rewound game tape. If the POKE is of the Multiface variety:

4) Type RUN followed by enter.

2) Save the POKE to tape for

3) Insert game tape and

1) Make sure your interface is firmly connected to the rear of your computer.

2) Load the game.

3) When the game has loaded, press the red button.

4) Press T then SPACE.

5) Enter the address.

6) Enter the value for that address (the number after the comma).

7) Press ENTER.

8) Press Q then R.

Well that's the end of this anniversary anthology. Hope it fulfilled your gameplay needs. And if it inspired you to tear apart any nearby games then send the results to David McCandless, Practical Pokes, YS, 14 Rathbone Place, London, W1P 1DE. I'll be back next month. See you then.

Hamilton.

Examine this section to find out how to work them thar' POKEs, y'know. If the POKE is a BASIC listing:

1) Type in the listing exactly as it is in the magazine.



es, it's that little man all bound up in strips of black cloth again, the wacky old System 3's Last Ninja II, and it's been cracked by Jason Richardson, ICKY (John Paul Margerison), and Allen Walsh. To begin with we've got the tips, and then the maps of the first two levels to help you along. Okie dokie, take it away, blokes.

• Level One
Go behind the curtain and punch the box which flashed as you entered. Return to the first room and fall down the open trap door, which will put you in a room with a key in it. Pick this up and leave. On the next screen leave by the bottom of the screen. In the next screen there are some

next screen leave by the bottom of the screen. In the next screen there are some shuriken in a box. Pick them up. Go through the gap in the wall and into the next room, where you will see the knife juggler. Get past him and into the next room. Throw a

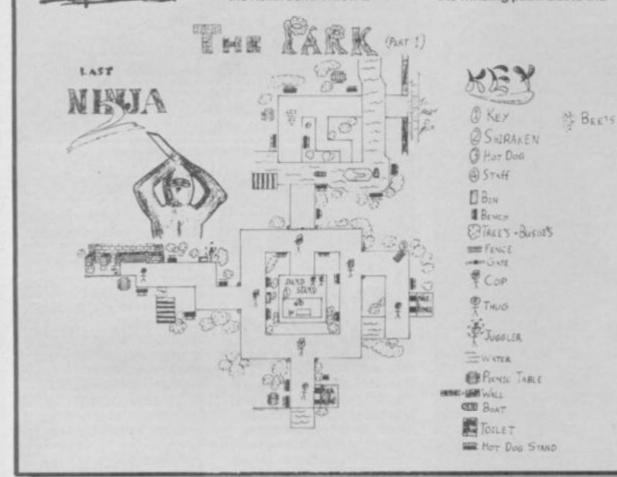
shuriken at the man here and pick up the map. Then climb the wall bars and leave by the left of the screen. Next jump the gaps and pick up the pole, then jump back into the next room. Walk backwards into the wall bars and you will climb back down them. Leave and go past the juggler, in the next room leave by the right hand exit. Go through the gap in the wall and enter the next room. Throw a shuriken at the man and pick it up whilst in the womens toilets. Retrace steps to the hole in the wall and leave by the top exit. Go through the gap in the wall and into the next room. Throw a shuriken at the man and pick it up in the womens toilets again. Leave the room and pick up at the hot dog stand. Leave by the top exit and you should be at the gate room. Go into the middle of the gate whilst holding the key, pick up, leave the room by going through the gate. Jump the river by using the boat, this needs practice, and leave. In the next room are some killer bees. Avoid these and go up the winding path. Get to the

middle of the path and run and jump, onto the island. Go to the bushes and poke the boat with the stick. It should move away. Then get onto the bottom edge of the island, and run and jump back onto the path. Now cross the river by using the boat, and leave the park to access the second load.

· Level Two Leave by the bottom exit and cross the road, although never cross when the lights are flashing. Cross the road again in the next screen and run along the street in the next and into the next one. Here pick up a hamburger and go into the next screen where you pick up the bottle. Cross the road and follow the pavement around until you reach a dead end. Here you will see an open door. Pick up when you are in the door. Now retrace to the Eats shop and cross the road. Follow the pavement round into the next screen and go around the corner and leave by the bottom exit. Pick up a hot dog next and carry on running in the same direction and you should enter a room with a manhole cover in it. While you

are holding the object from the open door, pick up when on the manhole cover, and fall down this to access level three.

· Level Three In the first room ignore the door and leave by the top exit. Go through the door into the next screen and stay close to the wall. Leave by the door. In this room pick up the key and leave by the door. In the next room stay on the paving stones nearest the door and run and jump the gap into the next room. Be careful in this room as the hole in the room you have to jump looks like a step upwards. Jump the hole in the next screen and fight the man. Follow the pathway round the outside into the next room. In this room you will see a grate, use the key on this and walk backwards down the hole.





Here's a game I haven't tipped before. Who's presenting this little jobby? Colin and Gavin Young, eh? Okay peeps, lets see what you've got.
CONCISE TIPS

(Tsk! Phil)

The price of the weapons on each level doesn't vary, so you can calculate how many credits to spend on armour so that you have enough money left to buy weapons.

 Don't go on a spending spree if you have money left.
 Carrying too much reduces the action points available to a man.

 Weapon choice: Listed by cost.
 Heavy Laser – powerful, with loads of ammo, but heavy and burdens your man reducing action points.

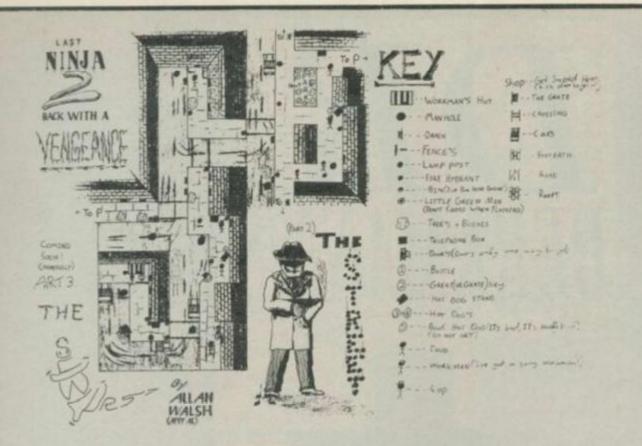
Marsec Autogun — best all-round weapon. M4000 Autogun — the best budget gun, but lacks accuracy of the Marsec.

L50 Las-gun — not very powerful or accurate.
Sniper Rifle — lacks autofire but is cheap, powerful and the most accurate.

Marsec Pistol — has autofire, but lacks any power. Dagger — very good for close combat, if you can ever get it. AP50 Grenade — good for blowing up operatives who are waiting on autofire around a corner. Get out of range before it blows, and remember to prime it before you throw it. Rocket Launcher — a luxury for the early levels, power is awesome but lacks ammunition and has a nasty habit of blowing up the user if he's too near to the target.

 Take your time, you always have plenty of turns. Explore the area carefully and always leave your men on autofire.

Use a couple of men to guard



Walk into the next room and leave by the farthest exit, walk through the next screen and in the screen after that leave by the middle door. Don't use the doors here, follow the path around the side, when you reach the next set of doors use the door nearest the ladder. Run through the next screen into the alligator screen. To get past the alligator go to the right hand side of it and when it comes out, dash behind it, entering the fourth level.

· Level Four

Go through the boxes at the top of the screen and climb the ladder on the next, returning to the first room to pick up the credit card. Follow the catwalk around until you see a gap. Enter this and pick up the chicken leg off the plate. Retrace your steps and go down this backwards. Leave by the top of the screen, and go around the corner in the next screen. This takes you to a screen with carts in it. To get past these go right to the boxes and just run across the tracks.

In the next screen go round the corner into the next, where you will have to jump the electric wires and walk into the next screen. Go round the corner and you should be in the room with pillars in it. Jump from one pillar to another until you are on the pillar opposite the man. Move close to him until he moves into action and fight him. Once you have killed the enemy jump onto the rest of the pillars and on into the next screen. Go round the box in this room and into the next room which should be inside a building. Leave by the right hand side of the screen and you should see the panther in the corner. Hold the chicken leg and go to the panther. When he raises his head, pick up and he will start to chew. He will then get up and lunge at you. Just as he is about to lunge, move away. The panther should have moved forward and you can walk behind it into the next screen. Fight the woman here and hold the credit card. Go to the control panel on the wall and pick up, the lift should come down. Get into it. Now load level five.

 Level Five Leave the first room and enter the door in the next. In this room pick up at the computer terminal facing forward and you should be given a number, leave and follow the corridor around until you come to the room with two doors. Enter the first door and pick up the shuriken off the table, leave and enter the second and while holding the number picked up at the computer terminal, a door will open, enter this and you will see a ladder in the next room, climb this and go through the door at the top. Go through the door in the next room and you should be in a room with a giant fan, this next part is tricky you have to position yourself right up close to the fan so that you're not being blown away, then move to the far end of the fan shaft and throw a shuriken, the fan will stop, move to the grate and pick up, and the grate will pull away. You will be on a ledge, run and jump off the left hand side of the screen onto another

ledge, fight the man and then go round the corner into the next screen. Fight the man here and climb the ladder, avoid the man in the next room and leave by the top of the screen. You will now see a helicopter, go to the very top corner of the building and move about a centimetre to the right, face the helicopter and pick up, you should now take off with the helicopter and access level six.

Level Six

Drop off the helicopter onto the nearest pillar, then jump to the pillar which is on the slanting bit of roof, walk left onto the walkway and walk onto the next screen. Fight the man here and walk backwards into the skylight and you will fall into the mansion. Do not use the door in the first room but walk into the second screen and use the door there, pick up the object from the wall and return to the first room and use the door now. In this room you will see a hole in the wall, and you will fall down into the kitchen. Doing it this way prevents you from setting off the alarm, which you would do if you went down the stairs. One last tip is that if you do set the alarm off, go to the room next to the kitchen and pick up at the control panel in the bookcase and this will turn the alarm off. In the hallway at the bottom of the steps look carefully behind the plant, there is a door, go through the door down the steps and pick up at the control panel in the wall. Enter the door and get through the barriers into the steam room. Open the second door last and the steam will move so you can get past, walk through the next room and into the room with the giant star on the floor. Pick up at the picture and this will reveal a wall safe, pick up and you will have to enter a code, this is the code from the terminal in level five, the orb will now be revealed.

And that's it, you're going to have to work out how to beat Kunitoki yourself."

the rear of your squad.

 On higher levels always scavenge the dead operatives for weapons. They always seem to carry valuable ammunition.

. The Assasins: On the first skill level you can equip your men with rocket launchers and blow up the house (and Sterner Regnix!) without even entering the building. On later levels better progress can be made if you split your squad into two parts, one at each end, and explore the building carefully.

• Rescue From The Mines:

Before you use the explosives, which you need to blow up the prison door, move the prisoner away from the door as he will be caught in the blast. When blowing the door always remember to prime the explosive before dropping it, but make sure you allow yourself enough time to get clear of the explosion. As previously mentioned, try to get the video key as this will allow you to ambush the enemy."

And very nice too, chaps. Well done. And by the way, why

haven't more people tried to map these sort of strategy type games? Hmm? Cheers ears.



So that's all we have time for. It's getting a bit cramped in the shop and I better stop, 'cos my nose is pressed onto the window as it is. I've got tips up to my bum, and that's no fun, chum. So we'll have to wait until next time for any more stuff. Keep pouring your tips into the postbox and I'll keep mopping 'em up and printing them in the shop. Just parcel them up and send them to Phil Snout, Your Sinclair, 14 Rathbone Place, London W1P 1DE. And don't forget any ones we print win an 'I've Got Big Tips' badge. Worth ... ooo ... at least a couple of bob. Byeeee!!!

oo ur gosh! I mean, that's what I call a postbag! Billions of letters this month, so let's can the jokes and get on with it, awight? Awight.

TRAP DOOR

Twas Leigh Loveday, if you recall, who wrote a month or two back for assistance on this spankiest of Don Priestley games (I always found the others a bit tricky, myself). His particular gamesnag was that he could get rid of neither bird nor skull. Quoth Christopher Beard "It's easy to get rid of Boni the skull." I might have guessed. "All you do is pick it up, and to get rid of it you walk to the room on the far right, the one with the red weight in it. Walk behind the weight and drop the skull. Then hold down the 'right' key and when you can go no further walk down and hold down the 'right' key again. The weight will go halfway up and it will fall down and crush the skull." Poor Boni Ugly little blighter, I know, but do you really want to crush his skull? "Well, of course.

But what about that fowl? Step forward our old mucker Rich Pelley. "Get the frying pan and walk two rooms to the right and drop it in front of the stove. Then go back and let the bird out of the trapdoor. Put an object on it (you're meant to use the bullet but it doesn't really matter) and when the bird's flying over the trapdoor, open it and it'll hit the bird, whose eyes will bulge. Follow the bird to the right and pick up the frying pan you dropped earlier. Stand so that the bird's tail is just touching the top of Berk's eyes, and you should then catch the egg that it

"After doing this four times, put the pan on the stove, wait 'till it flashes and send it up. As long as you've hit the bird four times, it will then stop over the trapdoor and fly down when you open it."

"Oh, by the way, you don't need to get rid of Boni the skull – he's meant to help you." Aha!

THE INCREDIBLE SHRINKING FIREMAN

Yup, Stuart Dawson was awash with foam on this one, and was particularly keen to know which were the useful items, and which he shouldn't bother about. Step forward Richard Swann, a Clinician who tells me that his middle name is Picton — so clearly a fascinating bloke. But he knows his firemen, it seems.

"Certainly do, chummy. The useful items to pass doors and things are: ID card, set of keys, skeleton key, red key, blue key, yellow key, firemen's axe. And I've even gorra POKE for the game as well.

BERKMANN'S CLINIC

1 CLEAR 24999: LOAD ""CODE 2 POKE 23336,195: RANDOMIZE USR 23296 3 POKE 60217,167: RANDOMIZE USR 49605"

Bonzer stuff, Richard, and there's a luxury plastic-plated 16colour (15 of which are white) Tipshop badge on its way as I write (not this, but as I write a letter to my aunt in New Zealand in about six months time. Hee, hee, hee!).

KING'S KEEP

Now here's a game that really got our complete solutioners going this month. I'm afraid that I can't give any of you the full three games (seeing as I've already given 'em to Rich Pelley earlier) but a consolation game goes to old trouper Leon Felgate, or Felger's as he's now known to Clinic regulars. Mr. D P Haworth, who originally wrote, will be receiving a copy of the Felgers solution by return of post, but meanwhile here's a heartfelter from David Aitken,

who wants to know what to do with the stone bucket, the soap. the towel, the wine and the Picayune? "Also, how do I invoke the sleep spell?" Hang on, hang on, one at a time, John. The wine is useful just as something to stand on to get a bit higher (such as out of the Jester's Room). The towel you should give to the hag in the Prison Cell. As for the bucket, fill it with water in the washroom and take that and the soap to the hag and she'll give you a feather, You'll need this and the Picayune before you use the scroll and invoke the sleep spell. Oho! I'd forgotten what a good game that was.

MEGABUCKS

Another splendid solution to this from Kirsten Scott and, oh all right, I'll give you a game too (Don't tell the Ed or I'll get it in the neck for all this generosity!).

Peter Moffatt was wondering a month or two back how to get past what he called the security base, and being an old thicko, I forgot that he actually meant the alarm system in the mansion.

Tis simple, Pete — well, ish. All

you have to do is leg it into the mansion, grab the alarm switch, and turn it off. Any other gamesnags with this cracking cheapoid?

HAYLP!

An absolutely gigantic section this month, so remember — anyone who helps the gamesnagged gets a badge, and for the best complete solution I get each month, there'll be three spanky new games as a prize! Right, let's get on with it.

Andrew Tate, first off, sent me a fine solution to the Rastan probabove (for which many ta's), but he's glued up in Bionic Commando. "How on earth do you kill the huge robots at the top of level two? Every time I go near them, the bricks they throw, or the robots themselves, always kill me."

Colin O'Neale, meanwhile, is stuck on that nastiest of coin-op conversions, Dragon's Lair. "I can just get across the first set of burning ropes. I know that when you get across, you go up on the stone that you jump onto, and I know that you have to stop when you get to the next set of ropes. But that's where I'm really stuck I can't get him to jump from the stone that has taken him up." Sorry, Colin, haven't the foggiest what you're talking about there, but does anyone else? We need your help. (I feel like Shaw Taylor

S. Birch has come to a standstill in Stifflip & Co. "I have only got as far as the gold and have scored 69 per cent, but I can't get any further." Ring any bells?

Tom Ireland, meanwhile wants help with Contact Sam Cruise. "I don't know what to do when you get to the top floor of the Hotel Royale." Me neither, old cauliflour, but someone out there just might . . .

Signing his letter 'yours hopefully', Mark Hodgkins has not one, but two gamesnags ruining his life and turning his brain to peanut butter. "Please, please, please could you tell me what I do once I have hypnotised Eddie in Journey To The Centre Of Eddie Smith's Brain. I also can't find the bomb.

"And in The Great Escape, how do I get the pen and paper from the bottom hut as I am stuck with this one too."

Finally, here's S. Rudd who wants help on Seabase Delta. "How do you wake up the hen? How do you use the seesaw? How do you open the sliding metal doors?" D'you know? Drop me a line and you could win a badge!

And of course if you have a complete solution to any of these, you could win three ripping new games! Send your tips, snags and solutions to Dr B's Clinic, YS, 14 Rathbone Place, London W1P 1DE. Yo ho!

520ST-FM SUPER PACK



ARCADE GAMES

A District Land		20000
Arkanoid II	Imagine	£19.95
Beyond The Ice Pa	slace Elite	£19.95
Black Lamp	Firebird	£19.95
Buggy Boy	Elite	£19.95
Chopper X	Mastertronic	€9.99
Ikari Warriors	Elite	£14.95
Marble Madness	Electronic Arts	£24.95
Quadrallen	Logotron	£19.95
Ranarama	Hewson Consultants	£19.95
Return To Genesis	Firebird	£19.95
Roadwars	Melbourne House	£19.95
Starquake	Mandarin	£19.95
Test Drive	Electronic Arts	£24.95
Thrust	Firebird	£9.95
Thundercats	Elite	£19.95
Wizball	Ocean	£19.95
Xenon	Melbourne House	£19.95
Zynaps	Hewson Consultants	£19.99

Elite £19.95 Tynesoft £19.95 Tynesoft £19.95

PRODUCTIVITY SOFTWARE

Triangle Publishing £49.95

JOYSTICK

Atari CX40 Joystick Atari Corp £4.99 FREE ATARI BUNDLE VALUE:£458.97

With SC1224 colour monitor: £698 ₩ With SM124 mono monitor: £498 ttp

IOW WITH TV MODULATOR



£598 109 With SM124 mono monitor With SC1224 colour monitor: £798 %

(Spreadsheet) £149.95

ATARI 1040ST-FM VIP PROFESSIONAL MICROSOFT WRITE SUPERBASE PERSONAL (Database) £59,95 (Language) £24,98 BASIC DISK & MANUAL

NORMAL RRP: £884.82 LESS DISCOUNT: -£385.82 PROFESSIONAL PACK PRICE: £499.00

2Mb & 4Mb MEGA ST



PageStream

OMPUTER

WITH BUILT-IN 1Mb DISK DRIVE



The value for money offered by the Atari ST range is reflected in the Explorer Pack featuring the \$20ST-FM computer with \$12K RAM. The \$20ST-FM computer now comes with a built-in 1 Mb double sided disk drive as well as a free mouse controller and a built-in TV modulator. The new \$20ST-FM Explorer Pack includes the \$20ST-FM computer, the arcade game Ranarama, a tutorial program and some useful desktop accessories. In addition, if you buy the Explorer Pack from Silica, we will give you the Silica ST Starter Kit worth over £200, FREE OF CHARGE. Return the coupon for details of our Starter Kit and of the full ST range.

+ SM124 mono monitor: £398 tts

+ SC1224 colour monitor: £598 #

WITH EVERY ST - RETURN COUPON FOR DETAILS ALL PRICES QUOTED INCLUDE FREE UK DELIVER

SILICA SHOP

SIDCUP (& Mail Order) 01-309 1111 DATA 4DX

01-580 4000 WIP OBA LONDON

To: Silica Shop Ltd, Dept YOURS 0189, 1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX

PLEASE SEND FREE LITERATURE ON THE ATARI S

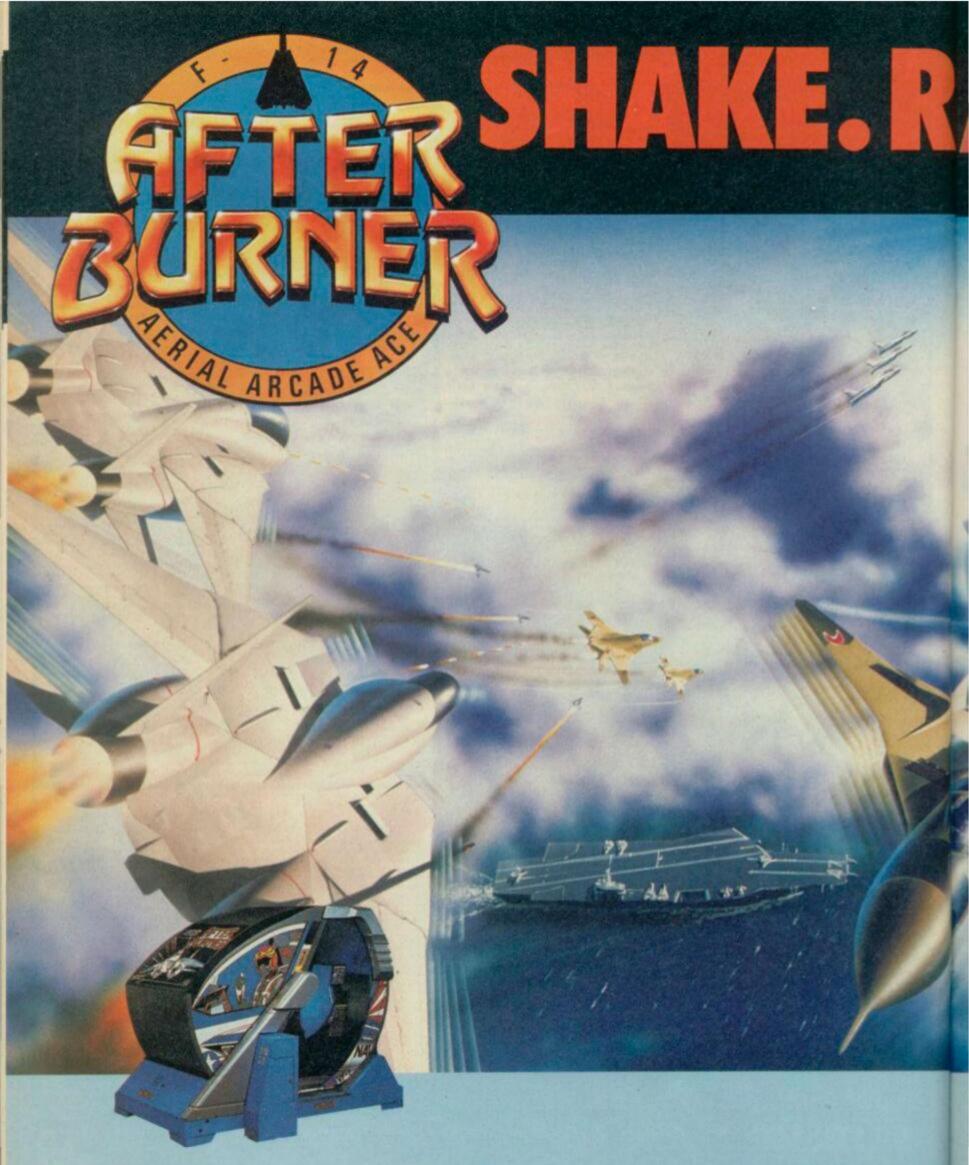
Initials

Mr/Mrs/Ms.

Address:

Do you already own a computer If so, which one do you own?

DTP [







AFTERBURNER - 'THE ARCADI'S

Afterburner™ Sega® are trademarks of Sega Enterprises Ltd. Game has been manufactured under license from Sega Enterprises Ltd., Japan. Marketed and distributed by Activision. 🛎 📟 🖾 Mail Order: Activision, Blake House, Manor Farm Estate, Manor Farm Rd., Reading, Berkshire. Consumer Enquiries: 0734 311666 Technical Support: 0703 229694.

Available on C64 cassette (£9.99) and disk (£14.99), Spectrum (£12.99)

Amiga (£24.99)

ATTLE. ROLL IT.



Amiga screen shots shown

ST screen shots shown

DESENSATION OF THE YEAR'

99), 99) white-knuckled realism of a supersonic dogfight at home! Using your heat-seeking missiles and laser anti-aircraft fire, can you be top gun against a seething supersonic swarm?

AFTERBURNER - You've played the arcade smash - now experience the

Experience brain-numbing G-forces; bones rattling with the body-jarring pitch and yaw . . . scan with your radar, lock on your target and FIRE!

Amstrad cassette (£9.99) and disk (£14.99), Atari ST (£24.99), and MSX (£9.99).



Hi ho, hi ho, it's ajuggling we will go . .

Double Dragon,
Thunder Blade,
Netherworld,
Technocop, all these
and more (MORE!)
come under the
eagle-eyed scrutiny
of our 'crack' team of
joystick heroes.



YS Seal Of Approval

All games reviewed in Screenshots are finished products.

NETHERWORLD Hewson/E8.99 Cass/E14.99 Disk

Macca There you were — a swivelling Polo-mint of a spaceship spinning in an endless flickering orbit when wham! Michael Jackson released another single and suddenly you were in Purgatory, doomed to gyrate and flicker in stasis for the rest of eternity (cue short burst of Vincent Price cackling).

But old Purgatory (or 'Netherworld' as the inhabitants know it) is a weird old place, populated by lost souls and theatre actors. Diamonds litter the place, just panting to be collected. And then there's the fact that you can buy your way through the ten levels, and then — wonders upon wonders — escape. Say no more.

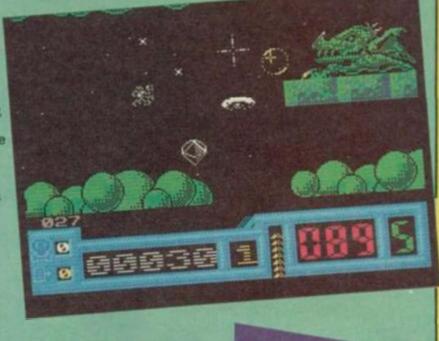
The apparent idea to
Netherworld is easy. A simple
case of cavorting your disk
around ten slyly designed and
cunningly intricate scrolling
levels, seeking out and collecting
the correct amount of diamonds
within the time limit; and then
what could be easier than
swanning to the nearest teleport
and translating your atoms to the
next zone?

Except, it's not quite that easy. For a start, there are various alien hazards out to put a permanent end to your convolutions. Demons squat malignly here and there, spurting a host of flickering globules which hurt. You can shoot them of course, and that's recommended when you consider they turn into bonus yum-yums when punctured by a laser bolt. The bonuses can either be delectable (extra lives, extra points, demon banes and wall breakers) or detrimental (energy drains, loss of steering

Then you have to cope with the practically indestructible mines. These ballistic bunions have a tendency to hug the landscape, bounce up and down, or just follow you around like radioactive sheep (baaaaaaabooooom!)

On top of that, there's the fact that the diamonds aren't just located in 'obvious' corners and junctions. Instead they're deviously located in the seemingly-impervious-brick-box or the small-area-of-the-screen-covered-in-mines.

And if all that wasn't enough, you've also got an unbelievably tight time limit. Despite the possibility of collecting the odd hourglass to restore 30 seconds to the clock, or using the many teleports for swift transport around the level, the limit is tough with a capital, emboldened, italic, 72 point 'T'. I guarantee every level will end with you frantically searching for the last diamond while the final three seconds drain away.



Netherworld's graphic are a bit of a let down. They are simply 'okay' and adequately suit the plot of the game (with demons, devils and other 'after-life' images among them) but they are a little bland and superficial. Colour is put to good liberal use.

But aaaarghhhhl! The moving graphics flicker abominably. Terrible. Yuck. Ick. Bleueegh! Perhaps it's to suggest the flickering 'nether' part of the world, but it turned me right off. The four way scrolling is a slight consolation I suppose — it's fast, smooth and — heaven be blessed — flickerless.

However, the graphics don't matter when compared to the playability. If you strip away the blanket of sci-fi babble, the ethereal graphics and the confused setting, you've basically got a game not unlike the classic *Boulderdash* with the identical captured addictiveness. Each level is a puzzle which once solved is no longer a problem.

This is not a classic but not a turkey either. It's suspended somewhere high-up between and it unashamedly maintains Hewson's reputation.

It's not instantly likeable. Give it a chance, water it, keep it away from caterpillars, and it'll grow on you.

YS CLAPOMETER

Boulderdash minus Rockford and gravity, plus a polo mint and sci-fi storyline. Flickering graphics but brilliantly balanced gameplay and — man! — it is addictive.

GRAPHICS PLAYABILITY VALUE FOR MONE ADDICTIVENESS







REVI

Gremlin/£12.99 cass
Matt This is a real shoot 'em up fans' compilation. So what if the gameplay for most of these is more or less the same — flip from screen to screen blasting alien nasties — if there is enough addictive fun to keep you coming back again for 'just one more try'. Yep, there are no real duff games here at all, and at £12.99 it's a bargain squire. The only problem will be that all you keen little games players will probably little games players will probably have most of these already. Anyway, let us take a gander at what you get for your money.

This really is archetypal stuff—one lone spaceship scrolling through a host of aliens—in the mould of *R-Type* and so many other arcade games. There are extra weapons to pick up—like you do—and attack patterns to memorise and everything is exceptionally clean and smooth. Sprite design isn't particularly stunning though. The collision detection seemed slightly out to me as well—jyou find yourself screaming "What hit me?!" every few minutes—but that said it plays rather well. Back in August '87 when we first reviewed it we gave it an 8.

EXOLON

This one got a megagame and I see no reason to dispute that score. This really is a corker with the most gorgeous explosive effects when you destroy anything big — like a rock or a gun emplacement. You play a little man in a space suit — or rather a series of space suits, because the game lets you change into extra tough in beety exoskeletons occasionally to make wading through the nasties a little easier.

Besides the various waves of hostile aliens — including sneaky little beggars that come up behind you (oo-er) — there are also furnry things that shoot you are the sixtle easier and the process of the sixtle easier alies of the sixtle easier and the sixtle easier alies of the sixtle easier and the sixtle easier an

behind you (oo-er) — there are also furny things that shoot you into the air if you stand on them, teleports which take you elsewhere in the killing fields, and plenty of alternative routes to take. It all adds up to a pretty spectacular shoot em up with a hint of strategy and addictiveness coming out of its eyeballs. Not only that, but the central sprite has a lovely walk(!). A classic from programmer A classic from programmer Rafaelle Cecco, about whom more later.

XEVIOUS

Another spaceship shoot 'em up, but vertically scrolling this time.

Big mother ships abound — surprise, surprise — and there are some quite devious touches like floating mirrors that reflect your fire back at you. US Gold originally converted this one, and went for the fast, smooth speed rather than the stunning graphics route. Though this does make it fun to play, the look of the thing is pretty basic, and I would award it seven now rather than

TRANTOR

Another ex-megagame, Trantor is a graphically sound platform game which bridges the gap between shoot em up and pure arcade adventure. Sound is great, sprites are very large for the Sportum and move nicely, and the control of the same and there's heaps of violence.
Takes some thinking about, and is pretty hard — at least, I tended to die a lot! — but well worth the nine we gave it.

the eight we originally gave it.

NORTHSTAR

Arguably the weakest of the Arguably the weakest of the bunch, but by no means a total waste of time. You play a little man with a bionic arm à la Bionic Commandos — lovely running action, by the way — in a horizontal shoot 'em up. At least it would be a shoot 'em up if there were any guns involved. Instead it's more like tag — if I touch you, you're dead' sort of thing. We only gave it a six, which is a touch mean, but then it is a bit slow.

CYBERNOID

The biggie in most people's minds, and deservedly so. Cybernoid is a megagame and a half, It's very hard, very clever, and goes off the scale in

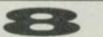
addictiveness. Lots of extraweapon add ons — including a whirling mace — to add to your ship from the corpses of dead aliens, and a heavy strategy element. Each new screen features a new problem which is going to take quite a few lives to work a route through. Brilliant stuff from Cecco.

VENOM STRIKES BACK
Last of the MASK games — and
happily the best. Big Matt, the
hero, moonwalks along shooting
jumping things, wobbling things
and floating things. I remember
playing it on the C64 (boo, hiss)
and it was a lot better than here,
but still not too shahby an effort but still not too shabby an effort. Rather suffers in comparison to Exolon, though.

And there we have it. An excellent compilation if you don't have any of these games, with no real weak links, but perhaps not quite so much of a must buy if you've got Cecco's two contributions already.

YS CLAPOMETER

One of the best compilations around, and great value if you lack the real superstar games. Love it to death!



truth about those

burning desire to know what dark and terrible secrets turk behind those cheery, normal(ish) facades? Well, you're not going to lind out here, instead, prepare yourselves for the normal half baked tosh designed to fill up the lar right hand side of the second occurs Shorts normal.



Sean Kelly — Witty and dashing — in fact

teness helps save the of the kishman abroad d Castle Rathbone



Berkmann - A lean, mean playing machine, our Marc



Jonathan Davies - The man with the name

agle of Buthbone

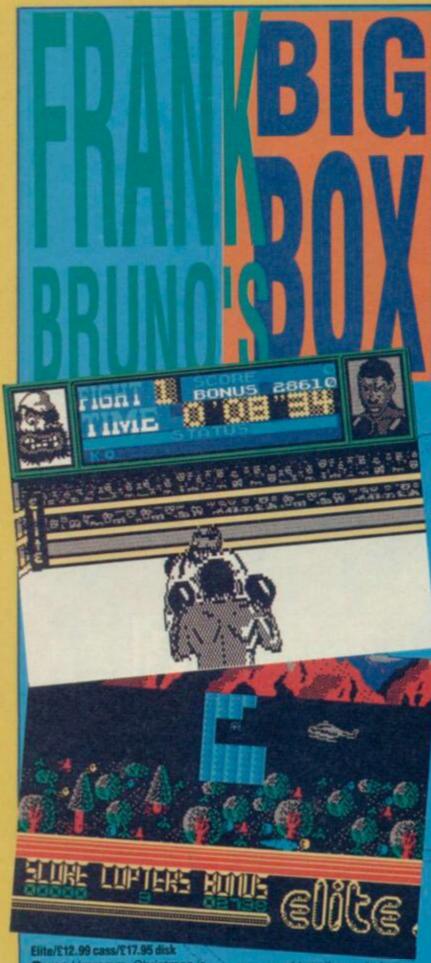


Ben 'N' Skippy



David "Fab Macca Wacca" McCandless

REVIEWS



Dunc Hmmmm, Christmas is over, and a new year is already upon us. It only seems like two months since my pet badger Nigel passed away (It is only two months - and he hasn't passed away, he's only hibernating. Ed). Poor Nigel. Such a furry little fellow, and he always seemed so healthy. Aaah well, I gave him a burial to be proud of, and I'll buy a replacement badger later in the year (Oh no, Ed) Anyway I'll wipe away the tears and console myself with this little offering from Elite: Frank Bruno's Big Box. What? A Frank Bruno Cricket Game?? Oh no, my istake, it's a compilation of ten of Elite's past glories all

scrunged together onto two cassettes. Hmm, ten games for thirteen quid — that sounds like good value, let's have a meatshop.

FRANK BRUNO'S BOXING
You're big Frank, you're in the
ring and you're viewed from
behind as you proceed to thump
your way through eight
adversaries. You've got all the
moves (guard up, guard down,
dodge, hook etc) and you have
to knock your opponents down
three times in a three minute
round to dispose of them. Each
opponent has his own special
'trick' to floor you with though, so
watch out. The graphics are nice

and big, and overall it's not a bac little game. In fact it's got my adrenalin going. In fact you can tell Mike Tyson from me that he's a goof!

BATTY

Yo ho ho! Up it crops again — a game we gave away free more than a year ago. If you haven't played this then you're missing out: it's an Arkanoid clone with loads of twists and extras and some of the slickest graphics and gameplay the genre has to offer. It's absolutely brilliant. Boing.

COMMANDO

Quite an old coin-op conversion, this, in which you play commando Super Joé (viewed from above), and you have to dash up the vertically scrolling screen handing out death to Johnny enemy. You've got a machine gon and grenades, and the action is frenetic as you rush ander bridges, avoid tanks and blast everything that moves in your burry to 'peach the fortress. A bit dated, but jolly good fun nonetheless. Bang.

BOMBJACK

Platform game with very pretty backgrounds in which you collect bombs to gain points, while avoiding the nasties. Collect the allotted bombs on one screen and it flips to another And so on. Hair raisingly, addictive stuff. Woodsh.

SCOOBY DOO

Fairly standard platformy game in which our canine pai must go up/down, left/right while punching the ghosts lights out and following the trail of Scoopy Snax, which should lead you to Shaggy and friends who you've got to rescue. Yawn

BATTLESHIPS

A computer game with a spooky past, but we won't go into that. Right. You know the game you play with a chum, on paper? Where you each place a fleet of ships on a grid, and then take it in turns to blast each other out of the sea? Well, here it is — but with animated 'firing' sequences added and the need for a pencil sharpener removed. This successfully transforms an incredibly tedious game into a merely boring one. Zzzzzzzz.

SABOTEUR

Ninja frolics galore as you don your balaclava and infiltrate a security building in this viewed-from-the-side flip-screen platform/maze game. You've got to find a computer disk, but there are dogs and armed guards out to top you. Lucky then, isn't it, that you're a little bit handy in the old 'Kung Fu' department. Nice sized sprites, and a decent little bash. Aaaaahh ssooo.

1942

Vertically scrolling coin-op

conversion from a couple of years ago. You controt a little aeroplane and you've got to shoot down all the other little aeroplanes. Occasionally a bigger aeroplane saunters onto the screen You have to shoot this down as well (before it shoots you). Power-up icons can be obligated as you progress thiough the levels. It's pretty basic, but quite a hard little beggar to get through. Very hard in fact. Take this, son of Nipon!

GHOSTS N GOBLINS
Viewed-from-the-side scrolling
spook enti-up coin-op
conversion. Hailed as something
of a classic in its time, the game
still packs an addictive punch,
even if the graphics won't drag
an amazed 'coboo' from your
laryrix. Heroic kniight has to
rescue beautiful maiden from
clutches of demonic tyrant, enter
the castie at your own peril kind
of stuff. Jolly good kind of stuff in
fact. Bronn

AIRWOLF

You're Stringlellow 'Mike Smith'
(Yowch! Ed) Hawke, you've got
you' hands on a chopper (oo-er),
and, in this viewed-from-theside four way scroller, you've got
to get it down to the bottom of a
vast subterranean network of
tunitels; where you will find five
kidnapped scientists. These
toffins must be rescued and
returned to the surface. Once
they're safe you can pop back
down and blow the whole
complex'to kingdom come. Ka
ka ka ka.

Well that's it Phew! You know something? I feel as if I've just written the Bargain Basement pages. Actually that's not so surprising when you consider eight of these ten are available on the budget shelves at your local store. Oh dear, I'm afraid it's down to maths time. Let's seeif we say the average cheaple is two quid then this compilation gives you twenty quids-worth for under thirteen. Um, and there are six titles here that are very good budget value, i.e. twelve quids-worth. So what follows is that if you buy Frank Bruno's Big Box you'll pay full-budget whack for six good games, but sort of get four not quite so good ones for free. (You'd probably better read that again, slowly). Phew. Can I have my new badger now? (No, go and dig up Nigel: &d).

YS CLAPOMETER

Ten oldies on one tape. There is quite a lot of fun to be had here, but most of the games are out on budget, which does tend to imply a slight overpricing.

PLAYABILITY VALUE FOR MONEY ADDICTIVENESS







Commodore Amiga

The Knight one of three character classes.





Atari ST

Converse through simple commands and menus.

DISCOVER AN ARCADE ADVENTURE WITH HIDDEN DEPTHS

Discover Times Of Lore, Origins first adventure on cassette. Acclaimed British designer Chris Roberts has taken the best of arcade and adventure – fast and furious combat, stunning graphics and animation, unrelenting danger and challenge – and introduced the depth of a classic fantasy role playing game.

Entirely joystick driven, Times Of Lore continuously tests your combat skills while you gradually become involved in a compelling plot. With 13,000 screen locations, a powerful but easy-to-use menu and icon interface, scores of interactive characters and music by Martin Galway, it ventures further than other arcade adventures.

Origin have broken new ground in Times Of Lore. Isn't it time you did too? Available for: C64/128 Cassette £9.95, Disk £14.95, Spectrum 48/128K Cassette £9.95, Spectrum +3 Disk £14.95, Amstrad 464/6128 Cassette £9.95, Disk £14.95, Atari ST £24.95, IBM/PC & Compatibles £24.95, Apple £19.95, Commodore Amiga £24.95.



C64/128



Spectrum



Amstrad

Journey through an immense world of cities dungeons and a stunning variety of natural terrain.



Origin, MicroProse, 2 Market Place, Tetbury, Glos, GL88DA. Tel: 0666 54326

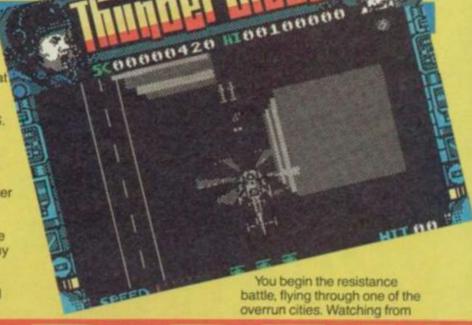
REVIEWS I STREET OF THE STREE

US Gold/ £8.99 cass/12.99 disk

Sean Thunder Blade is probably the game which took most of your money in the arcades this summer, probably one of the most eagerly awaited coin-op conversions, and Carlsberg is probably (Get on with it. Ed).

Sorry. Your country has been invaded yet again, this time by someone more Merciless than Ming, more Horrible than Hagar, More Rotten than Johnny, the one and only . . . General Swindells. Bit of a lousy name for a baddie, really. I mean, if I (GET ON WITH IT! Ed.) The General's hordes have wasted

no time in saturating the land, sea and air with all manner of craft, and so it is no wonder that your battle weary troops are being easily defeated by the onslaught. As a last resort, U.S. General Headquarters have ordered you into service, and given you the ignition keys to a Thunder Blade helicopter, the most awesome attack helicopter around. As you gibber pathetically in the corner, the bosses remind you that you are a distinguished veteran of many campaigns with more decorations than Habitat. So chest out, shoulders back, and here we go



WORLD BEAT

US Gold /£12.99 cass/£19.99 disk

Matt In typical modest fashion US Gold has named this latest all hit compilation World Beaters Giants, but, truth to tell, you can see its point. After all, there isn't a game here that any self respecting joystick basher won't know, if not love. But how does this package rate against the industry's best. After all, £19.99 is the cost of most full price 16 bit software, and enough to give most Spectrum owners early heart attacks.

CALIFORNIA GAMES

A bit weird this one: a series of sporting events like one of those

Olympic challenge things, but in this case consisting of typical West Coast activities like frisbee throwing, surfing and keeping a bean bag in the air with your foot. Lots of keyboard thumping (guaranteed to trash your Spectrum) to get you going while you perform your cunning stunts, and I suppose there is a degree of Californian feel to the proceedings, but this one totally failed to set me alight. Chunky and colourful graphics but nonexistent sound: only great fun when you've mates to play it with.

OUTRUN

The most talked-about game of

last year promised much but failed to deliver on most home systems, the Speccy (lucky for us) being a bit of an exception. It's a multiload, which is a bit of a pain, and the action sometimes slows right down to parking speed, but some of the atmosphere of the arcade original is maintained, which is no mean achievement. Music's good too. We gave it an eight in March last year, which sounds a bit generous.

GAUNTLET 2

Wilicked! The joker in the pack and no mistake, Gauntlet 2 just chews up everything else here and spits it out (? Ed) A stunning update of the original look-downon-a-nasty-slimy-dungeon-andmove-your-bod-about-avoidingslithery-nasties spectacular! There's even a character named Thor to play, named after one of our very own art persons. Lots of monsters/traps to avoid/kill (delete as appropriate) and Dungeons And Dragons-style fun for all the family. Worth at least nine (not the eight meanie Phil originally gave it).

ROLLING THUNDER

Never been a great fan of this famous platform shoot 'em up myself, but there's no denying it is fast and tricky. You play an undercover cop scrolling along looking for the big baddie himself and shooting his minions, the



above, you see tanks rumbling through the streets, and taking every opportunity to fire deadly missiles in your direction. The tension mounts as the Thunder Blade swings wildly to avoid the buildings hemming it in on all sides, and dives low in order to destroy the tanks. Diving low makes the tanks easy to destroy, but also increases the likelihood of being destroyed. Flying high makes it easy to negotiate the buildings, but impossible to score any hits. The scrolling and graphics in this section are the best I've ever seen on the Spectrum - each building is ingeniously represented by a sort of stack of wafers, alternately black and white, creating the illusion of the building without significantly slowing down the action. On completion of this part, the Thunder Blade must be flown through the city again, but now it's viewed from behind.

This time round the city is much more treacherous, for as well as the tanks, helicopters also make their presence felt. As you are forced to swoop extremely low to hit any of the tanks, seeing the helicopters before they launch their deadly weapons at the Thunder Blade is nearly impossible. Once through the city your problems aren't over, for once you are over open land, Meercat jet fighters use the opportunity to launch their attack on you.

The quality of scrolling and the graphics are maintained in this section, and the way in which the tanks 'grow' as you approach thern at speed is breathtaking—and it's almost worth getting killed just to see the tanks in full detail for a moment or two before restarting the game.

Should you survive this part, then it's back to the view-from-above playing style as you progress along an aircraft carrier, TRYING to destroy all the aircraft on board. This is made yet more hazardous by the rows of guns which run the full width of the ship and fire in unison, leaving you to dodge around eight

missiles at once.

Next stop is a canyon, along which numerous tanks are running, just waiting to be bombed by the Thunder Blade. Again, this would be easy, if they didn't keep firing back, and if the canyon walls weren't so close to your rotors. This was as far as this humble pilot managed to get, so beyond this, who knows what horrors lie?

First of all, whoever is responsible must be congratulated for the best scrolling and graphics I have ever seen on the Spectrum. Admittedly this will involve a lot of multi loading for most Speccy players, but when this type of quality is the result, it is worth the fiddling.

Addictiveness is also there in abundance, and this is helped by the variety of gameplay — in the sections I played, the tactics varied from zooming along swooping at targets, to slow, deft and tricky dodging, which kept your mind one hundred per cent on the game. Although I have

given Thunder Blade megagame status, I do have a couple of reservations. It sometimes seemed impossible to judge when you were about to be hit, which makes progressing a little random. I also wonder how long it will take the average YS reader to complete the game, and I suspect that the answer is not too long. Reservations aside, however, this has got to be the whammiest, most jaw-dropping game I have played this year.

YS CLAPOMETER

Brilliant scrolling and graphics combine to make an excellent shoot 'em up and faithful conversion from the coin-op.

PLAYABILITY VALUE FOR MON ADDICTIVENESS





ERS

novelty coming from the fact that for most of the time there is a catwalk above you that you can jump on should the need arise. It got nine and a megagame award originally. But I'd say eight was more like it.

720

Really rather nice. Simple but effective graphics as you skate around doing tricks to earn points and go on to greater things while all the time avoiding that perennial skater's nightmare, the killer bees (!). Sharp and clear, it's a lot of fun, so we'll give it a nine and a megagame (or at least we did in Jan'88).

Not a bad collection, but one I



find it very hard to get excited about. Probably of most use in

that having it lets you join in with

your friends ("Outrun was crap on the Speccy," "No it wasn't", "Yes it was,".)

YS CLAPOMETER

A collection of big name arcade conversions, nearly all of which are competent but disappointing.





REVIEWS



This means you should get to see most of the levels without too much hassle, although, as in the arcade, you tend to run out of ten pees at the crucial moment.

You'll remember that I said there were quite a few baddies to contend with. Well there are, and guite a few of them come armed with an implement which, if left in their hands, could cause serious remodelling of your anatomy. The answer is, of course, a wellplaced kick in the fruit counter. This causes them to be parted from their weapon so you can use it for your own enjoyment. Once in possession of their knife, whip or whatever you're in with a much better chance of success, particularly against those big guys who just never seem to give up.

Ho-hum, you're thinking. So what? I've been beating the egg fu-yung out of ninjas for years, what's so special about this one? Ah ha, well the fun doesn't really start until you get one of your chums to come round and plug himself into joystick port two. Then you can distract one of the baddies while your accomplice nips round and gives him one on the botty. Much more relaxing than being out-numbered 89 to one and getting duffed up before you've even had a chance to work out which bloke you're s'posed to be in control of.

It's a perfectly respectable conversion of the coin-op, on the whole. Nice to look at, great to play, even greater with two players, and plenty of levels to load in if you're into desecrating your tape-deck.

A generally competent beat 'em-up, and one you're likely to return to again and, er, again.

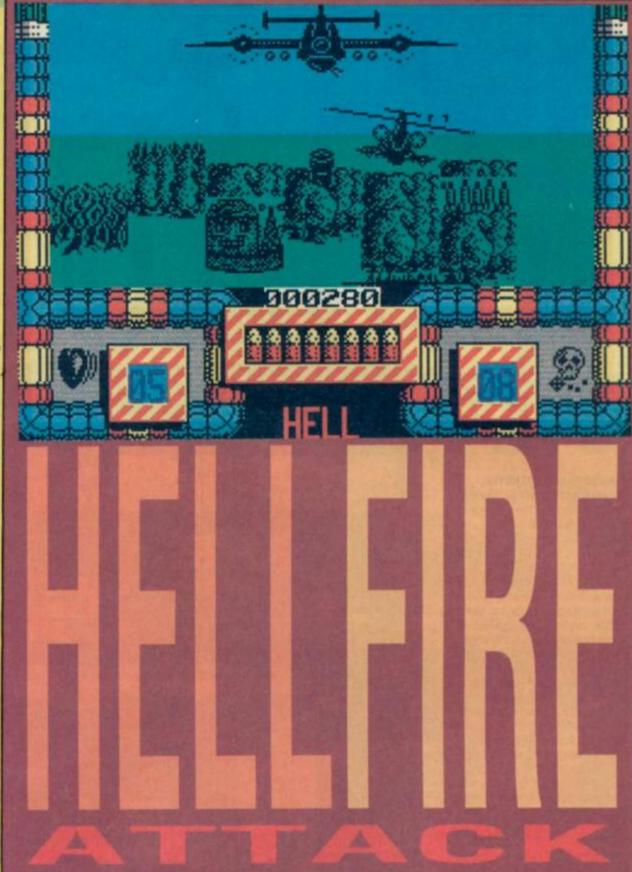
YS CLAPOMETER

Beat and slash like you've never done it before! And try the game too. It's a cracker!

GRAPHES PLAYABILITY VALUE FOR MONE ADDICTIVENESS







Martech/E8.95 cass/E14.99 disk
Macca The Super Cobra
leather-weight attack helicopter
is humming ready for take-off. Its
20mm three barrel rotary cannon
is smouldering for action. The
iaser-guided 'launch-and-saygoodbye-cruel-world' missiles
are smoking in their silos. Ahead
of you lies mile after mile of
hostile graphics.

And they know you're coming. Hmmmm, a suspiciously similar storyline to Thunder Blade. Must be a coincidence.

You fly (in the jerky 3D scrolling sense of the word) your helicopter as the landscape pushes painfully under you. Enemy helicopters and warplanes limp out of the blank horizon, gradually approaching as growing lumps. You steer left and right with the landscape

shifting with you, avoiding the clumps (missiles), blobs (bullets) and lolly-pop sticks (planes). The idea is to reach the end of the level and load the next scenario.

The graphics are poor — and I'm being a generous openminded person to say that. Your propellors don't shift; the rear view of your copter is bleak and uninspiring; the enemy planes and choppers are just blocky pixels; and the landscapes are an indescribable mish-mash of graphics, which the Speccy attribute problem can only emphasise.

Playability-wise the key controls are fairly responsive, but the almost involuntary flip-over-and-fly-upside-down feature is instantly disorientating. Plus the fact that your chopper can easily become lost in the attribute/graphic soup, just didn't

enamour me of the game at all!

Hellfire Attack is about as addictive as a corpuscle. The dire graphics, awful screen design, and sheer iccky-ness make it a likely candidate for the Mothball Substitute Of The Year Award.

YS CLAPOMETER

An uninspired chopper game. Give it the chop.

CRAPHICS PLATABILITY VALUE FOR MONEY ADDICTIVENESS





REVIEWS

FINAL MALE

Epyx/£8.99 cass/£12.99 disk

Jonathan Through clouds of swirling snow, a lone figure can just be made out clinging perilously to the side of a sheer face of ice. He looks around, wiping the frost off his NHS glasses with the sleeve of his yellow anorak. Resting his rucksack on a ledge, he glances at his watch (Dixons £4.95). Time is running out. He must reach the summit by nightfall...

Such is the frame of mind you need to be in to have a crack at the newie from Epyx. Laser cannons, mystical orbs and ninjas will have to be forgotten, as Final Assault is a thinking man's game, although it might also appeal to the joystickwagglers among us.

If you can remember Everest
Ascent which came out years
ago you'll be on the right lines.
This is lots better of course, but
the ideas are pretty similar. As
you may have guessed, you're
trying to get to the top of a
mountain. I never really
understood the point of this. It's
not as if there's going to be much
up there, apart from a few
discarded cagoules and the odd
Kendal Mint Cake wrapper. But
that's what you've got to do.

Before you can set off there are the usual procedures to go through. Having decided that you want to climb the mountain, there's your route to be chosen. These range from easy to almost nauseatingly impossible, so naturally I plumped for the latter. Honest.

Then there are a few minor details to clear up — for a start your equipment needs to be sorted out. Do you really need to take three teddy bears and a hot water bottle, or would it be better to use some of the space for a set of golf clubs in case you find

I'M COLD 99:11 +81 C 2860M

1. It may look like a tribal war-dance, but it gets you there eventually.



2. Urgh! What a time to get an itchy bot!

a suitable plateau to take a few practice shots on? Decisions, decisions. Luckily from now on the joystick takes over.

Obviously a full-time member of the Ministry Of Silly Walks, your climber sets out across the ice. Nothing difficult here. Just try not to fall down too many crevasses (you can test the ice if it looks a bit dodgy). This is also a good time to get all the bits and pieces out of your rucksack that you think you might need for the ascent.

Sooner or later you'll come across the first cliff, probably an icy one. If you know what carabiners, jummars and pitons are, you'll find this bit easy. If not, you'll still find it a bit of a doddle as all you need to do is push the joystick up, push it down and then press the fire button. This causes the climber to go through the motions of climbing, and you'll soon be at the top.

The other part's much more fun: rock climbing. Search around the cliff face for hand and foot holds. Tremble as you place your foot on a tenuous ledge. Scream as it gives way, and you feel yourself slip. Sigh with relief as your rope saves you from certain death. You remembered to pack the rope, didn't you? If not, the little bloke plummets to the ground and is dashed to pixels on the rocks beneath. Always gets a laugh.

If you survive all this (each route consists of a mixture of these three elements) you're 'treated' to the victory tune and, after a quick swig of cold coffee, it's time to think about getting down again (although you're mercifully spared actually having to do this).

As seems to be the rule with Speccy conversions of these American games, the graphics are a bit patchy. The occasional nice backdrop, but merely functional sprites. It's all in the gameplay and, while things may not look too impressive from a distance, it's very easy to become absorbed.

It won't keep you hooked for hours at a time, but in the months ahead, when you're bored of your Christmas pressies and just can't be bothered with exam revision and all that sort of stuff, you may well find yourself saying "Gosh! I know! I'll climb a mountain!"

YS CLAPOMETER

If assaulting mountains appeals to you, you'll find this one pleasantly playable.

ENAPHICS PLATABILITY VALUE FOR MOMEY ADDICTIVENESS





 Exclusive FREE lip-smacking cover-mounted games from top software houses.

One FREE meaty brand new Ocean/Imagine game worth up to £9.95.

 Membership of the tangy YS Subs Club, complete with monthly newsletter packed with info, compos and offers that are only available to Subs Club members.

And twelve, yes twelve tasty servings of Your Sinclair – the best Spectrum mag on the market, each individually wrapped and ready to

MORE EXTRA HELPINGS!

A YS Subscription gives your bank balance a healthy glow too! Look at the savings to be made! For £15 you get:

12 tasty issues of Your Sinclair worth FREE Ocean/Imagine game worth FREE priority delivery to your door worth FREE full price cover-mounted games worth TOTAL PRICE

€9.95 €5.65 £120 £147.60

£12

That's a healthy saving of £132.60!!! Yum, yum!



YOUR SINCLAIR SUBS

Okay, you've convinced me that missing out on a YS Subscription will seriously damage my health. So send me YS (with no added flavourings, colourings or preservatives and extra bran) starting with your next available issue

Please tick appropriate box:

- ☐ UK only one year £15 ☐ Europe and Eire one year £20

GET A YS SUB!

DENNIS

The rest of the cosmos - one year £25

The FREE Ocean/Imagine game I'd like is:

- Batman II
- Robocop Operation Wolf
- Dragon Ninja

Your FREE game will be sent separately from your first copy of YS. Because these are all brand new games, we are unable to say exactly when they'll be despatched. Please be patient - it'll get there!

- ...made payable to Dennis I enclose a cheque/postal order for Σ... Publishing Ltd.
- Please charge my Access/Visa/American Express/Diners Club card

(Delete where applicable)

Signature ______

Address

Postcode

Send the completed form to: Your Sinclair Subs, FREEPOST 7*, London W1P 1EZ. If you don't want to hack up your copy of YS, then a photocopy of the

*FREEPOST is only available to those posting their forms in the UK.

PLEASE USE BLOCK LETTERS

Start.

1 1 1 1

DDMMYY

End

....C.9999

Post this Coupon Don't Today Out!

