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MARCH 1989 NUMBER 39  
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# THE OCEAN

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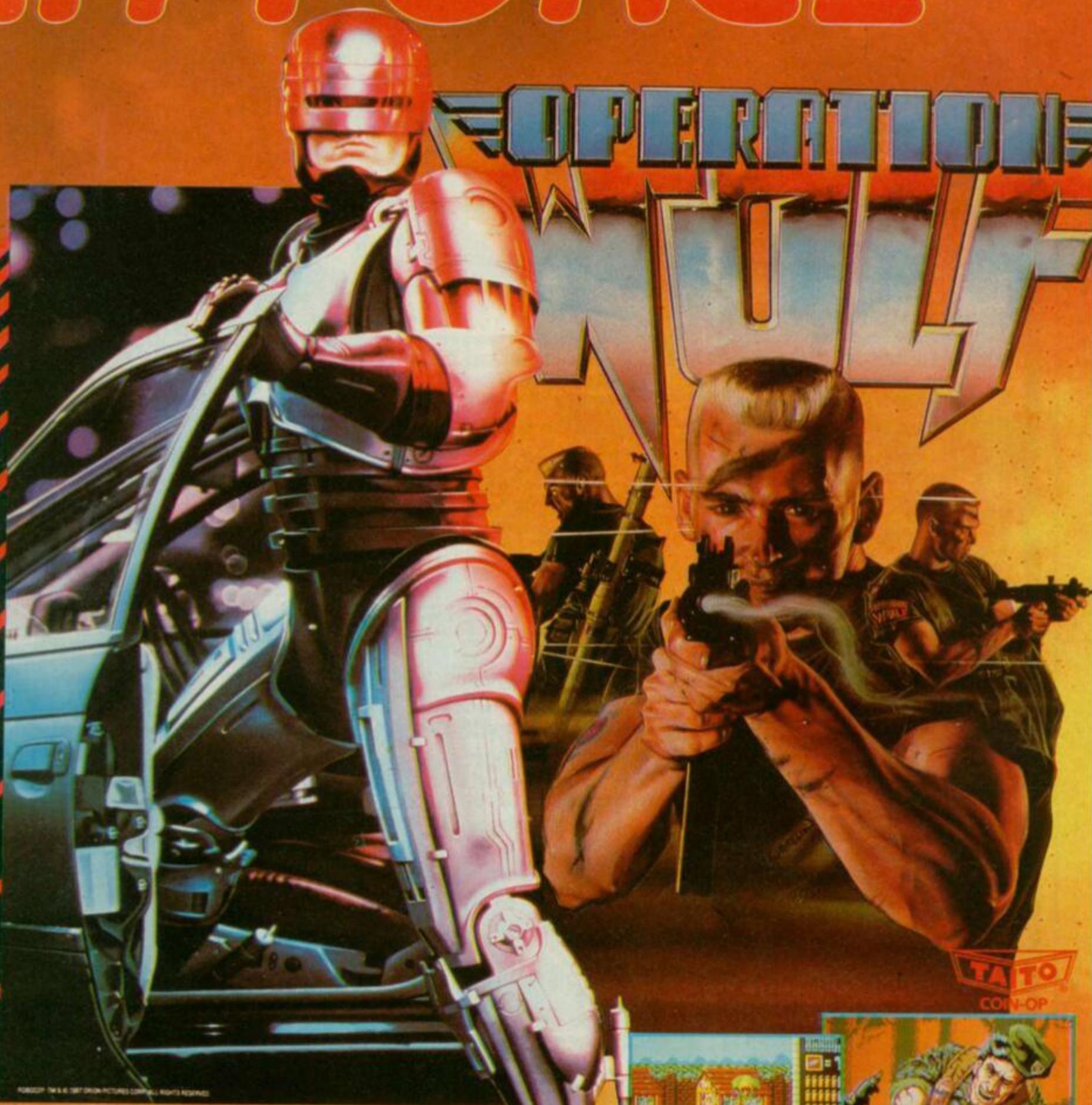
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# Ocean

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## SCOOP PREVIEW

**Navy Moves**/Dinamic



Seaman Staines Would Stick With This One!

## MEGAGAME REVIEW



**WEC Le Mans**/Ocean

## YS PHOTOSTORY

Love In A Cold Climate



Can Kelly-Marie weather the storm with boring Brian?

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## VALENTINES VOX POP

Slurp! Slobber! Drool! Who Do You Fancy?



## COMPETITIONS

WIN A LOAD OF PRIZES!



**BLIMEY!** A rubber wetsuit, goggles, flippers and copies of Navy Moves.  
**STRENGTH!** A pocket colour TV, records and loadsa Stormlords.  
**CRIPES!** An electric guitar and piles of US Gold's Heavy Metal.

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# YOUR SINCLAIR

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A Publication

ONLY A NEUTERED MARMOSET WOULD MISS THE APRIL ISSUE - CUTTING A DASH AT YOUR NEWSAGENTS FROM 16TH MARCH!



Combiens des Valentines cards did vous receiviez this year? Neuf? Huit? Cinq? Deux? Zut. Never mind though, there's plus d'enough romance dans cette pages to go around, so sittez back and broodez on l'amour courtesy of

passion

# D'ODGY D'ARGENT

Summit Software (which was named after a card game invented by the father of its boss, Roger Hulley) has recently announced the winner of a competition held last year. Contestants had to work out how much the retail price of Summit games (£2.99) would equate to in 'old money' (that crap currency that added up to 143 pence in the pound, or something). The clever winner was Alan Clark from Camberwell, who won a set of mint condition £sd coins. "It was the luckiest day of my life" said Alan. We at YS tried to work out the answer to the competition - our answer? 309 florins, a sovereign, thruppence ha-penny and three farthings.



## SPOOK 'FACTS' DE L'AMOUR

**Spook 'Fact' De L'Amour Un:** After a male and a female Praying Mantis have finished having 'rumpy pumpy', the male Praying Mantis doesn't get a chance to lay back and light up a cigarette. The wisest thing for him to do is to scarper blimmin' quick, cos female Praying Mantises have a habit of grabbing and devouring their 'partner' at precisely this sublime moment. Ooh la la!

**Spook 'Fact' De L'Amour Deux:** Chang and Eng Bunker were a pair of Chinese Siamese twins (they were joined together by a cartilaginous band at the chest) and in April, 1843, they married Sarah and Adelaide Yates of North Carolina who were also siblings. With Sarah and Adelaide, Chang and Eng fathered 22 children before popping their socks in 1874. How they managed it is best left to the imagination. Ooh la la!

**Spook 'Fact' De L'Amour Trois:** As Sir Walter Raleigh was having his bonce lopped off, he probably thought to himself something along the lines of "Ho hum, I've had a fairly good innings but now I'm in for a jolly good rest." How wrong he was - for no sooner had his head landed in the basket, than his loving wife had fished it out and crammed it into her hand-bag (next to the compartment where she kept her Handy Andies). She carried it with her until the end of her days. Ooh la la!

**Spook 'Fact' De L'Amour Quatre:** Frederic March III is a film director, and film directors often fall in love with actresses. Tuesday Weld is an actress. So, if they 'got it together' and married, she would be called Tuesday March The Third. Ooh la la!

## COMICS CHART

- 1 *Batman Death In The Family* (DC)
- 2 *Black Orchid* (DC)
- 3 *V For Vendetta* (DC)
- 4 *The Prisoner* (DC)
- 5 *X-Men/X-Factor* (Marvel)
- 6 *Excalibur* (Marvel)
- 7 *Aliens* (Dark Horse)
- 8 *Hellblazer* (DC)
- 9 *Daredevil* (Marvel)
- 10 *Swamp Thing* (DC)

Chart compiled by Dave Taradoff of Virgin Comics

A

another lively month in the old comix world! And an improved chart, it seems, as Dave and chums at Virgin Comics have just installed a new computerised system for calculating the sales. So it's out the window with the old bit of paper with the ticks on!

Things have finally settled down after the Christmas apathy, and *Batman* is STILL outselling every zine on the streets at the moment. The death of Robin the Boy Wonder is still tearing hearts out at the tills. In second slot, the *Black Orchid* graphic novel style mini series plows on. This is a very class act, and I'd catch it if I were you. There's more artwork in this 'zine than in the Louvre. (Interesting fact (*Sez who? Ed*) To see every picture in the Louvre in Paris, pausing for 30 secs before each, would take four months!) I love this mag, and my money says it'll be top next month. Alan Moore's *V For Vendetta* storms on apace, and there's no stopping the subversive tyke. Moore is really pushing his luck with all the mags he works on, and good job too. You may live to see comics become a political issue!

Okay, quick! Lose the soapbox and check out the number eight slot. Yup, *Hellblazer* is still there, and there's a good reason for this. It's a ballsy, hi-fi, sci-fi, spooky, voodoo 'zine, and there ain't nothing like it. John Constantine has joined a peace convoy in the West Country and is being pursued for murder. Good start for a story, wish I'd written it. Everybody and his mum is buying the *Inferno* crossover comics, that's *X-Men* and *X-Factor* plus the *New Mutants*. This is a brilliant story, but I'm not going to understand what's really going on till it's over. Sheesh. Get a few participating comics and sort it out for yerself!



Bubbling under? I asked Dave what his fave bubbling unders were this month and he was quite emphatic. *The Gumby Winter Special*, if only for the artwork which is "very special", the *Invasion* (DC's crossover) stories, *Iron Man's* current run, and *Miracle Man* issue 15 is brilliant. Also check out the latest comics from *Viz Comics* in Japan. (Not to be confused with the rude English jobby).

Phil South (Comix Ed)

CHUCK UP



# TOP 10

*Yzers*

## FULL PRICE GAMEZ

This Month	Last Month	Game/Publisher
1	(NE)	<b>Afterburner/</b> Activision
2	(NE)	<b>Operation Wolf/</b> Ocean
3	(NE)	<b>Thunderblade- /US Gold</b>
4	(NE)	<b>Batman/</b> Ocean
5	(NE)	<b>Double Dragon/</b> Melbourne House
6	(NE)	<b>R-Type/</b> Activision
7	(8)	<b>Guerilla Wars/</b> Ocean
8	(NE)	<b>Rambo III/</b> Ocean
9	(NE)	<b>Pacmania/</b> Grandslam
10	(NE)	<b>Last Ninja II/</b> System 3

## BUDGET GAMEZ

This Month	Last Month	Game/Publisher
1	(1)	<b>Joe Blade 2/</b> Players
2	(1)	<b>Bombjack/</b> Encore
3	(4)	<b>Commando/</b> Encore
4	(3)	<b>Footballer Of The Year/</b> Kixx
5	(NE)	<b>Ace 2/Cascade</b>
6	(6)	<b>Gauntlet/</b> Kixx
7	(NE)	<b>Stunt Bike Simulator/</b> Firebird
8	(NE)	<b>Biggles/</b> Firebird
9	(NE)	<b>European Five A Side/</b> Firebird
10	(NE)	<b>Combat Lynx/</b> Encore



## READER'S CHART



- 1) The Country Practice wombat
- 2) Bungle the bear
- 3) The fridge vegetable draw
- 4) Car seat covers in Ford Capris
- 5) Badgers
- 6) Unwell people's tongues
- 7) Peter Sellers' shoulders
- 8) Sheep
- 9) The bit surrounding Prince Edward's bald patch
- 10) The Country Practice wombat (again).

Top ten furry things was brought to you by Nicholas Dale of Clwyd. Come on chums, get those charts into Pssst. You'll win yourself a furry, erm, shiny new YS badge.

Oh dear, General 'Chuck' Yeager seems to be having difficulty fitting his crash helmet over his head, which isn't surprising really, seeing as he's got a scale model of the Space Shuttle growing out of it. Anyway, the news is out that *Chuck Yeager's Advanced Flight Trainer* is due out on the Spectrum. Those in the know will have heard that it was one of the best flight simulators to hit the C64, those not in the know, erm, won't. There are 14 different aircraft to choose from and more flying options than you could sellotape to a stick and poke Brian Trubshaw\* in the eye with. It promises to be something of a corkerooni, so keep 'em peeled.

\*Brian Trubshaw was Captain of the first Concorde.

## Did We Win? Ptui!!



Remember our recent *Spitting Image* compo, in which the winner would get to go along to Limehouse Studios and partake in a further competition with winners from other mags to see who could do the best impression of a well known character? No? Oh well, forget it then. (Tell them, or you're fired. Ed). Erm, well, our Dep Ed Matt Bielby accompanied the YS finalist, Darren Biddle, who did an impression of Constable Dimbleby (the violent copper from the series). Did Darren win the Grand Final? Did he sausage! The shame of the entire YS readership hangs from his shoulders.

• Grandslam's latest football game licence, tentatively entitled *Liverpool - The Computer Game*, may have run into a 'spot of bother'. It seems that Grandslam has made the rather embarrassing error of signing up the team players association without getting the approval of Liverpool F.C. itself - so it won't be able to use the team name 'Liverpool'. That licence is held by Scunthorpe based budget house Video Images, so it's possible we will see two Liverpool games in the near future, with only the cheapy actually called *Liverpool*.

• Latest Tengen licence to be converted by Domark will be *Toobin'*, an arcade hit based around the rather unlikely and slightly dangerous sport of skimming down streams supported only by a car tyre inner tube. Oo-er. Rivers in this country are a mite colder than they are in the States which may explain why the pastime hasn't become 'big' over here - yet!

• We all know the third Indiana Jones film 'The Last Crusade' will be a massive box-office smasheroonie later this year. So US Gold/Epyx has every right to expect big things of its forthcoming computer conversion of the film which stars Sean Connery opposite Harrison Ford. US Gold also has the licence to the *Nightmare On Elm Street* series of films. Eek!

• Following the mega-success of *Renegade* and *Target Renegade*, Ocean has *Renegade III* lined up and ready to run. But will the original *Renegade* miraculously rise from the dead to do battle with organised crime, or will his younger brother from the second game return? Or maybe we'll get the third cousin once removed this time... (Shut up. Ed)

• Another goodie coming soon from US Gold is *Ghosts And Ghouls*, a coin-op beat, hack and shoot 'em up featuring loads of monsters ranging from dragons to a giant Egyptian(?) There'll also be some so called 'Zenny' coins which can be picked up along the way and spent to buy 'bigger weapons' (Oo-er) at stores that appear along the way rather in the fashion of the Shopkeeper in *Mr. Ben*. What a civilized game.

• Take a 'popular' TV show like, say, BBC1's new action quiz *Run The Gauntlet*, mix it with a popular software house like Ocean, and what have you got? A newie for Easter where you race around the world by bike, horse, foot and any other conceivable form of transport. Oooh.

• New 16 bit sensation *Purple Saturn Day* is coming to the Spectrum any day now. At £9.95 cassette/£14.95 disk it's unusual for a French game in that it's pure arcade action, set around four sporting events held on the moons of Saturn. For more on 'wild and wacky' publishers Exxos see the *Captain Blood* feature this ish...



## 10 Motormouth/ Weird Dreams T-Shirts to be bagged.

Seen *Motormouth* recently? Then you'll have seen the bit where contestants play that bizarre Atari ST game, *Weird Dreams*. The eventual *Motormouth* winners win themselves a weekend in Egypt, and get to fly there by Concorde.

Well, we can top that: the winners of our competition can each win a *Motormouth/Weird Dreams* T-shirt.

Read the following 'dream sequence' through very carefully and decide what kind of dream it is, then fill in the coupon, stick it onto Sigmund Freud (or a postcard) and send it to Blimey There Are Some Rum Goings On Under The Briny, Pinch Me Quick (Oo-er) Compo, YS Compos, PO Box 1509, Enfield, Middlesex, EN1 1LQ.

Entries received after 31st March will be rendered unconscious.

"Oh no, Jacques Cousteau is heading towards me with a primed spear-gun. I cannot move - my legs have gone all wibbly. Oh no, 'Jacques' is closing fast - his flippers have become a vicious blur. Yaaaarrghh!"

I'm not dozy: the sleeping person in question is in the middle of a

.....dream

Name .....

Address .....

'Zip' code .....

## adventure gamez

This Month	Last Month	Game/Publisher
1	(1)	<b>Colour Of Magic/</b> Alternative
2	(NE)	<b>Ingrid's Back/Level 9</b>
3	(2)	<b>Time And Magic/</b> Mandarin
4	(NE)	<b>Excalibur/Alternative</b>
5	(3)	<b>Lancelot/Mandarin</b>

### Whassat POKE Say?

A few of you have written in saying that you couldn't quite make out a couple of the lines of the Multiloop POKE in *Program Pitstop* (ish 38). The reason they were so hazy is that they were trying to escape from the spooky countenance of David 'I don't look like this honestly' Fab Macca McCandless. Well, we've managed to track them down to where they were hiding in the basement - and here they are:

7000 LET N-T  
7010 LET P-7: LET I-0: GO SUB 7510  
7020 IF INKEYS-"Q" THEN GO SUB 7500: LET N-N-2: IF N-1 THEN LET N-B  
Look out for more scary pictures of David in forthcoming issues.

## UNCLE CLIVE'S TASTY TREAT!

Cooooorrr!! Uncle 'Sir' Clive Sinclair's gorn and pulled himself a birrova Valentine cracker. Namely luscious curvy Bernadette (ynair 22) - who as you can see has the trimmest waist in the Northern Hemisphere. Beautiful 'Bernie' met Sir Clive (48) at a meeting at the headquarters of Mensa, the high IQ society he runs. Whether she was the girl who popped out of the cake or actually has the brains of Einstein is unclear (as is whether her first words were 'Is that a 788 in your pocket or are you just pleased - Stop that! Ed), but one thing's for sure, and that's their plan to get 'hitched' in June. Expect a wedding procession of C5's.



## TRAINSPOTTERS THROUGH HISTORY

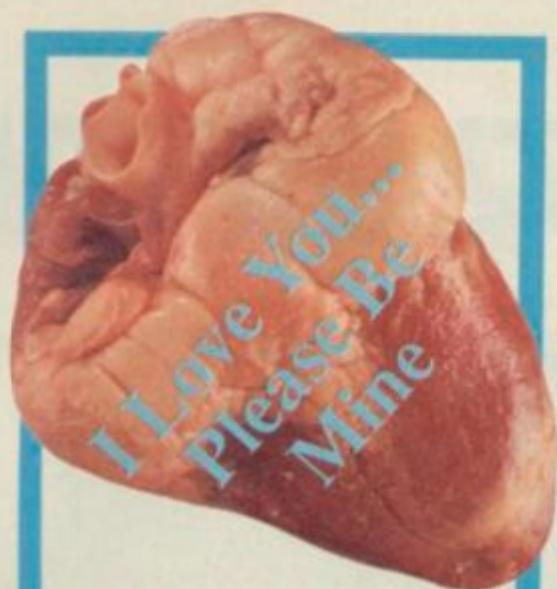
A Series In Conversation With Some Of The Worlds Greatest Trainspotters.

### No. 88 (again!) Christopher Biggins



Whooo. Well slap my wrists and pinch my thigh, I'm a jolly little fellow with ridiculous glasses - my name's Chris, but you can call me Biggins. Remember *Gn Safari*? No, of course you don't, but it was my television debut - a sort of quiz show in the childrens TV slot (and the score-girl was Gillian Taylforth; Cath from *EastEnders*). Everyone had to leap around in gunge, and I got to camp it up something awful. I'm a right old pantomime dame, I am, slap my wrists and pinch my bottom (no don't, I'll leve it) - you can catch me any winter season at Cleethorpes, playing one of the ugly sisters to Cheryl Baker's Cinderella. Oooh, what a lovely girl she is, but she's not half as cuddly as me, is she darlings? I'm really cuddly, a roly-poly luvvy-duvvy piece of pink sponge - that's me. All warm at the edges. Oooh, there I go again. Now where was I? Ah yes, trainspotting - that takes me back.

Back to my schooldays - do you know what they used to call me back then? Christopher Biggin, that's what. Oooh, some naughty devil had been peeking in the shower (he must have mistaken someone else for me though, but that's my secret). Still, I've not been 'on the box' for quite a while now, but it doesn't really matter to me. Why? Cos I'm one of those people who are simply famous for being famous. Now there's a thing.



## MAKE YOUR OWN VALENTINES CARD

Why shell out a fortune on expensive slushy Valentines cards when, courtesy of YS, you can make your very own? If after the event the person of your dreams turns you down, you won't have wasted any dosh - quite a solace for a broken heart.

### INSTRUCTIONS

- 1) First, cut out the heart with 'I love you - please be mine' on it, and stick it onto thick card.
- 2) Next remove the springs from eight biro's and attach them end to end (weld or super-glue them together).
- 3) Super-glue one end of the amalgamated spring to the back of the heart and the other end to the inside of the Valentines card.
- 4) Squeeze the card shut and stick a bit of sellotape over the edges to stop it springing open by itself.
- 5) Put the finished card in an envelope and address it to your love.
- 6) Bung on a stamp and stick the whole thing in a letter box.
- 7) Go home and wait by the phone.

## SHORT CIRCUIT 2 (PG)

Fisher Stevens, Michael McKean, Johnny Five

Something incredible has happened twice! Number Five's alive again - which makes him Number Ten by my reckoning. But as everyone just lurved the short stop military robot with a conscience from *Short Circuit* they won't mind his reappearance in a sequel - right?

Little metal Johnny Five has been staying in the countryside with his creators Stephanie and Newton. But Ben, his other inventor, is now working for the Titanic Toy Company in the big, bad city and feels like his career has just hit an iceberg.

Then along comes a toyshop desperate for a Christmas robot and suddenly Ben has big orders and a slimy sidekick, Fred. How to make a thousand Number Five robots in time? Simple! Get the real Numero Cinq to help. So Five takes a trip and winds up in the city.

But the urban inhabitants aren't used to seeing a little robot cruising the streets, however cute, and within hours he's been mistaken for some trendy modern sculpture, attacked by a street gang and puzzled by a priest!

Will Ben fulfill his orders? Will Five get caught in a rainstorm and go rusty? Short your own circuits and find out!



## DIE HARD (18)

Bruce Willis, Bonnie Bedelia

Who'd want to die any other way? Certainly not Bruce - he doesn't want to die at all. But that hard end may be out of his hands because he's moonlighting from TV detection as an off duty cop who's forced to take on a gang of ruthless terrorists when they hi-jack a skyscraper!

So for the next hundred minutes he plays cat and mouse with the bad guys, taking them out one by one - and I don't mean on long business lunches!

He gets shot at, walks barefoot on broken glass and suffers every other indignity with that hangdog, dumb expression which makes the Smith knees go weak. As if that wasn't bad enough (*What - having Rachael fancy you? - Ed*) the police on the outside refuse to accept the information he's giving them on a walkie-talkie.

This is a skyscraper movie which makes *The Towering Inferno* look like a smouldering bungalow. The empty offices are the perfect setting for the deadly serious game of hide and seek. And what a group of baddies - probably the nastiest, most sadistic, opportunistic crew outside of the YS editorial staff! So don't be soft - change your name to Rigid.



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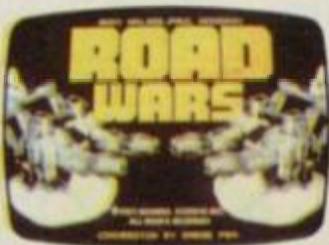
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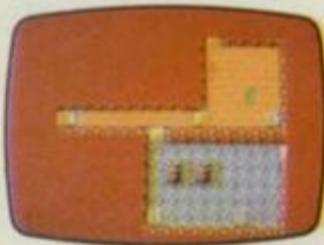
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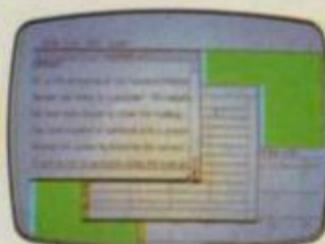
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# ATARI SUPER PACK

# MOVE IT! MOVE IT! MOVE IT!

The first screens set you in a missile equipped jeep, swatting trucks and helicopters out of the way with your rockets. Should you survive all this - and if you last fifteen seconds you're not doing too badly - it's onto the second stage, which you must attempt in a stolen enemy helicopter.

Here you must take on fighter planes and various sorts of missiles which wing up at you from submarines and silos at the bottom of the screen. Manage not to get shot down, run out of fuel or similarly come a cropper, and you'll find a mission code enabling you to load the final sections.

Here you'll find yourself on foot in a giant swamp, leaping quicksand, avoiding enemy grenades and shooting down giant toucans as you make your way towards the enemy compound. Once inside the going gets no easier - until you reach the secret bunker and get your grubby mitts on the documents. Phew! That was tricky. Now all you have to do is get back!

Since it's a multiload, each level comes with a



Showing you'll need this tape to get to the end of the game. What it should have been is the first level, which you can actually see from the very first screen - however the Sinclair Dynamic assistance to the staff will be a little of help there too!

Right, yew 'orrible lot, settle down and listen 'ere! The YS cover's turned into a war zone this month with a giveaway tape packed full of guns, bullets, grenades, missile launchers and other military sundries, including the complete game of *Army Moves*, a demo of the new follow up *Navy Moves* and bundles of POKEs. Remember troops, be good to old ma YS and she'll be good to you. Now fall out, while we take a closer look at this month's incredible deal.

## Army Moves/Dynamic

Infiltrating heavily guarded enemy headquarters and stealing secret war plans is a rather risky and ill advised sort of hobby we think you'll agree - and certainly not to be recommended on an empty stomach. 'Cos not only do you have to be a shiny-booted 'crack' commando to complete such a tricky mission, but also a military 'equipment' expert of no mean ability to boot!

Phew! What a good job then YS readers are all just such superheroes, eh, viewers? (Hem hem). Cos you'll need all the brains you can muster to get through our complete cover game, *Army Moves*. *Army Moves* is without doubt on the tricky side.

wealth of well animated detail and fair sized graphics and is well worth the eight we gave it first time round. What a barrel of blood-thirsty laffs! Part one you will find on the first side of the tape, and the second load on the 'flipside'.

ARMY MOVES

Controls: You can use Kempston joystick or keyboard where you define your own keys. Then simply follow all screen prompts. So easy!

© Your Sinclair/Dynamic 1989.

### Army Moves

Plus A Playable Demo Of Navy Moves.



Exclusive To Your Sinclair For Any Spectrum

Hut two! Hut two! (Shed up! Ed) The war has reached a crucial stage. Locked in a safe hidden deep behind enemy lines is some vital information which could swing the war for the good guys. And guess who's drawn the short straw to go and fetch it?

Shoot and leap your way past enemy trucks, planes, helicopters, submarines and toucans (7) to reach the secret bunker. This is the product that made Spanish programmers Dynamic a 'household name' in the software industry, well, almost. Just think, a piece of genuine software 'history' at your fingertips! Yowza!

To load your *Army Moves* game, simply type LOAD""(ENTER) and then PLAY on your recorder. The program will load in two parts, but you won't be able to load part two unless you've managed to complete part one and have obtained the access code.

REMEMBER: PART TWO IS ON THE SECOND SIDE, SO FLIP IT OVER WHEN YOU'VE FINISHED PLAYING PART ONE OR YOU'LL FIND YOURSELF LOADING THE MISTAKE!

It's the same drill for *Navy Moves* - load and play the first part from side one, then flip over to load the second part.

Fold

## Navy Moves/Dinamic

After *Army Moves* part one you'll find a whammy free playable demo of Dinamic's follow up to *Army Moves*, which is called . . . *Navy Moves*!

This time you play a nautical commando, not a million miles away from the SBS variety, on a similarly vital mission. The start is in fact very similar to that of *Army Moves*, only this time you're bouncing a rubber dinghy over a series of floating mines - a task that kept the YS team glued to the Speccy for hours and hours and hours.

Next up you find yourself running around a dockside blasting geeks with your flamethrower - all good clean fun! In the complete game the mission will be to wipe out an enemy submarine, but obviously you don't get the full thing here. This demo can be played using Kempston joystick or keyboard, where you can define your own keys. Have a look at our preview on page 16 if you want to know more.

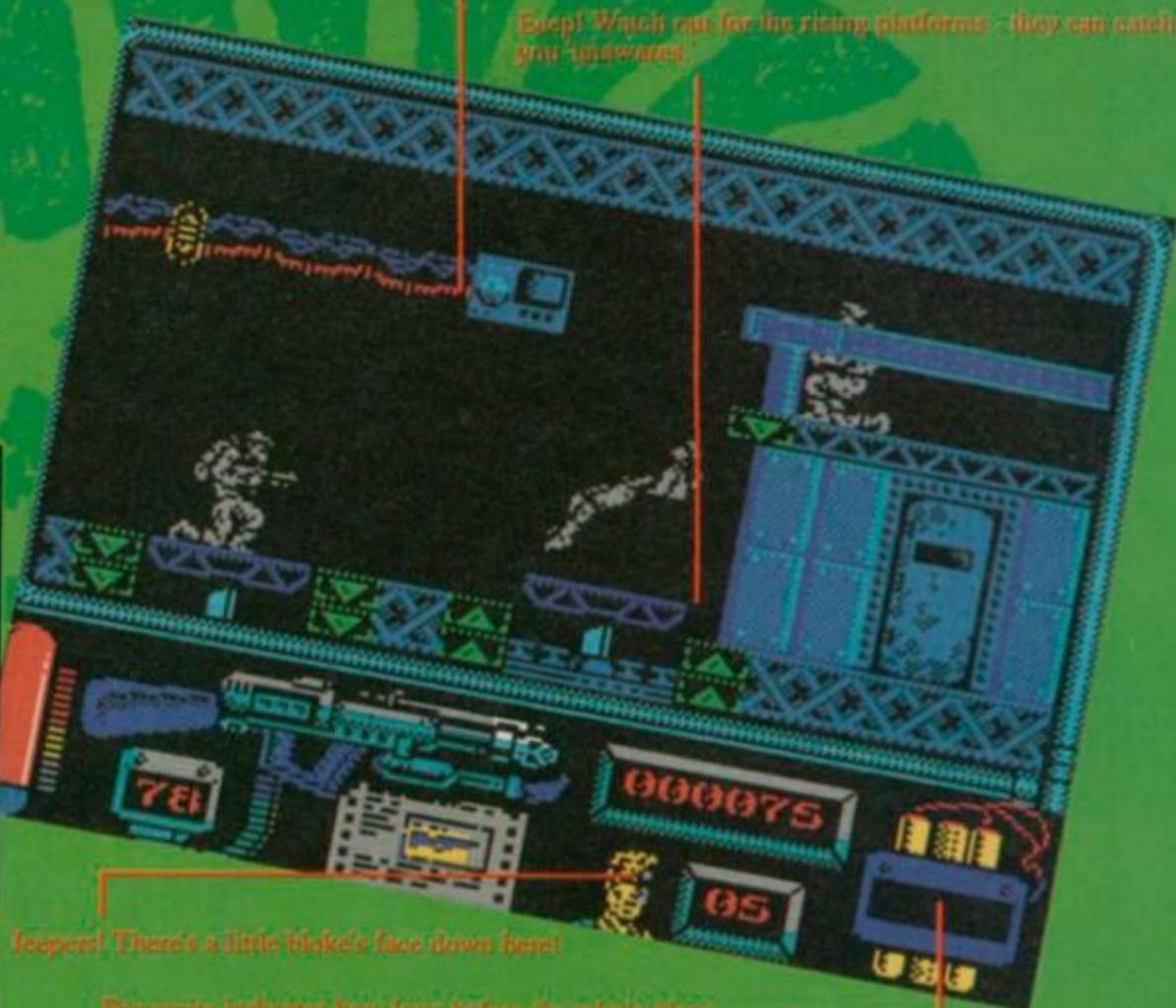
## TAPE TROUBLES

We all know what tapes are like. They're fine and hunky dory one moment, and then suddenly - wallop! The thing refuses to load and it's the end of a beautiful relationship. Curses.

Should this ever be the case with 'one of ours' (perish the thought) you should place the offending article together with a stamp addressed envelope and send it to Tape Returns, PO Box 320, London, N21 2NB. Almost before you know it your replacement will be flopping through your letter box.

This is a pink wibbly bit and it doesn't seem to do anything much.

Except! Watch out for the rising platforms - they can catch you unaware!



Insipid! There's a little blake's face down here!

Dinamic indicates how long before the wibble phase begins!

# ALL WILL BE REVEALED ...

## IN NEXT MONTH'S YS!

• We speak to the lucky few who've found lasting romance through the pages of the *Input/Output* Lonely Hearts column. Could there be a *Your Sinclair Wedding*?

• Mike Gerrard provides another A-Z of Adventure Help!

• Don't forget there's *Tipshop*, *Pitstop*, trillions\* of compos and all the games that are fit to play!

PLUS: A fantastic cover-mounted YS tape including:

- A fabulous full price game!
- Playable demos of hot new releases!
- And a 'little extra something'!

*\*Perhaps it would be wise to take this claim with a slight 'pinch' of salt.*

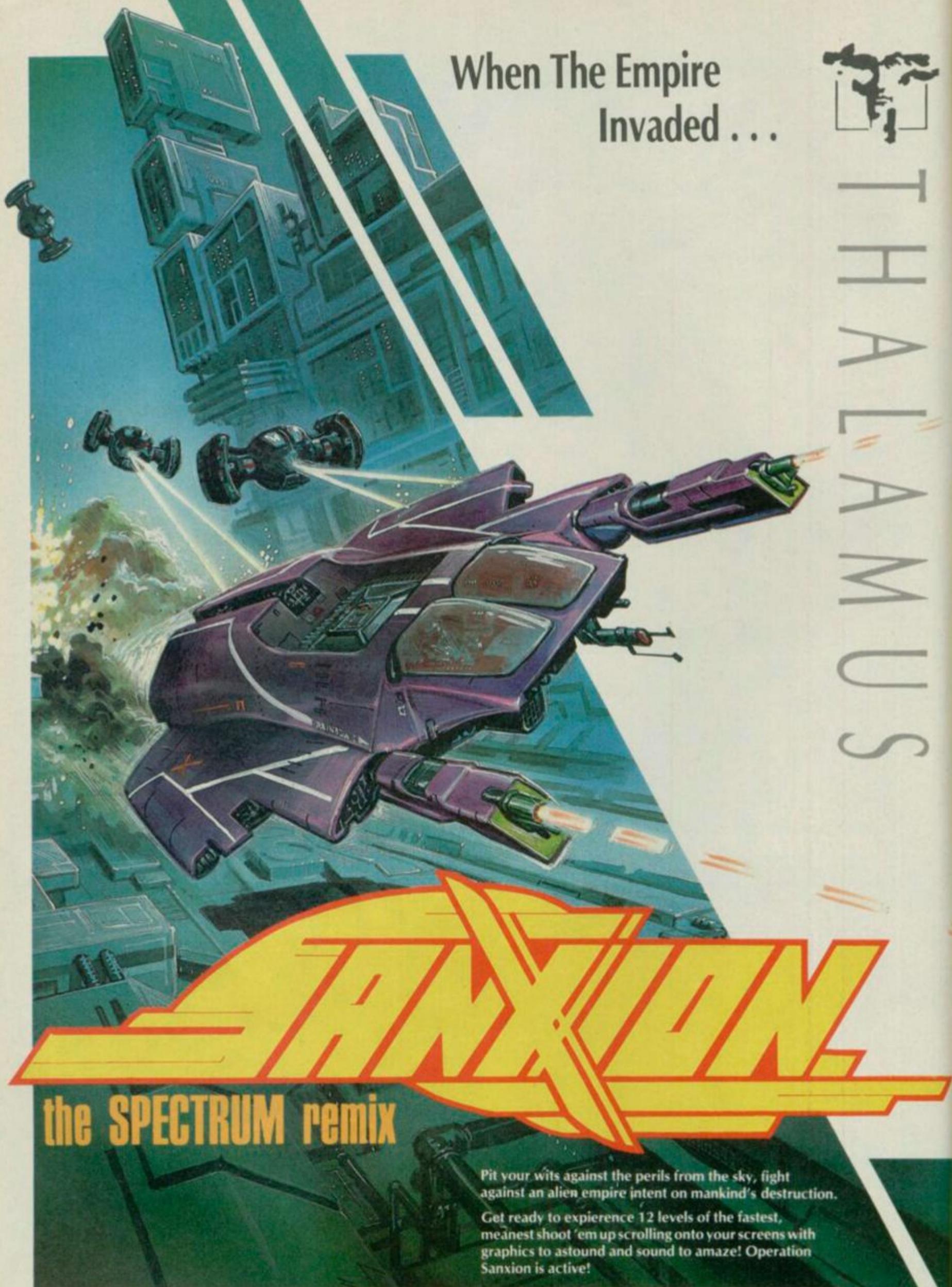
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# YS MEGAPREVIEW

Navy Moves? Dinamic's follow-up to *Army Moves*? Blistering barnacles — Duncan MacDonald has an anchor and a picture of a girl called Rose tattooed on his bottom before walking the plank and checking it out.

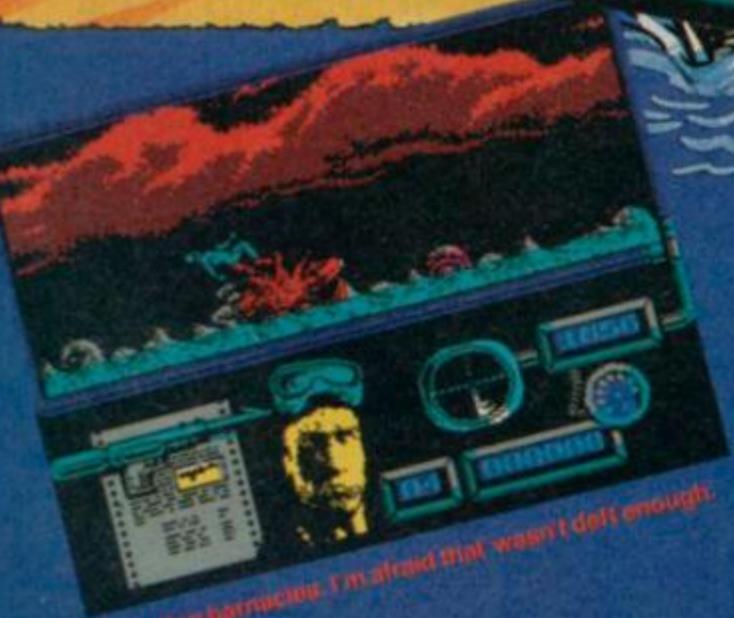
# NAVY MO



Well shiver me timbers. This looks remarkably like an engine room. A chap could do some mischief here, I'll be bound.



Those bobbing thingies are in fact floating mines. Never mind, a deftly timed hop should get me safely over them.

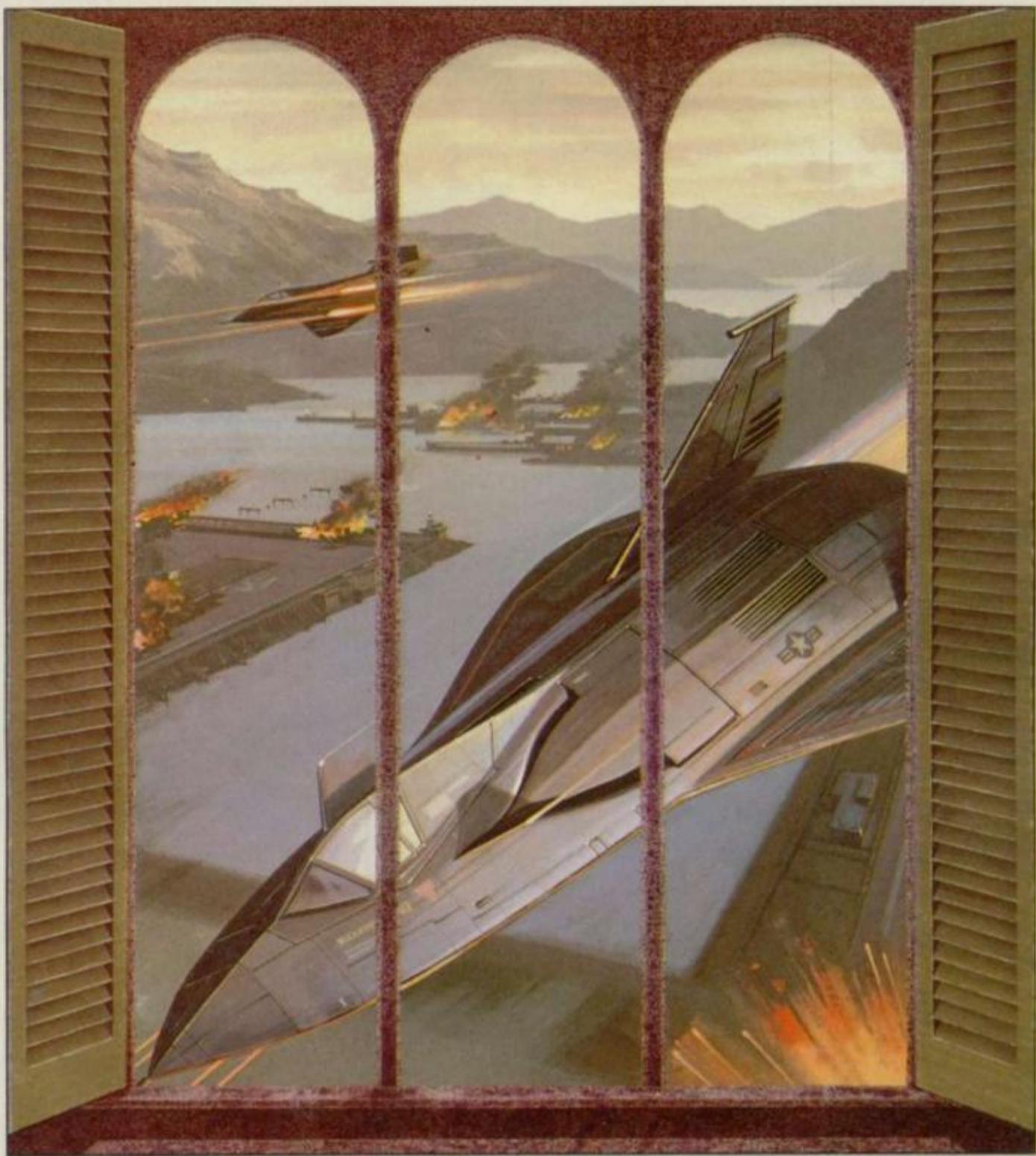


Blistering barnacles. I'm afraid that wasn't deft enough. Hello bony.





