

MAY 1989 NUMBER 41 £1.60 with Full Price Game

YOUR SINCLAIR

FREE!

OUTRUN EUROPA

OOH LA LA! YS - C'EST
MAGNIFIQUE!

How To
Collect The Set
Inside!



YS SMASH TAPE!

LOOK TAPE! It's nowhere to be seen.
GO NORTH TO COUNTER. You
complain loudly to the dapper little
man behind the counter. GET NEW
TAPE. You skip lightly from the shop
with a smile on your face.
PLAY TREASURE

RENEGADE III · THUNDERBIRDS · GILBERT THE
ALIEN · ELIMINATOR · FISH! · BOMBER ·
PURPLE SATURN DAY · TIMES OF LORE ·
LATEST SPECCY GAME REVIEWS & PREVIEWS

prizes worth over £800!!

THE POWER

TAITO COIN-OP HITS

'THE ARCADE COMPILATION OF THE YEAR'

Featuring:

RASTAN

CRASH - "Rastan is slick and compelling"

YOUR SINCLAIR - "So another spanker from Imagine. You'll be a fool if you miss it!"

SLAPFIGHT

COMPUTER & VIDEO GAMES - "Simple. Smooth. Very addictive.

A winner." ZZAP - "A superb arcade conversion and a great shoot 'em up. This is one for the ZAPPERS collection."

RENEGADE

COMMODORE USER - "As conversions go this still takes some beating - literally and metaphorically."

YOUR SINCLAIR - "The graphics are so slick you really feel you're part of an action movie rather than just playing a game."

ARKANOID

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

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

FLYING SHARK

COMPUTER WITH THE AMSTRAD

CPC - "This is an excellent game."

ACE - "Incredibly frustrating playable and addictive."

ARKANOID REVENGE OF DOH

AMTIX - "Excellent - can't fault it. A future number one."

YOUR SINCLAIR - "Immensely impressive and chronically addictive. A Classic."

BUBBLE BOBBLE

AMSTRAD ACTION - "It's a cracker. Definitely a game I should keep coming back to."

GAMES MACHINE - "Packed to the brim with entertainment."

LEGEND OF KAGE

CRASH - "One I won't put down until I get through to the next level."



TAITO

COIN-OP

Hits



the name
of the game

PACKS!

**THE
IN-CROWD**
8 SPECTACULAR
GAMES IN
1 SPECIAL PACK



GRYZOR

"If you're looking for a high speed action-packed game that's good to look at and exciting to play - grab Gryzor now!" - Your Sinclair

BARBARIAN

"Its reputation for being the most bloodthirsty computer game ever, means that its phenomenal success will undoubtedly continue." - Sinclair User

COMBAT SCHOOL

"Combat School is brilliant - definitely the best arcade conversion around." - Zap 64

TARGET RENEGADE

"If you're after some exciting beat 'em up action this is a good excuse to part with all your hard-earned cash." - Crash

CRAZY CARS

"Crazy Cars is a three-dimensional real-time simulation. This must be the ultimate car game." - Sinclair User

KARNOV

"Stunningly colourful screens ... the most accurate conversion of an arcade hit in years." - Your Sinclair

PREDATOR

"Predator is a superb tie-in and really hits the mark." - ZZAPI Sizzler

PLATOON

"Platoon is absolutely superb - a milestone in film tie-ins, and a yardstick by which all others shall be judged." - Zap 64

GAME SET & MATCH 2

THE GREATEST SPORTS COMPILATION EVER

Score a goal, race on two wheels, compete in the Bob Sled, Ski jump, Slalom and downhill. Match strokes with Nick Faldo, make the winning break against Steve Davies but play a straight bat against Ian Botham. enter the arena in Track & Field as you compete in 100 metres dash, Long Jump, Javelin, 110 metres hurdles, Hammer Throw and High Jump and if that doesn't finish you off then throw jump shots against the basketball aces and go for a touchdown in the NFL Superbowl - then you can sit down ... in the cockpit of a Formula 1 racing car as you compete to take the chequered flag! Check out GSM 2 - the ultimate in sports compilations.



CASSETTE £14.95
DISK £17.95



CASSETTE £14.95
DISK £17.95



CASSETTE £14.95
DISK £17.95

IN-CROWD

on

on

Note: GRYZOR and WINTER OLYMPIAD are not available on the AMSTRAD system.

YS SMASH TAPE



TWO Complete Games!
Mantronix/Probe
Red Door/Tartan Software

FUTURE SHOCKS

Coming soon...

3D Pool/Firebird
AAARGH!/Melbourne House
Bomber/Activision



Gilbert/Again Again
Microprose Soccer/Microprose
Purple Saturn Day/Infogrames
Titan/Titus
Times Of Lore/Microprose

EXCLUSIVE PREVIEW

OutRun Europa/US Gold
 It sure is racy!



MEGAPREVIEW

Thunderbirds/Grandslam



Gee Mr Tracey — it's F.A.B.!

CONTENTS

GAMES REVIEWS

New games — new look!



Butcher Hill/Gremlin
Captain Blood/Infogrames
Chicago 30's/US Gold
Command Performance/US Gold
Dark Fusion/Gremlin
DNA Warrior/Cascade
Eliminator/Hewson
Gary Lineker's Hot Shot/Gremlin
Incredible Shrinking Sphere/Activision
Pacland/Grandslam
Renegade III/Ocean
Skate Or Die/Electronic Arts
Supertrux/Elite
Tank Attack/CDS
Wanderer 3D/Elite

BARGAIN BASEMENT

The cheapskate's dream!

50
Colosseum/Kixx
Gunrunner/Rack-It
Infiltrator/Kixx
International Speedway/Silverbird
Rygar/Kixx
SAS Combat Sim/Code Masters
Soccer Star/Cult
Technician Ted/Rack-It
The Hit Squad/Code Masters
Titanic/Kixx

WIN A LOT!



15 & **43** & **55**

- A Bush remote-controlled 14 inch colour TV.
 - A pair of walkie talkies worth £110
 - Thunderbirds videos, records and badges
 - Gilbert The Alien T-Shirts, bendy toys and games.
- You'd Be Barking Mad Not To Enter!

GAMES

YS Tipshop	29
Full colour map of RoboCop plus hints and tips.	
Slots Of Fun	76
Adventures	60