45

WORLDWIDE SOFTWARE 1 Bridge Street Galashiels TD1 1SW



WERLDWIDE



ONLY£149.99

WORLDWIDE SOFTWARE 49 Stoney Street Nottingham NG1 1LX

CREDIT CARD ORDER

TELEPHONE LINE SOUTH

WALES 0602 480779

MIDLANDS

·SOFTWARE.

FOR IMMEDIATE DELIVERY

CREDIT CARD ORDER TELEPHONE LINE

> NORTH SCOTLAND N. IRELAND **OVERSEAS**

0896 57004

AMSTRAD NLQ COMP MODEL 2160 FOR SPECTRUM + 2 AND + 3 INCLUDES CONNECTING CABLES

ALL PRICES INCLUDE VAT AND DELIVERY IN THE UK

......................... CITIZEN 120D DOT MATRIX NLQ PRINTER FOR SPECTRUM + 2 AND SPECTRUM + 3 INCLUDES CONNECTING CABLES ONLY£147.99

FOR IMMEDIATE DELIVERY

AMSTRAD NLQ PRINTER MODEL 3250di FOR SPECTRUM + 2 AND SPECTRUM + 3 INCLUDES CONNECTING CABLES ONLY £189.95

WORLDWIDE SUPER SPECIAL OFFERS ON SPECTRUM SOFTWARE

COMPILATIONS COMPILATIONS COMPILATIONS COMPILATIONS COMPILATIONS COMPILATIONS COMPILATIONS GAMESET TAITO OCEAN HEWSON FOUR KONAMIARCADE COIN-OPHITS & MATCH II COMPILATION SMASH HITS COLLECTION CASS 9.00 DISK 13.50 CASS 9.00 DISK 13.50 CASS 7.99 DISK CASS CASS DISK DISK 13.50 7.25 ******************************** ******************** MAGNIFICENT GOLD SILVER BRONZE LIVE WE ARE THE CHAMPIONS COMMAND PERFORMANCE SEVEN CASS DISK 6.99 13.50 CASS DISK 9.99 11.99 CASS DISK 6.99 10.50 CASS DISK 6.99 13.50 CASS 9.99 DISK 14.99 ******** TOPTEN LEADERBOARD SUPREME HISTORY IN GIANTS CHALLENGE COLLECTION THE MAKING DISK 13.25 DISK 14.99 DISK 14.99 CASS 19.99 CASS CASS 11.99 7.99 11.99 9.00 9.99

EDUCATIONAL EDUCAT

LARGE VARIETY OF EDUCATIONAL SOFTWARE NOW AVAILABLE FOR 3 TO 15 YEAR OLD — SEND SAE FOR CATALOGUE BY RETURN

FAST DELIVERY OF ALL STOCK ITEMS BY 1ST CLASS MAIL IN UK SPECIAL OVERSEAS SERVICE BY AIRMAIL WORLDWIDE

CREDIT CARD ORDERS ACCEPTED BY PHONE OR MAIL CREDIT CARD ORDER TELEPHONE 0896 57004

CREDIT CARD ORDER TELEPHONE 0602 480779

WORLDWIDE SUPER SPECIAL OFFERS ON SPECTRUM SOFTWARE

1943 BATTLE OF MIDWAY	The Product Control of the Control o	Cass	Disk		Cass	Disk	WARGAMES/STRATEGY	Cass
AFTERBURNER 6.99 10.85 NIGHT RAIDER 7.99 9.99 BATTLE OF BRITAIN 4.99 ARBORNE RANGER 7.25 10.85 NIGHT RAIDER 7.99 9.99 BATTLE OF BRITAIN 4.99 ARBORNE RANGER 7.25 10.85 NIGHT RAIDER 7.99 10.45 ALEN SYNDROME 6.55 10.50 OOPS 6.55 10.50 DOPS 6.55 10.50 BISMARR 7.99 ALEN SYNDROME 6.55 10.50 OOPS 6.55 10.50 BISMARR 7.99 ALEN SYNDROME 7.99 11.99 OVERATION WOLF 6.55 10.50 BISMARR 7.99 BARDSTALE 7.99 11.99 OVERATION WOLF 5.95 9.00 CONFLICTS 10.45 BARDSTALE 7.99 11.99 OVERATION ROLF 5.95 9.00 CONFLICTS 10.45 BATMAN 6.55 10.85 PAGMANIA 6.55 10.50 PAGMA								
ARBENSYNDRME 6.55 10.50 OOPS 6.85 6.85 8.99 BATTLEFIELD GERMANY 10.45 ALBEN SYNDROME 6.55 10.50 OOPS 6.85 6.85 8.99 CONFLICTS 2 10.85 14.95 OPERATION WOLF 6.55 10.50 BISMANK 7.99 ARTIST 2 10.85 14.95 OPERATION WOLF 6.55 10.50 BISMANK 7.99 ARTIST 3 10.85 14.95 OPERATION WOLF 6.55 10.50 BISMANK 7.99 ORTHOR WOLF 6.55 10.50 BISMANK 7.99 ORTHOR WOLF 6.55 10.50 BISMANK 7.99 ORTHOR WOLF 6.55 10.50 BISMANK 7.99 OPERATION WOLF 6.55 10.50 BISMANK 7.99 OPERATION WOLF 6.55 10.50 BISMANK 7.99 OPERATION WOLF 6.55 10.50 DEPARTMENT OF THE STATE OF								
ALTEN SYNDROME 6.55 10.50 OOPS 6.55 - BIBMANK 7.99 ARTURA 6.55 14.95 OOPS 6.55 10.50 BILTZKRIEG 7.99 ARTURA 6.56 3.99 OUTRUN 6.99 9.99 CONFLICTS 6.55 BARDS TALE 7.99 1.99 OUTRUN 6.99 9.99 CONFLICTS 6.55 BARDS TALE 7.99 1.99 OUTRUN 6.99 9.99 CONFLICTS 6.55 BARDS TALE 7.99 1.99 OUTRUN 6.99 9.99 PTER BEARDSLEY FOOTBALL 6.50 CONFLICTS 6.55 BIDINIC COMMANDOS 6.99 9.99 PTER BEARDSLEY FOOTBALL 6.50 CONFLICTS 6.99 BUGGY BOY 5.95 10.50 PRO SOCCER SIMULATOR 6.59 10.50 NAPOLEON ATWAR 6.99 BUGGY BOY 5.95 10.50 PRO SOCCER SIMULATOR 6.55 9.00 OVERLORD DINE 9.99 7.99 BUTCHERHALL 6.55 9.99 PRO SOCCER SIMULATOR 6.55 9.00 OVERLORD DINE 9.99 7.99 BUTCHERHALL 6.55 9.99 PRO SOCCER SIMULATOR 6.55 9.00 OVERLORD DINE 9.99 7.99 BUTCHERHALL 6.55 9.99 PRO SOCCER SIMULATOR 6.55 9.00 OVERLORD DINE 9.99 7.99 BUTCHERHALL 6.55 9.99 PRO SOCCER SIMULATOR 6.55 9.00 OVERLORD DINE 9.99 7.99 BUTCHERHALL 6.55 9.99 PRO SOCCER SIMULATOR 6.55 9.00 OVERLORD DINE 9.99 7.99 BUTCHERHALL 6.55 9.99 PRO SOCCER SIMULATOR 6.55 9.00 OVERLORD DINE 9.99 7.99 BUTCHERHALL 6.55 9.99 PRO SOCCER SIMULATOR 6.55 9.00 OVERLORD DINE 9.99 7.99 CORRUPTION 6.55 9.99 PRO SOCCER SIMULATOR 6.55 10.50 TALL THE PROPERTY OF THE PROPER						9.99		
ARTURA 6.55 3.99 UTRUN 6.99 9.99 CONFLICTS 2 6.55 8ARDS TALE 7.99 11.99 OVERLANDER 5.95 9.00 CONFLICTS 2 6.55 8ARDS TALE 7.99 11.99 OVERLANDER 5.95 9.00 CONFLICTS 2 6.55 8ARDS TALE 7.99 11.99 OVERLANDER 5.95 9.00 CONFLICTS 3 10.45 8ARTURA 6.55 10.55 9.99 CONFLICTS 3 10.45 8ARTURA 6.55 10.55 9.99 CONFLICTS 3 10.45 8ARTURA 6.55 10.50 PARTICIPATE 7.99 11.99 CONFLICTS 3 10.45 8ARTURA 6.55 10.50 PARTICIPATE 7.99 11.99 PARTICIPATE 7.99 PARTICI				NINETEEN BOOT CAMP	6.99	-	BATTLEFIELD GERMANY	10.45
ARTURA 6.55 9.99 OUTRUN 6.99 9.99 CONFLICTS 2 6.55 BARDS TALE 7.99 11.99 OVERLANDER 5.95 9.90 CONFLICTS 10.45 BATMAN 6.55 10.85 PACMANIA 6.55 10.50 BATMAN 6.55 10.85 PACMANIA 6.55 10.50 BOINIC COMMANDOS 6.99 9.99 PETER BEARSLEY FOOTBALL 6.50 GALLIDOLI. WAR. 6.99 BUGGY 90.7 5.95 10.50 PETER BEARSLEY FOOTBALL 6.55 10.50 BUTCHER RIL. 6.55 9.99 PPO SOCCER SIMULATOR 6.55 10.50 CARRIER COMMAND 10.85 11.45 ARTURE COMMAND 10.85 11.85 ARTURE COMMAND 10.85 ARTUR	ALIEN SYNDROME	6.55				-	BISMARK	7.99
BATMAN 6.55 1 0.85 9 .05 10.85 9.05 9.00 CONFLICTS 10.45 PACMANIA 6.55 0 DESERT RATS 7.99 BIONIC COMMANDOS 6.99 9.99 PETER BEARDSLEY FOOTBALL 6.50 DESERT RATS 7.99 BIONIC COMMANDOS 6.99 9.99 PETER BEARDSLEY FOOTBALL 6.50 DESERT RATS 7.99 BIOGS 90 9.05 0 NAPOLEON AT WAR 6.99 BLIGCK TIGGER 6.99 10.50 NAPOLEON AT WAR 6.99 BLIGCK TIGGER 6.90 S.05 PETER BEARDSLEY FOOTBALL 6.50 NAPOLEON AT WAR 6.99 BLIGCK TIGGER 6.90 S.05 PETER SEARCH 6.50 NAPOLEON AT WAR 6.99 BLIGCK TIGGER 6.90 S.05 PETER SEARCH 6.50 NAPOLEON AT WAR 6.99 BLIGCK TIGGER 6.90 NAPOLEON AT WAR 6.99 BLIGCK TIGGER 6.90 NAPOLEON AT WAR 6.99 SUGGER 6.90 NAPOLEON AT WAR 6.99 NAPOLEON AT WAR 6.99 NAPOLEON AT WAR 6.99 NAPOLEON AT WAR 6.90 NAPOLEON A			14.95	OPERATION WOLF	6.55	10.50	BLITZKRIEG	7.99
BARDSTALE 7.99 11.99 OVERLANDER 5.95 9.00 CONFLICTS 10.45 BATMAN 6.55 10.85 9.08 10.80 PACMANIA 6.55 0 DESERT RATS 7.99 BIONIC COMMANDOS 6.99 9.99 PETER BEARDSLEY FOOTBALL 6.50 DESERT RATS 7.99 BIONIC COMMANDOS 6.99 9.99 PETER BEARDSLEY FOOTBALL 6.50 DESERT RATS 7.99 BIOLOGY ROY 5.98 10.80 PACMANIA 6.55 0.08 PACMANIA 6.50 DESERT RATS 7.99 BIOLOGY ROY 6.59 10.80 PACMAND 6.99 10.80 NAPOLEON 8.999 7.799 CORRECT RATE 8.99 PACMANIA 6.55 10.50 PACMANIA	ARTURA	6.55	9.99	OUTRUN	6.99	9.99	CONFLICTS 2	6.55
BATMAN 6.55 10.85 PACMANIA 6.55 - DESERT RATS 7.99 BIONIC COMMANDOS 6.99 9.99 PACMANIA 6.50 - GALLIPOLI 6.99 BILACK TIGER 6.99 9.99 PLATOON 6.55 9.00 NAPOLEON AT WAR 6.99 BILACK TIGER 6.99 9.99 PLATOON 6.55 9.00 OVERLORD (19.99) 7.99 BUTCHERHILL 6.55 9.99 PLATOON 6.55 9.00 OVERLORD (19.99) 7.99 BUTCHERHILL 6.55 9.99 PROJECT STEALTH FIGHTER 7.25 10.85 9.00 OVERLORD (19.99) 7.99 BUTCHERHILL 6.55 9.99 PROJECT STEALTH FIGHTER 7.25 10.85 9.00 OVERLORD (19.99) 7.99 BUTCHERHILL 7.99 11.99 PROJECT STEALTH FIGHTER 7.25 10.85 9.00 OVERLORD (19.99) 7.45 COLOSSUS CHESS 4 7.99 11.99 RETURN 0F THE JEDI 6.99 10.50 THEATRE EUROPE 4.99 CORRUPTION - 9.99 RETURN 0F THE JEDI 6.99 10.50 THEATRE EUROPE 4.99 CYBERNOID II 6.655 9.99 ROYOF THE ROVERS 6.55 9.99 YANKEE 7.99 DARK FUSION 6.55 9.99 SAMURAH WARRIOR 5.95 10.50 VULCAN 7.99 DARK FUSION 6.55 9.99 SAMURAH WARRIOR 5.95 10.50 VULCAN 7.99 DARK FUSION 7.99 11.99 SAVAGE 5.95 DOUBLE DRAGON NIA 6.55 9.99 SAMURAH WARRIOR 5.95 9.0 JOYSTICKS DUBLIC BRAGON NIA 6.55 9.99 SAMURAH WARRIOR 5.95 9.0 CHEETAH 125 8.95 DOUBLE DRAGON NIA 6.55 9.99 STITHING MAGE 6.99 10.90 COMPETTION PRO 5000 EXTRA 1.99 EXPLODING FIST 7.25 10.50 STITHING MAGE 6.99 10.50 CHUSTER 1.99 EXPLODING FIST 5.95 9.0 STAR WARS 7.25 10.50 CHEETAH MACH 1 FLUS 1.99 EXPLODING FIST 5.95 9.5 STAR WARS 7.25 10.50 CHEETAH MACH 1 FLUS 1.99 EXPLODING FIST 5.95 9.5 STAR WARS 7.25 10.50 CHUSTER 4.99 EXPLODING FIST 5.95 9.5 STAR WARS 7.25 10.50 CHUSTER 4.99 EXPLODING FIST 5.95 9.5 STAR WARS 7.25 10.50 CHUSTER 4.99 EXPLODING FIST 5.95 9.5 STAR WARS 7.25 10.50 CHUSTER 4.99 EXPLODING FIST 5.95 9.5 STAR WARS 7.25 10.50 CHUSTER 4.99 EXPLODING FIST 5.95 9.5 STAR WARS 7.25 10.50 CHUSTER 4.99 EXPLODING FIST 5.95 9.5 STAR WARS 7.25 10.50 CHUSTER 4.99 EXPLODING FIST 5.95 9.95 STAR WARS 7.25 10.50 CHUSTER 4.99 EXPLODING FIST 5.95 9.95 STAR WARS 7.25 10.50 CHUSTER 4.99 EXPLODING FIST 5.95 9.95 THE PROVINCE STAR WARS 7.25 10.50 CHUSTER 4.99 EXPLODING FIST 5.95 9.90 THE STAR WARS 7.25 10.50 CHUSTER 4.99 EXPLODING FIST 5.95 9.90 THE STAR WARS 7.25 10.50 C	BARDS TALE	7.99	11.99			9.00	CONFLICTS	10.45
BIONIC COMMANDOS 6.99 9.99 PETER BEARDSLEY FOOTBALL 6.50 GALLIPOLI 6.99 BLACK TIGER 6.99 9.99 PLATOON 6.99 10.50 NAPOLEON AT WAR 6.99 BUGGY BOY 5.95 10.50 PRO SOCCET SIMULATOR 6.55 9.00 OVERLORD DINK 9.99 7.99 BUGGY BOY 6.55 10.50 PRO SOCCET SIMULATOR 6.55 9.00 OVERLORD DINK 9.99 7.99 PRO SECTION 6.55 9.99 PRO SECTION 6.59 9.99 PRO SECTION 6.55 9.55 9.55 9.55 9.55 9.55 9.55 9.55	BATMAN	6.55	10.85					
BLACK TIGER 6.99 9.99 PLATOON 6.99 10.50 NAPOLEON ATWAR 6.99 BUGGY 80'Y 5.95 10.50 PRO SOCCER SIMULATOR 6.55 9.00 OVERLORD DINE 9.99 7.99 BUTCHER HILL 6.55 9.99 PRO SOCCER SIMULATOR 6.55 9.00 OVERLORD DINE 9.99 7.99 BUTCHER HILL 6.55 10.55 10.55 10.55 PEGASUS BRIDGE 10.45 CARRIER COMMAND 10.85 11.45	BIONIC COMMANDOS	6.99	9.99			_		
BUCCHER HILL 6. 58 9.99 PROJECT STALTH FIGHTER 7. 25 10.86 PEGASUS BRIDGE 10.45 CARRIER COMMAND 10.85 11.45 R. TYPE 6. 99 SORCERER LORD 10.45 CARRIER COMMAND 10.85 11.45 R. TYPE 6. 99 SORCERER LORD 10.45 CARRIER COMMAND 10.85 11.45 R. TYPE 6. 99 SORCERER LORD 10.45 CARRIER COMMAND 10.85 11.45 R. TYPE 6. 99 SORCERER LORD 10.45 CARRIER COMMAND 10.85 10.50 THE ATREE LORD 10.85 TAILINGRAD LORS 9.99 TAILINGRAD 1.50 THE ATREE LORD 10.85 TAILINGRAD LORS 9.99 TAILINGRAD LORS			9.99			10.50		
BUTCHERHILL	BUGGY BOY	5.95						
CARRIER COMMAND 10.85 11.49 R-TYPE 6.99 SORCERERLORD 10.49 CIRCUS GAMES 6.55 10.50 F. ALMINGRAD (DISK 9.99) 7.99 COLOSSUS CHESS 4 7.99 11.99 RETURN OF THE JEDI 6.99 10.50 THEATRE EUROPE 4.99 COLOSSUS CHESS 4 7.99 11.99 RETURN OF THE JEDI 6.99 10.50 THEATRE EUROPE 4.99 COLOSSUS CHESS 4 7.99 PROBOCOP 8.55 10.50 THEATRE EUROPE 4.99 COLOSSUS CHESS 4 7.99 PROBOCOP 8.55 10.50 THEATRE EUROPE 4.99 COLOSSUS CHESS 4 7.99 PROBOCOP 8.55 10.50 THEATRE EUROPE 4.99 COLOSSUS CHESS 4 7.99 PROBOCOP 8.55 10.50 THEATRE EUROPE 4.99 COLOSSUS CHESS 4 7.99 PROBOCOP 8.55 10.50 THEATRE EUROPE 4.99 COLOSSUS CHESS 4 7.99 PROBOCOP 8.55 10.50 THEATRE EUROPE 4.99 COLOSSUS CHESS 4 7.99 PROBOCOP 8.55 10.50 THEATRE EUROPE 5.95 PROBOCOP 8.55 PROBOCOP								
CIRCUS GAMES. 6.55 - RAMBO III 6.55 10.50 STALNGRAD IDIA 9.99 7.99 CORQUESTO CHESS 4 7.99 11.99 RETURN OF THE JEDI 6.6.99 10.50 THEATRE EUROPE 4.99 CORRUPTION - 9.99 ROBOCOP 6.55 10.50 VILLCAN 7.99 D. THOMSON CHARLE 6.55 9.99 ROY OF THE ROVERS 6.55 9.99 D. THOMSON OLYMPIC CHALL 6.99 10.50 SALAMANDER 5.95 10.50 ZULU WAR 6.99 D. THOMSON OLYMPIC CHALL 6.99 10.50 SALAMANDER 5.95 10.50 ZULU WAR 6.99 DELUKE SCRABBLE [128K] 7.99 11.99 SALAMANDER 5.95 0.50 JOYSTICKS DELUKE SCRABBLE [128K] 7.99 11.99 SALAMANDER 5.95 0.50 JOYSTICKS DELUKE SCRABBLE [128K] 7.99 11.99 SALAMANDER 5.95 0.50 JOYSTICKS DELUKE SCRABBLE [128K] 7.99 11.99 SALAMANDER 5.95 0.50 JOYSTICKS DELUKE SCRABBLE [128K] 7.99 11.99 SALAMANDER 5.95 0.50 JOYSTICKS DELUKE SCRABBLE [128K] 7.99 11.99 SALAMANDER 5.95 0.50 JOYSTICKS DELUKE SCRABBLE [128K] 7.99 11.99 SALAMANDER 5.95 0.50 JOYSTICKS DELUKE SCRABBLE [128K] 7.99 11.99 SALAMANDER 5.95 0.50 JOYSTICKS 12.95 DRAGON NINJA 6.55 10.85 SHOOT OUT 6.99 11.99 COMPETITION PRO 5000 LEAR 12.95 DRAGON NINJA 6.55 10.85 SHOOT OUT 6.99 11.99 COMPETITION PRO 5000 LEAR 13.99 SEMPLE STRIKES BACK 5.725 10.50 SHITTING IMAGE 6.99 10.50 CRUISER 1.99 JOYSTICK ADAPTOR 4.99 FISSTRIKES BACK 5.725 10.50 SHITTING IMAGE 6.99 10.50 CRUISER 1.99 JOYSTICK ADAPTOR 4.99 FIRST NITHON THE SCREEN STRIP POKKER II 6.99 STAR WARS 7.25 10.50 CRUISER 1.99 STAR WARS 7.25 10.50 CRUISER 1.99 FIRST NITHON THE SCREEN STAR WARS 7.25 10.50 KONIX SPEEDKING HAUTOFIRE 11.99 FIRST NITHON THE SCREEN STAR WARS 7.59 STAR WARS 7.25 10.50 KONIX SPEEDKING HAUTOFIRE 11.99 FIRST NITHON THE SCREEN STAR WARS 7.59 STAR WARS 7.25 10.50 KONIX SPEEDKING HAUTOFIRE 11.99 FIRST NITHON THE SCREEN STAR WARS 7.59 STAR WARS 7.5							SORCERERIORD	10.45
COURSUIS CHESS 4 7,99 11,99 RETURN OF THE JEDI 6,99 10,50 THEATRE EUROPE 4,99 CORREPTION 7,99 ROBOCOP 6,6.55 10,50 VULCAN 7,99 CYBERNOID II 6,55 9,99 ROBOCOP 6,6.55 10,50 VULCAN 7,99 CYBERNOID II 6,55 9,99 ROYOFTHE ROVERS 6,55 9,99 YANKEE 7,99 DARK FUSION 6,55 9,99 SAIVARAMORER 5,55 10,50 ZULU WAR 6,6.99 DARK FUSION 6,55 9,99 SAIVARAMORER 5,595 10,50 ZULU WAR 6,59 DARK FUSION 6,55 10,50 SALWARAMORER 5,595 10,50 ZULU WAR 6,59 DARK FUSION 6,55 10,50 SALWARAMORER 5,595 10,50 ZULU WAR 6,99 DARK FUSION 6,55 10,50 SALWARAMORER 5,99 0,00 JOYSTICKS 7,99 11,99 SAVAGE 5,99 CHEETAH 12,5 + 6,95 DOUBLE DRAGON 6,55 - 50 J. 6,99 CHEETAH 12,5 + 6,95 DOUBLE DRAGON NINJA 6,55 10,85 SHOOT OUT 6,6,99 11,99 COMPETITION PRO 5000 L2,95 CENELON 7,99 1,99 SAIVAGE 6,99 COMPETITION PRO 5000 CLEAR 13,95 CENELON 7,99 1,99 SAIVAGE 6,99 COMPETITION PRO 5000 CLEAR 13,95 CENELON 7,50 CM 12,95 CM								
CORRENDION — 9.99 ROBOCOP. 6.55 10.50 VULCAN								
CYBERNOID II 6.55 9.99 NOY D'THE ROVERS 6.5 9.99 YANKEE 7.99 DARK FUSION 6.55 9.99 SAMURAI WARRIOR 5.95 9.00 JOYSTICKS 6.99 DARK FUSION 6.55 9.99 SAMURAI WARRIOR 5.95 9.00 JOYSTICKS 6.99 DARK FUSION 6.55 9.99 SAMURAI WARRIOR 5.95 9.00 JOYSTICKS 6.99 DELIXE SCRABBLE [128K] 7.99 11.99 SAVAGE 6.99 CHEETAH 125K 6.95 DOUBLE DRAGON 6.55 - 50 DOUBLE DRAGON 7.99 1.99 SAVAGE 6.99 CHEETAH 125K 7.99 DARK FUSION 7.99 1.99 SAVAGE 6.99 CHEETAH 125K 7.99 DARK FUSION 7.99 1.99 SAVAGE 6.99 CHEETAH 125K 7.99 DARK FUSION 7.99 1.99 SAVAGE 6.99 CHEETAH 125K 7.25 ECHELON 7.99 9.99 SELENT SERVICE 6.99 CHEETAH 125K 7.25 ECHELON 7.99 9.99 SELENT SERVICE 6.99 COMPETITION PRO 5000 CLEAR 13.95 ECHELON 7.99 1.99 SAVAGE 6.99 1.99 COMPETITION PRO 5000 CLEAR 13.95 EMPIRE STRIKES BACK 7.25 10.50 SPITTING IMAGE 6.99 10.50 CRUISER EXPLODING FIST + 5.95 STARWARS 7.95 10.50 CRUISER EXPLODING FIST + 7.25 STRIKE FORCE HARRIER 7.25 CAUSE FUSION 7.25 STRIKE FORCE HARRIER 7.25 STRI								
D. THOMSON OLYMPIC CHALL 6.99 10.50 SALAMANDER 5.95 10.50 DARK FUSION 6.55 9.99 SAWARAI WARRIOR 5.96 9.00 JOYSTICKS DELUKE SCRABBLE (128K) 7.99 11.99 SAVAGE 5.95 CHERRAGON 6.55 SDI 6.99 CHERRAGON 6.55 SDI 6.99 CHERRAGON 6.55 DRAGON NIN.IA 6.55 10.85 SHOOT OUT 6.99 11.99 COMPETITION PRO 5000 12.95 EMLYN HUGHES INTER. SOCCER 7.25 11.20 SPITFIRE 40 7.25 COMPETITION PRO 5000 ELEXA EMPRESTRIKES BACK 7.25 11.20 SPITFIRE 40 7.25 COMPETITION PRO 5000 ELEXA EMPRESTRIKES BACK 7.25 11.00 SPITFIRE 40 7.25 STARWARS 7.25 10.50 SPITFIRE 40 SPI								
DARK PUSION 6.55 9.99 SAMURAL WARRIOR 5.95 9.00 JOYSTICKS DELIUXE SCRABBLE (128K) 7.99 1.99 SAVAGE 5.95 — CHEETAH 125 + 6.95 DOUBLE DRAGON 6.55 — SDI 6.99 — CHEETAH 125 + 12.95 DOUBLE DRAGON NINJA 6.55 10.85 SHOOT OUT 6.99 11.99 COMPETITION PRO 5000 12.95 ECHELON 7.99 9.99 SILENT SERVICE 6.99 — COMPETITION PRO 5000 LEAR 13.95 ECHELON 7.99 1.99 SILENT SERVICE 6.99 — COMPETITION PRO 5000 CLEAR 13.95 EMPIRE STRIKES BACK 7.25 10.50 SPITTING MAGE 6.99 10.50 CRUISER EXPLODING FIST + 5.95 — STAK WARS 7.25 10.50 CRUISER 6.99 FISSTRIKE EAGLE 7.25 — STRIKE FORCE HARRIER 7.25 — + 3 CASSETTE LEAD 4.99 FISTS IN THROTTLES 9.45 — SUPERSON SERVICE 11.99 FISTS IN THROTTLES 9.45 — SUPERSON S.6.55 9.99 HABITELE 3. 24.95 FOOTBALL DIRECTOR II 11.28K) 14.95 14.95 TECHNO COP 6.95 9.99 PROFESSIONAL ADV WRITER 22.95 FOAX FIGHTS BACK 6.55 9.75 THE DEEP 6.99 9.99 PROFESSIONAL ADV WRITER 22.95 FOAX FIGHTS BACK 9.99 9.99 TIME AND MAGIK 10.50 10.50 TAS PRINTIP LUS 3 14.95 GAMES: SUMMER EDITION 6.99 9.99 TIME AND MAGIK 10.50 10.50 TAS PRINTIP LUS 3 14.95 GARY LINEKERS HOT SHOT 6.55 9.99 TAS CARL FULL STATE SHOW THE SHOP SHOW THE SHO								
DOUBLE DRAGON 6.55 - SDI 6.99 - CHEETAH MACH 1PLUS 12.95 DRAGON NINJA 6.55 10.85 SHOOT OUT 6.99 - CHEETAH MACH 1PLUS 12.95 CHELON. 7.98 9.99 SLENT SERVICE 6.99 - COMPETITION PRO 5000 CLEAR 13.95 EMILYN HUGHES INTER. SOCCER 7.25 11.20 SPITFIRE 40 7.25 - COMPETITION PRO 5000 CLEAR 14.95 EMILYN HUGHES INTER. SOCCER 7.25 10.50 SPITFIRE 40 7.25 - COMPETITION PRO 5000 CLEAR 14.95 EMILYN HUGHES INTER. SOCCER 7.25 10.50 SPITFIRE 40 7.25 - COMPETITION PRO 5000 CLEAR 14.95 EMPIRE STRIKES BACK 7.25 10.50 SPITFIRE 40 7.25 - COMPETITION PRO 5000 CLEAR 14.95 EXPLODING FIST + 5.95 - STAR WARS 7.25 10.50 CRUISER 7.25 10.50 CRUISE								6.99
DOUBLE DRAGON 6.55								
Chelon C								
ECHLYPH LIGHES INTER SOCCER 7.25 11.20 SPITFIRE 40 7.25 — COMPETITION PRO SOOD EXTRA 13.95 EMPIRE STRIKES BACK 7.25 10.50 SPITFIRE 40 7.25 — COMPETITION PRO SOOD EXTRA 14.95 EMPIRE STRIKES BACK 7.25 10.50 SPITTING IMAGE 6.99 10.50 CRUISER 8.99 EXPLODING FIST + 5.55 — STARK ARS. 7.25 10.50 + 22 + 3.20YSTICK ADAPTOR 4.99 F15 STRIKE EAGLE 7.25 — STRIKE FORCE HARRIER 7.25 — +3 CASSETTE LEAD 4.99 F18 STRIKE EAGLE 7.25 — STRIKE FORCE HARRIER 7.25 — +3 CASSETTE LEAD 8.99 EMPANDEZ MUST DIE 0.55 9.45 STRIP POKER II 5.96 — KONIX SPEEDKING AUTOFIRE 11.99 F18 STRIA ASSAULT 7.99 11.99 SUPERMAN 8.55 10.50 KONIX SPEEDKING AUTOFIRE 11.99 F18 STRIP FOKER II 1.99 SUPERMAN 8.55 10.50 KONIX SPEEDKING AUTOFIRE 11.99 F18 STRIP FORCE II 1.99 F18 STRIP FOKER II 1.99 F18 STRIP F18 STR								
EMPRE STRIKES BACK 7.25 10.50 SPITTING IMAGE 6.99 10.50 CRUTSER 8.99 EXPLODING FIST + 5.95 - STAR WARS. 7.25 10.50 + 2/+3 JOYSTICK ADAPTOR 4.99 EXPLODING FIST + 5.95 - STAR WARS. 7.25 10.50 + 2/+3 JOYSTICK ADAPTOR 4.99 FIRST STRIKE EAGLE 7.25 - STRIKE FORCE HARRIER 7.25 - 3 CASSETTE LEAD 4.99 FERNANDEZ MUST DIE 6.55 9.45 STRIP POKER II 5.95 - KONIX SPEEDKING 10.99 FIRAL ASSAULT 7.99 11.99 SUPERIMAN 6.55 10.50 KONIX SPEEDKING 10.99 FIRAL ASSAULT 8.99 11.99 SUPERIMAN 6.55 10.50 KONIX SPEEDKING 4.079 FIRAL ASSAULT 7.99 11.99 SUPERIMAN 6.55 9.99 RAM DELTA 7.99 FOOTBALL DIRECTOR II 11.28K 14.95 14.95 TECHNO COP 6.55 9.99 HAB WELTA 7.99 FOOTBALL DIRECTOR II 11.28K 14.95 TECHNO COP 6.55 9.99 HAB WELTA 7.99 FOOTBALL MANAGER II 6.99 10.95 THE BOBBY YAZZ SHOW 5.95 MASTERFILE 3 2.4.95 FOOTBALL MANAGER II 6.99 10.95 THE BOBBY YAZZ SHOW 5.95 MASTERFILE 3 3.24.95 FOOTBALL MANAGER 2.99 7.25 THE DEEP 6.99 9.99 PROFESSIONAL ADV. WRITER 2.95 FOAX FIGHTS BACK 6.55 9.75 THE PAWN 11.28K 10.85 11.99 TAS-SIGN PLUS 3 14.95 GAMES: SUMMER BUINOS BIG BOX 9.45 13.50 THE PAWN 11.28K 10.85 11.99 TAS-SIGN PLUS 3 14.95 GAMES: SUMMER EDITION 6.99 9.99 TIME AND MAGIK 10.50 10.50 TAS-PRINT PLUS 3 14.95 GAMES: SUMMER EDITION 6.99 9.99 TIME AND MAGIK 10.50 10.50 TAS-PRINT PLUS 3 14.95 GARY LINEKERS HOT SHOT 6.55 9.99 TOTAL ECLIPSE 6.99 1.00 DISK STORAGE BOX +3 14.95 GARY LINEKERS HOT SHOT 6.55 9.99 TRIV PURSUITS REW BEGINNING 10.85 - GENERAL UTILITIES 14.95 GRUNDLES EDITION 10.86 - FLAT AND FORCE A						11.99		
EMPIRE STRIKES BACK 7.25 10.50 SPITTING IMAGE 6.99 10.50 CRUISER 8.99 EXPLODING PIST + 5.95 - STAR WARS. 7.25 10.50 + 2/+3.JOYSTICK ADAPTOR 4.99 F15 STRIKE EAGLE 7.25 - STRIKE FORCE HARRIER 7.25 - STRIKE FORCE HARRIER 7.25 - KONIX SPEEDKING 4.99 FERNANDEZ MUST DIE 6.55 9.45 STRIP POKER II 5.95 - KONIX SPEEDKING 10.99 FINAL ASSAULT 7.99 11.99 SUPERMAN 6.55 10.50 KONIX SPEEDKING 11.99 FISTS N° THROTTLES 9.45 - SUPERSPORTS 6.55 9.99 RAM DELTA 7.99 FOOTBALL DIRECTOR II (128K) 14.95 TECHNO COP 6.55 9.99 RAM DELTA 7.99 FOOTBALL MANAGER II 6.99 10.95 THE BOBBY YAZZ SHOW 5.95 - MASTERFILE + 3 24.95 FOOTBALL MANAGER 2.99 7.25 THE DEEP. 6.99 9.99 PROFESSIONAL ADV. WRITER 22.95 FOX PICKING BACK 6.55 9.75 THE PAWN I128K) 10.85 11.99 TAS SIGN PLUS 3 14.95 FRANK BRUNOS BIG BOX 9.45 13.50 THUNDER BLADE 6.99 9.99 TAS SIGN PLUS 3 14.95 GAMES: SUMMER EDITION 6.99 9.99 TIME AND MAGIK 10.50 10.50 TAS PRINT PLUS 3 14.95 GAMES: SUMMER EDITION 6.99 9.99 TOMAHAWK 7.25 10.50 TAS WORLD FLUS 3 14.95 GARY LINEKERS HOT SHOT 6.55 9.99 TRACK SUIT MANAGER 6.99 10.50 40 DISK STORAGE BOX + 3 8.95 GARY LINEKERS SUPERSKILLS 6.55 9.99 TRACK SUIT MANAGER 6.99 10.50 40 DISK STORAGE BOX + 3 14.95 GARY LINEKERS SUPERSKILLS 6.55 9.99 TRACK SUIT MANAGER 6.99 10.50 FOOTBALL WAR 6.55 10.50 TRIP PURSUITS GENUELS EDITION 10.85 - PURP OF TRIP PURSUITS GENUELS GENUELS 6.59 10.50 FOOTBALL WAR 6.55 10.50 TRIP PURSUITS SEW BEGINNING 10.85 - GENERAL UTILITIES GUERNLIS SERVICE SERVIC								
EXPLODING FIST + 5.95 - STAR WARS 7.25 10.50 + 21+3 JOYSTICK ADAPTOR 4.99 F15 STRIKE EAGLE 7.25 - STRIKE FORCE HARRIER 7.25 - + 3 CASSETTE LEAD 4.99 FERNANDEZ MUST DIE 6.55 9.45 STRIP POKER II 5.95 - KONIX SPEEDKING 10.99 FIRAL ASSAULT 7.99 11.99 SUPERMAN 6.55 10.50 KONIX SPEEDKING 11.99 FIRAL ASSAULT 7.99 11.99 SUPERMAN 6.55 10.50 KONIX SPEEDKING AUTOFIRE 11.99 FISTS N'THROTILES 9.45 - SUPERSPORTS 6.55 9.99 RAM DELTA 7.99 FOOTBALL DIRECTOR II (128K) 14.95 14.95 TECHNO COP 6.55 9.99 + 3 BUSINESS AND UTILITIES 7.99 FOOTBALL DIRECTOR II (128K) 14.95 THE BOOSBY YAZZ SHOW 5.95 - MASTERFILE 3 24.95 FOOTBALL MANAGER II 6.99 10.95 THE BOOSBY YAZZ SHOW 5.95 - MASTERFILE 3 24.95 FOOTBALL MANAGER II 6.99 7.25 THE DEEP 6.99 9.99 PROFESSIONAL ADV. WRITER 22.95 FOX FIRAL SHOWS AND SHORD A								
F15 STRIKE EAGLE 7.25 - STRIKE FORCE HARRIER 7.25 - +3CASSETTE LEAD 4.99 FRANADEZ MUST DIE 6.55 9.45 5TRIP POKER II 5.95 - KONIX SPEEDKING 10.99 FIRAL ASSAULT 7.99 11.99 SUPERMAN 6.58 10.50 KONIX SPEEDKING AUTOFIRE 11.99 FIRST N' THROTTLES 9.45 - SUPERSORTS 6.55 9.99 RAM DELTA 7.99 FOOTBALL DIRECTOR II (128K) 14.95 14.95 TECHNO COP 6.55 9.99 RAM DELTA 7.99 FOOTBALL MANAGER II 6.99 10.95 THE BOBBY YAZZ SHOW 5.95 - MASTERFILE + 3 24.95 FOOTBALL MANAGER 2.99 7.25 THE DEEP 6.99 9.99 PROFESSIONAL ADV. WRITER 2.295 FOX FIGHTS BACK 6.55 9.75 THE PAWN 1128K) 10.85 11.99 TAS-SIGN PLUS 3 14.95 FRANK BRUNOS BIG BOX 9.45 13.50 THUNDER BLADE 8.99 9.99 TAS-SPELL PLUS 3 14.95 GAMES: SUMMER EDITION 6.99 9.99 TIME AND MAGIK 10.50 10.50 TAS-PRINT PLUS 3 14.95 GAMES: WINTER EDITION 6.99 9.99 TOMALAWK 7.25 10.50 TAS-WORD PLUS 3 14.95 GARY LINEKERS HOT SHOT 6.55 9.99 TAAL ECLIPSE 6.99 1.05 40 DISK STORAGE BOX +3 8.95 GARY LINEKERS SUPERSKILLS 6.55 10.50 TRIV PURSUITS NEW BEGINNING 10.85 GUERILLA WAR 6.55 10.50 TRIV PURSUITS GENIUS EDITION 10.85 - DEVPAC +3 14.95 GUISHIP 7.25 10.50 TRIV PURSUITS SEW BEGINNING 10.85 - DEVPAC +3 14.95 GUISHIP 7.25 10.50 TRIV PURSUITS SEW BEGINNING 10.85 - DEVPAC +3 14.95 GUISHIP 7.25 10.50 TRIV PURSUITS SEW BEGINNING 10.85 - DEVPAC +3 14.95 GUISHIP 7.25 10.50 TRIV PURSUITS SEW BEGINNING 10.85 - DEVPAC +3 14.95 GUISHIP 7.25 10.50 TRIV PURSUITS SEW BEGINNING 10.85 - DEVPAC +3 14.95 GUISHIP 7.25 10.50 TRIV PURSUITS SEW BEGINNING 10.85 - DEVPAC +3 14.95 GUISHIP 7.25 10.50 TRIV PURSUITS SEW BEGINNING 10.85 - DEVPAC +3 14.95 GUISHIP 7.25 10.50 TRIV PURSUITS SEW BEGINNING 10.85 - DEVPAC +3 14.95 GUISHIP 7.25 10.50 TRIV PURSUITS SEW BEGINNING 10.85 - DEVPAC +3 14.95 GUISHIP 7.25 10.50 TRIV PURSUITS SEW BEGINNING 10.85 - DEVPAC +3 14.95 GUISHIP 7.25 10.50 TRIV PURSUITS SEW BEGINNING 10.85 - DEVPAC +3 14.95 GUISHIP 7.25 10.50 TRIV PURSUITS SEW BEGINNING 10.85 - DEVPAC +3 14.95 GUISHIP 7.25 10.50 TRIV PURSUITS SEW BEGINNING 10.85 - DEVPAC +3 14.95 GUISHIP 7.25 10.50 TRIV PURSUITS SEW BEGINNING 10.85 - DEVPAC +3			10.50					
FERNANDEZ MUST DIE 6.55 9.45 STRIP POKER II 5.95 — KONIX SPEEDKING. 10.99 FINAL ASSAULT 7.99 11.99 SUPERMAN 6.55 10.50 KONIX SPEEDKING 110.99 FINAL ASSAULT 8.945 — SUPERSPORTS 6.55 9.99 RAM DELTA 7.99 FOOTBALL DIRECTOR II 1128K) 14.95 14.95 TECHNO COP 6.55 9.99 RAM DELTA 7.99 FOOTBALL MANAGER II 6.99 10.95 THE BOBBY YAZZ SHOW 5.95 — MASTERFILE 73 24.95 FOOTBALL MANAGER II 6.99 7.25 THE DEEP 6.99 9.99 PROFESSIONAL ADV. WRITER 22.95 FOOTBALL MANAGER II 6.99 7.25 THE DEEP 6.99 9.99 PROFESSIONAL ADV. WRITER 22.95 FOX FIGHTS BACK 6.55 9.75 THE PAWN 1128K) 10.85 11.99 TAS-SIGN PLUS 3 14.95 GIRED 5.95 — TIGER ROAD 6.99 9.99 TAS-SPELL PLUS 3 14.95 GIRED 5.95 — TIGER ROAD 6.99 9.99 TAS-SPELL PLUS 3 14.95 GAMES: SUMMER EDITION 6.99 9.99 TIME AND MAGIK 10.50 10.50 TAS-PRINT PLUS 3 14.95 GARY LINEKERS HOT SHOT 6.55 9.99 TOAL ACLUPSE 6.99 10.50 TAS WORD PLUS 3 14.95 GARY LINEKERS SUPERSKILLS 6.55 9.99 TARACK SUIT MANAGER 6.99 — 10.00 DISK STORAGE BOX + 3 10.95 GUILD OF THEVES — 11.99 TRIV PURSUITS GENIUS EDITION 10.85 — 42/+3 COVER. 4.99 KARIWARRIDOS 6.99 - 7.25 10.50 TRIV PURSUITS GENIUS EDITION 10.85 — 42/+3 COVER. 4.99 KARIWARRIDOS 6.59 9.99 TOWN SUBJECTION 10.85 — 42/+3 COVER. 4.99 KARIWARRIDOS 6.59 9.99 TOWN SUBJECTION 10.85 — 42/+3 COVER. 4.99 KARIWARRIDOS 6.59 9.99 TOWN SUBJECTION 10.85 — 42/+3 COVER. 4.99 KARIWARRIDOS 6.59 9.99 TOWN SUBJECTION 10.85 — 42/+3 COVER. 4.99 KARIWARRIDOS 6.59 9.99 TOWN SUBJECTION 10.85 — 42/+3 COVER. 4.99 KARIWARRIDOS 6.59 9.99 TOWN SUBJECTION 10.85 — 42/+3 COVER. 4.99 KARIWARRIDOS 6.59 9.99 TOWN SUBJECTION 10.85 — 42/+3 COVER. 4.99 KARATE ACE 9.99 — TYPHOON 5.95 10.50 TAS WORD PLUS 9.95 KARATE ACE 9.99 — TYPHOON 5.95 10.50 TAS WORD PLUS 9.95 KARATE ACE 9.99 — TYPHOON 5.95 10.50 TAS WORD PLUS 9.95 KARATE ACE 9.99 — VINDICATOR 5.95 10.50 TAS WORD PLUS 9.95 KARATE ACE 9.99 — VINDICATOR 5.95 10.50 TAS WORD PLUS 9.95 KARATE ACE 9.99 — VINDICATOR 5.95 10.50 MISSIET PROFILE 9.95 KARTEDOR 10.95 10.95 WINDICATOR 5.95 10.50 AMX MOUSE/ART/GRAPHICS + 2.95 LINE AND LET DIE 7.25 10.50 WHERE THE TOWN 5	EXPLODING FIST +	5.95	-	STAR WARS	7.25	10.50		
PRIAL ASSAULT 7,99 11,99 SUPERMAN 6,55 10,50 KONIX SPEEDKING + AUTOFIRE 11,99 FISTS 'N' THROTTLES 9,45 SUPERSPORTS 6,55 9,99 RAM DELTA 7,99 FOOTBALL DIRECTOR II I128K 14,95 14,95 TECHNO COP 6,55 9,99 + 3 BUSINESS AND UTILITIES 7,99 FOOTBALL MANAGER 10,95 THE BOBBY YAZZ SHOW 5,95 MASTERFILE + 3 24,95 7,99 FOOTBALL MANAGER 2,99 7,25 THE DEBP 6,99 9,99 PROFESSIONAL ADV. WRITER 22,95 7,25 THE DEBP 6,99 9,99 PROFESSIONAL ADV. WRITER 22,95 7,25 THE PAWN I128K 10,85 11,99 TAS-SIGN PLUS 3 14,95	F15STRIKE EAGLE	7.25	- 7	STRIKE FORCE HARRIER	7.25	- 100	+3 CASSETTE LEAD	4.99
PISTS N THROTTLES	FERNANDEZ MUST DIE	6.55	9.45	STRIP POKER II	5.95	-	KONIX SPEEDKING	10.99
FIRST'N THROTTLES	FINAL ASSAULT	7.99	11.99	SUPERMAN	6.55	10.50		
FOOTBALL MANAGER II			-	SUPERSPORTS	6.55	9.99	RAM DELTA	7.99
FOOTBALL MANAGER 6.99 10.95 THE BOBBY YAZZ SHOW 5.95 — MASTERFILE + 3 24.95 FOOTBALL MANAGER 2.99 7.25 THE DEEP 6.99 9.99 PROFESSIONAL ADV. WRITER 22.95 FOX FIGHTS BACK 6.55 9.75 THE PAWN 128K) 10.85 11.99 TAS-SION PLUS 3 14.95 FRANK BRUNOS BIG BOX 9.45 13.50 THUNDER BLADE 6.99 9.99 TAS-SPELL PLUS 3 14.95 GIHERO 5.95 — TIGER ROAD 6.99 9.99 TAS-SPELL PLUS 3 14.95 GAMES: SUMMER EDITION 6.99 9.99 TIME AND MAGIK 10.50 10.50 TAS-PRINT PLUS 3 14.95 GAMES: WINTER EDITION 6.99 9.99 TOMAHAWK 7.25 10.50 TAS-PRINT PLUS 3 14.95 GARY LINEKERS HOT SHOT 6.55 9.99 TOMAHAWK 7.25 10.50 TAS-WORD PLUS 3 14.95 GARY LINEKERS SUPERSKILLS 6.55 9.99 TOMAL ECLIPSE 6.99 10.50 40 DISK STORAGE BOX + 3 8.95 GUERILLA WAR 6.55 10.50 TRIV PURSUITS GENIUS EDITION 10.88 — DEVPAC + 3 14.95 GUILD OF THIEVES — 11.99 TRIV PURSUITS GENIUS EDITION 10.85 — 42/+3 COVER 4.99 INTENSITY 5.95 9.00 TURBO COP 6.99 10.50 SPECTRUM POWER SUPPLY 9.95 INTENSITY 5.95 9.00 TWENTY CHARTBUSTERS 7.25 — ASIMUTH TAPE HEAD ALIGN KIT + 2 8.99 INTENSITY 5.95 9.00 TWENTY CHARTBUSTERS 7.25 — ASIMUTH TAPE HEAD ALIGN KIT + 2 8.99 INTENSITY 10.85 14.95 VICTORY ROAD 5.95 10.50 TASWORD + 2 11.45 LASER SQUAD 7.25 — VINDICATOR 5.95 10.50 TASWORD + 2 11.45 LASER SQUAD 7.25 — VINDICATOR 5.95 10.50 TASWORD + 2 11.45 LASER SQUAD 7.25 0.50 WECLE MANS 5.95 9.00 LIGHTPEN AND INTERFACE 14.95 LAYER SQUAD 7.25 10.50 WECLE MANS 5.95 10.50 AMX MOUSE/ART/GRAPHICS + 2 54.95 LAYER SQUAD 7.25 10.50 WECLE MANS 5.95 10.50 AMX MOUSE/ART/GRAPHICS + 2 54.95 LAYER SQUAD 7.25 10.50 WECLE MANS 5.95 10.50 AMX MOUSE/ART/GRAPHICS + 2 54.95 LAYER SQUAD 7.25 10.50 WECLE MANS 5.95 10.50 AMX MOUSE/ART/GRAPHICS + 2 54.95 LAYER SQUAD 7.25 10.50 WECLE MANS 5.95 10.50 AMX MOU			14.95			9.99	+ 3 BUSINESS AND UTILITIES	
FOOTBALL MANAGER			10.95	THE BOBBY YAZZ SHOW	5.95	-	MASTERFILE +3	24.95
FOXX FIGHTS BACK	FOOTBALL MANAGER	2.99				9.99	PROFESSIONAL ADV. WRITER	22.95
FRANK BRUNOS BIG BOX 9.45 13.50 THUNDER BLADE 6.99 9.99 TAS-SPELL PLUS 3 14.95 GI HERO 5.95 - TIGER ROAD 6.99 9.99 TASCALC PLUS 3 14.95 GAMES: SUMMER EDITION 6.99 9.99 TOMAHAWK 10.50 10.50 TAS-PRINT PLUS 3 14.95 GARY LINEKERS HOT SHOT 6.55 9.99 TOMAHAWK 7.25 10.50 TAS-WORD PLUS 3 14.95 GARY LINEKERS SUPERSKILLS 6.55 9.99 TOMAHAWK 7.25 10.50 TAS-WORD PLUS 3 14.95 GARY LINEKERS SUPERSKILLS 6.55 9.99 TRACK SUIT MANAGER 6.99 - 100 DISK STORAGE BOX + 3 8.95 GARY LINEKERS SUPERSKILLS 6.55 10.50 TRIV PURSUITS GENIUS EDITION 10.88 - DEVPAC + 3 10.95 GUILD OF THEVES 11.99 TRIV PURSUITS NEW BEGINNING 10.85 - GENERAL UTILITIES GUILD OF THEVES 11.99 TRIV PURSUITS NEW BEGINNING 10.85 - 42/+3 COVER 4.99 KARIWARRIORS 6.55 9.00 TURBO COP 6.99 10.50 SPECTRUM POWER SUPPLY 9.95 INTENSITY 5.95 9.00 TWENTY CHARTBUSTERS 7.25 - ASIMUTH TAPE HEAD ALIGN KIT + 2 8.99 KARATE ACE 9.99 - UNTOUCHABLES 6.55 10.50 HIS OFT C 21.95 LANCELOT 10.85 14.95 VICTORY ROAD 5.95 10.50 TASCALC + 2 11.95 LANCELOT 10.85 14.95 VICTORY ROAD 5.95 10.50 TASCALC + 2 11.45 LASER SQUAD 7.25 - VINDICATOR 5.95 10.50 TASCALC + 2 11.45 LASER SQUAD 7.25 - VINDICATOR 5.95 10.50 TASCALC + 2 11.45 LASER SQUAD 7.25 - VINDICATOR 5.95 10.50 LIGHTPEN AND INTERFACE 14.95 LAYER DAY IN ANY COURSE STORE THE STORE STORE THE STORE THE STORE STORE THE STORE STORE THE STORE STORE THE STORE STOR				THE PAWN (128K)	10.85			
GIHERO								
GAMES: SUMMER EDITION 6.99 9.99 TIME AND MAGIK 10.60 10.50 TAS-PRINT PLUS 3 14.95								
GAMES: WINTER EDITION 6.99 9.99 TOMAHAWK 7.25 10.50 TASWORD PLUS 3 14.95								
GARY LINEKERS HOT SHOT 6.55 9.99 TOTAL ECLIPSE 6.99 10.50 40 DISK STORAGE BOX + 3 8.95								
GARY LINEKERS SUPERSKILLS						Value of the second	ADDISK STORAGE BOY + 3	9.05
GUERILLA WAR								
GUILD OF THIEVES.				TRACE SUIT MANAGER	10.00			
Columbia			- 1 Pro 1 Pr					14.95
IKARI WARRIORS 6.55 9.00 TURBO COP 6.99 10.50 SPECTRUM POWER SUPPLY 9.95								
INTENSITY	GUNSHIP	7.25	1 90 1 100 100					
KARATE ACE 9.99 TYPHOON 5.95 10.95 HI SOFT C 21.95 KONAMI COIN OPS 6.99 — UNTOUCHABLES 6.55 10.50 HI SOFT PASCAL 21.95 LANCELOT 10.85 14.95 VICTORY ROAD 5.95 10.50 TASWORD + 2 11.45 LASER SQUAD 7.25 — VINDICATOR 5.95 10.50 TASCALC + 2 14.95 LED STORM 6.99 9.99 VIRUS 5.95 9.00 LIGHTPEN AND INTERFACE 14.95 LIVE AND LET DIE 7.25 10.50 WEC LE MANS 6.55 10.50 AMX MOUSE/ART/GRAPHICS + 2 54.95 MATCHDAY II 5.96 10.50 TASCALC + 2 10.50 TASCALC + 2 54.95	IKARI WARRIORS	6.55						
KONAMI COIN OPS 6.99 — UNTOUCHABLES 6.55 10.50 HI SOFT PASCAL 21.95 LANCELOT 10.85 14.95 VICTORY ROAD 5.95 10.50 TASWORD + 2 11.45 LASER SQUAD 7.25 — VINDICATOR 5.95 10.50 TASCALC + 2 14.95 LED STORM 6.99 9.99 VIRUS 5.95 9.00 LIGHTPEN AND INTERFACE 14.95 LIVE AND LET DIE 7.25 10.50 WEC LE MANS 6.55 10.50 AMX MOUSE/ART/GRAPHICS + 2 54.95 MATCHDAY II 5.96 10.50 WHERE TIME STOOD STILL 128K 5.96 10.50 AMX MOUSE/ART/GRAPHICS + 2 54.95	INTENSITY	5.95	9.00					
LANCELOT 10.85 14.95 VICTORY ROAD 5.95 10.50 TASWORD + 2 11.45 LASER SQUAD 7.25 - VINDICATOR 5.95 10.50 TASCALC + 2 14.95 LED STORM 6.99 9.99 VIRUS 5.95 9.00 LIGHTPEN AND INTERFACE 14.95 LIVE AND LET DIE 7.25 10.50 WEC LE MANS 6.55 10.50 AMX MOUSE/ART/GRAPHICS + 2 54.95 MATCHDAY II 5.96 10.50 WHERE TIME STOOD STILL 128K 5.96 10.50 AMX MOUSE/ART/GRAPHICS + 2 54.95			-			20100		
LASER SQUAD 7.25 - VINDICATOR 5.95 10.50 TASCALC +2 14.95 LED STORM 6.99 9.99 VIRUS 5.95 9.00 LIGHTPEN AND INTERFACE 14.95 LIVE AND LET DIE 7.25 10.50 WECKE MANS 6.55 10.50 AMX MOUSE/ART/GRAPHICS +2 54.95 MATCHDAY II 5.96 10.50 WECKER TIME STOOD STILL 128K 5.96 10.50								
LED STORM 6.99 9.99 VIRUS 5.95 9.00 LIGHTPEN AND INTERFACE 14.95 LIVE AND LET DIE 7.25 10.50 WEC LE MANS 6.55 10.50 AMX MOUSE/ART/GRAPHICS + 2 54.95 MATCHDAY II 5.95 10.50 WHERE TIME STOOD STILL 128K 5.95 10.50 ************************************			14.95			1,000		
LIVE AND LET DIE	LASER SQUAD	7.25	-			3 30 1 40 40 1		
LIVE AND LET DIE	LED STORM	6.99	9.99	VIRUS	5.95	9.00		
MATCHDAY! 5.95 10.50 WHERE TIME STOOD STILL 128K 5.95 10.50 ********************	LIVE AND LET DIE	7.25	10.50	WECLE MANS	6.55	10.50		
MICKEY MOUSE 6.55 9.99 WINTER OLYMPIAD 88 5.95 9.00 10 X CF2.3° DISK FOR +3 21.95	MATCHDAY II	5.95	10.50			10.50	**************	****
MICKET MOODE INTO THE PARTY OF	MICKEY MOUSE	6.55	9.99	WINTER OLYMPIAD 88	5.95	9.00	10 X CF2 3* DISK FOR + 3	21.95

Please make cheques or postal orders payable to WORLDWIDE SOFTWARE. All prices include postage and packing in the U.K. Overseas please add £1.50 per cass/disk for AIRMAIL delivery. Advertised prices are for mail and telephone orders



STREET, STREET

or you could if you win this Amstrad Fidelity Studio 100 (worth 300 quid) Plus

Five copies of Mike Read's Computer Pop Quiz by Elite and five £10 record

ver 'fancied' yourself as a birrova pop-toff: Matt, Luke or Ken from

Matt, Luke or Ken from
Bros, for instance? Or
maybe you see
yourself as more of a Kylie
Minogue, strutting your stuff in
an altogether squeakier sort of
fashion. Maybe you'd plump for
a pop 'institition' like Noddy
Holder, or even Cliff Richard (the
Pop of the Tops). Once you've
reached these dizzy heights reached these dizzy heights you'll find yourself invited onto all manner of swank 'pop-shows', the pinnacle of which is the *Radio One Pop Quiz* with Mike Read, where you lounge around with several other pop stars answering music questions and generally being glib. And guess what? We're giving you the chance to do just that. First prize in this compo is

an absolutely brilliant Amstrad Fidelity Studio 100 (worth £300). It's not only a hi-fi system (record player, double tape deck and tuner), it's also a mini recording-studio. When you've finished listening to your Bros albums (oo-er) you can drag together a couple of chums and actually 'become' the hunksome trio, although there'll probably be arguments over who gets to be Ken. There are four microphones and a mixing desk so you can get a four-track 'demo' tape together, which you can send off to a various recording companies. The next stage is fame, and, of course, the invitation onto Mike Read's

Five lucky runners-up get the chance to pretend they're on the Mike Read Quiz, 'cos we're going

to give each of them a copy of Elite's Mike Read's Computer Pop Quiz, which is just like the real thing, only you can play it on your Speccy. And that's not all. Oh no, matey — the five runners-up get a £10 record token each as well. Swoon token each as well. Swoon.