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# Letters



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

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

## BRAHMS AND LISTINGS

I have recently purchased a Sinclair +2, and with it came a book giving some simple programs. I have searched through a few of the local bookstores to find a more comprehensive book with more varied and interesting programs in them, but have been unable to find anything.

I would be most grateful if you could recommend a book which will contain varied programs that I can tap into my computer, and your assistance would be greatly appreciated.

**Carol Kennedy**  
Alcester, Warwickshire

There are books with Basic listings for the Spectrum around, although they tend to be simple games listings (I'm not sure if that's exactly what you want). Best bet is to try a bigger bookshop. **Ed**

## SUB PROB

It's happened again. Another issue of YS (the December one) has gone missing, and I think I know why. Your magazine is so good that the people working at the Post Office can't resist the temptation to keep their hands off it. And that's not all that's gone missing — the game I'm

supposed to get for having a puzzle printed on Pete's page has gone too!

**Ulf Borjesson**  
Ludvika, Sweden

PS. Thank you for the October issue. The reason it reached me must be that it came in an opaque envelope, so the employees at the Post Office couldn't see that it was a copy of YS.

*Honestly, one of these days that Postman Pat's going to overstep the mark — and if I'm ever on the jury that tries him there'll be one vote of guilty in the sack before the curtain even goes up.* **Ed**

## ELLE STAR

To put it bluntly, how come there haven't been any girls winning the Star Letter? Is it because  
1) They don't read Your Sinclair?  
2) They don't write in?  
3) You couldn't be bothered to print them?

I hope this will be the start of Star Letters for girls.

**Natasha Williams**  
Winchmore Hill, London

*I flicked open the back issues folder to check the facts and guess who the first Star Letter I looked at was from? A girl! In fact two girls (Helen and Elaine, issue 25 to be precise). So go and stand in the corner.* **Ed**

## THE WONDERFUL WORLD OF THE SPECCY

Every month we ask folk from the four corners of the earth to write in and tell us or ask us, erm, things. This month is no exception.

## TEA OR COFFEE?

For Dear Dir, Editor Publishing of England.

I am amateur for the Spectrum + computer, and this me only one hobby and Spectrum is my friend.

I have not see England for 41 years, and cannot visit because that I am invalid of the leg and I have not the pounds.

My brother is fall in England and in this day I have received the notice for the wedding of his daughter along with a demand for coffee and tea that I have not got. You can help me also on this! The publishing your several each old or new can do to also joy that I will learn Cristone (Eh? Ed).

I have not good literature for Spectrum use, but I think your publication can help better than the books, yes?

How do you do in England? Is the snow in England? Can I receive one cassette with programs from you for the Christmas? That can be wonderful and one of the best

memory from England.

I happy you have understand me, not best English, and happy for three to five each your sample published (and one little coffee and tea). Yours faithfully and my best wishes for lovely Christmas.

**Jozef Piotr Mrowiec**  
Ul. Aniola 4, Katowice  
Zaleze, Poland

PS. I can received one old Sinclair Programs for learning The Cristone programs write and for learning other? Please. Thank you from Gott.

*Sorry about your leg, Josef, but apart from that I don't really know what you're talking about (mind you I can't speak a word of Polish, so you're ahead of me). Um, you seem to want me to send you some tea and coffee for some reason (or do you want me to send it to your brother?) I'll send you a couple of mags, anyway, but what on earth is Cristone??* **Ed.**

## WRONG NUMBER

Respectable Editorial office! I take interest in computer Commodore. For that reason I ask you to send me some specimens Your Newspaper.

**Dariusz Pawlaczyk**  
Olesnica, Poland

*Well, you got the Editorial Office bit right.* **Ed**

Get out yer quills, oh chums of the Spec, and do a little sketch. You know the routine, a funny little cartoon of some description or other (in black ink though, for the umpteenth time, slap). Send your offerings to Doodlebugs, YS, 14 Rathbone Place, London W1P 1DE. And don't forget, you'll win a game if whatever you send in gets printed.

This month's game winner is Matthew Larkin of Mold in Clwyd, who's dishing out the lead to you know who. He puts 'Guess who'll win?' How dare he — the fox wouldn't stand a chance.

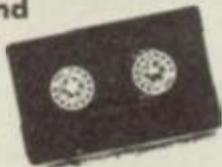
FOXY fights T'ZER



## DISK-US

I'm the owner of a Sinclair +3 (I got it for Christmas) and I've already started buying your magazine, which I think is really good and interesting to read — I'm thinking of subscribing. There's one little problem though. As you know, you always give away free games and demos on cassette, but I thought it would be a good idea to send out a certain amount of free disks with every batch of *Your Sinclair* that you send to newsagents — then we +3 owners could go to the counter and ask for the disk instead of the tape.

**Russell Williams**  
Stockton-On-Tees,  
Cleveland



Sounds great in theory, but the disk production would cost a lot and the price of the mag would have to go up to cover it. Why not just transfer the tapes onto disk at your end? Much simpler, really! **Ed**



## GEORDIE

Wye aye man, ye furry bum-wipe. (An' a ain't talking about Yeer Sinclair,

Ye naa, all yow Southners canna speak propar English, ye naa wat I mean? Like in yer 'Smashing Tips', yen bonny writer couldna reet it clear enough.

Wat am tryn to say is cad ye please explain it in proper English, like, how to lawd it op — cause I spent a life-lang tryna type it oot an' I didna naa how to use it!!!

Saw, print out how to load it up in basic English, atherwise I'm ganna com round there an' stitch yez all, reet?

**Daniel 'Geordie' Crowe**  
Whitley Bay, Tyne an'  
Wear

*It's quait simple, an ah divvun kna what all yer fuss is about, Daniel man. Yer taip in the listings, raight, an then yer press doon on tha RUN key an tha ENTA key an then yer plays yer game tape from tha beginning. Quait simple, man pet, quait simple.* **Ed**

## SAVE ME

One luvrly Saturday morning I leapt out of bed to discover that my dad had brought me the latest issue of YS (June '88), and on page 93 in *Program Pitstop* I saw a mega-hip text scroller. So, I switched my +3 (which I'm not proud of) into 48K mode and typed in this somewhat brilliant demo. Everything went fine, the scrolling was ace, but then I discovered that my wretched +3 wouldn't save the proggie to tape.

I know I have the correct lead and data recorder, and they load tapes perfectly, but they won't savell!

Seeing as the scroller demo wouldn't work in +3 Basic, and I couldn't save it to tape, you can tell I was quite peeved. Please tell me what to do before my +3 experiences 'flying out of a window and hitting a poor innocent homo-sapien on the bonce' mode. I'm thoroughly cheesed orf!

**Ronni Stirling**  
Ruchill, Glasgow

*Tsk tsk, these blimmin' +3s. Right. Something I have found which seems to work on the YS +3 is a two into one (two female into one male) adaptor. Stick it into the tape/sound hole of the computer and have two leads coming out, one to the MIC and one to the EAR sockets of the recorder. It might work on your +3 as well, but don't hold your breath.* **Ed**

## EASY PEASY WEASY

On Saturday morning I found, much to my utmost joy, my long overdue copy of *Operation Wolf* in the letterbox. After loading it up I was impressed with the cool graphics, sound effects, music, playability (in other words I quite liked it), but I have one small complaint. Why did the YS crew say it was really hard, when actually it's extremely easy (I hear cries of 'Ah, so that's why he's writing — he's trying to impress us with his skill' — and you would be right). For not only



## TRAINSPOTTER AWARD

### TAKE THE TRAIN

I claim the ultimate Trainspotter Award. I bought a copy of the December YS, but when I began to read it I realised that I had mistakenly bought *Railways Today*, and that there were literally hundreds of trains to spot — all thanks to YS.

**Andy Lowe**  
Stoke-On-Trent

*To help you get kitted out I'm going to send you copies of Which Parka, Opticians Monthly and Shoulder Bag Update Magazine.* **Ed**

### PICK 'N' MIX

I think I should get a Trainspotter Award because on page seven, issue 36 (the one with the two free tapes) at the compo bit where you can win 43801 chewits, it says that the Muncher is Shane McGowan and Shane McGowan is the Muncher, when really Shane McGowan should be Shane McGowan and the Muncher should be the Muncher. You see?

And on page five (same issue) under the games column it says that YS Tipshop is on page 20. It

did I complete it after only 30 games, but I did it without using the 'continue option'. If anyone has completed the game in less than two hours of playing time and beaten my score of 4,960,578 then I reckon they're lying. Oh, and I think your glasses are really brilliant.

**Angus Stewart**  
Co. Tyrone, N. Ireland

*You should see my beakers and mugs!* **Ed**

### FOREIGN CORRESPONDENT

I've just been reading through your magazine for the thirty-seventh time. It's true. I'm not joking. Your mag's a knockout. Please could you tell me how to subscribe, because I have got to

isn't. It's on page 26.

And on page 108 (same issue again), in the list of £1.99 and £2.99 games, it says *Manic Minor*, when it should say *Manic Miner*.

And (same page) it reads *Funky* instead of *Flunky*.

So, after all that I think I should get a Trainspotter Award. Don't you?

**Fiona Robertson**  
B/Ferry, Dundee

*No, no, no, you've got it all wrong. The mix-up of the names was deliberate, and intended as a joke — the 'fun' being derived from the fact that Shane McGowan so resembles The Muncher that the captions were 'accidentally' juxtaposed. On your second point, er, yes, a mistake — as with the third and as for the fourth, I was listening to *Ain't No Stopping Us Now* by *McFadden and Whitehead* at the time of typing, so I've got an excuse. Normally I might give you a Trainspotter, but seeing as you were such a clot on point one, I'm not going to.* **Ed**

### THINK OF A NUMBER

I am claiming a Trainspotter Award because you lot at YS can't count. In the December ish contents it said that page 117 would reveal what was in next month's YS. I turned to page 117 and surprise, surprise the heading *Show Stoppers* hit me in the face — *Next Month In YS* was on page 119. So, someone at YS can't count. Tut tut, didn't you ever go to school?

**Robert Marsh**  
Impington, Cambridge

*You've discovered my secret — I was involved in an aeroplane crash as a baby, and was raised in the jungle by apes. I may not have learnt to count very well, but I can strip the bark off a bunga-wunga tree with my bare teeth.* **Ed**

get more copies. By the way, if you have any large *Vindicator* posters (or small, I'm not fussy) lying around, please send me one (or more). Thanks in advance and keep up the fine work.

**Grubbs Ravimbo Ndanga**  
Peterhouse, Marondera  
PS. Shucks! You're georgous!

*If you have a look through for the 38th time you might notice a page titled Contents. Go through the sub-headings until you come to YS Offers, and you'll spot the words 'YS Subscriptions' followed by a page number. Guess what you'll find if you turn to the indicated page? No, not a pop out model of the Taj Mahal, but a subscription coupon. Happy?* **Ed**  
PS. You're not so bad yourself.

**FULL WARNING STATUS: CONDITION RED**

# BLASTEROIDS



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# Letters

## TELLING TALES

Here's a little poem:

YS is a mag that is really the greatest,  
It reviews arcades and games  
(which are, of course, the latest),  
The articles are intelligent,  
though not stuck up or posh,  
I would get a subscription, but I  
haven't got the dosh!

I've just had a brilliant idea. Why not have a short stories section in YS? Readers could send in their efforts and you could print the best ones, and send the writer a game or something. Brilliant eh? By the way, I don't like to tell tales, but I was flicking through the November issue of *Computing With The Amstrad PCW* (Why? Ed.) when my eyes fell upon an article entitled *Back Chat*. A quick glance revealed that it was written by YS's very own Mike Gerrard. 'Well shiver me timbers' I thought, and read on. A jolly interesting article it was too, until I began to notice some terrible, nasty, evil bits. Such as the bit where he suggests that you, oh great one, lost a copy of one of his reviews, and he had to send you another one! Like I said, I don't like to tell tales.

**Ross McGovern**  
Killearn, Glasgow

*Hello, is that the operator? Get me Mike Gerrard immediately.*  
Ed

## BEERMAT QUERY

Could you please tell me where I could get my hands on a rubber keyed 48K Spectrum? The reason I need one is because I borrowed one but I've broken it (good, eh?) and I would like to replace it before the owner finds out and chokes me to death. Things are getting urgent.

**John McMurphy**  
Drumlembie, Argyll

*Simple. Check out Input Output. Problem solved, as they say.*  
Ed.

## DAFT PLONKER

Have you found that all the writers of *Star Letters* are complete idiots?

They tend to be the kind of people who have had a computer for five years and have only just discovered how to switch the thing on. Basically they're a bunch of daft plonkers!  
**Chris Hubbard**  
Kings Lynn, Norfolk

*Your ruse hasn't worked. You thought I'd give you the *Star Letter* and then agree that you're*

## SMALL PRINT

I couldn't find a shop that sold yellow Tippex.

**Russ Williams**  
Cleveland

*For my money you can't beat The Tippex Galore Store in Cheam.*  
Ed

Test for two dimensional constructional apraxia.

**Neil Banks**  
St Helens, Merseyside

*I haven't got the right equipment (Oo-er).*  
Ed

I'm prepared to send you a pizza free.

**Mauriezo Gallina**  
Milan, Italy

*Anchovy and banana please.*  
Ed

*a daft plonker (netting you three games in the process). By not giving you the *Star Letter* I can call you a daft plonker for the far smaller price of a badge. Ho ha.*  
Ed

## CHEESED OFF AND YAMATO

Well, not all your readers are locals. I get a subscription to your great mag all the way out here in Zimbabwe. For those who don't know where it is, it's an African country emerging from the dark ages. Luckily we have electricity here, and taking advantage of this fact I got myself a Speccy and a collection of ancient games. I think YS is doing a great job by catering for us foreign readers — most British magazines have 'For readers in the UK and Ireland only' printed on their subscription forms. Your free cover-games are brilliant, but let's have an adventure game in the future.

While looking through your November issue I came to page 114 where I found an advert for the game *1943* — but the blurb is slightly wrong. It states that your mission is to destroy the Japanese carrier Yamato. There was no such ship. The Yamato was a Japanese Battleship (the largest ever built in fact). Also it was not involved in the Battle of Midway and was sunk much later in WWII. For all the sharpshooters this may mean nothing, but for us military history lovers it's really annoying. Does this observation deserve me a *Trainspotter Award*?

**Yan Hards**  
Harare, Zimbabwe

## KINDLY LEAVE THE STAGE

This month's crap joke, from **Stanley Bajak** of Croydon, is so crap that we almost changed the head to *Kindly Leave The Planet*. Here it is...

**IN A PUB**  
**BLOKE 1 TO BARTENDER:** A pint of lager for me, and a pint of bitter for my pal Donkey.  
**BARTENDER TO BLOKE 2:** How

I'm cream crackered — it's 12.30 am and I can't find my glasses.  
Goodnight.

**Merlin**  
Wolverhampton,  
West Midlands  
*Goodnight John Boy (Mary Ellen, Jason, Aaron...).*  
Ed

I'm getting pretty bored writing all this crap.

**Dale Norman**  
Driffield, North Humberside  
*Not half as bored as I got reading it.*  
Ed

Please send a plaster for the blister on my trigger finger.

**Martin Thomas**  
Milford Haven, Dyfed  
*I'll sellotape it to the badge.*  
Ed

*No it doesn't deserve you a *Trainspotter Award*, as it wasn't our mistake — it was on an advert. However, I might send you two badges for being so knowledgeable and observant — I'll just flick a coin. Heads you get two badges, tails you just get one. Flick. Oh dear, it's tails.*  
Ed

## BIG TIPS

Yo!

1) My friend and I have been wondering how your name is pronounced. He says it's pronounced T'zer and I say it's T'zer. Who is correct?  
2) Is Mr Happy any relation of Smiley?  
3) Here is my tip for *Vixen*. In level one don't shoot anything until your time is nearly up — then waste everything you lay your eyes on. As your timer reaches zero hold down keys A S D Q Z F N and O simultaneously. It will ask you for a password. Type in 'Cor Big Breasts' and you will get 10,000 points and 240 extra lives. (This will only work on the 'brown tape' copies with the embossed logo.)

4) Please send me a signed photo of 'the team' (or a copy of *Twinkle*).

**RSH**  
Bromborough, Wirral

1) You're both wrong — it's pronounced T'zer.  
2) No, but he's the second cousin thrice removed of Mr Vaguely Amused.  
3) Oo-er  
4) How about a photo of a signed copy of *Twinkle*? — twice the fun.  
Ed

come your mate calls you Donkey?  
**BLOKE 2:** Eee aww, eee aww, eee aww always says that.

Ye Gods, crap or what? Any of you lot got any jokes? Go on, send them to us addressed to *Kindly Leave The Stage*, YS, 14 Rathbone Place, London W1P 1DE. If it gets printed you'll get a shiny YS badge.  
Godzooks.

## OOH, YOU POOR DEAR

### Your problems solved by Madam Pico



Dear Madam Pico,

A few weeks ago I was at the local youth club disco with my best mate Jonathan and we got talking to this girl called Chelle we'd both fancied for ages. We both danced with her and she said she liked us both, so we agreed to take it in turns going out with her. This worked out fine for a week or two, until she told me that she preferred me and didn't really want to go out with Jonathan anymore. Unfortunately Jonathan had told me in confidence that he had fallen in love with her, so I told her to pretend to chuck us both, but that I would continue seeing her in secret.

Everything went fine until one day I was watching *Neighbours* round at Chelle's house (her parents were out) when there was a loud knocking at the door, and squinting through the net curtains I saw it was Jonathan. I turned off the telly, told Chelle to keep quiet and pretend that no one was in, but about a minute later Jonathan shouted through the letter-box that he knew I was there because my bicycle was outside. We still pretended not to be in, and eventually he went away, so me and Chelle continued where we'd left off.

However, when the time came for me to leave, I stepped out of her front door and, much to my horror, saw that my bike had gone. Jonathan had nicked it, and he says that he won't tell me where he's hidden it until I chuck Chelle. The problem is that I quite want to carry on seeing her, but I really do want my bicycle back — it's a Peugeot 20 gear racing bike. What on earth can I do? Chelle wants me to fight him, but he's bigger than me and his brothers are really tough.  
Please help.  
**Philip Green**  
Hull

*Oh dear, you are in a fix, aren't you? If you pretend to chuck Chelle, Jonathan's bound to be suspicious and it'll only be a matter of time before he discovers the truth and steals your bike again, or even gets his brothers to give you the bashing of a lifetime. The two options open to you seem to be to either get a gang together, and beat up Jonathan and his brothers, or to chuck Chelle. Chucking Chelle would seem to be the quickest way of getting your bike back, and you'll also avoid the beginnings of a small scale gang warfare. So chuck Chelle, dear, but let this be a lesson not to share your girlfriends in future.*

# The weekly...

The trouble with trying to write an ad for New Computer Express is there are so many good reasons to buy it you don't know which to mention first.

Should it be the **spectacularly low cover price of 48p?**

Or the fact that because it comes out **every week**, it's bang up-to-the-minute on news and reviews?

What about its remarkable **buyers' guides** packed with **detail** and **fact-backed** opinion?

Or its **crystal clear** series of articles aimed at computing **beginners?**

Perhaps it would be better to start with the point that each issue includes a special info-

**crammed** section dedicated to **each** of the main computers.

Not forgetting the magazine's **dynamic**, **modern** layout.

Or its string of remarkable news **exclusives**.

Or its **mischievous** sense of humour.

Or its **brash**, **exciting** approach to all things

computing.

Or its ad pages packed with the **latest**

**bargains** (and made irresistible by the magazine's unique discount voucher scheme).

The fact is, it's dangerous to start anywhere with New Computer Express. Once you do, you're **hooked for life**.

## Where to Buy

New Computer Express goes on sale every Thursday in all leading newsagents. In case of difficulty you can get hold of the latest issue by sending a cheque for 75p (inc P&P) to Express Copies, Future Publishing Ltd, Somerton, Somerset TA11 7PY.

## Save £££££££!

Each issue of Express includes a page of fabulous money-off vouchers. These allow you to save a fortune when ordering from advertisements inside the magazine - and your choice of goods isn't limited to specific items. You can make savings on any order from participating advertisers.

Issue 5 • Dec 10, 1988

Only 48p!

CRASH! Adult game rocks city - page 9

**NEW COMPUTER EXPRESS**

First news, first reviews - every week

BARGAINS

SINCLAIR PC 200 FIASCO

On sale without manuals, operating systems, monitors and games

So what is UNIX? All you ever needed to know (but were too afraid to ask) - page 27

PUBLISH ON YOUR MICRO! A friendly guide to desktop publishing - page 7

R-TYPE

Pixel Picasso! The country's most talented computer artist reveals his secrets - page 4

Cars 3 • Linn 22 • Sub 20 • Intersect 22 • Organic 51 • Top 41 • Review 44 • Games 52 • Job Ads 60 • PC of 62

## What readers say

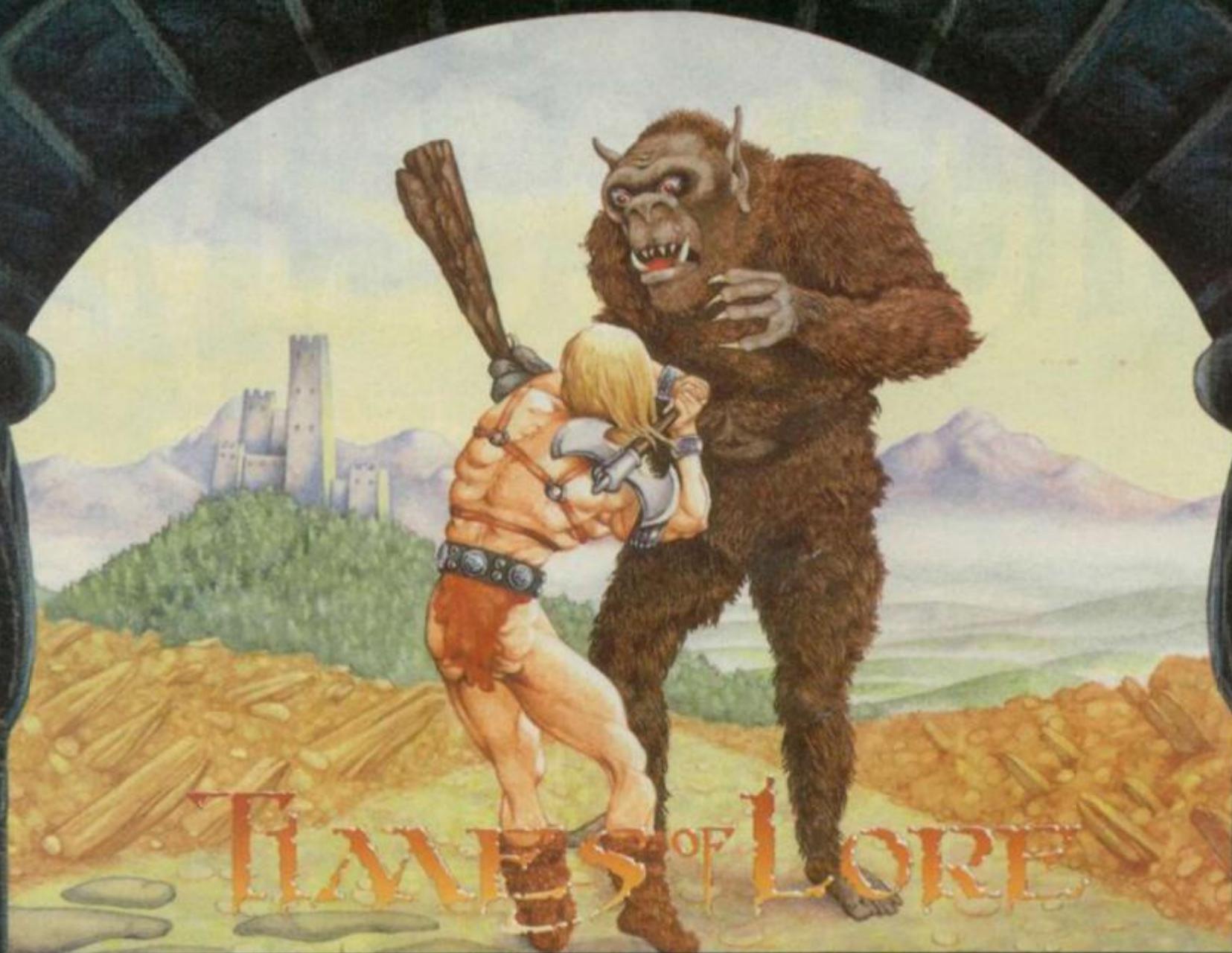
"I congratulate you on releasing such a +%\*!?!@ brilliant mag."  
Ronni Stirling, Glasgow

"Your competitors are doubtless quivering in their snow-boots. Your magazine is infinitely superior. It's suddenly worthwhile getting out of bed on Thursdays again."  
Don Howard, Croxley Green, Herts

"Our warmest congratulations on the first issues of New Computer Express. We have immediately cancelled our long-standing order with \*\*\*\*\*. It will be interesting to note how long you can maintain your unbelievable price of 48p."  
H J Mueller, The Adventure Club

"Yours is by far the best weekly computer magazine on the market."  
Roger Davis, Southampton

...that's taken  
computer  
users  
by storm



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, Origin's 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, GL8 8DA. Tel: 0666 54326

# HINTS 'N' TIPS

# YS



# TIPSHOP

Springier than Spring, tangy as a lemon and twice as easy to digest, it's Phil South and his amazing technicolour Tipshop, the ONLY dispensable digest of YOUR hints and tips! Yee hoo!

Yes, there's a nip in the air... and the first person to make an off colour joke about Japanese people could find a ninja in their wardrobe when they least expect it! It's fun being a computer buff, innit readers? I like it, I'm sure. I mean only the other day I was saying to Teresa, Ms Maughan, or can I call her T'zer? Don't you just love being a Speccy buff? She didn't reply, she just scribbled a little note on my P45 and gave it to me. Hah! The humour of the girl. I read it when I picked myself up out of the gutter. It said "Dear Phil, or can I call you Mr South..."

You're fired!" Ha ha ha ha ha ah... She's got a million of 'em. But I've got more - hints and tips that is. There's so many hints and tips in this issue in fact, I've had to shred them up and feed them to Pippin The Wondermule just to get them to fit on the page! Oh, and thanks and a big hi to all of you who sent me a really good tip but didn't get it printed. It wasn't because it was bad... it just got lost in a little crevice in Pippin's digestive system. (Euk! Ed) Yes folks! Anything's possible in the wacky world of YS. Nyuk nyuk! Anyroad, enough of this 'horse feathers', and on with the tips. Whinnieee!

## Moonstrike

Dean Ashton? Worra hacker! I know I side-stepped you at the PC Show, old bean, but I just didn't have the time to stand about and chat. I had lots of freebies to collect. I mean, what's the point of going to the PC Show if you can't go round collecting a lot of useless paper in plastic bags, eh? Anyway, catch you at the next ZX Microfair... Okay, give us your cheat for Moonstrike. "When it says 'Press Enter To Continue' or whatever, type CHEAT! for 255 lives." Brill, Dean. Any more?

## QARX

A cheat on a YS cover game? Why you naughty little Dean Ashton you! Okay, let's have it. "Enter HI GREG as a hi score name. Then pressing Z, S, D, G, H and B together gives you eight lives and moves you to next level. Wow!" Wow indeed. Any others?

## Empire Strikes Back

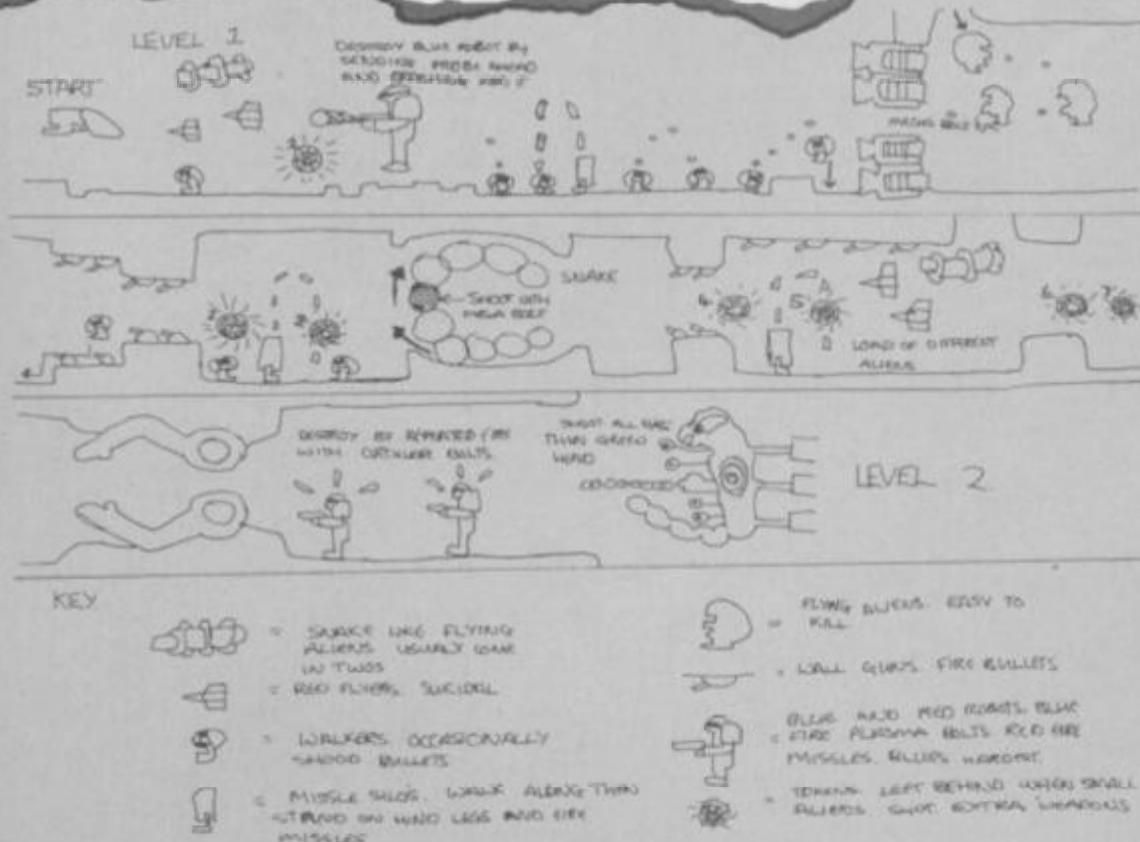
Hmm! I thought there might be. What's this tip then, Dean Ashton? (Haven't you had your name printed enough now?) "Not quite. Anyroad, about Empire. On the level selection

screen, press CAPS, Z, X, C, V together for Infy Lives. That really is all! Bye!" Oh, right, has he finished? Oh. Alright. Blimey, he doesn't hangabout, does he? Thanx anyway. And make sure you seek me out at the next PC show... that leaves me at least six months to think of a good excuse to avoid you. Hah!

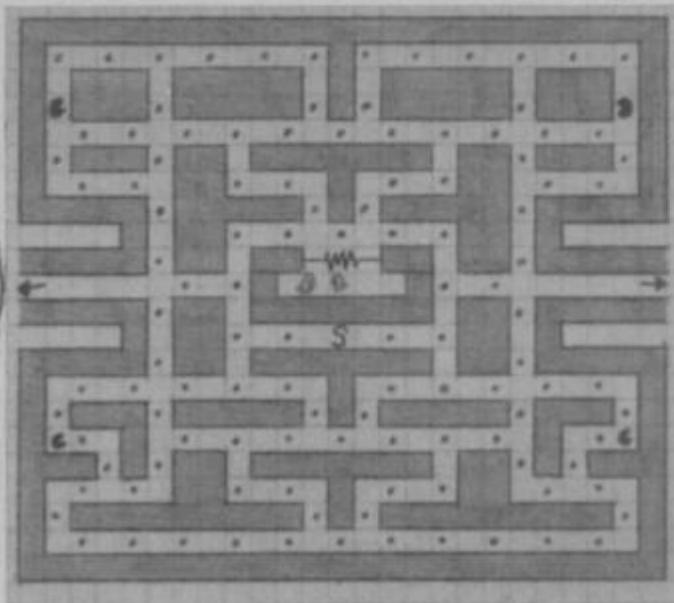
## Great Giana Sisters

For those of you lucky enough to get a copy of this game before it was axed, here's a little tippette from Colin Smith. I don't think it's anything like Super Mario Bros, personally. What about Wonder Boy? That's just like it too, but you don't see people getting all irate about that, do you? Hurrumph! Anyway Colin, away you go. "Hi Phil. Here's a quick tip for The Great Giana Sisters. On level three work your way across the sea until you reach the second bonus block. Keep walking and kill the alien. Then position Giana directly under the last block and jump as far as you can. You will suddenly find a new block. Keep jumping and hitting this block and you'll be magically transported to level six. If you get into the high score table, enter PACMAN and watch what happens on level one."

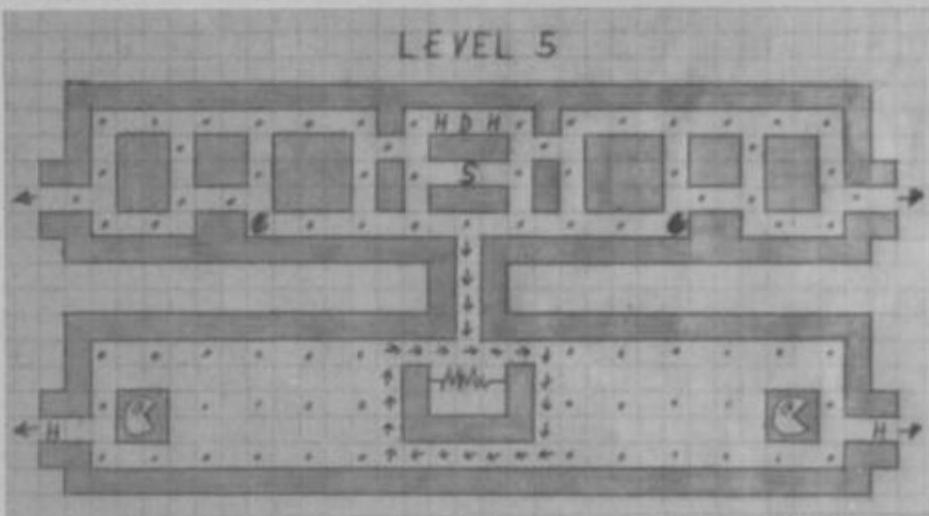
Thanx, Colin. Try this one out, chaps and let me know what happens. I don't have a Spectrum copy of Giana in the Stately Snout Mansion archives, and I'm kinda curious. Okay, what's up next? ... ah yes.



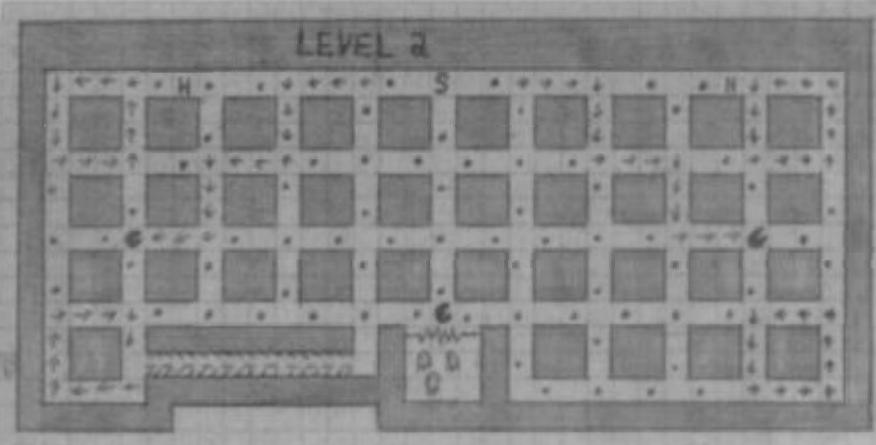
And thanks to Neal Molyneux for this spiffing R-Type map which he drew on the back of a matchbox. Ink-redible, eh readers? (Groan!)



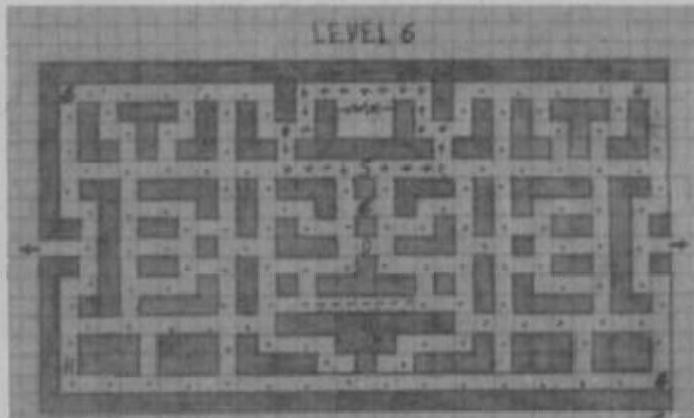
LEVEL 1



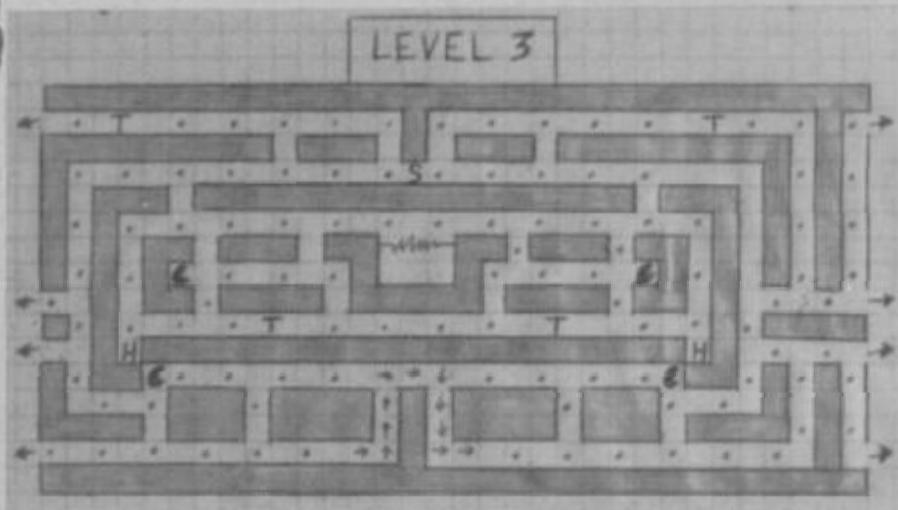
LEVEL 5



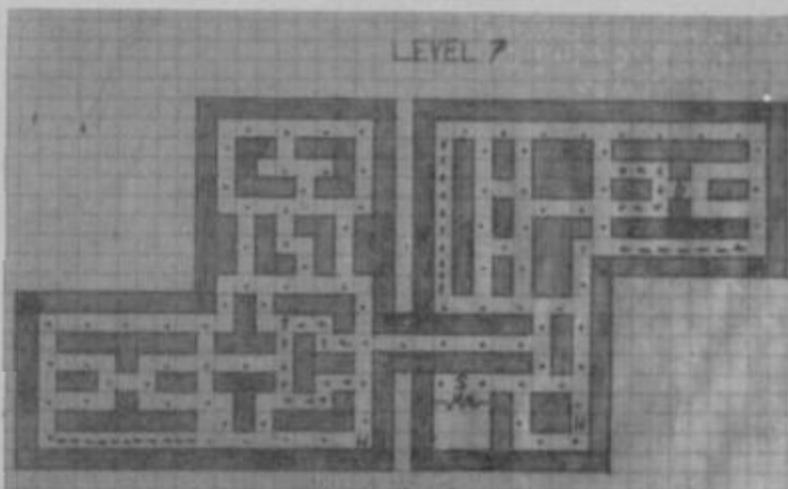
LEVEL 2



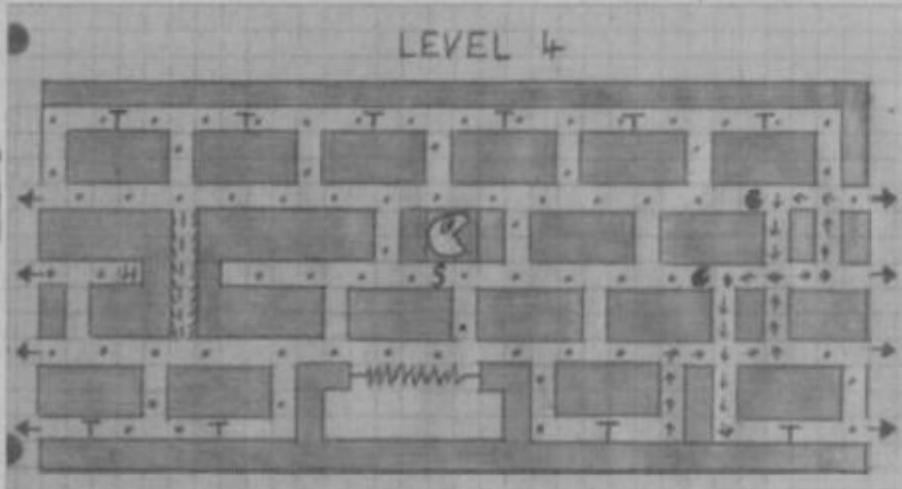
LEVEL 6



LEVEL 3



LEVEL 7



LEVEL 4

- G Ghost Muncha
- H Ghost Squasha
- D Bull Dozer
- T Trapdoor
- Dots to Gobble
- ||| Shoot dam ghosts

Weird but interesting is this mapperama of *Mad Mix*. It's fab to see people working overtime on such trivia, but don't stop. Anything which could conceivably help someone beat the game is fair enough. Got that? So thanx to **Robert Sorfleet** (*What did he walk all the way here? Oh, sorry. I thought you said Sore Feet. Ed*) for this map.