REGULARS

Psst	6
Letters	20
Input Output	82
Pete's Puzzles	23
Compo Winners	73

TECHNOSPEC

Rage Hard	71
Program Pitstop	68

YS OFFERS

YS Superstore	78
YS Back Issues	84
Subscriptions	70

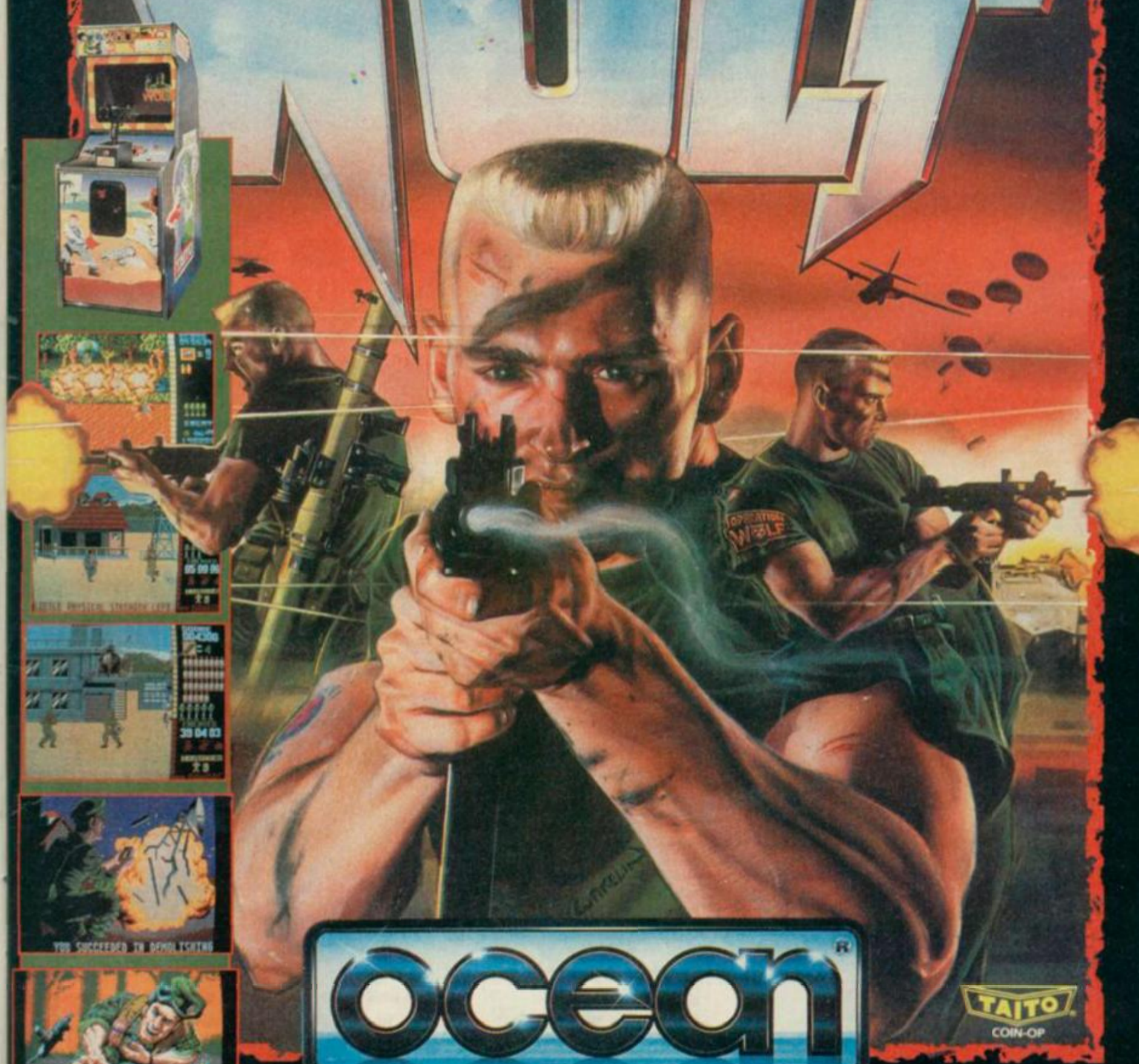
YOUR SINCLAIR

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

A Publication

The WORLD'S N°1 ARCADE GAME!

OPERATION WOLF



ocean

TAITO
COIN-OP

Now THE COMPUTER SENSATION OF THE YEAR

Six levels of thrilling coin-op action brought to life on your home micro. You'll need all the nerve and stamina you can muster to complete the mission which leads through steaming jungles and enemy strongholds. Fast and accurate shooting skills are a must if you are to liberate the prisoners and secure a safe getaway. All the original arcade play features - magazine reloads, energy bottles, hidden supplies, rocket grenades and more... much more!

"Not only has all the action and gameplay been captured, but so has the excitement, making it one of the most satisfying and compulsive shoot-em-ups to have appeared in a long time" ACE

Ocean Software Limited, 6 Central Street, Manchester, M2 5NS, Telephone 061 832 6633, Telex 669977 OCEANS G

ATARI ST
£19.95
AMIGA
£24.95



OPERATION WOLF



TRAINSPOTTERS THROUGH HISTORY

A Series In Conversation With The World's Greatest Train Spotters
No 37. Jim Bowen



(Applause). Luvvly, luvvly. Champion, and welcome to *Bullseye*. What a grand audience. Champion, absolutely super. And we've got some luvvly, super contestants in this week's show - let's go and meet them. First up are Tom and Fred here. Hello Tom. "Hello Jim." And what do you do, Tom? "I'm a bar-steward, Jim." Ho ho ho, champion, champion. A bar-steward. Super. And your partner, Fred, what does he do?" "He's with the Inland Revenue Jim". Ha ha ha, so he's a bit of a 'bar-steward' himself then, eh Tom? (Applause, laughter). Super, fabulous. And now to our second pair, Julie and Maureen, luvvly girls, luvvly girls. Tell me Julie, what does your husband do? "He's a lathe operator, Jim." Luvvly, smashing. And what about you Maureen, what does your husband do? "He's a quality controller in a custard factory, Jim." Smashing, luvvly, absolutely champion. And onto our final contestants tonight, Bert and Graham. Tell me, what do you lads do for a living? "We're both train drivers, Jim." That's grand, that's really grand. I used to be a train-spotter, you know. "Really? Er, what, er, happened Jim?" Well, it was going really well, until one day I ran out of paint. (Raucous laughter). No, no, no, smashing, luvvly, champion, super - it's true I'm a trainspotter, I actually live in a converted signal box! Bendy Bullies all round. Smashing!!!



Darts players, dontcha just love them? With their roly-poly tummies, sausage-like fingers and the ability to hit an area the size of a Rowntrees Fruit Pastille with a tungsten tipped 'arrow' from a distance of twelve feet - even when they're totally and utterly...



READERS CHART Top Five Raymond Chandler Similes

- 1) Inconspicuous as a tarantula on a slice of angel cake.
- 2) Rare as a pink zebra.
- 3) It smelt strong enough to build a garage on.
- 4) He wheezed like a man who had just won a pie-eating contest.
- 5) She gave me a smile I could feel in my hip pocket.

We're as grateful as a spider that's just been fished out of the bath and thrown to safety through the bathroom window to Peter Young of Saddleworth for those little gem-etes. He's earned himself a gleaming YS badge. So could you - just send your charts (for any subject you like - top ten or top five) to Pssst, 14 Rathbone Place, London W1P 1DE.



YS WINS THE DAY!

The YS roving correspondent David 'Davey' Wilson recently went to the Domark Vindicators launch, where he took part in a competition with the thousands of other 'journos' present to see who could get the highest score on the original arcade machine. Guess who won? Yes, that's right - our Davey, that's who. Here's a pic of him accepting his prize from Mark 'Mark' Strachan (in the cowboy hat). Behind them is Dominic 'Dom' Wheatley, who's subtly trying to remove his underpants without taking off his trousers (the scamp)!



YS WINS THE DAY!

UNBELIEVABLE



BUT TRUE!

YS COMPO!

Win (win, win) your own Craysoft Thoughtpulse Total Control Unit! (worth over £49.98)

Yes - you too can be in the enviable position of being able to play games at the same time as eating your tea with this remarkable gadget. 'Cos we're giving one away. All you have to do is complete the following rhyme, in as witty or boring a fashion as you can manage.

Well strike us with a wibblestick
And poke our Uncle Jack,
The Craysoft Thoughtpulse Joystick thing
(Your go).....

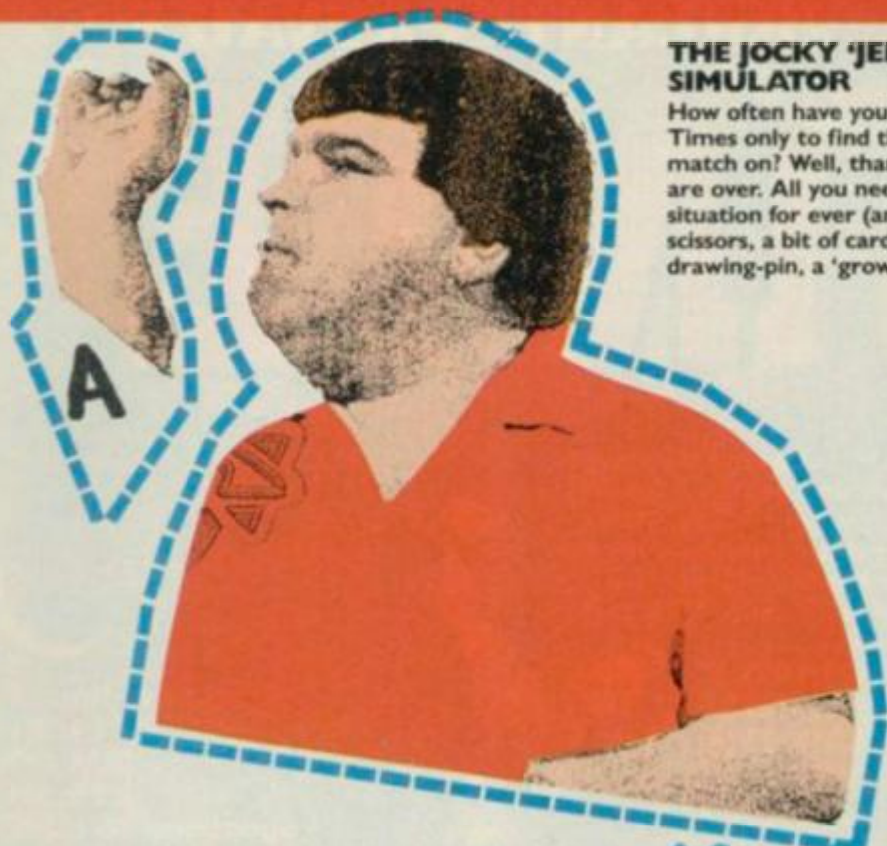
Send your entries to Well Knock Me Down With A Feather, It's All Really Quite Extraordinary Compo, YS, 14 Rathbone Place, London W1P 1DE. All usual compo rules apply.