WHAT YOU ACTUALLY HAVE TO DO

If you look at the pictures of the 'pop' 'stars' on this page, you'll notice something vaguely spooksome about them. That's right! They're all wearing weird masks. All you have to do is mentally remove these 'masks' and exclaim 'hey, I know who that is — it's... and then jot your answers down on the coupon as we then the much balling. (i.e. if you think the mush behind mask one is Carol Decker then mask one is Carol Decker then write her name next to number one on the form). Simple as falling off Jason Donovan, wouldn't you agree? When you've finished cut out the coupon, sellotape it onto Gary Christian's head (or a postcard) and send it to Blimey, I'm Going To Be Really Famous Soon (Ooer) Compo. PO Box 1509, Enfield, Middlesex, EN1 1LQ. Entries to be in by February 28th, 1989.

Frasure Bono

Kylie

Tiffany George Michael

Rick Astley

I've mentally de-masked the pop-scoundrels, and this is

who I think they are.
1)
2)
3)
3) 4)
5)
6)
Name
Address
'zip' code

RULES

Artists on the Dennis Publishing or Elite recording labels are to sit this out in the sound technician's booth.

off your entry gets here after 28th February it'll go down the pop' dumper.

As per usual, no bickering with T'zer's decision — it's final.

Human Killing
Machine? The
sequel to Street
Fighter? Blimey!
Duncan
MacDonald hides
behind a sofa and
tells us about it by
flashing a torch in
morse code. Will
he be spotted
though?

ow, I've always been nervous of sewing machines: nasty little mechanoids — get your finger stuck under the needle bit and things could get pretty painful. Washing machines on are pretty menacing as far as I'm concerned; if you somehow get your arm caught in the 'business hole' during the tumble-dry sequence you could well find yourself in more than just a 'panic situation'. The list of scarey machines is endless — Robochefs, pasta-making machines, fruit-juice extractors and even electric can-openers have me

quivering like a wreck in the dingy corner bit of the kitchen. But no more! Go! has supplied us with a machine far more deadly to worry about — it's a Human Killing Machine, and believe me, I won't quake at the sight of a garlic-press ever again.

Remember Street Fighter, with it's big (big big) sprites, in which you got to kick, bash and slash (Oo-er) it up against backdrops from various locations throughout the world? You do? Well, Human Killing Machine is the sequel. The problem with Street Fighter was that it was just too easy to finish off your assailants — if you crouched down and hacked away at their ankles with your foot for long enough they'd soon topple over and cash in their chips. Not so with Human Killing Machine—not by a long chalk by cracky, so cast those negative thoughts from your minds. Oh, and read on.

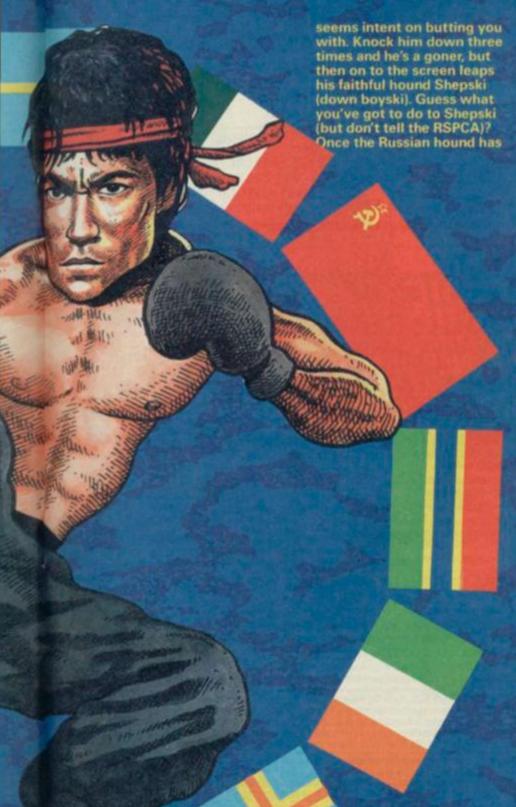
You get to play Kwon, who is very angry because his name is an anagram of Wkno, (easily annoyed is our Kwon). Kwon, basically, has to travel the world meeting interesting people and

beating seven tons of, erm, 'you know what' out of them.

Starting off in Moscow, with a Kremlin backdrop, you first meet Igor. Big lad is Igor, and he's got a rather large weapon (Oo-er), in the form of a rifle, which he



THE MEMORITAN OF THE PROPERTY OF THE PROPERTY





been sent to the great That's My Dog gameshow in the sky, it's on to pastures new, in this case Amsterdam.

in this case Amsterdam.

Against a seedy nightclub background you've got to fight it out with two 'ladies of the night', Maria (who's quite 'tasty' — in more ways than one) and Helga (who's built like a brick dunny).

Level the lasses and it's off to a bull-ring in Barcelona. Here you'll encounter Miguel, a not very friendly bull fighter. Knock the chump down and you'll encounter something even more unfriendly—namely Brutus the bull, who should be grateful to you, but unfortunately isn't.

but unfortunately isn't.

Next stop it's a country
house in Germany. Watch out
for the flying bottles
launched by Hans the waiter,
and then prepare to meet
Franz. Unfortunately we're
not talking Franz Kafka here,
cos Kafka would be a bit of a
pushover in a fight. Nope,
this Franz has more on his
mind than writing
depressing stories about
people turning into giant
insects and things. This Franz
is a violent sonovabitch as
opposed to a morose one.
Get past this stage, however,
and it's onto everyones
favourite holiday spot

Beirut.

I could describe this backdrop as a mess of tangled building debris and rotting corpses, but I needn't bother — the word 'Beirut' sums itself up really, doesn't it Spec-chums? Your assailants in this cheery place are Sagan (a swarthy, mean and shifty Arab) and then Merkeva, who's as big as a banana tree and eight times as deadly. Then it's back to Moscow again for another 'tour of duty', only this time around things are looking really tricky.

looking really tricky.

The graphics in Human
Killing Machine are nicely
detailed and everything
moves well. You can perform
a wide variety of fighting
moves, and each time one of
your blows connects, a little
'pow' icon flashes up (like in
the Batman TV series). The
game unlike it's predecessor,
looks as if it's going to be
incredibly difficult. Take it
from me, it's a blast!

FAX BOX Game ... Human Killing Machine Publisher ... Go! Price ... 6895

SPECIAL NEW YEAR OFFER - ALL COMBINATION PRICES REDUCED!

RUGBY FIFTEEN



£6.95

Captain your team in League and Cup + pick your playing position + select your team from 12 club sides + individual assessment of strength, speed, tackling, kicking and natural ability for 30 named players + 12 League clubs + full assessment of opponents + team selection from two squads of players + match play with full 80 mins, tries, penalities, drop goals, missed chances, named scorers, substitutes, injuries, other match scorers + full League tables + season fixtures/results + seasons honours list + promotion + relegation + sacking + save game. Plus much more.

CRICKET CHALLENGE £6.95

Captain one of the 17 county sides in a oneday 60-over cup competition. Six group/final round matches. Individual assessment of over 250 named players. Fast, slow, medium paced bowlers. Team selection and decisions on the field regarding batting, bowling and fielding tactics will determine result. Batting/bowling analysis. Scorecard. Pitch analysis. Full match play. Save game + much more.



FOOTBALL FEVER £6.95

Take the ultimate soccer challenge of managing a team to win the League title; FA Cup; Cup Winners; European Cup + full 90 mins. of play + named goal scorers + suspensions + injuries + booking + sending offs + penalties + substitutions + cup replays + other league scorers + full League tables + relegation, promotion and season honours + rename players + transfer market + players goal tally + save game plus much more.



THE RACING GAME £6.95

An exciting game designed for the horse racing enthusiast. Manage your horses to win group, graded or open races. Form, fitness, going, distance all affect results. Full betting market. Races over 5F to 2 miles. Weekly training sessions. Pre-race reports. Stewards enquiries. Rename horses. Three levels of play. Save game. Watch them race.

TAPE

FOR

ANY

SPEGTRUM



DISK FOR SPECTRUM +3 ALL FOUR GAMES
ON ONE DISK
EXCELLENT VALUE
£16.95

Proprietor: J. MOSS

Send cheque/P.O. to:

TANGLEWOOD SOFTWARE

157 WARWICK ROAD RAYLEIGH ESSEX SS6 8SG COMBINATION OFFER

ANY ONE TAPE £6.95 each
ANY TWO TAPES \$6.95 £10.95
ANY THREE TAPES \$6.95 £16.95

ALL ORDERS SENT FIRST CLASS POST

COMPLITER REPAIRS SPARES

SINCLAIR QUALITY APPROVED REPAIR CENTRE

HOW TO GET YOUR 48K SPECTRUM REPAIRED FOR ONLY £19.95





BEST SERVICE - BEST PRICES!

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

Need your computer repaired fast? Then send it now to the VideoVault 24hr Repair Service. We are able to repair your 48K Spectrum using all the latest in test equipment for only 19.95. We can also supply you with power supplies & membranes.

We will repair your computer while you wait and help you with any of your technical problems. Commodore computers repaired for only £35.00. Please note we give you a 100% low fixed price of £19.95 which includes return post and packing. VAT, not a between price like some other Repair Companies offer. We don't ask you to send a cheque in for the maximum amount and shock you with repair bills £30 upwards. Don't forget we are Amstrad approved for quality and speed, don't risk your computer to any other unauthorised repair centre. We don't just repair the fault and send your computer back, we give your computer a free overhaul.

- While you wait repairs £22.50 48K Spectrum £25.00 Spectrum+2
- All computers fully overhauled and fully tested before return.
- * Fully insured for the return journey
- Fixed low price of 19.95 including post, packing, parts, labour. Spectrum+2 repairs only £25.00 fully inclusive.
- Discounts for schools and colleges.
- Six top games worth £39.00 free with ever Spectrum repair. Now includes FREE memory/keyboard test.
- We also repair Commodore 64's, VIC 20.
 Commodore 16' 4. Spectrum + 2 and + 3.
 The most up to date test equipment
- The most up to date test equipment developed by us to locate faults within
- Rubber keyboard repair (replacement membrane only): Just £10.00 including p+p.
 3 month written guarantee on all repairs.
- PREE OVERHAUL WITH EVERY REPAIR WE DO:-

We correct colour, sound, keyboard, check the loading and saving chip, even put new feet on the base if required. Check for full memory, check all sockets including ear/mike and replace where needed. All for an inclusive price of £19.95 which includes VAT, parts & labour, return post, packing & insurance. No hidden extras whatsoever.

ishould a computer be classed as unrepairable due to tampering there will be a charge made of £10. We may be able to offer a replacement circuit board at an additional charge.)

URGENT NOTICE Don't be misled by adverts showing "between prices A recent complaint against a Manchester repair firm, Mancomp, was upheld by the Advertising Standards Authority on two counts." It had stated BBC repairs between £14 and £45 then charged the customer £85. "Their guarantee policy was misleading as it did not make clear that all repairs were not covered.

THE VIDEOVAULT COMPUTER COMPANION EDITION NOW HOT OFF THE PRESS

New bigger catalogue now available containing over 2.500 items including software for all computers, joysticks, spare parts, business software, books, plus many more, Just send 3×19p stamps for your free copy. Over 20 pages full of top quality products delivered to your door by return post.

FAX No. 04574 68946 © COPYRIGHT VIDEOVAULT NO. 889061







PETERS PUZZALERS

Even before you've had a chance to let your Chrimble Pud go down, Pete Shaw returns to pose some puzzlers...

ALL ABOARD! Right, let's kick off with this month's Prize Puzzle from Camilla Cockshott in Towcester. It's a brain blender!

A goods train, made up of a locomotive and five trucks, stops at a small station. The station has one siding which can only hold an engine with two

A passenger train is due - so how does the goods train let it through?

If you want to win some software, then write down the answer to this little teaser below and send this coupon off to The Train Just Arriving At Platforms 5, 6, 7 And 8 Is Coming In Sideways Compo, Your Sinclair, PO Box 1509, Enfield, Middlesex, EN1 1LQ, to arrive no later than February 28th, 1989.

I'm no chuffin' fool, here's my answer

Name
Address

Postcode

A SHAGGY DOG STORY

Allan Forsyth from Norwich is to blame for this puzzle folks...

How far can a dog walk if it is tied to a piece of rope 25 yards long?



IN THE DRINK

Ta, everso, Stuart Dawson from Hillingdon, Middlesex (Hmmm, very near mon own residential palace), for the next teaser...

Three men were rowing across the English Channel when their boat sprang a leak and sank.

All three men fell into the water, but one of the men didn't even get his hair wet. Why?

ODD ONE OUT

Hang on, it's Allan Forsyth from Norwich again... (you just can't keep a good teaser down, eh?)

What do White Rhinos have that no other animal has?

SWEET 'N' SOUR

Oh, alright, since you're here Allan, let's hear another one...

Two bags, one filled with flour and the other with sugar are dropped by accident and have their contents mixed up. How would you separate them?

IN TRAINING

Choo! Choo! Two trains leave the same town at the same time and travel exactly the same distance to their destinations. Train A takes one hour and 20 minutes, but train B manages it in just 80 minutes. How is this done?

WHAT'S HAPPENING? ■

Thanks to Paul Morren of Fintry up in Dundee for the idea behind this puzzler...

The man who owns the water company has just been released from prison and is pushing his car to a hotel, whilst the man with the dog has just been given £200 for speeding across London. What's going on?

GOT A LIGHT, MATE?

It's Robert Smith from Ammanford, Dyfed, isn't it, boyo... (And thanks also to Sean Flanagan from Bognor Regis who sent in the same puzzle this month)...

If a man in a boat has a packet of cigarettes, but absolutely nothing to light them with, how does he get around the problem?

GET THE PICTURE?

If you don't then turn to page 98 for the answers. Oh and a word of thanks for sending in your puzzles this month, but of course I'd be more than happy to see a lot more. There's free badges and software up for grabs if you get your puzzle printed as the Prize Puzzle, and some goodies for everyone who gets their name in there!

So send your puzzles in now, to Pete's Puzzle Page, Your Sinclair, 14 Rathbone Place, London W1P 1DE.

Gifford Software

DEPT. YS, 21 WHERNSIDE AVENUE, ASHTON-UNDER-LYNE, LANCASHIRE OL6 8UY Tel: 061 330 9939 (9 am to 6 pm)

TITLE	-				100000				-		
10 GRAT FLAMES 7.50 COUNTLOTS 6.00 GUNSEIP 7.50 NOTH STAR 6.00 STAM WARS 7.50								TITLE	48K	TITLE	48K
19 19 19 19 19 19 19 19		10 GREAT GAMES 3			6.00		7.50	NORTH STAR	6.00	STAR WARS	7.50
1943 COBAME MAZER 6.75 CRAY**CARS 6.75 GUTZ 6.00 OPERATION WOLF 6.00 STREET SWITCH 6.75 GUTZ 4.5 MAAN HITS ALCANG 7.50 CYBENNOOD 6.00 HERCURES 6.00 OVERLANDER 6.00 STREET SWITCH 6.00 HERCURES 7.50 OVERLANDER 6.00 HERCURES 6.00 OVERLANDER 6.00 STREET SWITCH 6.00 HERCURES 7.50 OVERLANDER 6.00 HERCURES 7.50 HAND HARDER 6.00 HERCURES 7.50 OVERLANDER 6.00 OVERLANDER 6.00 OVERLANDER 6.00 HERCURES 7.50 HAND HARDER 6.00 OVERLANDER 6.00 OVERLANDER 6.00 HERCURES 7.50 HAND HARDER 6.00 OVERLANDER 6.00 O				COUNTDOWN	6.00	GUNSMOKE	6.75	NOW GAMES 5	7.50	STORM LORD	6.75
ASSAME HANCER G.75 CROSSWISE G.00 HALD OVER HELES G.00 OUTRINN G.75 STRET SUBSTEE SAKETRALL (6.75 FALLANDY CHARLES G.00 OUTRINN G.75 STRET SUBSTEE SAKETRALL (6.75 FALLANDY G.75		1943	8.75	CRAZY CARS	6.75	GUTZ					6.75
4 40F FEADR ACMORD 6.75 5174 GAMES 3 6.75 0 LAT UNERFORD 7.50 1.1 OLYMPIC CHALLENGE 6.00 1.1 OLYMPIC C		2D GAME MAKER	6.75	CROSSWISE		HEAD OVER HEELS					
4-4 OF FRANCH RACING 6.75 5730 GERRES 7-50 ALTING 6.75 GAM CARETY 6.00 ALTING 7-50 ALTING 7-50 ALTING 7-50 ALTING 7-50 ALTING 7-50 ALTING 7-50 ALTING 8-75 ALTING 8								The second secon			
SSTARGAMES 9, 750 D.T. OLYMPTC PALLENGE 6.00 PARTS PAR											
ALT. 6.75 AAAAGH 7.50 AAAAAGH 7.50 DARKSCEPTRE 6.00 AAAAAGH 7.50 DARKSCEPTRE 6.00 AAAAAGH 7.50 DARKSCEPTRE 6.00 AAAAAGH 7.50 DARKSCEPTRE 6.00 DARKSCEPTRE 6.00 AAAAAGH 7.50 ACTION FURCE 7.50 DESMA TRIN 6.55 DESMA MARAGEM 7.50 AAAAAGH 7.50 DARKSCEPTRE 6.00 DOBLE 8.55 MONTOSAGALL 8.75 DOBLE 8.55 MONTOSAGALL 8.75 DARKSCEPTRE 6.00 AAAAAGH 7.50 AAAAAAGH 7.50 AAAAAAGH 7.50 AAAAAAAGH 7.50 DARKSCEPTRE 6.00 AAAAAAAGH 7.50 AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA											7.50
ALTER 6.75 ALTON FORCE 7.50 ACTION FORCE 7.50 ACTION FORCE 7.50 CESTAT ARTS 7.50 ACTION SEYNICE 8.75 ACTION SEYNICE 7.50 CESTAT ARTS 7.50 ACTION SEYNICE 7.50 CESTAT ARTS 7.50 DAMINION 6.00 ART FERBURNER 7.50 DAMINION 6.00 ART COMMAN EMBRACON 7.50 ART COMMAN EMBRAC											7.50
ALTION FORCE 7.50 DERRET RATS 7.50 HINT TOR REQ OCTORER 11.25 PERASUS BRODE 9.75 SUMMERTIME SPECIAL 9.75 OCTOR SERVICE 7.50 DESERT RATS 7.50 HINT TOR REQ OCTORER 11.25 PERASUS BRODE 9.75 SUMMERTIME SPECIAL 9.75 OCTOR SERVICE 7.50 DESERT RATS 7.50 DESERVE RATS 8.00 DESERVE RATE 8.00 DESERVE RAT											2.50
ACTION FORCE 2		AAAADCU									9.75
ACTION RIPIGE 2 6.75 ACTION RIPIGE 7 5.0 ACTION RIPIGE 7 5.0 DESCRIPTION 6.75 ATTERBURNER 7.50 DIAMOND 6.00 ATTERBURNER 7.50 DUBBLE 8.25 ALLEN U.S. 7.50 ALLEN U.S. 7.5											
ATTEMBURSON E 7.50 DIAMAND 6,00 MIPOSSIBLE MISSION 2 8.75 PINE PARTHER 8.75 TAI PAM 8.75 ALPEN LATER 2 7.50 DIAMAND 6,00 MIPOSSIBLE MISSION 2 8.75 PILASMATED 6,75 TAIROS GNO OF COLIN. 8.75 ALPEN LINS. 7.50 DOUBLE 8.25 MIRESTRANCE 2 7.50 PILASMATED 6,75 TAIROS GNO OF COLIN. 8.75 ALPEN LINS. 7.50 DOUBLE BRAGON 7.50 DOUBLE BRAGON 7.50 DOBLAR MARRING 6.75 MIRESTRANCE 2 7.50 PILASMATON 6,75 TAIROS GNO OF COLIN. 8.75 ALPEN LINS. 7.50 DOUBLE BRAGON 7.50 DOBLAR MARRING 6.75 MIRESTRANCE 2 7.50 PILASMATON 7.50 TECHNOLOOP 7.50 TECH											8.75
AFTERBURKER 7.50 DUBURE 7.50 DUBURE 8.25 DUBURE 8.25 DUBURE 8.25 MHERTIANCE 2 7.50 DUBURE 8.25 MHERTIANCE 2 7.50 DUBURE 8.25 MHERTIANCE 2 7.50 DEAM MARRIDR 6.75 MHERTIANCE 2 7.50 DEAM MARRIDR 7.50 DEAM MARRIDR 6.75 MITENSITY 8.60 PROPESSIONAL AUX WITTER 19.50 TELOWOOD 7.50 MITENSITY 8.60 PROPESSIONAL AUX WITTER 19.50 TELOWOOD 7.50 MARRIDR 6.75 MITENSITY 8.60 PROPESSIONAL AUX WITTER 19.50 TELOWOOD 7.50 MARRIDR 6.75 MARRIDR 6.75 MITENSITY 8.60 PROPESSIONAL AUX WITTER 19.50 TELOWOOD 7.50 MARRIDR 7.50 PSYCHOP SYCHOP SY						IKAHI WAHHIUNS					
AIR SYNORIAL TERMILATIVE WORLD GAMES 6.00 1.1 1.0 1.											0.00
ALIEN US. 7.50 DEAM WARRINGR 7.50 LUNGED 8.00 ART 12.50 DEAM WARRINGR 7.50 LUNGED 8.00 ART 12.50 DEAM WARRINGR 7.50 LUNGED 8.00 ART 12.50 A						IMPOSSIBLE MISSION 2					8.70
ALTERNATE WORLD GAMES, 0.0 ANTITICAPP 1.50 AN											
ALTERNATIVE WORLD GAMES 6.00 BRILLES 1.25 AND CALEY 7.50 AN				DOUBLE DRAGON		INSPECTOR GADGET	8.75	POWERPLAY COMP.	7.50		
ANDYCAPY 7.50 ARICAGE ALLEY 7.50 ARICAGE ALLEY 7.50 CARRIAGO 2 RODG 4 ARICAGE FORCE 4 7.50 CARRIAGO 2 RODG 6 CODE EDGE ALL STARS 6.75 ARICAGE FORCE 4 7.50 CARRIAGO 2 RODG 6 CODE EDGE ALL STARS 6.75 CARRIAGO 2 RODG 6 CODE EDGE ALL STARS 6.75 CARRIAGO 2 RODG 6 CODE EDGE ALL STARS 6.75 CARRIAGO 2 RODG 6 CODE EDGE ALL STARS 6.75 CARRIAGO 2 RODG 6 CODE EDGE ALL STARS 6.75 CARRIAGO 2 RODG 6 CODE EDGE ALL STARS 6.75 CARRIAGO 2 RODG 6 CODE EDGE ALL STARS 6.75 CARRIAGO 2 RODG 6 CODE EDGE ALL STARS 6.75 CARRIAGO 2 RODG 6 CODE EDGE ALL STARS 6.75 CARRIAGO 2 RODG 6 CODE EDGE ALL STARS 6.75 CARRIAGO 2 RODG 6 CARRIAGO 8 CARRIAGO 2 RODG 6 CARRIAGO 8 CARRIAGO 2 RODG 6 CARRIAGO 8 C				DREAM WARRIOR		INTENSITY	6.00		7.50		7.50
ANDTO CAPP 7.50 DURIGONS 8.00 AGRONS 7.50 KARTS OF PROBECT STEATH FIGHTER 7.50 TETRIS 6.00 KARNOV 7.50 ECHELON 6.00 KARNOV 7.50 FOR FORD OF THE FIRE ASSAULT 6.75 PSYCHOPRIS 7.50 TETRIS 7		ALTERNATIVE WORLD GAMES	6.00	DRILLER	11.25	INTERNATIONAL EVENTS	6.00	PROFESSIONAL ADV. WRITER	19.50		6.00
ARCADE PORCE 4 7-50 ECHELON 6.00 KARNOV 7-50 PSYCHASTRIAL 6.75 THE GERP 6.75 ARXANDO 2 (POD) 6.00 EDGE ALL STARS 6.75 KATAKIS 6.00 KARYSSA 6.00 PSYCHO PIGS 7-50 THE GERP 6.75 ARXANDO 2 (POD) 6.00 EDGE ALL STARS 6.75 KATAKIS 6.75 PSYCHO SOLDIER 6.00 THE FANAL ASSAULT 6.75 ARTIST 2 - 48K 11.25 EMLYN LUBHES INT. 50C 7-50 KMGHTMARE 7-50 RABST THE TITANIC 7-50 ARMST 2 - 128K 13.50 EMPHRE STRIKES BACK 7-50 KMGHTMARE 7-50 RABST THE TITANIC 7-50 RABST THE GOAL STATE 7-50 RABST THE TITANIC 7-50 RABST THE GOAL 7-50 RABST THE TITANIC								PROGECT STEALTH FIGHTER		TERRAMEX	6.75
ARKANDIZ 1900) 6.00 EBGE ALL STARS 6.75 KATAKIS 6.00 PSYCHO PIDES 7.50 ITELET 7.50 KARY STUDIO 11.25 ELITE 7.50 KARY STUDIO 11.25 HINGSTORM FOR THE STARKE SAULT 6.75 PARTITION 11.25 HINGSTORM FOR THE STARKE FAGE 7.50 PARTITION 11.25 HINGSTORM FOR THE STARKE SAULT 6.75 PARTITION		ARCADE ALLEY								TETRIS	6.00
ARNHEM 7.50 ELITE COLLECTION 12.5 EMINGHIGHER 9.17.50 C, 7.50 ELITE COLLECTION 12.5 EMINGHIGH TORC 11.25 DILLILLISTRATION DPACK 19.50 THE GAMES SIMMER EDN. 6.75 ARTIST 2 – 128K 13.50 EMPRE STRIKES BACK 7.50 EMPRE STRIKES B						. PENNINGER .					6.75
ART STUDIO 1 1.25 ELITE COLLECTION 1 1.25 ELITE COLLEC									6.00	THE FINAL ASSAULT	6.75
ARTST 12 - 48K 11 25 EMIN'S HURSEN SIT, 305 750 KARST THAN 12 5 EMIN'S HURSEN SIT, 305 750 KARYPTON FACTOR 6.00 B.00 B.00 B.00 B.00 B.00 B.00 B.00										THE GAMES SUMMER EDN.	
ARTIST 2 — 48K 11.25										THE GAMES WINTER EDN.	6.75
ATRIBUS 6.75 ENUIRO RACER 7.50 KRYPTON FACTOR 6.00 RAMPARTS 6.75 THUNDERCATS 8.00 AZMUTH 6.75 ENLICHTEMENT (DRUD 2) 6.00 LAST MISSIONARMARATS 7.50 REALM OF THE TROLLS 6.75 THURS ROAD 6.75 BANGKOK KNIGHTS 7.50 EVERY SECOND COUNTS 6.00 LAST WINLA 7.50 REALM OF THE TROLLS 6.75 TIME 6 MAGIK 11.25 RANGARIAN 7.50 EVERY SECOND COUNTS 6.00 LAST WINLA 7.50 REALM OF THE TROLLS 6.75 TIME 6 MAGIK 11.25 RENEGACE 6.00 REASKETBAL 7.50 FACTOR FACTOR 7.50 LEADERBOARD COLIN. 1.25 ROAD BLASTERS 6.75 TOUR DE FORCE 6.00 REASKETBAL 7.50 FACTOR FACTOR 7.50 LEADERBOARD COLIN. 1.25 ROAD BLASTERS 6.75 TOUR DE FORCE 6.00 RECEIVED 1.375 LEE EMFELD IN SPACE 6.00 ROAD RUNNER 6.75 TRAKTORC 6.75 REVINDUS 6.75 LEE EMFELD IN SPACE 6.00 ROAD RUNNER 6.75 REALK 9.75 REALK 9.											3.75
AZMUTH AZMUTH AZMUTH AZMUTH BANKKOK KNIGHTS 7.50 BARSKAIRAN 7.50 BARSKOK KNIGHTS 7.50 BARSKOK KNIGHTS 7.50 BARSKOK KNIGHTS 7.50 BARSKAIRAN 8.00 BARSKAIRAN 8.											
AZMUTH BANKKOK KNIGHTS 7.50 BANKKOK KNIGHTS 7.50 BANKKOK KNIGHTS 7.50 BARBARIAN 7			13.50								
BARBARIAN 7.50 EVERY SECOND COUNTS 6.00 LAST WORD 48/128/+2 11.25 RENEGADE 6.00 TOMAHAWK 7.50 BARBARIAN 7.50 EXCLON 6.00 LAZER TAG 6.75 BARBARIAN 7.50 FAST 6.00 LAZER TAG 6.75 BARBARIAN 7.50 FAST 6.00 FALCON 7.50 LEADERBOARD COLIN. 11.25 ROAD BLASTERS 6.75 TOUR DE FORCE 6.00 BASKETBALL 6.00 FALCON 7.50 LEADERBOARD FOUND. 3.75 ROAD BLASTERS 6.75 TOUR DE FORCE 6.00 ROAD WARS 6.75 TRACKSUIT MANAGER 7.50 EVENAM 7.50 LEADERBOARD FOUND. 3.75 ROAD BLASTERS 6.75 TRACKSUIT MANAGER 7.50 BLOOD MAINTER FOR INCOME 7.50 ROAD WARS 6.75 TRACKSUIT MANAGER 7.50 LIVE ALET DIE 7.50 ROAD WARS 6.75 TRACKSUIT MANAGER 7.50 LIVE ALET DIE 7.50 ROAD WARS 6.75 TRACKSUIT MANAGER 6.75 BLOOD COME 6.75 REFER 7.50 LIVE & LET DIE 7.50 ROAD WARS 6.75 TRACKSUIT MANAGER 6.75 LIVE & LET DIE 7.50 ROAD WARS 6.75 TRACKSUIT MANAGER 6.75 LIVE & LET DIE 7.50 ROAD WARS 6.75 TRACKSUIT MANAGER 6.75 LIVE & LET DIE 7.50 ROAD WARS 6.75 TRACKSUIT MANAGER 6.75 LIVE & LET DIE 7.50 ROAD WARS 6.75 TRACKSUIT MANAGER 6.75 LIVE & LET DIE 7.50 ROAD WARS 6.75 TRACKSUIT MANAGER 6.75 LIVE & LET DIE 7.50 ROAD WARS 6.75 TRACKSUIT MANAGER 6.75 LIVE & LET DIE 7.50 ROAD WARS 6.75 TRACKSUIT MANAGER 6.75 LIVE & LET DIE 7.50 ROAD WARS 6.75 TRACKSUIT MANAGER 6.75 LIVE & LET DIE 7.50 ROAD WARS 6.75 TRACKSUIT MANAGER 6.75 LIVE & LET DIE 7.50 ROAD WARS 6.75 TRACKSUIT MANAGER 7.750 LIVE & LET DIE 7.50 ROAD WARS 6.75 TRACKSUIT MANAGER 7.750 LIVE & LET DIE 7.50 ROAD WARS 6.75 TRACKSUIT MANAGER 7.750 LIVE & LET DIE 7.50 ROAD WARS 6.75 TRACKSUIT MANAGER 7.750 LIVE & LIVE & LET DIE 7.50 ROAD WARS 6.75 TRACKSUIT MANAGER 7.750 LIVE & LIVE											
BARBARIAN 7.50 EVERT SECUND COUNTS 6.00 LAST WORD 4817281-2 11.25 RENEGADE 6.00 TOMAHAWK 7.50 BARBARIAN 7.50 EVENTON COUNTS 6.00 LAZER TAG 6.00 FLAZER TAG 6.0										TIME & MAGIK 1	11.25
BARBARIAN 7,50 FISTRINE FAGLE 7,50 LEADERBOARD COLLN. 11.25 ROAD BLASTERS 6.75 TOUR DE FORCE 6.00 BASTREF RAIL 6.00 FALCON 7,50 LEADERBOARD FOUND. 3.75 ROAD BLASTERS 6.75 TOUR DE FORCE 6.00 BATTLE FOR MIDWAY 3.75 FAMOUS COURSES VOL. 1 3.75 BEDLAM - 128 - 2 ONLY 6.75 FAST & FURIOUS COURSES VOL. 1 3.75 BEDLAM - 128 - 2 ONLY 6.75 FAST & FURIOUS COURSES VOL. 1 3.75 BEDLAM - 128 - 2 ONLY 6.75 FAST & FURIOUS COURSES VOL. 1 3.75 BEDLAM - 128 - 2 ONLY 6.75 FAST & FURIOUS COURSES VOL. 1 3.75 BEDLAM - 128 - 2 ONLY 6.75 FAST & FURIOUS COURSES VOL. 1 3.75 BEDLAM - 128 - 2 ONLY 6.75 FAST & FURIOUS COURSES VOL. 1 3.75 BEDLAM - 128 - 2 ONLY 6.75 FAST & FURIOUS COURSES VOL. 1 3.75 BEDLAM - 128 - 2 ONLY 6.75 FAST & FURIOUS COURSES VOL. 1 3.75 BEDLAM - 128 - 2 ONLY 6.75 FINAL ASSAULT 6.75 LIVE AMMO 7.50 ROBOLOP 6.00 TRAZ 7.50 TRADE VOL. 1 LIVE & LET DIE 7.50 ROBOLOP 6.00 TRAZ 7.50 TRADE VOL. 1 LIVE & LET DIE 7.50 ROBOLOP 7.50 TRADE VOL. 1 LIVE & LET DIE 7.50 ROBOLOP 7.50 TRADE VOL. 1 LIVE & LET DIE 7.50 ROBOLOP 7.50 TRADE VOL. 1 LIVE & LET DIE 7.50 ROBOLOP 7.50 TRADE VOL. 1 LIVE & LET DIE 7.50 ROBOLOP 7.50 TRADE VOL. 1 LIVE & LET DIE 7.50 VANDARIO POUR THE ROVERS 6.00 TRADE VOL. 1 LIVE & LET DIE 7.50 VALMEN BEG. 1 L125 TRADE VOL. 1 LIVE & LET DIE 7.50 VALMEN BEG. 1 L125 TRADE VOL. 1 LIVE & LET DIE 7.50 VALMEN BEG. 1 L125 TRADE VOL. 1 LIVE & LET DIE 7.50 VALMEN BEG. 1 L125 TRADE VOL. 1 LIVE & LET DIE 7.50 VALMEN BEG. 1 L125 TRADE VOL. 1 LIVE & LET DIE 7.50 VALMEN BEG. 1 L125 TRADE VOL. 1 LIVE & LET DIE 7.50 VALMEN BEG. 1 L125 TRADE VOL. 1 LIVE & LET DIE 7.50 VALMEN BEG. 1 L125 TRADE VOL. 1 LIVE & LET DIE 7.50 VALMEN BEG. 1 L125 TRADE VOL. 1 LIVE & LET DIE 7.50 VALMEN BEG. 1 L125 TRADE VOL. 1 LIVE & LET DIE 7.50 VALMEN BEG. 1 L125 TRADE VOL. 1 LIVE & LET DIE 7.50 VALMEN BEG. 1 L125 TRADE VOL. 1 LIVE & LET DIE 7.50 VALMEN BEG. 1 L125 TRADE VOL. 1 LIVE & LET DIE 7.50 VALMEN BEG. 1 L125 TRADE VOL. 1 LIVE & LET DIE 7.50 VALMEN BEG. 1 L125 TRADE VOL. 1 LIVE & LET DIE 7.50 VALMEN BEG. 1 L125 TRADE VOL. 1 LIVE & LET DIE 7.50 VALMEN BEG.										TOMAHAWK	7.50
BASKETBALL A 5.00 BATTLE FOR MIDWAY A 5.75 BATTLE FOR MIDWAY A 5.75 BEOLAM - 128 + 2 ONLY BEYNNO THE ICE PALACE BOUNG COMMANDOS BLOCK MARINOS BLOCK MARINOS BLOCK MARINOS BLOCK MARINOS BLOCK MARINOS BLOCK MARINOS BLOCK BUSTERS BLOC										TOP TEN COLLN.	7.50
BASTEFALL 6.00 FALCON 7.50 FLEGENFIELD IN SPACE 6.00 ROAD WARS 6.75 TRACKSUIT MANAGER 7.50 BEDLAM — 128 + 2 ONLY 6.75 FAST & FURIOUS 6.75 LEE ENFIELD IN SPACE 6.00 ROAD WARS 6.75 TRANSTORC 6.75 BEDLAM — 128 + 2 ONLY 6.75 FAST & FURIOUS 6.75 LIVE AMMO 7.50 ROBOCOP 6.00 TRAZ 6.75 BEDLAM — 128 + 2 ONLY 6.75 FAST & FURIOUS 6.75 LIVE AMMO 7.50 ROBOCOP 6.00 TRAZ 6.75 TRANSTORC 6.75 LIVE AMMO 7.50 ROBOCOP 6.00 TRAZ 6.75 TRANSTORC 6.75 LIVE AMMO 7.50 ROBOCOP 6.00 TRAZ 7.50 TREASURE HUNT 6.00 LIVE ALETO LIVING DAYLIGHTS 7.50 ROVO THE ROVERS 6.00 TRIVIAL PURSUIT WERE 6.125 BISMARK 7.50 FIRETRAP 7.50 LIVE ALETO LIVING DAYLIGHTS 7.50 ROVO THE ROVERS 6.00 TRIVIAL PURSUIT WERE 6.125 BISMARK 7.50 FIRETRAP 7.50 LIVE ALETO LIVING DAYLIGHTS 7.50 ROVO THE ROVERS 6.00 LIVE AMMO 7.50 ROBOCOP 7.50 ROBARDO ROBORD ROBOR						LEADERBOARD COLLN.	11.25	ROAD BLASTERS	8.75	TOUR DE FORCE	6.00
BEDLAM - 129 + 2 ONLY B. 75 FAST & FURIOUS 6.75 LIVE AMMO 7.50 ROBOCOP 6.00 TRAZ 6.75 TRASTORC 6.75 REYOND THE ICE PALACE 6.00 FINAL ASSAULT 6.75 LIVE AMMO 7.50 ROBOCOP 6.00 TRAZ 6.75 TREASURE HUNT 6.00 RIVING DAYLIGHTS 7.50 ROULING FINUNDER 6.75 TREASURE HUNT 6.00 RIVING DAYLIGHTS 7.50 ROY OF THE ROVERS 6.00 TRIVIAL PURSUIT NEW BEG. 11.25 ROLLING THUNDER 6.75 TREASURE HUNT 6.00 RIVING DAYLIGHTS 7.50 ROY OF THE ROVERS 6.00 TRIVIAL PURSUIT NEW BEG. 11.25 ROLLING THUNDER 6.00 RIVING DAYLIGHTS 7.50 ROY OF THE ROVERS 6.00 TRIVIAL PURSUIT NEW BEG. 11.25 ROLLING THUNDER 6.00 RIVING DAYLIGHTS 7.50 ROY OF THE ROVERS 6.00 TRIVIAL PURSUIT NEW BEG. 11.25 ROLLING THUNDER 6.00 RIVING DAYLIGHTS 7.50 ROY OF THE ROVERS 6.00 TRIVIAL PURSUIT NEW BEG. 11.25 ROLLING THUNDER 6.00 RIVING DAYLIGHTS 7.50 ROY OF THE ROVERS 6.00 RIVING DAYLIGHTS 7.50 ROY OF THE ROVERS 6.00 ROY OF T						LEADERBOARD FOUND	3.75	ROAD RUNNER	6.75		
BEDIALM - 128 - 2 ONLY		BATTLE FOR MIDWAY	3.75	FAMOUS COURSES VOL. 1	3.75	LEE ENFIELD IN SPACE	6.00	ROAD WARS	6.75		
BEYOND THE ICE PALACE 6.00 FINAL ASSAULT 6.75 LIVE & LET DIE 7.50 ROLLING THUNDER 6.75 TREASURE HUNT 6.00 BISMARK 7.50 FIRETRY 6.00 LIVING DAYLIGHTS 7.50 ROLV OF THE ROVERS 6.00 TRIVIAL PURSUIT NEW BEG. 11.25 BLACK LAMP 6.00 FIST N' THROTTLES 9.75 MAD BALLS 6.00 S.D.L 7.50 TYPHOON 6.00 BLITZKREIG 7.50 FLIGHT ACE 6.75 MAD MIX 6.00 SALAMANDER 6.00 ULTIMATE THE WORKS 9.75 BLOOD BROTHERS 6.00 FLINTSTONES 6.75 MAGIC KNIGHT TRIL. 7.50 SAMURAI WARRIOR 6.00 ULTIMATE THE WORKS 9.75 BLOOD VALLEY 6.00 FOOTBALL DIRECTOR 6.75 MAGIC KNIGHT TRIL. 7.50 SAMURAI WARRIOR 6.00 ULTIMATE THE WORKS 9.75 BUBBLE BOBBLE 6.00 FRANK BRUNOS BID BOX 9.75 MARAUDER 6.00 SCRUPLES 7.50 VICTORY ROAD 6.00 BUBLS EYE 6.00 FRANK BRUNOS BID BOX 9.75 MATCHDAY 2 6.00 SHACKLED 6.75 VILCAN 7.50 BULLS EYE 6.00 G.J. HERO 6.00 MEGA GAMES VOL. 9.75 SIDE ARMS 6.75 VULCAN 7.50 CAPTAIN AMERICA 6.75 GAME SET & MATCH 9.75 MERCENARY 2nd CITY 4.45 SILENT SERVICE 7.50 WARDERR 6.75 CAPTAIN AMERICA 6.75 GAME SET & MATCH 9.75 MERCENARY 2nd CITY 4.45 SILENT SERVICE 7.50 WARDERR 6.75 CAPTAIN AMERICA 6.75 GAME SET & MATCH 9.75 MERCENARY 2nd CITY 4.45 SILENT SERVICE 7.50 WARDERR 6.75 CHARLE CHAPLAIN 6.75 GAME SET & MATCH 9.75 MERCENARY 2nd CITY 4.45 SILENT SERVICE 7.50 WARDERR 6.75 CHARLE CHAPLAIN 6.75 GAME SET & MATCH 9.75 MERCENARY 2nd CITY 4.45 SILENT SERVICE 7.50 WARDERR 7.50 CHARLE CHAPLAIN 6.75 GAME SET & MATCH 9.75 MICRO VALUE III 2.99 SALE CHAPLAIN 6.75 CHARLE CHAPLAIN 6.75 GAME SET & MATCH 9.75 MICRO VALUE III 2.99 SALE CHAPLAIN 6.75 WARDERR 6.00 CHARLE CHAPLAIN 6.75 GAME SET & MATCH 9.75 MICRO VALUE III 2.99 SALE CRAZY 6.00 WHITE DUMPHIAD 6.00 CHARLE CHAPLAIN 6.75 GAPY LINEKER SOLEER 9.75 MICRO VALUE III 2.99 SALE CRAZY		BEDLAM - 128+2 ONLY	6.75	FAST & FURIOUS	6.75						
BIONIC COMMANDOS 6.75 FIREFLY 6.00 LIVING DAYLIGHTS 7.50 ROY OF THE ROVERS 6.00 TRIVIAL PURSUITS 11.25 BISMARK 7.50 FIREFRAP 7.50 LUCAS FILMS COMP. 7.50 RY SARRADORRINNER 2.99 TRIVIAL PURSUITS 11.25 BLACK LAMP 6.00 FIST N' THROTTLES 9.75 MAD BALLS 6.00 S.O. S.O. S.O. S.O. S.O. LUTIMATE THE WORKS 9.75 BLOCKBUSTERS 6.00 FLINTSTONES 6.75 MAD MIX 6.00 SALAMANDER 6.00 UNITRAY ETHE WORKS 9.75 BLOOD BROTHERS 6.00 FLINTSTONES 6.75 MAGIC KNIGHT TRIL. 7.50 SAMURAL WARRIOR 6.00 UNITRAY ETHE WORKS 9.75 BLOOD VALLEY 6.00 FOOTBALL DIRECTOR 6.75 MAGRIFICENT 7.50 SCRABBLE 7.50 VENOM STRIKES BACK 6.00 BUBBLE BOBBLE 6.00 FRANK BRUNDOS BID BOX 9.75 MATCHDAY 2 6.00 SEPTEMBER 7.50 VINDICATOR 6.00 BUBBLE BOBBLE 6.00 FRIGHTMARE 7.50 MEANSTREAK 6.00 SHACKLED 6.75 VIRUS 6.00 BUBLIS EYE 6.00 G.J. IERO 6.00 MERCENARY 7.50 SIDE ARMS 6.75 VIRUS 6.00 CAAPTAIN MARRICAB RAVESTARR 2.99 GAME GVER 6.00 MERCENARY 7.50 SIDE MISS 6.00 WANDERER 6.75 CAPTAIN MARRICAB RAVESTARR 6.75 GARY LINEKER BACK 6.00 MERCENARY 7.50 SIDE MISS 6.00 WANDERER 6.75 CHAMPIONAL 7.50 GARY LINEKER SOCCER 6.00 MINTOFINITAL 7.50 MINTOFINITAL 7.50 MINTOFINITAL 7.50 CHARRIBUSTERS 7.50 GARY LINEKER SOCCER 6.00 MINTOFINITAL 7.50 MINTOFINITA											
BISMARK 7.50											
BLACK LAMP 6.00 FIST N' THROTTLES 9.75 MAD BALLS 6.00 S.D.I. 7.50 TYPHOON 6.00											
BLITZKREIG 7.50											
BLOCKBUSTERS B.00											
BLOOD BROTHERS 6.00 FLYING SHARK 6.00 MAGNETRON 6.00 SCALEXTRIC 7.50 VAMPIRES EMPIRE 6.00 BLOOD VALLEY 6.00 FOOTBALL DIRECTOR 6.75 MAGNIFICENT 7.50 SCRABBLE 7.50 VENOM STRIKES BACK 6.00 BUBBLE BOBBLE 6.00 FRANK BRUNDS BID BOX 9.75 MARAUDER 6.00 SCRUPLES 7.50 VICTORY ROAD 6.00 BUGGY BOY 6.00 FRANK BRUNDS BID BOX 9.75 MARAUDER 6.00 SEPTEMBER 7.50 VICTORY ROAD 6.00 BUGGY BOY 6.00 FRANK BRUNDS BID BOX 9.75 MARAUDER 6.00 SEPTEMBER 7.50 VICTORY ROAD 6.00 BUGGY BOY 6.00 FRANK BRUNDS BID BOX 9.75 MARCHDAY 2 6.00 SEPTEMBER 7.50 VICTORY ROAD 6.00 MATCHDAY 2 6.00 SEPTEMBER 7.50 VICTORY ROAD 6.00 MEGNATER 7.50 MERCENARY 7.5											
BLOOD VALLEY 6.00 FOOTBALL DIRECTOR 6.75 MAGNIFICENT 7 7.50 SCRABBLE 7.50 VENOM STRIKES BACK 6.00 BRAYE STARR 6.75 FOOTBALL MANAGER 2 7.50 MARAUDER 6.00 SCRUPLES 7.50 VICTORY ROAD 6.00 BUBBLE BOBBLE 6.00 FRANK BRUNDS BID BOX 9.75 MATCHDAY 2 6.00 SEPTEMBER 7.50 VINDICATOR 6.00 BUBGEY BOY 6.00 FRIGHTMARE 7.50 MEANSTREAK 6.00 SHACKLED 6.75 VIRUS 6.00 BULLS EYE 6.00 G.J. HERO 6.00 MEGA GAMES VOL. 1 9.75 SIDE ARMS 8.75 VULCAN 7.50 CALIFORNIA GAMES 6.75 GALACTIC GAMES 7.50 MERCENARY 2nd CITY 4.45 SILENT SERVICE 7.50 WANDERER 6.75 CAPT AMERICA/BRAVESTARR 2.99 GAME OVER 6.00 MERCENARY 2nd CITY 4.45 SILENT SERVICE 7.50 WE ARE THE CHAMPIONS 7.50 CAPTAIN BLOOD 7.50 GAMES WINTER EDITION 6.75 MICKEY MOUSE 6.00 SIX PACK VOL. 2 7.50 WE CLE MANS 6.00 CARRIER COMMAND 11.25 GARFIELD 6.75 MICKEY MOUSE 6.00 SIX PACK VOL. 3 7.50 WHITE DWARF 7.50 CHAMPIONSHIP SPRING 7.50 GARY LINEKER BOCK 6.00 MINOFIGHTER 11.25 SOLDIERS OF LIGHT 6.00 WINTER OLTMPIAD 6.00 CHARTBUSTERS 7.50 GARY LINEKER SUPER SKILLS 6.00 MONOPOLY 7.50 SOLD GOLD 7.50 WIZARD WARZ 6.75 CHESS 6.00 GE BEE AIR RALLY 7.50 MOTOR MASSACRE 8.75 SOLDIENSE 9.75 WORLD CLASS LEADERBOARD 6.75 CHUBBY GRISTLE 6.00 GOLD 7.50 GARY LINEKER SUPER SKILLS 6.00 MOTOR MASSACRE 8.75 SOLDIENSE 9.75 WORLD CLASS LEADERBOARD 6.75 CHUBBY GRISTLE 6.00 GOLD 7.50 GORILLA WARS 6.00 SPORTS COMPENDIUM 14.95 WORLD CLASS LEADERBOARD 6.75 CHUBBY GRISTLE 6.00 GOLD 7.50 GARPINGS 9.75 MURDER ON THE ATLANTIC 9.75 SPACE AGE 9.75 WORLD CLASS LEADERBOARD 6.75 CHUBBY GRISTLE 6.00 GRAPHICS ADV. CREATOR 19.50 NETHERWORLD 6.00 SPORTS COMPENDIUM 14.95 WRITER 7.50 COLOSSUS BRIDGE 4.0 8.99 GOTILLA WARS 6.00 NETHERWORLD 6.00 SPORTS COMPENDIUM 14.95 WRITER 7.50 COLOSSUS CHESS 4.0 7.50 GRAPHICS ADV. CREATOR 19.50 NETHERWORLD 6.00 SPORTS COMPENDIUM 14.95 WRITER 7.50 COMBAT SCHOOL 6.00 GRYSOR 6.00 NIGHT RAIDER 7.50 STALINGRAD 7.50 YETI 6.00		THE PROPERTY OF THE PARTY OF TH									
BRAVE STARR 6.75 FOOTBALL MANAGER 2 7.50 MARAUDER 6.00 SCRUPLES 7.50 VICTORY ROAD 6.00 BUBBLE BOBBLE 6.00 FRANK BRUNDS BID BOX 9.75 MATCHDAY 2 6.00 SEPTEMBER 7.50 VINDICATOR 6.00 BULLS EYE 6.00 FRIGHTMARE 7.50 MEANSTREAK 6.00 SHACKLED 6.75 VIRUS 6.00 BULLS EYE 6.00 G.J. HERD 6.00 MEGA GAMES VOL. 1 9.75 SIDE ARMS 6.75 VIRUS 7.50 CAJEFORNIA GAMES 6.75 GALACTIC GAMES 7.50 MERCENARY 7.50 SIDEWISE 6.00 WANDERER 6.75 CAPTA MARERICA 8.75 GAME SET & MATCH 9.75 MERCENARY 2.74 CITY 4.45 SILENT SERVICE 7.50 WARLOCK 6.00 CAPTAIN BLOOD 7.50 GAME SET & MATCH 9.75 MERCENARY COMPD. LTD EU. 9.75 SIX PACK 7.50 WE ARE THE CHAMPIONS 7.50 CAPTAIN BLOOD 7.50 GAMES WINTER EDITION 6.75 MICRO YALUE III 2.99 SKATE CRAZY 6.00 WHITE DWARF 7.50 CHARLE CHAPLAIN 6.75 GARY LINEKER BOTCER 6.00 MINDFIGHTER 11.25 SOLDIERS OF UGHT 6.00 WHITE DWARF 7.50 CHARLE CHAPLAIN 6.75 GARY LINEKER SUPER SKILLS 6.00 MONOPOLY 7.50 SOLDIERS OF UGHT 6.00 WINTER OLYMPIAD 6.00 CHARTBUSTERS 7.50 GEB E AIR RALLY 7.50 MOTOR MASSACRE 6.75 SOLDIERS OF UGHT 6.00 WINTER OLYMPIAD 6.00 CHARTBUSTERS 7.50 GOLD SILVER BRONZE 9.75 MAPOLEAN AT WAR 6.75 SPACE AGE 9.75 WORLD CLASS LEADERBOARD 6.75 COLOSSUS BRIDGE 4.0 8.98 GOTHIX 6.00 NATO ASSAULT COURSE 6.75 SPILITING IMAGE 7.50 WORLD CLASS LEADERBOARD 6.75 COLOSSUS BRIDGE 4.0 8.99 GOTHIX 6.00 REPUBLIC 6.00 SPORTS COMPENDIUM 14.95 WRITER 7.50 COLOSSUS BRIDGE 4.0 8.99 GOTHIX 6.00 REPUBLIC 6.00 SPORTS COMPENDIUM 14.95 WRITER 7.50 COLOSSUS BRIDGE 4.0 8.99 GOTHIX 6.00 REPUBLIC 6.00 SPORTS COMPENDIUM 14.95 WRITER 7.50 COLOSSUS BRIDGE 4.0 8.99 GOTHIX 6.00 REPUBLIC 6.00 SPORTS COMPENDIUM 14.95 WRITER 7.50 COLOSSUS BRIDGE 4.0 8.99 GOTHIX 6.00 REPUBLIC 6.00 SPORTS COMPENDIUM 14.95 WRITER 7.50 COMBAT SCHOOL 6.00 GRYSOR 6.00 REPUBLIC 6.00 SPORTS COMPENDIUM 14.95 WRITER 7.50 COMBAT SCHOOL 6.00 GRYSOR 6.00 REPUBLIC 6.00 SPORTS COMPENDIUM 14.95 WRITER 7.50 COMBAT SCHOOL 6.00 GRYSOR 6.00 RIGHT RAIDER 7.50 STALINGRAD 7.50 STALINGRAD 7.50 STALINGRAD											
BUBBLE BOBBLE 6.00 FRANK BRUNOS BID BOX 9.75 MATCHDAY 2 6.00 SEPTEMBER 7.50 VINDICATOR 6.00											
BUGGY BOY 6.00 FRIGHTMARE 7.50 MEANSTREAK 6.00 SHACKLED 6.75 VIRUS 6.00 BULLS EYE 6.00 G.J. HERO 6.00 MEGA GAMES VOL. 1 9.75 SIDE ARMS 8.75 VULCAN 7.50 CAJIFORNIA GAMES 6.75 GALACTIC GAMES 7.50 MERCENARY 7.50 SIDEWISE 6.00 WANDERER 6.75 CAPT AMERICA 6.75 GAME OVER 6.00 MERCENARY 2nd CITY 4.45 SILENT SERVICE 7.50 WARLOCK 6.00 CAPTAIN AMERICA 6.75 GAME SET 8 MATCH 9.75 MERCENARY COMPD. LTD EU. 9.75 SIX PACK 7.50 WE ARE THE CHAMPIONS 7.50 CAPTAIN BLOOD 7.50 GAMES WINTER EDITION 6.75 MICRO YALUE III 2.99 SKATE CRAZY 6.00 WHITE DWARF 7.50 CHARLIE CHAPLAIN 6.75 GARY LINEKER HOT SHOTS 7.50 MICRO VALUE III 2.99 SKATE CRAZY 6.00 WHITE DWARF 7.50 CHARTBUSTERS 7.50 GARY LINEKER SUPER SKILLS 6.00 MINDFIGHTER 11.25 SOLDIERS OF LIGHT 6.00 WINTER OLYMPIAD 6.00 CHARTBUSTERS 7.50 GE BEE AIR RALLY 7.50 MURDER ON THE ATLANTIC 9.75 SORCERER LORD 9.75 WORLD CLIB FAM. COUR. VOL. 1 6.75 CHUBBY GRISTLE 6.00 GOLD SILVER BRONZE 9.75 NAPOLEAN AT WAR 6.75 SPACE AGE 9.75 WORLD CLIB FAM. COUR. VOL. 1 6.75 CHUBBY GRISTLE 6.00 GOLD SILVER BRONZE 9.75 NAPOLEAN AT WAR 6.75 SPACE AGE 9.75 WORLD CLIB FAM. COUR. VOL. 1 6.75 COLDSSUS BRIDGE 4.0 8.99 GOTHIK 6.00 NEBULUS 6.00 SPYT TRILOGY 7.50 XENNON 7.50 COUDSSUS BRIDGE 4.0 7.50 GARPHICS ADV. CREATOR 19.50 NIGHT RAIDER 7.50 STALINGRAD 7.50 YETI 6.00 COMBAT SCHOOL 6.00 GRYSOR 6.00 NIGHT RAIDER 7.50 STALINGRAD 7.50 YETI 6.00											
BULLS EYE 6.00 G.J. HERO 6.00 MEGA GAMES VOL. 1 9.75 SIDE ARMS 6.75 VULCAN 7.50 CALIFORNIA GAMES 6.75 GALACTIC GAMES 7.50 MERCENARY 7.50 SIDEWISE 6.00 WANDERER 6.75 CAPT AMERICALBRAVESTARR 2.99 GAME OVER 6.00 MERCENARY 2nd CITY 4.45 SILENT SERVICE 7.50 WARLOCK 6.00 CAPTAIN AMERICA 6.75 GAME SET & MATCH 9.75 MICRO MERCENARY COMPD. LTD EU. 9.75 SIX PACK VOL. 2 7.50 WE ARE THE CHAMPIONS 7.50 CAPTAIN BLOOD 7.50 GAMES WINTER EDITION 6.75 MICRO TRIVIA 9.75 SIX PACK VOL. 2 7.50 WE CLE MANS 6.00 CARRIER COMMAND 11.25 GARFIELD 6.75 MICRO TRIVIA 9.75 SIX PACK VOL. 3 7.50 WHIRLIGIG 6.00 CHAMPIONSHIP SPRING 7.50 GARY LINEKER BOTCER 6.00 MICRO VALUE III 2.99 SKATE CRAZY 6.00 WHITE DWARF 7.50 CHARTBUSTERS 7.50 GARY LINEKER SOCCER 6.00 MINDFIGHTER 11.25 SOLDIERS OF LIGHT 6.00 WINTER OLYMPIAD 6.00 CHARTBUSTERS 7.50 GARY LINEKER SUPER SKILLS 6.00 MONOPOLY 7.50 SOLID GOLD 7.50 WIZARD WARZ 6.75 CHICAGO 30s 6.75 GIANTS 9.75 MURDER ON THE ATLANTIC 9.75 SORCERER LORD 9.75 WORLD CLIB FAM. COUR VOL. 1 6.75 CHUBBY GRISTLE 6.00 GOLD SILVER BRONZE 9.75 NAPOLEAN AT WAR 6.75 SPACE AGE 9.75 WORLD CLASS LEADERBOARD 6.75 CLUEDO 7.50 GORILLA WARS 6.00 NEBULUS 6.00 SPORTS COMPENDIUM 14.95 WRITER 7.50 COLOSSUS BRIDGE 4.0 8.99 GOTHIK 6.00 NEBULUS 6.00 NEBULUS 6.00 SPORTS COMPENDIUM 14.95 WRITER 7.50 COMBAT SCHOOL 6.00 GRYSOR 6.00 NIGHT RAIDER 7.50 STALINGRAD 7.50 WEND COMBAT SCHOOL 6.00 GRYSOR 6.00 NIGHT RAIDER 7.50 STALINGRAD 7.50 WEND COMBAT SCHOOL 6.00 GRYSOR 6.00 NIGHT RAIDER 7.50 STALINGRAD 7.50 VETIL 6.00											
CALIFORNIA GAMES 6.75 GALACTIC GAMES 7.50 MERCENARY 7.50 SIDEWISE 6.00 WANDERER 6.75 CAPT AMERICA/BRAVESTARR 2.99 GAME OVER 6.00 MERCENARY 2nd CITY 4.45 SILENT SERVICE 7.50 WARLOCK 6.00 CAPTAIN AMERICA 6.75 GAME SET & MATCH 9.75 MERCENARY COMPD. LTD EU. 9.75 SIX PACK 7.50 WE ARE THE CHAMPIONS 7.50 CAPTAIN BLOOD 7.50 GAMES WINTER EDITION 6.75 MICKEY MOUSE 6.00 SIX PACK VOL. 2 7.50 WE CLE MANS 6.00 CARRIER COMMAND 11.25 GARFIELD 6.75 MICRO TRIVIA 9.75 SIX PACK VOL. 3 7.50 WHIRLIGIG 6.00 CHAMPIONSHIP SPRING 7.50 GARY LINEKER HOT SHOTS 7.50 MICRO VALUE III 2.99 SKATE CRAZY 6.00 WHITE DWARF 7.50 CHARLIE CHAPLAIN 6.75 GARY LINEKER SOCCER 6.00 MINDFIGHTER 11.25 SOLDIERS OF LIGHT 6.00 WINTER OLYMPIAD 6.00 CHARTBUSTERS 7.50 GARY LINEKER SUPER SKILLS 6.00 MONOPOLY 7.50 SOLID GOLD 7.50 WIZARD WARZ 6.75 CHESS 6.00 GEE BEE AIR RALLY 7.50 MOTOR MASSACRE 6.75 SOLOMONS KEY 6.75 WONDERBOY 7.50 CHICAGO 30s 6.75 GIANTS 9.75 MURDER ON THE ATLANTIC 9.75 SORCERER LORD 9.75 WORLD CLAB FAM. COUR. VOL. 1 6.75 CHUBBY GRISTLE 6.00 GOLD SILVER BRONZE 9.75 NAPOLEAN AT WAR 6.75 SPACE AGE 9.75 WORLD CLASS LEADERBOARD 6.75 CLUEDO 7.50 GORILLA WARS 6.00 NATO SAULT COURSE 6.75 SPLITTING IMAGE 7.50 WORLD CLASS LEADERBOARD 6.75 CDLOSSUS BRIDGE 4.0 8.99 GOTHIK 6.00 NATO SAULT COURSE 6.75 SPLITTING IMAGE 7.50 WORLD GAMES 6.75 CDLOSSUS CHESS 4.0 7.50 GRAPHICS ADV. CREATOR 19.50 NETHERWORLD 6.00 SPORTS COMPENDIUM 14.95 WRITER 7.50 COMBAT SCHOOL 6.00 GRYSOR 6.00 NIGHT RAIDER 7.50 STALINGRAD 7.50 YETI 6.00			70000						6.75	VIRUS	6.00
CAPT AMERICA BRAVESTARR 2.99 GAME OVER 6.00 MERCENARY 2nd CITY 4.45 SILENT SERVICE 7.50 WARLOCK 6.00 CAPTAIN AMERICA 6.75 GAME SET & MATCH 9.75 MERCENARY COMPD. LTD EU. 9.75 SIX PACK 7.50 WE ARE THE CHAMPIONS 7.50 CAPTAIN BLOOD 7.50 GAMES WINTER EDITION 6.75 MICKEY MOUSE 6.00 SIX PACK VOL. 2 7.50 WE CLE MANS 6.00 CARRIER COMMAND 11.25 GARFIELD 6.75 MICRO TRIVIA 9.75 SIX PACK VOL. 3 7.50 WHIRLIGIG 6.00 CHAMPIONSHIP SPRING 7.50 GARY LINEKER HOT SHOTS 7.50 MICRO VALUE III 2.99 SKATE CRAZY 6.00 WHITE DWARF 7.50 CHARTBUSTERS 7.50 GARY LINEKER SUPER SKILLS 6.00 MINDFIGHTER 11.25 SOLDIERS OF LIGHT 6.00 WINTER OLYMPIAD 6.00 CHARTBUSTERS 7.50 GARY LINEKER SUPER SKILLS 6.00 MONOPOLY 7.50 SOLID GOLD 7.50 WIZARD WARZ 6.75 CHESS 6.00 GEE BEE AIR RALLY 7.50 MOTOR MASSACRE 6.75 SOLOMONS KEY 6.75 WONDERBOY 7.50 CHICAGO 30s 6.75 GIANTS 9.75 MURDER ON THE ATLANTIC 9.75 SORCERER LORD 9.75 WORLD CLIB. FAM. COUR. VOL. 1 6.75 CHUBBY GRISTLE 6.00 GOLD SILVER BRONZE 9.75 NAPOLEAN AT WAR 6.75 SPACE AGE 9.75 WORLD CLASS LEADERBOARD 6.75 CLUEDD 7.50 GORILLA WARS 6.00 NEBULUS 6.00 SPORTS COMPENDIUM 14.95 WRITER 7.50 COLOSSUS BRIDGE 4.0 8.99 GOTHIK 6.00 NEBULUS 6.00 SPORTS COMPENDIUM 14.95 WRITER 7.50 COLOSSUS CHESS 4.0 7.50 GRAPHICS ADV. CREATOR 19.50 NETHERWORLD 6.00 SPORTS COMPENDIUM 14.95 WRITER 7.50 COMBAT SCHOOL 6.00 GRYSOR 6.00 NIGHT RAIDER 7.50 STALINGRAD 7.50 YETI 6.00											7.50
CAPTAIN AMERICA 6.75 GAME SET & MATCH 9.75 MERCENARY COMPD. LTD EU. 9.75 SIX PACK 7.50 WE ARE THE CHAMPIONS 7.50 CAPTAIN BLOOD 7.50 GAMES WINTER EDITION 6.75 MICKEY MOUSE 6.00 SIX PACK VOL. 2 7.50 WE CLE MANS 6.00 CARRIER COMMAND 11.25 GARFIELD 6.75 GARY LINEKER HOT SHOTS 7.50 MICRO TRIVIA 9.75 SIX PACK VOL. 2 7.50 WE ARE THE CHAMPIONS 7.50 WE CLE MANS 6.00 CHAMPIONSHIP SPRING 7.50 GARY LINEKER SOCCER 6.00 MINDFIGHTER 11.25 SOLDIERS OF LIGHT 6.00 WINTER OLYMPIAD 6.00 CHARTBUSTERS 7.50 GARY LINEKER SUPER SKILLS 6.00 MONOPOLY 7.50 MOTOR MASSACRE 6.75 CHICAGO 30a 6.75 GIANTS 9.75 MURDER ON THE ATLANTIC 9.75 SORCERER LORD 9.75 WORLD CL/B.FAM.COUR.VOL. 1 6.75 CHUBDY GRISTLE 6.00 GOLD SILVER BRONZE 9.75 MOTOR MASSAULT COURSE 6.75 SPACE AGE 9.75 WORLD CL/B.FAM.COUR.VOL. 1 6.75 COLOSSUS BRIDGE 4.0 8.99 GOTHIK 6.00 NEBULUS 6.00 NEBULUS 6.00 SPY TRILOGY 7.50 XENNON 7.											
CAPTAIN BLOOD 7.50 GAMES WINTER EDITION 6.75 MICKEY MOUSE 6.00 SIX PACK VOL. 2 7.50 WEC LE MANS 6.00 CARRIER COMMAND 11.25 GARFIELD 6.75 MICRO TRIVIA 9.75 SIX PACK VOL. 3 7.50 WHIRLIGIG 6.00 CHAMPIONSHIP SPRING 7.50 GARY LINEKER HOT SHOTS 7.50 MICRO VALUE III 2.99 SKATE CRAZY 6.00 WHITE DWARF 7.50 CHARLIE CHAPLAIN 6.75 GARY LINEKER SOCCER 6.00 MINDFIGHTER 11.25 SOLDIERS OF LIGHT 6.00 WINTER OLYMPIAD 6.00 CHARTBUSTERS 7.50 GARY LINEKER SUPER SKILLS 6.00 MONOPOLY 7.50 SOLID GOLD 7.50 WIZARD WARZ 6.75 CHESS 6.00 GEE BEE AIR RALLY 7.50 MOTOR MASSACRE 6.75 SOLDMONS KEY 6.75 WONDERBOY 7.50 CHICAGO 30s 6.75 GIANTS 9.75 MURDER ON THE ATLANTIC 9.75 SORCERER LORD 9.75 WORLD CLIB.FAM.COUR.VOL. 1 6.75 CHUBBY GRISTLE 6.00 GOLD SILVER BRONZE 9.75 NAPOLEAN AT WAR 6.75 SPACE AGE 9.75 WORLD CLASS LEADERBOARD 6.75 COLOSSUS BRIDGE 4.0 8.99 GOTHIK 6.00 NEBULUS 6.00 SPORTS COMPENDIUM 14.95 WRITER 7.50 COLOSSUS CHESS 4.0 7.50 GRAPHICS ADV. CREATOR 19.50 NETHERWORLD 6.00 SPY TRILOGY 7.50 XENNON 7.50 COMBAT SCHOOL 6.00 GRYSOR 6.00 NIGHT RAIDER 7.50 STALINGRAD 7.50 YETI 6.00		CAPT AMERICA/BRAVESTARR						SILENT SERVICE	7.50	WARLOCK	6.00
CARRIER COMMAND 11.25 GARFIELD 6.75 MICRO TRIVIA 9.75 SIX PACK VOL. 3 7.50 WHIRLIGIG 6.00 CHAMPIONSHIP SPRING 7.50 GARY LINEKER HOT SHOTS 7.50 MICRO VALUE III 2.99 SKATE CRAZY 6.00 WHITE DWARF 7.50 CHARLIE CHAPLAIN 6.75 GARY LINEKER SOCCER 6.00 MINDFIGHTER 11.25 SOLDIERS OF LIGHT 6.00 WINTER OLYMPIAD 6.00 CHARTBUSTERS 7.50 GARY LINEKER SUPER SKILLS 6.00 MONOPOLY 7.50 SOLID GOLD 7.50 WIZARD WARZ 6.75 CHESS 6.00 GEE BEE AIR RALLY 7.50 MOTOR MASSACRE 6.75 SOLOMONS KEY 6.75 WONDERBOY 7.50 CHICAGO 30s 6.75 GIANTS 9.75 MURDER ON THE ATLANTIC 9.75 SORCERER LORD 9.75 WORLD CLIB.FAM.COUR.VOL. 1 6.75 CHUBBY GRISTLE 6.00 GOLD SILVER BRONZE 9.75 NAPOLEAN AT WAR 6.75 SPACE AGE 9.75 WORLD CLASS LEADERBOARD 6.75 COLOSSUS BRIDGE 4.0 8.99 GOTHIK 6.00 NEBULUS 6.00 SPORTS COMPENDIUM 14.95 WRITER 7.50 COLOSSUS CHESS 4.0 7.50 GRAPHICS ADV. CREATOR 19.50 NETHERWORLD 6.00 SPY TRILOGY 7.50 XENNON 7.50 COMBAT SCHOOL 6.00 GRYSOR 6.00 NIGHT RAIDER 7.50 STALINGRAD 7.50 YETI 6.00		The state of the s		GAME SET & MATCH		MERCENARY COMPD. LTD EU.	9.75	SIX PACK	7.50	WE ARE THE CHAMPIONS	7.50
CHAMPIONSHIP SPRING 7.50 GARY LINEKER HOT SHOTS 7.50 MICRO VALUE III 2.99 SKATE CRAZY 6.00 WHITE DWARF 7.50 CHARLIE CHAPLAIN 6.75 GARY LINEKER SOCCER 6.00 MINDFIGHTER 11.25 SOLDIERS OF LIGHT 6.00 WINTER OLYMPIAD 6.00 CHARTBUSTERS 7.50 GARY LINEKER SUPER SKILLS 6.00 MONOPOLY 7.50 SOLID GOLD 7.50 WIZARD WARZ 6.75 CHESS 6.00 GEE BEE AIR RALLY 7.50 MOTOR MASSACRE 6.75 SOLDMONS KEY 6.75 WONDERBOY 7.50 CHICAGO 30s 6.75 GIANTS 9.75 MURDER ON THE ATLANTIC 9.75 SORCERER LORD 9.75 WORLD CLIB.FAM.COUR.VOL. 1 6.75 CHUBBY GRISTLE 6.00 GOLD SILVER BRONZE 9.75 NAPOLEAN AT WAR 6.75 SPACE AGE 9.75 WORLD CLASS LEADERBOARD 6.75 CLUEDO 7.50 GORILLA WARS 6.00 NATO ASSAULT COURSE 6.75 SPLITTING IMAGE 7.50 WORLD GAMES 6.75 COLOSSUS BRIDGE 4.0 8.99 GOTHIK 6.00 NEBULUS 6.00 SPORTS COMPENDIUM 14.95 WRITER 7.50 COLOSSUS CHESS 4.0 7.50 GRAPHICS ADV. CREATOR 19.50 NETHERWORLD 6.00 SPY TRILOGY 7.50 XENNON 7.50 COMBAT SCHOOL 6.00 GRYSOR 6.00 NIGHT RAIDER 7.50 STALINGRAD 7.50 YETI 6.00				GAMES WINTER EDITION	6.75	MICKEY MOUSE	6.00	SIX PACK VOL. 2	7.50	WEC LE MANS	6.00
CHAMPIONSHIP SPRING 7.50 GARY LINEKER HOT SHOTS 7.50 MICRO VALUE III 2.99 SKATE CRAZY 6.00 WHITE DWARF 7.50 CHARLIE CHAPLAIN 6.75 GARY LINEKER SOCCER 6.00 MINDFIGHTER 11.25 SOLDIERS OF LIGHT 6.00 WINTER OLYMPIAD 6.00 CHARTBUSTERS 7.50 GARY LINEKER SUPER SKILLS 6.00 MONOPOLY 7.50 SOLID GOLD 7.50 WIZARD WARZ 6.75 CHESS 6.00 GEE BEE AIR RALLY 7.50 MOTOR MASSACRE 6.75 SOLDMONS KEY 6.75 WONDERBOY 7.50 CHICAGO 30s 6.75 GIANTS 9.75 MURDER ON THE ATLANTIC 9.75 SORCERER LORD 9.75 WORLD CLIB.FAM.COUR.VOL. 1 6.75 CHUBBY GRISTLE 6.00 GOLD SILVER BRONZE 9.75 NAPOLEAN AT WAR 6.75 SPACE AGE 9.75 WORLD CLASS LEADERBOARD 6.75 COLOSSUS BRIDGE 4.0 8.99 GOTHIK 6.00 NEBULUS 6.00 SPORTS COMPENDIUM 14.95 WRITER 7.50 COLOSSUS CHESS 4.0 7.50 GRAPHICS ADV. CREATOR 19.50 NETHERWORLD 6.00 SPY TRILOGY 7.50 XENNON 7.50 COMBAT SCHOOL 6.00 GRYSOR 6.00 NIGHT RAIDER 7.50 STALINGRAD 7.50 YETI 6.00		CARRIER COMMAND	11.25	GARFIELD	6.75	MICRO TRIVIA	9.75	SIX PACK VOL 3	7.50	WHIRLIGIG	6.00
CHARLIE CHAPLAIN 6.75 GARY LINEKER SOCCER 6.00 MINDFIGHTER 11.25 SOLDIERS OF LIGHT 6.00 WINTER OLYMPIAD 6.00 CHARTBUSTERS 7.50 GARY LINEKER SUPER SKILLS 6.00 MONOPOLY 7.50 SOLDI GOLD 7.50 WIZARD WARZ 6.75 CHESS 6.00 GEE BEE AIR RALLY 7.50 MOTOR MASSACRE 6.75 SOLDMONS KEY 6.75 WONDERBOY 7.50 CHICAGO 30s 6.75 GIANTS 9.75 MURDER ON THE ATLANTIC 9.75 SORCERER LORD 9.75 WORLD CLIB.FAM.COUR.VOL. 1 6.75 CHUBBY GRISTLE 6.00 GOLD SILVER BRONZE 9.75 NAPOLEAN AT WAR 6.75 SPACE AGE 9.75 WORLD CLASS LEADERBOARD 6.75 COLOSSUS BRIDGE 4.0 8.99 GOTHIK 6.00 NEBULUS 6.00 SPORTS COMPENDIUM 14.95 WRITER 7.50 COLOSSUS CHESS 4.0 7.50 GRAPHICS ADV. CREATOR 19.50 NETHERWORLD 6.00 SPY TRILOGY 7.50 YETI 6.00		CHAMPIONSHIP SPRING	7.50	GARY LINEKER HOT SHOTS	7.50	MICRO VALUE III	2.99				
CHARTBUSTERS 7.50 GARY LINEKER SUPER SKILLS 6.00 MONOPOLY 7.50 SOLID GOLD 7.50 WIZARD WARZ 6.75 CHESS 6.00 GEE BEE AIR RALLY 7.50 MOTOR MASSACRE 6.75 SOLOMONS KEY 6.75 WONDERBOY 7.50 CHICAGO 30s 6.75 GIANTS 9.75 MURDER ON THE ATLANTIC 9.75 SORCERER LORD 9.75 WORLD CLIB.FAM.COUR.VOL. 1 6.75 CHUBBY GRISTLE 6.00 GOLD SILVER BRONZE 9.75 NAPOLEAN AT WAR 6.75 SPACE AGE 9.75 WORLD CLASS LEADERBOARD 6.75 CLUEDO 7.50 GORILLA WARS 6.00 NATO ASSAULT COURSE 6.75 SPLITTING IMAGE 7.50 WORLD GAMES 6.75 COLOSSUS BRIDGE 4.0 8.99 GOTHIK 6.00 NEBULUS 6.00 SPORTS COMPENDIUM 14.95 WRITER 7.50 COLOSSUS CHESS 4.0 7.50 GRAPHICS ADV. CREATOR 19.50 NETHERWORLD 6.00 SPY TRILOGY 7.50 XENNON 7.50 COMBAT SCHOOL 6.00 GRYSOR 6.00 NIGHT RAIDER 7.50 STALINGRAD 7.50 YETI 6.00		CHARLIE CHAPLAIN			6.00	MINDFIGHTER					
CHESS 6.00 GEE BEE AIR RALLY 7.50 MOTOR MASSACRE 6.75 SOLOMONS KEY 6.75 WONDERBOY 7.50 CHICAGO 30± 6.75 GIANTS 9.75 MURDER ON THE ATLANTIC 9.75 SORCERER LORO 9.75 WORLD CL/B.FAM.COUR.VOL.1 6.75 CHUBBY GRISTLE 6.00 GOLD SILVER BRONZE 9.75 NAPOLEAN AT WAR 6.75 SPACE AGE 9.75 WORLD CLASS LEADERBOARD 6.75 CLUEDO 7.50 GORILLA WARS 6.00 NATO ASSAULT COURSE 6.75 SPLITTING IMAGE 7.50 WORLD GAMES 6.75 COLOSSUS BRIDGE 4.0 8.99 GOTHIK 6.00 NEBULUS 6.00 SPORTS COMPENDIUM 14.95 WRITER 7.50 COLOSSUS CHESS 4.0 7.50 GRAPHICS ADV. CREATOR 19.50 NETHERWORLD 6.00 SPY TRILOGY 7.50 XENNON 7.50 COMBAT SCHOOL 6.00 GRYSOR 6.00 NIGHT RAIDER 7.50 STALINGRAD 7.50 YETI 6.00											
CHICAGO 30s 6.75 GIANTS 9.75 MURDER ON THE ATLANTIC 9.75 SORCERER LORO 9.75 WORLD CLIB.FAM.COUR.VOL. 1 6.75 CHUBBY GRISTLE 6.00 GOLD SILVER BRONZE 9.75 NAPOLEAN AT WAR 6.75 SPACE AGE 9.75 WORLD CLASS LEADERBOARD 6.75 CLUEDO 7.50 GORILLA WARS 6.00 NATO ASSAULT COURSE 6.75 SPLITTING IMAGE 7.50 WORLD GAMES 6.75 COLOSSUS BRIDGE 4.0 8.99 GOTHIK 6.00 NEBULUS 6.00 SPORTS COMPENDIUM 14.95 WRITER 7.50 COLOSSUS CHESS 4.0 7.50 GRAPHICS ADV. CREATOR 19.50 NETHERWORLD 6.00 SPY TRILOGY 7.50 XENNON 7.50 COMBAT SCHOOL 6.00 GRYSOR 6.00 NIGHT RAIDER 7.50 STALINGRAD 7.50 YETI 6.00											
CHUBBY GRISTLE 6.00 GOLD SILVER BRONZE 9.75 NAPOLEAN AT WAR 6.75 SPACE AGE 9.75 WORLD CLASS LEADERBOARD 6.75 CLUEDO 7.50 GORILLA WARS 6.00 NATO ASSAULT COURSE 6.75 SPLITTING IMAGE 7.50 WORLD GAMES 6.75 COLOSSUS BRIDGE 4.0 8.99 GOTHIK 6.00 NEBULUS 6.00 SPORTS COMPENDIUM 14.95 WRITER 7.50 COLOSSUS CHESS 4.0 7.50 GRAPHICS ADV. CREATOR 19.50 NETHERWORLD 6.00 SPY TRILOGY 7.50 XENION 7.50 COMBAT SCHOOL 6.00 GRYSOR 6.00 NIGHT RAIDER 7.50 STALINGRAD 7.50 YETI 6.00											
CLUEDO 7.50 GORILLA WARS 6.00 NATO ASSAULT COURSE 6.75 SPLITTING IMAGE 7.50 WORLD GAMES 6.75 COLOSSUS BRIDGE 4.0 8.99 GOTHIK 6.00 NEBULUS 6.00 SPORTS COMPENDIUM 14.95 WRITER 7.50 COLOSSUS CHESS 4.0 7.50 GRAPHICS ADV. CREATOR 19.50 NETHERWORLD 6.00 SPY TRILOGY 7.50 XENNON 7.50 COMBAT SCHOOL 6.00 GRYSOR 6.00 NIGHT RAIDER 7.50 STALINGRAD 7.50 YETI 6.00		TO HOLD DOOR AND									
COLOSSUS BRIDGE 4.0 8.99 GOTHIK 6.00 NEBULUS 6.00 SPORTS COMPENDIUM 14.95 WRITER 7.50 COLOSSUS CHESS 4.0 7.50 GRAPHICS ADV. CREATOR 19.50 NETHERWORLD 6.00 SPY TRILOGY 7.50 XENNON 7.50 COMBAT SCHOOL 6.00 GRYSOR 6.00 NIGHT RAIDER 7.50 STALINGRAD 7.50 YETI 6.00											
COLOSSUS CHESS 4.0 7.50 GRAPHICS ADV. CREATOR 19.50 NETHERWORLD 6.00 SPY TRILOGY 7.50 XENNON 7.50 COMBAT SCHOOL 6.00 GRYSOR 6.00 NIGHT RAIDER 7.50 STALINGRAD 7.50 YETI 6.00											
COMBAT SCHOOL 6.00 GRYSOR 6.00 NIGHT RAIDER 7.50 STALINGRAD 7.50 YETI 6.00					200						
				The second secon							
CUMPUTER CLASSICS Z.89 GUADALCANAL 7.50 NIMILIST 8.00 STAR GLIDER 11.25 ZULU WAR 7.50						TOTAL PROPERTY OF THE PROPERTY					
		CUMPUTER CLASSICS	2.89	BUALIALLANAL	7.50	NIHILIST	6.00	STAH GLIDER	11.25	ZULU WAR	7.50