PART ONE

MAD MIX

# PRACTICAL POKES

It's not a loo full of Tripe Kiev, but a pocketful of POKEs courtesy of David McCandless.

Yes, Spring has sprung and a young man's thoughts turn from post new year blues, to POKEs manoeuvring moves. Mind you, I've been struggling with Grandma manoeuvring moves lately, trying to convince the ol' fruit cake that the microwave *isn't* the economy-sized water closet we've just installed, and that she shouldn't leave her M & S ready meals in there. But while I've been struggling, you lot seem to have been *playing* rather than *POKEing* them thar games! It's not good enough you know. So send them POKEs in quick, or I'll end up microwaving myself along with Grandma's Tripe Kiev.

## OVERLANDER

Thomas Varner and Dean Ashton are first into this month's melee with hacks for both versions (128 and 48) of that corker from Elite, *Overlander*. I don't actually know what the POKEs do, but I'm sure they do something useful like supplying a columnist with POKEs or something.

```
ASHTON
20 CLEAR 24999: LOAD **CODE 1
LOAD **CODE
30 RANDOMIZE USR 24972: LOAD
**CODE 18384
40 LOAD **CODE 1 CLR : LOAD *
**CODE 1: LOAD **CODE
50 FOR N=51875 TO 63065: READ
M: POKE M, M: NEXT M
60 DATA 175,50,87,115,195,0,9
1,225,251,201
70 RANDOMIZE USR 63744
```

```
VARNER
20 CLEAR 24999: LOAD **CODE 1
6364
30 LOAD **CODE 1: LOAD **CODE
: CLR
40 LOAD **CODE
50 FOR N=61620 TO 61629: READ
M: POKE M, M: NEXT M
60 DATA 175,50,87,115,195,0,9
1,225,251,201
70 RANDOMIZE USR 63488
```

## SWORD SLAYER

Dean "bah-gumm" Ashton again, this time with his splendiferous hack for this cheapie slice em-up. Pity other people couldn't slice up some POKEs while they were around.

```
5456 REM SWORD SLAYER 68A
20 CLEAR 32767: LOAD **CODE 6
5088: POKE 65062,248: POKE 65093
,0
30 FOR N=65355 TO 65362: READ
M: POKE M, M: NEXT M
40 DATA 62,182,50,114,204,195
,188,195
50 RANDOMIZE USR 65098
```

```
5456 REM SWORD SLAYER 128A
20 CLEAR 32767: LOAD **CODE 6
5088
30 POKE 65108,248: POKE 65109
,121
40 RANDOMIZE USR 65088
50 POKE 65430,176: POKE 65431
,255
60 FOR N=65456 TO 65463: READ
M: POKE M, M: NEXT M
70 RANDOMIZE USR 65324
80 DATA 62,182,50,183,204,195
,0,184
```

## ELITE + 3

Now here's a clever man. He's got a funny name, but he's still a clever man. **Derek Guyan** has hacked the +3 version of that inter-galactic space corker, *Elite*. Let's hear it for Derek (sound of crashing applause).

```
5 POKE 33058,0: PRINT "Put 1
n with dler and press y to loo
d"
6 IF INKEY="y" THEN GO TO
6
20 CLEAR 65535
30 LOAD "ELITE" SCREENS
40 LOAD "WITTE" CODE
50 FOR I=1 TO 1000: NEXT I
60 FOR I=43050 TO 43134: READ
M: POKE I, M: NEXT I
70 POKE 43047,0: POKE 43071,
3
80 POKE 43077,4: REM Wlellier
90 POKE 43086,1: REM Dooking
100 POKE 43049,255: REM loadaa
5068
110 RANDOMIZE USR 29015
120 DATA 74,90,72,2,83,183,56
130 DATA 171,156,70,29,21,9,3
140 DATA 17,11,26,14,39,6,0,0
150 DATA 10,25,0,0,62,14,17
160 DATA 12,0,0,0,64,39,8,1,42
170 DATA 77,143,242,138,5,0
180 DATA 20,173
```

## OVERKILL

There's a new band of hackers in town. Down from the northern wastes here come the Scottish Berserkers, their kilts flying high (but not that high), waving their double-bladed disassemblers, ready to do battle with the mass of games sent north to resist them.

Well, it's the Aberdeen Hackers actually.

```
10 CLEAR 27849: LOAD **SCREEN
5
20 LOAD **CODE 1: POKE 42965,0
: POKE 37563,0
30 RANDOMIZE USR 30660
```

## OPERATION WOLF

Graham Mason's annihilated this corker to bring you the very best in POKEs

```
1 FOR N=23296 TO 65535
2 READ I: IF I=999 THEN READ
ONCE USR 23296
3 POKE N, I: NEXT N
4 REM Infy Asmi Never Die Try
Pleasng Qwst. Wbn Playng
5 REM Itx a Turbn Mystery Mec
6
10 DATA 241,62,255,55,231
11 DATA 21,203,92,37,162
12 DATA 10,205,86,9,48
13 DATA 241,175,50,30,93
14 DATA 209,22,93,30,101
15 DATA 23,180,244,1,52
16 DATA 10,57,11,35,120
17 DATA 177,32,240,29,123
18 DATA 211,254,32,237,42
19 DATA 202,50,198,251,209
20 DATA 82,251,82,500,95
21 DATA 173,251,205,109,251
22 DATA 23,76,91,175,30
23 DATA 41,252,24,22,254
24 DATA 45,0,0,195,232
25 DATA 254,62,201,50,80
26 DATA 254,255,84,254,175
27 DATA 50,0,159,30,231
28 DATA 158,30,254,162,30
29 DATA 255,162,195,0,128
30 DATA 999
```

## QARZ

Great game, great game. Unpronounceable and an excellently rebellious statement against the Thatcherite autocracy (Oo-er, little bit of politics there) and still great to boot. And now here's a comprehensive hack from our regular hack-sender, **Roy Goodall**.

```
10 CLEAR 32767
20 LOAD **CODE 65024
30 POKE 65042,0: POKE 65042,9
4
40 FOR I=23296 TO 169: READ M
50 IF M=999 THEN POKE I, M: N
EXT I
60 RANDOMIZE USR 65024
70 DATA 62,205,50,142,254
80 DATA 62,18,50,143,254
90 DATA 62,91,50,144,254
100 DATA 195,128,254
110 DATA 62,255,50,196,175: REM
M 255 lives
120 DATA 62,1,50,195,175: REM
l=starr level
130 DATA 175,50,240,179: REM 1
nfinite lives
140 DATA 175,50,120,179,50,121
,179: REM Immunity
150 DATA 62,183,50,58,177: REM
Infinite time
160 DATA 195,0,163,999: REM EA
D HACKER
```

## METROPOLIS

Guess what adjective I'm going to use to describe this game I've never even heard of? Right! Splendiferous — a splendiferous game. And to describe the Tefal Men's hack? Wrong! Anyway, here it is.

```
10 LOAD **SCREENS
20 CLEAR VAL "31999"
30 LOAD **CODE
40 POKE VAL "31062",201
50 RANDOMIZE USR VAL "29104"
```

# HACK OF THE MONTH

## R TYPE

Here's a mega hack for a mega game by a mega hacker **Graham Mason**, which deservedly places him high up on the 'Great Heroes Of Hacking' pedestal. Note: stop your *R-Type* tape when the border flashes; restart the tape when border becomes black.

```
1 FOR N=23296 TO 65535
2 READ I: IF I=999 THEN READ
ONCE USR 23296
3 POKE N, I: NEXT N
4 REM R-Type Infy Lives And A
Stmple
5 REM Itx a Complete Mystery
To Turbn As Well! 29688
10 DATA 241,62,255,55,231
11 DATA 21,203,92,37,162
12 DATA 10,205,86,9,48
13 DATA 241,175,50,30,93
14 DATA 209,22,93,30,101
15 DATA 23,180,244,1,52
16 DATA 10,57,11,35,120
17 DATA 177,32,240,29,123
18 DATA 211,254,32,237,42
19 DATA 202,50,198,251,209
20 DATA 82,251,82,500,95
21 DATA 173,251,205,109,251
22 DATA 23,76,91,175,30
23 DATA 41,252,24,22,254
24 DATA 45,0,0,195,232
25 DATA 254,62,201,50,80
26 DATA 254,255,84,254,175
27 DATA 50,0,159,30,231
28 DATA 158,30,254,162,30
29 DATA 255,162,195,0,128
30 DATA 999
```

# MULTIFACE CORNER

This section has also been affected by the post-new year blues. So I've done my best

considering... winge... moan... winge... moooooooooaaan.

Game	POKE	EFFECT
<b>ARTURA</b>	32138,182	Energy
<b>BLADE WARRIOR</b>	39490,36	Lives
	39263,201	Immunity
	37135,0	Time
<b>ELITE 128K</b>	43071,3:43072,3:	Mining Lasers
	43074,3:43075,3	Large Cargo Bay
	43078,1	ECM System
	43079,1	Fuel Scoop
	43082,1	Escape Pod
	43083,1	Energy Bomb
	43084,1	Energy Unit
	43085,1	Docking Comp.
	43086,1	x=money
	43049,x	*256000
	43122,192	ECM and Cloaker
<b>OPERATION WOLF 128K</b>	40840,0	Lives
<b>QARZ</b>	44996,x	x=Lives
	44991,x	x=Start Level
	46064,0	Lives
	45944,0:45945,0	Immunity
	45370,183	Time
<b>RETURN OF THE JEDI</b>	46267,201	No Trees
	52140,0	Lives

# PRACTICAL POKES

## BLADE WARRIOR

I was quite impressed by this game. It has excellent sampled sound effects and splendiferous graphics. But nothing impressed me more than the **Tefal Men's** hack for it. Absolutely marvelous!

```
10 FOR I=5000 TO 6000: READ
41 POKE I,41 NEXT I
20 DATA 17,70,0,221,33,241,22
30 DATA 62,235,55,203,86,3,20
40 RANDOMIZE USR 45000: BANDO
MIZZ USR 65000
50 FOR I=58418 TO 149: READ W
60 IF A=999 THEN GO TO 260
70 POKE I,41 NEXT I
80 DATA 62,24,30,46,154: REM
LIVES
90 DATA 62,201,30,65,153: REM
```

```
TIME
100 DATA 175,50,15,145,195,0,1
28,999
110 RANDOMIZE USR 18382
```

## SCROLLING CREDITS

For some strange reason, the POKES have dried up but the letters keep flooding in, even thicker and faster. Here is a list of people who've written in with requests I'm unable to deal with I'm afraid. So sorry to **Simon Janda, Jason Harris, Chris Merriman, I. France, Mr. Hadley, Peter Whitmore, Mr. Ralph, Mr. Sage, Mr. Richardson, Shawn**

**Abrams, R. Dillon, G. Johal, D. Lyden, D. Young, Callum Whiting, D.A. Lummer, John Hodge, G.G. Robertson, Tim Roberts, Robert Smith, Miles and Nathan, Richard Butler, Mr. B. Ruck, M. Colledge, Neil Kingham, Mr. J. Rollinson, and Gordon Inglis.**

## CRASH PREVENTOR

Read this part carefully and follow the steps just as - carefully if you want to get the POKES to work:

If the POKE is a Basic listing:

- 1) Type in the hack program and double check that data.
- 2) Save it onto tape for later use.
- 3) Rewind the game tape to the start.
- 4) RUN the hack program.
- 5) If 'integer out of range' appears then you have a number over 255 in the data, go back and check it.
- 6) If 'error in data' appears then you have typed in the data wrongly, go back and

check it.  
7) If nothing appears then play your rewound game tape.  
8) Give those aliens one from me, eh?

If the POKE is a multiface job:

- 1) Make sure you have a multiface.
- 2) Load the game.
- 3) Once loaded, press the red button.
- 4) Press T then SPACE.
- 5) Enter the address.
- 6) Enter the value for that address.
- 7) Press ENTER.
- 8) Press Q then R.

## ADIOS

Well that's it for another emaciated, POKE starved month. Tune in next month for some more POKES, hacks and wise cracks. Until then, if inspiration socks you one in the eye, send the results (wiping off the blood first) to, **David McCandless, Practical Pokes, YS, 14 Rathbone Place, London, W1P 1DE.** Byeeeeeeeee!



**DR. BERKMANN'S CLINIC**

**P** hew! 'Stunny in this doctoring game, y'know. Some months, that postbag's a-bursting with gamesnags galore. Other months - for instance when you have to write your column about 30 seconds after the last one - there's nary a letter between here and eternity, or at least Colchester. So, if we have a slightly abbreviated Clinic this month, blame it on the sunshine, blame it on the good times, blame it on the moonlight, but don't blame it on the boogie. (Eh! Ed)

## FOOTBALL DIRECTOR

This game just won't leave us alone, and I have to admit that over Christmas I spent an absolutely ridiculous amount of time trying to get into Division 1 without a cheat - probably because it was either that or watching Paul Daniels with my

grandmother. Anyway, one **James Bell** writes in with what sounds an all too familiar complaint.

"Every time I play a whole season there are games that are postponed and so by the end of the season some teams are behind me in the number of games played. Then when I have played my final match the computer resets. Has this happened to you or any of your readers?"

"Fraid so, old son, and the only cause that I can see is a tiny bugette that sometimes mucks things up. You'll notice it when you're playing a cup game and there's a longer than usual pause, whereupon a huge list of other fixtures appears where it shouldn't and the whole season seems to be thrown out of kilter. Sometimes there's no problem, and the season ends itself without any more problems, but as you say, sometimes it crashes at the end, which can be very frustrating indeed. Just make sure you always save after each season, and if one crashes, you can always load the previous one and try it again. Or you can chuck the Speccy out of the window with frustration - it's up to you.

## ZUB

First game I ever reviewed for the old mag, this... sigh, those were the days. (Get on with it, Ed) Still, **Keith Apperley** has an interesting query...

"Is there really a hidden game in *Zub*, and if so, how do I get into it? This has been puzzling me for yonks, so could you please tell me?"

Certainly can, Keith. It's called *Lightforce*, and it's a vertical scroller in the *Lightforce* mould (surprise, surprise). To boot it up, load the game as normal and then press 1,3,5 and 7 at the same time. The game was apparently a project to see if the programmers could write a game in a day - and they did it!

Incidentally, if you press 2,4,6 and 8 instead, you get a cheat mode for *Zub*. Neat, huh?

## RENTAKILL RITA

A few tut tuts from Clinician **Derek Elliott**, who found that the POKE we gave for *Rentakill Rita* in the October issue didn't work. Sorry about that. Del - but fortunately, I see, you've come up with some replacements, isn't that right? "You bet, Dr B. All you have to do is borrow a couple of multiface POKES c/o Diddy Dave McCandless' Multiface special, like so. Shazam! "Merge" the loader and add lines

```
43 POKE 58449,0:POKE 57979,0:REM
INFINITE LIVES
46 POKE 58520,0:REM INFINITE
SPRAYS
48 POKE 58229,0:REM INFINITE FOOD
Save to tape and run in the usual way, and Robert's your avuncular relative!" Del adds, "Hope you don't mind us poor souls without Multifaces borrowing the POKES. I wonder if this method will work with any other games? Interested to hear any replies you get." Moi aussi, vieux pomme de terre.
```

## MEGAHAYLP

Wossis? Four letters about *Last Ninja 2*? And two from the same person? This geezer is seriously stuck! 'Tis **Robert Kell**, no less, who writes:

"I can't get past the second part of the river in *Last Ninja 2*. I can get past the first part - you just jump onto the boat - yes, over the side (SPLOSH)... and it said (glub) you need the pole (splutter) to get past it. Rather as I do now, as I'm drowning, Haylp!"

**William P.**, meanwhile, has similar gamesnags. "First problem is that I cannot get off level one. I think I have all the objects: pole, throwing stars,

[something] I can't read here. Specchums, but it looks like 'manchuks'. Is that right?] hot dog, key and map. Do I need anything else? Oh, and how do I use an object?"

**S Burgues** is also up a gumtree. "Could you please tell me if you can kill the juggler in *Last Ninja 2*? If so, how do you do it?"

Right, probs aplenty for you noble and splendid Clinicians. These YS readers need your help. Please write to the usual address and badges will be doled out to anyone who gets mentioned.

Unless of course you win the Complete Solution Of The Month compo.

## HAYLP!

Who's in the waiting room today? Nurse!

Ah, it's **Robert Hill**, who's got stuck in the oldest game still played on the Speccy, *Manic Miner*. "I can only get to the warehouse but no further. Any hints on how to get out of it would be greatly appreciated."

**Simon Morgan**, meanwhile, has a bizarre problem on *IK+*. "Could you please print a POKE for *IK+* to give the player the option of redefining his own keys. I think it's a good game, but I can't get to grips with the default keyboard." Any ideas?

Lastly, for this month (short Clinic I know, but sweet? Certainly.) (Get on with it, Ed) here's **Glenn Furniss**. "Can you help me to finish *Dustin*? I can get to the so-called 'exit' at the top of the jungles, but there is a carnibal blocking the way. How do I get past it?"

Send your gamesnags or answers to these questions to Dr B's Clinic, YS, 14 Rathbone Place, London W1P 1DE. As ever, anything printed will win a badge. And for the best Complete Solution Of The Month, there's three spanky new games on offer. See you next month!

# THE GREATEST SPORTS COMPILATION EVER!

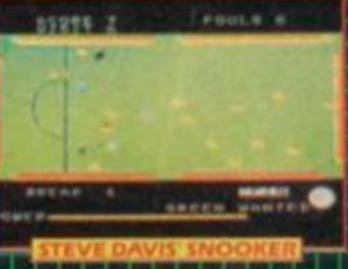
## GAME SET AND MATCH

# 2

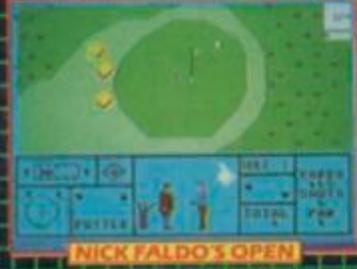
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To add to the superb job he did on the *Ninja II* maps last time, here's the rest of them, and very fine they are too, Allan Walsh. There's a future in illustration for this lad, or I'm a pig in a suit. (You're not? Ed) Hey, stop that!

# THE SEWER

(PART 3)  
THE LAST NINJA 2

## KEY

- CROC
- THUG
- WALL
- TORCH
- TORCH TO LIGHT BOTTLE
- KEY
- GRATE
- LADDER
- FENCE
- SEWAGE
- WALKWAY
- DOOR
- LOOSE ENERGY IF YOU ENTER
- ROCKS

By  
ALLAN WALSH  
(COPY AL)

# THE FACTORY

(THE LAST NINJA 2)  
(PART 4)

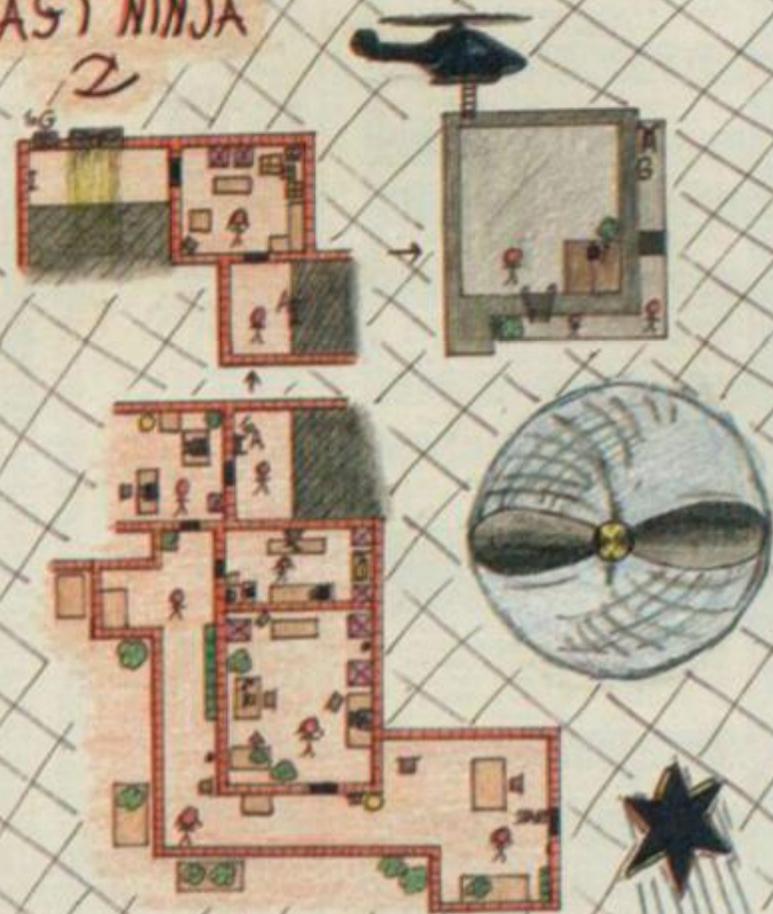
## KEY

- BARREL
- GLASS JUG
- TRIT TUBES
- LADDER
- PANTHER
- ACCESS CARD
- CHICKEN (EN FRENCH STYL)
- BOX
- OPEN CARDBOARD BOX
- BIG JUG
- BARREL
- SACK
- BIG JUG WITH COCAINE (DIP CHICKEN IN THIS)
- WALLS
- TABLES + DESKS
- GATE OR FENCE
- CABINET
- SAFE
- DOOR
- FEMALE THUG
- MALE THUG
- ELECTRIC LINE (RAIL)
- CART ON RAILS
- GALVANIZED ROOF

By  
ALLAN WALSH  
(COPY AL)

# THE LAST NINJA 2

## THE BLOCK (PART 5)



By allan walsh (copy al)



- GATE
- DESKS OR TABLES
- DOORS
- WALLS (have one!)
- RADIATORS
- MALE THUGS
- FEMALE THUGS
- SEATS
- STARS (FUNK)
- JUG
- BIN
- PLANTS (nice green)
- TERMINALS
- Called number to be used in last part
- To open passage behind it
- FAN (well fancy hat!)
- Ladders
- Boxes
- Filing Cabinet
- Stone Gargoyle

# THE SHOGUN'S RETREAT (PART 6)

(the Final battle)



Mapped By ALLAN WALSH (copy al)

# THE LAST NINJA 2



- Coal
- Roof
- female thug
- window
- THUG
- SKYLIGHT
- ALARM
- STAIRS
- BOILER
- STEAM
- SINK
- COOKER
- ROPE
- HAMBURGER
- ORB
- WALL
- DOOR
- FENCE
- PLANTS
- POTS
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- PICTURE AND SAFE

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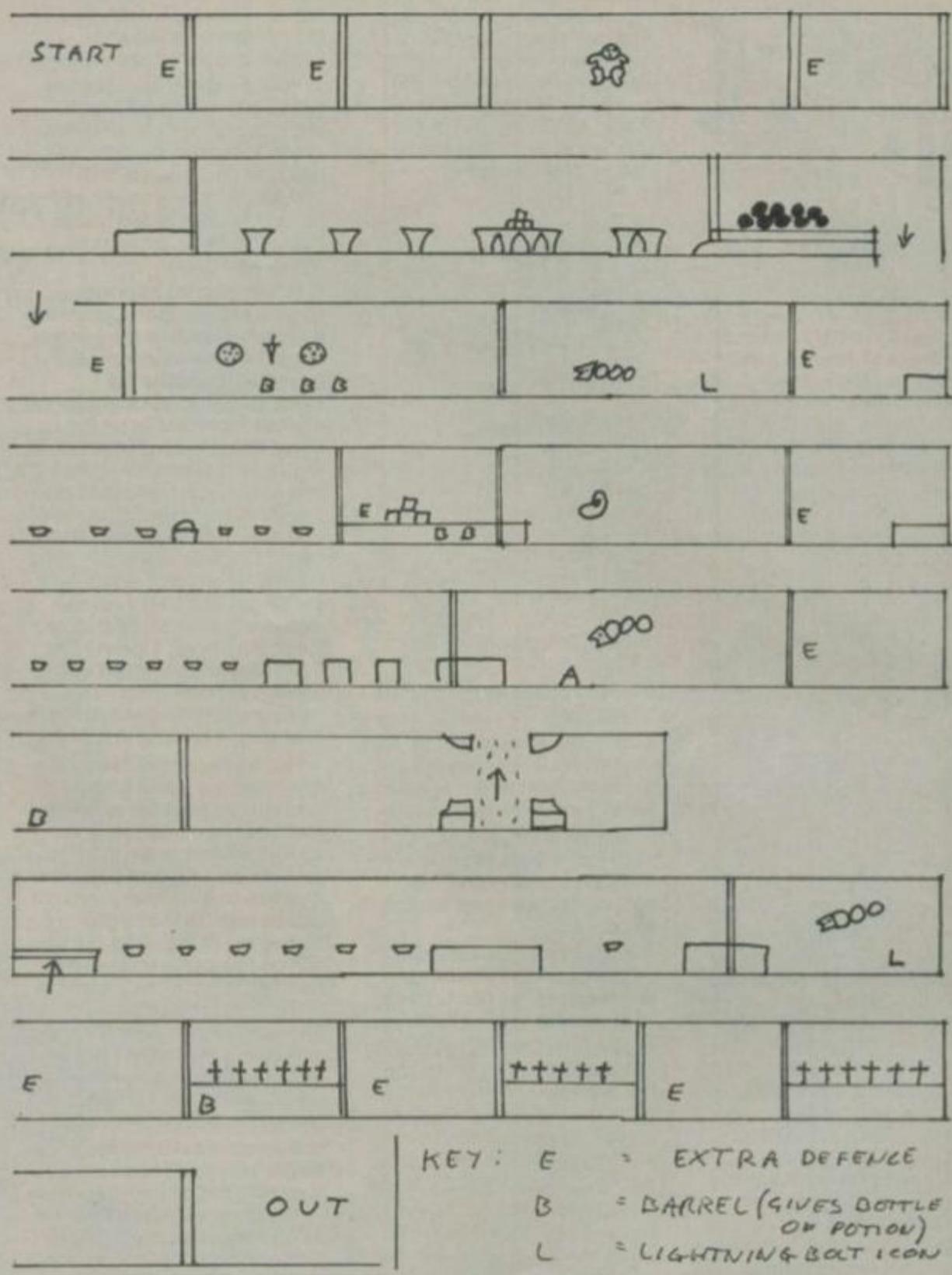
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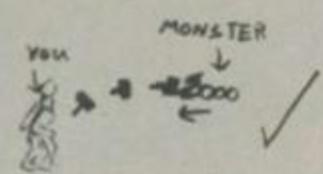
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# Savage

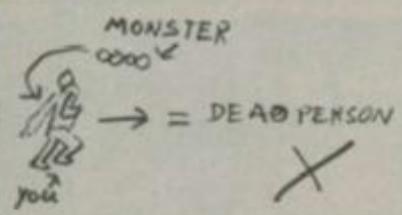


Savage. Heeey! We could even have Annie Lennox sending in tips for Savage... okay, so maybe it's only Gaz Caffyn, but I'm convinced he'd look like Annie Lennox if you squinted. "No I wouldn't, ya big snooty! Anyway, want some big tips for Savage? Okay, for a start, here's the level codes:

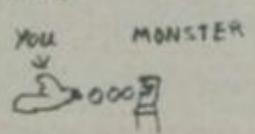
- Level 2 = SABATTA (This is correct, the one in the game has too many b's.)
- Level 3 = FERGUS (When starting on keyboard on level one only hold down letters FERGUS for infinite lives.)



- To kill monsters (the big ones) stand out of the way of them and wait for them to come at you.

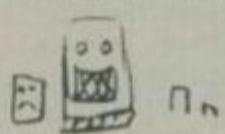


- On level two try heading left 'cos I've found this is easier than heading right. If you see a lot of monoliths then move out of the way.



- On level three to kill the green blobs try and shoot

them when their eyes are open, or shoot them in the mouth.



- On level three again if you encounter a spiked ball go up one wall and then at the last minute head towards the other one. That's it for now. Bye!!!  
 Hmm. Like the piccies, old chappie! Thanxxxxxx again. Anyone else? Yes, Julian Newman, what have you got?
- Get the boxes dropped by the blue flying beetles, they give you a revolving forcefield. Don't bother too much about the other boxes, although at the scene of a battle with one of the big creatures, it can be concealing a weapon or potion it dropped when it died.
- Shoot the rolling barrels or

splat them with your force-field if you have one and get the bottle it leaves. This will boost your energy level. Don't use more than you need as you can go back for another boost after you have killed the large monster, which is just a screen or two away. Be very careful of the bats. If they get near your

waist they grab onto you and can be very difficult to remove. The stepping stones over the fire sink, but don't jump off too soon or you'll not make it to the next one." Yup! These guys are just sooo Savage... GRRRR! Coo, they fair send a shiver down yer spine, don't they?

## TIP O' THE MONTH

# Last Ninja II

Aw no, not again... look I've told you before. I've done this one already! What? You've got something new? Okay but keep it short. Ladies and Gents, may I present Steven Harrod and Neil Greene on *Last Ninja II*. "When against an enemy, face him, hold the pause button, and push the joystick down and hold the fire button. The enemy's power will be reduced to zero. That's it." Alright, I'll let you off, that was interesting. But don't let it happen again. Badges all round I think.

# Batman - A bird in the hand

Nana nana nana nana, nana nana nana nana... Batman!! Holy cliched beginning to a Bat-bit! Whizzing through the Bat-post comes Boy Wonder **Max Hedge** with a solution to turning off the main computer in the easier half of the Caped Crusader's latest outing, *A Bird In The Hand*. Heere's Max... Left, get nose, down, get tools, use tools, left, get batarang, use batarang, right two, get lockpick, right, up, left, get disk, use disk, up two, right three, get sweet, right, get trainer, left six, get door key, left five, climb ladder, right two, get pop, right two, get torch, left four, down ladder, left two, climb ladder, left four, get rope, right two, use lockpick, drop lockpick, through door, use pop, right four, up, left, up, right, get lift key, left, down, right, down, left four, up, right, use sweet, stand on lift, use lift key, through door, right two, down, left, down, left, get toast, get dart, use toast, right four get disk, up, left, up, left, use rope, climb rope, get magnet, use dart, get pass, use toast, down rope, get egg, right, down, right, down, left three, up, right, up, left two, down, stand on lift, use lift key, left, down two, left, down ladder, left seven, use pass, through door, use torch, use magnet, left two, get tape, right two, up, right, up, left three, up, use tape, left, up, get cake, use cake, right three, down, left, down, right two, use door key, up, right, up, right, get nana,

use nana, left, down, right, down, left, up, get and use trumpet, right, use nose, trainer and food if remaining, use disk, and lo and behold computer stopped! Phew! And there you have it! Now where's a solution to the *Joker* half of the game?

# Star Raiders II

You know, it's nice to have feedback about the games we put on the cover of the mag. And by far the best, for me, is when you actually send in tips for them! And so now let me introduce that wacky little wibbler John Gourlay. Yes? "Yes.

- Firstly check all the planets for fighters.
- Second, when zapping destroyers when they are bombing, wait till they go into a bomb run, then shoot.
- Thirdly, shoot purple destroyers three times to blow them up, shoot green destroyers twice and blue ones once.
- Fourthly, make sure you recharge before attacking flagships. Shoot once directly in the centre to blow them up.
- And finally, when destroying Zylon cities/bases switch on the shields and ignore the fighters. The cities will appear on your scanner (top centre) use this to help you find them."

And there you go, see. Sharp as tacks, these YS folk. You know, I bet they look back in their YS collections to when we reviewed games before and get the tips from there. Nah! Surely not. (Don't call me Shirley. Ed)

# Gunship

Did I say something in December about wanting more *Gunship* tips? Gee, I don't recall. But Tony Cutcliffe (Colonel) seemed to think I was asking for some anyway so what is it then, old bean? "I tend to use the same tactics in all theatres of operations, as even in SEA it's good practice to go low occasionally.

- So keep your altitude down to below 80 feet virtually all the time and fly round hills rather than over them.
- If you spend more than

about 15 seconds above 100 feet in Western Europe, you'll get clobbered good and proper, and serve you right too!

- You can climb occasionally to 150-200 feet to get a look round by flying one complete circle. Ignore all TADS 'target' prompts and drop back to 70 feet. On your map will be all the targets TADS spotted when flying the circle, so you can plan your attack.

- When attacking known targets with cannons, point the helicopter towards the nearest target using your map and compass (because the compass is more accurate than the helicopter sprite on the map). Charge in at 70 feet, lock the TADS box onto the target and line up your crosshair on the TADS box. Go to level bank and dive to 20 feet. You will lose your TADS lock but the helicopter will be pointing at the target. The TADS will re-lock in a few seconds at about 0.4-0.5km range. Open fire at 0.3-0.4km and they'll be eating 30mm HEDP for lunch. The cannon will destroy anything (including bunkers) at 0.3km.
- Hellfires are best used whenever the opportunity presents itself. Destroy SAMs first, then other vehicles. You should be able to fire three or four off from 100 feet before they see you. It's important not to lose sight of the target before the Hellfire hits, but you can be turning to engage the next target while the missile is in flight whilst guiding it through the side view. It's also possible to 'ripple fire' two or three Hellfires at targets which are close together at about 1.2km range.

• Fire missiles at the same target with a two or three second spacing between them. When the first missile hits, the TADS should lock onto the adjacent target in time for the next missile to track and hit it. This is a standard real life Apache tactic which works quite well in *Gunship*.

- Hind helicopters are better dealt with by sending them an AIM-9L, free of charge, at long range. If you've no sidewinders left then you'll have to cannon them. Charge head on with your cannon armed, and as soon as the range drops to 0.5km, open fire and keep blasting until it disappears. The Hind won't explode for some reason, it'll just disappear. But don't let it get any nearer than 0.5km or you'll take a clattering - three damaging hits is standard value for money here. Sometimes you can scare a Hind off using the head-on method, but watch your threat display as he'll be back!
- Generally, the 'search and destroy' type missions are the most dangerous, as there will

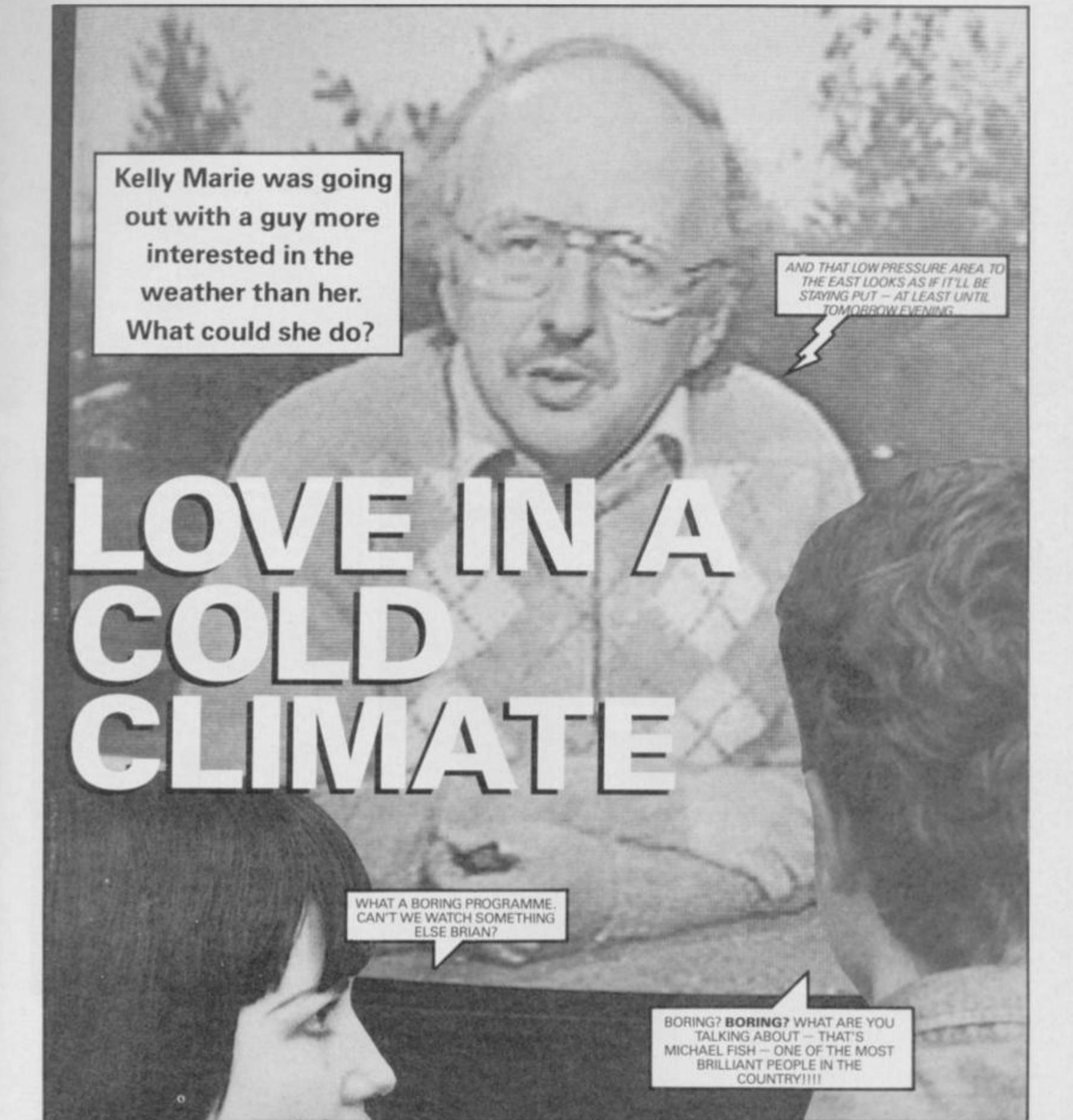
be lots of SAMs backed up by masses of heavy flak, bags of cucumber, stacks of lettuce and LASHINGS of ginger beer. It's best to sneak up on these guys slowly at 15-20 feet and clout them with your cannon at 0.3km. If you find the situation getting out of hand (and enemies in previously hidden positions are firing at you by surprise,) then pile on the collective, pitch down and fly a jinking course away at 10 feet and 170 knots. You can then come back in slowly again under your own terms, knowing where the hidden boys are this time. The helicopter is really frisky in the fast, low escape as the collective is so high, so be careful as one slip in a downward direction will be immediately fatal. You must be a top class, slightly crazy pilot to perform this trick properly.

• Finally, if your ECM detects an incoming heat-seeking missile, hit both your jammer and your flare dispenser, turn, dive and accelerate away 20 feet. That should shake off any missile. If you're being chased by a radar-homing missile, it serves you right and you deserve to have your tail shot off, as you should never have let them see you for long enough to lock on and fire in the first place.

P.S. My model Apache has recently been wrecked by my son, so they're not everything-proof." Well, many thanks Tony Cutcliffe (Colonel). Phew! This could start an interesting trend. Now we have real pilots sending in tips for flight sims, how about real members of Ninja Hands sending in tips for *Last Ninja II*, or maybe Nigel Mansell sending in tips for *OutRun* and his own game? Okay, I admit it! I'm barmy as a potting shed. I don't care.

# And so Tibet...

Yes folks, it's that time again, and as usual we haven't got room for everyone. Sorry 'bout that but ya can't have everything, eh, nosepickers? So keep on trying! Send your hints and tips, and any spare packets of Jaffa Cakes to Phil South, YS Tipshop, Your Sinclair, 14 Rathbone Place, London W1P 1DE. And don't forget, all those who get their tips printed win an 'I've Got Big Tips' badge! No, really they do! That's all. Bye!



Kelly Marie was going out with a guy more interested in the weather than her. What could she do?

AND THAT LOW PRESSURE AREA TO THE EAST LOOKS AS IF IT'LL BE STAYING PUT — AT LEAST UNTIL TOMORROW EVENING.

# LOVE IN A COLD CLIMATE

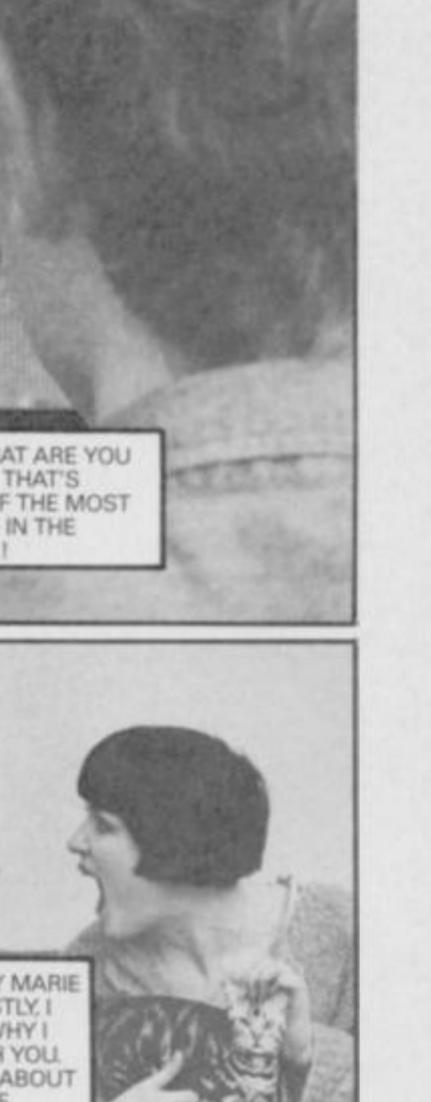
WHAT A BORING PROGRAMME. CAN'T WE WATCH SOMETHING ELSE BRIAN?

BORING? BORING? WHAT ARE YOU TALKING ABOUT — THAT'S MICHAEL FISH — ONE OF THE MOST BRILLIANT PEOPLE IN THE COUNTRY!!!!



PORTLAND BILL — GALE FORCE 7 REDUCING TO FORCE 5 BY THURSDAY EVENING...