THE JOCKY 'JELLY-BOT' WILSON SIMULATOR

How often have you scoured the Radio or TV Times only to find that there isn't a darts match on? Well, thanks to us your problems are over. All you need in order to avoid this situation for ever (and a day) is a pair of scissors, a bit of cardboard, some glue, a drawing-pin, a 'grown-up' and fifteen spare minutes...

INSTRUCTIONS

- 1) Glue the page (or a photocopy) onto card (or get a grown-up to do it for you).
- 2) Cut out Jockey and his hand.
- 3) Glue Jockey to a piece of soft wood (or cork-board).
- 4) Position Jockey's hand about an inch in front of his face and push a drawing pin through the centre of his wrist into the wood (or cork-board).
- 5) Tweak tab 'A' to give a realistic throwing action.



FULL PRICE GAMES

This Month	Last Month	Game/Publisher
1	(1)	<i>Robocop</i> /Ocean
2	(NE)	<i>Dragon Ninja</i> /Ocean
3	(3)	<i>Afterburner</i> /Activision
4	(NE)	<i>Wec Le Mans</i> /Imagine
5	(4)	<i>Double Dragon</i> /Melbourne House
6	(RE)	<i>Emlyn Hughes Soccer</i> /Audiogenic
7	(2)	<i>Operation Wolf</i> /Ocean
8	(RE)	<i>Last Ninja</i> /System 3
9	(NE)	<i>The In Crowd</i> /Ocean
10	(RE)	<i>Thunderblade</i> /US Gold

BUDGET TOP TEN

This Month	Last Month	Game/Publisher
1	(NE)	<i>Treasure Island Dizzy</i> /Code Masters
2	(NE)	<i>Back To Skool</i> /Alternative
3	(NE)	<i>Big Foot</i> /Code Masters
4	(9)	<i>Bombjack</i> /Encore
5	(4)	<i>Knightmare</i> /Mastertronic
6	(NE)	<i>SAS Combat Simulator</i> /Code Masters
7	(NE)	<i>Street Gang</i> /Players
8	(6)	<i>Footballer Of The Year</i> /Kixx
9	(1)	<i>Ghostbusters</i> /Mastertronic
10	(NE)	<i>The Double</i> /Alternative

Craysoft has just brought out a 'thought controlled' joystick. We didn't believe it — until, a chap from the company came in and jolly well showed us.

What you do is tape the electrodes from the main unit onto predefined areas of your bonce. This having been done, hardware within the control panel wacks a test page onto the screen of your monitor and asks for mental 'prompts'. On screen the word UP flashes, and you have to think 'UP' ten times (the control box remembers the electrical signals your brain produces), and then asks you in turn for Down, Left, Right and Fire. Your brain signals are converted into 'IN 31' commands (so the whole thing is compatible with a Kempston joystick interface). Brill stuff!



Not Particularly Spooky 'Spook' Dart 'Fact' Not content with the innumerable darts titles he has amassed, Eric Bristow has recently been to Buckingham Palace to pick up a non-darting title: namely an MBE. As she was pinning the award to Eric's breast pocket the Queen nudged him in the ribs, winked and then yelled "One hundred and eighteeeeee", much to the Crafty Cockney's delight! He then fell over. Thirty two!

Tizers

● Only a year after it first appeared on the Amiga, Electronic Arts has the Speccy version of *Ferrari Formula 1* more or less ready. There's an awful lot to fit into 48K including sequences where you can modify the tyres and gear ratios to suit each of 16 different race tracks. The racing sequences themselves have working wing mirrors where you can see the trailing cars, and there'll also be a pitstop sequence for fine tuning and a fine turn of speed. Hurrah!

● Up in sunny Manchester, Ocean already has two potential Christmas hits well under way. *Chase HQ*, is one, and it's a conversion of the recent ultra-fast arcade hit. It puts you in the driver's seat of a police Porsche on the high speed trail of various supercar riding perps. It's fast, frantic and fun, with such niceties as a high score table delivered in rap to add to the fun!

Its stablemate will be a game based on the new *Batman* movie currently shooting at Pinewood. A lot darker in tone than previous outings, it takes some of its cue from last year's *Bionic Commando*, with Bats swinging around on an arm-like Bat rope.

● One of the things they're most excited about in the rainy city is *Nightbreed*, the game of the film of Clive Barker's current paperback hit, *Cabal*. It's a creature packed arcade adventure about what happens when mankind discovers a breed of ugly, but not particularly evil creatures, that co-exist in parallel with us. Ocean reckons it'll be causing a few bumps in the night around late Autumn. Watch out for it. Spook!

● Enigma Variations, who coded this month's Megareview game *Gilbert The Alien* for *Again Again*, is currently working on another licence — *Defenders Of The Earth!* This is a Flash Gordon spin off, with the evil Ming (the Emperor, not the vase!) as the villain for a new group of heroes. If you can't wait for the Autumn release, why not check out the cartoon on Monday night's *Beeb*?

● Latest offensive nonsense from those sweet Darling boys is a load of old guff about the new Code Master's product, *Rock Star Ate My Hamster*. The YS office is thus flooded with horrid pictures of the twins posing with axes, rodents and so on. Our verdict? "Ooh, no missus!" David Darling's verdict? "It's absolutely brilliant!" (You don't say, David.)

● Football crazy? Football mad, even? Then Addictive's follow up to one of the first and best management games could be the one for you. *World Cup Football Manager* will be out later in the year. Watch this space! (Why, what's it going to do? Ed)

WHEN LAW FAILS...VIGILANTE PREVAILS

VIGILANTE™

1994 NEW YORK The police dare not patrol the streets. The army cannot control the city. Law and order no longer exists. When street gangs dominate a city. When ordinary citizens no longer defend themselves for fear. And when law enforcement agencies are powerless to help. Your last chance is

VIGILANTE
..... **THIS**
TIME IT'S
WAR

Atari St & Amiga
£14.99
IBM PC
£19.99
Spectrum 48/128K
£8.99c, £12.99d
Amstrad
£9.99c, £14.99d
CBM 64/128
£9.99c, £14.99d



© 1989. Licensed from Irem Corp. All rights reserved.
Manufactured and distributed under license by U.S. Gold Ltd.,
Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388

Screen shots from arcade version.

RACHEL J. SMITH'S FILM REVIEWS.



Get the set!

Are you wearing your unbelievably circular YS badge? What do you mean, 'no'. Put it on at once, unless it wasn't sellotaped to the cover of your ish - in which case you've been robbed. Hurtle back to the newsagents and demand the manager's head on a tray (or something). Anyway, the badge you are now hopefully wearing is one of four spanky YS designs. So we expect you'll want to know how to get your mits on the other three to complete the set. Here are ways of doing just that.

1) Scour all the newsagents in your area and buy three further copies of YS ('cos the different badge designs were randomly taped to different batches of the mag).

2) Send us 50p, an sae and the coupon below to, *Your Sinclair Badge Offer*, PO Box 320, Enfield, Middlesex.



I want the other three badges - here's the one I've already got (Put a bold cross through the badge you've already got) I enclose a 50p coin and a stamped/addressed envelope.

Name

Address

'Zippy' Code

OFFER APPLIES TO UK ONLY.

Please ensure the 50p coin is placed inside the sae and is securely held within envelope.

WITHOUT A CLUE (PG)

Michael Caine, Ben Kingsley

If ever a movie sounded like it was the story of the YS team, this is it! No such (bad) luck. It's actually another Sherlock Holmes film... only it's not, if you see what I mean.

Holmes is played by Michael Caine, a crappy Cockney actor hired by Watson (Kingsley) to imitate his fictional creation. (That's Holmes who's the crappy actor - not the brilliant, wonderful, what more can I say, darling Mickey C). In fact Watson is the real brains behind the investigations while Holmes prefers wine, women and song.

Anyway, one of the Bank of England's printing plates gets nicked and instead of sending the peelers round to Rathbone Towers in search of the inky fingered forger, Lestrade suspects a minor employee of the Bank who's recently gone missing.

But Holmes, or rather Watson, knows better. Nobody wants to listen to the great detective's sidekick though, and unfortunately for him, Holmes has got fed up with playing the fall-guy and gone off on a drinking binge. If the case is to be solved Watson will have to persuade Holmes to play the part of



his life just one more time... and that's far from elementary.

With its succession of silly jokes, as Holmes pretends to be detecting while Watson knows what's really going on, and the odd shoot out more reminiscent of Chicago than Baker Street to keep the action cracking along, *Without A Clue* has the case sewn up when it comes to entertainment. And not a lot of people know that!

MY STEPMOTHER IS AN ALIEN (15)

Dan Aykroyd, Kim Basinger

So what? My ex-boyfriend's a Welsh pillock. And when it comes to a toss up between a poufing man from Mars and a cosmic tosspot from Cardiff, I know which I'd choose.