POSTAL DETAILS

All prices inc. VAT and first class recorded delivery in the UK. Overseas please add £2.00 extra. Please send SAE for a free price list stating machine used. Please do not send cash through the post and if you must, please send it recorded delivery. If you require an up-to-date, information list on the latest releases please phone the above telephone number for immediate attention. We are open six days a week till 6.30 pm.

OTHER DETAILS

All software is guaranteed and will be replaced without question. We also supply software for the following machines.

AMIGA, SPECTRUM, CBM64, BBC, ELECTRON, MSX, SEGA, NINTENDO, ATARI 8 BIT PC & COMPATIBLES, APPLE, AMSTRAD C16.

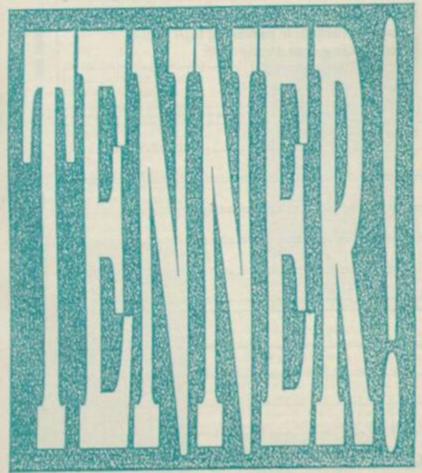
Also with every order over £20 we will give you a free disk. All orders will be dispatched within 24hrs (subject to availability). We also supply a full range of computers and peripherals and all hardware needs.

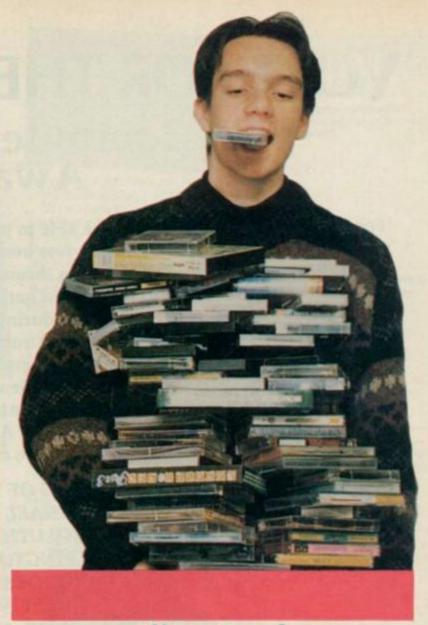
Please send me the following titles:	YS
Title	Amount
P & P (if applicable)	
TOTAL	
Name	
Address	
Telephone No	











Honest guv!
Sounds well dodgy dunnit?
That's what we thought so we sent David 'Miserly' McCandless out with a crisp new tenner to boldly go where no stingebag had gone before (shopping) and not to come back until he'd found four YS megagames. We didn't think he'd be back. He didn't think he'd be back. We were wrong.

Talk about Mission Impossible, this was flamin' Mission Inconceivable. Four megagames for under a tenner? There's no such thing. Well at least there wasn't until a cunning lobe at the back of my brain remembered that a load of old ripsnorters were being released on budget labels. Mind you, by today's standards these games may be a molecule less than kosher but – hey! a megagame's a megagame no matter what epoque you're living in. But there was a problem.

There was a problem.
There were mounds, piles and heaps of past corkers to be had in the shops. All the companies had realised the potential market in resurrecting games, jumped on the exact same bandwagon and nearly toppled over. So I, being what I am, (insert your own joke here) picked out the top four blasts from the ghost of the past, the best four raves from the grave, and then rounded the rest up for you to delight over during the post-turkey blues.

GAUNTLET

Kixx/£2.99

Yes, the metal glove that reduced many a games player into a shivering sleepless wreck. This is one of the only coin-op conversions that ever really captured the addictive essence of the original and was the big Christmas hit in '86. I was enchanted by this one for months.

If you don't know already the idea is to direct your beefy medieval hero (or heroine) on a quest through billions of multi-load levels, fighting off hordes of ghosts, ogres and grim reapers, collecting potions, treasure and extraweaponry, sifting through caverns, mazes and bonus screens, blasting, exploding, pulverising, shooting aarrghhh! It's brilliant! The creatures are fairly brainless, churning about, chasing you. They're fairly easy to dispatch as well, a couple of well-timed axes down their ectoplasmic

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

for: 3) Please state what you consider to be the BE GAME OVERALL of 1988:	Please tick the computer format you are voting AMIGA AMSTRAD CPC
4) Which Software House do you choose as be most consistent in producing high quality computer games during 1988: Output	ELECTRON COMMODORE 64/128 PC COMPATIBLES ATARI ST SPECTRUM SPECTRUM
format ticked above) of 1988:	2) Please name your choice of best game (from the season of the season
	3. Best STRATEGY/WAR game 4. Best MUSIC with game 5. Best USE OF GRAPHICS



gullets usually does the biz. You race towards the exits but doors block off sections of the maze, so keys must be collected to open them. The mazes become progressively more complex and progressively more populated with nasty cultures. You collect extra weapons and deal death in a fun way.



The graphics are a little simplistic, the colours a little garish and the multi-load a bit tedious, but all these niggles are swiftly forgotten when you experience the pleasure of simultaneous two player action.

Playing with a friend (at the computer, I hasten to add) lends another dimension to the game. You can be savagely nefarious and leave your partner to the Reaper's mercy, be savagely sadistic and shoot him 'accidently' or even be savagely cooperative – either way it's bags of fun and well worth the money.

URIDIUM

Rack-it/£2.99

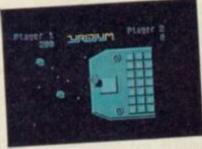
Superb shaded graphics, impeccable animation, fast and smooth scrolling (not a common combination on the Speccy) and of course that completely addictive gameplay all go to make *Uridium* possibly the greatest Commodore to Spectrum conversion of all time – no kidding.

You cruise along in space as the impressive battleship rolls under you. Its defence systems are activated, alert sirens sound. Intricate waves of aliens streak forwards (mechanical



doughnuts, starfights and lemons) intending to mount your head over their mantelpieces. You fight – a fiery altercation in space – spinning and weaving, flipping over with stylish animation to avoid their fire, dodging the walls and pillars that rear up all round, raining your lasers on the surface of the ship. You win the fight, land and warp to the next mechanical behemoth – wondering about the fifteen more to be destroyed after that.

The graphics are fluid and fast, and grappling with inertia is a difficult and skillful affair. The scrolling is



impeccable and alien attack waves tough and faster than a speeding bullet or clichés to that effect. In fact though Uridium was released in October of '86 it still looks pretty good today.

If you are extremely prejudiced towards aliens, want to fry their butts off, and would like to pilot a ship at incredible speeds then *Uridium's* the game for you.

SABOTEUR

Encore/£1.99

Saboteur is an ancient game which stunned when it first attacked the market way back in June '86. The realistic figure graphics, the sheer size of the map and fast gameplay add up into an arcade adventure that still impresses to this day.

The idea is to control your mean,

The idea is to control your mean, moody muscular ninja as he penetrates a massive warehouse complex, recover some stolen computer disks, kill the multitude of ninja guards, and naturally blow the entire warehouse into yesterday. No hassle!



You infiltrate the building by swimming in under cover of night, padding across the wharf and pouncing through a window. Crates and fuel drums lie piled here and there and you use them as cover to sneak up on the guards. The tapes are hidden somewhere below ground while your escape helicopter is on the roof. You use ladders to climb between the floors, but there are dogs and security



cameras out there to stop you. And time is counting down . . .

This is a game to be reckoned with if you like your beat 'em ups to have purpose, intricacy and addictiveness as well as the habitual death, blood and bruises. And you Saboteur fans out there should be interested to hear that Saboteur II is on its way from Flite soon!

CAULDRON

Silverbird/£1.99
This game turned some heads and bulged some eyes when it first appeared eons ago, September '85 to be exact, mainly because of its colourful graphics and witch-orientated originality. And surprisingly enough there was a game behind the prettiness.



You play a hag zipping around on your bog-standard Acme broomstick on a quest for the legendary, all powerful, all gleaming golden broomstick and the extraordinary cleaning powers that come with it. In your way are bats, badgers and all types of nocturnal nasties hell-bent on preventing you. Your quest takes you across scrolling hills and dales, mountains and gorges and the customary underground caverns and tunnels.

Gameplay is fierce with the nasties tenaciously after your green blood. Both the witch and the creatures are represented in excellent stylish form and some of the underground caverns would stump even the hardest of the hard game-players.

Cauldron isn't technically exquisite and probably wouldn't stand up as a full price game now but it was brilliant in its own right with inspired graphics and fiendish difficulty.



BUBBLING

And if you weren't stunned by the four previous YS Megagames I chose, here's si



Wizards Lair Blue Ribbon/£1.99
An Atic-Atac clone that drew parallel with its idol. Polished, fast and colourful – brilliant.
First released: November '85.



Commando Encore/S2.99
Featured in the Berkmann budget round-up last month. Totally awesome and absorbing vertical shoot 'em up in the Rambo/mindless vein. First released: January '86.



Fighter Pilot Silverbird/£1.99
Realistic and fast flight simulation originally from the masters of simulation, Digital Integration, Still knocks the spots off most similar games loday. First released: March '85.



Combat Lyrux Encore/£1.99 3D unfolding landscape helicopter simulation game. Colourful, complex an compelling. Only for heli-buffs. First released: January '85.



Bomb Jack Encore/£1.99 Classic coin-op conversion from Elite. Better than all other computer versions of *Bomb* Jack you'll EVER play. Now there's a statement. First released: May '86.



Airwolf Encore/£1.99
This terrifically hard and graphically sparkling helicopter shoot 'em up based on the TV series with the same name has you fighting with inertia and bullets. First released: Janaury '86.

NESTABLE DE



rainspotter. Yes, that's right, I said Trainspotter. I know it's not the Letters page, but this month I must claim a Trainspotter Award for spotting a slight blunder in the December issue. The two adventures reviewed, One Beast and One Dark

Night, got their marks mixed up though this was obvious once you read the reviews. The Beast should have got an overall 8/10, and One Dark Night slightly less at 6/10.

So I claim my Trainspotter Award, and

Jackie, the YS Production Editor gets a slapped wrist. (Ouch. Jackie) Oh, and apologies to Marlin Games who publish The Beast Now, down to business.

I've had a letter from a very rich man this month. His name is A. Non, and he must be rich off the royalties of all those poems he's written. I didn't realise his first name was Arthur, but you learn something new every day. Arthur Non comes from Romford, and after asking me six trillion questions on adventure games he also asks if anyone out there can help him get a copy of Sheerluck Holmes And Dr Witsend? This is from a firm called Speccysoft, whose address I've lost, so if you're out there, lads, here's your chance to make another sale. Arthur's address is 18 Pen Gardens, Collier Row, Romford, Essex RM5 2JF.

Next, where can Arthur get hold of Dodgy Geezers, Murder Off Miami, Vera Cruz and The Sidney Affair? Why haven't we or other magazines reviewed Not A Penny More, Not A Penny Less? Probably because it's the worst adventure ever released. Whatever happened to the full release of The Great Peepingham Train Robbery? Good question — wish I knew the answer. I'm waiting for the author to let me know. Will Rainbird release a +2 version of Corruption? Nope, because it won't fit onto tape. Next.

Steve Harvey of Cwmbran asks what to do in the cell in *Inspector Flukeit?* DICA EHT PORD. What to do about the missing person at the monastery in *Terrormolinos?* YBSGRANS RM LLAC. And where are all the photos in the same

game? Four at the beach, one at the island, one at the wine-taste, one at the bull-ring, one at the monastery, one at the disco and one in the Plaza.

Daniel Haigh from Wigston Magna tried to be a Kind Soul back when the October issue appeared. Ian Jacobs of James Street in Lampeter was stuck in A Journey One Spring, and Daniel said when he read it he jumped up and shouted "I've got that game as well!" He says this was very embarrassing as he was in his maths class at the time. So during physics he wrote to Ian to answer his question, but the letter was returned by the post office saying there was no such

several questions on Smart Egg games, 'cos he's mainly held up by what turns out to be red herrings — a weakness of Smart Egg's. In *Rigel*, forget the factory gates and use REVIRDWERCS EHT to deal with the grille in the ventilation shaft. To cross the bridge, STNEMUCOD MORF DRAC DI ESU. In *Serf's Tale*, one of the red herrings is ROOD KAO SSARB EHT. To get past the troll, SEHCIWDNAS EHT ESU. To get the chain, SYEK EHT ESU. And at the troll's bridge, PORP EKAT. It may not be mentioned in the text, but take it anyway. To get some clues about the Hydra in *Labours Of Hercules*, type HELP twice at

the Spring of Amymone. Sue Medley Prestel'd me a message about Hammer Of Grimmold, and says that an earlier tip of mine about killing the sleeping orc doesn't work on all copies of the game - the problem was changed when the game was converted from Quill to PAW, but what the alternative answer is Sue doesn't tell me. What she does tell me is that she agrees with my praise for River Software's adventures, "definitely among the best about."

I'm in trouble again, this time over Jinxler, as Dennis Reily of Northallerton points out. I said that to get the saddle to the railway station you could just post it. Dennis says if you do that then you lose the 2-Ferg coin. The easiest way is to KCAS NI ELDDAS TUP that's the one dropped at the boathouse by Xam's mad gardener. Dennis also

asks if he's alone in thinking Jinxter overrated? I rated it quite highly as I thoroughly enjoyed it, but anyone's opinion might change if you had time to solve an adventure completely before writing the review. Unfortunately you don't have three months before you write your review, you're lucky if you get three days! Dennis says he finds Jinxter very illogical in the way you have to deal with some of the more complex problems. Anyone else feel the same? Anyone found that their opinion of an adventure does change for either the worse or the better the further they get into it? And what do you think about reviews anyway? Sometimes people disagree with me (like Rigel should have been a mega-game, not 'only' 8/10), but would you prefer more



address in Lampeter. I've checked my files and there was no misprint on the address, so if you're still out there Ian, and still lost, this is what Daniel says you have to do, in a forwards-writing direction: sit on the tree-stump, take the staff to the altar, climb it and touch the plaque with the staff. Then go down twice, along the passage and up. Get all and rub the orb. Go south till you can go no further then drink the potion — after that you're on your own.

Daniel also asks if there's any chance of throttling the Ed so she puts an adventure on the cover. What, throttle our lovely Ed? I don't think that'll work. (You could try bribery and corruption though! Ed)

Ben Benson of Okehampton asks



in-depth reviews that were maybe a month later, or do you want to read about the latest games as soon as I can get them into the mag? Let me know what you think.

William Snowden from Cheshire has also been Jinxtering about, and he had written to me to ask why he'd only scored 195 points right at the end. He now knows why — on the tracks after taking the ticket, when you're told 'It's touch and go now . . .', if you NIART RETFA NUR and then NIART OT PMUJ, you don't get any points, but if you NIART RETFA NUR twice then you do. William says he's also recently discovered a new way of losing luck, NEVO NI TEG at the bakery. (Only just discovered that — why, I could have told him that the first time I played!)

Lee Jon Powis from Bournville is currently stuck trying to deal with the sea monster in the second part of *Rigel*. To sort that out, RETSNOM TA ERALF ERIF.

Lillian Wonnacott from Torquay sends me a letter that shows she knows what I like: lots of kisses on the bottom! Much better than lots of boring old questions. But one question Lillian has to ask is what are the inputs needed to get into the computer building in *Rebel Planet?* She's worked out that it must be 010, but the computer rejects this and you only have three attempts. In fact the digits to enter are (not backwards this time) 101-010-101.

Ruth Golding is having a terrific time in Bard's Tale, despite being stuck, and wonders if any fellow 'sufferers' can help with the following: what's the correct answer to the Magic Mouth in Kylearan's Tower (N2 E12); where is the Spectre Snare; and how to input the answer to the Magic Mouth on level three of Margar's (N4 E10)? Ruth's worked out that it must be LIE WITH PASSION AND BE FOREVER DAMNED (and she's right according to my information!), but the game only seems to accept the first three words and won't accept the rest. Anyone else found the same problem? And more importantly, how to overcome it? If so let Ruth know at 11 Blackhouse Hill, Hythe, Kent CT21 5UL. I'm also grateful to Ruth for pointing out the main problem people have been having with Blizzard Pass, where the official clue sheet is misleading about trying to cross the fissure a second time. You have to cross a different fissure, where you won't be told to 'Be more specific' or that the rope 'Doesn't catch on anything.' To get to the second fissure, though, you must GNIR NRUT before pulling it out of the wall. Needless to say the unofficial YS clue sheet, otherwise known as a freebie, has got the right info in it. (Who said "Makes a change"???)

news

Venture forth with Mike Gerrard

Out of the ashes of the recently deceased Spectrum Adventure Exchange Club has risen the brand new Spectrum Adventure Swop Club, or S.A.S.C. for short. It's been set up and run by Paul Avis, a former member of S.A.E.C. He was sad to see the adventure swops side of the old club die, so he decided to do something about it - take it over himself. He's already got several members from S.A.E.C. involved, so if you want to swop your old solved adventures for new unsolved ones, then send a stamped addressed envelope for details of the club to Paul Avis, 49 Hewitt Road, Hanworthy, Poole, Dorset BH15 4QB.

Some of the smaller software houses complain that it's sometimes very hard to get their games reviewed in the magazines, and reviews are much-needed as they can't afford to advertise their wares. Well, here's one reviewer who's positively screaming out for games to review. No, it's not me, it's Rene Gisbertz, the Dutch answer to Mike Gerrard. Rene is an adventure reviewer for various Dutch magazines, and he's sent me some photocopies of his work to prove it. In these he's reviewed Gilsoft's PAWS, as well as various titles from Tartan Software and River Software, who were enterprising enough to try to pick up some Dutch sales.

Rene tells me he's very keen to get hold of more British adventures to review, and there's a healthy Dutch Spectrum market that wants to read about them . . . and even buy them! There, I knew that would make you sit up and take notice. If you want to create yourself an export market as 1992 looms upon us, send your game with a solution and a note of the price, including postage, to Rene Gisbertz, Marktsingel 58, 6102 UX Slek-Echt, Holland, Netherlands. If you send a 19p stamp as well, then Rene will let you know the game's arrived and will also send you



a copy of the review when it

And is Rene a hard man to please? Well here's what he had to say about one Tartan offering: "Net als vorige keer weer 2 punten bij de waardering hieronder, eerste voor Crown En De Tweede Voor Prospector." So now you know.

Talking of Tartan, I've been permitted a peek at Tom Frost's new work-in-progress, The Gordello Incident. This will be in two parts, and I saw a rough version of part one, which has the brilliant but only provisional title of "Background." Almost as impressive as the title was the loading screen, which said "Loading screen still being written" on it!

The game uses the system that Tom developed for Double Agent, though more commands are now understood and there are far more computer-controlled characters wandering around the place. Tom's also obviously been looking around for a story that exploits the split-screen idea to the full, and I think he's come up with a cracker.

The year's 1999, and you are a special agent of some kind. Gordello is the name of a clinic in Switzerland and also the mad scientist who runs it. He's been involved in experiments to do with the cloning of animals, and it's said (of course) that he's been applying his techniques to humans too. Well, he wouldn't be a mad scientist if he didn't, would he? A video's been received which appears to show two humans who look exactly like you, both reading yesterday's Swiss newspapers. As

ILLUSTRATION: Anthony Colbert

YS advencures ---

you were in Britain at the time they can't be you, so they must be pretty good clones. In fact, Gordello claims that one of them is the real thing, and that you are a clone! This is proved to be wrong as one fault with the clones (there's always one fatal flaw) is that they cannot remember numbers, but you of course can. Can you find and destroy the Clonetron machine before this crazy Gordello character takes over the world?

More details when the program's finished, but I wonder what Tartan will come up with next? The Man With Two Sporrans?

Also working hard is Topologika, publisher of disk-based adventures like Countdown To Doom, Return To Doom, Philosopher's Quest and others. The New Year should see it releasing +3 versions of not one, not two, but three new titles! First title is Avon, which is probably not the tale of a cosmetics saleswoman, then there's Quondam, which is probably not about the thrilling adventures that befall a latin master, and finally there's Spycatcher, which I'm sure doesn't have you playing the part of a demented Prime Minister trying to stop the publication of a boring book that no-one would want to read if she didn't want to stop them reading it in the first place. More details of what the adventures are really about in due course.

Eighth Day Software continues its policy of tarting up its older titles and re-releasing them to a new audience. Ice Station Zero takes place at a polar research station where you have to prevent an international terrorist from releasing a nuclear missile aimed at New York. The original was pretty damned good, but the new version has added graphics, about fifty per cent extra text, a RAM SAVE/LOAD feature and is probably, well worth the price of admission, which is £2.99 and should be forwarded to Eighth Day at 18 Flaxhill, Moreton, Wirral, Merseyside, LA46 7UH. I'll try to squeeze in a review as soon as space permits.



LAN

WHAT A KNIGHT!

he Arthurian legends, like the Greek myths, have been the basis for many an adventure before, but never one as comprehensive as Lancelot The story's split into three parts. The first two deal with Lancelot's arrival at King Arthur's court in Camelot, and his gradual elevation (you hope) into becoming the best knight in the world. The third part is the quest for the legendary Holy Grail, and you can go straight into this if you wish but you probably won't get too far if you haven't managed to turn Lancelot into the ultimate knight as it'll take all his wits, skill and experience if he's to cope with the quest.

So what does it take to become a worthy knight? Chivalry, for one thing, and this is put to the test right at the start of the game when you encounter a Black Knight who challenges you.

Cowardice is no part of the knight's character, so you must accept the challenge, but how you react if you win will have a great bearing on whether you progress or not. All your actions must be those which make you worthy to be a knight.

After your encounter with the Black Knight you head east towards Camelot and straightaway you realise that the research has been thorough and you're going to learn something about the reality of those days. No nonsense in the location descriptions like "You are in a field outside Camelot." "You are inside Camelot." As you approach you must ride first through the castle village, the community that grew up around the castle walls, and see the beggars and the way in which many of the really poor people lived.

It's good to see Level 9 branching out a

THE QUEST FOR THE SILVER GOBLET

nside every copy of Lancelot
there's an entry form for a
compo in which you can win a
replica of the sterling silver
goblet pictured on the front of
the box, which is reckoned to be worth

The goblet has been buried somewhere in Britain, and it's up to you to figure out where. The compo's divided into four preliminary stages, though by the time you read this the first and second stages will be virtually finished. But fear not, oh valiant readers, as you can still enter the third and fourth stages, as the final stage doesn't finish till February 2nd 1989. Each stage will have nine winners, who'll be given a scroll and a place in the final. Each stage will also reveal a possible hiding place for the

goblet, and then in February, all 36 finalists will be given a further set of clues to help them work out exactly where the burial place is. First to phone the hot-line with the right answer gets taken there to dig up the goblet, which I only hope has been wrapped up well.

The clues to each stage are contained in the game, as various words in the text are printed in capital letters, and it's these you have to make a note of. Certain words can be arranged to make a sensible sentence, and this in turn reveals the possible hiding place. You need to play the game pretty thoroughly to uncover them all, and I bet the later stages of the contest will be from the later stages of the adventure. You don't think they're going to give away the goodies without making you work for it, do you? Still, someone's got to cop for the goblet, so get on in there YS adventurers! Anyway, onto the review.

LOST SOULS

very now and again someone comes up with something that stumps me completely. Not just the problem but the adventure as well, and all I can say is "Never heard of it." Such a one is Pilgrans Progress, and even a hunt through my Kind Souls file and my seven folders full of solutions failed to come up with a reference to this one. So can anyone out there explain how to pass the hill of difficulty, and that's for Harold Light, 34 Monsal Avenue, Fairfield, Buxton, Derbyshire? Harold also wants to know what to give to the man on roller skates in Soap Land, that oldie-goldie-

mouldy Zodiac title.

Allan Walsh, 104 Scott Road, Lowton, North Warrington, Cheshire asks about several adventures, two of which I'll need your help with. Write to Allan if you can tell him what to say to the men down the shaft in front of the doors in the second part of Jack The Ripper And also in Wermoolf Simulator (what nice little adventures this chap plays!) how to get the gunsmith to make silver bullets from the silver bar, what questions to ask everyone and how to get a book from the reference library.

Tony Faulkner, 62 Church Street, Barrow-in-Furness, Cumbria, LA14 2HJ is "seriously stuck in Sherlock" and would also like to know how to finish part two of The NenerEnding Story Now if only he'd sent his sae to me I could have sent him freebies on both of those, but he didn't

YS advencures ____

bit and working with teams of people rather than trying to do everything themselves. Even a family like the Austin's must have their limits! I'll draw a veil over the quality of the graphics, as only the +3 owners will see them and they'll wish they hadn't, but the text is mostly very well-written by Peter McBride and Christina Erskine. How about this, when Lancelot approaches the castle towards the end of the first day: "Dusk began to suck the colours from the greying world, leaving only the pools of light from the torches of Camelot. There's just the occasional word which jars, like 'tons' and 'micro'. Don't tell me either of those was around in Arthurian times!

First task is to find somewhere to sleep for the night, and there are a few suggestions as to where you might try. You can use the GO TO command to go straight to any location, even though you've only just arrived in Camelot and



should have no idea where it is. There are one or two hiccups in the responses as well. I wandered into the cathedral and thought it might be a good place to hole up for the night, so I typed SLEEP and duly laid me down to rest, only to be told almost at once that I was tired and had better find somewhere to sleep soon. You mean you woke me up just to tell me that?!

The game has all the latest sophisticated commands, like GO TO/ RUN TO/FIND a location or character, FOLLOW someone, get someone to follow you, RAM SAVE, WORDS/ PICTURES, BRIEF/VERBOSE text, EXITS ON/OFF, WAIT and UNDO. This last can be used several times in succession, although it's missing on the 48K versions. The complexities that these commands create haven't always been dealt with properly. If you use the RUN TO command you are taken straight to a place without the intervening location text being printed on the screen, but any random messages that you might have encountered on the way, do get printed up. So at one point I typed RUN TO MERLIN, and the first response I had was "Sir Kay made pretence to smell garlic." Erm, yes, quite.

You need to see King Arthur himself on your first morning in Camelot, and he knights you and introduces you to his Queen, Guinever. She seems to be fluttering her eyelashes at you quite a bit, but be careful not to have too many unknightly thoughts. Chivalry at all times! You ask to be her champion but she says you're still a novice and must prove yourself first. She suggests you go to Logris and honour her with noble deeds and battles, and Arthur has a job for you too: free some captive knights that are held prisoner by rebel lords.

Playing Lancelot is, for a lot of the time, more like being involved in a book than a conventional adventure — which is one of the ways that I see adventures developing. Good to see Level 9 experimenting in that direction. There aren't so many problems at first, and it's more a case of finding the main plot and sticking to it, although there are lots of diversions off to the sides if you wish. In one area you find a sick Sir Meliot, and he asks you to try to find a special cloth to help heal his wounds. Okay then,

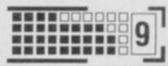
type FIND CLOTH and away you go. It's not quite as straightforward as that might sound though, as you have to work out how to get the cloth once you've been taken to it. But the early stages of the game do tend to progress in a fairly logical manner. Then it gets tougher, believe me!

The area of the game is enormous, too. We all had a moan at the first part of Knight Orc, with its 100 or so locations all with virtually identical text, but here there seem to be even more places to visit, all well described, and with plenty of characters wandering in and out to add a realistic atmosphere to the game.

If you wish, you can try to make a start on the third part, the quest for the Holy Grail, but it's best if you play your way through logically and try to build up the character of *Lancelot* first. You need your knightly virtues about you on this final quest, as after about five minutes of playing I'd already become a liar, a thief and a fornicator and had scored minus 200 out of a thousand!

This is definitely a value for money game, to go back to again and again. Level 9's adventure system's been developing in leaps and bounds over the last year or so, but they haven't always had the stories to go with it. Knight Orc was a slight disappointment, Gnome Ranger was much better and had the bonus of humour, and now with Lancelot it's shown it can come up with a serious theme that makes full use of its skills — and which will test your skills to the full, as well. This good knight's definitely a good buy!

Graphics Text Value for Money Personal Rating



Title Lancelot
Publisher Mandarin Software, Europa House,
Adlington Park, Adlington,
Macclesfield SK10 4NP.
Price £19.95 +3 disk/£14.95 tape

so I won't. Strict, aren't I? But can any readers come to Tony's rescue on How To Be A Complete Bastand, which I've no info on at all, and if you can bung in any spare tips on Fiotball Frenzy and Waxworks at the same time they'd be appreciated. Tony says he'll buy the mag forever if I publish his plea, so that's comforting to know, but you'd have done better, Tony, if you'd enclosed a stamped addressed envelope and also said exactly where you were stuck in the games. Asking for 'any hints and tips' on a lengthy game like Sherlock isn't very good as people would have to send you a full solution to be sure of helping you out. You could be stuck anywhere in the game, and full solutions are time-consuming and expensive if they need photocopying. Much easier to say how far you've got, and what's holding you up. So there.

KIND SOULS

atthew McNally says he was about to nominate himself for a Manuel award, 'till he went bonkers and finished two adventures. He's therefore delighted to be able to offer his Kind Soul services instead on NeverEnding Story and Doomsday Papers from 1 Standish Lane, Immingham, S. Humberside DN40 2HA. Sorry you've had to wait so long for your moment of glory, Matthew, but it's Standing Room Only in the YS adventure pages these days.

Doreen Bardon's been here before, and here she is being here again. To add to the list of solved adventures published in the September issue, Doreen has since solved: Imagination, Matt Lucas, Brian The Bold, Staff Of Zaranol, Pirate Adventure, Voodoo Castle, Golden Mask, Rebel Planet, Motor Cycle Crazy, Barsak The Dwarf, Bucharoo Banzai, Custerd's Quest, Hunchback, The Curse, Eddie Smith, Dennis, Necris Dome, Kayleth, Realm Of Darkness, Dracula, H.R.H., Strange Odyssey, Bugsy 1/11, Funhouse, Deeds Of Glengarry Hall (what??), The Hollow, Spoof, The Extricator, The Pynamid, Devil's Island, Apache Gold, Greedy Gulch, A Tangled Tale and Spytrek Adventure. See how many adventures you can get through when you're a lady of leisure! A final word from Doreen, which applies to all requests for help from Kind Souls: "I do wish people would enclose an sae and that they would not ask for complete solutions to all my adventures!"

DATEL ELECTRONICS



ROBOTARM

FULL FUNCTION WITH 5 AXIS MOVEMENT

- Explore the facinating science of Robotics with this fantastic full feature Robot Arm.

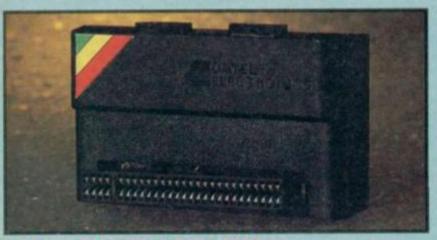
 Human like dexterity with 5 axis of movement it is so versatile it can manipulate and pick up any object as small as a paper cup or as big as a tennis ball.
- Easily controlled using 2 joysticks (any 9 pin type) or connected to your Spectrum with our special Interface/Software to give Computer/Robotic control. (see
- Interface offer).
- Comes with accessories including: Standard Grip Jaws to mimic finger type grip: Magnetic Finger Adaptor with release mechanism; Shovel Attachment for materials handling: 4 Stabilising Legs for heavier lifting jobs.
- Uses 4 HP2 batteries (not supplied)

ONLY £49.99

INTERFACE OFFER

- Unique Interface/Softwware package to allow you to interface and control the Robotarm with your Spectrum.
- Train mode allows you to store and then repeat arm movement
- Computer and Robotic control is a major subject in schools and colleges this is a unique introduction.
- This Interface is not needed to be able to use Robotarm but it makes possible interfacing the Robotarm/Computer.
- Very easy to use.
- Instructions included

ONLY £19.99



DUAL PORT JOYSTICK INTERFACE

- Can also be used with two joysticks with games that allow simultaneous two player control.
- ONLY E8.5
- 2 joystick ports -Kempston type - one Cursor type.
- Accepts any 9 pin joystick including rapid fire types.