BUT HE'S JUST GOING ON ABOUT THE WEATHER. IT'S REALLY BORING.



IT'S A VITAL SERVICE, KELLY MARIE — AND AN ART — HONESTLY, I SOMETIMES WONDER WHY I BOTHER GOING OUT WITH YOU. YOU HAVEN'T GOT A CLUE ABOUT THE FINER POINTS OF METEOROLOGY. IN FACT YOU HAVEN'T REALLY GOT A CLUE ABOUT ANYTHING AT ALL.



BOO HOO HOO.

SHUT UP YOU STUPID COW — YOU'LL MAKE ME MISS THE LONG TERM MARINE FORECAST!!



DING DONG!

SHALL I GET THAT? SNIFF.



OH (SNIFF), HELLO DARREN, HELLO SIOBHAN.

ARE YOU OKAY KELLY MARIE?

OH YES (SNIFF), I'M FINE — I'VE, ER, JUST BEEN PEELING SOME ONIONS. COME IN.



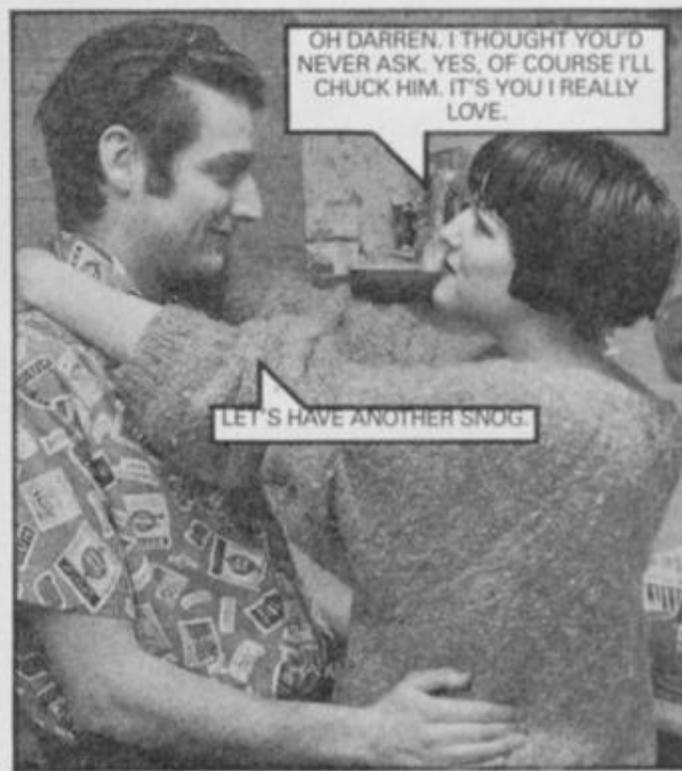
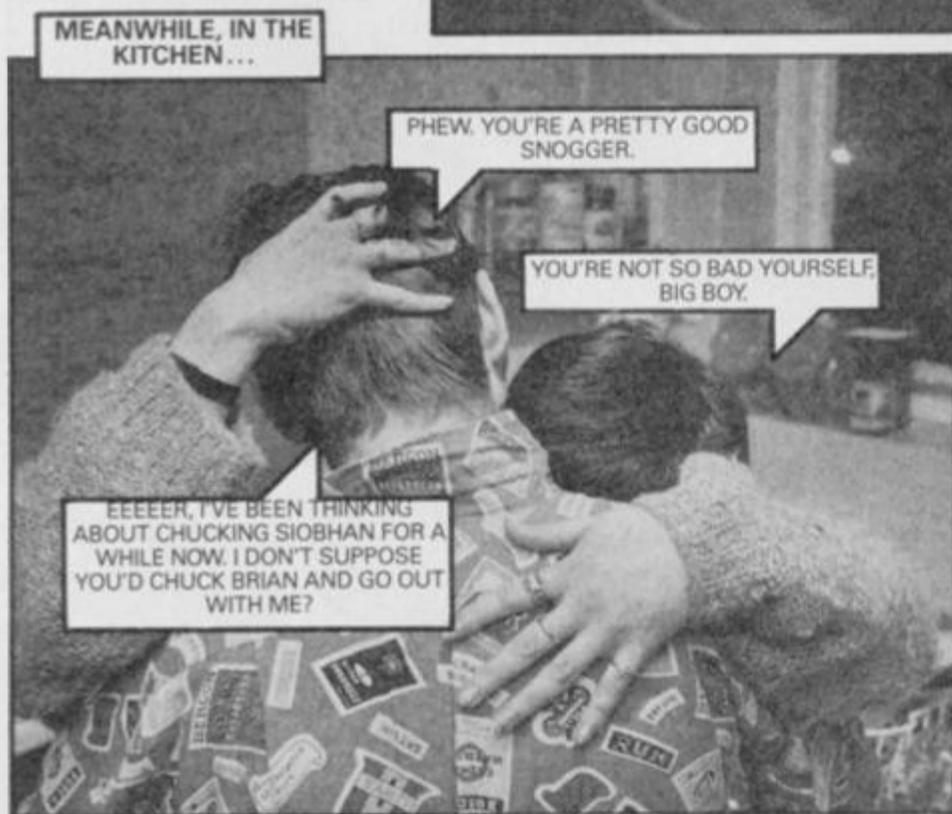
GOSH, DARREN'S SO CARING. HE'S QUITE A HUNK AS WELL. I COULD WELL GO FOR HIM MYSELF — BUT I'M SURE SIOBHAN AND HIM HAVE GOT A ROCK STEADY THING GOING TOGETHER.



LOOK, BRIAN, IT'S SIOBHAN AND (SIGH) DARREN.

HANG ON A MINUTE, HANG ON A MINUTE...

MALINHEAD — GALE FORCE 5 RISING TO 7 FROM THE NORTHEAST

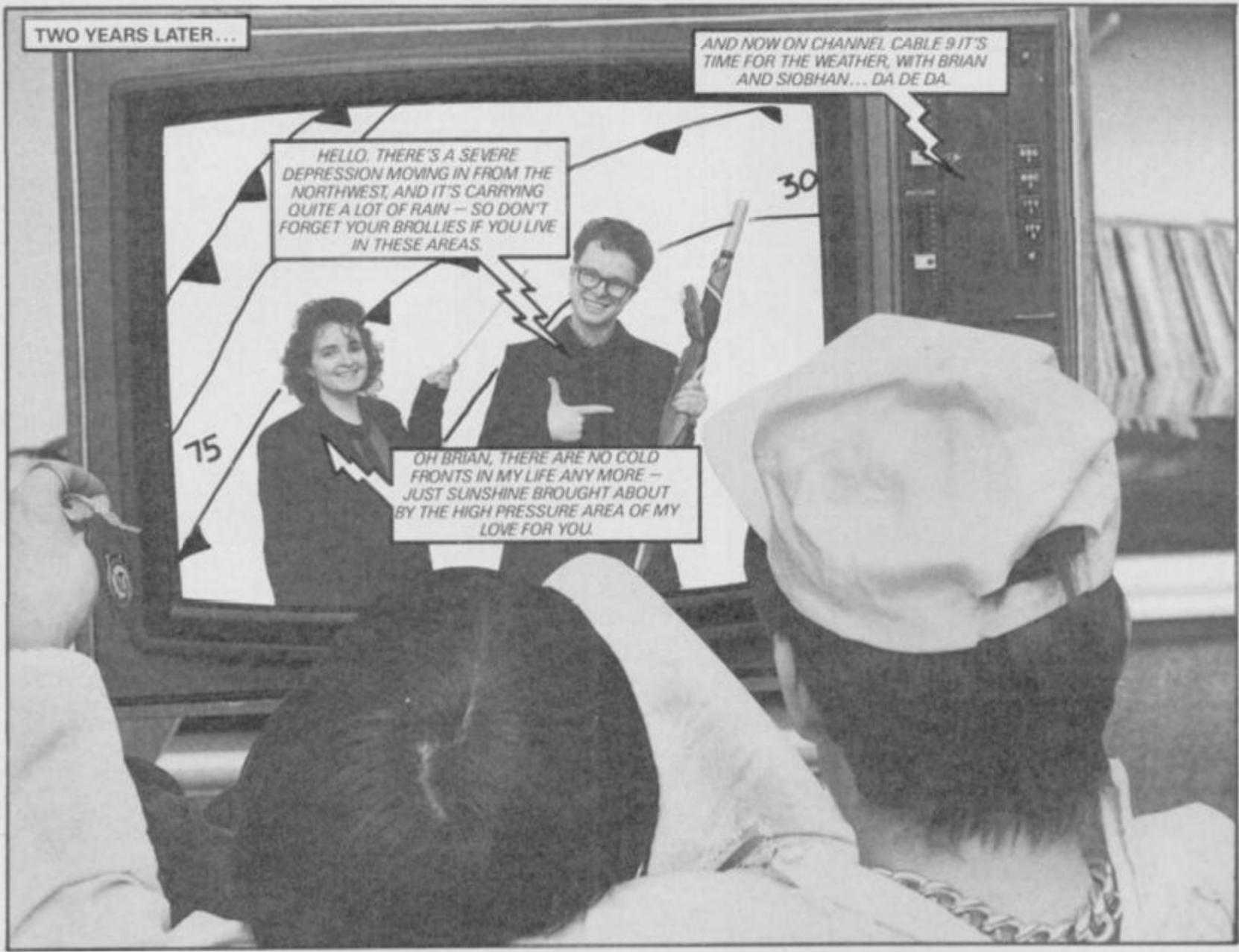


TWO YEARS LATER...

AND NOW ON CHANNEL CABLE 9 IT'S TIME FOR THE WEATHER, WITH BRIAN AND SIOBHAN... DA DE DA.

HELLO. THERE'S A SEVERE DEPRESSION MOVING IN FROM THE NORTHWEST, AND IT'S CARRYING QUITE A LOT OF RAIN - SO DON'T FORGET YOUR BROLLIES IF YOU LIVE IN THESE AREAS.

OH BRIAN, THERE ARE NO COLD FRONTS IN MY LIFE ANY MORE - JUST SUNSHINE BROUGHT ABOUT BY THE HIGH PRESSURE AREA OF MY LOVE FOR YOU.



OH DARREN, I LOVE YOU SO MUCH. SNOG ME TILL MIDNIGHT.

OH DARLING, I'M SO HAPPY.

I CAN ONLY SNOG YOU TILL NINE O'CLOCK, KELLY MARIE, COS I'VE GOT TO TUNE THE CARBS ON THE MOTOR. BUT I DO LOVE YOU.

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**What's going cheap this month? (Make any bird jokes, and you're dead, Ed) Certainly not Marcus Berksquawk. (BLAM!!)**

more than that wrinkly old arcade game *Battle Zone* pushed up anew for another generation of Spec-chums. In fact, the only real effect of the word 'Simulator' is to make you suspect that Zeppelin blagged the whole thing off someone else, although I'm sure Zeppelin would never do anything so dastardly (hem hem).

*Battle Zone* was a spanky game which obsessed me and a friend of mine in about 1981, when we poured untold piles of 10 pees into the blasted machine. It's a wire frame shoot 'em up, set on the ground, from the perspective of someone sitting in a tank and scared half to death. All sorts of things whizz towards you — other tanks, flying boulders, spaceships, missiles — and you have to both avoid and destroy everything that threatens you.



It's the game that inspired such works of genius as *Elite* and *Mercenary*, but in this version Zeppelin has introduced colour (the original was starkly monochrome) and mucked about with the gameplay, making the whole very much less than the sum of its parts. There's also some dodgy collision detection, and the whole shebang is slower than a snail on sedatives.

A disappointment then, on historical grounds, and for 1989 it doesn't really impress either. Forget the simulator — go for the real thing.



## REBEL

**Ricochet/£1.99**

Fine game, this: I remember it well from its initial release in '87. The idea is simple enough. You have a tank, and you're stuck in a heavily mechanised agridustrial complex (it sez here). In order to get out, you must smash through an exit, but your only weapon is a beam of high intensity light which is beaming away on the other side of the encampment. Solution? Well, there are loads of 'solar reflectors' (mirrors to you an me) lying around, and what you have to do is position them, in certain preset places, so that the beam of light will smash through the exit and you can escape. Interesting, huh?

What's particularly clever about this is that throughout the game you can always see that it's possible to do — it's just very tricky. Naturally there are loads of enemy tanks and things to avoid, but these just patrol in standard formations, so timing is all. The graphics are brill — brightly coloured and well drawn — and the whole game's a ripsnorter. Ten levels for two quid? A bargain, mate.

## DEATH STALKER

**Code Masters/£1.99**

This is disappointing, especially when you look at the real Spectrum screenshots (Code Masters is always pretty hot on that, of course). But the game is a little drab.

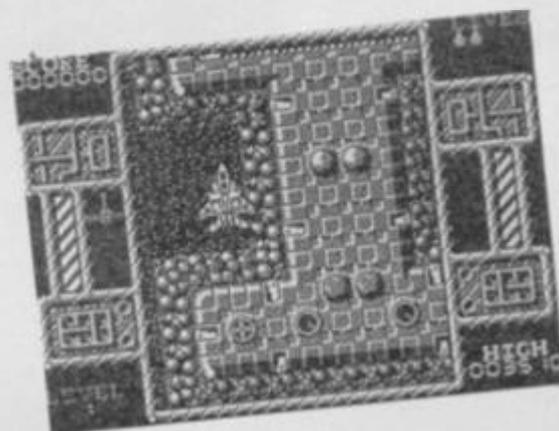
*Death Stalker* (no relation to John, I presume) is an arcade adventure set in the usual mystical world of ghoules, spells and wizards, and it's up to you to find the lost key of darkness and descend to the deeper dungeons. Why? I hear you ask. Well, it's never made entirely clear, or even touched on at all, but never mind — all you have to know is that the EVIL ORC MEN are bad, and prisoners, if set free, are good. As you slash around the monochrome screens, you occasionally pick things up, but more often die a lot. Why? I hear you ask again. (You're clearly in an interrogative mood today.) Because you can't see a bloody thing, that's why. The graphics are so poorly drawn that it's next to impossible to make anything out, unless you've got a really spanky monitor — in which case, what are you doing buying cheapie rubbish like this? Exactly. Next!

## TOMCAT

**Players/£1.99**

One of the banes of my life has always been shoot 'em ups that are just so difficult you can't get anywhere at all. I bought one recently for the ST (spit) that everyone had said was amazingly groovy, but I never lasted for more than 20 seconds, so that was 20 nicker chucked down the drain. At least with Specky budget games you're only wasting a tenth of that price, but it's a pain nonetheless.

Try as I might, I could get nowhere on this blasted game, much as it's beautifully drawn and animated, if a little slow. It's a vertical scroller in the *Slapfight* mode, with you flying low level over an automated island full of robots and gun emplacements firing at you. But it's so hard that in the end it seems a bit of a wasted opportunity. If, though, you really are a shoot 'em up whizz kid and you're finding everything else a touch on the peasy side, this is highly recommended. But I dunno — methinks even Jon-Boy Davies would have problems with this one.

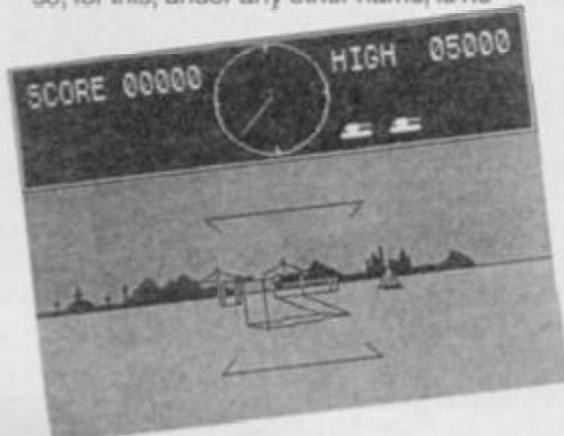


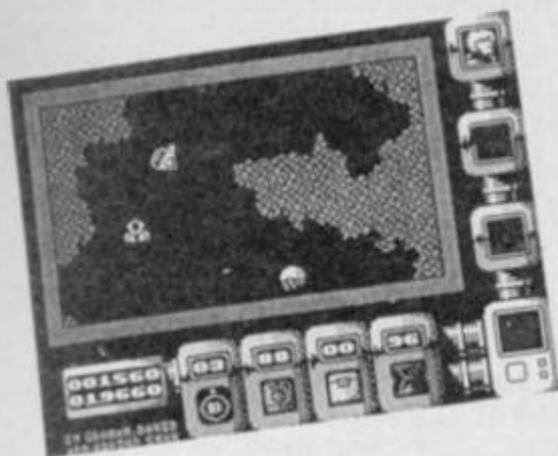
**BARGAINMENT**

## BATTLE TANK SIMULATOR

**Zeppelin/£1.99**

Yo ho! What's this? Yup, it's just an ornery game with the word 'Simulator' tacked on the end! Will these software companies go to any lengths to flog their products? Seems so, for this, under any other name, is no





## AQUASQUAD

Atlantis/£1.99

This one's by the same geezer who wrote *Gunfighter* and *Tank Command*, which should warn anyone who was expecting a decent game. *Aquasquad's* a sort of arcade adventure-cum-shoot 'em up, neither one thing nor the other, and profoundly less than gripping. You guide your little ship through an undersea maze of heavily armed caverns, avoiding jagged rocks, deadly undersea creatures and anything that looks remotely like a missile. The idea is to destroy the whole installation, and to do this you need to collect four nuclear containers — but you'll long since have got completely bored and given up before you get that far in this lifeless and derivative game.

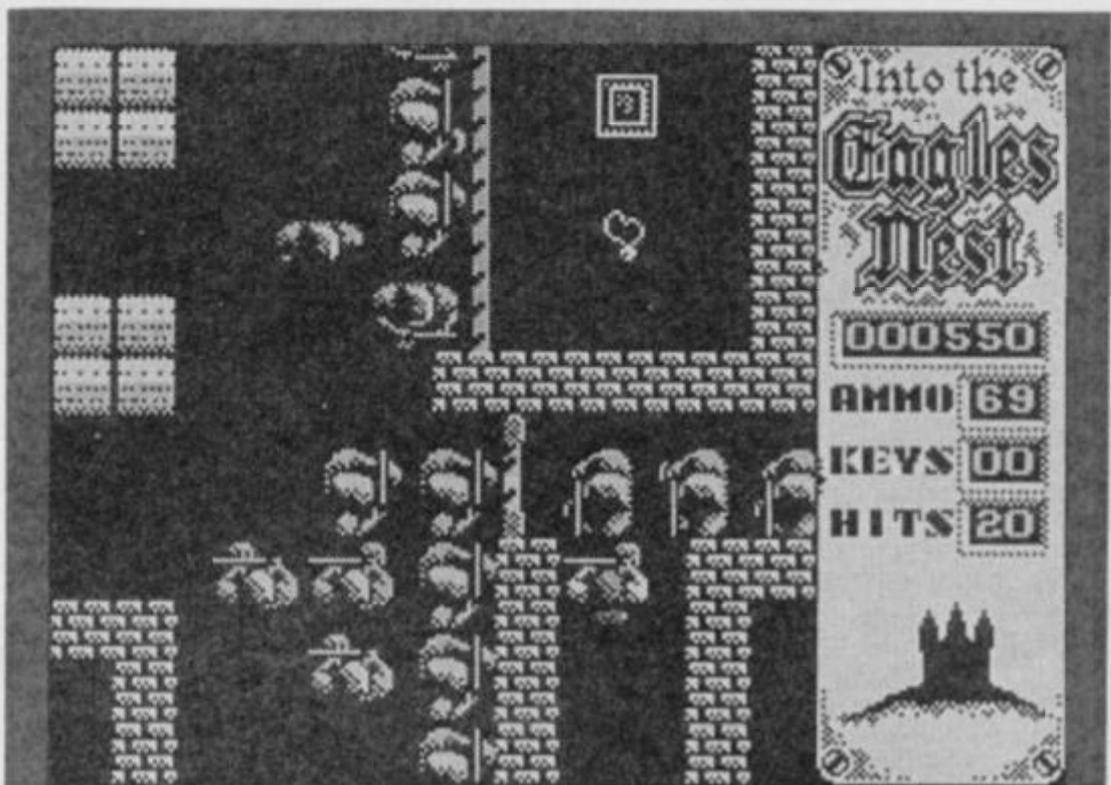
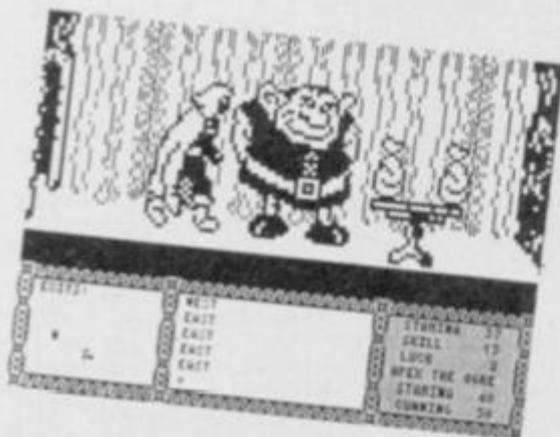
It's not been that badly programmed — few things are, these days — but there's no spark of originality, nothing to make you want desperately to see the next screen, or even the screen you're on in most cases. Of minimal interest.

## HEAVY ON THE MAGICK

Rebound/£1.99

Another game from Greg and Roy's Gargoyle vaults, and another cracker. This one's all of three years old, and was the first 'graphic adventure', if you can call it that. On the screen you see your rather roughly drawn hero, and you move him not by joystick but by entering instructions via the keyboard (N, S, etc). As he wanders around, you have to react to what crops up in the various dungeons, which as well as puzzles, objects and magic spells includes monsters who knock you off with the merest flick of a wrist. At the time it was hugely influential, and much imitated, and it survives well because not only was it cleverly done, but there was a game lurking in there as well.

Naturally there's mucho mapping to be done, and the game's liable to appeal to arcade adventurers rather than straightforward zappers, but it's still good fun, and I found that I had forgotten everything I had so patiently learnt about the game first time round. Another spanker, although what the cover illustration has to do with it all, I have no idea.



## INTO THE EAGLE'S NEST

Players/£1.99

Another welcome re-release, which originally appeared on Players' sister label Pandora, 18 months or so back. It's basically a *Gauntlet* variant, but with substantial gleamy brass knobs on. The setting's Nazi Germany, so if we could just pause for a little goose-stepping practice (TOOM-CHUM-TOOM-CHUM-TOOM-CHUM). That's better.

Your mission is to get inside a highly fortified base, kill as many goons as possible, rescue your three comrades and

then blow the whole place up. Simple? Could do it for breakfast. Actually it's extremely tricky, and requires superb timing and an almost psychopathic love of killing things. As in *Gauntlet*, you have to be careful about using things like keys to get around between the rooms, and there's treasure, food and spare ammo lying around too. Yup, ammo is not something to be wasted, partly because there's not much to go around, but also if a stray bullet happens to hit a barrel of gunpowder, ker-BOOOM! and you're as dead as Marie Stopes. An excellent game, with clear and attractive graphics and endlessly challenging gameplay. Again, for a cheapie, unmatched value.



## STAR FARCE

Mastertronic/£1.99

This, on the other hand, is much more like it. Virtually identical in many ways to *Tomcat*, it's streets ahead in gameplay, looks, variety and sheer playability. Again a vertical scroller, *Star Farce* re-introduces that oft forgot feature of old Specky games — colour! It's bursting with colour all over the shop, and what's more it's faster than *Tomcat*, and played over a larger screen. There are even 32 different levels (although judging by the first few, they're all much of a muchness).

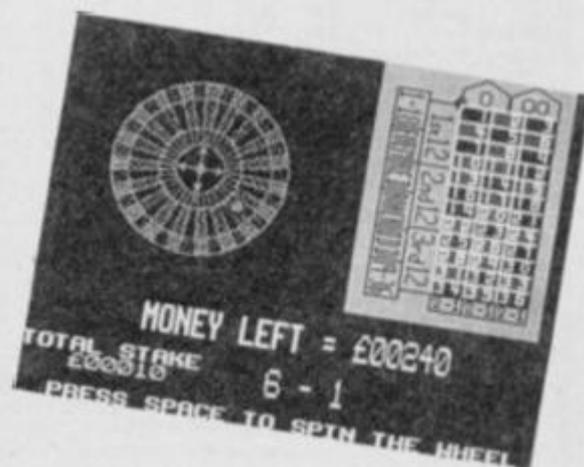
Now, I'd admit it's not terribly original. In fact it's hopelessly unoriginal — *Lightforce* and *Bedlam* are its nearest relations. But it's tremendous fun and like all the best games, it's easy to start, hard to finish. It's odd, because Mastertronic hasn't been releasing that many new games recently, having concentrated on re-releases, and the few newbies it has bunged out have been, in the main, rather ropey. But this is a fine game, as addictive as any full price shooter now on the market, but at a fraction of the price. Bargain? Bargain.

## LAS VEGAS CASINO

Zeppelin/£2.99

One of the great old stand-bys in budget land is the gambling game. If it's not a fruit machine — which it usually is — it's a poker game, or in this case a Casino sim. Full marks, incidentally, to Zeppelin for not using the word 'Simulator' anywhere in the title of this game — the temptation must have been great.

Overall this is not a bad little casino game — you get to play craps, Baccarat (Yes Sir, I Can Boogie), roulette and my personal fave, black jack. None of the four is presented particularly impressively, but they're all playable enough if you like that sort of thing, and I do, from time to time. Neat, unassuming and in many ways what budget games are all about, Brian. But why is it £2.99 instead of £1.99?



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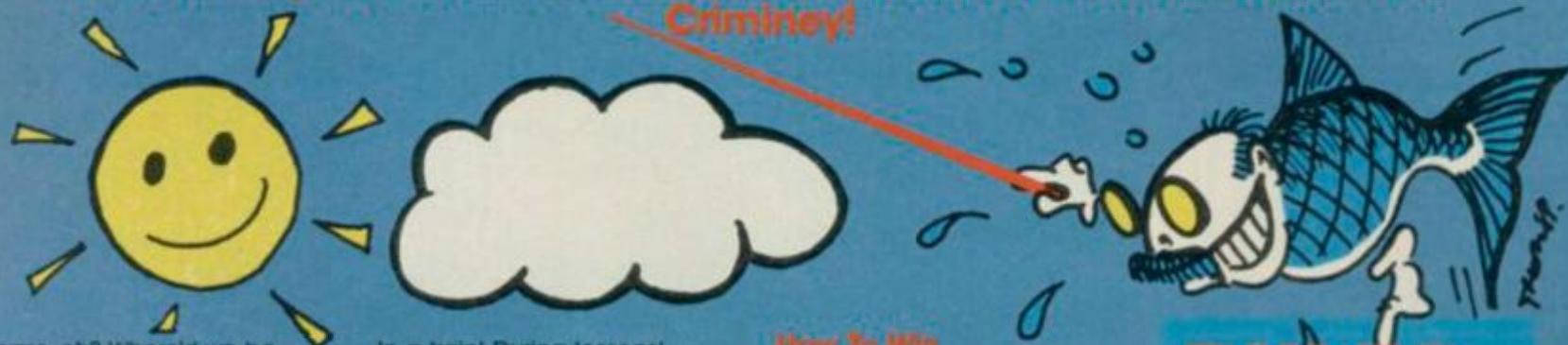
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# What A Stormer!

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Storms, eh? Where'd we be without them? Probably somewhere a lot warmer and drier, that's where. You can never tell when you'll be caught short (Oo-er) by one in a bus shelter or under a tree with nothing to do except twiddle your thumbs. Well no longer! Cos we've got the answer...

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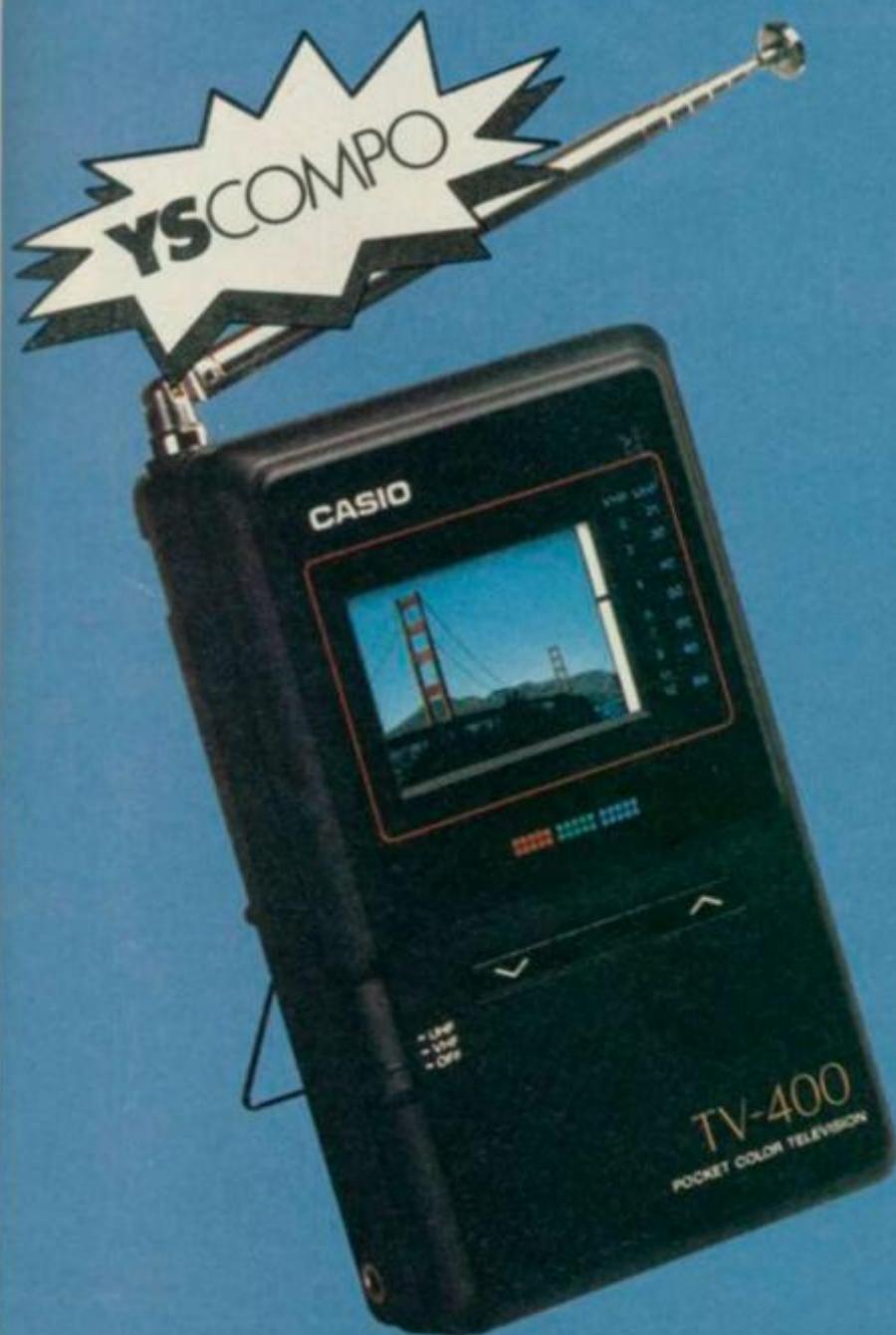
Plus the ten runners up will get one copy of that 'happening' disc, *John Kettle Is A Weatherman*. What a corker! Hewson, who's splashed the cash for these rather wonderful little items, has also provided 25 copies of Raf Cecco's newie *Stormlord* to add to the fun.

### How To Win

It's weather quiz time. Listed on the coupon are five questions about those lovable weather forecasting folk from TV-land. All you have to do, quite simply, is answer them. Finished? Good, now cut out the coupon, bi-tac it onto a pair of Ian McCaskill's giant spectacles (or a postcard), and send it to Gor Blimey, The Weather's In A Right Blimmin' Two And Eight, But I Don't Mind Cos Bill Giles Is Such A Dreamboat Compo, YS, PO Box 1509, Enfield, Middlesex EN1 1LQ. Deadline is the end of March.

### RULES

- Spectacles and postcards should stay indoors for 48 hrs and if they'll get pissed on.
- If your entry arrives after March 31st 1987 your deal will leak, the kitchen will flood and you'll be in all sorts of trouble, matey!
- Yser's been looking at the answered and knows which one the wind's blowing!



The three minute slot after *The News At Six* is my favourite televisual feasting time, so I'm bound to get these right...

1. Name the female weather presenter who got so much flak from the viewing public about her dress sense (or rather lack of it) that she had a birrova breakdown and had to discontinue her career.
2. What would be the best accessory for one of Michael Fish's jackets?
  - (a) A white carnation?
  - (b) An acid house smiley badge?
  - (c) A volume knob?
3. Who's got the biggest bottom?
  - (a) Wincey Willis?
  - (b) Aneka Rice?
  - (c) Cyril Smith?
4. Name the weatherman who leaps manically about on a giant map of the UK wielding a watering-can.
5. Who's got the warmest front?
  - (a) Wincey Willis?
  - (b) Aneka Rice?
  - (c) Cyril Smith?

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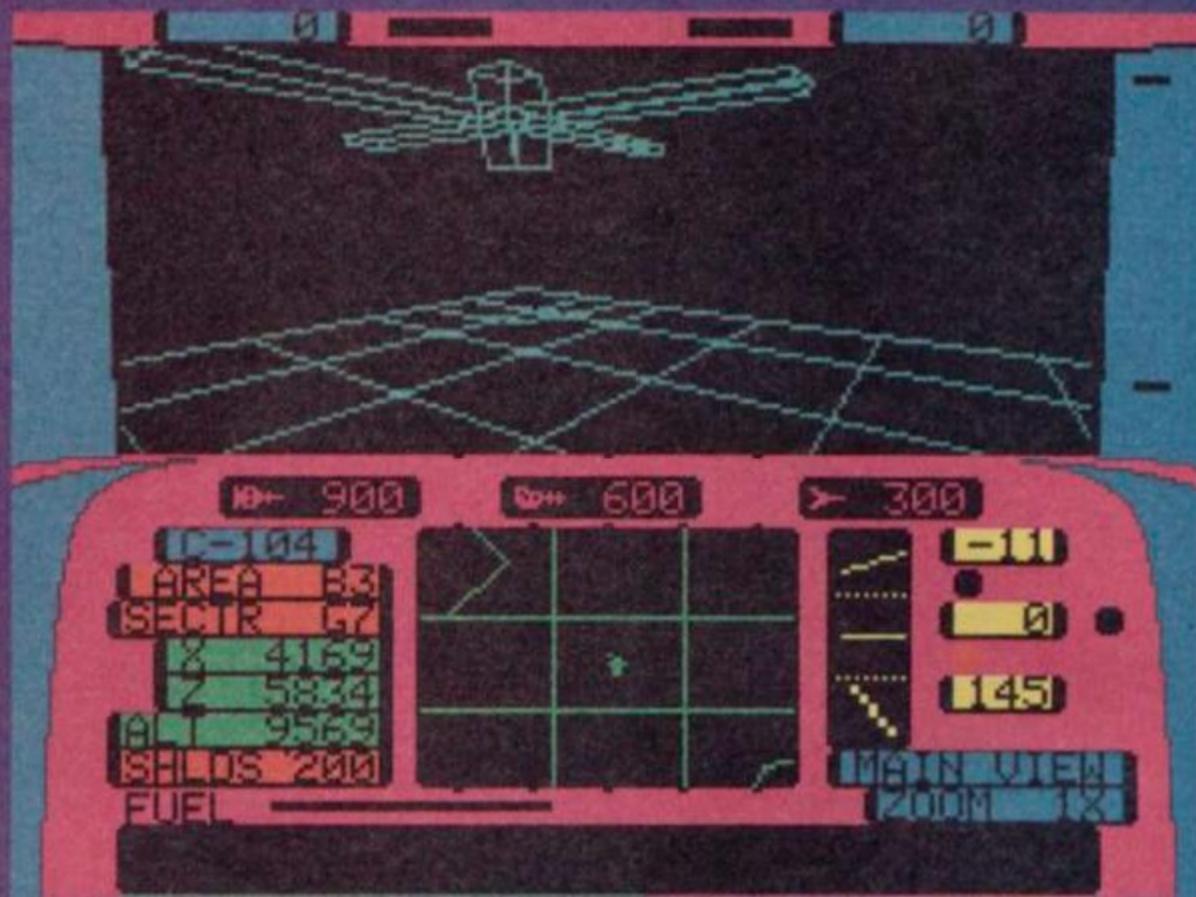
# SCREENSHOTS

Fe fi fo fum, jiggling joysticks is loads of fun, what with *LED Storm* and *Eche'lun'*, check out these pages — they're all quite rum.



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

# ECHELON



US Gold/£9.99 cass/£12.99 disk

**Jonathan** There are three things that are guaranteed to make any reviewer's knees tremble — even one as hunky as myself: a 54-page A5-sized manual, a list of approximately 35 different control keys, and a deadline measured in nanoseconds. And all after I've just swallowed the last mouthful of Balisto.

But what is the relevance of all this, I hear tens of thousands of readers simultaneously cry? Well, the whole lot of them just fell through the letter box, along with a copy of *Echelon*. It's one of those awesomely complicated simulation games that I'm supposed to like so much, set on another planet just for a change.

Your task, should you choose to accept it, and I strongly suggest that you don't if you value your sanity, is to patrol the solar system's tenth planet, Isis, in your C-104 Tomahawk and try to find the base of a group of pirates that have been giving the Space Federation some hassle. In other words, an explore, collect and shoot game.

There are all sorts of puzzles to be solved in order to locate the base, mainly involving finding little flashing dots on the surface. These are 'clues,' which are used to fill in the six maps which show how to get to the base. There is also a code to break which will

let you decipher the pirates' transmissions or something.

Before you get stuck into that lot, however, there are hundreds of bits and pieces to get to grips with, including a teleporter for getting the things you collect back to base, an RPV for exploring the planet surface by remote control, a hyperdrive for hopping round the planet and all sorts of other things. Hence the 35 control keys.

In case you hadn't gathered, this is one helluva complicated game, not to be tackled by the faint hearted. Left-right-up-down-fire fans can forget it for a start, as the one thing this game isn't is a shoot 'em up, and any pretensions it may have in that direction are best forgotten.

The problem lies in the graphics, which are horribly sluggish. Wire-frame animation is normally pretty smooth on the Speccy (*Starglider* being a good benchmark). In *Echelon*, however, you can get the screen update rate down to under two frames per second if you try hard enough. This means that accurate combat is practically impossible, and is best avoided. The only solution to the problem is to turn off various bits of the display, such as the scrolling map and the reference grid on the ground. This speeds up the graphics no end, but makes it extremely hard to see where

you're going.

This aside, though, *Echelon* has a lot going for it. The map is awesomely huge and is littered with different types of buildings, towers, rivers and bridges. There is even a series of training courses to help improve your skills, and a nice touch is the ability to get the RPV to track your ship as it flies around, so you can watch yourself pile into the ground from any number of different angles. There's no sound, though, which is a shame.

If it wasn't for the lack of graphical elegance, *Echelon* would be a Megagame for sure. It's still blimmin' good though, and gives you more bytes per pound than most other stuff around at the moment. You'll learn some novel yoga positions trying to handle the controls as well.

## YS CLAPOMETER

A brain-blendingly complicated space simulation with plenty of mileage in it.

GRAPHICS  
PLAYABILITY  
VALUE FOR MONEY  
ADDICTIVENESS

8



# G.I. HERO

**Firebird/£7.99 cass/£12.99 disk**

**Macca** You and your alsatian, Killer (named after his most amiable quality) have been parachuted into a politically sensitive tropical country, where you are ordered to recover some stolen peace plans. Unfortunately, you and your 'best friend' have a little mid-air tiff and end up going your separate ways during the descent. Mildly concerned about the fate of your slaving dog, the fact that the ground is rushing towards you at 42 feet per second slips your mind.

**Crunch!**

You land badly, damaging some vital equipment (and your chances of ever having a family). Not only that, but the place is swarming (and we are talking locusts here) with enemy troops, who have been alerted to your presence by your raucous cry as you hit the ground. And on top of all that, you've still got the four stages of your mission to carry out as well.

First: find your yapping canine. Second: kill the stupid mutt or locate the enemy camp and assassinate the leader. Third: search out the helicopter base and destroy it with your limited supply of mines. Fourth: escape. What could be easier?

Due to an incredible stroke of luck, you managed to retain your rifle, some ammo, a homing beacon, a cipher (which receives messages from a surveillance satellite), and a battery to power all those things. And all the enemy soldiers appear to have fingers made of butter, because there are discarded magazines all over the place.

So off you go trudging through a flick screen jungle, slipping through passages, climbing into sub-terrainean caverns, shooting the occasional soldier who's dumb enough to cross your path (yawn), finding the dog who will leap forward into the attack as soon as any enemies appear, trudging through some more jungle, shooting the... (snore).

The jungle locations are unremarkable and almost identical to each other. Sick looking but colourful palm trees on the surface, and a gloomy array of stalagmites and stactites underground. All the characters are huge, nearly one third screen height, and well detailed. They're all protected from colour clash by a thick black *Dark Sceptre* mask. The central character animates very well, crouching and turning convincingly, and the enemy

soldiers crumple satisfyingly when shot.

But the gameplay has a lot to be desired. All the screens are too much alike and you spend most of your time getting lost or being lost (which ever is most interesting). Shooting the soldiers is not difficult, since they're so big. You just fire and they're history.

All this collects into one massive heap of boredom. Not even finding the enemy camp can resurrect it. I feel something could have been done to heighten the tropical atmosphere, like the odd fly buzzing past, or having water percolate from the stalactites or something.

And it's a pity you can't shoot the dog.

## YS CLAPOMETER

*Tedious and thin tropical maze game. Good graphics but not enough action, not enough atmosphere, and too much boredom.*

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

# 5

# JOYSTICK JUGGLERS

How are Sean's spoon-balancing antics progressing? Is Jonathan still called Jonathan? Has Marcus been totally replaced by fairy liquid bottles and sticky-backed plastic? You want answers? Oh dear, you probably won't get them here.