So does space scientist Dan Aykroyd, only he's always too busy gazing at the stars to spot the poppie approaching across the shag pile. Kim Basinger literally has to launch herself at him before his radio telescope starts to sense her amorous emanations - knowworrimean?

Actually it doesn't take any visual assistance to spot Ms B's attractions. She spends so long in semi-transparent blouses you've got time to count the spots on her back, to say nothing of the other side. Wise up, Kim, and wear a woolly vest!

But I digress. Dan falls head over heels for curvy cutie Kim without realising that she's a (guffaw) alien! What? You guessed? Oh well, I suppose it proves you read the title.

Dan's young daughter also stumbles on daddy's new girlfriend's secret. Now Kim is busy learning quaint earth customs like snogging but her personal assistant, a sort of eyeball on a stick which lives in her handbag, has plans to destroy the earth. This is probably the first time a planet has been threatened by a purse.

The plot's as thin as one of Kim's blouses, but if you get bored you can always play spot the wibbly bits, you pervy peepers. As for me, I just want a homicidal handbag!



COMPUTER TALENT

Here's a photo we received from Code Masters, picturing two of its latest programming recruits, Petra Williamson (far left) and Gabby Raeburn (far right). Petra (19) is from Scotland and is both a games designer and a Z80 programmer. She's currently working on Code Master's Motorcross Simulator, and her interests include mud-wrestling and making model jungle-animals out of pipe cleaners. Gabby (21) is from Newcastle and is now working on a Rallycross Simulator for the Darlings. Her interests are barn-dancing and freestyle trampolining.



the camera. One hundred and eighty!!!!

Pssst's darts team 'gurning' for





MICROPROSE SOCCER

RATING OUT OF TEN

GRAPHICS 8
SOUND 7

STRATEGY 9
PLAYABILITY 9

OVERALL RATING 915

Microprose shocked everybody when they released Microprose Soccer for the C64. Not only had they produced a non-militaristic product, they had done it with such expertise that Microprose Soccer has become an instant classic on that format. Now, Microprose have released the sixteen-bit version. Just how do they compare with the original version? Read on...

The simulation provides both indoor and outdoor action with American rules six-a-side and standard eleven-a-side respectively. The time for each game can be varied between 2 and 12 minutes. Players may play against each other or one play against the computer. Selection of your team in the World Cup Competition is crucial, as it is in real life – it is much easier to win if you are a historically good footballing nation, such as Brazil than if you are Oman or Algeria.

Conversely, if you get too good, you could try taking on the might of West Germany with yourself playing as Poland. Other control options allow for extremely varied games, with effects, such as rain, thunder, overhead kicks and banana shots coming into play.

You are presented, on kick-off, with a look-down view – not a common one, but one that works well. On the 16-bit versions, you get no-holds barred, full screen, 8-way scrolling (so smooth!).

Throw-ins, corners and goal kicks all play their part in the game. Attention to detail is one of Microprose's hall marks and Microprose Soccer has not been left wanting in any respect. The colour of the players strips, strength of banana kicks and an action replay when a goal is scored are all excellent finishing touches to an already brilliant game. Overall, Microprose Soccer has to be the definitive football simulation – be there for the kick off!



Control your player nearest the ball with your joystick, using the firebutton to kick the ball in the direction your player is facing. The position of the joystick when kicking the ball determines the path that the ball takes, such as, high lobs, banana kicks and overhead kicks. Recapture possession of the ball with a sliding tackle (the wetter the pitch, the longer the slide!). Should the opposition get within shooting range, you gain control of your goalkeeper to prevent the inevitable shot from reaching the back of the net.

C & VG Game of the Month – 95%
'Undoubtedly the best football game ever produced – miss it at your peril!'
C & VG

TGM Star Player – 89%
'Microprose Soccer is of the highest quality – its fast action makes it far more playable than other soccer games.'
TGM

Zzap Sizzler – 90%
'One of the best soccer sims I've ever seen. Little touches like the rain on the pitch and banana shots really make it something special.'

Zzap



MICROPROSE
SIMULATION & SOFTWARE



At last
... "it has
happened"
... as a result of
a sneak attack, Aliens
have taken the Straits
of Hormuz and have
captured the essential
Military bases and
naval
shipping with
the full
intention of
crippling the
world's
oil

supplies. In
the face of this
Alien aggression the
ability of the United
States naval air force is in
question. You must now
take part in "Operation
Hormuz" to show the
strength and
determination of the US
Carrier forces to respond
to land launched

rocket
attacks that
are now wiping
out international
shipping.

This programme
and its packaging
are protected by National
and International copyright
law. All rights reserved.
Again Again, and the Again
Again logo are trademarks
of Tiger developments (Ent.)
Ltd. Made in UK.
©1989 Tiger developments
(Ent.) Ltd.



Operation Hormuz
ORDER FORM

Please fill in
your name & address details along
with the game format you require.

NAME

ADDRESS

FORMAT

Amstrad Action
says...
"The scrolling is fast
and smooth."
"You'll soon be
flying."

Sinclair User says ...
**ACTION-PACKED AND
FAST MOVING**

Your Sinclair says ...
"combat simulation
with excellent
graphics with 'sound'
...
"Skillfully crafted and
playable arcade game
with a certain
nagging addictive
quality, that should
keep you going."
... great sound and
graphics. Definitely
worth a look."



Units 3-7 Baileygate
Industrial Estate
Pontefract
West Yorkshire
WF8 2LN
Telex: 557994 RR DIST G
Fax: (0977) 790243

This thrilling game will be available on ATARI ST (E19.99) IBM PC (E19.99), SPECTRUM (E9.99), AMSTRAD (E9.99),
C64 (E9.99), SPECTRUM DISC (E14.99), AMSTRAD DISC (E14.99) and C64 DISC (E14.99).

You can order direct by sending the order form along with a cheque or postal order made payable to:
TIGER DEVELOPMENTS (ENT.) LTD to address below. All orders will be despatched on day of release.
Tiger Developments, Units 3-7, Baileygate Industrial Estate, Pontefract, West Yorkshire WF8 2LN
Telex: 557994 RR DIST G Fax: (0977) 790243

YS SW TAP

It's the
greatest
giveaway
in the
whole
world,
EVER!

Cool! Two whole free games! What a palava! What a bargain! What an absolutely splendid start to yet another wonderful copy of YS!

We've got something for everyone this month. For the aggressive, emotional fire signs (that's Leo, Aries, and Sagittarius) there's *Mantronix* from Probe Software (coders of this month's cover game, *OutRun Europa*, fact fans) - a 3D arcade adventure along *Ultimate*-ish lines.

And for those more cerebral air signs (Libra, Gemini and the other one) we have something very different. Just turn over the tape and you'll find *Red Door*, the first text adventure we've ever given away on the front of the mag! Yowza!!

If you're a fan of adventure games anyway, then you'll get straight into this offering from Tartan Software. If you're not, then give it a shot anyway - who knows, you might become hooked for life!

But don't be too downhearted if you don't fall into either of these tabby elements (or if you're too crap to know what sort of sign you are anyway) cos we've thought of something for you to do too!

For instance, if you're an earth sign like Taurus (main characteristics: practicality, annoying people...) (Ahem. I think you'll find I'm an earth sign! Ed) Er,

like we said, main characteristics being really, really nice, then you'll probably have great fun being practical and taking the tape apart and putting it back together again.

And finally, should you be an intuitive water sign (sorry, can't remember what any of them are) (*You're fired! Ed*) then there'll probably be no need for you to load the adventure tape up at all because you'll know how it'll all turn out anyway. Oh you don't hey, then read on.

MANTRONIX probe

Stop! Don't do it! Try sticking this on the cassette player and you'll not be in for the thirty minutes of funky electro rap you might expect, but five minutes of hissing noises (not unlike the band Mantronix, in fact, haw haw!). You're best advised to nip over to the Speccy forthwith and load it there, 'cos we can guarantee that playing the game *Mantronix* will be far more entertaining.

Mantronix whisks you away to an alien world - complete with checkerboard floor and zillions of hostile aliens. These aliens are not just being randomly unpleasant though, 'cos they have a job to do: guarding four intergalactic criminals with the unlikely names of Ariel Head, Max Porka, Yokohama and Xtro II.

This sort of Planet del Crime being a bit of a dodgy place to visit, then, you - in your capacity as intergalactic bounty hunter - decide that it's better perhaps to pass up on the chance to go personally - so send your faithful Mantronix droid instead.

There he goes then, a stumpy little guy in clumpy boots and an oversized spacesuit, straight into BIG trouble. Happily for him he comes equipped with a chest mounted lazer and a number of lives. Unhappily for him though, there are squillions of these bizarre wibbly aliens to defeat, most of which tend to look like salt shakers, lemon squeezers and other table top condiments.