- Now you can backup your games to microdrive or tape.
- Special compacting techniques.
- Add pokes or peek programme then restart.
- Built in joystick interface (Kempston system).

£24.99 POST FREE



Accepts any 9 pin joystick plus - delivers sound from games through TV speaker (fully controllable).

ONLY £10.99

Complete with Quickshot II ONLY £17.99

or complete with Quickshot Turbo ONLY £21.99



NEW QUICKSHOT TURBO

- Complete with Interface plugs straight into Spectrum (all models).
- All the features of the best selling Quickshot II
- Microswitch action for even longer life.
- Extra rugged construction.
- Superb styling.

ONLY £17.99 COMPLETE



EXTENSION

- Distance peripherals from your computer.
- Top quality connections.

ONLY £8,99

TWO WAY EXTENSION

Allows peripherals to be connected together (memory conflicts allowing).

ONLY £10,99



DIGITAL SOUND SAMPLER

- Permits recording any sound digitally into
- Replay at variable pitch or with amazing effects.
- Forwards/backwards/with reverb/echo/flanging etc.,
- Fully menu driven.
- Complete hardware/ software package.

DATEL ELECTROPICS



ROBOTEK

- Robotics & model control made easy on Spectrum.
- 4 independently controlled outputs for relays, models, lights etc.
- 8 independant inputs for sensing etc.
- This is the product that the Lego Publication "Make and program your own robots" was based on.
- Comes complete with cables.

ONLY £29.99



NTERPRINTER

- Connect fullsize
 Centronics printers to
 your Spectrum.
- Complete with printer cable.
- HiRes screen dump (Epson).
- Microdrive compatible
- Compatible with Tasword 2.
- Easy to use.

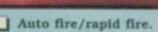
ONLY £24.99



QUICKSHOT II

- The world's top selling joystick.
- Complete with interface.
- Maximum compatibility (Kempston system).

ONLY £13.99



- Plugs straight into Spectrum/Plus/+2/+3 etc.
- Stabilizing suction cups.
- Complete no more to buy.
- Top & trigger fire



LIGHTWRITER

- Just plug in and draw circles, rectangles, squares & freehand drawing.
- Choose inks, papers, erase, fill etc.
- Save results into memory or tape.
- Menu driven.
- Animate screens from memory.
- Complete package includes lightpen & interface plus software.

ONLY £14.99 COMPLETE

Leads etc.

+3 CASSETTE ADAPTOR LEAD

- Now you can connect your +3 to a cassette recorder.
- 2ft long.

ONLY £3.49

REPLACEMENT CASSETTE LEADS

For 48/128/+2.
ONLY £3.49

+2 JOYSTICK ADAPTOR LEAD

- Allows standard 9 pin joysticks (Quickshot II/Turbo etc.) to be used on +2/+3 computers.

 Supports rapid fire
- models.

REPLACEMENT T.V.

LEAD ALL MODELS ONLY £3.49



16K RAMPACKS FOR ZX 81

- Brand new guaranteed Sinclair product.
- Simply plug in for 16K.

 Limited availability.

ONLY £5.99



DATA RECORDER

- Fully compatible Data Recorder.
- Top quality for reliable results.
- Free tapehead Cleaner.

ONLY £24.99

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

BY PHONE



0782 744707 24hr Credit

BY POST

Send cheques/POs made payable to "Datel Electronics"

FAX 0782 744292

UK ORDERS POST FREE EUROPE ADD £1 OVERSEAS ADD £3

PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS AND SUBJECT TO CHANGE WITHOUT NOTICE

CALLERS WELCOME - Please reserve goods by telephone prior to visit.

DATEL

DATEL ELECTRONICS LTD., FENTON INDUSTRIAL ESTATE GOVAN ROAD, FENTON, STOKE-ON-TRENT, ENGLAND.

SALES ONLY 0782 744707 TECHNICAL ONLY 0782 744324



The Artist II is an all new graphics package following in the footsteps of its extremely successful predecessor, the Artist. A host of powerful new features includes:-

TOP QUALITY MOUSE

SUPERB QUALITY MULTI-FEATURE PULL DOWN MENUS
 WINDOWS ICON DRIVEN FONT AND SPRITE DESIGNER ZOOM MODE
 FLEXIBLE CUT AND PASTE ABLE TO SUPPORT MANY PRINTERS.

To complete the package, the Artist II also comes with a top quality mouse system and Kempston compatible joystick and mouse interface. Take advantage of this special offer, then just plug in and go!!





IOYSTICK AND

MOUSE INTERFACE



got two complete solutions among my Christmas presents and as usual these carry the Your Sinclair official government health warning, that reading complete solutions can seriously damage your adventure playing so only look at them if you really want to know the answers.

I think that lots of readers will want to know about the two I've chosen though—they were handpicked from the hundreds that I got. In what way? One is an exclusive first look at the solution to Tartan Software's prize adventure, Double Agent, in which £50 was on offer for the first to solve the game in the minimum number of moves by the end of November. Author Tom Frost has allowed me a sneak preview at the best solution possible, in just under 150 moves, so I'm printing that now for all those who tried and failed to solve the game in so few moves.

Second is one I'm often asked about, the extremely tricky *Questprobe III* featuring Thing and thingy... what's his name? ... Torch, that's it. My thanks on this one to **Andrew Edney** of London and **Joan Pancott** of Weymouth, who both provided me with solutions to this game.

DOUBLEDOUBLE

N-W-E-W-FEEL AROUND-PULL
CORD-YES-W-S-N-W-W-W-UNLOCK
SAFE-YES-E-S-E-S-S-EARCH RUBBLEYES-W-W-N-EXAMINE BENCH-OPEN
DRAWER-YES-E-PRESS BUTTON-S-1INSERT CARD-GIVE DEVICE-TAKE
CARD-INSERT CARD-PRESS
BUTTON-N-S-N-S-E-E-HIT
CUPBOARD-YES-W-PULL CORD-W-SGET CORD-N-W-E-OPEN BOOKTURN PAGES-PRESS SWITCH-ENTER
(name)-E-E-S-MOVE TRUNK-OPEN
TRAPDOOR-D-S-GET BOTTLE-UDIAL (yellow code)-W-W-W-DROP
BOOK-GET LEVER-E-N-DIAL (yellow)
code)-N-1-DROP DEVICE-TAKE
HAMMER-2-PULL ROPE-WAIT-E-HIT
BOULDER-DROP HAMMER-GET
LUMP-2-PULL ROPE-WAIT-W-GIVE

ROCK-TAKE LEVER-2-PULL ROPE-WAIT-E-LEVER BOULDER-E-DROP LEVER-GET BUCKET-TIE CORD-TO BUCKET-PULL CORK-FILL BUCKET-FILL BOTTLE-GET CORK-REPLACE CORK-GET LEVER-W-2-PULL ROPE-1-W-DIAL (yellow code)-DIAL (yellow code)-1-THROW LEVER-HOLD LADDER-2-U-GET BUCKET-W-GET LEVER-N-CATCH CRYSTAL-WAIT-CLIMB SHELVES-GET CUTTER-S-DIAL (blue code)-CUT HOLE-MOVE CARPET-LEVER HATCH-KICK CRYSTAL-1-FILL BUCKET-E-DIAL (blue code)-HOLD LADDER-2-D-GET BUCKET-GET ROCK-GET BOTTLE-DIAL (red code)-BEAM UP.



Ys advencures.



In Beorn the Furry's house enter the cupboard.



In Smelrond's house wait for the luncneon . . .



... and enter the toilet and examine toilet windows.



Ignore or talk to the Warg.

QUESTPROBEIII

Torch: Enter Latveria, enter shop, get gunpowder, e, e, n, n, load cannon, aim cannon at Blob, fire cannon at Blob, shoot high flame at Blob, flame off.

Switch now to see that Thing is in the castle entrance where he must stay for the moment, so save the game before exploring the south. Switch back again. Fly hills, fly hills, flame off, examine watch, wait 15, wait 10, enter cave, enter shaft, d, d, flame on nova, fly down shaft, light candle, n, w, n, n, e, absorb flame, enter fire, e, throw high flame down tunnel (or east), switch.

Thing: Earthquake causes statue to fall,

s, get Alicia Masters. Return to Chief Examiner who says "Congratulations! Save this password: MAEGEN!" Torch: Talk to examiner, enter shack, get candle, s, fly, enter tarpit, give candle to Thing, get watch, leave pit, flame off, switch

Thing: Hold breath, wait 15, wait 10 (sinking down tarpit), feel around, smash machinery, w, n, n, e (wall of fire), light candle, examine fire, w, s, s, e, s, switch. Torch: Throw high flame at tarpit (for a smoke screen which will stop Torch being shot down when flying), fly hills, flame off, enter cave, examine boulder, shoot high flame at boulder, flame off, get pebble, drop pebble down shaft, n, switch. Thing: Look, get pebble, throw pebble hard up shaft, switch.

Torch: Examine watch, wait 50 (to restore energy), examine watch, enter cave, enter shaft, d, d (though any two commands will make you fall), flame on nova, look, n, w, n, n, e, examine watch, absorb flame four times (to restore energy), enter fire, e, e, e, feel around, enter hole, flame on low (ignore the door), examine lever, push lever left (the hurricane blowing down the shaft is now a strong wind), flame off, enter hole, w, w, w, examine watch, enter fire, w, s, s, e, s, get candle (from Thing), extinguish candle, get Thing, flame on high, enter hole, fly up shaft, fly up, fly up, flame off, n, wait 50, fly valley, fly castle, flame off, dig (to find a red herring heavily disguised as a purple worm), s, s, drop Thing, switch.

Thing: Close eyes, enter tent, get cannon, leave tent, open eyes, n, n, drop cannon, enter cannon, switch.



HANDLE WITH -CARE-

Soon to be hitting your screens on . . . Commodore 64 cassette £9.99 Commodore 64 disc £12.99 Spectrum cassette £7.99



A LEGEND IN GAMES SOFTWARE





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



Gremlin/£7.99 cass/£12.99 disk Sean If you always wanted to be the type of policeman where the 'Bobbies' beat' is the rhythm of gunfire, then this game is for you. For, in Gremlin's latest offering, you are a Technocop, a member of the most elite crime fighting force around - the Enforcers (and the chap on the loading screen looks just like of Clint - what a coincidence!). As the rootinest tootinest Technocop around, you have been chosen to deal with the sinister crime empire 'Dead on Arrival, and to this end you are whizzing down the highway in your VMAX vehicle, the most rootinest tootinest vehicle this side of a James Bond movie.

Unfortunately, the DOA nasties have sent out loads of their vehicles in an attempt to ensure that you are DBA (Dead Before Arrival). The good news, however, is that the buttons on the dashboard don't just turn on the windscreen wiper, they fire the roof-mounted 40mm cannon, or the deadly Nuke 'Em missiles which, would you believe, nuke em. Three shots from your cannon will destroy a vehicle, whilst the Nuke 'Em will obliterate every vehicle on the screen but your own. This is particularly useful on the later levels, but should be used sparingly as the supply is very

The illusion of speed, so necessary to the playability of racing games, is really effective in this section, and the scrolling is excellent. It also makes a refreshing change to use the fire button in addition to the four directions, and removing other cars by blowing them up is great fun, as is driving over the pile of dust which was the car you just totalled.

As you progress to your rendezvous with DOA. messages will appear indicating that a wrong doer is doing wrong nearby, and so you must proceed as fast as possible to the scene and either kill or capture the baddie. If you reach your destination within the allotted time twice, your VMAX car will be upgraded. The first

upgrade is a Dual Stage turbocharger, which gives faster acceleration. This is followed by a high power missile launcher, which will destroy any car with one shot; and finally you get Hydraulic Side Rams, which allow you to ram and barge cars with greater effect, and reduce the damage done by cars ramming you.

At last you get to climb out of the car and enter the derelict building where the baddle is hiding out. Your wrist timer will indicate the time allowed to apprehend said baddie in the manner ordered, and a radar will show the direction in which he lies. Often there will be no direct route, you'll need to use lifts to move between floors. Collapsed floors must also be negotiated. in addition to millions of minions all intent on filling you so full of lead you could be weighed in for scrap metal. Like a boy scout, however, a Technocop is always prepared, which in this instance

means a gun to kill with and nets to entangle prisoners with. Should you reach the really bad guy, he must be shot repeatedly to kill him, made all the more difficult by his habit of firing back one hit from him and you're injured whilst he escapes. It's even more difficult if you've been ordered to apprehend and not kill him, as he has to be shot until his energy hits the red zone and then have nets thrown over him. Successfully dealing with the baddie will result in promotion for you, and three Nuke 'Em missiles for the VMAX.

Should you find yourself with extra time after or during, all that (fat chance — I generally had about two picoseconds going spare), there are certain goodies around the place which can benefit you in a number of ways. Finding a bag of money, or releasing a child from a cage, will result in a hefty score bonus; collecting a first aid kit will restore some of your energy; and finding the tool kit will restore some of the damage to the VMAX. Once you leave the building, it's on to the next, more difficult level.

As in the racing section, a mixture of good programming and plenty to keep you occupied make for an exciting, adrenalin-pumping game. Chasing up and down, backwards and forwards in the search for the enemy, rather than just plodding inexorably up or across as in most shoot em ups, also added to the addictiveness and playability of this game.

The two halves also combine well, (Oh no, not a game of two alves? Ed) considering the two styles of game opted for. Having shoot em up elements in the racing section, and relating performance in the shoot em up to the power and performance of the vehicle in the racing section worked surprisingly well. One minor gripe: the graphics in the playing area are monochrome throughout. But, there's plenty packed in here, and the racing section alone is better than some racing games that have been released this year.

Gremlin is to be congratulated for making an interesting and addictive game out of two completely different elements.

YS CLAPOMETER

Surprisingly addictive mix of racing simulation and scrolling shoot 'em up, both well programmed and presented. A welcome return to form for Gremlin.

PLAYABILITY VALUE FOR MONEY ADDICTIVENESS





Ocean/cassette £12.95/disk £17.95 Dunc Well well well, it looks as if Ocean's another company that's been digging around in the cupboard under the stairs in readiness for Spring Cleaning Time. The cleaning ladies have dragged out ten different titles. blown off the cobwebs and lo and behold — all the games have sporting connections, so they can be packed together and labelled Game Set And Match 2

ten games for the price of,
erm, one and a half. But are the games any good? That's the question, and I'm the chum with he answers. Read on.

BASKET MASTER

lide-on viewed monochrome crolling pitch with two fair sized cartoony players: you versus the computer or a pal. I thought this was going to be quite good at first, but the identical player-sprites soon had me totally confused as to who was who after a jostle. I lost every time, until I sussed out how to win, and then I won every time. Not exactly a challenge if you know what I mean.

CHAMPIONSHIP SPRINT bu view a race track from above and control one of four cars (a

pal can control one of the others or the computer can place all three on auto). Forward on the on the stick speeds you up, back slams on the anchors, and left and right, well — it's obvious, innit. There are eight tracks in all, all of varying difficulty (the number and severity of bends) and each with icons to be avoided or picked up. As a horse there's a picked up. As a bonus there's a track designer — make up your own layouts. Quite good fun, but it has to be said — the graphics are small: positively picoscopic.

IAN BOTHAM'S TEST MATCH Scrappy graphics, badly thought-out application and less than compulsive gameplay aim this simulation firmly in the direction of the dumper. A game based on Botham's antics on Australian domestic shuttle flights would've been a lot more fun. If you want a brilliant cricket sim look no further than the one we gave you free at the we gave you free at the beginning of last year.

MATCH DAY II
The definitive animated football
game for the Spectrum. What
more can I say? Apart from that
it made Marcus go all wibbly at
the edges when he reviewed it. A
'powermeter' for different



strength in your shots, 128K the eye with. Let me say it again the definitive animated football game for the Spectrum.

NICK FALDO PLAYS THE OPEN Um, unusual this, as I'm used to the Leaderboard trilogy. Erm, al. the Leaderboard trilogy. Erm, a novel approach to a golf sim, which shows the action from above. There's a window at the bottom of the screen in which an arrow icon can be moved about and clicked on to make choices: club weight, direction of shot, entire course map etc. Choose your club, check the distance to the hole, adjust your 'powermeter' and fire. Oh dear.

Overshot the green, Have another go. Oh dear. Five hours and 53 shots par later—hoorah, what a hole (oo-er)!

STEVE DAVIS SNOOKER Almost as boting as the man himself — small cluttered graphics and a program tendancy to either lock-up or crash completely. I'm surprised that no-one's done a really good snooker or snooker-based game on the Speccy — I'm sure thereid be great demand for it. This isn't

SUPERBOWL

An American Football sim. The screen is split vertically into two windows. Instructions are entered into the left side while ar overhead view of a portion of simplified scrolling pitch is shown on the right. After your team instructions have been entered, a little bit of play is animated (the players are represented as little blocks) and then it's back to the team-orders screen again. I'm afraid I don't really understand the rules for American Football, but one thing I did notice — this sim has got all the stopping and starting of the

SUPER HANG ON Yaaa Hoooo!! I'm a sucker for racing games — especially motorbike ones — and this is the business. It's view over the

handlebar time as you zoom sound, music and more options. It away from the chequered flag in than you could poke a squirrel in a face against the clock. There the eye with. Let me say it again to are four continents to race over are four continents to race over, each of which has a number of stages within. Each time you reach a stage marker, your clock is sproinged back up to full and any time left over is also added—giving you more time on the next stage (of which there are an amazing 48, as opposed to Enduro Racer's five). Graphically the game is a treat—almost as good as Enduro Racer itself, with the uphill and downfull hite. the uphill and downhill bits included. It's skill!

TRACK AND FIELD A joystick waggler that's so crap I almost feel sorry for it. No Daley

WINTER OLYMPIAD Snowy version of the above with better graphics and, I suppose, marginally better, gameplay. Five events: downhill, biathlon, bob-sled, ski-jump, slalom.

And there we have it. Game Set And Match 2. Quite a mixed bag in my opinion (and let's face it. in my opinion (and let's face it, that's the one that counts Brian). Erm, I think that two of the enclosed are absolutely brillo (namely Super Hang On and Match Day 2) and are worth getting the compilation for on their own. The rest? Erm, not exactly show-stoppers, are they. So, basically, if you've already got Super Hang On and Match Day 2 then you might feel a bit of a plonker for shelling out on this; however, if you haven't then it's worth a look (the game, not your plonker). Right, I'm off to have another go on Super Hang On! another go on Super Hang On!

YS CLAPOMETER

Birrova mixed box, really. Two great games, six slightly iffy games and two totally crap ones. Worth getting for the good ones.

PLAYABILITY VALUE FOR MONEY ADDICTIVENEDS



RISIS

Elite/£12.99

Marcus Gor lumme, you can't move for these compilations at this time of year, can you? Or indeed any time of year, 'cos they're big bucks for the software companies and extremely good value for you and me. Here's another one, this time from Elite, and based around the notterribly-strong theme of fists and throttles, i.e. they're just a load of old games that Elite wanted to bung on a compilation. But it's not a bad collection by any means - not, perhaps, of the very top class, but full o' goodies.

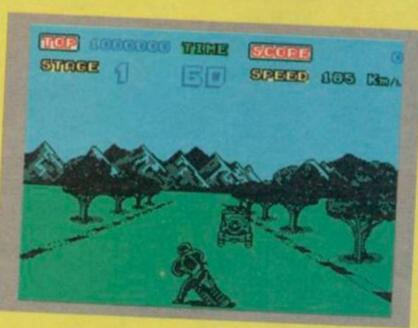
ENDURO RACER

Originally reviewed back in the dim and distant by one M Berkmann (Who he? Ed), this is one of the best, if not the best road racing game yet seen on the Spec. Time and time again the cries go up: "Yes, but it's not as good as Enduro Racer, is it? and no, it usually isn't. You have five courses to get through on your trusty bike, all against the clock, through rock-filled terrains, over hills and ramps and with loads of other bikers trying to beat you to it. It's devilishly swift, looks a treat and to quote the original review, "it's a down home Class 1 ripsnorter" whatever that means. If you haven't got it yet, you should buy this compilation for Enduro Racer alone. You won't regret it!

DRAGON'S LAIR

Of the two tapes in the package, this little number takes up the whole of one of them, and I must admit I had forgotten what a huge game it is. Based on the videodisk coin-op of a few years back, this conversion attempted the impossible (cram it all into 48K) and failed, but not without a struggle. Much of the gameplay has been retained, and like the original it's hellishly difficult. Too difficult, I'd say, but others have proved me wrong. For every different bit (each part is a completely separate game) there are different tricks and skills to learn, and a few neat techniques which can save an awful lorra bother. Software Projects, who bought the licence, eventually knocked out a more user-friendly sequel, but you have to ask - especially as Software Projects isn't exactly active at the moment - whether it was all worth it

THANTILEA



THUNDERCATS

One of the first left-to-right scrolling slice 'em-ups to hit the Spectrum, and since followed by Rastan and about two billion others. But a year on, this is still an impressive piece of programming, with fast action, nicely drawn protagonists and some beautiful digitised backgrounds. As befits all the

best slashfests, this has very short instructions — just get out there and start slicing, essentially. It's based, as these things are, on the Thundercat toy range, TV series, T-Shirt, film, book, explosive underpants etc etc, and it captures the mood very well. KER-SLICE!!! (Fill in 'enormous weapon' jokes here, okay? Ta.)

IKARI WARRIORS

This follow-up to Commando was reviewed in our May ish by Jonathan Davies, terror of the west country, and he raved and raved. It's all good clean violent stuff - a scrolling shooter with lots to do, look at and, most important of all, kill - but I'm not sure it's quite that good. especially in the light of games like Vindicator, which is substantially more sophisticated. It's not earth-shatteringly fast, and it's not so prettily done that you fail to notice the rather thin gameplay. But of its type it's not a disgrace, and as part of a compilation Ikari Warriors works well. Oi'll give it seven.

BUGGY BOY

Even more recent, this: nowadays games are out for about half an hour before getting nabbed for some compilation or other. Jonathan also reviewed Buggy Boy although here he was more muted in his praise. You drive this enormous multicoloured buggy through a series of badly drawn landscapes, avoiding rocks and things and trying to beat the time limit. Heard that before? Yes, it's another racing game, but unlike all too many of the others, this is actually quite fun. It may be the huge coloured sprites that do it, or the rather wobbly collision detection which usually means that you don't crash as often as you think you will, but it certainly manages to keep a hold on your attention. Again; it perhaps does not compare especially well with Enduro Racer in speed and sophistication, but here the emphasis is rough-and-tumble action rather than elegance of execution. Nobbad at all So, a neat if unspectacular compilation with one real gem (Enduro Racer) and only one game that even approaches the title of 'turkey' (Dragon's Lair, and that's not entirely fair). Still, there are other better compilations about. What do you want to do with your money?

YS CLAPOMETER

Not bad compilation of recent hits with one real spanker — Enduro Racer — that's worth a tenner of anyone's money!



MEGASAVE FANTASTIC SAVINGS

Action Service - D1		G. Linek. Hotshots D4.		Star Wars Dt	19.25
Arkanoid 2 D1	25.50	Game, Set & Match II D5	E8.95	Streetfighter - D2	26.66
Alterburner		Glants - D4	£10.50	Soldier of Fortune - D2	
Airbourne Ranger	E5.99	Garfield D1		Shate Crazy — D1	_X5.50
Altar, World Games	E5.95	Guerilla War - 02		Skateball D4	_25.95
Apache Gunship D4	P6.95	Gold Silver Bronze - D3.	£10.50	Summer Olympiad	£5.45
Apache Gunship — D4 Alien Syndrome — D1	25.95	Heilfire Attack - D4	E6.95	Salamander - D1	\$5.25
Batman 2 D1	£5.95	Heroes of the Lance - D4	_E5.95	Samural Warrior	
Bobby Yazz Show		History in the Making	£16.95	Sanxion D2	_E5.95
Bussy Boy - D1	£5.50	Skart Warriors D2	65.95	Supersports - D1	E5.50
Boot Camp 19 D1	£6.45	Intensity - D2	E5.25	Supreme Challenge - D6.	
Bubble Bobble D1	-55.15	Ingrid's Back - D5	£9.95	Savage	£5.05
Bard's Tale	\$7.25	Intensity — D2 Ingrid's Back — D5 Konamis 10 Hits — D3	£6.95	Sevage Stealth Fighter	£7.25
Bionic Commandos - D1.	PS.85	Karate Ace	E8.95	Stuntman D1.	E8.45
Beardsleys Int. Soccer		Lest Minis II	28.95	Space Racer - D2	£5.95
Black Tiger — D1		Later Squad. Lancelot — D5. Live and Let Die — D1.	88.25	501	66.45
Barbarian II - D2	ES.50	Lanceint - D5	29.95	Storm Lord - D1	PE 95
Butcher HIII D1.	25.50	Live and Let Die - D1	T8.45	Space Ace — D3.	29.95
Cubernion II - D1	£5.50	Last Ninja II	EN.50	Spitting Image D1	26.45
Cybernion II — D1	19.85	Led Storm — D1	24.45	Superman — D1	65.95
California Games - D4	26.75	Magnificent 7 — D3.	18.75	The Double	T7.55
Crazy Cars 2 - D1		Matchday II D1	25.45	The Double Time Of Lore — D4	88.95
Champions D4.		Mickey Mouse - D4		Time Stood Still 128 D1.	
Circus Game D1	PK 55	Marauder — D1	ES. 100	Target Renegade	PS 25
Collected Works — D4		N. Mansell's G. Prix — D4.		Track Sult Manager	24.45
Command Perform. — D5.		Mad Mix (Pepis) — D2		The Deep — D1	F6.75
Comption — Disc only		Motor Massacre — D1		The Games Winteri — D1.	
		Muncher - D1		The Games (Summer) — D	
Captain Blood — D1		Muncher — U1	E5.00	Typhoon — D1	
Dragon Ninja — D1	EK 95	Munaters Night Raider D1	55.05	Taito's Hits — D6	CB.55
Dragon Norga — D1	56.75	Night Haider — D1	E8.90		
Double Dragon	66.60	Netherworld — D1	25.50	Total Eclipse — D1	
Dynamic Duo.	X0.50	Outrue — D1. Operation Wolf — D1		Techno Cop — D1	25.90
Dark Fusion — D3	25.00	Operation Wolf — D1	E5.40	Tiger Road D1	25.25
Daley Thompson Olympic.		Overlander — D2	-55.25	Thunder Blade — D1	EN. 95
Empiry Strikes Back D1		Ocean Compilation — D5.	25.95	Trackmaster D2	£5.45
Eliminator D1	25.50	Platoon — D1	15.45	Turbocop — D1	
Exploding First +	.15.25	Pac - land		Triv. Purs. New Game D	
Echelon — D1		Pw 3 - 05	£10.95	Ten Mega Games — D1	
Emlyn Hughes Soccer-D	1.25.45	Pro Soccer — D2		Untouchable — D1	
Flight Ace — D3.		Pro Soccer — DZ	E6.00	Victory Road D1	15.25
Fair Means or Foul - 02		Pro BMX. Puffey's — D4. Rex — D1.	_£4.00	Vinicator	£5.25
Fist's & Throttles D1		Puffey's - D4		Virus Whirtigig — D2	E5.20
F. Bruno's Big Box - D4	.29.95	Plex — D1		Whirtigig — D2	E5.15
Footb. Manager II D1	_E6.45	Roy of the Rovers - D1	_E5.45	War Middle Earth. Wec Le Mans — D1	26.95
Footb. Director		Fload Blasters - D1		Wec Le Mans — D1	£5.95
Footb. Dir. II 128D5		Return of the Jedi - D1		Xenon	\$6.45
Fernandez Must Die - D2.		R-Type		10 Great Games III	
Foxx Fights Back — D2	.E5.00	Rambo 5 — D1	£5.95	1943 — D1	
G. Lineker's Soccer - D4.		Robocop — D1 Super Hang-on	ES.95	4 x 4 Off Road Racing	
G. Linek, Sup. Skills D4.	.05.50	Super Hang-on	£6.75	S16 Combat Pilot D3	£9.95
	Mali nota	ronly, Postage included Gre		EEC add	
	75p per it	em. Overseas add £1.50 per i	tem, Fast	Service. 0-+30ISC018	
	S	end cheque/PO to: MEGASA	/F. Dept Y	S 02#	18.75
	AGH C	therland Street, Victoria, Lo	ndon SW	IVAIX 036	E12.50



* * * PRICE BEATERS * * * SIMPLY THE CHEAPEST MAIL ORDER COMPANY * * * PRICE BEATERS * *

SPECTRUM **		GURGHER - D3 GL HERO G			2000	
	DUR		OUR	()	OUN	
and the second	PRICE		PRICE		PRICE	
1943 - (13	6.00	SUNSHIP - 03	5.20	SUPER SPORTS - 03	8.25	
A × 4 NALING	0.39	G.S. HERD	6.25	SON	5.00	
ACTION FUNCE II - UZ	6.30	BLANT WANTIONS - UZ	5.50	TAUTO COM OPS	5.00	
ACTION SERVICE	5.50	MP: MISSION 2 - 03	530	TARGET REMAGNOE - 02	5.05	
ACTED DUDGED 02	6.50	MILINGITY	539	TECHNO CUP - 03	5.00	
ALIEN CONNERS - 112	8.30	MILITA KANNIE +	0.39	THE DOUBLE	7.75	
ANIBERTING 1	0.00	NAME ADDRESS - THE	3.00	THE PORT - UJ	7.50	
ANNALS OF BOARS	8.00	SMALLER *3 GARA.	2.00	THE GRANES - GLZ	5.00	
ARCADE FORCE FORIE	6.99	KINDLE ORL	8.00	THE NAME OF A PARTY	-4.00 10.00	
ARKANON S - DZ	6.30	KONAMI COLL - DA	5.00	THURUSH BURD - DA	0.01	
ARTIST 8 - 128K	14.00	KIMI IZ	5.00	TIME STOCKETS - NO	2.70	
ARTIST # - 48K	12.99	LANCEBUT - DS	10.00	TIME - MACRY - 03	90.00	
ARTIST # - +3 DISK	M.90	LEO STORM - 03	4.00	TIMES OF LOSS - D3	2.50	
ARTURA - D2	6.25	LIVE+LET DIE - D3	6.90	TOTAL ECLIPSE - DO	6.00	
BARBARIAN 8 - 03	6.99	LINEXER HOTSHOT - 03	6.25	TRACK SUIT MANAGER	0.00	
MAROS TALE - 03	7.50	LIMEKERS SKEL - DO	6.25	TRIVIAL PURSUIT NG	10.90	
BATMAN - DZ	6.99	LAST NINJA 2	8.99	TYPHOON - 03	5.00	
BATTLEFELD GERMANY	6.90	MAGNIFICENT 7 - D4	5.30	UNTOUCHABLES - 03	8.90	
BIONIC COMMANDOES - D3	6.99	MOTOR MASSACRE - 02	6.25	VICTORY READ - D3	6.96	
BLACK LAMP - D1	5.40	M.D.I. UNIVERSE - D3	2.99	VINDICATOR - 02	5.90	
BLACK TIGER - D3	6.99	NIGHT RAIDER - D3	7.50	VUICAN	7.50	
BURBLE BOBBLE - 01	5.40	MANSELLS RACING - D4	7.50	WE ARE CHAMPS - D4	8.99	
BUGGIE BOY	5.40	DCEAN COMPETITION	8.99	WEC LE MANS - 03	5.99	
BUTCHER HILL - D2	6.25	OCP ANT STUDIO	8.99	WHIRLIGG - DI	5.90	
CANRIER COMMAND D2	5.99	DOPS	5.39	ZULU WAR	7.50	
CYBERMORD II ~ D2	9.25	DPERATION WOLF - D3	5.90		-	
DANOY	6.50	OUTRUN D3	5.99	J151235 - BC115500	3 25000	
DANK FLISION - DZ	5.40	OVENLONO - DZ	7.50	10 × 3" DIDKS	24.90	
DANK SIDE - DZ	0.99	PNCLANG	6.30	PLUS +2)=3 COVER	4.90	
DOUBLE DRAGON	5.39	PRCMANIA	6.30	PLUS 2 LEAD	2.99	
DRINGON NINLIA - DJ	0.39	PEGASUS BRIDGE	8.00	PLUS 2 CASS CEAU	2.99	
DYNAMIC DUO	5.99	PETER BEARDISLEY	530	MULTIPACE 129K	28.39	
DIDMS OUTMPES - DA	5.39	MID 2000EK - 05	5.99	MULTINACE STREET	20.30	
DULE - DO	7.50	POPP S SAMA - US	5.00	CHIAL STORY TRACE	9.50	
CHARGE CLEMEL - M.	0.90	PSTURE PROS UKB - DR	5.39	INTERFACE +3	8.90	
COMMUNICE OF THE LAND THE COMMUNICATION OF THE COMM	6.60	DAMES IN DO	1.00	KEMPSTON INTERFACE	7.90	
EXPLORATE CHEL	5.00	RETURN OF THE MON DO	1.00	CRUISER JETICK	11.00	
ENTERONE PIET	5.00	MONT IN ACTES OF	1.30	CRUISER CLEAR	9.99	
DAING GREEK.	5.40	BOBOCOP - DV	0.30	PREDATOR JISTICK	11.99	
FOUTTHERS OFFICE ORDER	0.00	BOY OF BONESS - NY	1.75	NAVIGATOR JISTICK	13.09	
E DIRECTION 7 - DS	13.00	BIAME	8.00	KONIX JISTICK	8.09	
MANAGER - D3	6.00	CALAMANDED	5.20 5.25	KONICK - AUTO	9.09	
F BRUNOS BOX DO	8.99	SAMAURAL WARRIOR	5.25	COMP PRO 5000 BLACK	71.99	
FLINTSTONES.	6.50	SHAGE	5.00	COMP PNO SOCO CLEAR	12.99	
GAME OVER 2 - 03	6.99	SHACKLED - D3	5.99	DUCK THUS SOOD LATRA	12.59	
G. SET + MATCH 2 - 04	8.99	SKATE BALL 03	5.90	CARCY SHOT THIRD	W.00	
GARFELD	7.50	SOLDER OF FORTUNE	5.99	CHESTAN MACH 1	9.00	
GAUNTLEY W - DZ	6.99	SORCERER LORD	5.90	CHESTAN 1254	7.00	
GIANTS	15.99	STALINGARD - 07	7.50	CHESTAN 105 SPECIAL	11.90	
GUERRILA WAR - DZ	6.25	STARGLICER D3	8.90	CHYSTAL TURBO	14.99	
GURD OF THEVES +3	8.90	SUMMER DLYMPIAD	5.30	CHYCTAL TURING PLOT	95.00	

ALSO ARRICABLE ON DREK FORMATE DT = EB.90, D2 = E9.90, D3 = EB.90, D4 = ED.90, D5 = ED.90, D5 = ED.90, D6 = EB.90, D7 = EB.90,

YOU SET THE SOFTWARE YOU REQUIRE CHEAPER BY ANGIVER MAX, ORDER COMPANY, JUST ENCIDED THE LIBER PRICE AND SENT TO US.

THE DOES NOT APPLY TO GIVER COMPANIES SPECIAL DEFENS.

YOU OD NOT SEE THE ITEM YOU REQUIRE SAMPLY DEDUCT 25% OFF THE R.A.P. AND SEND TO US EXCEPT SEGARINITENSO SOFTWARES.

PLACE NOTE HE STORY SEE THE ITEM YOU REQUIRE SAMPLY DEDUCK SOFTWARE FOR ALL COMPUTERS.

COMPILATIONS

Action Pack — £5.95 each Gauntlet, Auf Wiedersehen Monty, Supercycle, Jack the Nipper, Kung Fu Master, Top Gun.

Summer Gold — £3.99 each 10th Frame, Dambusters, Bruce Lee, Beach Head II, Rebel Planets, Impossible Mission.

Hit Pack 6 Vol II £4.49 each Into the Eagles Nest, Batty, Shockway Rider, Lightforce, Ace, International Karate.

Hit Pack 4 & 1 - £4.49 each Frank Bruno's Boxing

10 Great Games — £5.95 each Avenger, Future Knight, Krackout, Bounder, Footballer of the Year, Trailblazer, Highway Encounter, Monty on the Run, West Bank, Jack the Nipper.

Star Gemes II — £3.99 each Highway Encounter, Cyberrun, Trail Blezer, Avenger, The Eidolon,

5 Computer Hits — £2.99 each Wizards Lair, Star Strike II, 2112 AD, Mantronica, Attack of the Killer Tomatoes.

Prestige Collection — £2.99 each Rescue on Fractalis. The Eldolon, Koronis Rift, Bell Blazer

Trio Hit Pack — £2.99 each Airwolf 2, 3DC, Great Gurianos,

Cataball

Monty on the Run/Super Sleuth
£3.99 (Dpus Disc). Sportacular
£4.99, (Soccer Boss, Olympic
Spectacular, Indoor Soccer — On
Disc). Classic Arcadia £1.99 each
(Muncher, Invaders, Axisens). Kids
Play £3.49 each (10 games), (Xeno
Metabolis, Night Gunner, Masport,
Monty on the Run, Bounty Bob
Strikes, Mallstrom, Starstrike,
Lunar Jetman, Starion). Summer
Special £5.99 each (World Class
Leaderboard, Solomon's Key,
Captain America, Brave Starr,
Trantor, Rygar).

ALLAT E1.39 EACH

Please send for free list of new releases on Amstrad, MSX,

Atari ST, Amiga, Commodore, Spectrum and +3 state which list. Future League Ltd. 05 # 113.45

Please note new programs will be sent the day they are released. 06 # 113.95

ALLATE1.99 EACH

POPULAR SELLERS

£3.49 Killed Until Dead * Tournament Leaderboard * £2.99

Gutz Ace 2 Bobsleigh Head over Heels Knightmare Barry McGuigans Boxing (128K)

Rampage Saboteur 2 Trantor

Uridium

£3.99 Trivial Pursuit - Baby Boomer

£5.49 Starglider ************

STOP PRESS (all £2.99 each)

Crosswize (rrp £7.95) Dark Sceptre Gothik (rrp £7.95) Karnov (rrp £8.99) Magnetron (rrp £7.95) Mean Streak (rrp £7.45) Shackled (rrp £6.99) Yeti (rrp £7.99) Zynaps (rrp £7.95)

ALLAT E2.99 EACH

If your order exceeds the allowing select a FREE garfrom the section indicate (only one per order).

Over £10 a £1.39 game

SPECTRUM DISCS

FREE GAME OFFER see below

(Clearance sale — limited quantities available) Bubble Bobble £7.49 California Games £7 Combat School £8.99 Dan Dare 2 £8.99 Driller £10.99 Elite £8.99 Firefly £8.99
Gauntlet 2 £7.99
Gunship £8.99
Matchday 2 £8.99
Platoon £8.99
Rastan £8.99 Sentinel £8.99 Target Renegade £9.49 Triv Pursuit - Young Players £7.99

SPECIAL OFFERS

Biggles £1.99
Flunky £1.99
Last Mission £1.99
Mystery of the Nile £1.99
The Big Sleaze £1.99
Trap Door 2 £1.99
Bedlam (128K) £2.49
Micronaut 1 £2.49
BigTroubleinLit. China £2.49
Express Raider £2.49
Kung Fu Master £2.49
Quartet £2.49
Ramparts £2.49
Star Raiders 2 £2.49
Blood Valley £2.49
Mask 2 £2.49 ******** Mask 2 £2.49 North Star £2.49 Venom Strikes Back £2.49

VARIOUS PRICES

Ann Z (T.3. 49), Carltonia Games (Y.4. 49), Cyfamiod (T.5. 59), Dan Osev Z (Y.4. 39), Gauntian Z (S.4. 49), Gornelop (T.5. 19), Phanton Cubi (T.3. 49), Pradetor (T.5. 39), Psycho Soldian (T.3. 49), Russing Thunder (T.5. 59), Soldian of Lujer (T.4. 59), Tassword Z (T.3. 59), Testic (T.5. 59), Thundertats (T.4. 59), 720° (T.5. 59), Indiana Junes (T.3. 49), Mad Salle (T.3. 43), World Games (T.4. 59),

P&P: Add 50p for orders under £5, orders over £5 are postage free (UK only). EEC countries add 50p per tape, elsewhere add 100p per tape.

SOUNDBOX SOFTWARE Dept YS 8 Renfield Street, PO Box 12, Renfrew, Renfrewshire PA4 0FS



REVIEWS



Firebird/£7.99 cassette/£12.99 disk

Sean When Way Of The Exploding Fist was first released all those many moons ago, it single fistedly began the revolution which was to result in trillions of games with the word Karate. Ninja, Warrior or some variant thereof in their fille. It was sequelled more recently by W.O. T.E. F. II., which met with a lukewarm reaction from reviewers. This, is not so much another sequel, as a remix of the original with twiddly bits and fill fir dice added.

The scenario, 'You must reach the position of tenth dan' is not much of a scenario, is it? When I get a game. I expect a good scenario, not just one sentence. I didn't get where I am today by having scenarios with (That's enough whining. Get on with it. Ed.) So just how are you going to reach the position of tenth dan? By beating the living daylights out of your opponents as fast and as nastily as possible, that's how.

The style of gameplay will be familiar to the majority of Speccy users, but for those who have been in Outer Mongolia for the last five years, you have a choice of socteen moves, from the aggressive mid kick, which will give your opponent a couple of bruises he world forget in a hurry, to the defensive backward cartwheel, for when running away is the best move. This time you are taced with two opponents, all of which can be controlled by human players simultaneously, or individually by

the computer, depending upon how many friends you have. To reach first dan stage, two bouts must be fought, each against the two opponents, with one man being knocked out in each round. If the loser is human controlled, the computer will control him in the next bout, so you are always fighting against two men.

The figures are a little larger than in the original Fist, and fighting two men does bring a new approach to this type of game. Unfortunately, it also brings disadvantages, 'cos if you're knocked over, you lie on the floor for about ten seconds recovering, whilst the other two continue to merrily beat each other up. This brings the game to a grinding hait, and is highly frustrating. The playing area is also larger than that shown on the screen, and often your two opponents will disappear off the screen to carry on fighting, with your figure stood in the middle twiddling his nunchackas for ages — very boring. Sound is the average crunchy karate noise, and although the background is very pretty and clever — all the hotel and bar signs flash like 'proper' neon signs — ultimately it adds little to the gameplay.

On getting through these bouts, the player is then moved into a bonus game, set in a dark alley, where dragons will loom out from windows and doorways, the object being to line them up in a set of sights and launch a ninja star at them. If a dragon is not hit in time, it will lunge out at

you, the sub game will end. And you are returned to the game proper. This section, you will doubtless have guessed, is another *Prohibition* style game, and this particular version is pointless, easy, and a waste of time. There is no sound, and the graphics are hardly mind blowing.

This reminds me of all those pop records that are being re-issued with a new drumbeat, bass line and the odd bit of scratching added. The record is pretty much the same, but by adding these bits, all the diehard fans will buy it and make the record company lots of money. EF+ is very much the same, and when the original is available for two quid, the extra bits here aren't really worth an extra six.

If you want a laugh though, set all the players on the same joystick, slap on your favourite record, wiggle the joystick to the beat, and watch that sychronised body popping!

YS CLAPOMETER

Rehash of the original with two opponents to fight this time, but ultimately not worthy of its predecessor.

GRAPHICS PLATABILITY VALUE FOR MONE ADDICTIVENESS





US Gold/£24.99 Cassette

Since its birth in 1984. US Gold has been responsible for rather a lot of Spectrum Software, some excellent, some, well, not quite so hot. It's also been responsible for a few headlines in the national press and an anti-computer game vigil or two by the CND.

the CND.

And now as a bit of self-indulgence. US Gold has decided to bring out an anthology of 15 games which it released on the Spectrum between July 1984 and July 1987. The compilation is called History In The Making — The First Three Years and comes as a boxed set of four tapes with two accompanying booklets containing instructions and a bit of blurb about the label — all this can be yours for the meagre sum of (wart for it...) £24.99! Here's Ben in Skippy to tell you more about it...

SPY HUNTER

First released: October 1984

Skippy Arr. this were the game of me youth! Played it for hours. I did! I wonder why? There isn't really all that much to Spy Hunter: you bomb down the same old road for hour after hour tokay, the roadside changes colour every ten minutes, but that's hardly variety, is it?), shooting the same old vehicles and traversing (wossat?) the same old bridges. ? The graphics and colour are nice enough, the sprites are clear and well defined and it's good fun to play, but Spy Hunter has aged considerably, and though it makes a good addition to the nostalgia value of the tape. I really don't think it's worthy material for 1989. First released: October 1984



WORLD GAMES

WORLD GAMES

First released: Early 1987

Ben I wasn't very impressed by World Games when it was first released. Most of the events were unappealing either because they were too difficult to control or just badly put together. The graphics were far too blurry and when compared to the likes of, say, Hypersports it just didn't, and still hasn't, got the same degree of waggleability.

What really gets me about it appearing in this compilation is that the powers that be at US Gold didn't even bother to change the in game loading instructions to suit the new format of the casette; this will probably cause untold problems to many unsuspecting players.

First released: late 1984

Ben This graphically unappealing platform game earned itself a lot of very nearly firsts. It was one of the very first games from the US Gold Stable one of the first 'beat' em ups' (certainly the first 'beat' em up and romp around in a fun scenario'!) and, for buffs, Bruce Lee was one of the very first games to be derived from a licence deal. It also proved to be one of the most playable games of 1984 — there's something so satisfying about the bone crunching sound effects and the way your two opponents beat themselves up if they get in each others way, five years later it still earns a play or ten, every now



BEACH HEAD

First released: December 1984

Ben Blimey! I remember the stir

Beach Head caused when it was Beach Head caused when it was first played by the then fresh-faced Spectrum games reviewers. People said things like "An excellent game of arcade skill and strategy". A lot of lager has passed over the stones of knowledge since then, and despite its crumbly look, Beach Head still plays very well.

The levels are just difficult enough to keep you tearing your hair out and just rewarding enough to keep you playing until you blast four colours of granite out of mount Kuhn-Lin, the enemy fortress. The first three

enemy fortress. The first three levels are still fairly compelling but by level four, well. In those days I suppose you had to make do with three good levels and

BEACH HEAD II

First released: November 1986

Ben About two years after

Beach Head came Beach Head

II — surprise! Spectrum owners
missed out on the synthesised
screams and general battle
dialogue that was programmed into sonically more powerful machines and did we miss it? Well, yes actually we did. Not to worry though, Beach Head II



in two player mode, one player could take control of the nasty side and try to stop the goodies — just the thing if you want to lose your mates!

I was never really impressed by this one, the controls are far too touch and go to enable you to play with confidence. The childish use of colour is off putting to say the least; I doubt that any senous gamester is going to take a pink cannon, a lime green tank and a cyan radar tower seriously enough to get

ROAD RUNNER First released: 1987

Skippy Presentation absolutely remarkable! Road
Runner contains some excellent
tunes, an amusing, lengthy
scrolling message, and some
very impressive graphics,
including accurate characters
and brilliant title screens. I sound
like some sort of adverti like some sort of advert!
Cosmetic polish (or lipstick for that matter) apart, Road Runner isn't a bad game either.
Admittedly, as with far too many games, the tape multi-load is a pain, and I can't really see that

with a bit of memory crunching it was absolutely necessary, but it doesn't slow down the action too much. Addictiveness is pretty good, and it's quite playable — I would say that it's a pretty good seed-peck-and-coyote-dodge, a decent game in its own right, and consequently one of the better. consequently, one of the better games on the tape.



SUPER CYCLE

First released: 1987

Skippy There's millions of racing games around and this is far from being one of the best! I know this for a fact, because, I'm staggeringly good at playing Super Cycle. Then again I'm quite sure a two-year-old brainless, limbless tortoise could go on playing for as long as I did (well, almost!).

(well, almost!).

All the tracks are quite pretty, lots of jolly changing scenery, but does it have to be so incredibly easy? The only raceway with one ten billionth of challenge, is the one with barriers across half the track. It's not the pits (good friend of Oscar Wilde, me), but I honestly wouldn't have played it twice by choice!!

GOONIES

First released: September 1985 Ben Oh no! I feel an attack of Great-film-shame-about-the-Great-film-sharrier about the game-syndrome' coming on! Goonies the film, starred seven cute little American kids (Are there cute little American kids!) and a horrible blobby character who all fell down a pit, found untold treasure and saved their parents from being thrown out of parents from being thrown out of their homes for not paying the rent money. Goonies the computer game stars seven horrible blobby characters who were dreamed up in a pit in a bid to extract untold riches from an unsuspecting public to pay a huge licence tee... Simplistic puzzles, primative graphics and virtually no appeal here. Shame, really.

First released: July 1986

Skippy I remember being spectacularly disappointed by this one when it first punched the pavement. The arcade machine was one that you could, at one time, have expected to see in all the best (and worst!) places, but it was a welcome waste of the of 10 pees! How US Gold managed to shift so many copies of this rubbish is a mystery to me; still, I suppose that, in itself, is enough reason for inclusion on the tape. The graphics are grotesquely gargoylish and the colour is well, to put it mildly, bleurgh! Playability isn't bad but it's just soooo annoying: addictiveness flies out the window like... errr something that flies out of windows rather fast. Not a good 75p or however much each of these games works out at!



LEADERBOARD First released: Early 1987

Skippy Yep! A classic golf simulation, this one; there's been nothing (except the official follow-ups!) to touch if since it was released. The build up of the graphics is slow, like something out of *The Hobbit* (remember that?), but the perspective is out of *The Hobbit* (remember that?), but the perspective is remarkable and the whole feel of the game is quite excellent. There's undoubtedly an art to placing shots, as it requires skill and speed on the button; as well as some accurate judgement taking into account the wind factors, the slope of the hill and the right club for the job! This certainly isn't a game that's restricted to golf fanatics only, 'cos I like it, and I would hardly know which end of a golf stick (club?) to hold. Well worth full price and certainly wangs up the ol-value for money points of the package.

Ben This one was initially released as Raid Over Moscow but the CND Chairman, Bruce Kent, made such an outcry that the name had to be shortened to

Raid, to accommodate his killjoy views (quite right too!).

Despite its excessively violent and war provoking nature Raid is a damn good game, it has that rare instant grab characteristic. The levels are varied and very playable; it's a shame that there are only six of them as each is fairly easy to master (this makes Raid's appeal short lived). Not

INFILTRATOR
First released: 1987
Skippy Now, I don't remember this one at all, so I found it very complicated. It's basically a flight simulator which involves shooting lots of things and making lots of people die. Sounds like fun to you? Hmmm. It's not all bad, in fact some bits of it are quite good. Sounds a lot of it are quite good. Sounds a lot of fun on the inlay too. Trouble is .) haven't quite got that far (Skippy you're a wimp —

GAUNTLET

First released: November 1986

Ben Gauntlet clones sprang up in their hundreds after this got to number one, even the more sensible software houses jumped onto the varient bandwaggon. None of them got it right though. — they all lacked the original magic still to be found in Gauntlet. Even the multiload was bareable - it must

fifteen and probably the most likely to capture the attention of the player for months rather than



IMPOSSIBLE MISSION

IMPOSSIBLE MISSION
First released: 1987
Ben Impossible Mission was the pioneer of the tumble jump, as used in games like The Nodes Of Yesod and the latter couple of Monty Mole games. It was a real struggle to re-learn all the techniques used to play Impossible Mission and what for? Running around trying to find bits of puzzle ain't much fun because the game's works are far too klunky and poorly put far too klunky and poorly put together. Solving the puzzles is a little more fun, but it does get repetitive after a while.

Sorry, but mastering a basically boring, over complicated platform game isn't one of my main goals in life.

YS CLAPOMETER

The Making — The First Three Years an overall mark. The games range from very good to poor and the chances are that you already have some of the more desirable ones — in which case the whole compilation £25 is a lot of money to spend on software all in one go — think wisely before wapping your

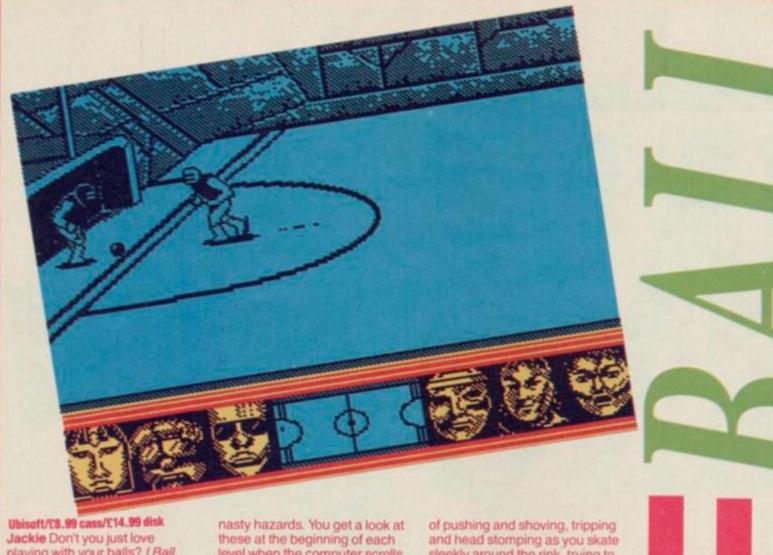




EXPRESS RAIDER First released: mid 1987

First released: mid 1987
Skippy Now, this is one which I never actually played when it first came out, so I can only tell you how bad it is now! There isn't all that much to be said, in fact. The predominant feeling is one of monotony (argh!), once again, it just goes on and on... In all honesty, it isn't worth loading up, let alone spending money on. The shoot out and run along the top of the train is good fun for top of the train is good fun for maybe half a minute, but after that? Well, it dies a bit of a tragic death, I'm afraid. Take a birrov advice, don't waste your time. (I did, but then I get paid for that

First released: Early 1985



playing with your balls? I Ball, Madballs, Impossaball. now here's another one to add to your collection - Skateball - the first British release from the French software house, Ubisoft And boy will you need round spherical objects to play this!

It's a desperate game - a fight to the death, set in, of all places, a futuristic ice skating rink! But there's no sign of camel spins, triple loops or even double deckers here (cos Phil's eaten them all). Instead it's side slams, body tackles and headbutts as your team competes to become the roughest, toughest skateball team on the ice. So shove over Torville and Dean!

You begin by selecting your team of three from a pool of eight of the meanest, fastest dudes on ice. (The command is 'Change Team' on the menu). Scroll through the list of players available, keeping you eyeballs peeled for their strength, balance, shootskill and reaction ratings. These are important, 'cos once you've picked a member of your team, the computer will then let you pick the mean critter he'll meet on the other team. So with a bit of careful planning you can way the odds quite heavily in your favour. There's no point being fair in this game! Besides, you'll need to use the dirtiest tricks in the book if you want to stand a chance of

Next it's onto the rink and the first of nine levels. But first, take a look at the hazard strewn ice ahead of you. Eeek! Cos apart from your opponent, you also have to contend with loads of

level when the computer scrolls the length of the rink. On the lower levels, you'll find bouncy mushrooms (which you should try and avoid if you don't want a wet burn) and rising and falling stone pillars (which you must skate around or jump over). But

Bully Boys Handy Hints If you keep losing the bully off. try running at your opponent and umping on him. You won't jump on his head, but you should be able to knock him off balance which'll allow you to gain possession of the ball. One way of wasting your opponent on level five, is to just

stand still at the bully off and let him run into you. This'll cause him to lose his balance and slide along the ice, till he falls into the pit behind you. He, he, he!

get to level five, and things begin to look a bit dicey. There's bottomless pits to contend with (fall down these and you'll never be seen again), spikey balls (bump into these and you'll be promptly splattered - luvverly) and electric hatstands - which'll burn you to a frazzle if you so much as touch 'em. So avoid, avoid, avoid - or push your opponent into them!

And so to the game. Your first team member takes to the ice against his opponent (apart from the automatic goalies, there's only ever one player from each team on the ice at a time), and bullies off - by charging straight into him. Youch! Then it's a case

sleekly around the rink, trying to waste your opponent and get the ball in the back of his net.

The gameplay is fast and furious. The slightly jerky scrolling is unnoticeable, 'cos you're too busy trying to trip your opponent up, or splatter him against the spike ball!! Bleeuuk! And the skating action is fabbily done - even to the point of sending you skidding across the ice on your burn when you've taken a bit of a bruising. The only gripe is the control system - it's a little tricky to get to grips with at first. But it's easy once you've mastered it.

On each level, the first person to score five goals - or wipe out the opposition - is the winner. The good thing though, is even if you lose a level, you continue on to the next one. 'Cos the aim of the game is to be top scorer over the whole nine levels - so there's no having to go back to the start or complete a level before you move on.

A great game, very addictive, fast and furious and full of firm thigh muscles! An impressive start for the French company.

YS CLAPOMETER

Balls of fun for everyone! A good addictive mix of skill, skating and bash 'em about.

NALUE FOR MONEY ADDICTIVENESS



REVIEWS

SOUGHR



innoon soccen-Tourne drop to flow-a-side here, and those walls get surprisingly bouncy, fligh scoring (again, usually against you) but probably the most functible three soccorvariants.

Code Masters Gold/Σ9.99

Marcus I always take notice of the press quotes for a game, don't you? Try this one for size. "These four games are absolutely brilliant! Everything you could possibly want in computer soccer — these games have it all! Amazing playability!" Sounds great, doesn't it? Now, guess who said that about 4 Soccer Simulators... Yes, right in one! It was those selfsame Darling brothers. Are we really interested in what they have to say about their own game!

Anyway, the company's gone straight for the full-price market with this one, with the most daring of all possible scams — an attempt to out-match day Match Day. And remarkably, it's nobad at all.

Of course there aren't really four soccer simulators at all — there's one basic model with variations — but it's quality not quantity that matters here. For instead of aping Match Day, like every other soccer sim under the glowing orb, these Code Master laddies have flipped the whole thing 90° first this way and then that way, giving us a bird's eye view from above. Otherwise of course, the gameolay is much

the same as normal — the player you control, if you're player one, has a little '(1)' over his head, and you can flip back and forwards between players in the usual way. Anyone who's sampled any of the other sims should have no trouble working this one out.