**Richard Blaine** —

Of all the columns in all the computer mags in all the world, Richard has to walk into this one. Give him a decent game and he'll 'play it again' (and again and again).



**Sean Kelly** —

Sean, the planet Earth's most distinguished spoon-balancer has been returned to our planet by the aliens who kidnapped him several months ago.



**Jonathan Davies** —

The man who liked Martech's *Shoot Out* so much he gave it four, Jonathan has recently taken up Sumo Wrestling. Watch out for him on Channel Four's Grand Basho tournament later in the year.



**Ciarán Brennan** —

People have difficulty pronouncing Ciarán's name — so we'll put the record straight.

The first part sounds like 'life peer' (without the 'life' bit) and the second part sounds like 'air', 'un' or 'on', depending on where you come from. Some people just call him Karen.



**Phil South** —

Hemel Hempstead's answer to Mr Crocodile and still raking in the royalties from his adventure game *Fish*, Phil still finds time to relax in front of the telly whilst scoffing three times his own body-weight in cheeseburgers.



**Marcus Berkmann** —

Journalist extraordinaire Marcus has recently found a new hobby. Heartlessly casting his macramé needles to one side, he's picked up a length of string and discovered the excitement of Cats Cradle making.



**David 'Fab Macca' McCandless** —

Last but not least it's the new YS heart-throb (if you don't know why, check out the mugshot on the *Pistop* pages).

## YS SCORES

1. *Dark Sceptre* (4.5)
2. *Dark Sceptre* (4.5)
3. *Dark Sceptre* (4.5)
4. *Dark Sceptre* (4.5)
5. *Dark Sceptre* (4.5)
6. *Dark Sceptre* (4.5)
7. *Dark Sceptre* (4.5)
8. *Dark Sceptre* (4.5)
9. *Dark Sceptre* (4.5)
10. *Dark Sceptre* (4.5)

## ANCIENT BATTLES



# ENCYCLOPEDIA OF WAR

CCS/£14.95 cass

**Martin** Now this is my sort of program. CCS has published some excellent wargames for the Spectrum over the last few years, and if *Ancient Battles* were just another goodie then I would probably be telling you to rush out and buy it.

But the program is actually far more than that: it is a system by which you can design your own battles, choosing two armies from a total of 24 historical nations from the ancient world and picking the topography of the battlefield as well. So I'm ordering those of you who are strategy buffs, to rush out and buy it. On the double.

When you first load up the tape the program automatically sets up the battle of the River Hydaspes, one of the four pre-designed scenarios which come with the game. Hydaspes was a battle fought in 326 BC between Alexander the Great and an Indian army which far outnumbered him. He won, of course.

Hydaspes is an excellent simulation. The graphics are very crisp, and the mechanism by which you can give your troops orders is simple. You

scroll about the map, observing where your units and the enemies' are. Then you put the cursor on one of your units, and hit fire. You can either order it to move to wherever you move the cursor to, or you can tell it to follow another unit. This means that you can set the whole thing up so that you only have to tell four or five of your 20 or so units what to do each turn, and the rest will follow them. Much more realistic, and much less time consuming than giving each unit individual orders.

You can choose to play against the computer, or up to two of your friends. You can also pick something called 'shared command': this means that the computer takes the roles of the subordinate commanders in the battle, and decides what they will do within certain guidelines which you lay down at the start of the game — advance, defend or skirmish.

Generals are important, as you can only give two orders per General. If you don't have enough, then you won't be able to use all your troops effectively.

There's not a lot more that needs to be said about the actual battle program. Judging from the various factors listed in

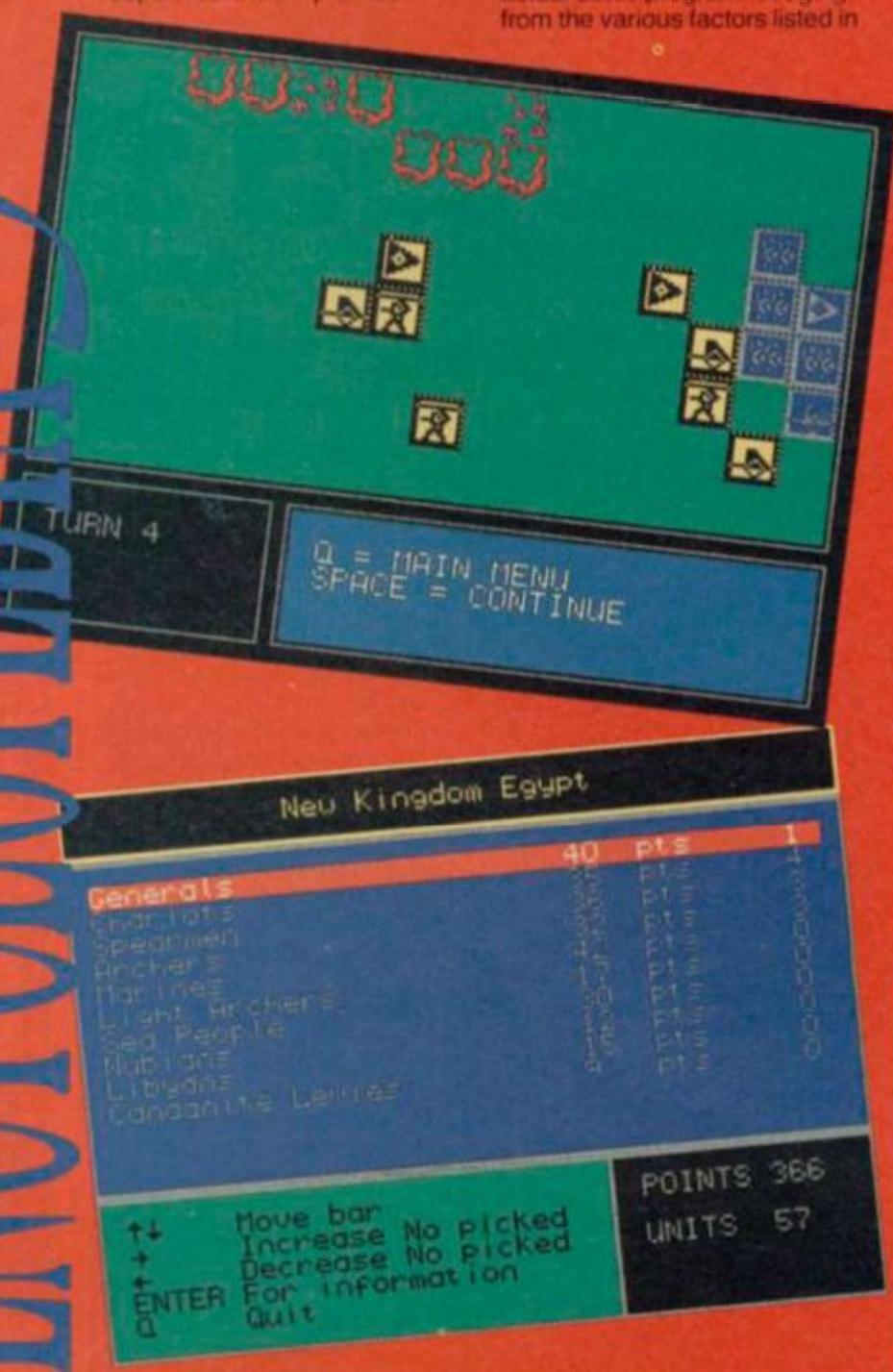
the rules book, it is a faithful and successful attempt to translate table-top wargames rules into a computer format. It takes into account morale, fatigue, flank and rear attacks, the psychological effects of friendly units and a host of other things. Given the three other scenarios you get, what you have is a brilliant package of games for the wargame or strategy aficionado.

The real strength of the program is the 'design-your-own battle' option. What I was expecting was a program which let me choose which two of 24 possible nations I wanted to have a battle between, to choose how big the armies were going to be and what units they would consist of and to design my own battlefield. In short, I thought I was going to get all the flexibility of table-top wargaming in a computer program. And I did — plus some extra bits that I hadn't expected.

What I hadn't expected was the flexibility and ease of use of the whole system. Plus I hadn't expected the sheer detail it offers when you are choosing an army. Not only do you get to choose what nation you want to fight with: you also get to choose a particular type of army from a particular campaign. So you can choose a Professional Roman army, from the first century BC and onwards, from the eastern or western half of the Roman empire...

Having designed your own army (and saved it!) you can then design the battlefield you want to fight over. Very simple: just choose the size, then start slapping scenery down. Move the cursor to where you want a wood to be, check the terrain list at the bottom of the screen for the right key for woods, hit it and presto! you've repaired part of the damage caused by the October Hurricane without getting your boots muddy! Same thing for everything else — just remember rivers should go somewhere too!

Even without the do-it-yourself option, *Ancient Battles* is a great package. In fact it could well be the best buy for a strategy gamer for 1989. Unless, of course, CCS releases another in what I suspect is going to be a series of *Encyclopedia Of War* games.



### YS CLAPOMETER

An excellent package: good game with added bonus of 'design your own battle' mode.

GRAPHICS PLAYABILITY VALUE FOR MONEY ADDICTIVENESS



# LED STORM

US Gold/£8.99 cass/£12.99 disk

**Matt** Whizzing along in your special supersonic (I'll bet) supercar at hair-raising speeds through a city centre isn't the wisest thing to do at the best of times, I'm sure you'll agree. You are liable to get pulled over or even sent down for frightening old ladies, creating unacceptable noise levels and generally being a ruddy nuisance (Mr. Spencer).

The driver in US Gold's *LED Storm* is even more reckless though. He obviously thinks that if you use a road you must be totally hatstand cos he likes nothing better than to race across the tops of city buildings, using his handy jump button to bound from one to another.

What's so wrong with that, you might say? Boys will be boys and all, and it's not as if he's harming anyone — except for flaking a bit of ceiling plaster and spilling a few nice cups of tea each time he lands. All very well, I answer self-righteously, until you topple off the edge and plummet to the ground, causing untold inconvenience to those below, and proving yourself to be a rather inconsiderate and anti-social individual after all.

*LED Storm* is all about this sort of wacky lark, though, to be fair, our hero does eventually take his high jinks out into the desert where he's less likely to be a bother. And — cue fanfare — quite fun it all is too, though there doesn't seem to be a great deal of variation between the nine levels once you've got over the shock of a new background colourway (as they say in *Habitat* and all good furniture shops).

The first thing to be said is that it's all very fast — even more so when you keep the pedal to the metal, your foot to the floor and your knees in the weeds (?). The screen scrolls upwards at such a rate that obstacles such as twists and splits in the road, boxes, other cars and chasms are often upon you before you've time to do anything about it. Worst of all are the small gangs of thugs who grab hold of the back of your car, dragging behind you until you slow right down. Most frustrating, and best dislodged, I found, by making a

tactical minor crash into some other object.

Unless you collect extra fuel/energy/whatever, you are going to run out of steam long before the end of a level. So do this by collecting letters that litter the track to build up the word ENERGY, and by jumping into the air to collect the floating fuel

drums, which look like hot air balloons or light bulbs (take your pick). Be careful when you jump though — failure to look ahead could place you tottering on the edge of the roadway, then falling majestically to your doom like the Coyote in a *Roadrunner* cartoon.

Later levels take place along

sandy valleys, through caves, across a coral reef and so on, ending up in cloud city which is just like the first level except, erm, cloudier. Some of the objects and nasties change, but the game, like the song, remains the same — a quick, fun blast through a twisty, turny environment.

Soundwise it's on the minimalist side — a high pitched squeal whenever you spin the car, and a wibbly sort of noise as you jump being the most noticeable. Sprites are small and not particularly striking, but it is the speed of the thrills that makes the game, not the graphics. It's also the only way that I personally know to fully enjoy the thrill of driving along building tops that doesn't require the co-operation of a few ropes, a winch (to get the car on the roof), a ramp (to get the car into the air and heading in the direction of another roof), another building (one that doesn't mind being landed on by a heavy and out of control car) and the local constabulary (to prevent yourself being locked away and later heavily featured on the *News At Ten* as a dangerous loony).

Circumstances and practicalities thus conspiring so neatly against my partaking of my favourite sport, I am reduced to playing the simulation instead, which is one of the reasons why I still work on a computer magazine (and not the mail room at an institution for the criminally insane), and why happy shoppers are still safe to walk the streets around Castle Rathbone, free from the fear of tumbling metal.



## YS CLAPOMETER

A futuristic, vertically scrolling racing game that is only average in most areas except (EXCEPT!!) for speed — where it positively stomps on most rivals.

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



# QUESTION OF SPORT



Elite/£14.99 cass & disk

**Ciarán** I'm sorry folks, but I've got no time for *A Question Of Sport* anymore — now that Emlyn's defected to *Physical Pursuits*, that's the proggie for me. Lovable old Em' may have ditched the trendy sweaters for the red chic of a silky tracksuit, but the combination of naff *It's A Knockout* games and a female co-presenter who's springier than Zebedee from *The Magic Roundabout*, makes this the highest point so far of Emlyn's distinguished TV career.

Now that he's gone, *A Question Of Sport* is a shadow of its former self. Em's replacement, Ian Botham may have a couple of natty sweaters tucked away in his wardrobe, but his giggle is too manly and his line of patter with big Bill leaves a lot to be

desired — bring back Emlyn, that's what I say!

Elite's licensed computer game seems to have ignored the passing of Emlyn though, and manages to accurately reflect the TV programme's current format. Either one or two players take control of the respective teams and choose two team mates from a picturesque selection. This choice only really matters when it comes to the 'Home Or Away' round, as the chosen player's natural sport will decide the question.

Along with 'Home And Away', all of the other old favourites are here including 'What Happened Next' and that age-old favourite, 'The Picture Board'. Each question is answered from a choice of four, with a fairly

speedy timer clicking down and adding to the tension.

The only niggles I found in the presentation were that the correct answer wasn't given if a player guessed incorrectly, and that the whole event was over a bit too quickly. The first of these niggles could actually be taken as an advantage though, as it means that the supply of five question blocks may last a little longer. The manual states that each block of questions may start to repeat after four games, but in my experience, certain questions were making a re-appearance second time around.

Overall, *A Question Of Sport* is a competent sports trivia game with a slightly flat TV presentation. The lack of sound

is definitely a drawback, but everything else measures up well. If you're the type who knows who partnered Martina Navratilova in the 1982 Wimbledon Mixed Doubles tournament, then this is an absolute necessity.

## YS CLAPOMETER

*Accurately captures the concept, but lacks a lot of the spirit of the real thing. A nice treat for sports fans though.*

GRAPHICS  
PLAYABILITY  
VALUE FOR MONEY  
ADDICTIVENESS



7

# COMPUTER MANIACS



# DEAR DIARY

Domark/£6.95

**Ciarán** Dear Diary, I'm glad to find out that today is a Bratislavian bank holiday, that it's also a good day to attempt to cut out some of my more unsavoury personal habits and that the temperature in Sierra Leone will be somewhere between zero and boiling — but can I now please make some entries of my own?

The Domark twins describe this timely release as 'a little bit of light entertainment' and that it certainly is, combining a series of loosely related sub programs inside a clever and easy to use 'diary' format. The only thing that's missing is the ability to make daily entries (other than the 30 character reminder message), so budding Adrian Moles will have to look elsewhere.

The basic idea is that you load the program up every day, enter the relevant data (the time, your own birthday and so on) and the screen will fill with loads of info including horoscopes, games and personal statistics. However,

try as I might, I couldn't get it to remind me to phone my mother on July 7th, but I assume that this is an isolated error as everything else I attempted worked fine.

The games section is quite entertaining, comprising a short trivia teaser, an even shorter hangman outing and the silliest thing I've ever seen on any computer screen — a wordsquare! It's like giving you a blank crossword grid on screen and expecting you to fill it in with a pen.

Other little pieces of daily tomfoolery include a snack recipe (usually consisting of some type of inedible sandwich) and a guide to your own daily bio-rhythms — some sort of scientific way to tell whether you're in a bad mood or not. There's also a section on phone numbers of major software producers, but a quick glance at this was enough to reveal that two out of the first three entries were incorrect so I wouldn't care to think how accurate the whole list is.

The weather forecast section is a bit dubious as well — I mean how can Domark possibly predict the weather for every day of the year? Ian MacCaskill can't manage it and he has the massed technology of the British Met board to consult with.

Silliness aside, this diary will probably be well used in the Brennan household. After all, there are not many programs outside of the games world that provide as much entertainment as this — and it's also a bit useful in its own little way. Give it a try if you fancy stretching your Speccy out of the realm of alien zapping.

## YS CLAPOMETER

*Not so much a game, as an entertaining and occasionally useful utility.*

GRAPHICS            
 PLAYABILITY            
 VALUE FOR MONEY            
 ADDICTIVENESS

**8**

# THE MUNSTERS

**Mediagenic/£12.99 cass/£14.99 disk**  
**Macca** SDI puts you in control of a satellite, central point of the Strategic Defence Initiative (Wow, this guy really knows his abbreviations — a wealth of suitably impressed readers) as it orbits the Earth and tries to destroy the squillions of nuclear warheads heading America's way.

you, or more likely just get in the way. A cursor follows you around and can be trained on any offending space craft to reduce it to ion particles — or whatever laser beams reduce things to.

But all these things are just decoys and distractions to lure you away from the real targets — the nuclear warheads. These glide through the screen silently

from a shower of splintering warheads.

The graphics are stylish and detailed, and animate very well (rotating, spinning, and gyrating) but they're arthritic when it comes to moving. They jerk across the screen as if in pain. Only the warheads move smoothly, but that's because they're so silent and insidious.

Although the satellite responds quickly to your wishes, the switchable cursor moving is very difficult to master and so frustrating.

All this is very straightforward. A simple rejuvenation of the *Missile Command* game, with a few extra pixels added for old times sake. The lure of extra levels, foes and difficulty creates an incentive for a couple of games, but it lacks that magical programming sparkie to make the attraction last any longer.



Luckily, the satellite is fairly manoeuvrable and can zip about the screen pretty sharpish. Missiles, fighters and other killer satellites slide in from all angles. They either attack you, shoot

and insidiously and must be vapourised before you can breathe with relief. If one of them manages to slip past you, then you'll have to play a defensive section and protect the Earth

## YS CLAPOMETER

*Detailed but arthritic graphics don't help to alleviate the monotony and dullness of this mediocre shoot'em up.*

GRAPHICS  
PLAYABILITY  
VALUE FOR MONEY  
ADDICTIVENESS

6

# THE MUNSTERS

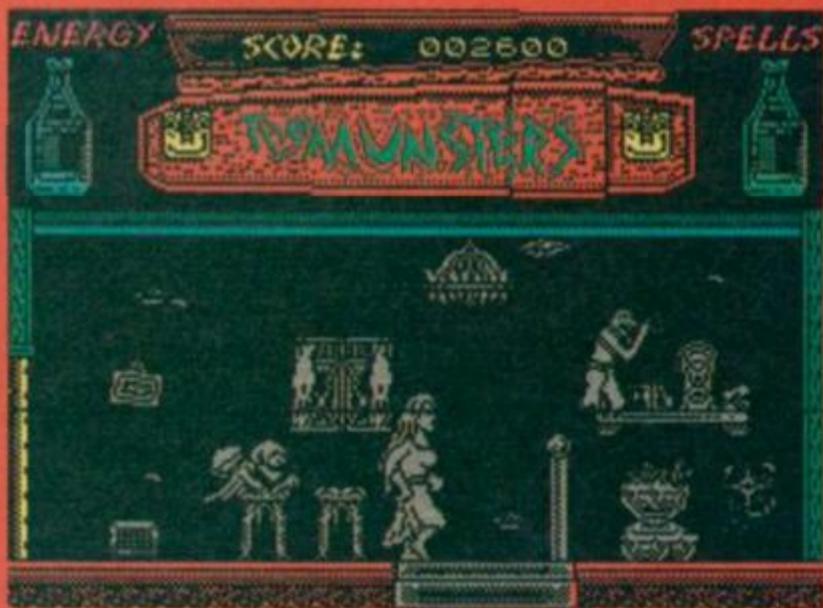
**Again Again/£9.99**

**Phil** What do they mean, Again Again? Have we seen this game before? No we haven't, so what's the crack? Oh, Again Again is the sister label to Alternative Software. eh? Hmm.

*The Munsters* made a welcome return to the screen when Channel Four began re-showing programmes from the sick sixties. (Most of you weren't around then, I know, but you didn't miss much. In fact, *The Munsters*, *Batman* and *The Monkees* were some of the best bits and you've probably seen them.) But what about a computer game for the eighties? Hmm, I don't know?

Admittedly the game is a state of the art, multiloop arcade adventure with nice big sprites wandering around the Munster mansion, and horrid little flying sprites, and big characters chasing you. BUT when all is said and done it is still just a pick 'em up/shoot 'em up!

In look and feel the game resembles the *Rocky Horror Show* (remember that?) and this



is no big surprise. You wander around the mansion picking up 'mystery' objects in the hope that you can rid the place of flying gribbles. You have 'spellpower' and you limply throw these balls of spell at the flying creatures and they explode — sometimes,

Some of them are impervious to your spells, unless you hit them more than once. And your spell power, indicated by the level of juice in the bottle on screen, drops each time you get hit by one of these creatures. Pretty regular fare. I think you'll agree,

nosepickers. The dippiest thing about the game is that you only have one life. Why insist on that point of realism in the plot when the rest is so improbable, hmm, mon petite chuckie eggs? No reason at all, as far as I can see.

So what's the verdict on this *Munster* monster multiloop? I think it should have been left in the dungeon till *Again Again* came out with a better idea. Fans of the series will like it for the tie-in, but don't expect anything too special. Still it is a large game, so offers reasonable value.

## YS CLAPOMETER

*TV tie-in, based on sixties monster show, from the makers of Terramex, but not as good.*

GRAPHICS  
PLAYABILITY  
VALUE FOR MONEY  
ADDICTIVENESS

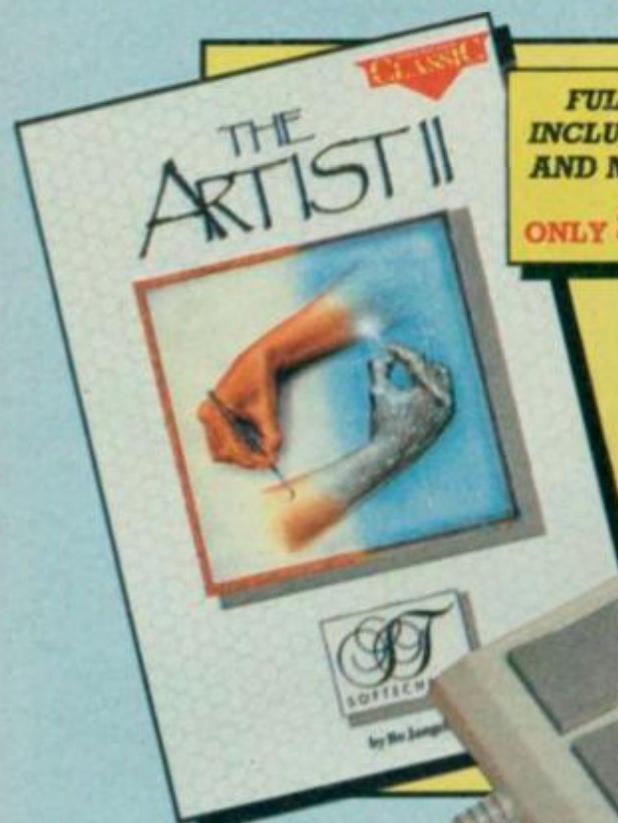
6



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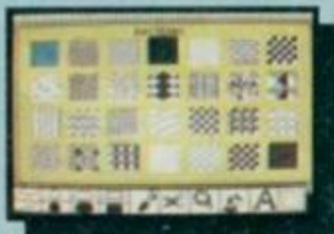
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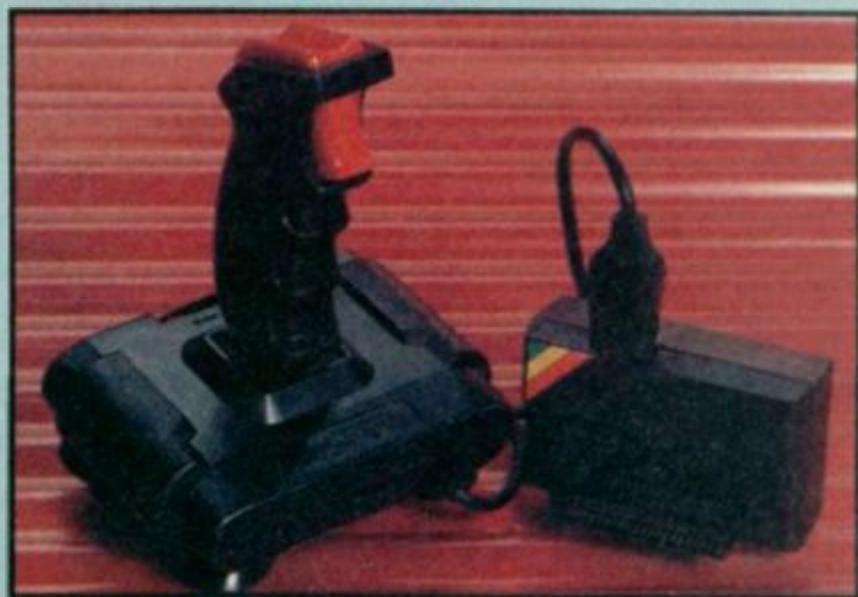
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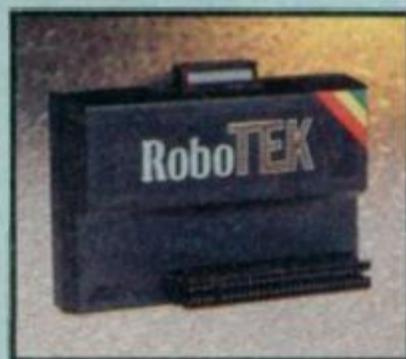


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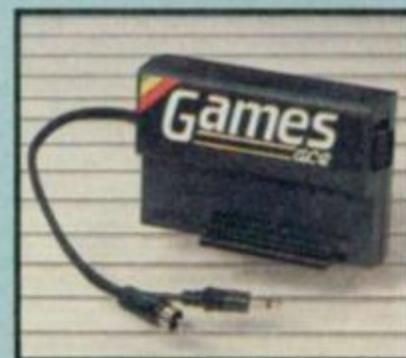
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# WEC LE MANS

Eeeeeeeooooowwwww!!! Could this be the best car racing game yet? *Matt Bielby* gets his crankshaft (fnar) in gear to find out.



Wooahhh! You're approaching this corner too fast. Put the brakes on and change down a gear. Remember — Captain Tread says "Safety first!"



It's not much fun being a Le Mans 24 hour racing driver. First you get strapped to the front of a giant petrol tank containing a trillion gallons of highly dangerous fluid. Eeek! That's enough to put most people off for a start.

Then they send you off around a twisty, turny, treacherous track at 200 miles an hour, with 30 or more totally mad people to join you. And that's not the worst!

The worst is that they make you do it for 24 (24!!) hours non stop (well, actually, that's a bit of a lie) and feed you full of coffee to keep you awake. All very well, but what they haven't

thought of is providing any way to, erm, 'do your business,' without stopping and losing the race. Ouch! Maybe a full bladder is an added incentive to winning and getting first in the queue to the little drivers room.

But in Ocean's new game *WEC Le Mans* you can stop playing at your convenience to use the, er, convenience. And there are so many other good things about *WEC Le Mans* I don't know where to start.

This is possibly the best Specky race game we've seen since *Enduro Racer*, knocking *OutRun* and the rest into the pits. Indeed, though the graphics and animation are perhaps not quite up to *Enduro* standard, *WEC Le Mans* manages to remember where the other cars are meant to be in relation to you rather better, so it's a real race against other cars instead of just the clock.

START

## HOW TO LOSE THE RACE, WITH CAPTAIN TREAD

Hello, I'm Captain Tread, your advanced driving instructor. The ups, downs and bends on this Le Mans course can be very dangerous, unless you know the drill. That's where I come in — I'm here to help.



Look! There are some cars in front of you! Don't just plough through them, you could cause a nasty accident. Beep your horn and only pass if and when they have pulled to the side of the road. Captain Tread says 'Think before you overtake!'



Hey, be careful, you could do someone an injury just pulling out like that. Mirror, indicate then (and only then) manoeuvre. Captain Tread says 'You're not the only driver on the road — don't forget it!'

## STAGE ONE

WEC Le Mans has lovely large car sprites, a challengingly curvey track and a smooth set of acceleration/braking/gear change controls. However, there are no surprises at all in the gameplay: bonus points and extra time are given if you manage to make each successive time checkpoint and you spin off if you hit the trees, barriers or other cars.

This total lack of anything unexpected is perhaps the game's weakest feature. For example: the game is based on the one famous race course so each lap is exactly the same as the last, which may help it become a good simulation of the repetitiveness of an actual race but is not exactly a selling point.

Get far enough and the course switches to night for a bit, where it all gets a bit more difficult 'cos you can't see a thing except headlights!!

So, a rather fine racing game that works exactly as it's meant to but is very hard to write much about because it's so simple. With two of the best racing games (*Enduro Racer* and *Super Hang On*) being about bikes, WEC perhaps gets 'best car race' by default. We're impressed with it — but we wouldn't buy the company. (Oh I don't know! Ed)

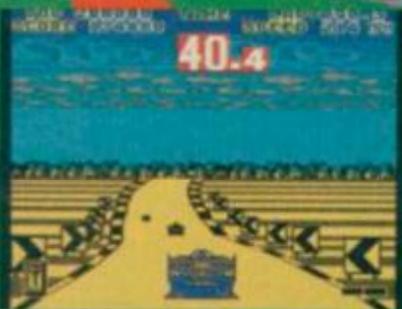


## STAGE TWO

GRAPHICS	■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■
PLAYABILITY	■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■
VALUE FOR MONEY	■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■
ADDICTIVENESS	■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■
Game .....	WEC Le Mans
Publisher .....	Ocean
Price .....	£9.95 cass/£14.95 disk



Slow down — you're driving like there's no tomorrow. Captain Tread says, 'Imagine you have an elderly relative in the passenger-seat drinking a mug of Ovaltine.'



Hey! Slow down even more, put your headlights on dip and keep both hands on the wheel. Captain Tread says 'Don't forget, even though it's a clear, sunny day, there's still might be fog around the next corner!'

Remember! Safe motoring can save lives. Cheerio!



That's no way to take a chicane — this 'racing line' business may get you through fast, but should you skid you may cause injury. Captain Tread says 'Stay on the left hand side of the road — treat the racetrack as you would a busy street.'

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short!

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train numbers ruined  
the eyesight - but  
NHS specs? Do us  
a favour!

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

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

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

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

Wow! Get groovy with the  
**YS Psycho Pig T-Shirt**.  
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comes in four sizes  
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bargain!  
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the **YS** way I  
thought cool meant  
getting in the  
fridge, I idolised  
Bob Holness and  
thought The  
Housemartins lived  
in my chimney pot.  
Now I'm a different  
man - the sort of  
guy who wears  
Denim aftershave  
under his arms!  
Thanks **YS!**"  
**Brad Ford**

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packing.

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# wet suit DREAMS

COMPO

Ship ahoy! Squelch into a rubber wet suit and pick up 25 copies of Dynamic's NAVY MOVES in our easy to enter game.

**R**emember the splash *Army Moves* caused a year ago? Well, splice the mainbrace and up the periscopes 'cos Dynamic is about to release the sequel, *Navy Moves* and if you want to see what it looks like have a peek at page 16. Suitably impressed? Well lucky for you, you can drop anchor and stow away a copy, 'cos Dynamic has offered 25 copies in our very fishy compo. But wait! If you're a real hearty seaman you'll be prepared to go for the big one.

#### BLISTER ME BARNACLES

Yes, something all budding Jacques Cousteaus would sell their favourite frigate for — a complete diving suit with weightbelt, snorkel, face mask and flippers. Plus there's a couple of hours of tuition so you can be assured of not getting your flippers in a fuddle. Oo la la! So what do ya have to do to get the booty?

#### IN THE NAVY . . .

Crikey, it's such a cinch you'd be a dork not to enter. Just turn your sights to the picture shown elsewhere on this page. Beneath the sexy rubber suit our dishy (ha ha) diver has secreted a banana so he can have an underwater nibble later on to stop him getting the bends (Oo-er)! All you've got to do is spot where he's hidden the banana by circling it in ink pen and then answer the tie-breaker below. Once you've done that fill in the coupon with your name and address and send the whole ship's log to Hello Sailor Is That A Banana Sticking Out Of Your Wet Suit Or Are You Just Pleased To See Me Compo, YS, PO Box 1509 Enfield, Middlesex EN1 1LQ.

#### Rules

- The crew from Dennis Publishing Ltd and Dynamic will end up as flotsam and jetsam if they attempt to enter this compo.
- Don't feel a cockswain — get your entry in by March 31st Jim Lodi!
- No mutineering on the good ship T'zer or you'll end up having your mainbrace spliced.

You won't be keel-hauling me 'cos I spotted the banana and I can answer the peasy tie-breaker too.

#### TIE-BREAKER

Q: Who starred in Jacques Cousteau's *Undersea World*?

A: \_\_\_\_\_

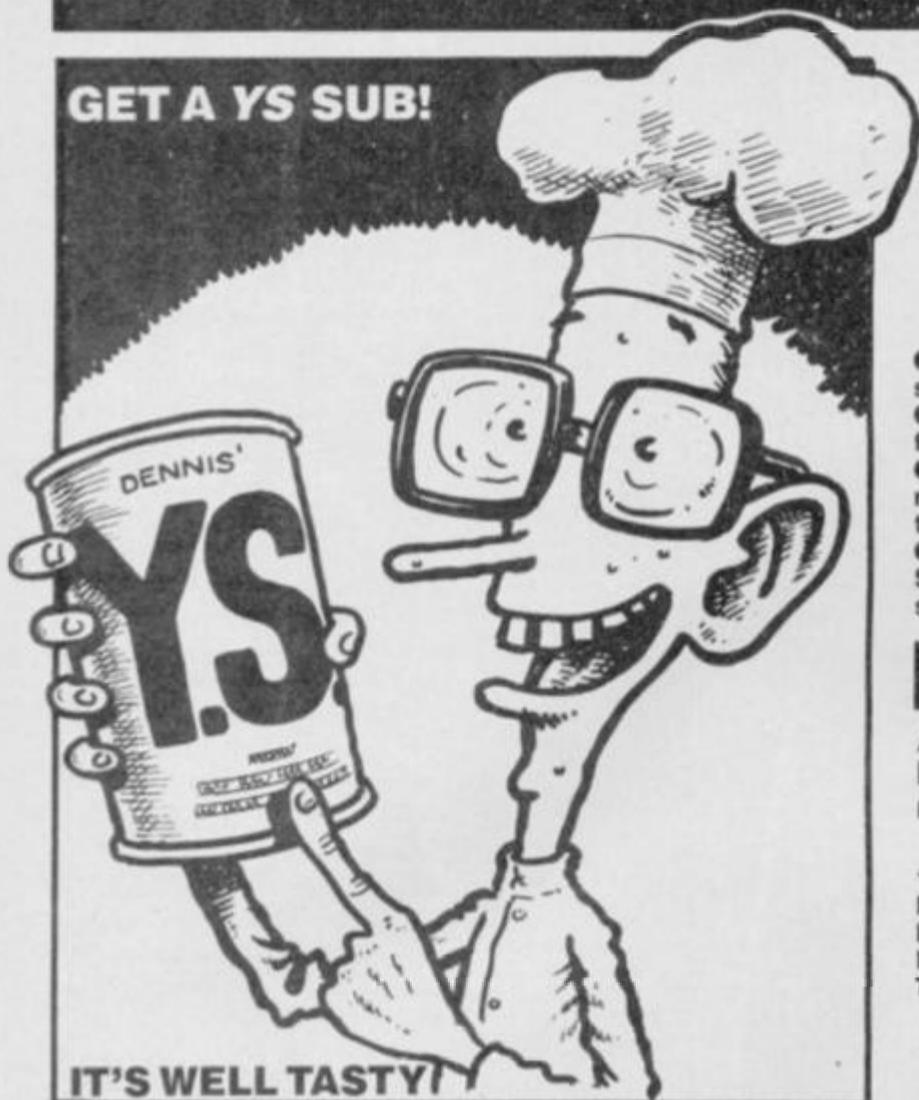
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# YS ANDOVER

**B**efore I begin, it's time to use the OOPS command again and correct something from an earlier issue. Correct two somethings in fact. Not that either of them is my fault. I mean, is it my fault that **Paul Brunyee** goes and moves before the review of his game

*One Dark Night*... appears in print? No, course not. But just for the record, in case you're a slow reader and haven't yet got round to the review in the December issue, when you come to send in your order send it to Paul's new address 17 Campion Close, Narborough, Leicester LE9 5WQ.

The second oops ain't my fault either, it's that Scottish scoundrel's **Tom Frost**, who's obviously been at the drinks cabinet again. The definitive shortest solution to his game *Double Agent* that he sent me for printing in the magazine turns out to be not quite the definitive shortest solution after all. He only took it out of the wrong folder, and sent me a solution to a pre-release version. McPlonker! So now he's sent me what he assures me is quite definitely and without doubt positively and most assuredly the shortest solution to *Double Agent* that exists. Maybe. This one is in 139 moves, and if you're interested in seeing a copy then send your sae's to yours truly as I've added it to my list of freebies. And now, on with the main event.

How's this for starters? Reader **Stuart Lord** recently sent me his new address, saying he'd moved in order to start a new job with the Ministry of Defence in darkest Buckinghamshire. He can't say more than that for security reasons, but he reassures me that their computer system doesn't have any adventure games on it. I'm relieved to hear it. Quite a few games have a DROP BOMB input, and we wouldn't want it taken the wrong way, would we? And can you imagine playing *The Hobbit*? One bug and you could have the entire RAF on red alert.

Let's quickly get on to more mundane matters, and the question of keyboard overlays. Several readers have recently bought *Lords Of Midnight* either second-hand or on a compilation tape, with the result that they're missing the keyboard overlay that came with the original version. The latest such overlay-less person is **Simon Johnson**, 29 Langford Way, Kingswood, Bristol BS15 2PD. Not that the object itself would do him much good as Simon's got a +3 and the overlay was only designed for ye olde rubber keyboard Spectrums, so can anyone tell him which keys do what? Come to that, can anyone tell me and I'll make the info available as a freebie as it's something

that crops up quite often. Me and my copy of the game parted company a long time ago. Sigh.

Blizzard problems now, *Blizzard Pass*. Solutions supremo **Jim Magee** of 9 Kingscliffe Ave, Glasgow G44 4JW recently bought a second-hand copy of that adventure, but it looks like there's a fault on the tape. Or has anyone else got a version where, once the game has loaded, it doesn't matter what you type in at the start as it always replies, "No understandable words in that input." Any suggestions for solving the problem, other than returning the tape?



My thanks to **Stewart Heatley** of Andover for writing out a full solution to the game for me, and I didn't even hand over a badge to him for his efforts. (Andover, geddit?) Besides, I've told you before that they don't trust me with valuable objects like YS badges. But thanks anyway, Stewart. Hope your Specky's better now.

Also in solution-sending mood was **David Jaundrell** from Penketh, who wrote out the solution to *Mindshadow* for me. What a kind chap. In return he'd like

to know the code word for *Savage Island II*. But of course, me old chip butty, it's 321 YAS. Hardly worth writing backwards, was it?

**Mark Kingston** accuses me of libelling him last time he wrote, when he "stated that the academic year had just ended, giving rise to complaints of how easy student's life was from a certain inhabitant of Castle Rathbone!" (Puts on Derek Jameson voice). Dush 'e mean me? Perish the thought. The thought of Derek Jameson, that is. Anyway, Mark says he does six months of studying and six months working in industry every year, so no lengthy summer hols for him. Sob-sob. During what few spare seconds he has, Mark's gone and got himself stuck in the ventilation shaft in part two of *Rigel's Revenge* and keeps getting killed. Help!

Right, once in the shaft you HTRON LWARC till you reach the junction, then TSEW to the end of the east-west shaft. There you GNINEPO ENIMAXE, NUG EKAT and REIDLOS TA NUG ERIF then finally HSEM HSUP.

When I think of **Darren Sellwood** I only think of one thing — *Corruption!* The corrupt Mr Sellwood is still engrossed in *Magnetic Scrolls'* last adventure, and sends in some tips and queries in the hope that someone somewhere is going to solve it soon — preferably him. Darren's got as far as finding the following useful objects — share certificate, affidavit, tape, documents, scented letter, key to David's office, stethoscope, operation papers, book of matches, screwdriver, credit card and car key. The screwdriver is found in the TNEMTRAPMOC EVOLG and can be used firstly to WODNIW RAC HSAMS and then to REWARD S'LLIB NEPO. The stethoscope is found in the hospital RAEB EHT NO, and can be used to EFAS S'DIVAD NEPO.

If you can answer any of the following questions, write to Darren at 40 Devonshire Rd, Harrow, Middlesex HA1 4LR where he's currently going corruptly mad. What do you say to your wife in the restaurant? How do you stop your car from blowing up? How do you prevent yourself from being shot by the fraud squad? And do you get to the party, get home, and get anywhere else important... pleeeeeeeeeaaaassee?

**Phil** from Eltham Park is stuck in *Terrors Of Thanos*, and wants to know how to open the safe. Nope, you don't use the stethoscope from *Corruption*, you ELOH OTNI FFATS TRESNI. To get past the sheer rock face you need to know that the splodge in the graphic is in fact a keyhole, believe it or not, and you open it with YEK ENOTS EHT. Phil sends some tips on *Wolfman* in return, one for each part. In the first part, how to enter the

# RES

cave TNILF EKIRTS/KCOR NI ELOH TUC/TNILF DNA HSURLLUB TEG. In part two, when trapped in fortress by guards, DAED EB OT DNETERP. In part three, to get through the patchwork of flowers requires good mapping, but first be sure to SREWOLF KCIP and in each 'square' you should SMETS ENIMAXE as they get higher the further you get.