Besides finding and doing away with the aliens and the four villains, you also have to find eight power cubes (which look like, erm, cubes) which you can use to change the direction of various conveyor belts dotted around the place. These cubes are also useful for destroying the pulsators which the 'crims' live off. These look like tall egg cups with eggs in them and legs coming out of the stem(??)

There are plenty of other collectables around too (like swag, sparklers and helmets (Oo-er) which give extra lives.)

That's all you need to know (or all I'm going to tell you anyway.) So now, get playing.

RED DOOR Tartan Software

What a different kettle of fish this is! No pictures for a start. No Shakey

soundtrack either, much as we were hoping for. Not even so much as any controls to learn either, it all being done by on-screen prompts. So what *does* it have, then? Let's take a look behind the *Red Door* and find out...

You begin the game standing in front of a red door. Knock and enter - and (Eek!) everything goes blank...

Next thing you know, you find yourself trapped in a dark torch lit corridor, which is part of the mammoth burial tomb of some ancient Egyptian Pharaoh. There are two rooms you can enter, each containing... Well, you'll just have to play the game and see, won't you?

This game is actually one section of Tartan Software's Six-in-One tape - one of the harder games from that compilation, in fact. If you've never played an adventure before, read the introduction which explains exactly what an adventure game is,

Up a bit, down a bit, right a bit, left a bit, FIRE!
Mantronix ducks and dodges (except he can't duck)
as he searches for Max Porka and pals.



MANTRONIX

MASH PE!

and what you have to do. Then go to it! You'll become totally frustrated and lost in minutes! In fact, you'll probably get frustrated and lost anyway. But for those still struggling on manfully next month and getting nowhere, we'll be running the complete solution in the June issue so you can see where you went wrong. Betcha you'll kick yourself! If you enjoy *Red Door* and fancy more of the same, then you could do worse than buy the complete Six-In-One tape, or one of the other adventure games from Tom Frost, 61 Bailie Norrie Crescent, Montrose, Angus DD10 9DT, or on (0674) 74259.

YOU ENTER what appears to be an EGYPTIAN tomb. Light comes from flickering torches affixed to the walls. Ancient carvings adorn a long...

What's that noise?

You look up to see several large shoulders just about to fall on you...

You see RED!

Then YOU BLACK OUT!

In this burial chamber there is a female mummy--she is lying on a marble slab, and she is COMPLETELY NAKED! She says, "Vandals desecrated my tomb and left me like this. Could you please help me by replacing my adornments."

DOO EE
Apologies from authors!
What to do now?
ASK MUMMY IF SHE WANTS A DRINK
Apologies from authors!
What to do now?
EXAMINE MUMMY
NOT a pretty sight!
What to do now?

Yep, *Red Door* is a text adventure so there aren't any pretty pictures. No point in having any more screen shots then, is there?

Tape Troubles

As always, there are bound to be one or two tapes stuck to the covers of issues dotted about the land, that simply refuse to work. Shake them, rattle them, take them apart and put them back together again (if you're a practical earth sign) and... still nothing. Here then we present the YS three point plan to fixing things.

- 1) Check all connections, adjust the sound level on the tape deck, and prop the power pack up at a 43° angle with a pencil, and try another cassette to see if anything's wrong with the Speccy.
- 2) If it still doesn't work pop it in an envelope together with a second envelope, stamp addressed to your own house, and post the resulting package to YS Tape Returns, PO Box 320, London N21 2NB.
- 3) Soon enough your envelope will pop through the door complete with a brand spanking new copy of *Mantronix* and *Red Door*. If this doesn't work then either a) repeat the process or b) give up and curse YS forever. We recommend a).

© Your Sinclair/Probe Software/Tarbox Software

MANTRONIX

Exclusive to Your Sinclair for any Spectrum.

MANTRONIX

You control a droid hunting four intergalactic criminals. Collect powercubes and other goodies from a hostile planet, dodge or kill alien guards, destroy pulsators and skirt round black holes as you search for your main quarry.
LOADING: Press LOAD then ENTER and press PLAY on the tape recorder.
CONTROLS: Use Kempston and Sinclair joysticks or the keyboard:
Q up left, P up right, L down left, S down right, FIRE bottom row, PAUSE (ON) 1, PAUSE (OFF) 2, RESET Cap shift/Break.

A text adventure game with an ancient Egyptian feel. Play it yourself and see.
LOADING: Press LOAD then ENTER and PLAY on the tape recorder.
CONTROLS: Follow the on screen instructions.
NB: For any word of more than five letters then at least the first five must be used.

RED DOOR

RED DOOR

Fold

Fold

& RED DOOR

Snot the Ball

Win! A Fabby 14" Colour TV With Remote Control!

Herds of 'bendy' Gilberts!

Bundles of T-Shirts! And bags and bags of Gilbert The Alien games!!



YS: Wow! What d'you think of all that then, 'Gib'?

Gilbert: (for it is he): On the 'ead, son, c'mon, on the 'ead (??Ed)

YS: Erm...exactly. Perhaps we'd better explain. If you don't watch Saturday morning's *Get Fresh* you'll know that Gilbert the Alien is the rudest...

Gilbert: Bum

YS: ...Slimiest...

Gilbert: I think YS is really good, really I do. I never ever miss it fawn wimper. (Not that sort of slimy. Ed)

YS: ... Most nonsensical alien ever. Gilbert's going to be bigger than all of them (or so he tells us) once his new game from Again Again hits the shelves. Crikey! Over to you, Gilbert...

Gilbert: Oh milk, milk, milk, I'd walk a million miles for one of your pints, how I love you, how I love you, how I love you, dear old milkie...

YS: Erm, yes. Perhaps that was a bit of a mistake. As we were saying, to celebrate the release of *Gilbert The Alien*, the game which recounts Gilbert's adventures on his home planet of Drill as he tries to find the missing parts of his spaceship 'The Millenium Dustbin,' we've got trillions of goodies to give away! Bonzer! Let's take a closer look, shall we Gilbert?

Up For Grabs!

Okay, if you're lucky enough to find yourself winning first prize you'll soon have one rather fabby 14 inch Bush 2114 Remote Control colour tee-vee gracing the portals of your bedroom. This is the very device regular Saturday morning viewers will know Gilbert used to develop his 'impeccable' command of English and understanding of Earth life! And as if that's not enough, there'll also be a Gilbert T-Shirt, a bendy toy and a copy of Alternative's *Gilbert The Alien* computer game to boot.

Roll in second, and you'll find yourself the owner of one of three gross Gilbert fun packs, which include a bendy Gilbert, a T-Shirt and a *Gilbert The Alien* game too. Cool! And there are also 15 runners-up prizes of copies of the game as well. Yowzal! How's that then? Generous or what? Let's look at what we have to do to get a chance of winning, shall we?



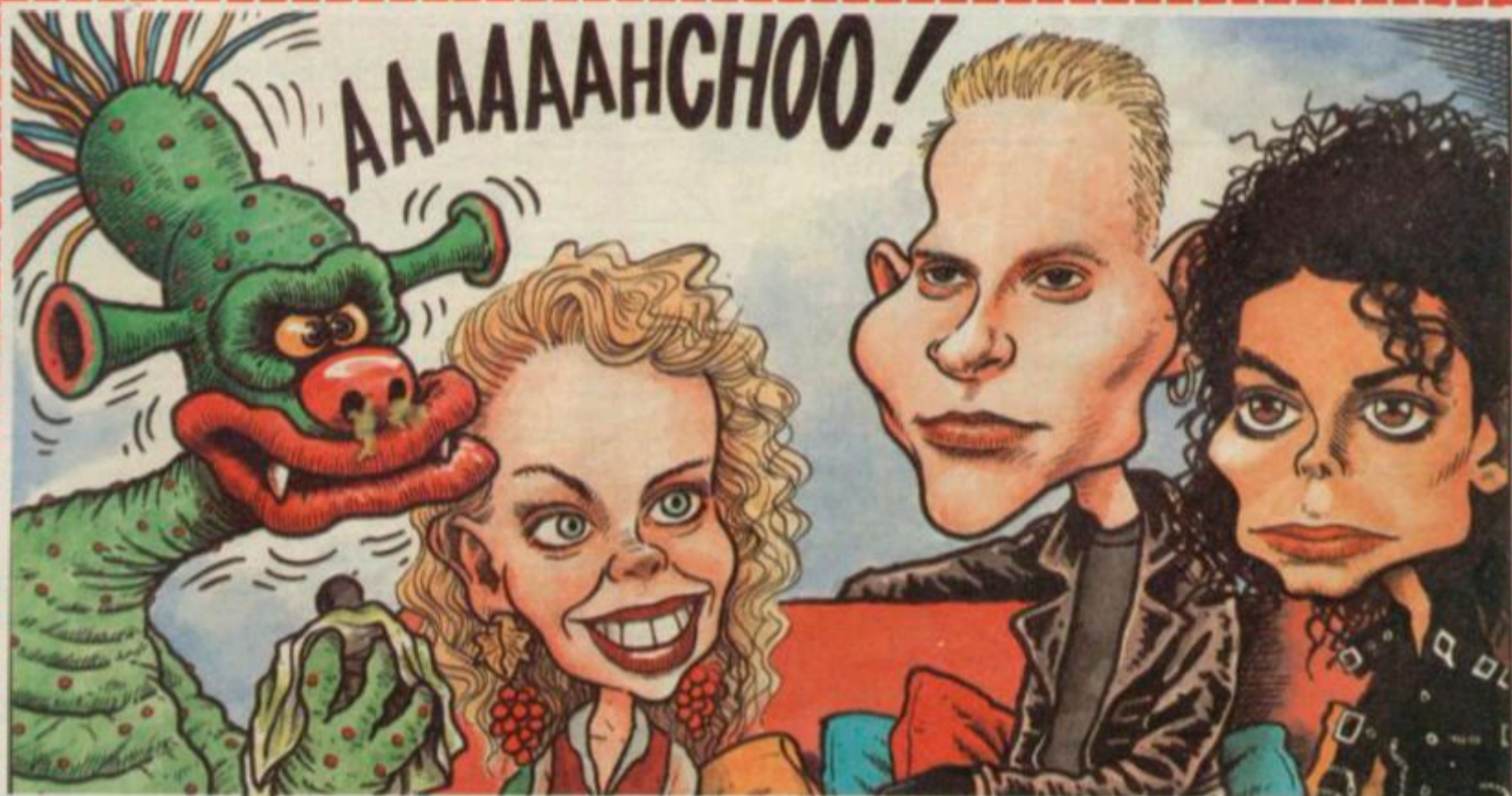
What You Do!