The variations too are novel. Game one is a full 11-a-side football match, with variable lengths of game, skill levels and all the usual guff. This, naturally enough, is played on a green pitch (pay attention at the back there — you'll see what I mean later). It's fast, fun and quite tricky, even on the peasiest level possible.

Game two scythes this down to an indoor five-a-side game. Immediately the pitch is smaller, and coloured grey (understand now?) and there are no throwins, goalkicks or corners — the ball just bounces off the walls. There's also no offside, but you'll concede a free kick if you venture inside the other teams goalmouth.

Game three is even less formal — it's Street Soccer, played in your very own backyard. The basic game is the same — the perspective, the

moves and the players look identical — but instead of playing on a field, you soon find yourselves dribbling around cars and houses and punting the ball into a nearby tree, thus ending the game and causing your fellow players to beat you up. Only the absence of knifewielding psychopaths and doggie doos detracts from the gritty realism of the whole scene.

Finally, there's a soccer sim that's not really a soccer sim at all - Soccer Skills. This has you practising certain footie skills goalkeeping, dribbling (stop that Nigel), sprinting (guess how you do this, folks!), and penalty taking (tricky). Then when you feel completely pooped, you head for the gym and a tough workout, or in my case, a heartby-pass operation. This involves press-ups, bar jumps (I'm good at this one!) (Not that sort of bar, idiot. Ed), weight lifts, sit-ups, bar lifts and a state funeral to round it all off. If you still have any energy left you can try circuit of some of these exercises against the clock

Naturally this all takes rather a long time to load up, let alone play (you get two cassettes in the package), but the variety of it all is quite refreshing. And when you compare the basic 11-a-side model with rubbish like Peter Beardsley's Heap Of Biggies, the whole package comes across as really spanking value for money. It still doesn't touch Match Day 2, of course, but then it doesn't really attempt to — the overhead perspective makes it a quite different game. I'd probably even give it nine — it's a fairly marginal one, admittedly — if it weren't for two things — the smiling pics of Messrs R and D Darling on the front cover. So sorry lads, you'll have to be satisfied with a bright and bouncy eight. Anyone got a chainsaw?

YS CLAPOMETER

Surprisingly adept footie sim from budget house gone legit, with loads of variations and user friendly gameplay.

PLAYABILITY VALUE FOR MONEY ADDICTIVENESS





Cascade/£8.95 cass

Macca The story so far Earth is the buckle in the universe's belt; a fragrant lump of granite where all is good, big and self-righteous (a bit like America you could say), when suddenly a squadron of armoured, alien battle-planets appear on the fringe of the solar system, These RingWorlds - as they are named — move silently and insidiously into each planetary system, with the earth and galactic conquest in their

it's up to you, lone fighter pilot, the man with the flying skills and sexual prowess to match them, to take on the RingWorlds and alien mothership and blast them into Monday.

Your view of the universe is the typically wire-frame/oncoming stars one, not dissimilar from Elite. A target sits smugly in the centre of the screen, a meeting point for your lasers. It can be moved cleverly off screen in each direction to provide a flick-

screen panoramic view of the

vacuum around you.

Alert messages flash on the screen, informing you of the planetary systems under attack Uranus is normally first (insert your own milkman/microwave oke here). Your navigation system must be selected before you can warp to that planet's aid.

00:01:44

"Navigation" provides you with a diagrammatic view of the solar system (à la Elite again) and there's a choice of either womping straight to the RingWorld or going for a quick lunar holiday on one of the picturesque moons

The only way to actually destroy a RingWorld is by entering through its exhaust port, and then planting a thermonuclear warhead in the reactor (it beats me why all these invulnerable" death star things always have these stupid

The RingWorld's drone craft try and prevent you from accessing the port. They attack you from all sides and angles belching missiles and lasen You, in return, have to master the panoramic view movement and overheat the laser somewhat. Once inside, finding the reactor is a simple case of following the signs and avoiding the energy

Then when you've planted the bomb (giving yourself enough time to escape) and jetted out of the system, there is time to visit a moon and restore some energy

The graphics are the usual

wire-frame type. Because none are particularly complex they move fast and smoothly. The graphical representations of the planetary system with cute orbiting moons are good. The game is quite involving. The satisfying explosions, the fast and realistic allen movements and sub-games all contribute to

It's difficult not to draw any parallels with *Elite*, since the games are so similar. *Elite* as the edge though with its strategic element and weapon add-on

Hiked it. The attraction is wired together with the challenging scope of the game and addictive

YS CLAPOMETER

Unoriginal plot, but technically superb wired frame graphics with action, lasers and planets to land on.

GRAPHICS PLAYABILITY VALUE FOR MON ADDICTIVENESS







Yes it's Marcus
Berkmann again,
rootling around in the
lucky dip for all the
latest cheapoid games.
And what did he pull
out? A bunch of
bargains no less!



HOW TO BE A COMPLETE BASTARD

Ricochet/£1.99

"How To Be A Rich Bastard," more like, Do you know how many copies of that book Ade sold? Enough to buy him a residency on the

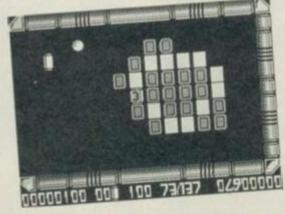


golf course with Tarby and co, I'd say, but never mind. This Virgin game, originally reviewed in YS in November '87, is based fair and square on Ade Edmondson's vomit-stained bestseller, and it certainly captures the flavour — in a bucket. You play Ade, wandering around a yuppie house party trying to make yourself as unpopular as you possibly can in the shortest possible time. The screen's split into two floors, with the now standard, left-right-in-out layout, à la People From Sirius and many others. Lots of funny ideas, but the actual gameplay's no more than humdrum, mainly because not a lot seems to be happening and what does happen is rather slow. For fans only.

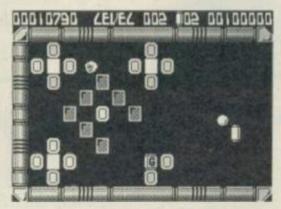
KRAKOUT

Kixx/£1.99

Now, this is a good deal better. When this originally came out, I gave it what might be described as a less than generous review, mainly because at the time I was completely obsessed with Arkanoid, which with its



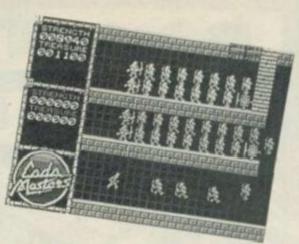
sequel remains undoubtedly the best of these *Breakout* variants. *Krakout*, which was Gremlin's entry, turns everything 90 degrees so you're moving your bat from top to bottom and stopping the ball from leaving the screen on the right. It's got all the usual extras, although in this case you don't collect the capsules as they fly towards you, but simply have to hit the same square again. The graphics are a little basic, but it's eminently playable, and if you want some more bricks to batter, you could do far worse (*Traz* perchance?). The uncommitted, though, should spend the extra and buy *Arkanoid*.



NINJA MASSACRE

Code Masters/£1.99

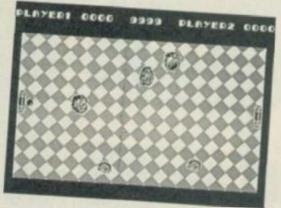
I haven't seen the inlay for this one but no doubt it'll say something like "The greatest Gauntlet-type game since the Jurassic Age,' says previously unknown cousin Archibald Darling". In fact it's a very low grade Gauntlet rip-off, with features unashamedly nicked from most of the cleverer variations on that game — Eagle's Nest and so on. It's perfectly well programmed, but then it would be, as it's been done 3,450,000 times before. Utterly wretched.



BLIP

Silverbird/£1.99

Good grief! First we get two *Breakout* clones and now someone's harking back all the way to *Pong!* (*Pong? Ed*) Yes. *Pong*, the first ever arcade game, invented by Someone Whose Name I've Forgotten in about 1902. This is the old bat and ball game — tennis, football, squash and sundry other variations which are nearly as bewhiskered. Not surprisingly, *Blip* has been neatly programmed and it looks lovely, but the basic game is terribly old, and unlike *Arkanoid* and co, there's been no attempt to update the formula. *Blip* is just *Pong* with pretty backgrounds, and it's really rather dull.



PRO SKATEBOARD SIMULATOR

Code Masters/ £1.99

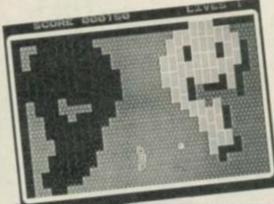
For Code Masters this ain't half bad. It's a shot at the 720'/Skate Crazy market, with loads of wacky skateboard speak and some tricky courses (or is it the control system?). The game is played over seven levels, each with a skate park section, seen from the side, and a cross-country bit, seen from above. In one you have to collect flags, in the other skate between them, all against a time limit. Nothing too complex or elaborate — just a good, simple budget game. Now, if only there weren't those blasted Darling's plastered all over the packaging...

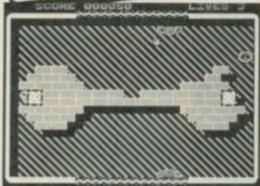


TRAZ

Gamebusters/£2.99

Ah, so this is what happened to it. Every so often a game is announced amid much excitement, palaver and huge advertising budgets, and then it never shows. Why? What happens? The usual scenario is that





the company announces the game before it has seen the finished product, and when it does get an eyeful, the game's so dreadful that everyone tries, usually without success, to forget all about it. Traz is an Arkanoid clone, originally by Cascade, and was converted from the excellent and highly successful Commodore game of the same name. On the Spec, though, it doesn't take a genius to see that it doesn't cut it. So instead of an enormous star-studded (J. Minson) launch, out it has dribbled six months later as a cheapie. It's much the worst game of its kind that I've seen, so let's say no more and let it expire with dignity.

LEADERBOARD

Kixx/£1.99

Ah, but some cheapies are the business, however elderly. Leaderboard is of course the golf simulation, and months after its first



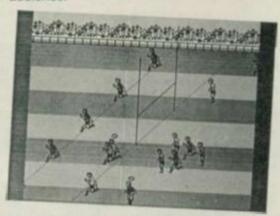
appearance it's still a cracker. The secret is its simplicity — it's easy to play, so that anyone with enough patience to read the instructions can get going without delay, but very tricky to master, especially once hook, slice and wind (parp) have been added into the equation. Detailed though the instructions are, this cheaple version does not include the valuable course maps that were featured in the full price deluxe thingy, which is a pity, but then you can't expect everything for two quid. No doubt someone's

trying to better this on the 16-bit gizmos as we speak, but I can't see that anyone will ever come close to it on the Spectrum. Now where are my silly trousers? Fore! (I thought you gave it eight. Ed)

SCUBA KIDZ

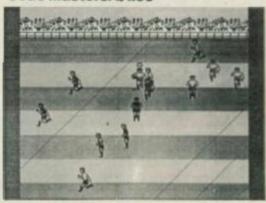
Silverbird/£1.99

Gnarled, wrinkly Spec-chums may well remember the sort of game we usually had to put up with in 1984 — dull, screen-byscreen arcade adventures which boiled down to solving the silliest and dreariest of problems in a bright, blocky background. You know, games like Kokotoni Wilf, which I distinctly recall spending good money on and wondering what all the luss was all about. Well, this game brings all that back. As one of the Scuba Kidz (doncha just love that 'z'), you swim from left to right shooting bubbles at fish (I think I'd feel happier with a harpoon myself) and picking up various keys and bits and bobs which let you proceed further. All very nice but terribly old hat, and far too dull for today's more sophisticated audience.



INTERNATIONAL RUGBY SIMULATOR

Code Masters/£1.99



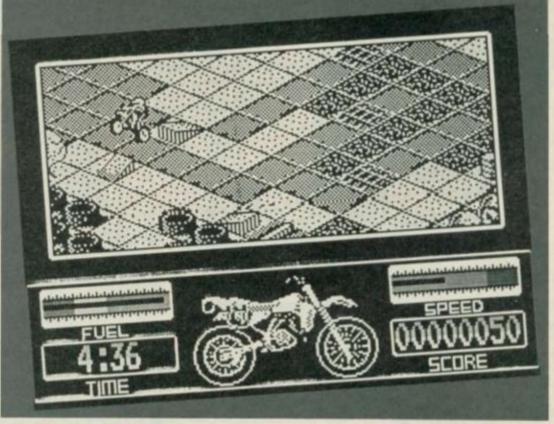
"This is it - the truly definitive rugby game," says the blurb, when what they really mean is "the only rugby game on the market". Still, times are tough in Darlingland, as they must be slowly but surely running out of things to simulate. Duncan's offered them a controlling interest in Gardensoft, but no dice. (Advanced Dice Simulator? There's an idea.) Meanwhile, it's off to Twickenham, although suspicions are immediately raised when you see that the puff on the back ("An amazing mixture of strategy and fast action... absolutely brilliant!") is not from one of the mags but comes courtesy of one David Darling. In the end though, this actually is quite a good rugby game, using many of the tricks learnt by Jon Ritman on Match Days 1 and 2. It's easy to control, and many of its features, like scrums and throwins, are handled very impressively. If you've been waiting years for a decent rugby sim you'll love it as for the wider market, I'm not sure, but I (who hate rugby) thoroughly enjoyed it.

MOTORBIKE MADNESS

Mastertronic/£1.99

Nice one this, not unlike Pro Skateboard Sim earlier, but more sophisticated and more addictive. The main difference, of course, is that you're riding a motorbike on this one, and scrambling around an extremely testing mountain course. There's a time limit, natch, and the faster you complete the course, the more dosh

you get to upgrade your machine. It's not terribly original, true — I mean, there's a virtually identical game on another part of this page—but above all it has been well designed. You skill is always being tested, which can be a problem if you don't have any—but even I got the hang of things, so it can't be too difficult. The programmers were Binary design, who have done a lot of Mastertronic games, but this, I think, is one of their best. Neat stuff, and worth two nelsons of anyone's wad.



TIME TO TALK

The PLUS D

£52.13

+15% VAT = £59.95

MGT's premier product. The disc interface that snapshots all your cassette software to disc in seconds. The printer interface that works out ANY screen. Simple enough for a beginner, yet state of the art for the expert user. With all the Sinclair Interface 1 facilities and commands, the PLUS D will transform your 48K. 128K or + 2 Spectrum



DISC DRIVES

3.5", 5.25", single or dual, for Spectrum, QL, BBC, Atari, PC - you name it, we sell it! Because you're buying direct from the manufacturer, you won't find better drives at a better price! Each drive has a built-in power supply and connection cable.

DISC DRIVE	EX-VAT	VAT INCL
3.5" Single drive	£ 86.91	€ 99.95
3.5' Dual drive	£165.17	£189.95
5.25" Single drive	£130.39	£149.95
5.25" Dual drive	£217.35	£249.95
3.5" & 5.25" Multi	6199.96	£229.95

Hobbyists! Call for prices on bare drives!

SUPER SAVER PACKAGE

£121.70

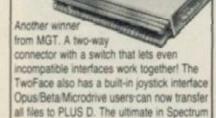
+15% VAT - £139.95

The PLUS D and 3.5" DSDD Drive. All you need to turn your Spectrum into a powerful, modern disc-based computer! Load 48K in 3.5 Seconds and 128K in just 10 seconds "Best Buy" ... Your Sinclair. "Another Amstrad Crusher" ... Crash.

THE TWO FACE

£14.74

15% VAT - £16.95



gadgetry!

MGT

It's time to talk about quality of service. Lots of companies are advertising lots of products at excellent prices. But we believe that our customers deserve more than that. We believe that you have the right to demand an honest, in-depth appraisal of a product's strengths and weaknesses before you buy. We believe you should get a description in terms that you can understand and perhaps an expert comparison with rival products. And if you decide to buy, you need to be assured of first-class service afterwards. Not just if a product is faulty, but also if you need help in installation or if you simply come up against a problem that stumps you.

At MGT we've got the time to talk to you. We only sell products that we like and use ourselves. We understand what we sell, and every one of our sales team is trained to help you, whether before you buy or after. And even if we don't know the answer to your question, or if we don't stock the product you're looking for, we'll find out about it for you.

And the time to talk can be almost any time. Our phone lines are open till 7p.m. Monday to Friday in case you want to call us after work — even after that, there's an answer-phone. Just leave a message and we'll call you back.

It's time to talk to MGT first!

MGT BRAND 3.5" DSDD DISCS



MGT Name - MGT quality, with a lifetime guarantee! Sold individually or in plastic boxes of 10 with labels.

	Ex-Vat	W/Vat
1 Disc	£ 1.47	£ 1.69
10 Discs	£13.00	£14.95
20 Discs	£24.30	£27.95
30 Discs	£33.00	237.95

DESK TOP PUBLISHING

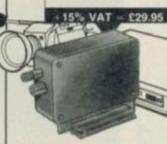
£32.87

+15% VAT = £37.80

Finally, real DTP for the Spectrum! A word processor, graphics and page layout designer all in one and supplied on disc. "Worth every nickel you'll pay for them" ... Your Sinclair.

VIDI-ZX DIGITISER

£26.04



The digitizer that has the competition on their knees! Capture images from any video camera or recorder and use the PLUS D to store them to disc for editing later with the Animator 1. Has shading, high resolution and no distortion.

We also have a limited stock of the original Spectrum 128K Computer at £89.95 and a wide range of serious and games software. Call for details.

PRINTERS

from £130.39

+15% VAT - £149.95

THIS YEAR'S CHRISTMAS PRESENT

Printers to suit every pocket and every computer — from 9-pin to laser printers, normal or wide carriage. Free connection cable with every printer sold.

The Star LC10 in mono or colour with paperpark and font-select buttons.

The Citizen 120D — sold to 70% of UK schools. The new 180E — faster printing, font select, 2 year guarantee.

Contract of the Second	
Typical prices (inc. VAT)	
Star LC-10	£239.95
Star LC-10 Colour	£269.95
Citizen 120D	£149.95
Citizen 180E NEW	2199.95
Citizen MSP 15E (wide carriage)	£299.00
Citizen HQP 40 (24 - pin)	£499.00
Citizen Overture 110+	£1499.00

with 12 months on-site warranty)

Ask for our detailed brochures on these and other printers in our range.

(laser printer running at 10 pages per minute = 900 CPS

PICK-POKE-IT

£13.00

+15% VAT = £14.95

The hacker's dream software. Break into any game and list the memory in Hex. Decimal, Ascii, or disassemble it instantly. All the PLUS D's snapshot features fully supported. Type in all the magazine pokes and even customise your own games.

POSTAGE CHARGES

Packages less than 1kg	£2.00
Standard Securicor	£4.50
Express next day delivery	£12.00
(subject to availability)	

THE MGT GUARANTEE

1 year full guarantee on all our products. Simple repairs procedure - you send, we fix! No-quibble full cash refund on hardware if you're not satisfied within 14 days!

I enclose a large SAE for more details of MGT products

Name: ________Address: _______

Tel

MGT DIRECT Lakeside, Phoenix Way, Swansea Enterprise Park, Swansei

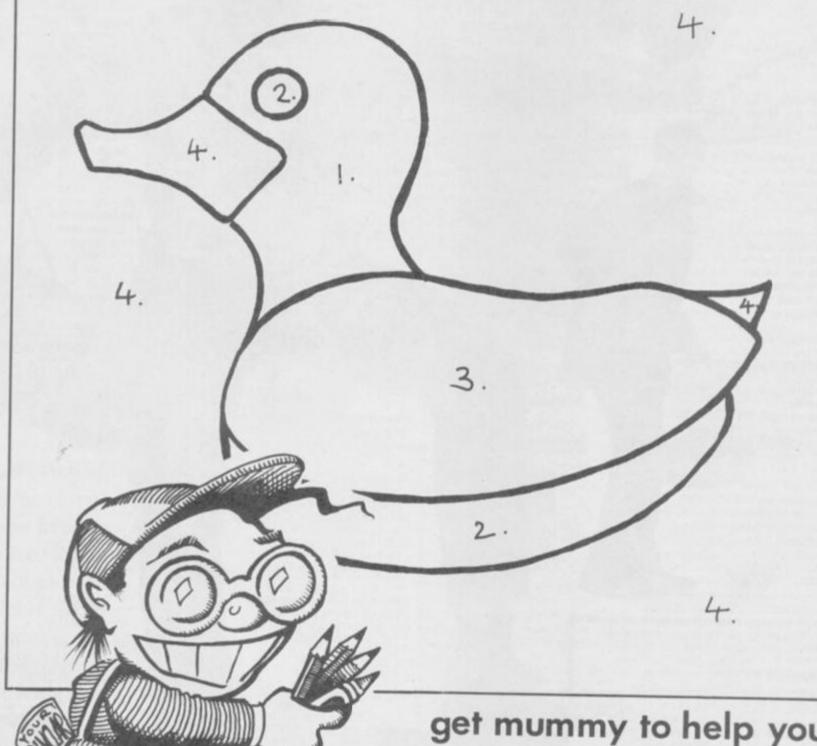
Lakeside, Phoenix Way, Swansea Enterprise Park, Swansea. SA7 9EH, U.K. Telephone: (0792) 791100. Fax: (0792) 791175





activity page.

whatisit?



get mummy to help you with coloured crayons

1.	2.	3.	4.	
YELLOW.	RED.	GREEN.	BLUE	

COMPO WINNERS

'Ere Ain't You That Famous David Wossname Geezer With The Camera? No I'm A Ninja Warrior and You're Dead Matey Compo.

This time we asked you to identify six bods trying to hide behind Ninja balaclavas. First out of the mask and winner of the fab Olympus clicker was:

Sirfraz Aziz, Lenton, Nottingham.



And the 50 lucky snappers to get Last Ninja II posters were:

Colin Radford, Norton Sub. Hamdon, Somerset: Luke Blackburn, Aughton, Sheffield: Garry Abei, Grimsby, South Humberside; Ian Corker, Sheffield \$12: C.A. Waddington, Huddersfield, W. Yorks; Paulo Jose Gouveia de Figueiredo, Santarem, Portugal; Scott Coughlan, Crayford, Kent; M.L. Barton, Bournemouth, Dorset: J. Standen, Dagenham; Phil Churchward, Kilburn, London; Stephen Hau, London SW1; Craig McIntyre, Audensham, Manchester; Paul Hobbs, Shirley, Southampton; Mr. AM. Hayward, Walsall, W. Midlands; Anthony Ritchie, Didcot, Oxon; Derek Horwood, Hebburn, Tyne & Wear; Stephen Thorne, Basildon, Essex; Mr. ES. Pettilf, Weymouth, Dorset; Anthony Gayter, Canford Heath, Poole; Alain Baird, Bathgate, West Lothian; Mike Gaie, Halfypack, Plymouth; Darren Neasham, Rustlington, W. Sussex; Colin McBurnie, Dewsbury, W. Yorks; Norman Marr, Northfield, Aberdeen; Richard Marks, Helston, Cormwall; Duarle Menezes de Marais, Parede, Portugal; Andrew Dungey, Penryn, Cormwall; Wayne Parsons, Fareham, Hants; Michael Dowson, Darlington, Co. Durham; M. Gerriish, Yalding, Kent; Tony MacLennan, Dunfermiline, Fife; Jonathan O'Shea, Newcastle, Tyne & Wear; Karl Smith, Kirkwall, Orkney; Glenndel Storey, Morpeth, Northumberland; Matthew McCalley, Newtown; Lee Clark, Liskeard, Cornwall; T. White, Walsall, W. Midlands; J. Waddington, Bradford, W. Yorks; Iain MacKenzie, Woodbridge, Suffolk, Nick Haydon, Pinner, Middlesex; Alan Cooper, Ballygawley, Co. Tyrone; SR Moulton, Lichfield, Staffs; Tony Ricketts, St. Leonards—on-sea, E. Sussex; A. Rochinha Horlas, Seixal, Portugal; B. Kapoor, Ilford, Essex, Matthew Poore, Lordswood, Southampton; Steven Ourrant, Okehampton, Devon; Glyn Wigglesworth, Harlech, Gwynedd.

I Thought You Said "Tricky" Compo.

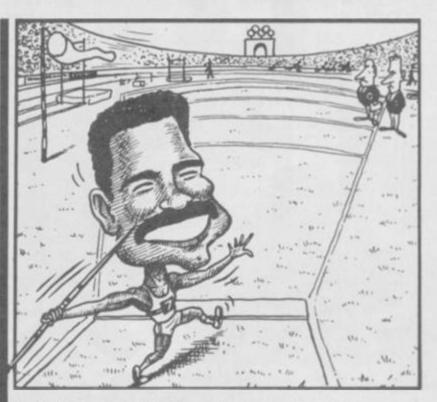
Never knew a simple Grandad clock could pose such problems, eh? But someone, at least, split the face into the right 5 pieces and won himself 10 new pieces of software — he was:

Martin Calley, Tremorfa, Cardiff.

Huff Pant Wheeze Heeeeuuh Roooaarr Compo.

Time to make a big effort, crikey I nearly busta gut heffing that pole, and after all that where did it land? First to hit jackpot, or rather a Sony Sports Walkman and snazzy sports bag 'n' gear, was:

Paul Salkeld, Chapelton, Sheffield.



Ten just-as-sporting YS readers who won copies of Daley Thompson's Olympic Challenge were:

Jon Leach, Sidmouth, Devon; Matthew Doore, Lordswood, Southampton; Shane Dodd, Balby, S. Yorkshire; Ivan Tawan, Sunderland, Tyne & Wear, Alun Morley, Cramilington; Sirnon Martin, Truro, Comwall; Steve Gunn, Brighton, E. Sussex; Colin McBurnle, Dewsbury, W. Yorkshire; John Colston, Kirkcaldy, Fife; Richard Marks, Helston, Cornwall.

Rip Gouge Tear Spit Kick Punch Stomp Growl Slobber Streetfighter Compo.

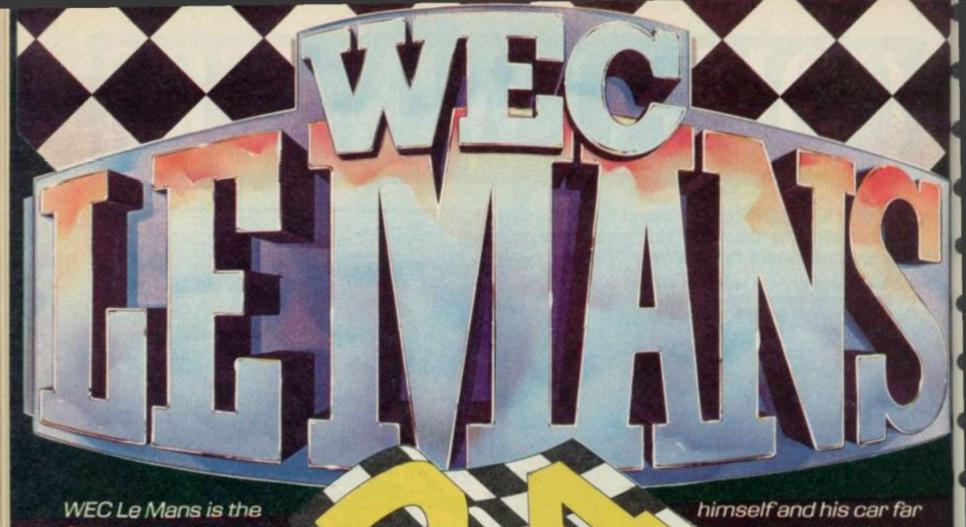
Back in July (when life was hot) we showed you a coupla mean pics and got you to suss 'em an 'slash 'em out for the chance to win . . . 2 Phillips Movin' ghetto blasters — they went to:

James Oliver, Nutfield, Surrey and Stephen Byrne, Shirenewton, Gwent.



The next 25 courageous difference ringers were:

Mark Matthews, Mainstone, Plymouth; A Robson, Silksworth, Sunderland; A Ryan, Besfleet, Essex; P Waterhouse, Intake; G Acton, Stretton, Burton-On-Trent; Craig Ryall, Solihull, W. Midlands; Terry Smith, Stoke Newington, London; Alexander Gurney, Loudwater, Nr. High Wycombe; Gordon Forrest, Old Brook, Milton Keynes; David Gemmell, Castlemilk, Glasgow; Stephen McGarry, Denniston, Glasgow; Ian Skinner, Cairneyhill, Dunfermline; Wayne Watkin, Chelmsley Wood, Birmingham; Kevin McNamara, S. Ockenden, Essex; Neil Dempsey, Dundee, Scotland; Patrick Llamas, Middlesborough, Cleveland; Ian Carole, Nowich, Norfolk; Serafim Fonseca, Parto, Portugal; R.R. Patel, Nottingham; Andrew J Tomlin, Contesthorpe, Leics; Hazel Morgan, Litherland, Liverpoot; Scott Sutherland, Castlemilk, Glasgow; Nigel Holliday, Seaview, Isle Of Wight; Lok Cheung Liu, Harrow Weald, Middlesex; K.A. Schimmel, Heronridge, Nottingham.



WEC Le Mans is the 24-hour world endurance championship. All other races pale in comparison. No other race challenges a driver, physically or emotionally, as WEC Le Mans 24. The racer must push

himself and his car far beyond limits required by any other race. He must use his sixth sense as he becomes one with a machine which is perilously insensitive to human frailties.



WEC Le Mans is not a game - it is the ultimate driving experience











ATARI ST £19,95 ATARI ST

AMIGA F24.95 AMIGA

..the name of the game AMSTRAD E9.95 COMMODORE SPECTRUM 18.95 SPECTRUM

IMAGINE SOFTWARE 6 CENTRAL STREET MANCHESTER M2 5NS TEL: 061-832 6633 TELEX: 669977 OCEANS G FAX: 061 834 0650

+++PROGRAMMING+++PROGRAMMING++

Rev up your Speccy's, put 'em in gear, 'cos you're in the pitstop and David McCandless is here.



o far in these Pitstop specials we've covered the noisy world of music and sound effects, delved into the realm of screen effects, and now it's the turn of the fancy loader (fwar!).

The scope of things you can do with loaders is mammoth, massive, enormous, large, huge - in fact rather big really. You can mask or flash a border; speed up or slow down the loading; build up a screen in an intricate way (à la Alcatraz) or just have the attributes come at you from all

sides; and you can even these days - play a game while the game loads. Cor blimey, the possibilities are endless.

And so I've compiled for you three of the best (and strangest) loaders ever and squeezed them - quite cunningly I thought - onto these pages. First is a welcome regular to Pitstop, Simon Owen with simply the most user-friendly loader in existence. Then, you'll have to deal with Rogerio Lordeiro Martins and his brilliant InfoLoad program. And then to

end with there's Kevin Gale and his inspired emulation of the famous Alcatraz loader used on US Gold games.

Next month, normality returns with yet more amateur programs decorating the back end of the magazine. In the meantime, stay tuned and keep sending those routines to

David McCandless, Program Pitstop, YS, 14 Rathbone Place, London, W1P 1DE. And don't forget the fifty smackeroonies available for program of the month.

Again this month I have the pleasure of bringing you another Simon Owen masterpiece. Already renowned for his brilliant Sprite Editor and Sound FX Generator programs, Simon has now curved his skills towards a more mundane project, the Multi-Loader! Fortunately "mundane" is not a word in Simon's dictionary, a better word would be "extraordinary" or "remarkable" or Colman's to that effect.

Method

As well as being excellently programmed, Multi-Load is also a physical embodiment of the word "simple" to work. Just type in the Basic program and save it to tape with SAVE "multi" LINE 9999. Then, enter the Multi-Code (with the help of the Hex Loader program) and save that with SAVE "multi" CODE 64000,1184. Then, why not RUN it eh?

*HUCELCOAD MEN MISTER FOR YES HER ADSISTED BY
HER WITTEN GENTUS
HER COLLTER TO MEM DON'T ALTER LINE NO.01 V2 MEM ASSOCIATION TO CLEAR ASSOCIATION TO TAKE THE NO.01 IN CASE TO CLEAR ASSOCIATION TO CLEAR ASSOCIATION TO CLEAR ASSOCIATION AND TO CHARGE OF TOWN AND TO CHARGE OF TOWN AND TO

by Simon Owen

WEET TO SELECTION PAINE 200 120 RESTORE 9000, BC SUB 8000 130 EQ TO 7000 140 FOR F-1 TO 251 REFF F 150 CLB 1 PRINT AT 10,101 STREET TARETIAT 12,71 LDAD HEADENLES

100 AMADDRIZE USB A4615
180 BE TO 120
190 RANDOMIZE USB 64603: LET DA
11/04-14UDB 64403: LET BATLEDE-14U
BB 64403: IF GATLEDE-0 DIEN FRIM
T AT 10.0; FLAGH 1: PAFER 2: HAND
MING!— NO BEREAN IN MEMORY 1:"
FUR F-1 TO 2001 MEXT F: 60 TO 12

195 HESTONE 9010: 60 SLB 8000 200 PRINT AT 3,91 PAPER 22 FLAS 11" LOADING DRDEM": 60 TO 7000 210 LET DAT": 60 TO 230 270 LET DAT":

PRINT AT 3,101 FWEER 2: FLACH 1; "SCREEN DATA"
240 MG TO 7000
250 ARETORN 94001 FOR F-1 TO D: NEAD MEM! MEX! F: 50 MGB 95001
MEADOMITE USW 64603+USW MEM!
260 MESITORN 96501 GO SUR 8600; FWINI AT 3,101 FAMER 2; FLACH 1; "ATTRIBUTER"
270 6G 10 7000

"ATTRIBUTES"
270 GG TO 7000
200 NeSTOME 94101 FUR F=1 TO DI
MEAD NUM! NEXT VI EG EGB 85401
NANDOMIZE UNH 644615-LUBH NUM
270 HESTOME VOAO; GO 500 80001
PRINT AJ 5.91 FWEER 21 FLASH 11*
BONDER STATUS*
300 GG TO 7000
310 FURE 64161,01 FORE 64162,01
GO TO 360
120 FURE 64161,1731 FURE 64162,01
GO TO 360
330 WESTOME 90501 EG BUR 80001

MHICH COLORS 340 60 TD 7000 200 FORE 64161,621 FORE 64162,0

350 POET SAISI, BZI FORE SAISZ, D

1 JAO RESTORE TOSO: SO BUE BOOD;
PRINT AT 3, 9; FREER 2; FLASH 1; "NOT

3A3 PRINT AT 17.0; FLASH 1; "NOT

3A3 PRINT AT 17.0; FLASH 1; "NOT

54"; FLASH 0; "NOT TAFE-RECERD

END CAN: " COPE WITH THE LA

155 BQ TO FORE

370 RESTORE 9570; FUR FAI TO D:

101AD AR, MW.CC., DO.EE, FF., 60, 44, 11;

1 MEAT FF TORE ASSTORANT PURE 450

071, PRI FORE ASSTORANT PURE 4510,
FF: FORE SAISO, SEE SAISL, MH.

1 FORE SAISO, 11;

380 CCS : LET 1 -DATLEN-ATTLENS

FRINT AT 10,0; "LORDER FORE ASSTORANT PURE 450

1 FORE SAISO, 11;

170: RANDOSTIZI LOR ASSOC, INT 1

1 FIRST AT 10,10; FLASH 1: "COME BA

1 FORE SAISO TO TO LORD

1 FORE SAISO TO TO LORD

1 FORE TO LORD TO LORD

1 FORE T

THE NAME AND ADDRESS OF THE PARTY AND POST

100 15 1983 18-76" 1983 147 7480 75004 CET 8-90-25 15 No. 1 1983 14 1 No. 1 75005 181 No. 18-78" 1583 60 1485 75005 181 No. 18-87 17 No. 18-88 14 1 No. 1

TOOD LET NOME 21 IP NOT THEN LE
TOOD IF CODE INSENDED 11 SEED
P. 01,200 LET D-(N)2-11/2; RESID
RE DOIL FOR FW1 TO D: NEED LINE
NEXT F: GO TO LEN
TOOD LET F-9; LET 1-7
TOTO FRINT AT N.O. OVER LE PHEER
P: INC 1: HRIGHT 11
": RETURN
HOOD CLS : FRINT AT 0,102-""; PA
PER 21 TRE.TILOAD"; PAPER 32 WRITT
TEN BY SIMEN GHEN
GOTO READ GOT, T.B
GOTO FETTO B STEP 2: NEAD A
SI PRINT AT F. GIAN; NEXT F
HOUSE SETURN
GOOD IF DAY-1 THEN LET ADD-4000

BOJO IF NOT DAT THEN LET ADD-40

00044TILEN 0520 PORE 64205, ADD-2564INT (ADD /256): PORE 64204, INI (ADD/256) 0530 RETURN 0540 IF DATH THEN LET ADD-4000

+++PROGRAMMING+++PROGRAMMING

IF NOT DAT THEN LET ADD-40 SONO IF MOT DAT THEM LET ADD-40
OOD
SONO SO TO HESD
SONO SATA MEDO, B. 10, "LOAD MEM SC
REEN", "CONTINGE..."
POPID DATA MESO, B. 10, "DATA LOADS
FIRST", "ATTHE LOAD FIRST"
NUOD DATA MESO, B. 10, "DATA LOADS
FIRST", "ATTHE LOAD FIRST"
NUOD DATA MESO, B. 10, "NORTHER," DA
CHAMBEDS", "TOP TO BOTTOM", "BOTTOM
TO TOP", "LEFT TO RIGHT", "RIGHT
TO LEFT", "RANDOM"
MOSO DATA MESO, B. 18, "NORTHER," "RIGHT
TO LEFT", "TAMMED BFIRML", "DIAGON
AL", "RANDOM"
MOSO DATA MESO, B. 14, "NORTHER," "TO
U.TI-OULDERD", "MHORED"
MOSO DATA MESO, B. 14, "NORTHER," "CVAN
", "YELLOW", "MHITE"
MONO DATA MESO, B. 14, "NORTHER," "TE
DILM", "FAST", "AAAAAMERSOM"!"
MOSO DATA MESO, B. 14, "NORTHER," "CVAN
", "YELLOW", "MHITE"
MOSO DATA MESO, B. 14, "NORTHER," "TE
DILM", "FAST", "AAAAAMERSOM"!"
MOSO DATA MESO, B. 14, "NORTHER," "CVAN
", "YELLOW", "MHITE"
MOSO DATA MESO, B. 14, "NORTHER," "CVAN
", "YELLOW", "AAAAAMERSOM"!"
MOSO DATA MESO, B. 14, "NORTHER," "CVAN
", "YELLOW", "AAAAAMERSOM"!"
MOSO DATA MESO, MESO, 250, 250, 250
NO. 250 DATA 250, 250, 250, 250, 250
NO. 250 DATA 250, 250, 250, 250, 250
NO. 250 DATA 250, 250, 250, 250, 250
NOSO DATA 250, 250, 250, 250
NOSO DATA 250
NOSO DA

0.350,350 Yako DATA 370,370,370,370 9570 DATA 57,88,62,49,176,178,20 5,176,22,41,48,44,31,203,204,221 ,207,18,24,50,27,14,228,230,239, 228,5,19,25,22,9,235,237,244,235

9799 LOAD --CODE 64000,1104: HUM

The Idea Mate

The Basic program acts as a simple answer/question interpreter. It turns your selection into a whopping great loader. When using the program, Q and A move the highlight bar up and down, while SPACE selects. The choices are (after loading a screen):

What should be loaded first? **DATA or ATTRIBUTES**

(ii) How should the data be loaded? NORMAL, BACKWARDS, TOP TO BOTTOM. BOTTOM TO TOP, LEFT TO RIGHT, RIGHT TO LEFT or RANDOM

(iii) How should the attributes be loaded? NORMAL, BACKWARDS. LEFT TO RIGHT, RIGHT TO LEFT, INWARD SPIRAL DIAGONAL or RANDOM

(iv) What border effect? NORMAL, MULTI-COLOURED, or MASKED

(v) What colour? BLACK, BLUE, RED, MAGENTA, GREEN, CYAN, YELLOW, WHITE

(vi) What speed should it load NORMAL, MEDIUM, FAST or AAARRGHHH! (Not recommended)

Once you've completed your selection the program saves off both loader and screen to tape. You must then reset the computer and type LOAD"": RANDOMIZE USR 64000 to see the final effect. Any combination is possible no matter how extravagant or stupid. Experimentation is the key to effective success. Have fun.

Some programs are quite difficult to break into. Some use complicated loaders (quite cunning), some encrypt their code (very cunning), while others fill up the entire memory with themselves, leaving not one spare byte for a dissassembler, monitor or even a POKE.

Rogerio Lordeiro Martins obviously hates the latter type, because he's written an extremely sly program which overcomes this painful problem by displaying what's loading on screen as readable ASCII. In this way you can discover cheat modes, passwords, and hidden programmer's messages.

1 REM 0/7/1990 by Poperio C orders Martins 2 EM start address of the ea chine code - 32780 length -365 bytes

TO SCREEK OF PAPER OF THE 7: C LEAR 19999 15 1080 ""CODE: CLS 95 PRINT: PRINT "PRESS A REV 10 START DWGLDAO": VALCE OF CL 5: PRINT AT 10, 0] "SERONING INFO MONITOR" 100 RANGOMIZE USA 12748

Method

Here comes an understatement: this program is easy to use, hexadecimal simplicity. First type in the Basic controller program and save that with: SAVE "info" LINE 10. Follow that with a saved

by Rogerio Lordeiro Martins

version of the code (which I know you typed in using the Hex Loader program). It starts at

32768 and is 365 bytes long, so you save it with: SAVE "name" CODE 32768,365.

Information

The program constantly fills the screen up with information. The code will continue loading even when the screen is packed with information. Clear the screen with ENTER. Breaking out of the program at any point is achieved with SPACE. To return to InfoLoad use RANDOMIZE USR

+++PROGRAMMING+++PROGRAMMING+++

The Alcatraz loading system, apart from being fairly notorious in Spectrum circles, is also the bane of all hackers. But more importantly, it uses an original screen build up routine while it loads. And this is the part Kevin Gale has emulated in this, his sensational program.

Method

I'm not even going to make a comment on how easy this program is to use. Simply type in the listing, SAVE it, and then RUN it. Now what's difficult about that?

** PER SCHEEN EDITOR

** PER SCHEEN EDITOR

2 PORE 23000, BU HORDER OF PAP

EN 01 100 01 CLE 1 PRINT AT 0, 10

1 PAPER 11 INC 71 SCHEEN EDITOR

2 PRINT AT 4, 101 "11 DOD NOREE

** PAT 14, 101 TANA 10, 101 "81

** PAT 15 " PRINT INC 71AT 21, 0

1 INVENDE 12" SELECT DETION

** PAT 15 " PRINT INC 71AT 21, 0

** PAT 15 " PRINT INC 71AT 21, 0

** PAT 15 " PRINT INC 71AT 10

** PAT 15 " PAT 15 " PRINT INC 71AT 10

** PAT 15 " PAT

D+-204FFER 05535-42752 THEN 60
TO 16
W IF 88-57 THEN 60 TO 65
10 IF 89-76-THEN 60 TO 70
11 IF 89-76-THEN 60 TO 70
12 IF 88-78-THEN 60 TO 70
13 REN
14 FRINT AT 0.101-LONG BUNKENS
14 FRINT AT 0.501-LONG FROM T
APELIAL 10.50-21-LEND FROM 5168
14T 12.50-20-LEND FROM 5168
14T 12.50-20-LEND FROM 5168
15 LET 85-186EVEN 71 DE 2147 21
CM (1-3)
15 LET 85-186EVEN 80 TO 75
16 IF 88-75-THEN 60 TO 2
2
17 CLG 1 FREE 55534.01 FORE 65
550-1200 IF 88-71-THEN 60 TO 2

535,128; IF ****1" THEN GO TO 2

18 SO TO 22

19 INPUT "FILE HAME" "| LINE FS

1 IF FS-" AND KS>"1" THEN GO TO

19

20 IF LEN FS:10 THEN SO TO IV

21 RETURN

27 GO SUB IV; LORD FSCODE 16-78

4, RANDOMITE USR 610/204 FORE 610

25, LAB: ARADOMITE UDR A10/204 POR

23 CAT 1; GO BUB IV; LIND \$1;

WHITE A10/21; INDE TO LIND \$1;

WHITE A10/21; INDE TO LINE A10/204

1 FORE A10/25, 160; RANDOMITE UDR

610/204 FORE A10/25, 160; RANDOMITE UDR

610/204 FORE A10/25, 17; MUR

24 FORECOMITE UDR A10/25 FORE A10/25, 160; RANDOMITE UDR

610/204 FORE A10/25, 160; RANDOMITE UDR

610/204 FORE A10/25, 17; MUR

25 FORE 25/20; FEEK 1X*52*Y*225

28)

26 FORE (X*52*Y*225/204, 177) LE

26 FORE (#832+7+225287,)777 LE T #8-198EY8: 1F #8--- THEN GO T

7, PEER 23728 BO TO ST 20 IF 68-74 AND ADJUGO THEN PORE 1832***225281, PEER 237286 60 TO 62 27 IF 88-75 AND VIO DEEN BEE P. 00, 201 FORE (X852***22528), PE EX 237281 LET VYY-11 GO TO 25 30 IF 88-75 AND VIOL THEN BE EP 00, 201 FORE (1852***22528), PE EX 237281 LET V***1, GO TO 25 31 IF 88-75 AND 210 THEN BEE EP 00, 201 FORE (1852***22528), PE EX 237281 LET X*X-1; GO TO 25 32 IF 88-6- AND X622 DEEN BE EP 00, 201 FORE (X852***22528), PE EM 237281 LET X*X-1; GO TO 25 31 IF 88-7. THEN FORE (X852** *2228), PEER 23728; RANDOMIZE A 1 FORE ADD34, PEER 236701 FORE 61025, 1487 RANDEMIZE LESS 810201 FORE 61025, 1487 RANDEMIZE LESS 810201 FORE 61025, 2117 FUR 24 IN 28-75 THEN BEEP 5-101

REMODMITE LISE &1020; PORE &1025, 211; REN

24 IF REF-CT THEN BEEF .5.10; REEF .7.10; REEF

EMULATOR

by Kevin Gale

tage, then press any key.": PAUS E O: CLS: PRINT AT 11.0; Savin D Date. Length-9700 Dytem.": SAMD DRIZE LAW AUGUST RIM: 40 FRINT AT 0; II PAPER 7; IM: 0; THANK ECPEEN DATE. FRINT AT 7; H; "12 BANK TO TAME 1AT 7; N; "2; SAME TO DISK 1AT 11.0; "3; NETURN TO MEMO"; PRINT PAPER 2; INC 7; AT 21.0; "SELECT OPTION (1-2)

AT PORE 54014, PEEX ASSS4: PORE 54045, PEEX ASSSS: LET AM-IMEYS IF AM-5" THEN BEEP 1, 0: RUM

42 IF 64+"1" THEN CLS I SO TO

42 IF A4="1" THEN CLS : GO TO
45
43 IF A4="2" PHEN GO TO 47
44 GO TO A1
45 GO TO A1
45 GO TO A1
45 GO TO A1
45 GO TO A1
60 TO 45
46 SAME FR="1"CODE 327AB, 99DA;
DAME FR="2"CODE 4500B,69123 SAME
E FR="2"CODE 54504,89143 NUN
47 CLS : CAT I
48 GO SUB 19: IF LEN F6>9 THEN
60 TO 40
A7 SAME RIFF="2"CODE 54504,891
21 SAME #11F8="2"CODE 54504,891
22 SAME #11F8="2"CODE 54504,891
23 SAME #11F8="2"CODE 54504,891
24 SAME #11F8="2"CODE 54504,891
25 DEPTHIN AT O.81 FAPER 7; IMC
0; "LOND FROM DIRC 1AT 11.83 "5:RRITUR
N TO PROBE TIME THEN THEN THEN
51 LET A8="IMEMY\$! IF A8="3" THE
EM BEEF _1.01 RUN
52 IF A8="1" THEN CLS : CAT 1
50 TO 57
54 GO TO 51
55 GO BURE TY: IF LEN F\$>9 THEN
60 TO 57
57 GO SUB TY: IF LEN F\$>9 THEN

SO SUB 17: IF LEN FRIT THEN TO ST

57 GO SUB IV: IF LEW FRIV THEM
57 GO SUB IV: IF LEW FRIV THEM
60 TO 57
50 LORD *I;F**": TODE 3768, FF
94: LORD *I;F**": TODE 3768, FF
94: LORD *I;F**": TODE 54014.0914
* FORE 65034.FEER 54014: FORE 65
503, FEER 54016: FORE 65
503, FEER 54010: REW 5 STOP
59 IF ATTH IX, Y:*176 THEN BEE
P. 5, *10: GO TO 25
60 FORE 61007; RE FORE 61003, YI
LET SHEW 61000: WANDOMIZE S: F
ORE A, FEER 23670: LET A***11 FOR 2
*I TO B: FORE A, FEER %: LET A**
11 FORE 9.01 LET B**
11 FORE M, SEER %: LET A**
11 FORE 7.01 LET B**
12 FORE 10.01 LET A**
11 FORE 10.01 LET B**
11 FORE 3.01 LET A**
12 LET A**
13 FORE 20.1 LET B**
14 FORE 3.01 LET A**
15 FORE 3.01 LET A**
16 FORE 3.01 LET A**
16 FORE 3.01 LET A**
17 AI**
18 FORE 3.01 LET A**
18 FORE 3.01 LET A**
19 FORE 3.01 LET A**
19 FORE 3.01 LET A**
10 FORE 3.01 LET A**
11 FORE 3.01 LET A**
12 FORE 3.01 LET A**
13 FORE 3.01 LET A**
14 FORE 3.01 LET A**
15 FORE 3.01 LET A**
16 FORE 3.01 LET A**
17 AI**
18 FORE 3.01 LET A**
18 FORE 3.01 LET A**
19 FORE 3.01 LET A**
19 FORE 3.01 LET A**
10 FORE 3.01 LET A**
11 FORE 3.01 LET A**
11 FORE 3.01 LET A**
11 FORE 3.01 LET A**
12 LET A**
13 FORE 3.01 LET A**
14 FORE 3.01 LET A**
15 FORE 3.01 LET A**
16 FORE 3.01 LET A**
17 AI**
18 FORE 3.01 LET A**
18 FORE 3.01 LET A**
19 FORE 3.01 LET A**
19 FORE 3.01 LET A**
19 FORE 3.01 LET A**
10 FORE 3.01 LET A**
11 FORE 3.01 LET A**
11 FORE 3.01 LET A**
11 FORE 3.01 LET A**
12 FORE 3.01 LET A**
13 FORE 3.01 LET A**
14 FORE 3.01 LET A**
15 FORE 3.01 LET A**
16 FORE 3.01 LET A**
17 FORE 3.01 LET A**
18 FORE 3.01 LET A**
19 FORE 3.01 LET A**
10 FORE 3.01 LET A**
10 FORE 3.01 LET A**
11 FORE 3.01 LET A**
11 FORE 3.01 LET A**
12 FORE 3.01 LET A**
12 FORE 3.01 LET A**
13 FORE 3.01 LET A**
14 FORE 3.01 LET A**
15 FORE 3.01 LET A**

FI MESTUME : FOR 1-1 XO 10: HEAD C.D. HANDOMIES D: PORE E.PEER 2 5470: FORF C-1.PEER 2X671: HERT

SAZON PORE C+1, PERO ZNAZII MEST

A6 IMPUT "Enter Filename": LI
ME #81 If FS="" OR LEN FS:10 THE
N 50 TO 66
67 FOR Z0654RY TO A54901 FORE
Z.CODE F8(Z-65400): NEXT Z: NAMD
DMIZE A1 FORE 65501, PERX Z3AZO
PORE 65502, PERX Z3AZI
A8 RAMADHIZE USA Z32807 RAMADOMIZE
SUM Z200: F6(Int FAPEM 1: FLA
SH 11AT Z1.01 "PYESS ANY FAV. II S
AVE TOM LOADS": FALME TO FRIST
AT 19,41 "LANGETH-SE NY FAV. II S
AVE TOM LOADS": FALME TO FIRE
A4001, 1 FORE A4001, O: FORE 64007, 1
7: FORE A4008, O: RAMADOMIZE USB &
A4000
AV FOR Z=1 TO 90: NEXT Z: FORE
64001, 2507 FORE 64007, 95: PORE
64001, 1201 FORE 64007, 0: FORE
64003, 1202 FORE 64007, 0: FORE
64003, 1202 FORE 64007, 0: FORE
64008, 174 FORE

GAOGA, OR: PORE GAOUS, 2551 MANDON
13E LISK SAGOO: PORE GAOOS, OF PORE
GAOOS, 120: PORE GAOOS, OF PORE
TAKEN, 29: MAN
ACT DATA 65376, M-82, 65327, M-82,
65377, A-64, 65410, A-42, 65432, M-82,
65377, A-64, 65410, A-42, 65432, M-82,
65444, M-14, 65377, A-80,
71 PORE JOSCH, 61: PORE A1045, 74: MANDONIZE USA 61045, 74: MANDONIZE USA 61045, 75: MANDONIZE USA 61035; PORE 310
A1: MANDONIZE USA 61035; PORE 310
A1: MANDONIZE USA 61035; PORE 510
A1: MANDONIZE USA 61035; PORE 510
A1: MANDONIZE USA 61035; PORE 7: FOR
MILET SAMERE FEED A-11: LET 7-2
100 LET SAMERE FEED A-11: LET 7-2
100 LET SAMERE FEED A-11: LET 7-2
101 LET MANDONIZE USA 610
AT 10.0; POREM ENTER FOR ME
MILET FAMILIATION FROM 60 TO 71
75 GG TO 71
76 PRINT MT 10.01 "Create Deec Data"1AT 21.01" PROBE 600
MILE USA 61033; LET MANDONIZE SI P
ORE A, PILET SAME 7-0 TO 31
77 PORE 61002, 71 PORE 61003, 71
LET SAMER 21671; LET MANDONIZE SI P
ORE A, PILET SAME 7-0 TO 31
77 PORE 61002, 71 PORE 61003, 71
LET MANDONIZE SI P
11 TO II PORE A, PIER SO LET MANDONIZE
E MANDONIZE SI P
MET FAMILIE 23670; LET MANDONIZE SI P
ORE A, PILET SAME 7-10 NORD
MILE THE 23671; PORE A-2, PREE P
1 LET MANDONI PORE A-2, PREE P
2 LET MANDONI PORE A-2, PREE P
3 LET MANDONIZE SI P
3 TO DEF FIN P (A) A-PERE A-250 PPERE
(A-1)
BO DEF FIN P (A) A-PERE A-250 PPERE
(A-1)
BO DEF FIN P (A) A-PERE A-250 PPERE
(A-1)
BO DEF FIN P (A) A-PERE A-250 PPERE
(A-1)
BO DEF FIN P (A) A-PERE A-250 PPERE
(A-1)
BO DEF FIN P (A) A-PERE A-250 PPERE
(A-1)
BO DEF FIN P (A) A-PERE A-250 PPERE
(A-1)
BO DEF FIN P (A) A-PERE A-250 PPERE
(A-1)
BO DEF FIN P (A) A-PERE A-250 PPERE
(A-1)
BO DEF FIN P (A) A-250 PPERE
(

The Features

(i) LOAD SCREEN Select this option to load a normal screen picture from tape or Opus disk.

(ii) EDIT SCREEN Select this option to design the way the screen loads. Your cursor is snown as a

flashing square which can be moved around with the cursor keys. To select a square use 0: to unselect a square use 9. When your creativity is exhausted use Symbol Shift and M. Clear the screen with Symbol Shift and 1.

(iii) SAVE DATA Select this option to save the screen data to tape or Opus disk; this is useful if you have not finished your loader design. Three pieces of data are saved, totalling 23810 bytes.

(iv) SAVE SCREEN When you've completed your design you can save it to tape for use in your own programs. This option can only be selected when the picture is complete. The picture is saved as a headerless file, 9984 bytes long.

SAVE LOADER Use this option to save a copy of the loader. It can be saved to any memory address from 23296-65441. The loader is 95 bytes long.

WATCH SCREEN An option for all the voyeurs. You can view your toil as the program pretends the screen is loading.

(vii) DEMO DATA This creates a demonstration loading pattern to impress you.

1 FEM SCREEN EDITOR PROCESSES 1
1988 FEVIN SALE
2 SCREER OF PAPER OF THE 71 C
LEAR TOTAL
3 LET T-01 FOR J-1 TO 71 LET
TOT-01 HEAD AL FOR Y-A TO ASSYS
4 READ 91 IF B-255 THEM SO T
0 6

BYEEEEE!

Send any of your programs to David McCandless, Program Pitstop, Your Sinclair, 14 Rathbone Place, London, W1P 1DE. Ooh, and if poss, can I have all contributions on tape please, listings are unnecessary. See you next month.

ew companies really have the Spectrum in mind when they produce software products for computers. But one company that has never swerved from its devotion to our favourite button box, is Companion Software.

And now, to add to its string of utilitarian hits, Companion has just announced EX-BASIC, a new version of the Basic language for the Spectrum. This little package will allow you to do all kinds of wacky things on your Spectrum which would have been impossible before. But what has this new Basic got to offer that the old one hasn't and is it worth £11.99 of anybody's money. Well, yes to the second question, but the first bit could take a little bit more explaining.

Wass All This Then?

In brief, EX-BASIC is just like the Basic you use when you switch on your Spectrum, but it does have quite a number of important differences. It has an ALKATRAZ loader generator for starters, wangy sound effects, fade out, border and attribute routines, scroll screen, double height and character fonts, smooth pixel by pixel scrolling text, RAM save/load screens, and something called mega PLOT. Plus, plus, plus, there's monitor machine code commands, real time clock, multitasking, function keys, and a built in software slomo. All this sounds far too good to be true, but let's whip out the magic screwdriver and check it out.

Under The Hood

EX-BASIC stands for EXtended Basic. Unlike its other product, IMBOS, Companion's EX doesn't require the Interface One to work, so now anyone can use an extended Basic.

All the new commands are prefixed by a * symbol, to differentiate between the new command set and the usual Spectrum Basic commands.