Vinh Quan from London's trendy N1 says that he can't get the RAM SAVE command to work in *The Serf's Tale*, which is mentioned on the inlay. The inlay's slightly misleading as you can't use the RAM SAVE command till you've got the Grimoire, but if you hold the Grimoire you can use the command and note that you have to type it backwards. So if I type them backwards as well they come out as RAM SAVE and RAM RESTORE.

The next letter's a fan letter, from Mrs J. A. Williams of Rugby, but I'll spare my blushes and miss out the wonderful things she says about the YS adventure pages. I'll hardly mention them at all. After agreeing with other readers and saying that the *A-Z Of Clues* was a great idea (okay, I'll do another one soon promise), Mrs Williams adds "I would like to endorse your view that as adventures are hard to find in the shops these days the best idea is to send off for them. I've done this for quite a while now and have been impressed by the friendliness of all concerned, so could you use your column to give a gold star and a big kiss to the following, Jack Lockerby of River Software, John Wilson of Zenobi, Tom Frost of Tartan and Linda Wright of Marlin, though she may not want the kiss. Please do urge your readers to give the above mentioned a try." Okay, consider yourselves urged, dear readers.

Dennis Reily of Northallerton has discovered a few peculiarities in the +3 version of *Bard's Tale*. First the '?' option isn't available, which should tell you your location and the time of day. Then there's no way to save the entire character menu other than using a Multiface, you have to store them in parties of six at a time. This leads finally to a cheat mode available on the 'Party Merge' option. You can load your party up to 19 times, and by mixing parties, and pooling and trading your goodies, you can multiply your loot 19 times!

And a final plea from Kenny Jarman of *Basic* fanzine fame. Kenny edits the mag and would like to take a stand at a future Microfair, but can't afford the £90 cost on his own. If any other magazine editors are interested in sharing a stand and splitting the cost, contact Kenny at 18 Popular Close, Biggleswade, Bedfordshire SG18 0EW.

# NEWS

## Venture forth with Mike Gerrard



● If you think you can give Zenobi Software's latest release a wide berth just because it's an arcade-adventure along the lines of *Alien-8* or *Batman*, then think again. You'd also be missing out on t'other side, which contains nothing less than *Behind Closed Doors (The Sequel)*, and what a shame that would be. If you got the original you'll know that *Behind Closed Doors* was a case of 'Oh dear, what can the matter be . . . poor old Balrog is locked in the lavatory.' Yup, the aim was to escape from the smallest room in the house. But in the sequel an even worse fate is in store . . . locked out of the lavatory! And after last night's chicken vindaloo that could be very bad news indeed. So in yet another one-location game, can you get through the locked door before . . . well, before something hits something? I've been playing it for ages and have still only scored 7/104, though I've had a lorra lorra laughs along the way. There must also be more names to type in than in any other game you've ever seen.

*Behind Closed Doors (The Sequel)* costs £1.99 from Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs OL12 7NX. Regard the arcade/adventure, *Just One Of Those Days*, as a free bonus.

● I've already mentioned the new adventure club, Official Secrets, and though the subscription is high at £19.95 you do get an excellent magazine, *Confidential*, and free membership of its companion club, Special Reserve. That offers cut-price software to members only, and the first price list is just out. It's got tons of arcade games, yes, but don't overlook the adventures bargains too. For the Speccy you could get *Silicon Dreams* on disk at £5.45, or tape for £4.95. *Time And Magik* is £7.47 in its +3 version, and *Ingrid's Back!* costs £9.97 on disk and £7.47 on tape. Also available, at roughly half the retail price, are things like PAWS, GAC and various Magnetic Scrolls and Level 9 titles. Other goodies to tempt you include a copy of *Gnome Ranger* when you join, and a free Magnetic Scrolls game called *Myths*, available for the +3 only. Loadsagoodies!

● Just to keep the political balance even, here's a mention for the Adventurers Club Ltd as well. Members have been voting for the Golden Chalice Awards for a few years now, nominating their best adventurers of the year, but this time there's going to be a proper awards ceremony at, appropriately enough, the Sherlock Holmes Hotel in Baker Street. That's on February 25th, though it's limited to members only. As well as a buffet and a glass of wine, you'll have a chance to mingle with adventure celebs like Keith Campbell and (ahem) me (Mike Gerrard!) who'll even (faints with fear) be presenting one of the awards. Be there or be a square!

● Since the death (or severe sickness at least) of *Adventure Contact* there's been no magazine whose main interest centred around the writing of adventures. Enter, stage left, *The Forge*. This is planned to be a bi-monthly magazine and is the brainchild of editor Shaun Allaton. He plans to include pieces about humour in adventure games, implementing

# ROMANTIC ROBOT present

## FANTASTIC SPECIAL OFFERS

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

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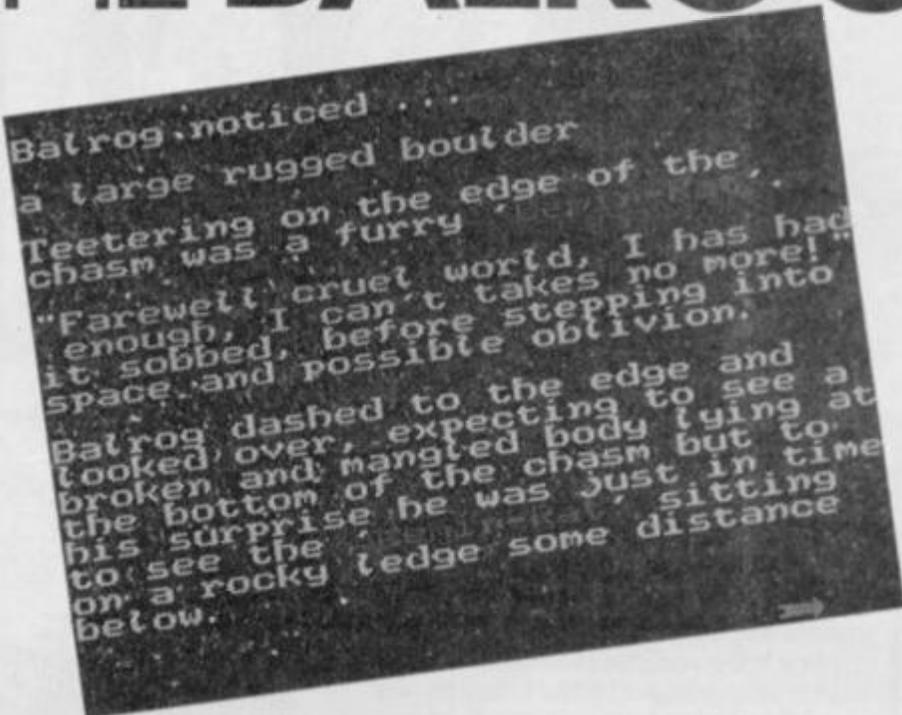
GET ALL on GAC, multi-part games, graphic tips (something many will welcome) and how to go about writing a game. The helpline will concentrate not on how to solve the latest adventure problem, but will deal with the difficulties of using GAC and PAWS. There's no price set yet till Shaun assesses the level of interest, so if you want to write for and/or subscribe to *The Forge*, send an sae to 61 Goldcrest Road, Ipswich IP2 0SF. At least Shaun's got off to a good start with what I think is an excellent title for a mag.

There's a Mole at Mastertronic, this one being called Adrian, as featured in Sue Townsend's mega-mega-best-selling books. The computerised version of Adrian's agonised diaries was done by Level 9 back in 1987, and a jolly good job it made of it too. The game has now been re-released under the title of *The Growing Pains Of Adrian Mole* on Mastertronic's Ricochet label as a Flippy-Flippy tape. The Flippy tape has a Speccy version on one side, and Amstrad CPC on t'other. Not really an adventure, as Level 9 always like to point out, even if games like this always do end up in the adventure reviewer's basket. At a budget price it'll pass a few hours quite enjoyably.

Would you know a good MUG if you saw one? Claimed to be two of the best multi-user games are *Gods* and *The Zone*, run by the wonderfully named Lap of the Gods Limited. From what I've heard, *Gods* could be highly addictive, while *The Zone* is definitely for adults only, which lets out most of the YS staff and readers. To find out about both, try 01-994 9119 on either 300/300 or 1200/75 baud. If you want to talk to a human being first about cost and so on, dial 01-994 5471 and you'll find a voice rather than a buzz at the other end.

And finally, it's time to add a new title to the vast list (well, vast-ish) of free help-sheets available from the adventure department in Castle Rathbone. If you're stuck in *The Quest For The Golden Eggcup* then bung your stamped addressed envelope in this direction and a help sheet will be bunged back. New readers, or even old readers with bad memories, should also send an sae if they want an up-to-date list of all the titles available.

# THE BALROG



# AND THE CAT

The Balrog's back, on top form once again with this new release that really tickled my funny bone, not to mention my fancy. Right from the title screen, by ace artiste Kez Gray, the adventure shows the professionalism of all Zenobi's releases. A quick mention too for the bonus *Goblin Gazette* program on side two — not so much an adventure, more a browse through your favourite paper. I loved page three! (Oo-er!)

The main game starts innocently enough, with the beloved Balrog hearing a scratching sound at the door. Outside there's a small ball of smoke. Or so it seems, until it reveals itself as really being a cat with its tail on fire. It tells its tale of woe (ho-ho), that as pet to a short-sighted magician, the White Wassock (!), it's lost eight lives this year already, and the latest bit of bad spelling has transported it here to outside your front door. Can you help it at all? Admit it, you could never resist a piece of fluff, could you? So remembering that the old gypsy on the far side of the bridge might be able to help, orft you jolly-well go.

Well, eventually you do, but first search your cottage thoroughly — you might find a notebook containing a magic word and the ever-fashionable backwards-writing. Or even the secret passage to the smallest room in the house (okay, just outside it to be exact), which contains an entry form for the cockroach races. If this doesn't make sense at first, then a moving experience (in the cottage, not the bog!) gives a bit more information. Try talking to the cat and the cockroach, too.

On your journey you'll briefly meet Fuddo, Slam and Bulbo, and even our own dear T'zer puts in her by now compulsory appearance. But is it true what they say about Ekim Drarreg??? Surely not! And what can this reference be to seeing the Balrog in his red satin posing pouch where he keeps his valuables? Not an adventure for the faint-hearted, obviously.

It's an adventure where money comes in handy. There's free help available with every purchase at the pub, but food and beer cost one gold coin each, and where's a Balrog to get cash like that? Our old pal the troll on the bridge demands his gold coin too — and he wouldn't be fobbed off with the green-cheese sandwich I offered him either.

There are a few in-jokes along the lines of *Shadows Of Mordor*, *Golden Eggcup* and something called *Nigel's Revenge*, and as usual with Zenobi games the problems are all quite cleverly worked out. *The Quill* is well used too, with smart ways of getting round some of its shortcomings.

*The Balrog And The Cat* doesn't have many shortcomings, — though perhaps a bit easier than earlier John Wilson games, it should appeal to his many existing fans and win him a few more into the bargain. And it is a bargain too!

Graphics	□□□□□□□□	8
Text	■ ■ ■ ■ ■ ■ ■ ■	
Value for Money	■ ■ ■ ■ ■ ■ ■ ■	
Personal Rating	■ ■ ■ ■ ■ ■ ■ ■	

Title *The Balrog And The Cat*  
 Publisher Zenobi Software, 26 Spotland Tops,  
 Cutgate, Rochdale, Lancs OL12 7NX  
 Price £2.49

# INGRID

**T**his is the gnome o'clock gnews, and the gnews is that *Ingrid's Back!* with a vengeance, and with an exclamation mark as well. We all know that gnome gnews is good gnews, and if you enjoyed *Gnome Ranger* the first thing you'll want to know is whether the follow-up is in the same class? The bad news is that it isn't. The good news is that it's even better! More bad news is that the graphics are awful. But the good news is that there are no graphics in the tape versions anyway. And the goodest news of all is that the text is lengthy, funny and totally right for the game. In a word: *brillicando!* (This is a word I've just invented as nothing else is suitable.)

The +3 disk version has about 30 monochrome piccies on side two, but you can switch them off if you like or simply not turn the disk over in the drive. You can also slide them up and down with the cursor keys, if that's what turns you on. There are full editing facilities if you mistype anything, which I'm always doing on the +3 keyboard; a multiple UNDO command (lets you go back several moves); RAM SAVE and RESTORE; and save to disk (natch!) with room for up to 15 different positions on one disk.

Tape owners get three cassettes (one for each part of the three-part game) with 48K versions on one side and 128K on t'other. The 48K version lax pix, UNDO and RAM SAVE/RESTORE, while the 128K version merely lax pix and has expanded text. What more could you ask? What, you want a good adventure as well? Hang on, hang on, I'm coming to that.

First you'll be delighted to know that *Ingrid's Back!* returns to the familiar Level 9 packaging that we all know and love from the days of *Snowball* and before. In other words, it's all in a big black box with the "L9" logo written across it in white. And in the box is The Second Gnettlefield Journal, containing loading instructions, advice for beginners, a few hints and a copy of Ingrid's diary from Airsday the 16th of Gnovigour through to Fireday the 21st of Deadembers: a significant period in the annals of Little Moaning, Ingrid's home village.

In *Gnome Ranger* the very willing but



exceedingly disaster-prone Ingrid was accidentally (on purpose) banished to the wilderness by her family. Now she's found her way back, and discovered that Little Moaning is about to be yuppified by Jasper Quickbuck, the new Lord of Ridley's Manor. This involves turfing all the gnomes out of their homes so the area can be 'improved', but if anyone can do something about it then Ingrid can, so to begin with she starts a petition against the planned evictions. Don't worry if you haven't played *Gnome Ranger* first, as you can go straight into *Ingrid's Back!* without playing the previous game.

The first part of the adventure shows how much Level 9 has come on since it introduced its new super-system with *Knight Orc*. That game gave the player a simple goal to begin with but had lots of

wasted locations and any number of characters wandering round doing a very limited range of actions. Now Level 9 has added what it calls a 'racetrack' system for controlling other characters, giving them a much wider range of movements and greater interaction between them and the player. Locations are fewer but far more detailed, and you've only got to call in at the Green Gnome Inn to get a glimpse of what life is like on a busy day at Little Moaning. Characters wander in and out, talking to each other, ordering drinks, and very convincing it all is too. They also serve a good Ploughgnome's Lunch here — a raw turnip with the mud left on. Yummy!

What's retained from *Knight Orc* is the 'simple' initial quest, which is that Ingrid must get ten signatures on the petition

# IS BACK



I'd have thought! After you've got the first few names you're reminded which gnomes haven't yet signed, which is a good idea.

You can play all three parts independently if you like, but I've been trying to do them in the right order, so I can't tell you much about part three yet, except that it involves Ingrid infiltrating Ridley's Manor to try to put a final stop to Quickbuck's evil schemes. Petitions aren't very effective you see, which you discover at the start of part two when you're back with your family at Gnettlefield Farm. A steamroller's beating down on your house you see — shades of the start of *Hitchhiker's Guide To The Galaxy* here, except that lying down in front of the steamroller doesn't do much good at all. Diversion works, though, and you'll have to make full use of commands like FOLLOW, FIND and so on. Pleasing to see that adventure-writers are getting to grips with sensible ways of using these features, instead of just implementing more sophisticated commands and then wondering what to do with them.

Not that the program's faultless, and that's the only thing preventing me from awarding it my first-ever personal mark of 10/10. At one point you have to enter a dogless carriage, but CLIMB IN/CLIMB INTO/ENTER/BOARD CARRIAGE all fail to work, and only the last one I tried, GET INTO CARRIAGE, is understood. Elsewhere I typed FIND MISTRESS SPRATT, which took me to Mr Spratt, and FIND MRS SPRATT took me to Mrs Tuckhammer. Oh well, nobody's perfect.

All in all, though, I've had more fun with *Ingrid's Back!* than with any adventure for ages, and it even pips the excellent *Lancelot* as being in my opinion... wait for it... the best Level 9 release ever. That'll set the gnome among the pigeons, but there can't be any denying the quality of this game. An ideal gnome exhibition if ever there was one.

in the Green Gnome. But Ingrid had got together a protest petition. What was to be done? It was to be done. READ PETITION. Quickbuck's plans to demolish the village. The petition bore Flopsy's signature. Ingrid urged Ingrid to get a move on. Ingrid went north through the door and was in the Market Square and the infamous Green Gnome Inn and the village Green, High Street and the east and west, away ploughing Lane and west, could see the gnomes. Ingrid the surveyor measured the Green Gnome Inn. Flopsy entered from the south through the door.



that she's carrying at the start. Some of the signatures are straightforward, and beginners will get a sense of achievement as their score grows and they get used to the many sophisticated commands within the game. Old hands (and they don't come any older than me) should whizz through in a few hours, chuckling all the while and only having to strain the grey matter over getting the last few signatures. Then the trouble really starts...

The text is cracking stuff, and Level 9 has been sensible enough to let Peter McBride loose on the whole game instead of limiting him to Ingrid's Diary as happened last time. There were some who said the diary was funnier than the adventure — not this time! I loved the fisherman, Boney Spratt — well actually

he's the ferryman. But he spends a lot of time fishing in order to supply food to the Inn to feed the increasing number of travellers who stay there. This increase in inn dwellers is due to the fact that people can't get across the river due to the ferryman spending hours fishing to provide... you get the idea. You also get Boney's signature on your petition if you can get him his boat back. This is marooned on the other side of the river, and the bridge across is broken. The problem of getting over the bridge has a neat, original and very funny solution.

If you climb a ladder up to Mrs Tackhammer's bedroom window you discover her looking a bit flustered and red in the face. There are also creaking sounds coming from the wardrobe — an ideal time to give her your petition to sign

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

Title	..... <i>Ingrid's Back!</i>
Publisher	..... Level 9, PO Box 39, Weston-super-Mare, Avon BS24 9VR.
Price	..... £14.95 cass/£19.95 disk

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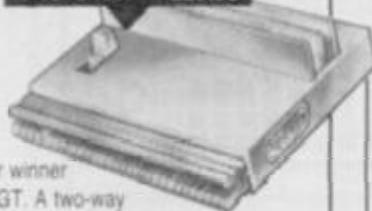
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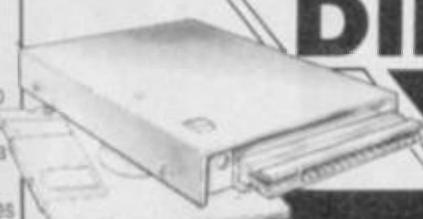
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**I**c Station Zero first appeared several years ago, and following 8th Day's policy of tarting up its old releases and putting them out again, here's the new improved version. But is it improved? Sadly the answer would seem to be no. It's now got graphics, and more text thanks to compression techniques (such as *The Press*), plus a RAM save/load feature, but the basic game is still the same and that now looks very dated and not worth the rather high asking price of £2.99.

The adventure begins with you outside a small snow-covered tent, with a blizzard obscuring your view except for a high ridge of towering glacial ice to the east. (I think we can safely assume that it's cold.) Inside the tent there are some objects, very few of which you can examine, while outside to the north are some huskies tied to a sledge (Mush, mush!). EXAMINE SLEDGE. "It does seem a shame to leave them tied up." It also seems a shame that after a response like this you have to SEARCH SLEDGE in order to survive the first few moves.

If you do survive the peril of the wolves, you might be able to make it across the ice floes. This is trickier than it should be because, after jumping to the first floe, if you try to JUMP EAST again you're returned to the previous location, whereas if you just type EAST you make it across to the next ice floe.

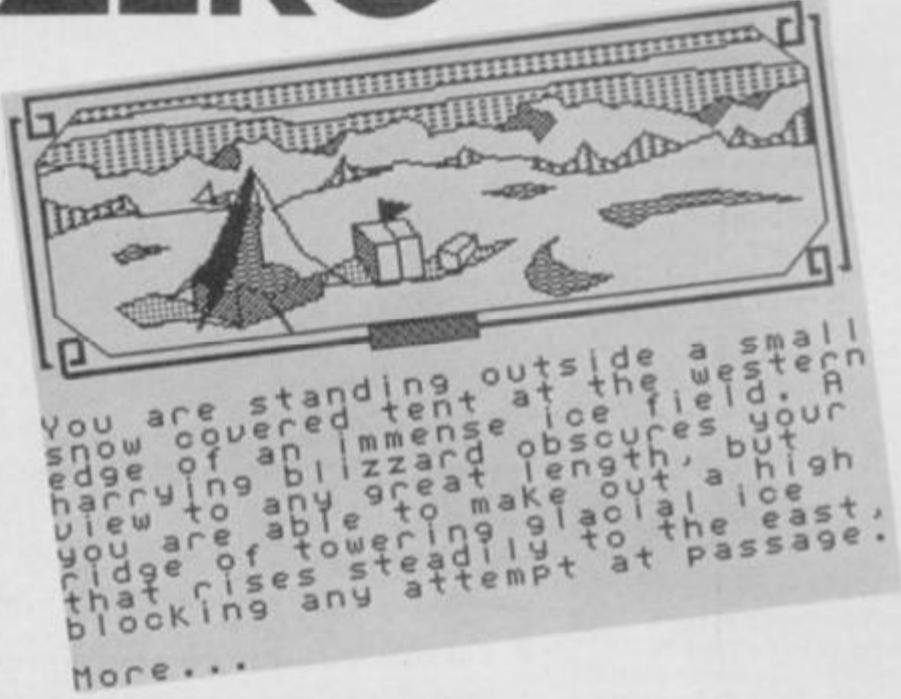
As usual with any 8th Day game, there is a heck of a lot of adventure in there, but I for one wasn't encouraged to seek it out because the whole thing really did look very dated indeed. It needed *PAW* and a complete re-write to make this one worth digging out of the archives, and it

in no way compares to the shot in the arm that Smart Egg gave to *Quann Tulla Federation*. A rare failure for 8th Day.

Graphics	■ ■ ■ ■ ■ ■ ■ ■ ■ ■	5
Text	■ ■ ■ ■ ■ ■ ■ ■ ■ ■	
Value for Money	■ ■ ■ ■ ■ ■ ■ ■ ■ ■	
Personal Rating	■ ■ ■ ■ ■ ■ ■ ■ ■ ■	

Title ..... *Ice Station Zero*  
 Publisher ... Eighth Day Software, 18 Flaxhill, Moreton, Wirral, Merseyside L46 7VH.  
 Price ..... £2.99

## ICE STATION ZERO



### ADVENTURERS INTERNATIONAL

“Fergus McNeil is driving me mad!” says the first letter. Yeah, me too, ‘cos the secretive swine won't let me tell y'all what Delta 4 is going to be up to soon! But this letter from Sami Vuokila of Finland is driving me crazy as well — no return postage, no full address, no nothing! “What is the combination to the door in *The Baggini*?” Sami asks. And Mike replies, in impeccable Finnish: STADHTRIB EHT KCEHC.

Another letter from Andy McCall in South Africa, this time enclosing a newspaper cutting of Cape Town harbour where he lives. Very pretty. In *Demon From The Darkside* to get Stodge to accompany you, just EGDOTS TEG, but you have to drop everything else first and pick it all up again afterwards. In *Mindshadow* after you've DERAJ TOHS you should MAILLW KNIHT/EGASSEM DAER/MOOR ENMAXE.

### KIND SOULS

Someone called *The Necromancer* writes from Aberdeen, where I believe there are a lot of Necromancers about, this particular one coming from 62 Kincorth Crescent, Kincorth, Aberdeen AB1 5AN. “I have been playing adventures for two years now” he says, “and have come to the conclusion that they outclass any arcade rubbish on the market.” Took your time about, didn't you? Anyway, *The Necromancer* will answer letters on any of the following adventures, all of which he's completed in the last two years: *Spiderman*, *Hulk*, *Ship Of Doom*, *Grimms*, *Secret*

*Mission*, *Red Moon*, *NeverEnding Story*, *Lords Of Midnight*, *Sorcerer Of Claymorgue Castle*, *Twin Kingdom Valley*, *Bored Of The Rings*, *Rigel's Revenge*, *Knight Orc I*, *Mountains Of Kot*, *Lord Of The Rings*, *Kobayashi Naru*, *Price Of Magic*, *Heroes Of Karn*, *Snowball*, *Kayleth*, *Hobbit*, *Gnome Ranger III*, *Adventure Quest*, *Colossal Adventure*, *Return To Eden*, *Dragon Adventure*, *Worm In Paradise*.

Now here's a very nice letter to get, from Roger Dowdall, 14 Dawkey Green, South Ockenden, Essex RM15 5LW. Roger says that he's written to other readers often enough in the past asking for their help, and now he reckons it's his turn to be a Kind Soul. That's the spirit. And this is the mega-list, *Castle Eerie*, *Secher Of Gold*, *Colour Of Magic*, *Jack And The Beanstalk*, *Ship Wreck*, *Enchanted Cottage*, *Budbo*, *Little Hodcome*, *Blizzard Pass*, *Red Door*, *Dusk Over Elflinton*, *Jade Stone*, *Green Door*, *Cloud 99*, *Heroes Of Karn*, *Supergran*, *Zaccaron Mystery*, *Kobayashi Naru*, *Mountains Of Kot*, *Temple Of Vran*, *Final Mission*, *Eddie Smith*, *NeverEnding story*, *Valkyrie 17*, *Necris Dome*, *Knight's Quest*, *Custer's Quest*, *Colditz*, *Espionage Island*, *El Dorado*, *Robin Of Sherlock*, *Greedy Gulch*, *Pharaoh's Tomb*, *Life Term*, *Manor Of Doom*, *Rigel*, *Shard Of Inovax*, *Loads Of Midnight*, *Warlord*, *Imagination*, *Castle Blackstar*.

And if you thought that list was long then you ain't seen nothing yet. There are a handful of readers who've completed so many adventures you wonder when they ever get time to eat and sleep and things like that. Such a mega-adventurer is Jon 'Zapper' Rose, who writes to apologise for the fact that he had to close his helpline for a few months when he got involved in trying to get a national Speccy 128 users' group off the ground. It decided to stay on the ground, however, through no fault of Jon's and this has left him with a redundant 'tapezine' program called *Enigma*. At the moment it only runs on 128K machines, but it could easily be adapted for 48K machines if need be. If anyone's interested in using it then contact Jon at 14 Lion Road, Nyetimber, Bognor Regis, West Sussex PO21 3JZ.

That's also the address for help on any of the following adventures, which Jon says is not a complete list but includes the ones he thinks will be of most interest to most readers. If your game isn't included, and that includes arcade games and arcade-adventurers as well as straight adventures, then write and ask your question(s) with sae and Jon says he'll return your postage if he can't help! That's a bold claim, but then it's a bold list. *NeverEnding Story*, *Dennis Through The Drinking Glass*, *Mindshadow*, *Lord Of The Rings*, *Hobbit*, *Mordor's Quest*, *Askeron*, *Very Big Cave Adventure*, *Robin Of Sherlock*, *Serf's Tale*, *Valhalla*, *Time Stood Still*, *Ranarama*, *Phantom Club*, *Freddy Hardest*, *Batman*, *Rastan*, *Head Over Heels*, *Athena*, *Sabre Wolf*, *Psycho Soldier*, *Underworld*, *Movie*, *Knighthov*, *Legend Of Kage*, *Alien 8*, *Galsan*, *Nightshade*, *Elite* (128K), *Martianoids*, *Starglider* (48/128K), *Pentagram*, *Costa Capers*, *Gunfright*, *Magnetron*, *Cyberon*, *Ternames*, *Bubbler*, *Glider Rider*, *Atic Atac*, *Ghosts 'n' Goblins*, *Suvero's World*, *Roller Coaster*, *Arc Of Ysod* (128K), *Thundercats*, *Nodes Of Ysod* (128K), *3DC*, *Robin O' The Wood* (128K), *Doomsday Castle*, *Misty On The Run*, *The Pyramid*, *Auf Wiedersehen Monty*, *Drive-In*, *Shadowfire*, *Beaby And The Egg-Snatchers*, *Kohotoni Will*, *Dynamite Dan* (1111), *Ant Attack*, *Jack And The Beanstalk*, *Star Wars*, *Airwolf*, *Manic Miner*, *Chuckie Egg* (II II), *Jet Set Willy* (1111), *Tir Na Nog*, *Astromat*, *Dun Darrach*, *Spindizzy*, *Marsport*, *Moley Xmas*, *Cauldron*, *People From Sirius*, *Lords Of Midnight*, *Blind Panic*, *Brian Bloodaxe*, *Gift Of The Gods*, *Strangeloop*, *Impossible Mission*, *Pyjamarama*, *Bounty Bob Strikes Back*, *Everyone's A Wally*, *Pud Pud*, *Herbert's Dummy Run*, *S.O.S.*, *Three Weeks In Paradise* (128K), *Aomazuro*, *Anolon*, *Universal Hero*, *Dragonlore*, *Finders Keepers*, *Astroclone*, *Spellbound* (128K), *Knight Time* (128K), *Technician Ted - The Megamax* (128K), *Firllord* and *Stormbringer* (128K). No apologies for including some of those titles, which are quite definitely more arcade than adventure, as I do get asked about them from time to time so now you know who the expert is. And I don't mean me.

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**K**rraaaaanng krraaaanng thud, kraaanng kraaanng thud! Strut your stuff, yeah yeah yeah. You're wearing your tightest leopard-skin trousers, your back is arched, your feet are spaced the regulation one and a half metres apart and you've got the latest Megadeath single blaring out of your hi-fi speakers. Check in the mirror. Does everything look as it should chum? Erm, no, let's face it, there's something amiss. What could it be? The hair? Nope, that's looking great, especially with the headband you fished out of your mum's duster box under the stairs. Could it be the shirt? Nope, it may well be nylon, but it could pass for silk if you squinted a bit and turned the lights off — and it's unbuttoned to the right degree (and there's even a couple of strands of body hair poking out). What on earth could be wrong then? Aaaaah! Got it! It's that blimmin' tennis raquet.

Let's face it, leaping around in front of the mirror wielding a piece of sporting 'kit' isn't liable to do you any good in the credibility stakes. A 'chick puller'? Not on your nelly, mate. In fact the signposts are up and you're dangerously near to Prattsville. Never mind, YS may be able to help.

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# METAL



## MUTHAS

worth loadsa dosh. Boogie!

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**What you gotta do, maan!**

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Once you've marked your cross, sellotape the coupon onto the memory of Jimi Hendrix, stick that onto a postcard and send the whole lot to Kraang Kraang, Blimey, I've Been Shaking My Head Around So Much My Brain's Gone All Wibbly Compo, YS Compo's, PO Box 1509, Enfield, Middlesex, EN1 1LQ. Oh, and make sure your entries get to us by 31st March, 1989.

**RULES**

- If head-bangers of the Dennis or US Gold variety try to enter this compo, their entry coupons had better be as invisible as the above guitars.
- Entries not in by 31st March, 1989 may as well be invisible as well.
- Don't quibble with the final decision or Mutha T'zer may have to bang some heads herself!

I'm pretty knowledgable about non-opaque 'axes' — and here's proof . . .



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DTP

# Be My

... OH GO ON,  
PURLEASE

What with it being around Valentines Day and all that, we thought it might be a good idea to be really slushy and hit the streets of London, root out some YS readers and ask them some important questions about love. Here's what happened.

Neither Damien Paul (14) nor Russell Shaw (14) of North London sign their name in Valentines cards. Why? we wondered. "Well," said Damien, "if you put your name in and the girl thinks you're really ugly or something then you'll be the laughing stock of the entire school the next day." Oh yes. Good point — okay then, what's your favourite chat-up line? Damien: "I just ask for their phone number." Russell: "I ask them their star sign." What star sign do you hope they are? "I don't care, it's just the kind of thing girls like to be asked." (Really? Ed) You're obviously an authority. Which 'famous' person do you most fancy, 'Daim'? "Sabrina." Why? "Guess." Oh yes, those. What about you, Russell?

"Kim Wilde. She's so sultry." Have either of you accidentally farted loudly in front of someone you desperately wanted to canoodle with? Damien "No." Russell "No, and touch wood I never will."



Darren Jameson (16) and John Hilliard (15) are from the Lake District (John is the one totally covered in Trafalgar Square by the resident mottled 'love-doves'.) We asked what in his opinion, was the most romantic Speccy game of all time? "Eeeerr, probably Uridium." Whaaaaattt? "Well, it was a pretty tricky question." Okay then, which famous

person do you most fancy? Darren: "She's not exactly famous, but the girl on the Carlsberg advert." Which one? "The one where she has to ask the computer which is the best lager in the world: she's wearing glasses and she keeps licking her lips. She's well slinky." What about you, John? "Clare Rayner. I'm serious: I'm actually not joking." (Ye Gods, Ed) What would you do if Clare Rayner turned up on your doorstep wearing nothing but a pink negligee? "Invite her in of course." For coffee? "Something like that, yeah." What's your favourite ever 'lurve' song? "I Don't Wanna Go Home Alone by Paul Nicholas." Gordon Blimey! Erm, are you still being serious, or was that a light hearted 'quip'? "I'm still being serious." Blessedd!



Isabelle Berset is 16 and comes from Switzerland. We thought there was no way she'd have a Speccy (and she hasn't), but her brother has — and he gets YS on subscription. What a small world, eh? We asked Isabelle what was her favourite chat-up line. "Uh? What is that?" When a boy wants to be 'good friends' with you... what does he say? "Oh, I don't know, I guess he ask my name and maybe I tell him." What are you doing tonight? "I am sorry?" Nothing, just a joke. Who's your favourite dreamy

weather person? "Dreamy person? Who I dream about?" Yes, that'll do. Who do you dream about? "Uh, all kinds of things and people. I dream many things." (Groan) Right! Let's try this: Who... is... your... favourite... film... star? "Oh, Harrison Ford, he is very good. Also I very much like Sean Connery, although he is short in hair." Have you ever chuffed in front of anybody you fancied? "I am sorry?" Have you ever... oh it doesn't matter.

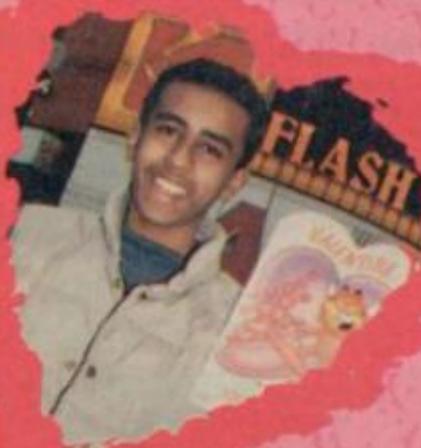
Aaron Whitehouse (17) from Swindon is a bit of a smart alec. What's the sexiest Speccy game you've ever played? "Fantasy by R & H Microtec. You're in control of three couples..." Um, that's quite



# Valentine



Genei Saku (22) is totally hatstand. Do you sign your name on Valentine cards? **Ha ha ha ha ha ha ha, yes, no, sometimes, ha ha ha ha.** Yes, of course. Who, in your opinion, is the dreamiest



from *Blue Peter*." What's your favourite love song? "Oh, I don't know, how can I possibly answer that at such short notice?" Well, think about it for a bit. "No, no, I can't think." Well, what about, for instance *Every Loser Wins* by that remarkable cockney crooner Nicholas Berry? "You're joking... You are joking, aren't you?" Um, no as it happens. Have you ever guffed in front of someone you fancy? "Whaaaat?? No I have not! And I won't answer questions like that."



enough about *Fantasy*. Eer, do you sign your name on Valentines cards? "Yes I do. I'm not bashful. If I'm feeling particularly passionate I'll sign it twice - or even more sometimes." Have you ever sent yourself a Valentines card?

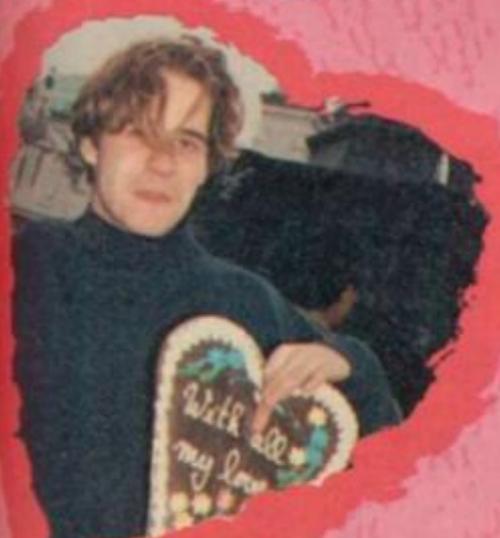
very nice knees actually, have you ever noticed?" No. What would you do if Michael Fish appeared at your front door wearing a sexy negligee? "I'd tell him to get lost." Ahem. You'd ask him to go away then? "Yes." You wouldn't invite him in for coffee? "Certainly not." Not even a cup of *Gold* we've already met, she can't resist me. *Blend*. "No, no, no, no." On a first date do you engage in tongue sarthies? "If that's all I can get, yes." Whoo!

Geoff Bhagwash (24) used to own a Specky (before joining up with the spook Hare Krishna sect). He refused to hold any of the YS 'props', but we wondered if he had ever chuffed in front of someone he was trying to get to know well. "No comment." Oh, go on. "No comment." Okay then, who's the dreamiest weather person? "I don't watch television." You must have seen a weather forecast. "I don't own a television." Which famous celebrity do you most fancy? "I'm not interested in celebrities." Not even Angela Rippon? "Who's Angela Rippon?" Make up a love poem. "No." Oh go on. "No." What would you say if Demis Roussos turned up on your doorstep wearing a pink tutu? "Nothing." Oh,

weather person? "What? Ha ha ha ha. Dreamiest? Ha ha ha ha, er, John Kettley. No! Ha ha ha ha." Who's your most fanciable 'celebrity'? "Ha ha ha, um, can I say John Kettley again?" No. Someone else. "Eer, ha ha ha ha, erm that's really hard. Uum, ha ha ha, erm John Kettley. Ha ha John Kettley! Ha ha ha ha." Would you mind modelling this sexy female underwear? "Ha ha ha ha, I'll put it on shall I ha ha ha?" No, no, you'll get us all arrested, just hold it up. "Ha ha ha ha." What's the sexiest Specky game you've ever played? And don't say John Kettley. "Ha ha ha ha, Michael Fish. Ha ha ha." John Kettley. Ha ha ha ha ha. Oh dear, it's time for us to go. "Can I keep the posing-pouch?" No you can't, give it back. "Ha ha ha ha."



Corinne Dubois (15) comes from Hackney. Do her pupils go all big when she's chatting to someone she really fancies? "How on earth would I know? What a stupid question." Okay, okay! Do you sign your name on Valentines cards? "I receive Valentines cards, I don't send them." Who do you fancy in the TV or film world? "Eddie Murphy. I quite fancy Lloyd Hunnighan as well. Oh, and Peter Duncan



"Every year, yeah, every year." Who's your fave rave as regards celebrities? "Jessica Lange. She's a hunk." Who's the dreamiest weatherman? "Michael Fish. He's a hunk too. He's got hidden depths of passion. He's a snappy dresser - I love him." Have you ever guffed loudly in front of someone you were hoping to impress? "Not exactly, but I was sitting at the dining table having lunch with my girlfriend and her parents once when my bottom suddenly went out of control. It was excruciatingly embarrassing." Are you still going out with her? "Um, no actually."

Teddy Pegrams 17 and comes from London. What's your favourite chat-up line? "Um, what's a nice girl like you doing in a place like this? Erm, do you come here often? Um, I don't really know any - I've never actually chatted anyone up." Not surprising. Who's your favourite 'sexy celeb'? "Madonna. What a belly-button she's got. She's got

# BACK ISSUES

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**15 MAR '87** • Glider Rider and Fairlight 2 maps • The Hive/Fist 2 reviewed • G'day sport sims special (streuth) • Tips for Cobra/Gauntlet/Future Knight • A-Z of adventure clues.

**16 APR '87** • Fist 2/Uridium/Dandy — maps • Enduro Racer/Rana Rama/Nemesis The Warlock reviewed • Explode your phone bill — check out the Modern special • Space Harrier/Star Glider tips.

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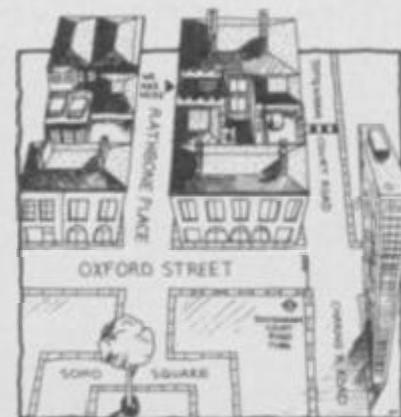
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## HARDWARE

# RAGE HARD!

**As the release of the SAM computer from Miles Gordon Technology draws nearer, Phil South reports on the shape of things to come.**



## Working For Uncle Sam At Last!

It's not every day that a new computer is launched. And a new computer which is not only state of the art, but also uses old Spectrum software to boot. But now the much publicised SAM is upon us. It's only been about a year since it was a gleam in Miles Gordon Technology's corporate eyes and to be perfectly honest I was sceptical about it ever surmounting its chip problems and getting the darn thing out the door. But in spite of me, MGT seems to be on the last lap, and running strongly for the tape.

### Who?

SAM isn't a one off computer. The SAM range is to be a whole dynasty of computers, with the first one being the Coupe. The range has been designed by Bruce Gordon, the softly spoken Scot behind the Disciple and Plus D disk interfaces, and the wacky TwoFace we reviewed a few issues ago. Bruce has been working on the idea for about two years now, and hopefully in the next few months we'll all be able to benefit from the fruits of his labour. Japanese chip giant Fujitsu is producing the customised chips for the SAM. It started apparently with Bruce's prototype containing 138 chips and miniaturised it into a single custom ULA! Fiendishly clever, these Japanese. The casing has been designed by the Nick Holland Design Group recommended by the Design Council for the quality of its design skills. And as for the internal software, the guts of the SAM's operating system ROM, is being designed by Dr Andy Wright, the writer of BetaBasic. His job is "to spend 24 hours a day making the SAM a pleasure to use." Beta him than me!