Gilbert's just sneezed! Yuck! All the pop stars he was meant to be interviewing are ducking and diving, but that flying snot's bound to hit one of them! What we want you to do is draw the line of projection of the snot and have it stop on whichever pop star you, in your skill and judgement, think most likely to be splattered. Remember — X marks the snot!

Once you've filled out the coupon with your name and address, send the whole lot on the back of a lump of snot (or in an envelope) to X Marks The Snot Compo, YS, PO Box 1509, Enfield, Middlesex EN1 1LQ.

RULES

- Aliens from the planet Dennis or the Again Again nebula will end up 'lost in space' if they try and enter.
- Don't forget — your entries must be in orbit by 31st May, 1989.
- T'zer's the slimiest, rudest, most disgusting alien of the lot — so don't mess with her or you'll drown in a tidal wave of... (You're fired! Ed)



When the snot hits the fan, I reckon it'll get....., or my name's not.....
and I don't live at in the 'zip' area Ha!

OWN & RUN YOUR OWN STABLE OF HORSES TO RUN IN SUCH CLASSICS AS THE DERBY & THE NATIONAL FLAT & JUMP

IN THE NATIONAL £9.99

AVAILABLE ON SPECTRUM 48/128K AMSTRAD 464/512K



For Graphic Races. Up to 30 Runners. 28 Race Season. Includes the National and Derby. Soft, Good, and Firm Going. Distances 1-4 Miles, 5-8 Furlongs. Form Over Last 6 Novice and First Class Races. Fallers.

FEATURES INCLUDE

Jumps and Flats. 15 Courses. Weights. Up to 70 Horses. Stewards Enquiries. Disqualifications. Jockey League. Fees. Horse Auction.

10 Horse Stable. Odds, Betting, Winner. Reverses and Straights. Put to Stud. Horses Age. 16 Trainers. Tipsters. Scouts. Bank Loan. Entry Fees.

Prize Money. Save Option. Horse, Jockey and Trainer. Name Editor. Training Costs. Employee Costs. Trainers Rating. Trainers League. Interest. Vet Bills. Retiring Horses. New Horses. Every Season.

D&H GAMES CANNOT GUARANTEE ALL FEATURES ARE ON ALL VERSIONS

AVAILABLE FROM ALL LEADING RETAILERS



TO OBTAIN A FREE CATALOGUE OF ALL OUR STRATEGY GAMES JUST ENCLOSE A LARGE S.A.E.

OTHER GAMES STILL AVAILABLE BY MAIL ORDER

SOCCER COACH	<input type="checkbox"/>	<input type="checkbox"/>	£9.99
GRAND PRIX	<input type="checkbox"/>	<input type="checkbox"/>	£9.99
SNOOKER MANAGEMENT	<input type="checkbox"/>	<input type="checkbox"/>	£9.99
BOXING MANAGER	<input type="checkbox"/>	<input type="checkbox"/>	£7.99
BOXING MANAGER II	<input type="checkbox"/>	<input type="checkbox"/>	£9.99
FOOTBALL DIRECTOR	<input type="checkbox"/>	<input type="checkbox"/>	£9.99
FOOTBALL DIRECTOR II	<input type="checkbox"/>	<input type="checkbox"/>	£19.99
CRICKET CAPTAIN	<input type="checkbox"/>	<input type="checkbox"/>	£9.99
WEMBLEY GREYHOUNDS	<input type="checkbox"/>	<input type="checkbox"/>	£7.99
INTERNATIONAL MANAGER	<input type="checkbox"/>	<input type="checkbox"/>	£7.99
2 PLAYER SUPER LEAGUE	<input type="checkbox"/>	<input type="checkbox"/>	£7.99
RECORDS FILE	<input type="checkbox"/>	<input type="checkbox"/>	£3.99

SPECTRUM 48K SPECTRUM 128K AMSTRAD CPC 464 AMIGA
ATARI ST IBM BBC COMMODORE64 AMSTRAD CPC6128

PLAYING TIPS FOR ALL OUR GAMES £1.00

Cheque/P.O. made out to D & H Games plus a large S.A.E. with 25p stamp attached. Please state clearly which game or games you require & for which computer. Also write your name & address on the reverse side of any cheques. Overseas orders please include £1.50 Postage & Packaging.

DEPTYS, 19 Melne Road, Stevenage, Herts SG2 8LL ENGLAND



(0438) 728042

CONTACT MANAGING DIRECTOR MR J DE SAUS



BYRITE SOFTWARE



SPECTRUM £1.99 EACH OR BUY TWO GET ONE FREE
West Bank, Imp. Mission, Battle of the Planets, Pole Position, Ballblazer, Sky Fox, Hacker, Twister, Mermaid Madness, Rouge Trooper, Moonlight Madness, Knightmere, Mission Omega, Biggles, Red Scorpion, Teladon, Cosmic Shock Absorber, Nemis The Warlock, Diamond, Tempest, Bubbler, The Eidolon, Dark Empire, Koronis Rift, Temple of Terror, Space Shuttle, Druid 4, Gyron, Death or Glory, Avenger, Nihilist. (Please choose alternative games to avoid disappointment)

SPECTRUM £2.99 EACH
Winter Olympiad 88, Headcoach, Colour of Magic, Ramparts, Black Lamp, Slaine, Implosion, Dark Sceptre, Crosswire, Tetris, Black Magic, Supersprint, Winter Games, Basil The Great Mouse Detective, JSW 2/Mink Minor Twin Pack, Galactic Games, Venhom Strikes Back, Unbelievable Ultimate, Thing Bounces Back, Guadacanal, Jailbreak, Freightmere, Nemesis, Iazertag, Mega Apocalypse, Gothik, Samurai Trilogy, Karnov, Dragons Lair, Northstar, Blood Valley, Falcon Renegade Lord, I K +, Captain America, Chubby Gristle, Chuckie Egg, Championship Sprint, Zynaps, Living Daylights, Magertron, Terramax, Earthlight, Rampage, Star Raiders II, G B Air Rally, Survivor, Cholo, Chess Master, Maria Whitaker's Strip Poker, Strip Poker 2 +.

SPECTRUM COMPILATIONS

COIN-OP CONEXION £2.99 inc
Breakthru, Express Raider, Metro Cross, Crystal Castles.

LUCAS FILM COLLECTION £2.99 inc
The Eidolon, Rescue on Fractulus, Ball Blazer, Koronis Rift.

FUN PACK 3 £1.99 inc
The Hulk, Levitation, Tremor.

NOW GAMES 5 £2.99 inc
International Karate, Hacker II, Prohibition, Rebel, St Hassle, Kat Trap

GREMIL COMPENDIUM £2.50 inc
Shove-A-Sledge, Tiddy Drinks, Ludo, Snakes and Hazards.

SPECTRUM EDUCATIONAL £1.99 each
Dance Fantasy, Kids on Keys, Kinder Comp, Alphabet 200, Fraction Fever, Apean Voyage, Make a Face.