The system cassette contains EX-BASIC, plus demos of how to use the program. It includes the Melody Maker program for making music using EX-BASIC commands, plus Replay for playing back the tunes you write. To activate EX all you have to do is load it. Then the computer loads the code, and resets. It's a bit alarming, but it's not a full reset, just a reset to EX-BASIC's requirements. You then activate the system by typing:

RAGE HARDWARE HARD!

More Rage Soft this month as Phil South sticks his nose into Companion Software's EX-BASIC.

RANDOMISE USR 61434 and a copyright notice appears. You're then invited by the manual to load the demo program to get you started. I won't go into EX tutorial mode here, but I will tell you what some of the more interesting new commands do.

Interrupt Commands

*CLOCK Switches on the real time clock in the top right of the screen.

*TIME x,y,z This sets the clock where x is hours, y is minutes and z is seconds.

*COLOUR x Where x is equal to an attribute colour. This will alter the CLOCKs background colour. A good equation for figuring the best paper and ink colours is:

x=-paper colour * 8+ ink colour-

*TRON Not the film, but a debugging command for tracing which line number you're at when the program is running. It means TRace ON.

*SLOMO Once upon a time there was a gadget called a slowmo, which slowed down the clock speed of your computer so you could cheat at garnes. EX-BASIC has its own slowmo, only this one sits in memory as a command. Now, I wonder if it works with games as well? No, I'm afraid it doesn't.

*SLOW x This is where you set the speed of your SLOMO command. Set x from 1 (slow) to 5000 (normal).

*FUNCTION This switches on the 100 function keys that you can define. You then define which keys do what. This effectively enables you to reassign every key on your keyboard and selectively disable certain keys. Like BREAK?

ZHU PHPER 1: PRINT AT U.U.: INK
7:*DOUB "What can EX-BASIC do ?
250*TIMEO,O,O:*COLOUR15:*CLOCK:
260 FOR f=O TO 200:*SRIGHT O,1:
265 FOR f=O TO 200:*SLEFT O,1::
265 FOR f=O TO 200:*SLEFT O,1::
265 FOR f=O TO 7: FOR P=O TO 7:
280 FOR f=O TO 7: FOR P=O TO 7:
280 FOR f=O TO 7: FOR P=O TO 7:
290*PRINTH-7000
300*MMOVE O,768 TO 22528:*BRIGH
TO TO 7:*AFIND f,P TO O,5: NEXT P

INEXT f
310*PRINTH-7000
320*IM1:*BORDER 5,0: BORDER O:*
330 INK 5:*DOUB "Interupts come
D BREAK - CONT repeats, O:1

Here we see a listing in EX-BASIC with a fair sprinkling of " commands. Notice the fancy character set.



EX-BASIC doing one of its repertoire of special visual FX. Eat your heart out George Lucas.

*LFUNCTION This simply lists your current function keys. *IM1 and *IM2 are for selecting the current interrupt mode. This was previously only available via machine code.

Monitor Commands

*MFILL s,I,W This command fills memory with a byte w, starting at s and a length of 1.

*RAMTOP Displays the current RAMTOP value.

*RENUMBER x, y A powerful renumber command, which renumbers your current program from line x in steps of y.

Graphics

*DOUB x\$ Prints the text x\$ in double height.

*CENTRE x\$ Centres the text on the screen.

*TEXT x\$,s,k\$ This command scrolls text x\$ at the current AT position. S is the speed between 1 to 1000, and k\$ is a key detect, where you can stop scrolling at a key press.

*SCREEN p,i This command amazingly changes the screen colours without destroying the display file. Brilliant for writing graphics programs.

Sound Effects

*SOUND length, pitch Like the old BEEP command where pitch 0—C# and 2—D and so on . . .

*FX x,y A wacky sound effect generator, where x equals one for white noise, two for forward laser zap, three for backwards laser zap, four for footstep, and five for laser repeat. Y controls the type of sound made by different values from 1 to 65535.

The Verdict

Protection

*HSAVE and *HLOAD Save and

load headerless files. For program

security. Nobody can discover the

length and location of your file.

ALKATRAZ Loaders

*ZAP x And finally the most

interesting one of all. To create an

ALKATRAZ loader, you must first

create a table telling the computer where to place each segment of

screen data. The actual creation of the

table is gone into in a lot of detail in the

manual, and I must say it looks very

screen into bits and load each bit at

the same time as loading the program.

good on the screen. You zap the

Sexy stuff.

This is just a random sampling of the new things you can do with EX-BASIC, as the full interpreter handles a total of 66 new commands. (Tee hee, it says over 65 in the manual!) The implementation of this language is impeccable, as you'd expect from Companion, and the documentation is short and sweet, but perhaps by that same token a little too brief.

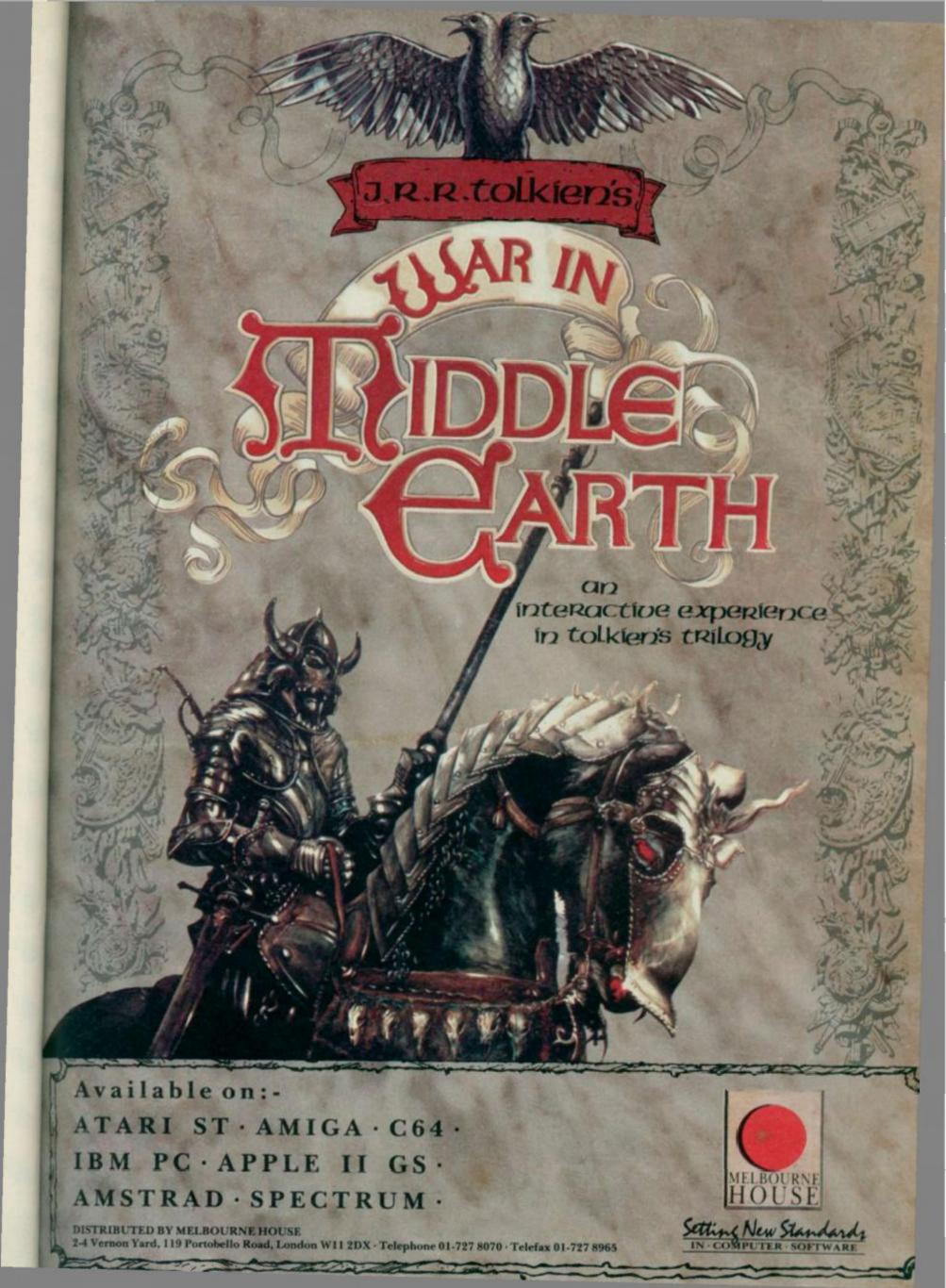
The booklet tells you everything you need to know to run EX-BASIC though, and there is a phone number in the back of it if you want any technical help. I don't know whether it quite has the oomph needd to write a top quality game, but it certainly contains the building blocks for you to have a really good try.

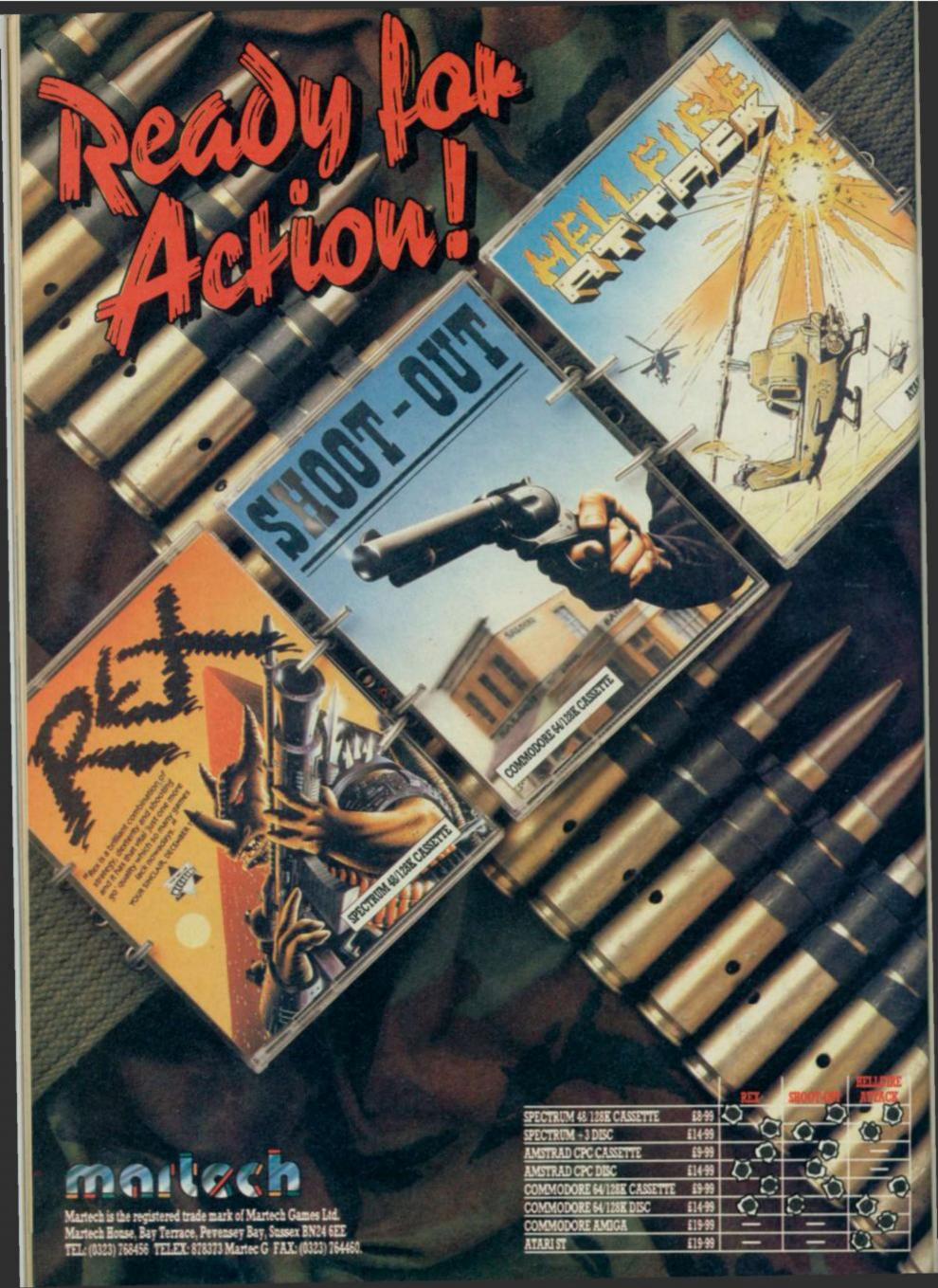
What it would probably be better at is presentations, rolling window displays, and for writing your own applications, especially if you have a grasp of a bit of machine code as well. You don't need to know it all with EX by your side, as it makes up for all the bits you don't want to know about!

Great stuff, what else have you got up your sleeve, Companion? Hmm?

Contact EX-BASIC

£11.99 inc p&p Companion Software, Brampton Road, Carlisle, Cumbria CA3 9AX.







is Amstrad's new Sinclair PC 200 the best thing since Block-busters, or is it as useful as a one-legged cyclist? Clarán Brennan talked to a few of the industry big-wigs to see what they had to say ...

It's a funny old game this launching a new computer. It's said that you can't please everyone all the time, but Amstrad seems to have the knack of always pleasing nobody and still selling truckloads of hardware. The new Sinclair PC 200 looks likely to continue this trend. People who wanted to see the introduction of a new 16-bit games machine to equal the Atari ST and Commodore Amiga are bemused by what they see as a slow 'businessy' computer, while companies who are basically interested in selling software are happy to see a new machine that will be sold to mums and dads as a 'family' machine.

People who don't like the machine very much argue that though it may be compatible with the IBM PC, it's a ver basic computer and will not be easily upgraded. The graphics system, which is vital to any computer's games capabilities, is the age-old CGA (Colour Graphics Adaptor) configuration which pales into insignificance when compared with what the Amiga or ST are capable of achieving. Also, in technological terms CGA has long since been superseded by EGA and VGA, two superior (if more expensive) graphics systems.

Those in favour of the machine point to the massive base of software that already exists for IBM PC-compatible computers but unfortunately PC games tend to be more simplistic than their Speccy cousins and the four colour limitation makes them look a little drab. More importantly though, PC-compatibles use a disk operating system known as MsDos which is by far the most popular operating system worldwide and is used in just about every office in the country — which probably means that you'll end up fighting with dad for a chance to sit in front of the monitor.

Eventually, the machine will stand or fall depending on the software support that it receives: if software publishers aren't prepared to make masses of software available - and at an affordable price then Joe Public won't want to know. So who better to talk to than the heads of some of the country's leading software manufacturers? After all, if they don't buy the concept, then you won't buy the computer.

Ocean has developed a reputation for taking advantage of changes in the software busines. In typically practical style, managing director David Ward is unimpressed by the argument that the



machine is old-fashioned or 'a step backwards'. "History has shown that it's very rare that the technical architecture of a machine makes it succeed," he says. "What makes success is good, efficient and innovative distribution. The Spectrum itself is a good example of this. Was that the best 8-bit machine for playing games on? Probably not, but it succeeded nonetheless.

However, harking back to Sinclair's erratic history, David points out that the machine may be overstretching itself by attempting to be 'all things to all men'. Without wishing to draw too many comparisons, he did finish by saying: "The only thing that gave me a slight pause for concern was when I saw the way this was being promoted, an old two letter phrase came to mind. It said to me ... QL."

Telecomsoft, the company behind Rainbird, Firebird and Silverbird, already has a massive back catalogue of PCcompatible software, and managing director Paula Byrne sees the disadvantages attached to the PC 200. "Sometimes with the IBM compatibles it's difficult to find product that you're really proud of publishing. There's no reason for people in Europe to buy average IBM product, they've got the ST and the Amiga. The American market hasn't had the huge success of the 16-bit market that we've had here in Europe that's why they're reliant on the IBM.

Once again though, Paula believes that Alan Sugar's marketing muscle will make a success of the new micro, saying: "I'm sure that Amstrad will sell it, it'll do a good marketing job and we'll publish product for it, but if this was purely a European publishing decision I'd be feeling much more wary."



Slightly Above A Yupple

Microprose is so far the only company which will be supporting the PC 200 specifically with new product. Managing Director Stewart Bell has strong views on the new machine: "We want it to succeed because we believe that the PC is a good machine for the home, and to this end we will produce a range of original product at £9.99 including, among others, Walt Disney and Sesame Street licences.

So does Stewart think that the machine is aimed at a younger market? "We think that the person who buys this machine will be slightly above a yuppie people with young kids. This may be the opportunity for educational or homebased learning software to take off. Obviously you're not going to get the best quality in the world with CGA. But



I don't think it will succeed if it's only sold just as a games machine.

As its name would suggest, US Gold is another company which has strong links with America (and therefore PC software). The company's





arrival of a cheap PC as a logical step:

"Looking at the penetration of the PC in homes in the US, and the fact that there are now millions of 'two PC' homes, Amstrad's attempt to introduce the PC into the home as a games machine is a natural development. The fact that this particular model plugs directly into the TV gives a greater access to the home user."



Argy Barge Pole

DES MER

MMM SEC

OWNERS AND PERSONS

Martech's ebullient boss David Martin has always been a great believer in



quality software, particularly in the 8-bit market. Because of this he has strong views on Amstrad's latest

offering. "Personally, I

think that this

as a company we have to go where people are developing hardware. The Sinclair name has still got a high profile, so the PC 200 will probably sell, but as a software developer it doesn't excite me at all."

Rod Cousens is European Vice President of American giant Mediagenic, and as such is already familiar with the production of PC-compatible software. He sees the new machine as opening up a whole new market: "The PC 200 will appeal to a wider audience than before; both from a younger age range of 14 to 25 year olds right up to



parents and home business users Consequently you'll see a wide range of MsDos software which will take in arcade adventures, simulations and strategic programs

alongside business packages." Having seen the development of the American software market, Rod is confident that, despite its critics, the PC 200 will take off: 'Ultimately the winner in a marketplace of entertainment software will be MsDos based. I believe that in years to come you will see a distinction between MsDos machines and games machines and I would expect Amstrad to participate in that arena

Mirrorsoft has been developing PCcompatible software for a couple of years now, mainly due to the influence of its American affiliates. Because of this, Managing Director Peter Bilotta is quick to see the PC 200's advantage. "This machine will be suitable for both the home business user and the games player, so a lot of people who are thinking of upgrading are going to consider the potential advantages of PC compatibility."

wrong machine at this point in time", he said, with a bluntness that's rare for MDs of large businesses. "I would have thought it was a bad move CGA graphics just don't look good. If you want it for spreadsheets or as a database it's probably great, but for entertainment purposes I wouldn't touch it with a barge pole."

And you can't really say it straighter than that! On the subject of the market future, David is equally forthright: "There'll be a gradual shift away from 8bit. Already we're experiencing greater revenue sales on 16-bit and soon unit sales will be greater too. Come next year, new products will probably be developed with 16-bit in mind and then we'll see what we can do with 8-bit.

"I was personally hoping that the Amiga and the ST were going to dominate the entertainment world but they haven't, particularly in America, so

A staunch PC supporter to the last, Peter points out that the hardware's apparent restrictions aren't all that important. "The restriction to CGA isn't such a bad thing, as EGA packages are still the exception rather than the rule - also, the inclusion of two expansion slots means that Amstrad hasn't written off the possibility of people

including their own EGA card at a later

Dominic Wheatley and Mark Strachan are generally known as the 'upper-class twits' who run Domark, and are more often seen posing for silly photographs than sitting around discussing the implications of new hardware. But behind this humorous facade lie a couple of shrewd business brains, and like most others they're slightly confused by the new machine.



"It's obviously not as good a game machine as either the ST or Amiga", said Dominic, "and we're not sure exactly where Mr Sugar has positioned it, but it seems that he's going for the loyal Sinclair customer who wants to trade up. However, if a customer really wants to play games then he or she will go for an Amiga or an ST. If they're interested in doing a bit more on the home computing side, and they're still brand loyal, then they'll probably buy a PC 200."

Despite this, they are pleased that there will be a relatively cheap IBM-compatible machine for the home as Mark was quick to point out. "Up until now machines in that market have been too highly priced for the home user, so a machine which allows us to develop IBM software for markets other than the States is absolutely perfect for us." And on the subject of the Spectrum's future, the dynamic duo are still quite confident: "Less titles will probably come out on the 8-bit format, but what will come out will be good and what's not so good will come out on budget. It's a really solid base and it's being added to every year."

The Future Begins Tomorrow

So it seems that only one thing is certain — the fact that Amstrad is the company behind the new machine means that it'll probably sell more than smuggled Levis in Moscow.

Whether or not this is a step forward in the development of home computing is almost entirely

The PC 200 may not be the greatest games machine ever invented, but it

games machine ever invented, but it will have many other uses around the home and for this reason it could become the perfect 'family' computer. This is one thing that the Spectrum never achieved, despite the fact that it was originally pushed in that direction.

And to finish on a happy note, one good thing which emerged during all this hype and hyperbole was the fact that the majority of software producers still see a bright future for the Spectrum — which means that they should all continue to produce tons of fabbo Speccy software for years and years. And when all is said and done that can't be bad, can it? and done that can't be bad, can it!



THE MOST REALISTIC FOOTBALL STRATEGY GAME YOU CAN BUY

AVAILABLE FROM ALL LEADING RETAILERS

FEATURES

Payres Morale
Fact Poption
Concoder Players
Trislare List Struck
Source Cacon
Sour Pref, Ord Prures
Physic Team Season
Sourcego Ort
Substitution
Proper Prints
Schools Cacon
Payres
Proper Prints
Schools Cacon
Proper Prints
Prin



DIAHIDMESCANADE FIA

Term Codes Violes Values Violes Viole

in Tekens aur Claims

· MARM

















TO OBTAIN A FREE CATALOGUE OF ALL OUR STRATEGY GAMES JUST ENCLOSE A LARGE S.A.E.

OTHER GAMES STILL AVAILABLE BY MAIL ORDER

FOOTBALL DIRECTOR II	*	V .	0	£1	9.99
CRICKET CAPTAIN				3	9.99
THE NATIONAL				3	9.99
BOXING MANAGER				£	7.99
WEMBLEY GREYHOUNDS				3	7.99
INTERNATIONAL MANAGER	1			3	7.99
2 PLAYER SUPER LEAGUE				3	7.99
RECORDS FILE				£	3.99
SPECTRUM 48K SPECTRUM 128K					*

PLAYING TIPS FOR ALL OUR GAMES £1.00

Cheque/P.O. made out to D & H Games plus a large S.A.E. with 25p stamp attached. Please state clearly which game or games you require & for which computer. Also write your name & address on the reverse side of any cheques. Overseas orders please include £1.50 Postage & Packaging.



DEPTYS, 19 Melne Road, Stevenage, Herts SG2 8LL ENGLAND

T (0438) 728042

CONTACT MANAGEMS (I RECTOR ARE) DE MAIN

TRYBRIDGE SOFTWARE DISTRIBUTION

Please send chq/PO/Access, Visa No & Ex date to:— Trybridge Ltd, 72 North St, Romford, Essex RM1 1DA. Please remember to state the make and model of your computer when ordering. P&P inc UK on orders over £5. Under £5 and Europe add £1 per item. Elsewhere add £2 per item for AIR MAIL. Telephone orders: 0708 765271.

							-	
TITLE		TRUM	TITLE	70.00	TRUM	TITLE	SPECTI	MUM
	CASS	DISC			DISC			DISC
Ace	2.95		Game Set & Match		11.95	Puff Sage	10700	10.45
Ace of Aces	2.95		Game Set & Match		11.95	Race Against Time	4.95	
Action Service	5.95		Garfield	6.00		Rento 3	5.95	
Adv Art Studio 128	14.95		Gauntlet	2.95		Red October	9.95	
Afterburner	7,45	10.45	Gauntlet 2	6.95	1000	Return of Jedi	6.95	
Airborne Ranger 128		-	Giants		13.95	Rex	5.95	
Alien Syndrome	6.45		G I Hero	4.95	Sec.	Road Blasters	6.95	
Arcade Force Four	7,95		G Linekar Hotshot		10.95	Robin of Wood	1.95	
Archan Collection	6.95	10.45	Gold Silver Bronze	10.45		Robocop	5.95	
Arc of Yesod	2.00		Goerille Wars	5.95	9.95	Roller Coaster	2.00	
Arkanoid	3.50	-	Guild of Thieves		9.95	Rolling Thunder	8.95	
Arkanoid 2 Revenge	5.50	9.95	Gunrunner	2.00		Romper Room	2.00	
Army Moves	3.95		Gunship	8.95	9.95	Roy of Rovers	5.95	2000
Artura Athena	5.95	8.95	Gyron Hardball	1.00		R Type	6.95	
Balbresker	2.00		Hard Guy	2.95		Russis Salamander	6.95	
Barbarian Paygnosis	8.95		Headquech	2.95		Samurai Warrior	5.50 4.95	
Barbarian 2 Palace	6.95		Heartland	2.00		Savage	5.50	
Bards Tale 1	8.95		Hellfire Attack		10.45	S D I (Activision)	7.45	
Batman	2.95		Herp	1.00	10.40	Shaolina Road	2.95	
Batman Caped Crus.	5.95	9.95	High Frontier	2.00		Shoot Out		10.45
Best of Beyond	2.95	0.00	Hive	2.00		Sidearms	6.95	
Best of Elite Vol. 1	3.95		Hotshot	6.00	8.95	Sidewins	2.95	
Beyond the ice Palace	2000	9.95	Hyperbell	1.50	0.00	Stent Service	6.95	
Bionic Commando	6.95	-	lcups	1.50		Silicon Dreams	9.95	
Black Lamp	3.95		Bari Werriors	5.95		Skateball	3000	10.45
Black Tiger	8.95		Impact	6.95	4	Skatacrary	5.95	100000000000000000000000000000000000000
Bounces	2.00		Imp Mission 2	8.95	1	Skate or Die	-	10.45
Bubble Bobble	5.45	8.95	Ingrids Back	200	12.95	Soldier of Fortune	5.00	A TOOLS
Buggy Boy	5.50	0.00	Intensity	5.00	12.00	Soldier of Light	5.95	
Butcher HM	6.45	10.95	Int. Karate	2.95	4.95	Solid Gold	7.45	10.95
California Games	3.95	10.95	Iron Lord	1000	13.95	Space Ace		12.95
Captain Blood	6.95	100000	Jewels of Darkness	9.95	1000	Spindary	2.00	
Carrier Command	9.95	13.95	Karate Ace		12.95	Spy v Spy Arctic	2.95	
Circus	6.95	10.45	Kinetik	1.50	12777	Spy v Spy Trilogy	6.95	
Combat School	5.45	9.95	Knightors	9.95		Stalingrad	7.45	9.95
Cornet Game	1.00	20000	Konami Collection	77.7	12.95	Star Raiders II	2.00	-
Crosswize	4.95		Krakout	2.95		Star Wars	6.95	
Cybernoid 1 or 2	6.45		Lancelet	-	11.95	Steelth Fighter	6.95	9.95
Daley Thompson 88	6.50		Laser Squad	6.95	-	Streetfighter	6.95	
Dark Fusion	5.95	8.95	Last Ninja 2	8.95		Street Soccer	6.95	
Dark Side	6.95	9.95	Leaderboard Par 3	10.95	13.95	Strike Force Harrier	2.95	
Doomdarks Revenge	2.00	-	Live Ammo	8.95	10.95	Strip Poker 2	8.95	
Double Dragon	6.95	9.95	Live & Let Die	6.95	9.95	Summer Dlympiad	5.95	
Dragon Ninja	6.95	9.95	Lords of Midnight	2.95	-	Super Hangon	7.45	
Dragonslair	2.95		Medbells	5.50		Super Soccer	2.95	
Druid	2.00		Magnificent 7	6.95	12.95	Supersports	5.95	9.95
Earthlight	3.95		Marauder		10.95	Supersprint	2.95	
Echelon	8.95		Matchday 2	4.95	2000	Supreme Challenge	8.95	11.95
Elite 6 Pak 1, 2 or 3	6.95		Mega Apocalypse	6.95	10.45	10 Mega Games	9.95	10.95
Emlyn Hughes Footbal	8.95	8.95	Metaplex	2.95		20 Chartbusters	8.95	
Empire Strikes Back	6.95		Metrocross	2.95		Taite Coin Ops	8.95	11.95
Enigma Force	2.00		Miami Vice	2.95		Target Ranagade	4.95	
Espionage	5.95	9.95	Mickey Mouse	6.95	9.95	Techno Cop	5.05	10.95
Exploding First +	5.00		Mindfighter	9.95	Sec.	Terrapods	6.95	1
Eyu	3.95		Mini Putt	6.95	10.45	The Games Winter	6.95	10.95
4X4 Off Road Racing	8.95	13331	Motor Massacre	5.95	8.95	Thunderblade	6.95	9.95
F16 Combat Pilot	9.95	13.95	1943	8.95	9.95	Thundercats	5.95	-
Fairlight 2	2.00	475	19 Bootcamp	6.95		Tiger Road	6.95	9.95
Fair Means or Foul	5.45	8.95	Nemesia The Warlock		200	Time and Magick	9.95	9.95
Fernandez Must Die	6.95	9.95	Netherworld	5.95	9.95	Time Stood Still	5.50	9.95
Final Matrix	2.00		Nigel Mansell GP	6.95		Tracksuit Manager	6.95	2000
Firetrap	2.95	1000	Nightraider	7.45		Train Escape		10.45
Fish		9.95	Nodes of Yesod	2.00	20.	Trantor	8.95	
Fists & Throttles	8.45	9.95	Ocean Compilation		11.95	Trio Peck	3.50	
Five Computer Hits	3.95	- 1	Ocope	5.50		Trie Pursuit	9.95	
Fivester 1, 2 or 3	6.95	12/20	Operation Wolf	5.75	9.95	Triv Pursuit New Begi		2023
Flight Ace	9.95	12.95	Outrun	6.95		T Wrecks	5.95	9.95
Flintstones	6.25		Overlander	5.50	9.95	Tyger Tyger	5.00	
Flying Shark	5.50		Overland	7.00		Typhoon	5.50	
Fox Fights Back	6.00	8.95	Pacland	6.25		Ultimate Collection	9.95	10200
Football Director	6.00		Pacmania	5.95		Untouchables	5.95	9.95
F15 Strike Eagle	6.95	100	Paws		10.95	Vectron 3D	2.00	110000
Football Manager	2.95	4.95	Pepsi Med Mix	5.95	9.95	Victory Road	5.00	9.95
Football Manager 2	6.95	9.95	Pater Beardaley	6.25	1000	Vindicator	5.00	
Freddy Hardest	2.95		Plun Pagasus		10.95	Virus	5.50	
Frontleyte	2.00		Pitfall 2	1.50		Visen		10.45
Future Knight	2.00	1	Platoon	8.95	1	We are the Champions		72.95
Same Over	3.50	1000	Predator	7.45		Wec Le Mans	5.95	9.95
Game Over 2	6.95	9.95	Pro Soccer Simulator	5.95	8.95	Whirlipig	4.95	8.95
These	rice		o available	har	MAI	I OPDER O	NIV	

These prices are available by MAIL ORDER ONLY

BURNIN' RUBBER POOH!





I'm such a smart arse I should be called James Hunt 'cos the unjumbled racing driver is none other than
Name
Address
Postcode

YS COMPO

Win A Formula One Scalextric Set Plus Five Ferraris, Sweatshirts And Copies Of US Gold's OutRun Europa!

emember OutRun? Who could forget it 'cos it was the biggest selling Spectrum game of 1988. Well it just so happens that US Gold is producing a sequel called, OutRun Europa – crikey! The bad news is it's not quite ready yet but the good news (Choccys? Yummy! Ed) is that US Gold in conjunction with the best Speccy mag on the planet (YS you clots! Ed) is offering a faberoonie Formula One Scalextric set as first prize in this 'copperloadofthis' compo.

RACY PRIZES

Blimmin' 'eck Tucker worra spiffing prize. The Formula One Scalextric set comes with two v. posh turbo-charged racing cars, miles of track and loads of flashy extras too! Still, if you don't manage to win first prize there's still a chance to pick up second prize. And that means five lucky people each win a US Gold sweatshirt and a super red Ferrari. You may have difficulty driving it though, unless you're a midget, 'cos it's only 10 inches long and made of die-cast metal. Plus there are 15 copies of the new road blast, *OutRun Europa*, up for grabs for the 'didn't quite make its' or runners-up to you!

REACHING THE FINISH LINE

No doubt you want to enter the race and pick up one of these superior prizes - so here's how. Pictured below you'll see a mess! But actually if all the pieces of the picture are put in the right place it's still a complete mess 'cos it's a picture of a well-known very scruffy Formula One racing driver. Anyway all you've got to do is stick the pieces of the jigsaw onto thin card, cut them out and then shuffle them into the right position and then identify the driver Cor lumme this is getting like A Question Of Sport! Once you've done all that fill in the coupon with the correct answer and your name and address and send the whole lot to I Thought Burnin' Rubber Was Setting Fire To My Eraser Until I Saw YS Compo, YS, PO Box 1509, Enfield, Middlesex, EN1 1LQ. And remember those entries must pass the finish line by February 28th or you're in the pits.

RULES OF THE ROAD

- If you work for Dennis Publishing or US Gold you must be out of your tree. Not only that you're not in the running to enter this compa either!
- All entries must arrive by February 28th 'cos if they don't you
- Don't mess with the Ed 'cos she can shout Nikki Lauda then anyone else!

HARDWARE



- Speccy 48K + Kempston interface, tape recorder, £200 of games, most original. Qu Shot 2 joystick, all leads and so on. All new al. Quick er still boxed. £80 the lot. Ring Andy
- (0484) 717189.
 Spectrum +2, ideal present. Plus garne valued over £100. Sell for £45 or together £100. Total includes Matchday II, Enduro Racec Dan Dare II. Phone Steve (01) 949
- Spectrum + 48K for sale. All leads, recorder interface, Quickshot II turbo joystick. Over €180 of software, plus 30 mags. Will sell for €100. Phone after 6pm (04024) 51530. Ask for
- Mart.
 Spectrum 48+ in good nick, with joystick, interface, data recorder and over £500 software. Lots of mags. Will sell £300 ono. Or will swop for Atari 500 ST FM. Phone (0933) 679148 after 5pm.
- Spectrum + 48K, including Quickshot 1 joystick and Kempston interface, cassette recorder, all leads/plugs, software, introduction manual and starter tape, only £60.00 ono. Excellent condition, Phone Jason after 5pm. (0305) 779799.
- Spectrum plus loads of games including Gurship and Ikari Warriors, two joysticks, interface, and well over 100 mags. Good condition. Worth C300, self for C150 onc.
 Please phone Bournemouth (0202) 523041.

 Spectrum +2 computer with 40 recent
- games, and 50 mags. On sale for £90 ono. Phone Lee on (091) 455 6277. Robotek Spectrum interface, for use with
- technical lego. Comes complete with wires for £20. Book included. D. Holmes, 2 Hill View, Henleaze, Bristol, BS9 4PZ. Phone (0272) 623123.
- Spectrum 128+, plus disk drive, two joysticks, interface, and multiface. Also £200 of softwear on disk. Worth £500 accept £280. Contact Nicholas at 30 Commo Tottenham, London, N17 0PN
- 48K Spectrum, turbo interface, tape recorder, joystick, 60 games worth £500, and about 30 mags for sale. Will separate games for good price. Sell for £220, price negotiable.
- Phone after 6pm (0703) 558383.

 For sale 3.5" disk drive, Plus D interface, 20 disks with games such as Driller, Target, Renegade, Dark Side and Cybernoid. Worth over £200, sell for £150. Ring John, Birmingham 430 7977.
- Birmingham 430 7977.

 Spectrum 48K Opus Delivery disk drive,
 Brother HR-5 printer, Spectrum printer, original
 software, including invoicing program. Disks,
 books, rnags. LERM backup program, and all
 cables, All for £125. Phone Paul Brighton,
 430600.
- Spectrum 48K, data recorder, joystick and interface lightpen and interface. 14 computer mags, 85 games all in excellent condition. Self for £300. Phone Mr Casey on (0935) 20189
- 128K Spectrum +2, MGT disk drive, Brothe M1209 printer. Only £250. Phone Martin (01) 677 6570

- ZX Microdrive, £25. Phone Gloucester
- Spectrum + for sale v.g.w.o. Cassette recorder, all leads, joystick Over £250 worth of software. Recently been serviced and in excellent condition for £110. Phone Mike on South Walsham, Norfolk (060) 549398.
- 128K +2 for sale with Multiface One and joystick plus games. Will sell for £100 ono. Write to E McRobble, 80 Bedford Road, Aberdeen, AB2 3LP ■ Spectrum +2 in good condition and boxed.
- £450 worth of software, altogether worth £610. Will sell for £200. Phone Neil on (0474) 362431 after 6pm.
- M Spectrum 128, Kempston Mouse, Specdrum, Multiface I, loads of original games, books and mags, all boxed. Worth over £600, sell for £350 ono. Phone John, ningham 430 7977. Buyer must pay postage/collect.

SOFTWARE



- Wanted: Soldier Of Light, Flying Shark. Overlander or IK +. We have Garfield, OutFlun, Vixen, Barbarian, Game Ovec Flintstones, Cobra and 720°, originals only. Phone (01) 946 2520.
- Wanted, any good games. Will swop Ninja Scooter: Bubble Bobble, Combat School, Wolfan, Phone (0222) 343685 ask for Ian. 24 Stockland Street, Grangetown, Cardiff, CF1 7LW. All letters answered.

 Lots of new games to swop, send your tap
- for mine, guaranteed reply, Bill Christou, Aharnon Street 158-160, Postcode 112-51,
- MHII will swop my Spec Drum if you can give me at least seven of these games: Trantoc Action Force II, Football Man II, Match Day II,
- Action Force II, Football Man II, Match Day II, Zulu Wars, Gryzor, Game Ovec Death Wish III, Where Time Stood Still, Vindicator, Exoton, Legend Of Kage. Write to Fredrik Relike, Lamansgatan 7, 26241 Angelholm, Sweden.

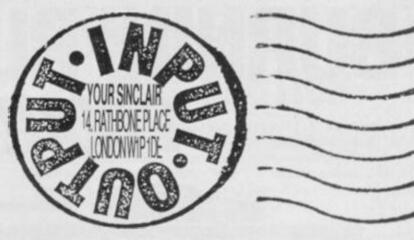
 Look! Everyone who thinks he's got new games (even not many) must write to me fast with a list of games. Guaranteed reply, so write now? Zvima Biran, Trumpeldor-30, Ramathasharon, Y7264, Israel.

 Originals to exchange Virus, Flying Shark.
- rasharon, Y/204, Straet.

 Originals to exchange Virus, Flying Shark, Bionic Commando, Deflektor, Action Force II, Thundercats, Combat School, Gryzor and loads more. Send your list to: Hitul Thohani, 79
- loads more. Send your lest to: Hittl Thoham, 79
 Ashleigh Road, Leicester, LE 0FD.

 © Over £445 worth of software for sale
 including Last Ninja II and lots more! Selling for
 £200 write to Allan Walsh, 104 Scott Road,
 Lowton, North Warrington, Cheshire WAS 2JG.
 Or phone Allan (0942) 729715 after 6, Mon to
- Fri and all day Sat and Sun.

 £1000 worth of software including OutRun,
 Mercenary etc. Will not split. Write to W. Burden, 4 Omega Road, Woking, Surrey, GU21 5DY.
- I I wish to swop Tank Trax, Gnasher, La Swat, and Plummet, with any other games (originals only please) compatible with 48K Spectrum. Send to 1 York House, York Hill, SE27 0AA.



Whoo! Hey! (Hic!) And Happeee Noooo Year! Forget your resolutions, come and indulge in the Input/Output party. There's summat here for everyone! Yaaaay! (Hic! Belch! Crash!)

- sle, aged 23, owns 128K. Wants to swop 48K or 128K games. Many latest titles. Reply assured, hurry up fellow Speccy owners. Write now to Kalpana Parawaney, C/68, Venus Housing Society, A Scheme, Worli, Bombay, 400 018, India.
- # 48K games either for swopping or for sale Please ring me after 4pm or write. Also have some 128K games for sale. Michael McDonough, 16 Millmark Grove, New Cross, London, SE 14 6RQ.
- Graphics designer for sale. Save graphics to tape, memory. £1 or 50p with a tape to 6 Albemarle Road, St. Ives, Cambs. Or phone
- Albemarle Road, St. Ives, Cambis, Or phone (0480) 64639 for information.

 Wanted any of Street Fighter, Bionic Commando, Target Renegade, Beyond Ice Palace, for any of Ikari Warriors, Flying Shark, Karnov, Alternative World Games and more. Phone Pip on (0865) 247989.

 Will augus PA W. Ker Screenber, G. A.C. Ice.
- Phone Pep on (0800) 247/383.

 Will swop P.A. W. for Scruples, G.A.C. for Great Giana Sisters, Mickey Mouse for Roy Of The Rovers, Football Manager It for Pac Mania and Trivial Pursuit for Pac Land. Ring
- Swop 720" and Thing for Thundercats and Storm Bringer 4BK. Also swop Rastan, Trapdocrand Sinus for Last Ninje Two. Write to 2 Sondes Place Drive, Dorking, Surrey, RH4
- 3E3.

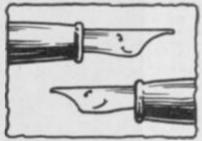
 Will swop Bornb Jack and Chessolay for Your Life, Curse Of Sherwood or Hot Rasputin for Lifeguard, Write to 3 Laxton Way.

 Chesterfield, Kent, CT5 3JL or phone (022779) 2769.
- Wanted Target Renegade, Bior Commando or Rastan, Your one for Daley Thompson's Decathlon, Daley Thompson's Supertest and Attic Attac. Paul Sparkes, 9 Landsdowne Close, Gayton, Kings Lynn, Norfolk, PE32 10W
- Norfolk, PE32 1QW.

 Wanted badly, The Fury, Will swop for any three of these (only originals) Avengers, Satamander (Konami) Xox Terramex, Solomon's Key and Super Stunt Man. Want originals only. Phone (0603) 811823.

 Attention, all the very latest 128/48K.
- Spectrum games to swop. All letters are guaranteed an answer. Send your list for mine Paul Hunjan, 8 Pargeter Street, Walsalf, West Mids. WS28 8RP.

PENPALS



- I would like an attractive girl peopal fro England or America. Could she be either 13 or 14 years of age? Please could she send a photograph to me. Michael Taylor, 1 Lando Court, Hempstead, Gillingham, Kent, ME?
- m 1 am a 19 year old boy. I am looking for 17-19 year old penpals for friendship. All letters will be answered from anywhere in the world. Neil Kadri, P.O. Box 816, Dar-es-Sallam, Tanzania,
- Penpal club needs members, e
- Penpal club needs members, especially girls, to join this ultimate club. Send just £1 to C. Walsh, 11 Woodland Avenue, Preston, Lancs. PR2 6DT. And hurry up okay?
 Two 14 year old girls looking for two boys aged 14+. We are not interested in computers but we are lookin' for a good time! Photo if possible. Gitly and Caz, 72 Manor Road. Wimborne, Dorset, BH21 6EA.
 +3 owner 23 years old seeks +3 owners.
- +3 owner, 23 years old seeks +3 owners anywhere in the world to swop games. Interested? Write to Bob Spenceley, Flat 2, 574 Hessle Road, Hull, HU3 5BC.
- Eight year old male wants penpals same age or up to 10. Likes combat games and adventures. Please send photo. Gary Collist 71 Main Street, Larbert, Stirlingshire, Scotland.
- Hi there, want to swop games with an Aussie? Have got GDT, QL 128K, 48K Spectrum + and ZX81 16K. Lots of Speccy games. Andrew Livett, 48 Nicholas Street,
- games. Andrew Livett, 46 Nacholas Street, Ashburton 3147, Victoria, Australia.

 Female, 22, seeks male or female Spectrum owners to swop games, postals and POKEs. Many latest titles. Reply guaranteed to all who write before 2000 A.D. Sneha Rohers, 103, Unique Industrial Estate, Prabhadevi, Bombay 400.025, Institu 400 025, India.
- 400 025, India.

 III Penpals wanted to swop the latest games.

 Write to J. Williams, 370 Baldwins Lane, Hall Green, Birmingham, B28 0RD.

 III Seeking 16-20 year old girl's with a CBM 64, who like music, jokes, discos, films, reading and going out. Please send a photo. Noel Doyle, 62 Beauvale Park, Beaumont, Dublin 5, testend.
- Good looking 16 year old male seeks for penpal to swop games with. All letters answered. Please write to Barry Phillips, 13 Llygad-yr-Maul. Caewern, Neath, West
- Glamorgan.

 Achtung! Worldwide penpal club nee even more members, male and female for business and pleasure. So send 50p. name, address, and interests to P.C.C, 11 Woodlands Avenue, Preston, Lancs, PR2 6OT
- 27 year old with Spectrum compatible computer Beta interface and other peripherals and utilities, would like to swop hints, and tips with others. Miguel Affonso, Cerqueira da Silva, Rua Agua Doce, 176-Bloco 4, Apto 303, Cidade Alta, Cordovil, Rio de Janeiro, Brazil.
- 14 year old wants Speccy owners anywhere Good for a laugh. Must know machine code. Swop games, POKEs. Cool Iszatt, 26 Foxdale Close, Chesnut From Sutton-on-Hull, North rside, HU8 9UB.



If you'd like to advertise in Input/Output, please coupon to Input/Output, Your Sinclair, 14 Rathb forget your address and phone number. We can't is only available to private advertisers. Please enter my advert under the following the control of	one Place, London W1P 1DE. Oh, and don't taccept any software sales, and this service
□ Hardware □ Software □ Wanted	☐ Messages & Events ☐ Pen Pals ☐ Lonely Hearts ☐ Fanzines
Address	Postcode

MAGAZINE HEALTH WARNING Think before you snip · most people use a photocopy instead.





WANTED



■ Wanted: Target Renegade, Crazy Cars, Match Day II, Daley Thompson's Olympic Challenge. I have Laser Basic, Highlander Rally Driver, Off The Hook and Hydrofool.

Raily Driver, Off The Hook and Hydrofool.
Telephone Haddington 2283 and ask for Neil.

Wanted: Multiface 128. Will swop for software such as, Aliens, Grand Prix
Selection, Footballer Of The Year and many more. Or I will pay cash. Phone (0786) 832981. Write to Richard Brown, 1 Glen Road, Bridge Of Allan, Strilingshire. Scotland.

Wanted: Football Director II and The Double. Swop each for either Leaderboard, Robasiech Drason's Lair or Infifirator Contact.

Bobsleigh, Dragon's Lair or Infiltrator Contact John Wiseman, 3 Braemore Place, Thurso, Calthness, Scotland KW14 8QF

■ Desperately wanted: Currah Speech for 128K Spectrum. Write to Kevin Clyde, 96 Dalkeith Fload, Edinburgh, EH16 5AF, Or phone (031) 668 1680 with offers.

■ Wanted: Gryzoc Turbo Esprit, Barbarian II, Ikari Warriors, Vindicator for T.L.L., Metrocross Leaderboard, Avenger, Gremlins, and Cookie, one for one. Contact Neil Mitchell, 5 Binghill Road North, Milltimber, Aberdeen, Scotland. Telephone (0224) 868550.

Telephone (0224) 868550.

Wanted A TF and Nigel Mansell's Grand Prix. Will swop for Alternative World Games, Gauntiet II, Gary Lineier's Superstar Soccer and Head Over Heels, one for one. Phone Richard on (0274) 493237.

Wanted: a copy of Target Renegade. P.S. I'm

not prepared to pay. Matthew Pierce, Haywood Grange, Little Haywood, Stafford, ST18 OUB.

Wanted: printer in exchange for T.T. Race; Hijack, Back To The Future, Sir Fred and Zoids.

Hijack, Back to The Future, Sir Fred and Zoids. Phone now (031) 552 6325. Ill Wanted: Last Ninja II or D.T's Olympic Challenge or T. Renegade or 720". Swop one for one with Match Day, D.T's Super Test and Monopoly. Send sae to Simon Rose, 13 Shortedge, Sturminster, Newton, Dorset, DT10 (AD)

IBW Wanted: Buggyboy, Scruples or Renegada Will awap Matchday II, Paperboy or Garfield. Write to Chris Heron, 7162 Mitchill Road,

Write to Chris Heron, 7162 Mitchill Road, Castlernik, Glasgow.

If Urgently wantled: Tritanic, The Adventure Begins from R and R Software. Also any games to do with the Titanic. Write if you can help, to R. Richardson, 36 Coventry Avenue, Grimsby, South Humberside, DN34 5EQ.

■ Wanted: Jetset Willy If on Spectrum +3 disk Will swop Trap Door or Thrust. Gareth Chaoman, 43 Sandhills Lane, Barnt Gre Birmingham, B45 8NU. Or phone (021) 446

■ Wanted: PAW and all manuals. Will swop for any five of following: Exolon, Enduro Race Gauntiel II, Vuican, Desert Rats, Red Led, Double Take and more. Please write to W. Wong, 169 Barking Road, Canning Town, London, E16 4HQ.

E.Ondon, E. 16 4FG.

Ill Wanted: your Vulcan for two of: Gauntlet, Molecule Man, Spellbound, Knight Tyme, Airlinec Feud, Grand Prix and your Vulcan, NetherEarth and Stonkers for Swords And Soncery and three of the above. Michael Sean Dolan, 15 Claypots Place, Broughty Ferry. Dundee, Scotland, DDS 1LG.

Euroses, scotland, DDS 11.03.

If Wanted: any programming design aids including graphics, music packages and M.C. routines. Originals only to swop. Offers to Mr. Programmer, 2 Elmview Road, Wincobank, 2016.

Sheffield, S9 1NE.

Wanted: Multiface One. Will swop it for W Are The Champions compilation pack and £5. Send to 92 Fietcher Way, Highfield, Hemel Hempstead, Herts, HP2 SRR. ■ Wanted: Spectrum +3 with few games. Pay cash or swop for Spec +2 and Spec 48K with software. Also latest software for sale. Simon Harris, Fern Villa, Recreation Road, Stalham, Norwich, Norfolk, NR12 4BH. Telephone (0692) 80783.

■ Wanted: Supreme Challenge, Will swop for Top Ten Collection. Also wanted Rygar, Will swop for Ghosts 'n' Goblins or Joe Blade.

swop for Ghosts in Goblins or Joe Blade.
Please phone (0851) 5823 after 6pm.

Wanted: Multiface 128. Must be in perfect condition with full instructions. Will pay \$20 and throw in Gary Lineker's Superstar Soccar and various other titles. Phone (0502) 560149 and ask for Martin.

and ask for Angres.

If want Operation Wolf original only, Will swop for Gauntier or Exolon. Write to Jonathan Lowe, 19 Baberton Mains Green, Edinburgh, EH14 3EJ

EH14 3E.J.

Wanted: cheap modern for Spectrum 48K, must have interface complete. Also wanted microdrives and cartridge. Write to Matthew Williams, Tenaya, Tower Road North, Heswell Wirral, Merseyside, L60 6RT.

Wanted: P.A. W. (Professional Adventure)

White: Must be in good condition (on tape only). Phone Holmfirth 685535 any time.

Wanted: Multiface One or 128. Will swop for Rygar, Mask and Movie all in good condition. Must be in London. Phone (01) 444 1320.

■ Wantedl Cybernoid and Thundercats. Will swop for 1943, Rolling Thunder Living Daylights or Indiana Jones. If interested phone (0582) 34827

■ Epson or iBM compatible 80 col paralle printer for Spectrum 128K +2. Must have

manual or instructions. Offers of money or hardware, software. Quotes to R. Smith, 4. Olivier Close, Salisbury, Wiltshire.

Wanted: Graphic Adventure Creator for The Magnificent Seven, Ace Of Aces, BMX Recers and many more brilliant games. Contact Daryl Cumberland, 5 Woodlands View, Douglas, Isla

Of Man. Phone (0624) 29991.

■ Hey! Have you any unwanted Spectrum Machine Code books? If so I want them! Will

Machine Code books? If so I want them! Will offer money or software for them. Write to Donal Toomey, 31 Oakland Drive, Greystones, Limerick, Eire or phone Eire (061) 53968.

Mutitlace 128. Will swop for Sidearns Rampage, Magnetron, Gunship, Overlord. Must be in v.g.c. and boxed. Write to D. Moore, 47 Shaftsbury Avenue, Chandlersford, Easteigh, Hants.

Wanted: Rebelstar Raiders by Redshift. If you can bear to part with this great game then

you can bear to part with this great game then phone me now! On (1280) 704664 and ask for David between 4-8pm weekdays.

Wanted: ZX Spectrum +3 with disk drive, tape recorder, leads and about 15 garnes. Wanted for under £100 ... lowest price taken. Phone Stuart on (06333) 71320 after 4.15pm. Wanted: does anybody have an unwanted program so we can run our own football Play By Mail? If so write to Simon Baker, 18 Elder

Lane Burntwood, Walsall, Staffs, W57 9BT

MESSAGES AND EVENTS



A tape with a difference, this will teach you army survival tactics, plus it has competition Send £1.50 with tape or £2.00 without to, K Kent, 1 Aylward Street, Portsea, Portsmouth, PO1 3PH.

Wafadrive users group. Anyone interested restarting this group? Please send ideas and offers, plus sae, to David Leonard, 11 Moorland View, Starbeck, Harrogate, North Yorkshire. HG2 7E2.

Clash — the PBM wargame of the century (nearly) with diplomacy and economics. Only £1.50 a month. Write to Clash, Sunnyfield.

Cottage, Station Road, Lincoln, LN3 SBD.

Tired of the boring PBM's like football? Try
new Hockey! Are you interested? If so send 50p plus sae to David Rose, 38 Hotham Road, Hull, Humberside, HU5 4NL. ■ The ultimate football game. Combines computer game with low table top football. Equipment supplied. Very low costs. Leagues, cups, prizes. For details send sae to Andrew Taylor, 41 Greenway, Saughhall, Chester, CH1

Football result simulations: all majo domestic and international competitions for Sinclair Spectrum. Send sae for details. Also Sinclair Spectrum. Send sae for details. Also has anyone got original manual for Spectrum? Contact JD, 61 Algar Road, Sheffield, S2 2JL. © C90 POKEs tape, or Arcade adventure with 256 3D screens. £2.50 each or both for £4.50. Send cheques payable to Paul Dungey Tapes, 46 Green Lane, Penryn, Cornwall, TR 10 6QJ. © Soccer Manager. Set up fee £2.00, then a further 50p a week, includes weekly tables, transfers, cups, four divisions, and team selection. Send an sae to Robert King. 19

selection. Send an sae to Robert King, 19 Exchange Street, Colne, Lancashire, BB8

POKES, POKES, POKES! The ultimate in POKEs. Over 200 ready to load on one tape. A bargain for only £1.50. Wow! Send cheques/ PO to R. Sorfleet. 14 Coniston Avenue, Darton.

Barnsley, S75 58B.

Shamrock Speccy Club looking for ner members. To join send a £1 postal order to 5 Sunrise Crescent, Waterford City, Eire. Global members welcome. 200 games. Send sae with postal order to join.

FANZINES



■ Get Denty! The new yearly fanzine. Only £5. Make cheques payable to Stuart Leithes. Send your order to Piodella Cottage, Retford Road, Clayworth, Retford, Notts, DN22 9AJ or phone (0777) 818984.

pricine (0777) 818984.

Multi-Hack, the new magazine for Multiface owners. Contains POKEs, fun page, adverts page. 40p including p&p. Also swop software. Send list and/or 40p to Kathryn, 2 Blagden Grove, Bishop Auckland, Co. Durham, Dt.14 oRZ.

Games for sale, reviews, news and more in ■ Games for sale, reviews, news and more The King. Send five pounds for a one year is (or £20 for 5 year sub). Notes only: Free gift every month. Ian Wood, 8 Willow Close, Taunton, Somerset, TA1 200. ■ Spectre and Restart. Now two great

fanzines in one. For your copy of the tatest issue send 40p to Jonathan Bell, 26 Chaffers Mead, Ashtead, Surrey, KT21 1NG. ■ Attackf A brand new fanzine out now! Only

80p (postage included) send now for the zin of your dreams to Attack!, 38 Pier Way, London, SE28 0EP "It's wicked."

■ Special triple edition of Spectacle magazine on sale now!! Send just 50p to Speciacle magazine, 20 Monins Road, Dover, Kent, CT17 9NX. Now bigger, brighter, better.

LONELY **HEARTS**



■ Twelve year old male seeks friendly 11 to 13 year old female. Must like music and going out. Girls send letters with photos to Luke Burford, 88 Queenswood Avenue, Wallington, Surrey.

■ Two male hunks want two good looking females aged 13-15. Must like having a good time. Photo if possible. Write to Lee and Mark. 3 Royal Avenue, Worcester Park, Surrey, KT4

Two males aged 14 who like to go to the pictures and town would like two females who have the same interests, age 13+. Write to Jamie Wood, 165 Cartmell Road, Woodseats. Sheffield, S8 ONE

Sheffield, S8 0NL.

Good footing male seeks blonde (if possible) beautiful female with either a Speccy +2 or Amstrad CPC464. Age range between 14-17. Fm 16. Please send photo if possible. Jason Cass, 16 Glasbury House, Femdale Road, Brixton, SW9 8AV.

Sixteen year old female seeking good looking, gentle, kind male. Sixteen to eighteen year olds only. All letters answered and please Edwards, 85 Abbeyhills Road, Oldham, Lancs, O14 1RD. end photo a nd letters to Shirley Ann

Eighteen year old male, not unattractive Expresen year old mase, not unattractive, desperately seeking good Jooking female who likes music and things. Please send photo when writing to Peter Taylor, 207 North Road, Clayton, Manchester, M11 4NF. Tel (061) 223

62:55. iii Will you be my teddy bear? Lonety 17 year old female seeks furt, caring, hurnorous, male aged 17+. Write with a photo (if possible) to Michelle Walters, 15 Solway, Hallsham.

Michelle Walters, 15 Solway, Hallsham, Sussex, BN22 3HB.

A good looking girl seeks male friends in the 14-17 age group. Preferably from the same area but not essential. Must like music and enjoying yourself. Write to Trish Liverpool, Burnham Cottage, Wexham Street, Stoke Poges, Bucks, St.3 6NX.