### What?

The SAM's specification was clearly defined from the outset. It had to be cheap to buy, around £150, and cheap to run so as to be affordable to you school bods who only get piddly pocket money. The technical spec had to be high, with MIDI, 80 column screen and industry standard hi-res multicoloured graphics. The sound chip had to be worthy of music and not just sound effects. It was also said that it should be possible to upgrade the machine, thus allowing the user to bolt on more devices as they become affordable or available. (This is generally called having an 'open architecture' ya?) Plus the design of the machine was aimed to appeal to kids and their parents alike, truly a computer for all people. The power of a business computer, but the ease of use and fun of a games console.

A pretty tall order in anyone's books, but improbably MGT seems to have drawn all these elements together in the prototype SAM and in the soon to be finished entry level, SAM Coupe.

### How?

The design MGT has ended up with is an entry level device, onto which other more advanced features can be added. The features are aimed at keeping the cost of ownership as low as the user wants it to be. So any prospective buyer of a SAM system can determine his own level of sophistication and how much money he wants to spend on it.

The external details first. The keyboard is a 71 key membrane type (Oh dear, why can't people put proper keyboards on things any more! Sob!)

with ten function keys. The angle of the keyboard is 11 degrees, (port, slurp.) and is set back a bit from the front of the machine to provide a hand rest for the heels of your hands. Pity more firms don't think of this, 'cos if you're an enthusiastic user you can get serious wrist aggro.

The basic machine works from cassettes loaded from an ordinary cassette player, not unlike our chum the Speccy. But users will be able to slot one or two 3.5" disk drives into the machine. The drives have been described as the latest technology from Citizen, and are barely larger than the disk itself, allowing them to be slotted at the front of the machine under the keyboard. Now that I'd like to see! The DOS is of course very similar to that used in the Plus D. So this means that disks for the Plus D should

work in the new machine!

For displays you have a choice of TV, or composite or RGB video outlets. A low cost colour monitor is also planned for launch around the same time as the computer.

The Coupe has ports for not only mouse and joystick, but also for a lightpen. This addition carries the implication of more serious uses for the machine other than home or small business. Graphics would seem to be a priority. Music seems to be high on the list too, as the MIDI IN and OUT ports make it good for musical applications, which ought to give the ST a run for its money in pro music production. The MIDI ports have a more routine use in the maintenance of the SAM networking capability.

Also on offer is a printer and a cable with an inbuilt interface. The interface

will probably cost around £10 to allow connection to MGT's, and any other Centronics compatible printer. Although there is a serial port, or RS232, it's one of the DIN plug type, like the MIDI ports, rather than the more common edge connector or 25 way D plug. But MGT isn't trying to edge out the standard peripherals however. The good news is that the ones that Sinclair users have will be attachable using special adapters.

Finally on the physical side, there's a pair of manuals, one for the new "plug'n'go" user and another one for more advanced programmers.

A peek under the hood reveals some startling new facilities, previously closed to eight bit computers. The rationale behind staying with eight rather than 16-bit is simple. The cost of developing 16-bit stuff, and staying faithful to the remaining eight bit users. The latter reason is most important from my point of view. At the heart of the Coupe is the custom SAM ULA. Because all the really hard work is done by this chip, there are only a total of seven other chips on the motherboard, making the SAM easy to produce and cheap to repair. The main processor is a standard Z80B, which means that people who know the Z80 aren't excluded from programming for the new machine. No new mnemonics to learn! The RAM in the basic machine is a hefty 256K, expandable by a slot-in cartridge to 512K, the current industry standard. The sound chip is a six channel job, meaning that sound effects and music can be played simultaneously, and speech synthesis wouldn't be out of the question either. The sound goes through the TV or monitor speaker. The operating language will like as not be BetaBasic, especially as Dr Wright is writing it!

But what everybody really wants to know is... what about resolution and colour? Well, there's a choice of four screen modes. Mode One allows most existing software to be run, allowing two colours per 8 x 8 pixel character block and bright and flash. Spectrum mode, in other words. So now let's change gear into Mode Two. This allows 8 x 1 colour res, letting you choose a new colour for every horizontal line. Like the effects in Hewson or Gremlin games of late. Both Modes One and Two limit you to the Spectrum standard 32 x 24 screen. But Mode Three kicks in the 80 column mode, suitable for business applications. The choice of paper colour auto-selects the ink colour. Finally, to move into top gear Mode Four, you have a 512 x 192 screen, with a different colour for EACH PIXEL on the screen! Think of the art applications. (And all this for £150, we must be dreaming!) At all times the user will be able to select from a palette of 64 colours. Phew! Excuse me while I change my underpants.

### When, when, when?

Okay, so like me you're slaving to get your hands on a Coupe. Let's take a look at the schedule. I should be getting a review copy of the machine some time this month, and happily you should only have to wait until May to actually buy one. That's pretty good eh? I trust you'll join with me in wishing MGT the very best of luck with the SAM, and let's hope there's no delays with this MAMMOTH project.

At last the real McCoy

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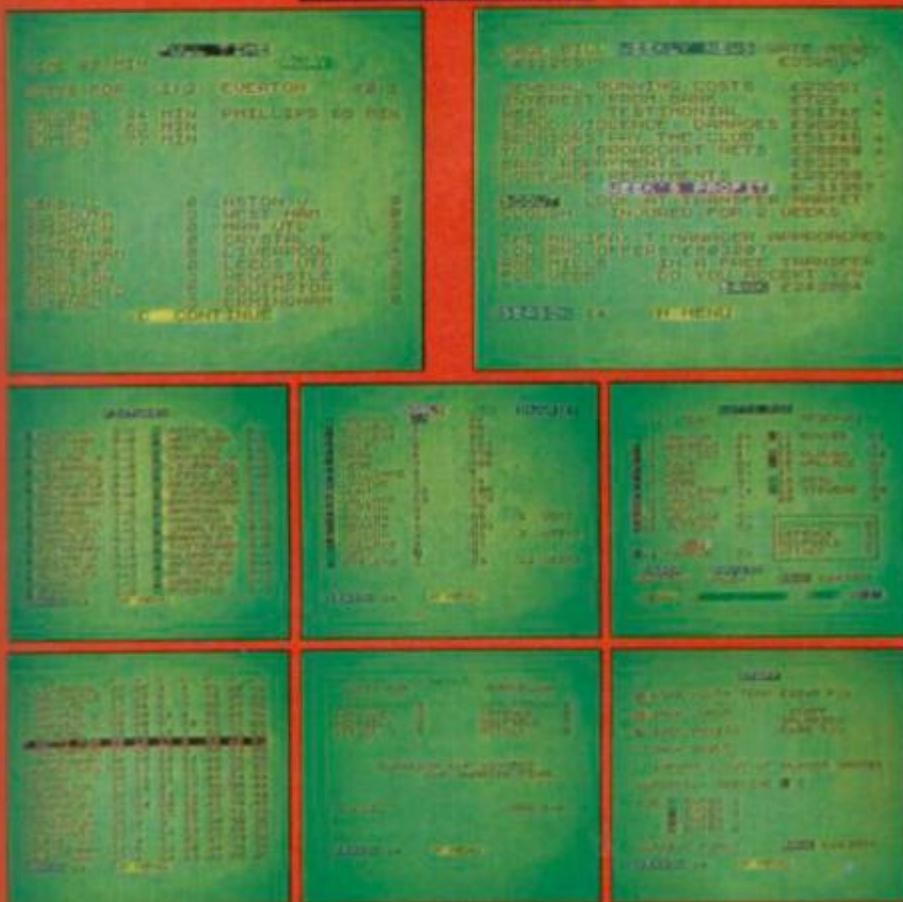
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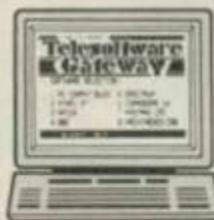
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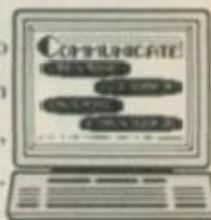
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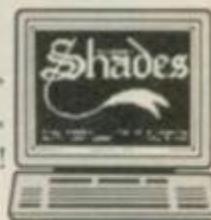
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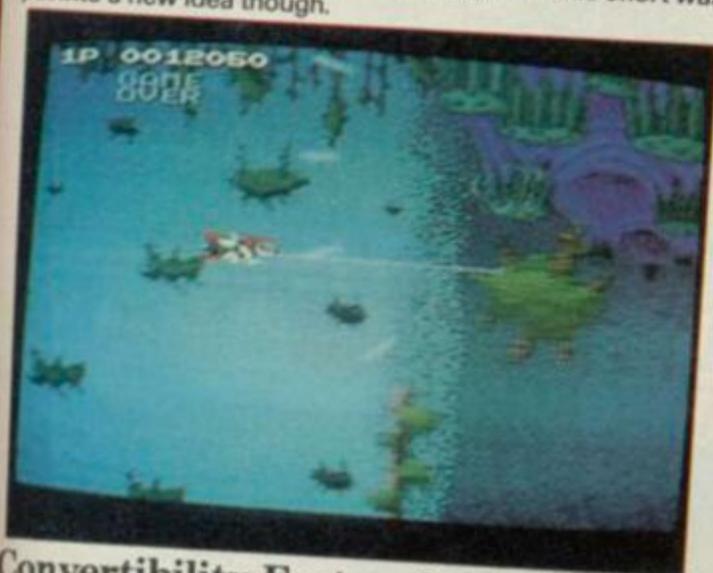
## HEAVY UNIT

*R-Type* has spawned more clones than any recent coin-op that I can think of, with most of them measuring up pretty poorly in the playability stakes; being either unplayably hard or easy to the point of boredom. Kaneko's *Heavy Unit* however is an exception.

A transformer type hero replaces *R-Type*'s space craft, negotiating a left to right scrolling cavern — and later a similar above ground backdrop. The industrial background is matched by the mechanical opposition and the trundling pace of the scrolling.

The usual speed and armoury add ons are available — and it's vital that these are picked up early as the going is tough right from the start. Fortunately the collision detection is a bit iffy, as some of the obstacles that appear from the side walls would be impossible to pass if it was any better.

If you're looking for an alternative progressive shoot 'em-up to *R-Type* then this is a pretty good bet. Pity all of this effort wasn't put into a new idea though.



**Convertibility Factor: 8**  
A nice example of the 'Type'.



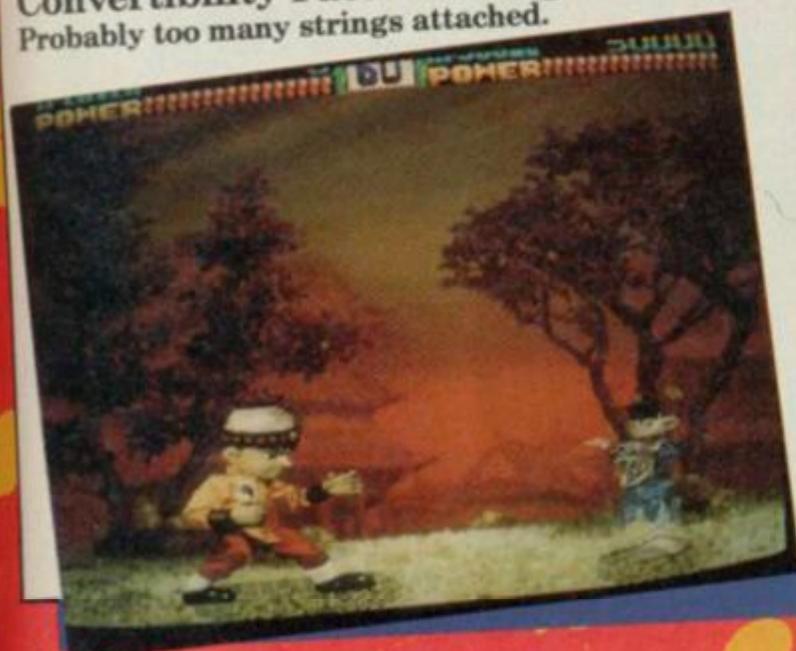
## THE LAST APOSTLE PUPPET SHOW

Take a couple of characters that look as though they should come from a Chinese version of *The Magic Roundabout*, mix them up with a fighting style taken from *Big Trouble In Little China*, add a little digitised shouting and you end up with this extraordinary creation from Homedata.

Once again you're the hero, but this time with a little difference. Taking control of a massive puppet-style character, you soon realise that for once the odds are stacked in the opposition's favour — for although your initial opponent is a little smaller than you, he is equipped with a couple of distinct advantages... the ability to fly for one, and the power to remove your head with a single chop.

This puppet show is quite entertaining and it does have some redeeming features — such as the main character hopping about and clutching his knee after he's been hit — but ultimately the limited range of fighting moves makes it too difficult to be worth bothering with. It's definitely worth looking at... but don't bother trying to play it.

**Convertibility Factor: 3**  
Probably too many strings attached.



## FIGHTING HAWK

The ghost of *Flying Shark* comes scrolling along the screen of this one or two player release from Taito. In fact this average shoot 'em up has so much in common with old Sharkie that it's a mystery why it was ever released in the first place.

A twin fuselage fighter-bomber flies along a top to bottom scrolling jungle scene, destroying tanks, boats and opposing aircraft along the way. The standard cannon is upgradeable by use of numbered tokens, while medal tokens deliver extra points.

Although there is only one long scene to be covered, it is broken into sections by the regular appearance of 'supertanks'. This machine is heavily armoured, only succumbing to a fairly well-equipped craft or one of the five smart bombs.

*Fighting Hawk* is smooth, if a little slow, with well defined sprites and sharp detailed backgrounds. The sound and gameplay can't be faulted — but the lack of originality certainly can. This game takes plagiarism to new heights and is definitely one to be crossed off the list.

**Convertibility Factor: 8**  
Why bother? You probably already have it.



# ARCADE NEWS

Fancy a game that combines the destruction of *Operation Wolf* with the speed and exhilaration of *Afterburner*? Well that's exactly what's on offer from a mysterious new product that's currently being tested by one of London's leading distributors.

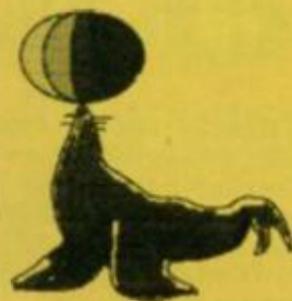
Although we can't yet reveal the game's name, we can say that the cabinet will house TWO Uzis — with the gameplay switching from level to level between *Op*

*Wolf* style guerilla war and *Afterburner/OutRun 3D*. More news as we get it.

Another release to look forward to in the near future is Irem's *Image Fighter*, a top to bottom high-speed scroller. This comes with a high difficulty factor — especially as the power up icons are hidden in some of the most inaccessible places ever. Expect a massive addiction factor from this baby.

# SCREENSHOTS

## PART TWO



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



Here is the main action screen, containing the combat window, and the piccies of your team. Ugly bunch, aren't they? Well, except THWAK!



The Main Menu contains access points to other characters and their attributes, allowing you to check their fitness for certain tasks. Magic users are vital to the party's success in gaining access to the Disks of Mishakal.

# ADVANCED DUNGEONS & DRAGONS HEROES OF THE LANCE

US Gold/£9.99 cass/£14.99 disk

Phil Now this is what I call a BIG game. Imagine, if you will, a sort of *Gauntlet*, only played from side to side instead of from above, and populate it with eight characters instead of four. Now you've got it! I have to say I'm impressed by the quality of the programming which put this game together. The graphics are amazing! A bit lacking in the old sound department, but looking at the characters diving around on the screen, I don't suppose there was any code space left!

You are one of a party of adventurers on the world of Krynn, a world designed by Dungeon Masters who wanted more dragons in their RPGing. You are fighting to protect Krynn from domination by the wicked Takhisis, Queen of Darkness. (Cool!) Can you retrieve the Disks of Mishakal from the lair of Khisanth, deep in the ruins of Xak Tsaroth? Can you even spell it? And who's going to untie your tongue after saying all that? *AD&D* is one of the most popular, and oldest, role playing

games around, and its devotees outnumber even those not-so-cunningly disguised *Brossettes*. So, it was only a matter of time before the game was turned into a computerised version, and now SSI and US Gold have done it. So how has the old game fared?

*AD&D* was a multiplayer game. The computer version, although having eight characters to play, plays them all through the one player. The swiftness of the switching between characters puts paid to any joystick switching between players. So you can't use the game as a replacement for *AD&D* (as if you could). But it does have the complexity of a game of *AD&D*, if you play it properly.

The basic part of the game puts you on the screen as the first character in the party. This is the first face on the left of the top row on screen. Hitting the space bar brings up the Main Menu screen, and this is what separates *AD&D* from any other old pick 'em up. You can check on a character's capabilities and make sure he or she is up to the tasks in hand, like combat or magic. Magic users can cast spells, as long as they're on the top row of the main screen. For users of staves, depending on who wields them, spells include Charm, Sleep, Magic Missile, Web, Detect Magic, Detect Invisible, Final Strike, Burning Hands, Cure Light Wounds, Protection From Evil, Find Traps, Hold Person, Spiritual Hammer, Prayer, Cure Critical Wounds, Raise Dead, and Deflect Dragon Breath. Phew! This gigantic reel of spells gives you a particularly sharp look at how in depth this game is.

How do you play though? Just charging around like in an arcade adventure will get all your characters killed very quickly. Careful mapping and utilisation of spells and charms is needed if you're to survive longer than a few yards in the dangerous world of Krynn. And it's worth waiting to see the dragons... or not, depending on whether you beat them or end up as a crisp little twirl on the flagstones!

*AD&D* is a mammoth game, and represents stupendous value for money, especially if you like your games with a bit of strategy and lots of action.

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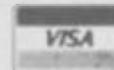
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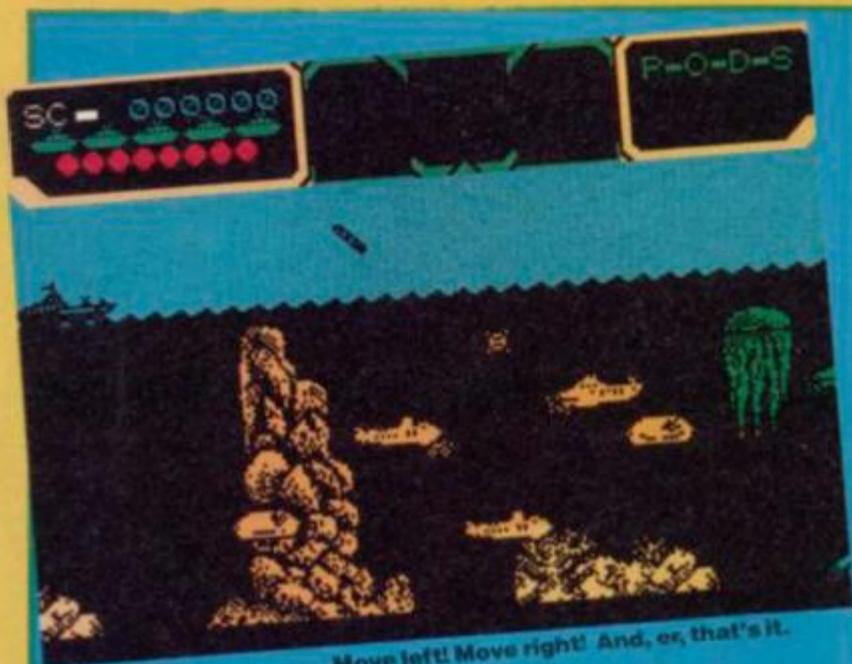
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Move left! Move right! And, er, that's it.

## THE DEEP

US Gold/£8.99 cass

**Sean** *The Deep* is, apparently, a coin-op conversion which comes aqualunging its way to the Speccy courtesy of US Gold. I'm not sure whether it's got anything to do with the film which came out years ago, but one thing's for certain, the game plays like it was written years ago. Read on...

You begin your life on the ocean wave as a ship on the surface of the water, floating above the nautical equivalent of the M1, where submarines and squids plod about slowly below you. The squids insist on rising to the surface and smashing your ship up, while the subs sneakily stay below the surface firing homing missiles at you, or releasing surface mines which rise up and wait for you to bump into them and explode. But they're easy to dispose of, cos they move so slowly — simply drop your depth charges on them.

On occasion, bombing a sub sends a little pod floating to the surface which turns into a flag with a letter on. Your ship should scud across and collect it, thus releasing a helicopter to fly over, and drop another package.

Depending on what letter was displayed, you'll get one of five extra weapons.

As each flag only crops up occasionally too, you sometimes have to wait for five minutes before you get a pod to go on to the next screen, and believe me, five minutes is a long time for just moving left and right and dropping depth charges.

Anyway having 'raced' through three or so of these screens, your ship then ploughs onto the next screen. But by this time I couldn't help thinking that perhaps this game should have been titled *Deep Over Moscow*, cos the graphics and gameplay

were very similar to that game. And whilst looking to the past might be fine when it comes to 501's and the pop charts, there's no excuse for going primitive when it comes to computer games.

Your ship suddenly develops laser power in the next section, where you've got to stop the laser bolts being fired at you by four cannons on the sea bed.

This is the fastest of the sections I played, at which point the game moved up from boring to nearly vaguely interesting. Nearly.

After this, the game seemed to progress to the depth charge thingie again with different backgrounds, and my brain cells, realising they were in for another gripping treat, began leaping out of my earholes in their thousands.

This game defies description. It's not fast enough to be a shoot 'em up, and not intelligent enough to be an arcade adventure. I can't imagine why US Gold should choose to release this game? The standard of gameplay and graphics is literally years old, and although it is tedious to continually make comparisons, there really is tons of much better stuff around for two or three quid. Let your braincells keep their dignity, and don't bother.

### YS CLAPOMETER

*A dull, tedious game from US Gold, which deserves to sink without trace.*

GRAPHICS  
PLAYABILITY  
VALUE FOR MONEY  
ADDICTIVENESS

3

# SHOOT OUT

Martech/£8.99 cass/£14.99 disk

**Jonathan** Clichésville, Alabama. The town is restless. The boys from Dusty's place are running riot. Raping, pillaging and generally smashing the place up. There's only one thing for it... call in Quick Hand Luke.

Bang! Bang! Peeew! Zing! Cue digitised horses hooves, ricochet noises! Yeahhrrr!

At least, that's what I was hoping. Fruitlessly, it turns out, cos *Shoot Out* is nothing more than a 1953 move-the-cursor-round-the-screen-and-zap-everything game, based on the kind of idea that used to have Vic-20 owners wringing their hands in gloe.

To be sure, there are two different levels. First, shoot all the tin cans lined up on the fence within a time limit. (Quite how this helps the long-suffering townsfolk is beyond me?) Then, wander along the street blasting baddies as they appear in the windows. Some of them are unarmed, but others have an annoying habit of firing back if you're not quick enough on the trigger.

See what I mean? Just about everybody's tried writing a game like this at some point in their career, and they always get totally slated, so why does Martech think it's going to get away with this one? Especially as it's made the fatal error of putting screen shots on the back of the box.

Ah, the graphics are excellent though. Nicely drawn, well animated and smoothly scrolled. But how does that help when the game itself is totally, utterly, completely and without exception... boring! Two

minutes of it and I'd had enough. Yeurch! Spit!

And as if that wasn't enough, the cursor won't stay still. The flippin' thing whizzes around all of its own accord, so hitting anything is very much down to chance. Obviously a 'special feature' or something.

It would have been nice to have had a little atmospheric music playing in the background to liven things up a bit. Or how about a few extra levels in addition to the endless repeats of the two that are already there? Even if it meant, dare I say it, multiloading? Nope. Nothing of the sort.

This is a real armpit of a game which needs a thorough taking back to the drawing board. There's potential in them that graphics, but the rest of it should have been pensioned off years ago. Unless you've escaped from an asylum for incurable Dragon 32 owners, or have just been sucked through a time-warp from the 18th century, avoid it like a strawberry-flavoured Quality Street.

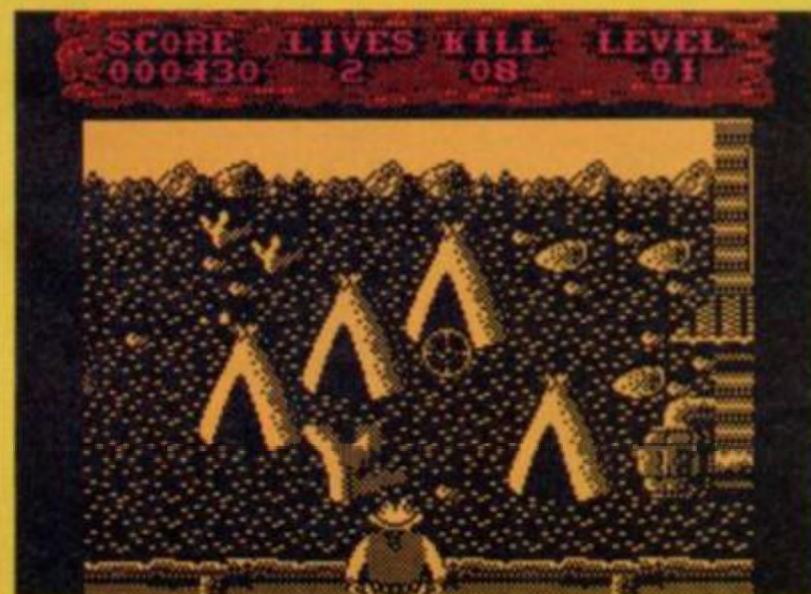
Wake me up in an hour or two, would you?

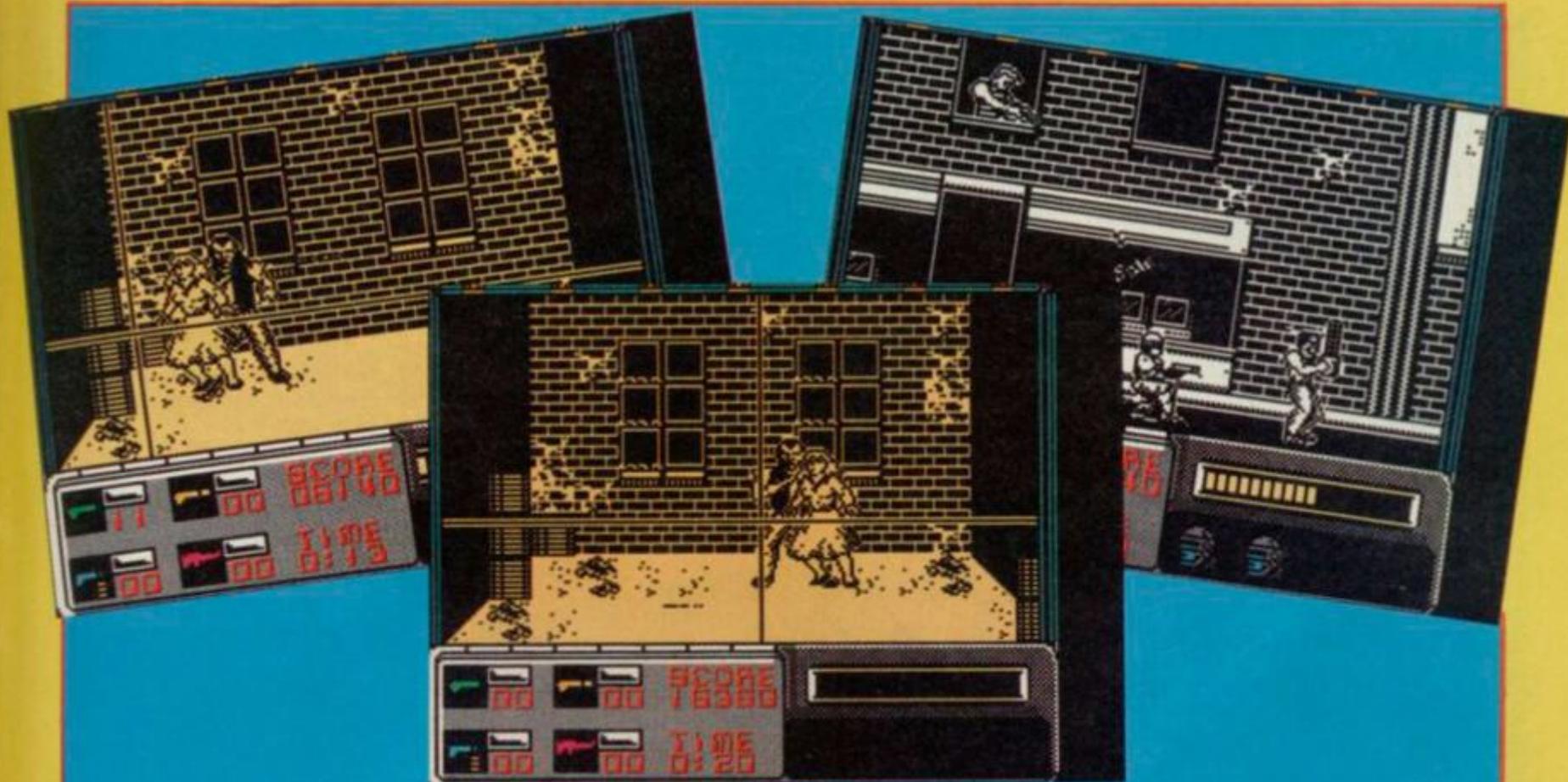
### YS CLAPOMETER

*Bog-standard shooting things with a cursor game. Very, very boring indeed.*

GRAPHICS  
PLAYABILITY  
VALUE FOR MONEY  
ADDICTIVENESS

4





# ROBOCOP

**Ocean/£8.95 cassette/£14.95 disk**  
**Marcus** Have a go at *Robocop*, they said. What? Alone? I'd rather go three rounds with Mike Tyson. Fortunately they just meant the game. Otherwise you can bet your unemployment benefit that before I knew it, eight out of ten owners (who expressed a preference) would be saying that their cats prefer me.

You've got to hand it to Ocean. There can't be many spanker licences to get your paws on than *Robocop*. And where Ocean really got it right was to snap it up ages ago — before, in fact, the arcade licence had even been put out to tender. So, the Manchester-based megagamesters had a hand in that, too, and they ended up spending months and months putting the whole package together — computer game, arcade game, 8-bit, 16-bit, the works. They've even bunged in a poster as well.

So why is it all rather unexciting when you actually load the thing up? Perhaps it's because our expectations of Ocean's product over the past year or two has just become a little too stasospheric. (Open those dictionaries!) *Operation Wolf*? The new *Batman*? Brilliant games, superbly designed and implemented on the old

beermat. But *Robocop* just isn't in the same league. Not that it's bad, don't get me wrong. It's just not the earthshattering blasterama I somehow expected it to be.

Anyway, enough of this whinging — let's get down to the game. You, natch, are Robocop him(it?)self, striding along the city streets in Detroit. My the streets are tough. They all look rather similar, too. And, blow! there goes your colour reception, 'cos the whole cityscape's in good ol' black and white.

So along you stride. You have fifty bullets to start with, but these soon get frittered away as you fire at the numerous baddies who attack you. And are there lots of them, or are there lots of them? It's worse than Frinton on a Saturday night, and what's more some of these thugs carry chainsaws, the latest hip accessory down Detroit way. These blighters need more bullets than the others, although if you start picking up those flashing whatnots of ammunition, you might get something a little more powerful than your wee bullet-ettes. Alternatively you might pick up some baby food to give you more energy (impregnated with Castrol GTX, no doubt)

Go on further and you'll find even more useful things like three-way bullets, but of course the nasties get nastier, shooting out of windows from above and other dirty tricks. In the film, bullets would have little effect. In the game, they do inflict a wound, and there's a limited number of wounds you can take. So be careful — there are nine levels to get through yet.

Level one, then, is downtown Detroit. (remind me not to go there.) On level two, you come across a woman being attacked by some crazy. Here you're looking straight at the two of 'em through your viewfinder, and you have to hit him without hitting her in the process. For level three it's back to Detroit with more and harder criminals — a little like the Bronx on a Saturday afternoon.

Level four's a break from the monotony. Here you have a photofit to piece together, using the computer and your own memory banks. Get this right and you'll find who it was who topped Murphy (the geezer you were before you became Roboclot). Hint: it's not Jeremy Beadle.

After that it's more shooting and running about, as you steadily work your way through the film's plot and kill everyone who needs killing, not including,

sadly, Jeremy Beadle.

Don't sound too enthusiastic, do I? Well it's all a little samey, and a touch too much like lots of other zappy sideways scrollers set in warehouses and the like. What? Did someone say *Rolling Thunder*? Well, precisely, though curiously enough (since the film had an 18 certificate) I think the game will appeal greatly to younger gamesters.

The whole package, though, is nicely presented, with neat and well drawn graphics and no complaints about speed or playability. But I wasn't totally convinced. By the time you read this, I bet a good few Specchums who got it for Christmas will be wondering what all the fuss was about.

By the way, why doesn't anyone try a can opener on him?

## YS CLAPOMETER

*Playable, efficient but uninspired shooty thing based on everyone's fave filmic gorefeast. Not really up to the standards of Batman II or Oppy Wolf.*

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

# 8

# REVIEWS

CP Software/£19.95 disk

**Richard** *Clock Chess 89* is, or so the blurb on the back of the box says, 'the strongest and most versatile chess program yet for the Spectrum series. I can believe it, 'cos as a good, though not outstanding, chess player, I found it the equal of many of the dedicated chess computers on the market.

I'm not going to get technical, in my opinion, a chess program like this should be just as accessible to people who are learning to play the game as to people who have been playing for many years. It should be able to adapt to the strength of each player, and offer them a tough — but not impossible — challenge. And *Clock Chess 89* certainly succeeds on these points.

You can handicap the computer if you are a beginner; you can make it take the same time to think as you do; or you can set it a thinking limit for anything from five seconds to over 15 minutes. The longer it has to think, the better the move it will come up with. You can also set the program so that both you and the computer have to play a certain number of moves within a set time — usually five minutes. Speed chess at its most cut-throat!

To be honest, I'm a bit hesitant about just listing all the program's features. If I do, it's a boring review; if I don't, you may not get all the information you need. At the risk of being boring, I'm going to give you a good idea of just what you get with *Clock Chess 89*. You can set up 'mate in x' problems; you can get the computer to analyse positions; you can play blindfold chess; you can tell the computer whether it accepts a draw, and

when.

When you are actually playing, you have a wide variety of options. You can make the computer switch sides (useful when you don't want to lose); you can get the program to show what moves it is considering; you can get the computer to play itself; you can get it to take back a move... You can also save it to disk — and if you're a chess bluff, that means you can go away and analyse the board for as long as you want, without giving the computer extra time to think. Cunning, huh? But it probably won't help much — it didn't for me.

To be honest, though, the options above would only really be remarkable if they weren't in the program. What matters is the strength of the game the computer plays; and it seems to play very strongly indeed.

My complaints? Well, I only have one, really. When I loaded up, I got a rather garish screen display, with a board that seemed to take up only about a fifth of the screen. The colour choice was so bad — white and black pieces on a yellow and green board — that the white pieces were virtually invisible on the lighter, yellow, squares. It was only after I had played through a few games, and had found that I

was getting a headache, that I discovered from the picture on the back of the disk box that there was a 3D option, with a very handsome looking board shown as if you were actually seated at a real chess board.

Overall *Clock Chess 89* is an excellent program, well worth getting if you are a serious chess player.

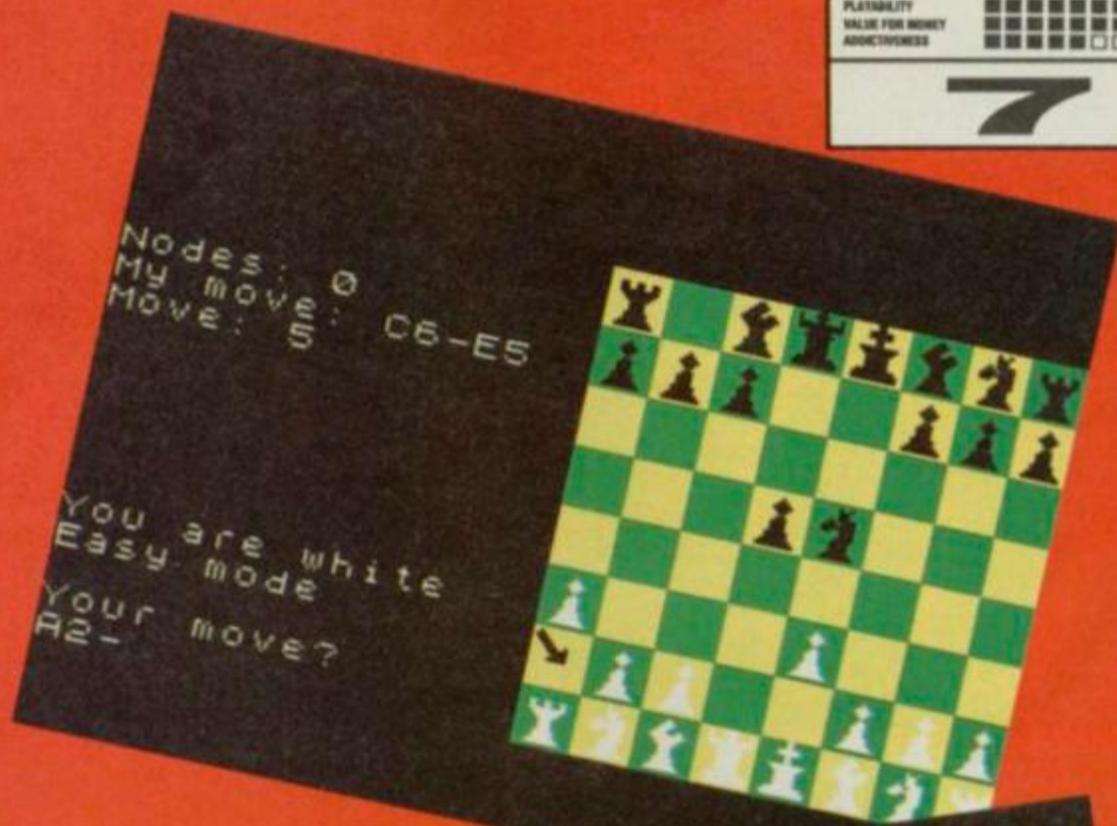
## YS CLAPOMETER

*Fabby Chess program for the Speccy, let down by poor graphics.*

GRAPHICS  
PLAYABILITY  
VALUE FOR MONEY  
ADDICTIVENESS



7

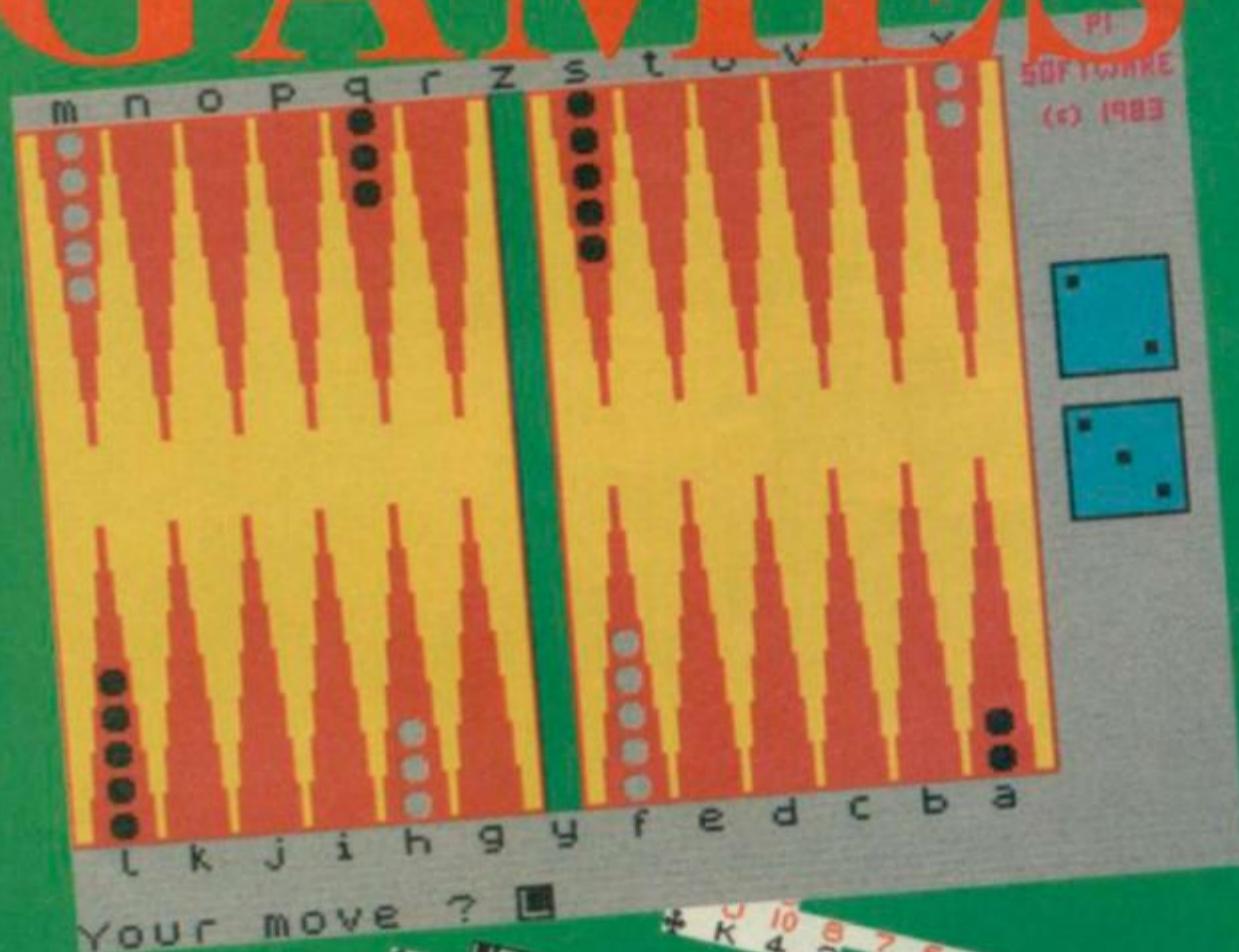


# CLOCK

# CHESS



# CLASSIC GAMES



# 4



CP Software £13.95 disk

**Richard** *Classic Games 4* is — yes, you've guessed it — a compilation of four classic board games (in a computer version, of course). On one disk, you get chess, bridge, draughts and backgammon, all for £14.95. Good value for money, you might think — and you'd be right.