SPECTRUM MISCELLANEOUS
Rotronics Wafadrive + 1 Free 64K Wafa £17.49 inc p&p.
Extra Wafadrive Cartridges 16K £2.99 each, 64K £3.50 each
Alphacom Paper (Black) 5 rolls £10.95 inc p&p
TV Aerial Splitter £1.50
Joystick Interface £5.95 Money Manager £2.99
Buzicom (Business Control System) £2.99
Paperboy £3.95 Out Run £4.95 TV Leads £1.99
Quick Shot II Turbo £7.95

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

Nightlife 2, Firestorm, Redcoats, Agent Orange, Gridrunner, Planefall, Firestorm, Heathrow, Grid Patrol, Knot in 3D, Stayfire, Core, Dark Empire, Evil Crown, Nick Faldo's Open, Invaders, Xeno, Blood and Guts and many more!

SUPREME CHALLENGE £6.99
Elite, Starglider, Tetris, Ace 2, Sentinel.

TEN COMPUTER HITS VOL 5 £6.99
Dark Sceptre, Tarzan, Mega Apocalypse, Magnetron, Traz, Mystery of the Nile, Ninja Hamster, Catch 23, Frightmare, Enlightenment, Druid 2.



P + P 1-3 titles 75p; 4 or more £1.00. Overseas orders add £1.00 per case.
BYRITE SOFTWARE
Dept YS, P.O. Box 589, London N14 6SJ
01-882 6833



GREAT STRATEGY GAMES

From E & J Software



TREBLE CHAMPIONS

A Classic NEW Football Strategy Game - Can you Win The League, The F.A. Cup & The League Cup - 4 Divisions of 20 Teams + 1 Div. 20 Non League Teams - Details of OVER 1500 Players - Results & League ALL Divisions - League Cup with 1st, 2nd Rnds + S-Finals over 2 Legs - F.A. Cup includes Non League - Transfer Market buy ANY PLAYER ANY DIVISION - 3 Skill Levels - Starts ANY Division - FULL PLAY OFF COMPETITION - 2 In-Match Subs. - Coaching + Fitness Training - PLUS MUCH MORE

EUROPEAN CHAMPIONS

Genuine European Nations Cup Simulation - Full Random Draw of 32 Teams - Fixture List, Results & League Tables ALL 8 Groups - Squad of 22 Players + Other Players Available - Qualifying Matches (Arrange Friendlies) & The Finals - FULL MATCH ACTION with Goals, Free Kicks, Penalties, Injuries, Bookings, Corners, 2 In-Match Subs. - Select Team Tactics & Style of Play PLUS MUCH MORE

WORLD CHAMPIONS

A Complete World Cup Campaign on 7 Skill Levels - Select Friendlies - Squad of 25 Players - Qualifying Group + Tour Matches & The Finals - SUPERB TEXT MATCH SIMULATION with Bookings, Goals, Corners, Free Kicks, Penalties, Injuries, Injury Time, 2 In-Match Subs., Extra time, Penalty Shoot-Out, etc. PLUS MUCH MORE

CRICKET MASTER

An Outstanding Simulation of One Day International/County Cricket on 3 Skill Levels - Varying Weather, Wicket & Outfield Conditions - Select Batting & Bowling Tactics - Fast, Med & Spin Bowlers - Team Selection - 4 Types of Batsmen - Select Field Layout - Wides, Byes, No Ball, Run Outs, Missfields, Dropped Catches, Scoreboard, Batting & Bowling Analysis. + FULL MATCH OVERVIEW showing BALL BY BALL ACTION and Commentary PLUS MUCH MORE

TEST MASTER

A Cricket Masterpiece Simulating a Full 5 Day Test Match - Includes Most of the Features of Cricket Master with FULL MATCH OVERVIEW & Commentary - Declarations, Follow-On, Nightwatchman, Light Meter, Rain/Bad Light Stops Play, Varying No. of Overs per Day - New Ball - Save Game - PLUS MUCH MORE - THE ULTIMATE CHALLENGE for all Cricket Enthusiasts

Software Availability	Spectrum 48/128K		Commodore 64/128K		Amstrad CPC	
	Tape	Disc	Tape	Disc	Tape	Disc
Treble Champions	9.95	13.95	N/A	N/A	N/A	N/A
European Champions	8.95	12.95	N/A	N/A	8.95	12.95
World Champions	7.95	11.95	7.95	10.45	7.95	11.95
Cricket Master	7.95	11.95	7.95	10.45	7.95	11.95
Test Master	8.95	12.95	N/A	N/A	8.95	12.95

FANTASTIC DISCOUNTS

Buy 2 games deduct £3.00
Buy 3 games deduct £5.00
Buy 4 games deduct £7.00
Buy 5 games deduct £12.00

All prices include postage & packing & full instructions. All games in stock now for immediate despatch by first class post. (Add 50p per Game outside UK or £1.50 per Game for Air Mail outside Europe. Payment in Pounds Sterling Only). Please state which machine and specify tape or disc. Cheques or Postal Orders payable to E & J SOFTWARE. Send to E & J SOFTWARE, Room 2, 37 Westmoor Road, ENFIELD, Middx. EN3 7LE

ALL NEW! REVIEWS

As promised last month, the changed face of *Screenshots* is upon us. In fact our review pages are so changed they're not even called *Screenshots* anymore – they're now called *Roger*. Oh, hang on a mo, no they're not, they're called *Reviews*. It makes sense doesn't it: the pages are devoted to reviews, so we call them just that – *Reviews*. Totally simple, even Ali from *EastEnders* couldn't mistake one of our new review pages, with its distinctive black and yellow strip running down the side. Um, on second thoughts he's so thick he probably could, but you know what we mean.

Anyway, there's a new scoring system as well, the *YS Final Verdict*. It's got all the information you need to sort out the duffers from the not-to-be-missed. And here's one we prepared earlier to show you how it works.

THE NEW YS FINAL VERDICT SCORING SYSTEM

As you can see if you look at the *YS Final Verdict* board, there's a gigantic thermometer on the left-hand side and four icons which indicate the four new categories we'll be scoring on the night. The reason for this is that from now on we're going to mark games in degrees fahrenheit – the hotter the temperature the hotter the game (obviously)! We've gone from the human body temperatures of 0° min (that's not too healthy) up to 100° max (hot, hot, hot). And with 100 rather than 10 units to choose from, our reviewers' marks are going to get even more accurate (if that's possible given our record), so here's a guide – going up in tens.

100° Wow! Total and absolute excellence.

90°+ Getting up to fever temperature. Any game that scores a total score of 90° and above gets the esteemed *YS Megagame* rating. Cool!

80°+ PDG! (i.e pretty damn good). Well worth digging deep into the old dosh bucket for.

70°+ Very enjoyable, but might not have lasting appeal for everybody.

60°+ A few niggles. Lacking in certain areas. Think before you buy.

50°+ Pretty average. Very average in fact.

40°+ Erm, below average (believe it or not).

30°+ Due to be hospitalised.

20°+ Very poorly.

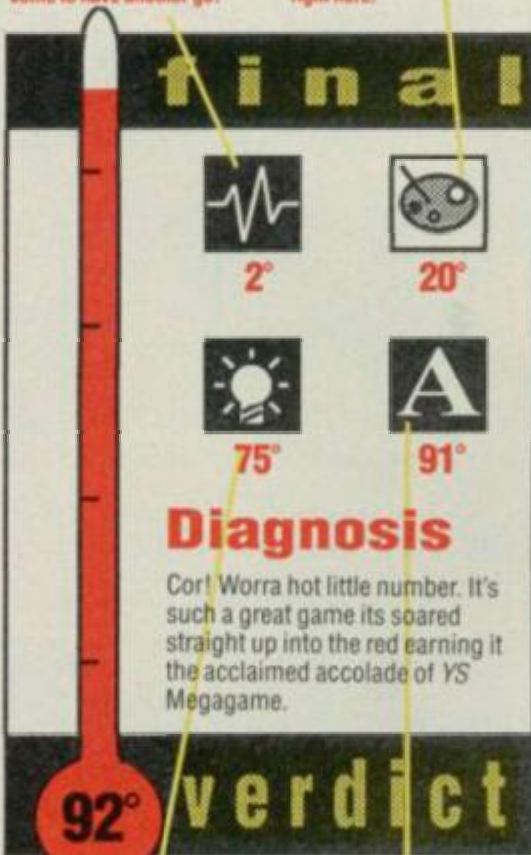
10°+ Critical: not expected to last the night.

0°+ Clinically dead.

Here it is – an annotated *YS Final Verdict* board for you to digest. Oy, stop chewing the page, we meant 'mentally digest'...