Thirteen year old handsome male looking for witty, humorous and tasty 12-14 year old girl who owns any type of Spectrum. Please send photo, all letters answered. Jeremy Fisher, 29 St. Margarets Road, Edgeware, Middlesex, HAB 9UT.

He, really good looking guy lookin' for a

HAS 9UT.

His, really good looking guy lookin' for a beautiful girl aged 12+ who likes a good time. Perhaps if you live near enough we might be able to date. Paul Kitchen, 241 Mawney Road, Romford, Essex, RM7 8DJ.

Lonely 15 year old lad, seeks a fun-loving trendy female to make some sparks fly over the post. James Macrae, 2 Mairs Road, Darvel, Ayreshire, Scotland, KA17 OLA.

III Twelve year old male seeks friendly 11 to 13 year old female. Must like music and going out, so any attractive girls send letters with photo to Luke Burford, 88 Queenswood Avenue, Wallington, Surrey, SM6 8HS.

■ Seventeen year old male seeks female pal. I

like a wide range of music and enjoy readin and going out and about, now and then. We to Martin Simpkin, 16 Magdalene Close, Pillongton Road, Peckham, London, SE15

■ Lonely 15 year old male looking for a fem 15-17, who likes having a good time. Send photo if possible. Write to Craig Walker, 49 Market Street, Clay Cross, Chesterfield, Derby. SAS GSE

PUZZLE PAGE ANSWERS

A SHAGGY DOG STORY

The dog can walk as far as it likes - nobody said the other end of the rope was tied to anything!

GOT A LIGHT, MATE?

Simple! If the man throws one of his cigarettes overboard then the boat bed a cigarette lighter (geddit?)...groan!

IN THE DRINK Because he was bald!

ODD ONE OUT Baby White Bhinos.

SWEET 'N' SOUR You pick out the sugar cubes!

IN TRAINING

1 hour and 20 minutes is 80 minutes.

WHAT'S HAPPENING? A game of Monopoly

Editor Teresa Maughan; Art Editor Catherine Higgs: Deputy Editor Matt Bleiby; Production Editor Jackie Ryan; Staff Writer Duncan MacDonald, Designer Thor Goodalt; Technical Consultant David McCandless; Contributors Marcus Berkmann, Guy Bennington, Richard Blaine, Ciaran Brennan, Jonathan Davies, Mike 'Skippy' Dunn, Mike Gerrard, Sean Kelly, Catherine Peters, Peter Shaw, Rachael Smith, Phil South, Ben Stone; Advertisement Manager Simon Stansfield: Advertisement Executive Stephen Bloy; Advertisement Director Alistair Ramsay; Production Manager Judith Middleton; Advertisement Production Katherine Balchin; Marketing Manager Bryan Denyer; Publisher Terry Grimwood, Finance Director Colin Crawford; Managing Director Stephen England; Chairman Feltx Dennis; Published by Dennis Published Hathbone Place, London W1P 1DE. Telephone (all departments) 01-631 1433. Telex 8954139 Dennis G. Fax 01-636 5668. Company registered in England. Typesetters Carlinpoint, London; Reproduction Graphic Ideas, London; Printed by Chase Web, Plymouth, Devon; Distribution Seymour Press, 334 Brixton Road, London SW9 (Telephone 01-733 4444). All material in Your Sinclair © 1989 Felden Productions, and may not be reproduced in whole or part without the written consent of the publishers. Your Sinclair is a monthly publication. reproduced in whole or part without the written consent of the publishers. Your Sinclair is a monthly publication.



YOUR SINCLAIR DOES NOT CONDONE SOFTWARE



KOBRAHSOFT SPECTRUM 48K/128K/ + 2/ + 3 UTILITIES

SP4 TAPE TO + 3 DISC UTILITY: Transfer tapes to + 3 Disc. Many transfer examples. Transfers PROTECTED progs; Handles Pulsing programs; FULL Manual; FREE Disassembler + Header Reader; handles the very latest pulsing programmes: £9.95, Disc £12.95.

D.I.G.E.: Multi-function disc utility for the +3. Modify and read sectors; Back-up discs; FULL DIRectory; Recover erased files; Lock out faulty files; Erase/Rename files; String search; Menu Driven; Easy to use. "An excellent package", CRASH October '88: £12.95 on Discs.

SD4 TAPE TO M/D UTILITY: Transfer MOST tape programs to M/D; Large suite of programs; Transfers PROTECTED programs; FULL Manual; FREE Disassembler: £7.95 (£9.95 on Cart.).

SW1 TAPE TO WAFA DRIVE UTILITY: Transfer tapes to Wafadrive. Handles PROTECTED programs; Pulsing programs; FULL Manual; FREE Disassembler: £7.95.

SC5 ADVANCED TAPE UTILITY: Backup the vast majority of your tapes. Handles Fast Loaders, LONG blocks (up to 80K by code compression); Pulsed programs; multi blocks; 128K programs; £7.95.

KOBRAHSOFT SPECTRUM MACHINE CODE COURSE: FULL course from beginner to advanced level. Applies to ALL Spectrums. Suitable for everyone. Comes with FREE Disassembler: £20.

IMBOS 2.0: Gives 66 new microdrive commands, including MIRROR, FX SOUND, TEXT SCROLL, and many more. Complete with 10-minute demo and ORGAN Programme. £12.95

DBI + 3DISC BACK UP UTILITY: Make backups of +3 ordinary and protected discs; either to DISC or to TAPE. Easy to use. Many other features. Handles MULTI-LOAD programmes. 12.95 on disc.

ALL UTILITIES COVERED BY OUR MONEY BACK GUARANTEE -**BUY WITH CONFIDENCE!**

Send cheque/P.O. to: "KOBRAHSOFT", DEPT. YS, "Pleasant View Hulme Lane, Hulme, Nr. Longton, Stoke-on-Trent, Staffs ST3 5BH. (Overseas: Europe add £1 P&P PER ITEM, others £2. Send s.a.e. (9" × 5") or phone for detailed catalogue. Please mark envelope "ENQUIRY".

For more information please phone: 078 130 5244 Access and Visa welcome. Please phone above no. (24hr service).



48K/128K/+2/+3UNIQUE FRIENDLY UTILITIES

SPECCIFAX PICTUREBASE — £11.95, +3 Disc £14.95, Midrive £13.95. For computer art, DIY planning, gamez, advertising, notice board, filling system, graffici cartoons, greetings cards, party piece, graphs. 220 definable keyboard characters, 4 sizes, any colour. WP like inputiedring, Display as Teletest, sides, random access, sequence.

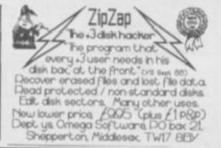
MACHIBE CDDE PACKAGE — £8.95, +3 Disc £12.75, Marive £10.75, Assemble, deassamble, test, debag, truck, step, backtrack, braskpoints, hex, binary, disc characteriscreenigames design, copying tapes assemples given. Unique on line acilities to teach yourself machine code, instructions supplier, Crack, Hack or Learn the Knack.

MICRODRIVE S/W each CS.75 — MO MANAGEMENT/RECOVERY, MO RANDOM ACCESS OS, MD DATABASE. SAE for leaflets. Tel 0268 780663 queries. Pay by cheque/PO, airmail 50p EEC, £1.50 world.

ROYBOT YS, 45 HULLBRIDGE ROAD, RAYLEIGH, ESSEX SS6 9NL

APPROVED SINCLAIR AMSTRAD SERVICE CENTRE rad CPC

113/115 High Street, Cowdences Fife, Scotland KY4 9PQ Fax 514654 0383 610103



VIDI-ZX Video Digitiser V.2

GRABS 2 or 3 Shade Screens Direct from Video!

NEW Software Version 2 now supports multi animation, screen M\Drive, Tape, All Discs.

The ULTIMATE **Graphics Device!**

£34.95 inc P&P **ROMBO** Productions



107 Raeburn Rigg, Livingston, EH54 8PH

Tel: (0506) 39046 - ACCESS VISA accepted

SPECTRUM

Desk Top Publishing, Word Processing & Utility Software:

THE RESERVE THE PROPERTY OF THE PARTY OF THE		
WordMaster Headliner	The best Spectrum word processor available Design headlines & titles for use with WordMaster	911.90 98.95
Typeliner	The DeskTop Publisher - loads into WordMaster	£16.95
DTP Pack	All three of the above programs	£37.80
Above items:	add £2.50 for Plus 3, £1.50 for Disciple/Plus D version	ns
HiSoff C	Ideal for learning C on your Spectrum	£25.00
Devpac	The best machine-code assembler	\$15.95
HISOff BASIC	Superfast floating point BASIC compiler	\$24.95
CP/M Plus	Standard operating system for the Plus 3	\$29.95
Send SAE or n	hone now for details of all software	

Plus 3, Disciple, OPUS & other versions available - call for prices. Atari ST PostScript Laser Printing Service & Fonts **Scall**

PCG, 61 School Street, Barrow, Cumbria LA14 1EW Tel: 0229 36957



SOFTLINK (N.L.) Unit 17/2, Valley Business Centre, 67 Church Road, Newtownabbey. Co. Antrim BT36 7LS. Tel: (0232) 854333 ext 216.

SPECTRUM SOFTWARE HIRE STARTS AT SOFTLINK. THE LIFE MEMBERSHIP FEE OF F3.00 (STERLING), OPENS UP THE FOLLOWING FACALTIES:-

FOLLOWING FACALITES:—

***SOFTWARE HIRE PRICES START AT (2.75p per HIRE PERICO.**

***HER PERIOD IS TEN DAYS (ALLOWING 2 DAYS FOR DELYLEY)

***ALL POST IS PAID BY US (THAT'S RIGHT, WE EVEN PAY THE RETURN POST)

***ALL TOP CHART TITLES ARE AVAILABLE.*

***EVERY MONTH TITLES ARE AVAILABLE.*

***EVERY MONTH THERE IS A SPECIAL HIRE SEMEST SCHEME.**

***EVERY MONTH THERE IS A SPECIAL HIRE SEMEST SCHEME.**

***MANY EX CHART SOFTWARE TITLES AVAILABLE AT GIFT AWAY PRICES IN. Crystal sawthes (1.50, building (1.50, the sides healyst titles were available as (0.50) each, DEFAT VALUE)

***SPECIAL CHARITY COLLECTION SCHEMES ARE DEPRATED BY THE CLUB On, guide drigs for the blind xining appendi.**

***YOU ARE NOT UNDER ANY OBLIGATION TO HIRE OR BUT ANYTHING GIVE ENROLLED IN THE CLUB. IT'S UP 10 YOU 70 ORIGIN WHEN YOU WANT 10.

***FIRST HIRE IS FREE. ALL ORDERS ARE DESPATCHED BY IN Clubs piper.

***ARCADE, ARCADE ADVENTURE. ADVENTURE 30. EDUCATIONAL, BUDNESS SOFTWARE UTILITIES wit AVAILABLE.**

MEMBERSHIP IS ALSO AVAILABLE FOR THE COMMODORS SA AND AMIGA, AND THE ATARLET SERIES OF COMPUTERS AND OFFERS.
THE SAME CONDITIONS AS ABOVE. IF TOO WOULD LIKE TO RECEIVE THE SIFTMANE HIRE CATALOGUE LISTING. THEM WRITE TO
OUR ADDRESS ABOVE AND ENCLOSE A LARSE STAMPED ADDRESSED ENVELOPE, OR PHONE OUR TELEPHONE RECORDING MALPHIE
AND LEAVE RELEVANT DETAILS. MEMBERSHIP ONLY OPEN TO RESIDENTS OF THE LINKTO EXECUTION AND RELEVAND.

40/42 Balmoral Road, Fairfield, Liverpool L6 8NF TEL: 051 709 4486

We accept cheques, postal orders and most credit cards

SPECTRUM		Iron Lord
Gary Linekers Super Skil	ls 5.99 6.25	Puffy's Saga Skateball
Operation Wolf Robocop	6.99	DI.
Dragon Ninja	6.25	PL
W.E.C. Le Mans	6.25	Gary Linekers
Double Dragon	6.99	Technocop
Savage	6.25	Operation Wo
Carrier Command	10.50	Robocop
L.E.D. Storm	6.50	Dragon Ninja
Tiger Road	6.50 7.50	W.E.C. Le Man Carrier Comm
After Burner R-Type	7.50	L.E.D. Storm
Last Ninja 2	10.99	Tiger Road
S.D.I.	7.50	Giants
Giants	9.50	Thunderblade
Thunderblade	6.50	Rambo 3
History in the Making	17.50	Pacland
Rambo 3	6.25	Batman
Pacland	6.99	Skate or Die
Taito's Coin-op Hits	8.99 6.25	Rex Iron Lord
Batman Skate or Die	6.50	Puffy's Saga
Rex	6.50	Skateball

MASSIVE 30% DISCOUNT ON MOST TOP TITLE

SOFTWARE

6.50 US 3

Super Skills JF 10.50 10.50 and 9.80 10.50 11.20

THOUSANDS OF TITLES FROM AS LITTLE AS £1.50

10.90

SUPER SPECIAL

BIONIC COMMANDOS STREET FIGHTER

> Both games for **ONLY £7.99**



YOUR SINCLAIR DOES NOT CONDONE SOFTWARE PIRACY



SPECTRUM SUPPLIES

Power Pack Membrane 48K Membrane + 6.95 **Dust Covers** (please state machine) 2.95

OMNIDALE LTD 23 Curzon Street, Derby BE1 2ES 0332 291219

SPECTRUM SOFTWARE LIBRARY

Over 1400 titles

128k & Plus 3 titles available Games, Educational & Utilities

No membership fee Send SAE for full details

PO Box 63. Banstead. Surrey SM7 3QT

REPAIRS **BEAT THESE PRICES**

Spectrum/+ Interface I

£12.50 £16.95

Inclusive prices Top quality repairs by experts Send cheque/PO, fault

description and computer to: **GSF SERVICES** 113 Mountbatten Road, Braintree, Essex CM7 6TP Tel: 0376 46637

GSF SERVICES

EXPERT REPAIRS



FRUITY

THE ULTIMATE FRUIT MACHINE GAME

* HIGHLY PLAYABLE * FAST SPINNING REELS * COLOURFUL GRAPHICS * IMPROVED SOUND * HOURS OF FUN

PEATURES INCLUDE HIGH SPEED ROULETTE GAMBLE

SPECIAL FRUIT REEL CLIMB FEATURE SYMBOL

£100 JACKPO SEND CHEQUE OR P.O. TO:

ROSSWARE IDEPT YSI 648 LONDON ROAD, WESTCLIFF ESSEX SSB 9HW

fast delivery put Cheque Card No. on back

SPECTRUM REPAIRS

£14.95 inclusive of labour, parts and p&p. Fast, reliable service by qualified engineers. Average repair 24hrs. 3 months guarantee on all work.

For help or advice - ring: H.S. COMPUTER SERVICES Unit 2, The Orchard Warton, Preston Lancs PR4 1BE Tel: (0772) 632686



ALBATROSS SOFTWARE LTD

'Paramount' Stow Road, Magdalen, Kings Lynn, Norfolk PE34 38T



COMMANDER "If I had not already seen the Sags 3 Elite I would have awarded the 2 - a Sinclair User Classic. As it is I'll aimply say "Well done, Sags" " — Sinclair User And the price is only £54.99 (inc VAT) plus £3.00 p8p

best."— Popular Computing Weekly.
"It transforms the humble Spectrum."— Sinciali User.
"Will release the full potential of your Speccy... super dooper..."— Your Sinciali
At its new low price of £79.99 (inc VAT + £3.50 p8p) the Sage 3, with its own number pad

deduct 16% VAT and add an additional £2 for see postage and packaging FOR ENQUIRIES PLEASE CALL 0553 811428 — 24 hour answer service

FIXED PRICE COMPUTER REPAIRS

All types of home computers: Amstrad, Sinclair, etc. - prices from £7.00 inc. VAT and post and packaging and three month guarantee. Also available:

spares, software, cables, peripherals, maintenance contracts, etc.

Tel: (0702) 618455 for immediate price

ANALYTIC ENGINEERING LTD, Analytic House, Unit 18A, Grainger Road Industrial Estate, Southend-on-Sea, Essex



COMPUTER REPAIRS

We repair Amstrad PC1512, PCW8256, 8512, monitors and printers.

We also repair all Amstrad and Sinclair Home Computers.

Phone us NOW for details

SUREDATA

DEPT CS. UNIT 6, STANLEY HOUSE, STANLEY AVENUE, WEMBLEY, MIDDX HA0 4JB Tel: 01-902 5218

SPECTRUM USERS PLUS D OR DISCIPLE (ANY) OPUS OR MICRODRIVE OWNERS

> If you already enjoy serio software, served with a dash of humour, set outlet available on disk or twin cartridges for the above

Combines graphics, text and programs - all randomly accessible and supporting full sized & ZX Printers. Send disk or cartridges for free sampler or add £2.00 for full magazine. Disks or cartridges can be supplied - send SAE for details

CHEZFION SOFTWAFE 605 LOUGHBOROUGH ROAD BRISTALL, LEICESTER LE4 4NJ

The Bits & Bytes Computer Specialogue

Jam Packed with:

- Amazing Special Offers -- Great Competitions with Fantastic Prizes -Free OCEAN Software

8-Bit Specialogue - Previously unreleased in this country and exclusive to Bits & Bytes Computers TANK

16-Bit/PC Specialogue - ARMY MCVES - Free Discount Club Membership -

- Free Gifts -- The Very Latest Software Reviews -

- Listings of Top Selling Releases -At Discount Prices - Hints and Tips and lots more . . .

You can get your Specialogue today from: Bits & Bytes Computers

Unit 18 Central Station, Liverpool L11JT Telephone your orders through on (051) 708 7408

8-Bit only £1.50 16-Bit only £2.99

Please send cheques/postal orders (no cash please we can't be held responsible for any losses while in transit to us), or credit card details (Access/Visa/Style/Diners) to above address.

SPECTRUM REPAIRS

128K FAULTS £20.0048K FAULTS £14.00 48K KEYBOARD FAULTS £9.004116 MEMORY 1C £0.50 4164 MEMORY 1C £1.70Z80 CPU £2.10 MANY OTHER SPARES STOCKED MINIMUM ORDER £5 ALL PRICES INCLUDE VAT AND RETURN POSTAGE

R.A. ELECTRONICS

133 London Road South, Lowestoft, Suffolk NR33 0AX TEL: 0502 566289

COMPUTER REPAIRS

Fixed Super Low Prices!

C16



FIRST AID TECHNOLOGY

£22 inc

£19 inc

£25 inc

£32 inc

1 WEEK TURNAROUND

* SPECIAL OFFERS *

SPECTRUMS £14 inc. Free game | SPECTRUM 128 £18 inc C64 £22 inc Free game C128 £29 inc

VIC 20, C+4 **ELECTRON** SPEC + 2 SPEC + 3 SPECTRUM P.S.U. SALE £10 inc

£18 inc C64 P.S.U. FOR SALE £20 inc Please enclose payment with item - 3 month warranty on repair

Please enclose advert with repair

W.T.S. ELECTRONICS (YS)

Studio Master House, Chaulend Lane, Luton, Beds LU4 8EZ Tel: 0582 491 949 (4 lines)

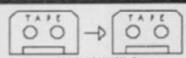


YOUR SINCLAIR DOES NOT CONDONE SOFTWARE PIRACY



69.75

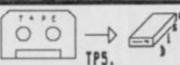
SOFTWARE by LERM. WITH FULL MONEY BACK GUARANTEE.



TAPE WILLITY I
TU.B - COPIES MOST TAPES EVEN
JERKY AND MANY OF THE RECENT
COUNTDOWN LOADERS. EVEN CONVERTS
MANY SECURED PROGRAMS TO MORMAL
SPEED FOR RELIABLE LOADING +
TRANSPER. MEASURES LOADING
SPEED, COPIES EXACTLY BLOCKS EVEN OVER 51K, ETC. 47.50



PERFECT ADDITION TO M/DRIVE
**ROME POWER VITHOUT THE PRICE*
YE JULY 1986
THE PROGRAM PAYS FOR ITSELF. FOR
1/2 DRIVE SYSTEMS. EVEN IF YOU
HAVE A M/DRIVE UTILITY YOU
HAVEN'T ABTITING LIKE MICROMATE.
OPTIONS INCLUDE. FORMAT (APPROX
104K). CLOME, SECTOR EDITOR.
BOOT PROG. REMANE. RECONDITIONS
AND REPAIRS CART, MULTIPLE
ERASE, TRUE CAT, TAPE TO DRIVE.
USQUIE FAST DRIVE TO DRIVE.
COPIER, DRIVE TO TAPE (* NOWE
STOP.) SOLD ON CARTRIDGE —
ECHMALLY 213.99. SPECIAL OFFER
211.99 - LIMITED PERIOD ONLY.



TPS - TRANSPERS HUNDREDS OF PROGRAMS FROM TAPE TO YOUR DRIVE STRITEM (INC PLUS 3). MANAGES SOME PROGRAMS HARDWARE DEVICES CAN'T DO! HANDLES JERKY SOME PROGRAMS HARDWARE DEVICES CAS'T DO! MAWDLES JERKY AND COUNTROVE LOADERS EASILY. INCLUDES USEFUL UTILITIES. NOT POR THE MOVICE. £12 (+£1 OM M/DRIVE). IMPORMATION MOOK 1 - DETAILS ON 400 TRANSPERS USING TP5 £2.50. BOOK 2 COVERS 180 POR £2.50 - MANY TOP 20 NITE INCLUDING SOME 126K PROGRAMS.



"EXCELLENT VALUE FOR NOWNT"
"BRILLIANT PACKAGE"
"IF ITS NOT IN TOOLKIT YOU DON'T WEED IT". YS JULY 1988.
FOVERFUL ASSENBLER, AND NOV A PROGRAM TO DO THE REVERSE - MCODE TO SOURCE. TOOLKIT WITH DISASSEMBLER, SINGLE STEPPER, DE-BUG, MEX TO DEC. ETC. UNRIVALLED AT 28.99

BRAND NEW M/DRIVE CARTRIDGES - £1.75 EACH APAINTALE.

STATE TYPE OF SPECTRUM + DISC SYSTEM WHEN ORDERING #.g PLUS 3 or 128k Sinolair with OPUS. SAE FOR DETAILS. POST FREE EUT +11 Europe, 12 rest.

LERM, 11 BEACONSFIELD CLOSE, WHITLEY BAY, TYNE AND WEAR. NE25 9UN. 🕿 091-2533615.

AUTHORISED SINCLAIR/ AMSTRAD REPAIR AGENTS

EXPERT REPAIRS FROM THE UK'S BIGGEST SINCLAIR/AMSTRAD REPAIR ORGANISATION. FULL TEST EQUIPMENT, REPAIR PROCEDURES AND SPARES COMPONENTS TO ORIGINAL MANUFACTURERS SPECIFICATIONS.

Spectrums 48K/Plus £19.95 Spectrum Plus 3 £34.95 Sinclair QL £34.95 Amstrad 464 (inc. Monitor, exc. Cathode Ray Tuber) £34.95 £22.95 Amstrad 6128 (inc. Monitor, Spectrum 128K exc. Cathode Ray Tube) £39.95 £24.95 Amstrad 664 (inc. Monitor) £39.95 Prices include: VAT, post, packing, parts, labour and insurance.

To send us your micro for repair, mail it securely packed and accompanied by a cheque or postal order (made out to Verran Micro-Maintenance Ltd) or quote your Access or Barclaycard number and this reference — YSO01/88.

VERRAN MICRO-MAINTENANCE LIMITED

Units 2H and 2J Albany Park, Frimley Road, Camberley, Surrey GU15 2PL Tel: 0276 66266 Fax: 0276 692280 Telex: 858199

POOLS PREDICTOR

There is an Alternative

TWO UNIQUE SYSTEMS IN ONE

- · PREDICTS
- Draws, Homes & Aweys. NO Need to Upgrade Each Year.
- · ABSOLUTE
- Base of Use Suit In. and FAST.
- · NO * PREDICTIONS
- Fiddly Fixtures List or Redundant Datels
- Based on teams form NOW. Printer support for ALL Predictions

At £17.99 for Amstrad/BM Pos, Amstrad PCWs. £12.95 Spectrum 128/48 E.

Computer Systems

DO YOU PLAY THE 'TIMES' PORTFOLIO?

Jave your playing cards checked automatically with
Use any to use program. For use on: Amstrad/EIM
To & Amstrad POWs.

To S Amstrad POWs.

To outd quickly pay for their at just \$12.95 inclusive.

The Old Bars, Chapel Street, Corw CLWYD LLZI 0ER. Tel (0490) 2902/2294

	Sokancy unabion read to you
	Lead, Cassette Recorder to Pli
	Lead, Printer Centronics Parall
	Star LC10 Parallel F&T NLQ Pr
	Amstrad DMP2160 Par. F&T1
	Romantic Robot Multiprint wit
	Kempston 1825 Joystick Inte
	Spectravideo Quickshot 2 Tur
	AMX House Inc. Interface & A
	Kempston SM20 Mouse & Co
	BLANK DISC & SOFT
-1	M/Drive Cartridge Ex Sinclair
	Amsoft/Maxell 3" Discs DS/A
	Athana 3.5° DS/DD 135TPI 8
	Athana 5.35" Highgrade 5.25
	AMS20L 3" Disc Storage Box
	AMSZUL S DISC Storage box

Sinclair Plus 2 Computer inc. Tape Rec, S/w & Joystick.
Sinclair Plus 3 Computer inc. Disc Drive, S/w & Joystick.
Romantic Robot Multiface 1 (Backup & Kempston J/S I/F)
Romantic Robot Multiface 3 — Plus 3
Miles Gordon Tech. Plus D Disc/Printer Interface 39.33 D Miles Gordon Tech. Plus D Disc.Printer Interface
MGT Plus D Interface with 780K 3.5° Drive + Blank Discs
Sinclair Official Spectrum Upgrade Kit — Converts Rubber Keyed
Spectrum into Spectrum Plus
Thermal Paper — Alphacom 32/Timex 2040/Mattel Aqu. Box 5
Thermal Paper — Sinclair ZX Printer. Box 5
Thermal Paper Roll — Brother HR5 210mm x 30m.
Thermal Ribbon — Brother HR5 . Pkt 2
Sinclair Expansion Pack inc. Interface 1, Microdrive, Lead, Demo 8.00 11.95 6.00 0 11.80 4.80 Cart, and User Guide Membrane for Keyboard --99.95 69.96 Spectrum 48K Rubber 15.00 6.00 4.50 3.38 NLQ Printer inc. Cable for +3..... th through bug orface — 48K/128/+2/+3 36.18 6.27 44.95 bo Joystick... AMX Art Software — Spec Introl Software (Toolkit) — Spec 37.46 49.95 TWARE 14.00 W/House..... VII 3" Drives Box 10 Pkt 10 17.99 Black Discs Pkt 10 " DS/DD 40/BOT Blank Discs Pkt 25 7.59 holds up to 45 discs..... 8.42 **CURRENT CHART GAMES SOFTWARE** RETAIL LESS 30% + £1 P&P

A SMALL SELECTION FROM OUR WAREHOUSE

SINCLAIR HARDWARE & SPACES

SEND THREE 19P STAMPS FOR FAST MOVING ITEMS PRICE LIST. STATE FOR WHICH PRODUCTS. Eng. Mainland post and ins.: (A) £5.00; (B) £4.00; (C) £3.00; (D) £2.00; (E) £1.00; (F) 50p. (ANC) 3 Day £9.00 Next Day£12.00. Maximum UK postal charge £6 per 20kg/£500. ALL PRICES INCLUDE VAT. All sales subject to our Trade Terms of Trading.

W.A.V.E. (Trade Dept. YS 289)

WALNEY AUDIO VISUAL & ELECTRICAL DISTRIBUTION 1 Buccleuch Street, Barrow-in-Furness, Cumbria LA 14 1SR Tel: 0229 870000 (6 lines). Hours: Mon-fri. 10.00-5.00.

WIN WITH COURSEMASTER

THE COMPUTER HORSERACING PROGRAMME



- * RATES ANY RACE IN SECONDS ANY DAILY NEWSPAPER IS ALL YOU NEED
 NEVER out of date Both N. Hunt and Flat Fast data energy
 *AMAZING ACCURACY!! Now you CAN BEAT THE BOOKIE!
 *Works on the simple principle that FAST HORSES BEAT SLOW ONES !!!!!
 *Clearly identifies best selection in every race plus these AMAZING Features *First, Second and third choice shown for forecasts and Tricasts etc. Recommends most suitable
 tion of the.

- safly works out your WINNINGS on most popular bets including (SINGLES and DOUBLES and each way.) PATENTS, YANKEES, CANADIANS, HEINZ etc. Good EACH WAY and 60 OODS bets clearly abown.
- ONG ODDS bets clearly shown
 ONG ODDS bets clearly shown
 IN PRINT out your BETTING SLIP for you
 familians a BANK ACCOUNT BET Like PROFESSIONALS Do! (Records all your bets is any
 familians a BANK ACCOUNT BET Like PROFESSIONALS Do! (Records all your bets is any
 familians a BANK ACCOUNT.)
- against your favourite Spaler.

 PLUS!!! THE AMAZING COURSEMASTER SYSTEM. (This superb betting system is included in the programme. A system which regularly produces huge wins from small stakes.) Try it! Car with the programme. A system which regularly produces huge wins from small stakes pay for itself many times over on the first day!

 Supplied with 20 page SETTING QUIDE and MANUAL.

 PRES HOT TIP OF THE MORTH TO EVERT PURCHASER

 All For E14.95 Inc Post + packing (Disc. Users please add E2.00 for dec)

now for all Spectrums (inc. +3 disc version), Commodore 64/128, Sinclair QL. (add E1.00 s, Amstrad CPC, All PCW's, 88C and Electron, IBM-PC compatibles, Please state which

- C STOCKS AND SHARE MASTER
 SPECTRUM
- SPECTRUM:

 PRICES, PROFIT or LOSS: 50 Competing and SELL Shares detailed period analysis of price movement. Should you BUY, H.

 BUY and SELL Shares detailed period analysis of price movement. Should you BUY, H.

- keep you in touch with up to the minute enormation of a penny if you wish. Play the Feet the buzz and vibration of the markets without risking a penny if you wish. Play the before deciding to invest REAL MONEY Flatter your EGO! Would you make a FUND MANAGER?

The best INVESTMENT you can make at £14 95 inc p&p. num only | 45k and above inc +3 disc version. Plus Three version and £2.00 f

C PROFIT FROM YOUR MICRO - YOUR OWN SMALL BUSINESS USING YOUR MICRO

Full step by step guide to EARNING MONEY FROM YOUR MICRO. FREE BUSINESS IDEAS CASSETTE TAPE WITH EVERY COPY \$12.95 for pap SPECIAL OFFER: Buy any 2 of the above - discount \$2.00. Buy all three - discount \$5.00. INTRASET Ltd Dept (SU), FREEPOST (No stamp needed) & Bilderdale Close, Gorse Covert, Birchwood, Warrington, Cheshire, WA3 28R. (Large SAE for further details)







FREE! - INSANITY FIGHT - by Microdeal





FREE! - ART OF CHESS - by SPA





FREE! - MERCENARY COMP - by Novagen





FREE! - BARBARIAN, ULT WARRIOR - by Palace





FREE! - TERRORPODS - by Psygnosis





FREE! - BUGGY BOY - by Elite





FREE! - THUNDERCATS - by Elite





FREE! - IKARI WARRIORS - by Elite





AR PACK C Commodore



£399 INCLUDES

DELIVERY The Amiga 500 is one of a new breed of technologically computers, which are now emerging as the new standard for home computing, based around the new Motorola 68000 chip. The A500 has 512K RAM and a 1Mbyte double sided disk drive built-in. It can be connected directly to a wide range of monitors, or to a domestic TV set through a TV modulator. Designed with the user in mind, the A500 features a user friendly WIMP environment and comes supplied with a free mouse. And, when you buy your Amiga from Silica Shop, the UK's No1 Amiga specialists, you will experience an after sales service that is second to none, including a technical support helpline and free newsletters and price lists. Return the coupon below for our current information pack, which will give details of the Silica service and the very latest Silica Amiga offers.

you decide when to buy your new Commodore Amiga computer, gest you consider very carefully WHERE you buy it. There are companies who can offer you a computer, a few peripherals and fan selling titles. There are FEWER companies who can offer a nee of products for your computer as well as expert advice and less you need if. There is ONLY ONE company who can provide est range of Amiga related products in the UK. A full time Amiga st technical helpline and in-depth after sales support, including esletters and brochures delivered to your door for as long as you after your products and in the home computer field for len years now claim to meet our customers requirements with an accuracy derstanding which is second to none. Here are just some of the let can offer you.

THE FULL STOCK RANGE: The largest range of Amiga

AFTER SALES SUPPORT: The staff at Silica Shop are ip you to get the best from your Amiga.

FREE NEWSLETTERS: Mailed direct to your home as soon as we print them, featuring offers and latest releases. FREE OVERNIGHT DELIVERY: On all hardware orders

PRICE MATCH PROMISE: We will normally match our competitors offers on a same product same price basis.

FREE TECHNICAL HELPLINE: Full time team of Amiga technical experts to help you with your technical queries.

But don't just take our word for it. Complete and return the coupon below for our latest Amiga literature and begin to experience the Silica Shop specialist Amiga service.

A500 Computer £399.99 TV Modulator £24.99 **Photon Paint** £69.95 TenStar Pack £229.50

> TOTAL RRP: £724.43 LESS DISCOUNT: £325.43

PACK PRICE :: £399

When you buy the Amiga 500 from Silica Shop, you will not only get a high power, value for money computer, we will also give you some spectacular free gifts. First of all, we are now including a TV modulator with every A500 stand alone keyboard, so you can plug your Amiga straight into your TV at home (the modulator is not included with the A500+A10645 pack as it is not required for use with monitors). Secondly, we have added a free copy of Photon Paint, an advanced graphics package with an RRP of £69.95. Last (and by no means least!), so that you can be up and running straight away, we are giving away the sensational up and running straight away, we are giving away the sensational TENSTAR GAMES PACK with every A500 purchased at Silica Shop. This pack features ten top Amiga titles which have a combined RRP of nearly £230f Return the coupon for details.

A500 Computer £399.99 1084S Colour Monitor £299.99 **Photon Paint** £69.95 TenStar Pack £229.50

TOTAL RRP: £999.43 LESS DISCOUNT: £350.43

PACK PRICE : £649

When you buy your Amiga 500 Arnegas from Silica Shop, we want to make sure you get the best deal possible. That is why we are giving away the TENSTAR Buggy Boy GAMES PACK worth nearly E230, absolutely FREE with every A500 purchased from us. The TenStar Games Pack inc.

The TenStar Games Pack inc.

Terrorpods The TenStar Games Pack inc-ludes ten titles for the A500, each individually packaged in its own casing with instructions.

£14.95 £24.95 £19.95 £24.95 £24.95 £24.95 £19.95 Terrorpods £24.95 Thundercats €24.95 Wizball £24.95 €229.50

TOTAL RRP: £229.50

SILICA SHOP

SIDCUP (& Mail Order) 1-4 The Mews, Hatherley Road, S. 01-309 1111

am Court Road, London, WIP OBA AT 9:30am - 6:00pm LATE NIGHT: NONE LONDON

01-629 1234 ext 3914 LONDON

To: Silica Shop Ltd, Dept CMSHW 1188, 1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX

PLEASE SEND ME FREE LITERATURE ON THE AMIGA

Mr/Mrs/Ms: Initials:

Address:

Do you already own a computer if so, which one do you own?

·PREVIEW · PREVIEW · PREVIEW ·

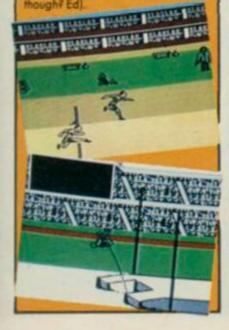
FUTURE SHOCKS

Flippin' heck, the old crystal ball's gorn all wibbly and we can't stop it churning stuff out. Where's Madam Pico? Where's the 'off' switch? Yaaarrrghhh...



If your joystick survived the sudden surge in popularity Daley Thompson suddenly brought to the fine 'art' of wibblestick waggling last summer, Epyx's The Games: Summer Edition will finally send it to the great trash bin in the sky. Events include springboard diving, the rings and the uneven' parallel bars - three which are relatively kind to your 'stick' and hurdles, pole vaulting and sprint cycling which definitely aren't. Others include archery and hammer throwing, and there's also the opening and closing ceremonies and choice of countries which provide nice touches ("Bags to be America they win everything." "Bogs not to be

A game with this title seems a bit untimely considering the current state of the old atmospheric conditions, but if you're not already sick of sports sims it might be just the thing to chase the winter blues away. Available at the end of February, the price of sporting genius is a mere £8.99, or £12.99 to you diskies. (What's the price of the game thought Ed).



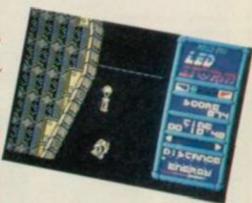
US Gold

A pretty crazy one this. What warped mind — outside of our very own Duncan's — could possibly conceive of an intercity car race taking place purely along a city skyline, the cars literally jumping from one roof to another? The guilty partys at cain op bays Capcam are keeping stum, as is the geezer who decided the cars could be supersonic!

Actually, we lied a bit at the beginning. Only the first level takes place on a broken road suspended above a city, the other eight being through a forest, above the clouds and so on. There are fuel pod-ettes to collect, horrible punters who grab onto the back of your car to slow it down, a very fast winding track and, should you take the corners too fast, quite a high dosage of 'clog popping'.

popping:
Sounds like quite a different sort of vertically scrolling race game and is touted as a big '89 hit by Gold, at £8.99 or £12.99.

Start your engines,







STORM

US Gold

"There was a young lady I knew Who got into a terrible to-do, To the throne she'd been heiress, But she got captured — How careless!

By those terrible people from Mul* (Ancient olien limerick).

For those of you used to playing any one game on your home computer up to a year or so after its arcade release — that's probably the whole blimmin' lat of you, chummy — Last Duel will come as a bit of a shock. Y'see, this Capcom coin op is out in february at the same time as US Gold's home version appears in the

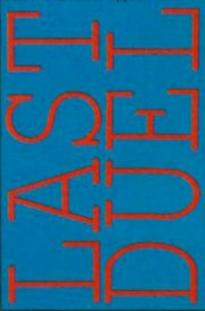
appear to be good news for Speccy freaks, but bad news for those 'nice people' who run the local amusements. Still, we shall see.

The game is a vertically scrolling car/plane based shoot 'em up, where your aim is to rescue the queen of your planet from the neighbouring planet Mu (hence the limerick, continuity freaks!), a place unique in that it's populated totally by ever so unpleasant people. (An entire race of Bernard Mannings—bleeuuuchhh)!

The player drives a car and a plane on alternating levels, leaping over holes in roads, avoiding clashing rocks and shooting

everything that moves, and many things that don't. The six levels, with names such as The Dark Route and Golden Mystery Zone, each end with a confrontation with a particularly savage wild guardian, the best ones being a big metallic spider and a robot personnel carrier that spews little droids out the back. How cutel

Converted by the Tierax bays, who you may remember did Thunder Blade, it's looking pretty good as anyone who has looded up our exclusive cover tape will have discovered. Yep, play the first two levels courtesy of YS, and save your EB.99/ £12.99 for February (unless you don't like it, in which case you won't).





·PREVIEW · PREVIEW · PREVIEW ·

FUTURE SHOCKS

Infogames.

"Hello there, Mr Alien Geezer.
Would you be so good as to help me with my, erm, well... my little problem." (We're leaping right in here with both feet, readers, so if you're not man — or woman — enough to take it, stop reading NOW!!)

Mr Alien Geezer's reply: "Sure 'fing squire, I'll just doff my cap and tug me old forelock in traditional acknowledgement of your existence as a superior being, and would be more than honoured to give you what help I can."

Or: "Well, that all depends upon what you can do for me, doesn't it, 'pal'?"

Or: "Sod off, big ears."

Yep, you just can't depend on your friendly neighbourhood alien these days. No respect, some of them. Of course, being Captain Blood, and so hero of the game, you can always whisk the ungrateful little blighter up to your space ship, cream him about the chops and make him talk, though it's not so easy to work out if he's lying or not. So inscrutable, you know

Of course, if you don't like jumping into things in the middle, and to hear it all from the ning, you might find the ing more interesting. Captain Blog is a famous french game from Infogames which has been around on machines for ruddy ages. It's those things you either love or sey it's one of the best, ling games ever, full of ets to explore and alien life o locate and interview in your acking down and destroying clone Captain Bloods that e the universe) while others load of boring French are we to say, chums, it's out soon you'll be udge for yourselves.







S P O T t

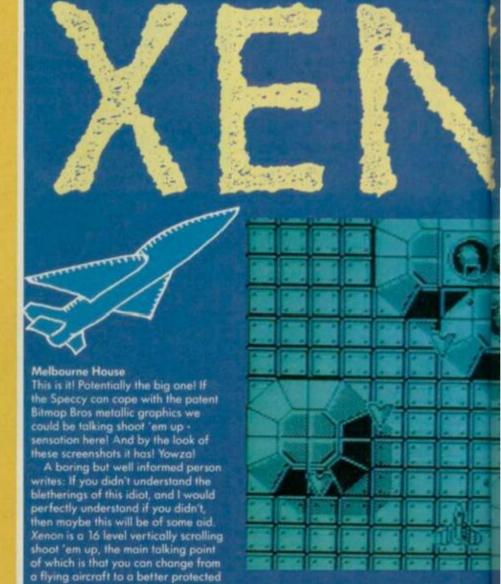
Elite

"Eyeeegh, Daaavid, how come ahm not in here, then (hee hee)?" Emlyn Hughes may well ask (for it was he), and the programmers must be sick as parrots (Brian) that just as they were putting the finishing touches to Elite's A Question Of Sport, team captain and all round superstar spanner Emlyn was chapped from the TV show Still, Ian Botham makes for an equally "colourful" replacement ("Shut your mouth" — biff) and with both David "Eeeeeeerrmm" Coleman and Bill "Der" Beaumont present and carrect, the game features the

biggest collection of pixel-ised 'personalities' in the business (unless you count Sam Fox's Strip Paker).

We're talking basic sports triv here, just like the show itself, with rounds such as 'What Happened Next' and 'Home And Away' closely modelled on the original.

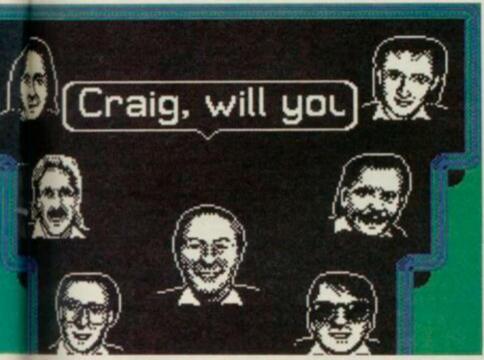
One of those games to be played with all the family, and though some of the graphics may look a bit limited on the Speccy, Bill at least will lose none of his engaging and exciting personality. The speccy cassette will set you back a penny under 15 savs—and the disk? Exactly the same. It's a 'first'

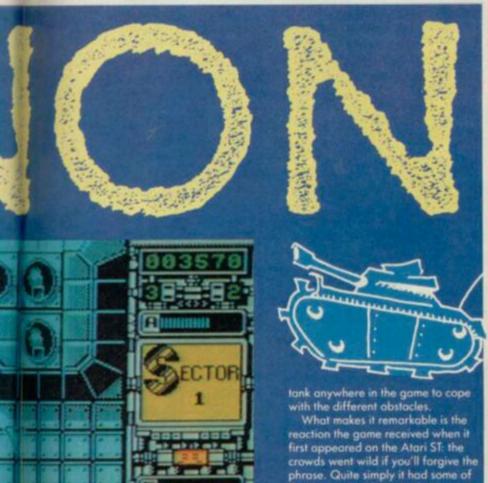




·PREVIEW · PREVIEW · PREVIEW ·







the sharpest and most cohesive graphics that the Atari had ever seen, and was fast and extremely playable to boot. What the rather excitable chappy above has got right though is that this could be quite an

impressive piece of coding, and one to look out for in January at £9.99.

And there you have it



Image Works. Carky o'rorks, this looks an incy carky a rarks, this looks an incy-wincy bit familiar, you're probably saying to yourself, and if so then you'd be right! The name's the real giveaway — it doesn't take too much of an imaginative leap to get from Blasteroids (which is what we have here) back to prehistoric arcade classic Asteroids does it?! ('Yes it classic Asteroids, does It? ('Yes it does' - Steve Davies). If you don't know the scene by now you must have been born but three femilo have been born but three temto seconds ago, so we won't go into too much... Oh you are a new-born?

Well right then. It basically consists of twirling your teeny spaceship around, blasting big asteroids that approach on all sides into littler asteroids, then blasting those into even smaller ones blash blash wasti they're all access that approach they're all access they are the they are the they are they are they are they are the they are th until they're all gone. But it's not so easy as all that, oh no siree 'Bob', cos

.

not only is your ship pretty difficult to control, but (but, but) each time you shoot an asteroid you get lots more flooding the screen. So there! (mage Works has the Speccy version of this updated version up

and running, but you probably won' be able to buy it until March when we'll see four different difficulty levels and the same number of different rock formation things to louse. Prime spanner at the end of it all is a big octopus with the name of Mukar, and we're pramised a fast, fun blast in the spirit of the original. Proof once again that whatever the deficiencies of the first generation of computer games, they got playability spot on.

The cassette will set you back £9.99, the disk £14.99, and it looks like a goodie.

BACKISSUES

JAN '86 • Exclusive Resputin cover game • Fairlight map • Winter Sports/Saboteur reviewed • David Crane interview • QL software buyers' guide.

2 FEB '86 • Three Weeks In Paradise map • Friday The 13th poster • Beach Head II/Worm In Paradise reviewed • Art Studio review • Matthew Smith interview • Joysticks tested.

3 MARCH '86 • Robin O' The Wood map • Zolds/Movie reviewed • Marsport/Fairlight tips • SpecDrum reviewed • More QL games.

4 APRIL '86 • Sweevo's World map • Skylox/Lord Of The Rings reviewed • Art Studio tips • 128K Speccy reviewed • Arcade Dream — exclusive preview.

5 MAY '86 • Movie map •
Batman reviewed • Micronet
feature • Mike Gerrard joins YS •
Interview — Ghosts & Goblins
programmers • Program Power — Fast
Loader

6 JUNE '86 • Saboteur map • Chuckie Egg II/Three Weeks In Paradise tips • Hardware round-up • Way Of The Tiger/Tasword III reviewed • 128K games feature.

7 JULY '86 • Batman map •
Rock 'n' Wrestle/Heavy On The
Magick reviewed • Gargoyle Interview •
Hard Facts Special — Fault Finding
Chart • Music hardware feature.

8 AUGUST '86 • Pentagram map • Program Power — Speech Melba • The Price Of Magik/ Animator 1 reviewed • Batman/ Riddler's Den tips • Hardware — Choosing the complete Speccy system.

9 SEPT '86 • Wild 'n' wacky YS stickers — free! • Heavy On The Magick map • Jack The Nipper/Hijack reviewed • GAC user's guide • T'zer's arcade action special.

10 OCT '86 • Ghose N' Gobline
The Tree Cape/Trap
Door revis Cape/Trap
Laking Society - Lak Speccy
opened up - Openen Power — TurieA-Paté.

11 NOV '86 • Der Pre map and reviewer to the first driven • Devi's Commando/ Starstrike in Adventures —

Don't look now - look back!

12 DEC '86 • Pyracurse map •
Avenger/Uridium/Lightforce
reviewed • Music special • Reader
Survey results.

13 JAN '87 • The Great Escape!
Deactivators: Antimad/Storm
maps • Jewels Of Darkness reviewed •
Trap Door/Equinox tips • Tizer Goes To
The Movies - teature • Hardware — Red
Box/Saga's Compliment

14 FEB '87 • Nosferatu man •
Artist II/Gauntlet/Aliens reviewed.
• Uridium/Dynamite Dan 2/Knight Tyme tips • Hard Facts special • Short Circuit previewed.

15 MAR '87 • Glider Rider and Fairlight 2 maps • The Hive/Fist 2 reviewed • Gday sport sims special, streuth! • Tips for Cobra/Gauntlet/ Future Knight • A-Z of adventure clues.

16 APR'87 * Fist 2/Uridium/
Dendy - maps* Enduro Racer/
Rana Rama/Namesis The Warlock
reviewed * Explode your phone bill —
check out the Modern special * Space
Hamer/Star Glider Ups.

17 MAY '67 • Exclusive cover game! Road Racer • Cobra/ Thrust/Uridium maps • Tips for Gauntlet/GreyFeil/Leaderboard • Saboteur 2/World Games/Tei-Pan reviewed.

18 JUNE '87 • Short Circuit and Feud maps • Head Over Heels/
The Sentine reviewed • Hack special learn how to hack! • Boogle with the Music Special • Blam! Boom! Wargarnes as well!

19 JULY '87 • Map special! Head Over Heels /Hydrofool/DD 2 and more! • Flunky/Stormbringer megagames + compilation reviews • Zub and Hive tipped to bits • +3 floppy review.

20 AUG '87 • Thrust/Saboteur 2/ Krakout tips • Wizball (Stiflip/ Gobots & Co megagamed • Newl Program Pitstop with routines from top programmers.

21 SEPT '87 • Tipshop! Packed with maps, hints 'n' pokes for Saboteur 2/Greyfell/Chronos/Sentinal • Reviews of Game Over/Catch 23 • TV games — Speccy rivals? • Street Life — what's hot and what's cold • Free bouncy Jack The Nipper!

22 OCT '87 • Exclusive
megagamel Brillo Battyl • Flash
Gordon/Nemesis/Stormbringer maps
'n' tips • Reviews of Game Over/Catch
23 • Star-tips abundant in Pitstop.

23 NOV '87 · Franchiscomical
23/Boy SOL Property
Modulus Color Carlos
Will pure Color Carlos
Carlos
Will pure Color Carlos
Carlo

24 DEC '87 • Play For Your Life
exclusive cover game • Quartet/
Jack The Nipper 2 mapped • Out Run —
Christmas megagame • Solomon's Key/
Batty/Hive tips and POKEs.

25 JAN '88 • Exclusive Moley
Christmas game • Maps for
Trantor/Flunky/Slaine/Indiana Jones •
Gryzor reviewed • Tips for Aliens US/
Renegade/Mercenary and squillons
more • Boardgame reviews

26 FEB '88 • Free rinky-dinky YS
Badges • Colour maps for
Indiana Jones and Sidewalk • Inside
Outing/Platoon/Combat School
checked but • Role Playing Games
reviewed • Freedry Hardest/Solly's Key
and Mercenary tips.

27 MAR '88 • Colour maps of Indiana Jones and Andy Capp • Rolling Thunder/Bediam/Terramex — megagames • Hardware round-up • Tips for Thundercats/Out Run/Driller.

28 APRIL '88 * Special Joke
Police Issue * Colour maps of
Platoon and Dan Dare II * Arkanoid II/
Tetris/Firefly reviewed * Freddy
Hardest/Garfield/Gryzor tips * Practical
Pokes Mega Multiface Special * Results
of Game Of The Year.

29 MAY '88 • Exclusive opver game Blind Ranic • Knightmane/ Firetly mapped • Cybernoid/likari Warriors/Black Lamp reviewed • Tips for Garfield/Combat School/Bravestarr • New! Rage Hard and Postmans Knock — regular round-ups of hardware and PBM • Adventure Holidays Special.

30 JUNE '88 • People From Sirius
Exclusive cover game • Colour
maps of Cybernoid • Karnov/Action
Force II/Sophistry megagamed
•Loadsatips! • Comix feature —
Superheroes start here.

31 JULY '88 • Cracking cover game International Cricket • Colour maps of Where Time Stood Still/Blind Panic • Bionic Commando/Crosswize/Target Renegade megagamed •Newl Only Kidding — Graham 'Galloping Gourmet' Kydd hosts a brand new column • Rereleases feature — Play It Again Sam.

32 AUGUST '88 • FREE! Smash Tips! Parts one and two! The complete guide to Spectrum games, old and new. MEGA! • Where Time Stood Still/Dark Side/Mickey Mouse megagamed • Cybernoid/Driller/Blind Panic mapped • Perfect Printers? Rage Hard investigates

33SEPT '88 • Slashing Ninja Cover • Loadsamegagames — Last Ninja II/Virus/Impossible Mission II/The Bard's Tale • Colour maps of Desolator and Buggy Boy • Part 3 of Smash Tips • The complete A-Z guide to adventure tips.

34 oct '88 • Corking exclusive
Cover game Dustin •
Overlander/Intensity megagamed
• The Darkside mapped • Part 4 of
Smash Tips/ Cool • Program Pitstop
Music Special. Boogle on down to
some of your music routines. • DIY
Adventures.

35 NOV '88 • Triffic cover game, Orbix The Terrorball It's megal • Laser Squad/Samaural Warrior megagamed • First look at the NEW Sinclair PC 200! • Full colour map of Soldier Of Fortune • Joy Of Sticks — We test out ten of the top joysticks around • And don't forget Smash Tips Part 5!

36 DEC '88 • Double Decker

Star Raiders II/Qarx/Skate Or Die
demo/ Afterburner spundtrack •
Operation Wolf/ Savage / Rex
megagamed • Part Two of Soldier Of
Fortune map • Program Pitstop Screen
Effects Special • Last part of Smash
Tipa.

37 JAN '89 • It's A Whopper! Huge Christmas special bulging with exclusive cover game, Movie • Christmas megagames Batman 2/Total Eclipse/R-Type • Mappers Delight — 16 page full colour-map booklet • Free YS beard game Dog Fight • Exclusive YS Christmas story Frank X • Who nicked what from Santa? — Stocking Filter Special • And lots, lots more!!

ORDER YOUR BACK ISSUES NOW!

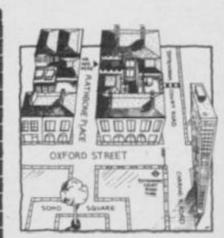
Postcode

Complete the form and return with payment to: Your Sinclair Back Issues, PO Box 320, London N21 2NB.

□ 1 Jan '86' □ 2 Feb '86 □ 20 Aug '87 □ 21 Sept '87 □ 22 Oct '87 3 Mar '86 4 Apr '86 5 May '86 □ 24 Dec '87* □ 25 Jan '88* ☐ 6 June '86 ☐ 7 Jul '86 ☐ 8 Aug '86 □ 26 Feb '88 ☐ 27 Mar '88 ☐ 28 Apr '88 ☐ 29 May '88' □ 9 Sept '86 12 Dec '86 13 Jan '87 ☐ 30 June '88' ☐ 31 Jul '88' ☐ 32 Aug '88 14 Feb '87 15 Mar 87 16 Apr 87 17 May 87 ☐ 33 Sept '88 ☐ 34 Oct '88 ☐ 35 Nov '88' □ 36 Dec 38 19 Jul '87

* Comes with FREE game!

' Comes with Free YS badge!



Il issues £1.20 except Double Decker Issue; £1.95



CRUCIAL COMPILATION





GRYZOR Featuring all the game-play of the arcade original. Grynos takes you into a thrilling alien world of force fields, fanatical goestilas and strange enemy defence systems—but you have the fire-power and maybe, with a "little" skill, girl and split second timing, you can infiltrate the aliens' fieadquarters. Play Gryzor since and you'll be hooked!

5/987 Konann



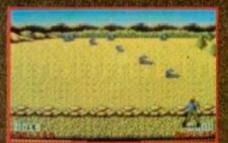
KARNOV Join Karnov, the five-breathing Russian stongman, on his hazardous quest to defeat the evil dragion Ryiz and find the Lost Treasure of Babylon. Karnov is a vast 4-way scrolling game that combines both strategy and fast action in nine challenging levels of gameplay. It is recognised by arcade addicts everywhere as one of the best games of its kind. Karnov also has something special in the way of characters – have you ever been killed by a skeleton on an Ostrich?

El Electric Oncarry Software Ltd.





BARBARIAN THE STORY SO FAR. The evil sorceter Draw has agreed that if a champion can be found who is able to defeat his demonic guardians, the Princess Mariana will be released. From the wastelands comes an unknown barbarian, a mighty warrior, wielding his broadsword with deadly skill. Can he vanguish the forces of Darkness? ONLY YOU CAN SAY.



COMBAT SCHOOL Nonam's arcade hit now for your home micro and already a No. 1 hit. Seven gruefling events featuring the Assault Course. Firing Range. Arm Wrestling and Combat with the instructor himself! Combat school throws down the challenge to the toughest of thoroughbred gamesters.



CRAZY CARS You are racing in the world's craziest race: The American Cross Country Prestige Cars Race". If you are able to complete the race before the time runs out, you will get a faster car. You start with a Meccedes 560 SEC, and only the world's best drivers may drive a Ferrari GTO.

PREPARE TO START, NEADY? GO!!!

C Titus Software Ltd.



TARGET RENEGADE Every move you make, every step you take, they ie watching you. Fight your way through the percinct—the back alleys, the car parks, light your way through the villainous community, the skin-heads, the Breatie Boys, the bouncers. This is just the tip of the iceberg on you chilling quest to controut "MR. BIG".



PREDATOR You've heard arout Predator, the Schwarzenegger movie – now you can play the leading role. Take a crack commando unit into the South American jungle to rescue a bunch of trapped diplomats. Should be easy emough, and so it would be, if it weren't for the mysterious alien who keeps o taking out your men.

1987 Twentleth Century Fox Frim Corp. All rights



PLATOON Lead your Platoon deep into enemy turnitory, you can almost feel the humidity, sense the threatening dangers as you encounter the enemy and his many booby traps. Having found the underground maze of tunnels, enter at your pecili Enemy solders lunge at you from the murky waters within, but this is the only way you can find vital information. If you come out of this alive, you'll be just one of the few IC. 1986 Herndale Film Corporation. All lights. Reserved.

CASSETTE **E14.95**



Ocean Software Limited 6 Central Street Manchester M2 5NS Telephone 061 832 6633 Telex 669977 OCEANS G