The bridge game is excellent. I'm an indifferent bridge player, who enjoys the anticipation of waiting to see what sort of a hand I'm going to get and the drama of actually bidding and playing, but hates the post-mortems and recriminations that accompany playing with real people. With this program, I get what I like and just as much of what I don't like as I can stand. Any more, and I can just tell the Spectrum to get lost.

The programming seems to be good, and the computer shows a remarkable amount of sense; it knows how to follow suit and play the low card without having to be told. It plays what to me looks like a fairly strong game. Finally, the display is more than adequate, although if I were buying just one game I would have demanded much better graphics from the +3 than you get here. But then, given that the program was written for the rubber keyed 48K, you have to accept a lower standard.

With the other three games, however, the screen displays are diabolical. In fact, they are so bad that they make it almost impossible to play the games at

all. If you persevere, then make sure that you have plenty of aspirin around, as you will end up with a heck of a headache. The problem is the same as the one which mars CP Software's *Clock Chess 89*. The colours of the pieces and the board are so badly chosen that the lighter pieces disappear against the lighter squares of the checkerboard in chess and draughts; the problem is less intense with backgammon, although the colours are still somewhat garish.

I had initially been relieved to

see that you could change the colours of both pieces and board; but relief turned to dismay when I found that every combination of different colours that I could come up with had exactly the same problem. Come on CP, you can do better than this!

The actual strength of the different programs is good, as far as I was able to work out. The computer plays both chess and draughts very well. With backgammon I find it more difficult to judge, as it is not a game I have played much, but certainly it could wipe the floor with me.

There are four very good games here, with a lot of programming effort expended on them. It's a shame three of them have been let down by dodgy screen displays.

## YS CLAPOMETER

*A package of games, one good, the rest poor and most let down badly by very bad graphics. Oh dear*

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

# 4

# SPITTING G

Domark/£9.95 cass/£14.95 +3 disk

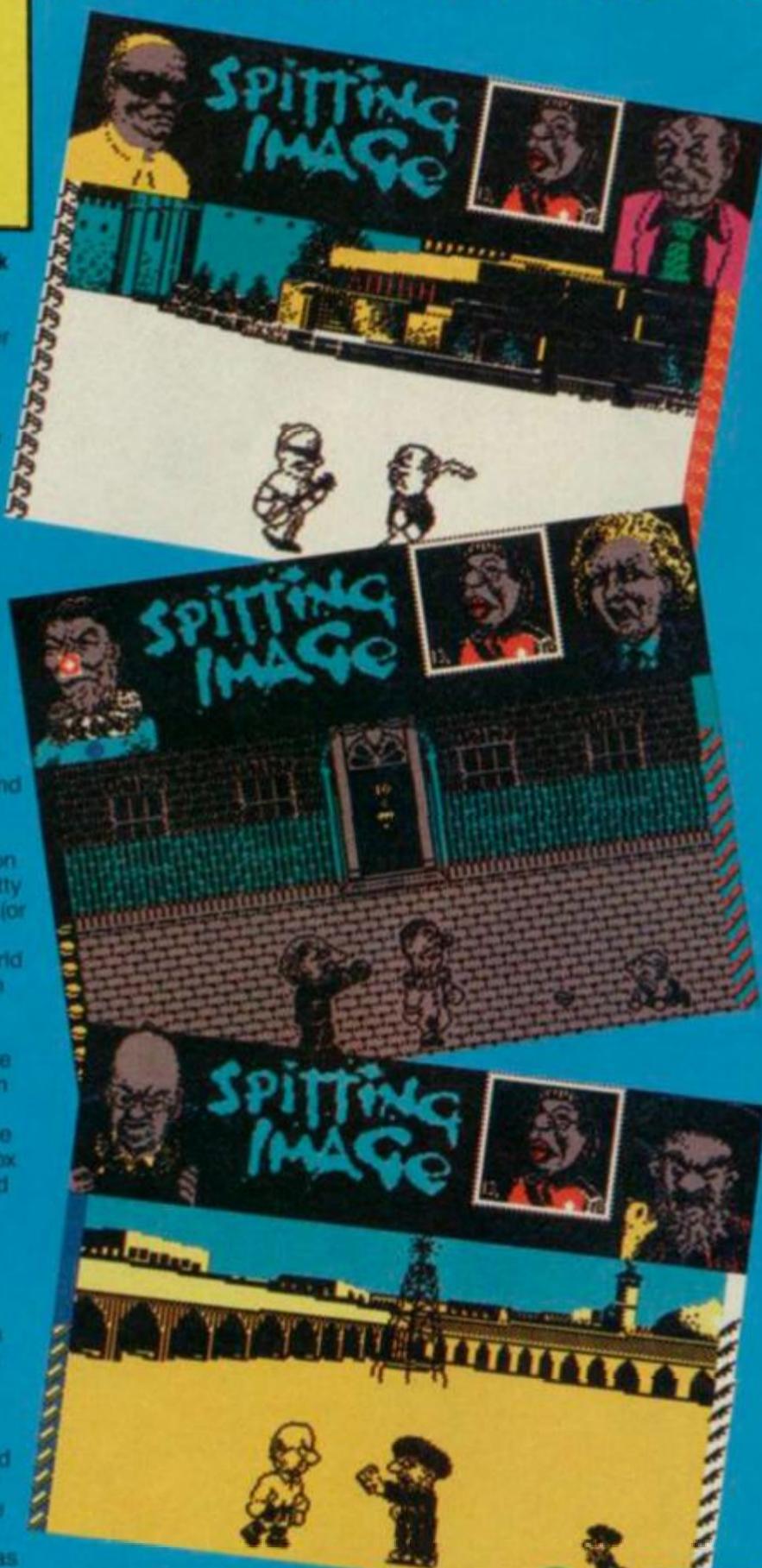
**Matt** Who are the six most important people in the world? According to my morning paper they'd be cuddly Emma Ridley, family-sized Fergie, oddish Michael Jackson and the 'swoony' Bros Triplets, or some similar combination. 'Not so!' chorus the decidedly 'posh' Domark boys, who obviously read rather more upmarket publications than yours truly. Their six-pack includes such bastions of sense and moderation as P. W. Botha, Ayatollah Khomeini and the (newly unemployed) leader of the 'free' world, Mr Ronald 'McDonald' Reagan. What a nice, happy go lucky bunch!

Along with Maggie, Gorby and the Pope these feature as the combatants in Domark's first (licensed) beat 'em up based on the *Spitters* TV show. It's a pretty standard sort of slash 'n' bash (or in this case fart 'n' gob) affair, with the various obnoxious world leaders swinging away at each other with the prize being -- gosh! gasp! eek! -- the World!

It's a good licence, even if the TV pundits around here reckon the mother show is currently riding the slippery slope down the televisual dumper. From the box featuring the famous Fluck and Law puppets, to the 'witty' instruction sheet, the whole package does its little best to reproduce the look and feel of the family favourite, and this continues on screen with each large sprite looking and acting the part to a tee.

Biff! Duck and dive as our 'beloved' leader Thatcher lets loose with the boxing glove and flying spittle! Thwack! Stagger under the onslaught as Ronnie attacks with head-butts and broken bottles! Poke! Squirm as groovy Gorby and his holiness the Pope jab away with the finger and banjo! Wallop! Drip as Botha 'piddles' in your direction and choke as the Ayatollah gets his hands around your larynx! The main selling point seems to be that it's all rather rude, naughty and 'cheeky' compared to standard beat 'em up fare.

To start you must choose a world leader to play with (Oo-er) and then take on the others in turn against a series of suitably



cartoony backdrops. Battles tend to be fast and fun, and with some competent playing will eventually leave only one homicidal statesperson -- yourself.

Hang on a minute though! The world needs saving from you too, doesn't it? Sounds like a job for... the Queen?! Yep, 'Ma'am' herself leaps down from her action-watching spot on the icon strip to mud-wrestle you into the pavement. Unfortunately this takes place at night so all you can see is pairs of eyes in established comic strip (and code-saving) fashion. In the experience of all the YS players there is absolutely NO WAY to win this last bit of the game, so whatever your efforts the world remains safe. Phew, what a relief, eh? And to think we owe it all to Her Majesty.

The game is generally well thought out and designed and has proved to be quite a lot of fun on other systems, but unfortunately on the Spectrum it has two rather glaring faults. The first is that once you've had fun discovering all the rude and bizarre bits you're left with a rather ordinary and not particularly hard beat 'em up. The other -- far more serious problem -- is with the loading. First you must load side one of the tape, then flip it over to take the characters themselves from the other side which takes ages. Then each time you lose and want another go you have to reload all six characters from side two again! Yaagh! At this rate you'll spend 40 minutes loading out of every hour! Since both copies we got acted in exactly the same way, it doesn't seem to be a fault with the tape but a design problem. How silly.

# IMAGE

## YS CLAPOMETER

*Nicely packaged and well executed beat 'em up which would be a birrova goodie if not for deadly long loading sequences.*

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

# 6



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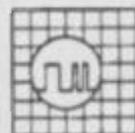
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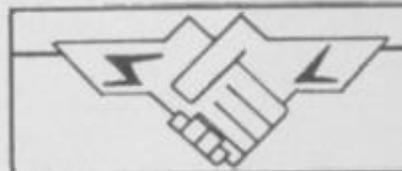
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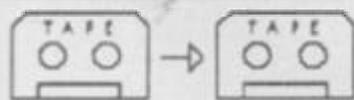
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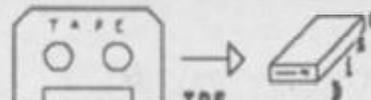
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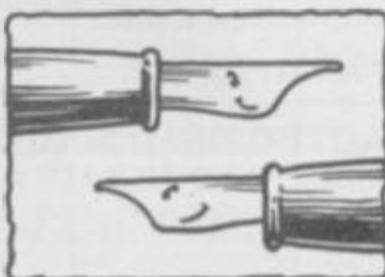
- Great games to swap. Your list for mine. Barry Dooley, Ballymacarby, Clonmel, Co. Waterford, Eire, or phone (052) 36149.
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- Wanted! *Flying Shark*, *Target Renegade*, *Marauder*, *Barbarian 2*, *Hot Shot*, *Phantom Club*, *Last Ninja I and II*, for my *Freddy Hardest*, *Gryzor*, *Exolon*, *Trantor*, *We Are The Champions*, *Gauntlet 2*. Desperate for *Rolling Thunder*. May change games to suit swapper. Phone (0629) 52551 and ask for Iain.
- I've great games to swap. The best and latest including *Roadblasters*, *OutRun*, *Flinstones*. Reply guaranteed. Send list to Ian Garner, 19 Rochester Grove, Hazel Grove, Stockport SK7 4JD.
- Twenty-one year old male with Spectrum 128K wants to swap games. Interested? Send list. Also wanted penpals. Will answer all letters. Write to Dave, 31 Poplar Court, Bramley, Leeds, LS13 4SW.
- I will swap *Space Harrier* for *Barbarian* or for *Army Moves*. Phone Robert on 0892 65 4057 after 7pm.
- Wanted! Homegrown software (any kind) to share with others. Small payment given, but must be your own, original code or Basic! Details from Ron Cavers, 605 Loughborough Road, Birstall, Leicester LE4 4NJ.

## MESSAGES AND EVENTS



- All Micro's Club, MSX, Speccy 128, +2, 48K. Exchange, members across world, free members, send list to All Micro's, 18 de Julio 1314, L.27 Montevideo, Uruguay, South America.
- Wafadrive owners! Anyone interested in wafadrives (especially with knowledge of protection or boottrap programs) or with wafas for sale? Contact Mark Lambert, 46 Lingholme, Chester-le-Street, Co. Durham, DH2 2TP.
- Free two turns to anyone who joins new PBM strategy game. If you're interested, then send an aae for details. 11 Woodlands Ave, Preston, Lancs, PR2 6DT. Female penfriends needed also.
- To Lewis, keep up the very good work with the legendary *Micro Mania*. *Micro Mag* feels better for it!
- +3 homegrown software, *Fruity* and *Star Wars*. For more info contact Matthew Godbolt at Forest Lane, East Horsley, Surrey, KT24 5HU or 'phone. (E. Horsley) 5284.
- PBM *Clash* is brilliant! It has economics, diplomacy, and strategy for only £1.50 a month. Send for details to *Clash*, Sunnysfield Cottage, Station Road, Langworth, Lincoln, LN3 5BO now!
- Wanted! Five players for *Diplomacy* the board game. Players must have the game. Send your name and address and country you would like, all letters answered, European players welcome, to, Daniel Sullivan, 18 Coolroe Heights, Ballincollig, Co. Cork, Ireland.
- Come on +3 owners, get writing to me! I have lots of games and utilities to swap. Stephen Sophos, Kato Dexameni, 34600 Nea Artaki, Halkidiki, Greece.
- Do you write machine code games with graphics and sound? If so, send an example of your work to us for evaluation, Matthew Williams, 6 Tower Road North, Meswall, Wirral, Merseyside.

## FANZINES



- Micro Mag* is the best tape fanzine! Send £1 to A. Everingham, *Micro Mag*, The Bungalow, Keycol Hill, Newington, Kent, ME9 8NA.
- No. 1 of *Spec User* now on sale. Send a cheque/postal order for 50p to *Spec User*, 9 Lime Street, South Moor, Stanley, Co. Durham, OH9 7EJ. Contains POKEs, programs, hints, maps, tips, reviews.
- For Issue 1 of *Help!* Full of POKEs, maps, hints, and tips. Just send some of the latest POKEs, hints, tips, or maps to Chesil Cottage, Abbotsbury, Weymouth, Dorset, DT3 4JT.
- Do you want to program using advanced machine code? The *Advance 280* course will teach you how. The new mag for programming is out this October. Just send 50p for Issue 1. Try it for yourself!
- Specs!* It's bigger and fuller than ever! Tips, news, reviews... and more! Send £1 for latest issue to *Specs*, 17 Bullingdon Road, Oxford, Oxon. Cheques/POs to Paul Harrison please.
- Want to put your art skills to use? *Iscool* fanzine needs an artist to design its front covers. Send a sample of your work to Rastan Advert *Iscool*, 23 Cowper road, Bournemouth, BN9 2UJ.
- Games Not Included!* Issue No. 1. Thirty pages of tips, free poster, and 20 pages of pre-reviews. Send £1 PO/cheque to Simon, 17 Brooklands Road, Swinton, Manchester, M27 3AT.
- Adventure Probe*, Dept. H, 24 Maes y cwm, Llandudno, Gwynedd, LL30 1JE.
- Homegrown*, No. 1 for homegrown software. Issue 1 out now, only 50p. Send to Miss I. Young, Tintagel House, Salisbury Road, Edmonton, London N9 9TF (with demo tape) (*Homegrown* authors! We need you!)
- I'm here to tell you about *Rom*, a new Spectrum fanzine packed with reviews and tips. Issue one out now. Send a large aae and £1 to G. Foster, 20 Fordston Ave, Preesall, Blackpool, FY6 0EB.
- Basic* is the new fanzine for you. For the latest issue, just send a cheque/po for £1.30 to Kenny Jarman, 18 Poplar Close, Biggleswade, Beds, SG18 0EW.
- Microphobia*, issue seven out soon. It's full of screenshots, reviews, competitions, POKEs, hardware, PBM, adventures, previews plus much more. Send 40p plus aae to Gerald Preston, 5 Meadow Park, Garstang, Lancs, PR3 1TA.
- Tech 48*. New mag, POKEs, hints, tips, reviews, and more. Send aae and 40p for immediate despatch to *Tech 48*, 84 Hidcote Roads, Oadby, Leics, LE2 5PE.

## LONELY HEARTS



- Lonely (sniff, sniff) 11 year old Speccy owner seeks good looking female to cheer him up, oh, and please send a photo. P.S. If you don't send a photo, you might not get a reply. Write to Colin Beveridge, 26 Wilton Drive, Glasgow, G20 6RX.

- Lonely male, aged 16, seeks slim and attractive female, aged 16-20. Please send photo and write to Paul Turner, 80 Bloomfield Street North, Halesowen, West Midlands, B63 3RF.
- Hunky 13 year old male seeks fun loving female of 13 to 15. Write to George Kinnaird, 14 St. Gerardines Road, Lossie, Moray, UJ31 5JY.
- Attractive female, 14 seeks male penpals for a bit of fun. Likes dogs, motorbikes and smelly socks. Write to W. Boyd, 19 Donegal Way, Glenfield, Carrick-Fergus, Co. Antrim, N. Ireland, BT36 7SE.
- Fifteen year old boy seeks attractive girl, age 14-18, who likes most chart music, and having a laugh. Send photo, if possible to Scott McLaren, 16 Lyndhurst Terrace, Dundee D2 3HP.
- 23 year old cuddly male looking for female friends for fun and romance. Likes Russian Dwarf Hamsters, kebabs and pop music. Please write to Jim, 173 Shakespeare Road, London, SE24 0PY.
- 16 year old male seeks females of around the same age. Write to Stephen Rogers, 7 Oaklands Crescent, Southwick, Sunderland, Tyne and Wear, SR5 5AP. Enclose photo. A reply is guaranteed.
- Two males, both aged 15, seek two nice looking females aged 14-16. Must come from Scotland and like most chart music. Please include photos. Write to Gavin and Jason, Dundurcas Farm, Rothers, Morayshire, IV33 7AE.
- Hi! I'm 13 and looking for any male friends between 13-16. So don't delay! Photo if possible. Bye! Helen Grant, 190 Gladstone Road, Barry, South Glamorgan, CF6 6ND.
- Fourteen year old male seeks 12-15 year old female, who likes music and having fun. Please enclose photo if possible. Shalom Dinut, Ramut 5/7 Jerusalem 97729, Israel.
- Hi! I'm an attractive fun loving male body builder, aged 13. If you are around my age, write to Simon Manson, 15 Copley Mount, Copley, Halifax, West Yorks.
- Twenty year old male searching for female pen pals, aged 16+, for fun or maybe romance. Please enclose photo if possible, and a friendly letter introducing yourself. All letters answered. Geoff Roberts, 402 Poulton Road, Wallasey, Merseyside L44 5SF.
- Little furry creature would like to chat to creaturers. If you want some fun, send some hay and a photo to Mr Hamster, 42 Severn Acres, Orton Brimbles, Peterboro' PE2 0X0.
- Wanted! Nice and beautiful girl for a very lonely boy. Likes computers, and having fun. Has many friends. Must be aged 12-14. Please send photo. Please ring (0209) 216917 quick!
- 14 year old male seeks good looking female between ages of 14-16. Must live in London area. Enclose photo. Write to Darren Douglas, 4 Purves Road, Harlesden, London NW10 5SU.
- Lonely boy aged 18, seeks female company (local area preferably) for warm friendly relationship. Many interests, great sense of humour. Please contact Steve Farmer, 72 Plumbe Street, Burnley, Lancs, BB11 3AW.
- I am a 26 year old good looking male looking for good looking female, 18 to 27, who is young, free and single. So write to Ian Hayes soon, please, with photo, at 606 Middle Road, Ravenhill, Swansea SA5 5DL.
- 14+ female needed. Desperate male who likes girls and Speccys is waiting. Please send photo, all letters answered. Please hurry. P.S. Witty people only! Ant, 11 Greenhill Close, Narborough, Leics.
- Two lads aged 17 seeks two good looking ladies for going out and generally having a good time. Photos please. Chris Powell, 25 Leggatts Wood Ave, Watford, Herts.
- Yo! Barrie here, I'm looking for girls who like having a good time and music like Bros & Wet Wet Wet. If poss. please send photo. 113 Hawthorn Rd, Middleston Moor, Spennymoor, Co Durham.
- Two desirable hunky males seek two very attractive girls aged 13-15 yrs. Photo if possible please. Our hobbies include music, computing and most sports. Graeme Biggins, 6 Ewan Way, Stanway, Colchester, Essex.
- 19 year-old female seeks good looking male 18-21, send photo please. Ann Corcoran, 37 Garry Drive, Fox Bar, Paisley Scotland.
- Lonely male aged 16 seeks attractive girl 15-17 for relationship. If you live in the S. Yorkshire area, please write, including photo, to Andrew Mason, 31 Furnival Way, Whiston, Rotherham, S. Yorks.

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

•PREVIEW•PREVIEW•PREVIEW•  
**FUTURE SHOCKS**

**Corky o'orky! The games keep acoming! How's about checking out this little lot, 'looking the way they like, and liking the way they look!?' (You're fired! Ed)**



If you've ever played a French game you'll know that they tend to be a bit, erm, funny. The brilliant crunchers have rather different ideas about what constitutes 'playability' to the rest of us.

Captain Blood is similarly 'strange' — as are the people behind it — but luckily it's also rather good. After much success on the ST and other systems it finally hits the Spectrum, just in time for XS to present a pot pourri of 'spook' facts about the game they're calling (cue Vincent Price tone)

# CAPTAIN BLOOD

## INTERESTING 'SPOOK' FACTS ABOUT CAPTAIN BLOOD

(1) Captain Blood is a VERY big game. There are 36,000 (36,000!) planets for you to explore, and if you don't go through them with some sort of 'plan' in mind you'll probably find yourself playing for a very long time. Ooh la lol

(2) Captain Blood is released on a special 'prestige' label Infogrames/Exxos. Everyone at Exxos is apparently 'inspired' by the great 'god' Exxos. They show their devotion to him by dressing up in bizarre head dresses based on the quill of a fountain pen (3) and performing strange ceremonies. At a recent Paris show numerous Exxos employees took a computer out into the streets and sacrificed it to their 'god' with the use of a big hammer. After this weird spook ritual all the French journalists scurried over and took a piece of the unlucky computer home as a souvenir. Our informant tells us the computer was 'only' an Amstrad CPC — so it 'doesn't matter too much' — but the really bizarre thing is that everyone in France took it all totally seriously, and no one thought to tell them they're quite obviously a bunch of spam heads.

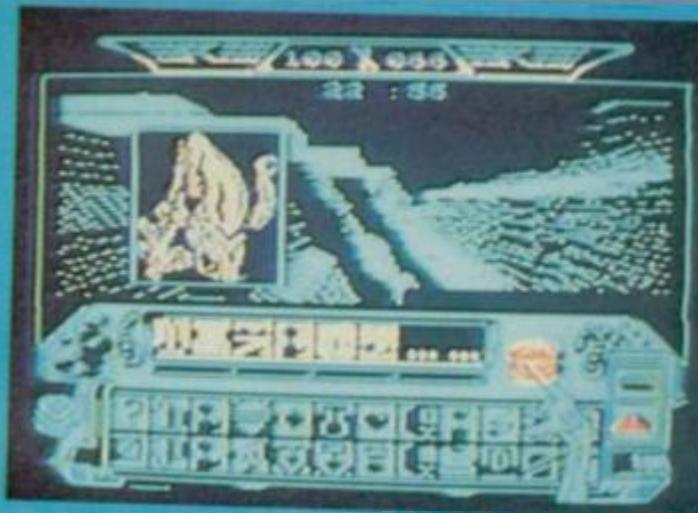
(3) Captain Blood tells of a computer programmer drogged into his machine by strange forces. He finds himself turning into his own creation, Captain Blood. All very well, except there are thirty other Captain Bloods dotted around the galaxy sopping his energy. He manages to 'bump off' 25, and the game follows his attempts to 'ice' the last five.

(4) Blood's search involves sending living missiles down to the surface which involves a spectacular sequence reminiscent of racing through the Star Wars trench. Your missile creature will then approach a native of the planet (should there be one) and you will be able to indulge in conversation with him.

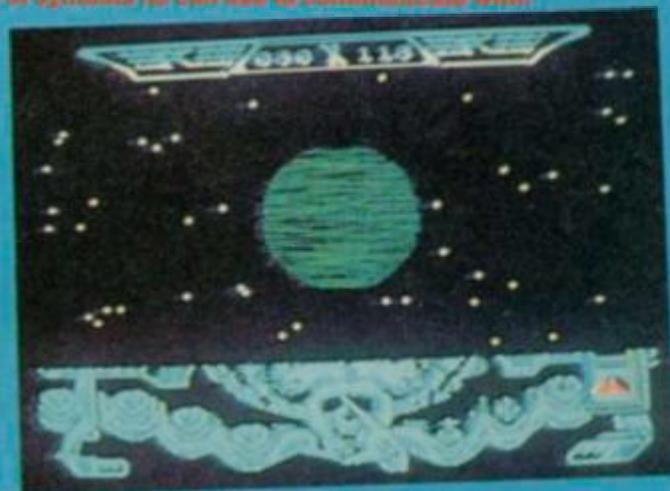
(5) Conversation is rather tricky as you talk using a series of symbols — very time consuming especially if your conversant plays hard to get. Patience is a necessary virtue if you wish to play Captain Blood.

(6) Captain Blood lets you be a real bounder. You can destroy any planet you don't like the look of or beam aliens aboard your ship and have a go at them. This may intimidate them into telling you things — but you can't afford to make them too stroppy or they won't tell you where to go next and you'll be Lost In Space (eek!).

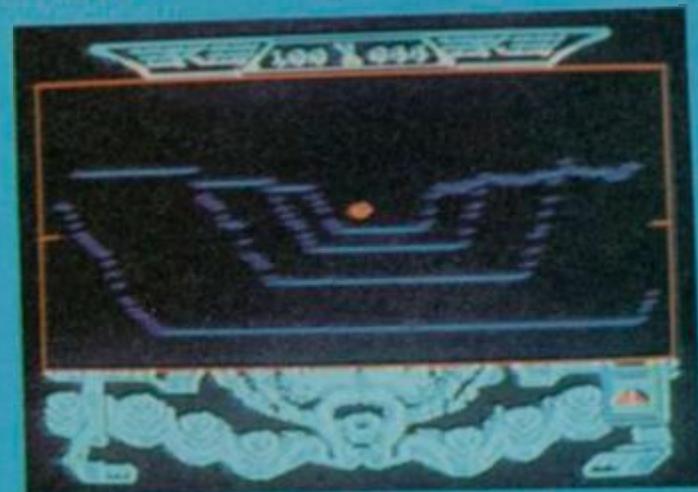
(7) It would take weeks, perhaps months even, to complete Captain Blood. But if you take too long to find the clones you will start to fade away and lose control of your Space Ark and end up in ALL sorts of trouble.



Flubba dubba dub? Here we see a wibbly alien in his 'natural environment'. Captain Blood's 'hand' is the stick-like thing at the bottom of the screen, hovering over MERELY PART of the massive key of symbols he can use to communicate with.



Is that a planet I see before me? Time to (a) send a drone down to scout around, (b) take close up photos to 'zero' out the defence systems, (c) go into hyper space and look elsewhere, (d) blow it up. What a choice, eh?



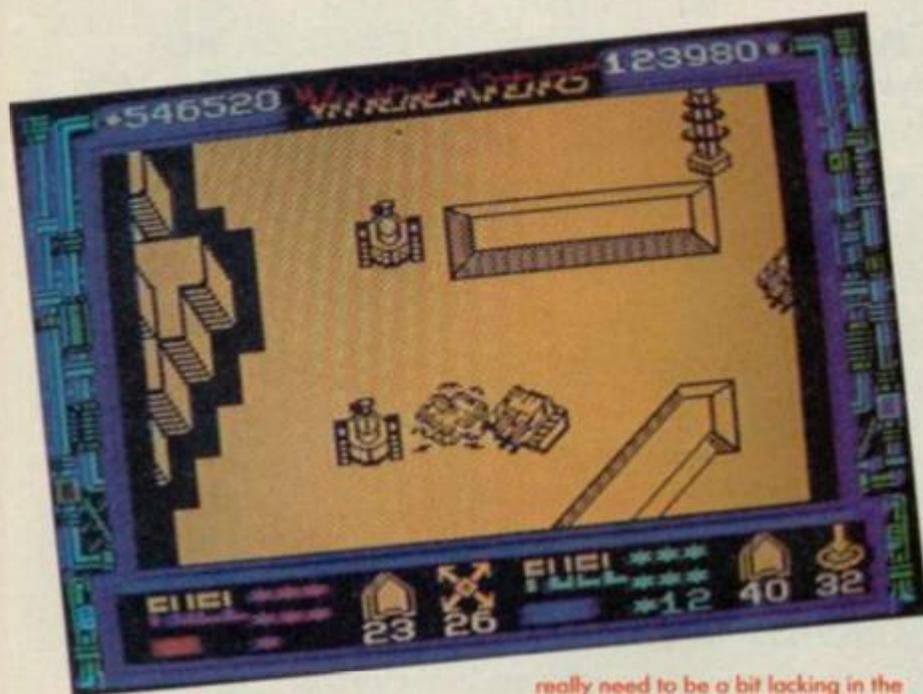
Whoooo! Down the trench we go, taking great care not to hit the sides of the canyon while at the same time not going high enough to be hit by the planetary laser defences. Each living missile can take only so many hits on the walls, but if you destroy one you can always send another...

(8) Captain Blood has some lovely graphics, Jean-Michel Jarre music (if you like that sort of thing) and a multitude of tricky puzzles to complete. At £9.95/£14.95 disk, it's certainly a lot of game for your 'bob.'

(9) There are no more interesting 'spook' facts about Captain Blood,

'cept it's out soon! And there you have it! A bizarre game that may not be to your taste, but is well worth a 'peek'. It is certainly a landmark of sorts and should be bought if you're 'laid up' in a hospital bed for six months with nothing to do but twiddle your toes.

# FUTURE SHOCKS



**Domark**

If there's one thing we've noticed about tanks it's that they are not very pleasant places to be. For a start to be a successful tank occupant you

really need to be a bit locking in the legs department — none at all is ideal, really. Someone well known to us once slid into the driver's seat of a Scorpion when he wasn't supposed to and found it rather difficult to slide out again. Impossible in fact, due to

his legs being rather tangled up with a whole load of machinery at the bottom of the footwell. A moment of acute embarrassment. This degree of discomfort being normal in tank driving circles, it comes as no surprise to us to learn that some of them are mean muthas all ready to take it out on any passing evil empire.

Just such is the situation, in fact, in Domark's first Tengen arcade licence, *Vindicators*. Here you drive a futuristic battle tank on a multi-directional scrolling backdrop, demolishing the control centres of each of fourteen space stations (okay then, levels.)

There are fuel supplies to be picked up and extra weapons to be added to your vehicle in classic shoot 'em up fashion. At £9.99 cassette and £14.99 disk, it's but the first of a number of Atari arcade game conversions Domark has landed for release this year on the Tengen label. Yee-haw!!

# FORGOTTEN WORLD

**US Gold**

"But Professor Challenger, you're crazy!" Hunky so called American 'actor', Doug McClurg (?) raised his right eyebrow in a fine display of shock. "No crap actor has ever tried to tunnel through to the centre of the earth in a turbocharged corkscrew — and survived!!!"

Seedy old British 'academic' type Peter Cushing spun round with a slightly crazed look in his eye. "But my dear chap, that doesn't mean it can't be done. My craft can carry us through to a wanderous land where strange creatures co-exist with busty cave maidens and strange men in rubber dinosaur suits!"

Doug let slip his slightly preposterous cockney accent for the briefest of moments. "Men in rubber dinosaur suits, eh? Well why didn't you say so? Count me 'in', Prof'!!"

Sadly for Doug and rubber dinosaur suit fans everywhere, US Gold's new Capcom licence *Forgotten World* has very little to do with crap actors discovering lost civilisations in obscure corners of the globe. Instead it's a five level arcade conversion for one or two players, featuring an airborne character with a big gun, almost like a horizontally scrolling *Space Harrier*.

Sounds like a fun blast doesn't it, Spec pals, but if there isn't at least a little dinosaur secreted somewhere in the game, we are going to be most disappointed . . .

# Vindicators

# INCREDIBLE SHRINKING SPHERE

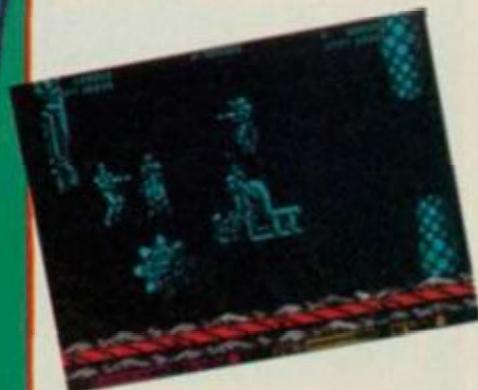
**Electric Dreams**

If there's one moral to be learned from a few years playing with your flexible-keyed friend, it's that the future is not going to be a very safe place. For too many marauding aliens and crazy robots for our liking. Not to mention dangerous unstable death planets.

In *Incredible Shrinking Sphere*, a game which Electric Dreams claims was inspired by the weave pattern on an ordinary pair of carpet 'slippers' (Surely some mistake? Ed), you play a rather unfortunate member of the Sphere Corps sent to rescue some old duffer from a training facility gone berserk.

What this amounts to is a multi-level, multi-directionally scrolling maze which you whizz through in your sphere ship, avoiding traps, hostile spheres and so on. What gives the game its name is the fact that sometimes your sphere is, erm, big and sometimes it's, erm, small. Must be the cold (Oh dear Ed)

ISS should be in the shops even as we speak, so you can check it out for yourselves, should the mood take you.



# FUTURE SHOCKS



## PACLAND

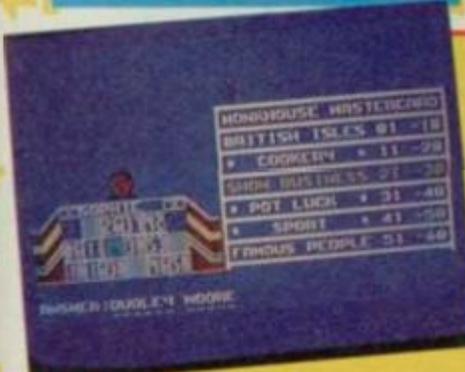
### Grand Slam

Too late perhaps for 1988's Summer Of Love, but acieeed's main man, Pac, is back in fine fettle for the new year. Those brought up on the original game or last year's Pacmania might be in for a few surprises though, because this barely follows the lines of our cheery chum's previous adventures.

Pac's been taken out of his maze, given legs (!) and placed on the streets of — you guessed it — Pacland. Once everyone's stopped laughing, he sets off to return a lost fairy to fairyland, a task that unsurprisingly involves encounters with all sorts of unsavoury folk, including ghosts Blinky, Inky, Pinky and Clyde(!)

Mission complete, lucky old Pac gets a pair of magic fairy boots as a reward.

Pacland is a bit weird — some might argue that trying to make a Super Mario Brother out of a greedy little split squash ball was a bit of an odd thing to do — but this was quite a success on all other systems when it was released last year, and the changed scenario certainly makes for a new twist to mealtimes. It's £8.95 and out early March, but why has it taken so long to hit the Speccy?



### Domark

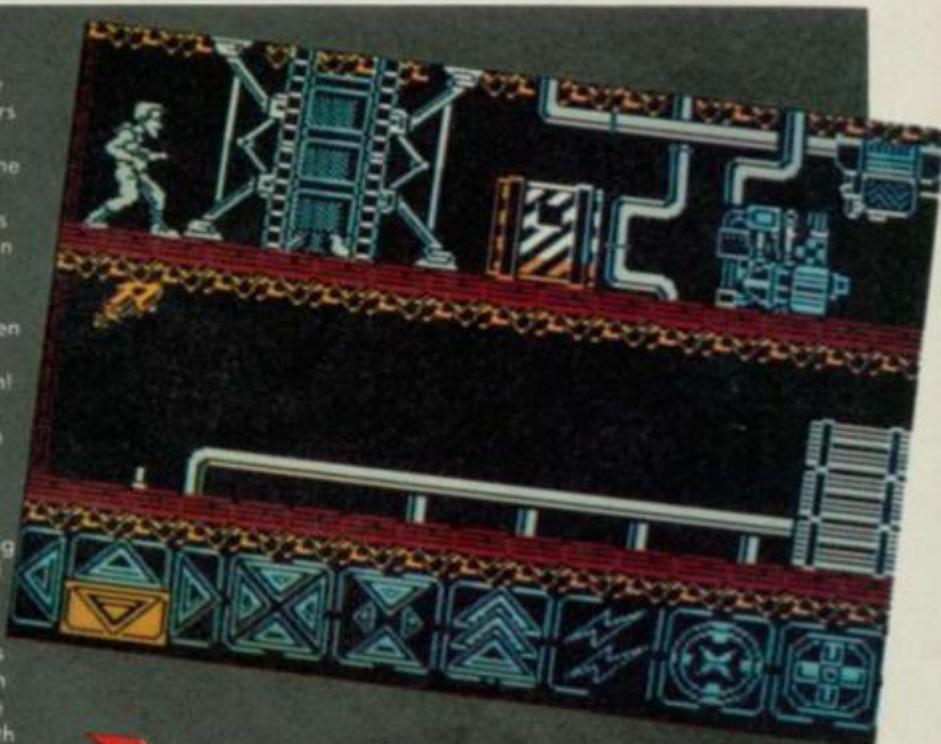
Who is the greatest games show host in the history of the televisual medium? Paul Daniels? Bruce Forsythe? Jim Bowen??!

### Psygnosis

Imagine a space ship. A very pretty space ship. You can see the corridors — lots of luxurious green and gold and blue. There are two of them, one above the other, and as you scan along you pass a number of ladders and lifts that connect them, and then lead off in every direction to the furthest reaches of the ship. At the edges of your vision something green and wibbly moves. Something that doesn't belong. Something . . . alien (Something like Duncan? Ed)

Obliterator caused quite a stir on 16 bit machines last year with its spectacular graphics making up for the limitations of the animation. It was certainly one of the best looking Rolling Thunder type games around and by the look of these shots a degree of that detail has been captured on the Speccy. The story is basic destruction. Aliens have taken over a giant space ship and you are sent in to get rid of them, armed with a gun of truly vacuum-cleaner proportions. You also have to collect bits of engine, weaponry and so on from around the place in order to rebuild the space-shuttle you will use to leave the doomed ship.

Obliterator will be available at the end of February at £9.99. Gally!



## OBLITERATOR

## DYNAMIC DUO



### Firebird

"Holy pond-weed, Batman! If you don't look like a . . . duck!" "Quite so, Boy Wonder, and you look like a dwarf." "Now, there's no need to get personal, Caped Crusader." "You misunderstand me Robin. You

obviously fail to realise that we're not the Dynamic Duo celebrated in comic book and camp TV show, but in fact the stars of a new game from Firebird."

Indeed, this Dynamic Duo look like they could become almost as famous

as their more familiar namesakes. They star in a very fast moving and detailed horizontally scrolling shoot 'em up as two pals searching through a network of rooms to escape the Night House.

These odd pals — literally a dwarf and a duck that rides on the person of diminished growth's shoulders — must search through both real and fake phantom rooms to find the ten pieces to the key to the calculation room through which they can escape. If they separate they can cover ground a lot faster than when they're together, but are left more vulnerable to the various evil forces that lurk around and about the place.

The game is simple enough in design, but very fast moving and takes some skill to play successfully. It can also be played in two player mode, which should be fun. A game to drive you 'quackers'! (Oh, dear Ed)

## BOB'S FULL HOUSE

Fine presenters all, each quick with a fine quip and effortlessly able to put the most 'difficult' of contestants at ease.

However, one man stands head and shoulders above them all, a veteran of shows from *The Golden Shot* to *Celebrity Squares*, from *Family Fortunes* to *Opportunity Knocks*, a man almost as keen to do worthy work for charity as he is to tell you about it. A man so confident in his quick fire wit and endless

catalogue of mother-in-law jokes that he dares go on stage without the aid of a safety 'catchphrase'. It could only be . . . Bob Monkhouse!

Soon we can all feast on the delights of Bob's waggish stage persona at any time of day or night with the aid of Domark's simulation of *Bob's Full House*. We all know and love the show — a fine mix of trivia questions and jolly japes based around the people's favourite, *Bingo*. Though the questions aspect of the

game comes over rather better than Bob's distinctive character — those who remember previous Domark TV games like *Every Second Counts* will know the pang of disappointment at the un-Paul like aspects of the digitised Daniels — we are promised the extra feature of seeing what prizes you can win, even if getting hold of them is on the tricky side.

*Bob's Full House* will be available sometime in the middle of February. Fingers on the buzzer . . .

# BRINGING HOME THE CH

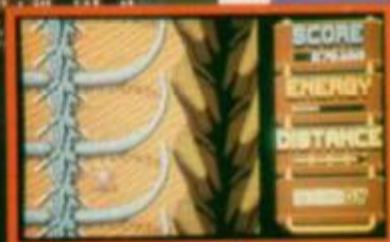
## LAST DUEL™



**LAST DUEL™** The Golden Tribe of BACULA have overrun the twin planet MU and taken captive the beautiful Princess SHEETA. Few warriors survive and only one retains the courage and willpower to face the awesome task ahead. Battle your way through six enemy occupied territories laden with traps, terror and gargantuan defenders, the like of which no earthly body has ever set eyes upon. Your neutron powered car and galactic hoverplane provide speed and firepower, your nerve and skill offers the only hope of freedom for your beloved princess.

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## TIGER ROAD™



Screen shots from various systems

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Screen shots from Atari ST

**HE'S THE ...**

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