Life Expectancy: How long will it be before the cassette ends up in the 'never to be seen again' drawer? Or will you still be dragging it out in years to come to have another go?

Graphics: Pretty much what you'd expect really. Are they crap? Are they good? Are they brilliant? Do they give you migraines? It's all revealed right here.



Instant Appeal: How quickly can you really get your teeth into the game? Will it slowly grow on you? Will you get straight into it?

Addictiveness: Will you keep coming back for more? Will you get through thousands of joysticks in the quest to finish the game or will you think "who cares"?

JOYSTICK WIBBLERS

And now, without further ado, let's meet your guides through the software jungle for this month. After brushing with death in the woodlands of *Combat Zone* they're sharper, and cleverer than ever, and three times as bendy in the head. They're, erm, here, and here they are. Tantara!!!



Matt 'Goss' Bielby – *Your Sinclair's* answer to Danny in the *Partridge Family*. Matt causes girls to faint with desire wherever he goes. He recently caused a mass swoon-in at the Benson & Hedges International Netball Championships.



David 'Yo Guys' Wilson – Resident *YS* crooner Dave knows (and will sing, even if asked not to) the lyrics of any song ever written, regardless of naifness. Take it away, Dave: "Underground overground, Wombling free; the Wombles of Wimbledon Common are we." See what we mean?



David 'Fab Wack' Macca McCandless – Fab Wack's back! The man of a thousand faces, but unfortunately nine hundred and ninety-nine of them are more horrendous than Behalibub's passport photo (see the *Pitstop* pages for confirmation).



Jonathan 'Jonathan' Davies – Studious Jonathan has been having problems with his new pet, Farty the warthog (an unwanted gift). He's decided that Farty is the most disgusting animal he's ever encountered and wants rid – quick. Anyone out there want the vile beast?



Sean 'Spoon Wizard' Kelly – Spoon-ace Sean has been experimenting with various other items of cutlery and kitchen appliances: his new piece de resistance is juggling five *Robo Chels* while balancing upside-down on the toaster. This kind of mega co-ordination is expected of *YS* reviewers.



Duncan 'Mad Dog' MacDonald – Duncan has just beaten the World record for moth-powered flight. With seventy of the furry little wing-flappers seltotaped to his shoulders he flew twelve centimeters. Bung it in your book, Norris – or string him up (it's the only language he understands!).



Marcus 'Simes' Berkmann – Listen to *Radio One* in the mornings? Then you might well have heard our Marcus mentioned (as he constantly is) on Simon Bates' show. Simes hates Marcus. Marcus hates Simes. We hate them both. Who do you hate?



Richard 'Of All The' Blaine – Smooth talking Richard is a bit of a culinary wizard on the side. Give him a blob of jam, two eggs, some salt, butter and a couple of bits of bread and voila: boiled eggs and soldiers for two. Erm, with a blob of jam. C'est magnifique!

Electronic Arts/£8.95/£14.95



Matt I'm a sausage. A silly sausage. There I was, thinking 'There's something a wee bit odd about the controls on this one matey,' and I was playing in the ridiculously silly 'goofy foot' mode all along. What an embarrassment, eh?

Perhaps I'd better explain. *Skate Or Die* is a skateboard sim, and whilst you're grooving along on your wheels you can execute your moves using two different sets of controls – the 'regular foot' option which means the board goes more or less the way it's meant to, or the 'goofy' one that makes it all a bit more wibbly. This oddity apart, you'll find that this is actually very much along the lines of last year's *720°*.

You start in Rodney's skate shop where you sign in. Then it's off to the town square where you must choose the event you wish to take part in. Do this by skating down the right path. But beware you don't always end up playing the 'deadly' downhill race which is very easy to select if you're not paying attention.

You have a choice between playing the events in a set order, or going to whichever you prefer and plugging away at that. I've outlined the various events in the box to the side, so I won't go into too much more details here, except to say that unlike its rivals this seems to rely more on a sort of violent 'knock the other guy over' gameplay than on executing neat tricks all the time. Should you not have a pal at hand, you can always play the machine which provides three villains – Poseur Pete (he's easy to beat), Aggro Eddie who's a pretty tough customer and shop owner Rodney's



OR DIE

little lad, Lester, who's one mean mutha.

And that's basically it really, except to point out *Skate Or Die's* particular strengths, the biggest of which is the colour – certainly, when compared to the monochrome *720°* – it's a riot of seasonal

brightness.

A rather addictive and very playable game then, as these things tend to be, even if it adds nothing to what *720°* and the bonza roller-skate game *Skate Crazy* have done before.

SKATE OR DIE THE EVENTS

The Downhill Race.

This is a basic speed trial, though there are bonuses to be earned for taking the trickier routes – down the tunnel, through openings and closing gates and so on. Jumps, ducks and sliding turns can be executed, but take some practice. You can play in either 'regular' or 'goofy' foot modes, which is the difference between having approximate control over the board and, erm, having approximately no control over the board.



The Freestyle Ramp

Complete trick jumps for points. You make ten passes executing tricks all over the place.



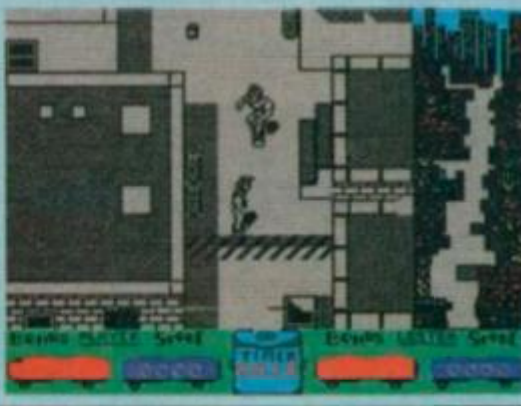
The High Jump

Build up speed over a number of runs to make an extra high leap without coming a cropper. In the YS office we were all shouting, "I've got six feet ten inches!" "That's nothing I've got eight feet!" Fnar fnar.



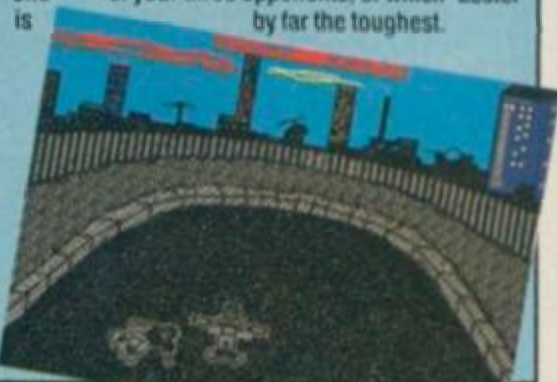
The Downhill Jam

A back streets free-for-all race across various obstacles with an opponent who you have to punch, kick or knock over, and who will stop at nothing to similarly get rid of you. Probably the highlight of the game, though I found myself strangely out of control of the character at times.







The Pool Joust

Knock an opponent off his board taking turns using a sort of paddock stick. You get to take on one of your three opponents, of which 'Lester' is by far the toughest.




final

 69°	 73°
 77	 78°

Diagnosis

Competent and absorbing new skate sim, but no better than *720°* and not as good as *Skate Crazy*.


74°

verdict

Gremlin/£7.99 cass/£12.99 disk



Jonathan In a flagrant attempt to provoke me into the uncontrollable use of the word 'unoriginal', Gremlin appears to have unleashed yet another *Nemesis/Exolon* derivative. But it takes more than that to make me snap. Besides, *Dark Fusion* is actually pretty good.

You're in the usual predicament. Hordes of mutant aliens pour forth, and will have to be eliminated if you're to make it through the various levels. You start on foot, with the traditional left, right and jump movements available. Fusion pods are what you're after, and you'll find three scattered around each level. The first two open up to reveal mega-aliens, the sort of thing you normally see knocking around at the end of each level of scrolling shooters. Once these have been atomised, the final pod gives access to the Flight Zone, a bog-standard scrolling shooter, where things really hot up. There are four levels like this, all very different so variety isn't a problem.

Extra spice is added by the presence of icons. These occasionally appear, and can be picked up to give you extra fire-power, energy, you know the sort of thing. You can only carry one at a time, but you can save it until it's needed.

There's also a gimmick. Yes indeed, something new! The longer you hold down the fire button, the meatier your shot will be when you release it. This means that you can either opt for rapid, puny bullets to dispatch smaller obstructions, or massive dollops which come in very handy against larger adversaries.

That's about it for novel ideas though, so it's all down to programming. Luckily there's no problem here. Although the graphics look even more familiar than the plot, they're colourful and move smoothly, and the horizontal scrolling is particularly slick. The collision detection is the only thing I could really question. Obstacles seem to be surrounded by some kind of invisible but lethal aura, so give them a wide berth.

One point worthy of note is the multi-channel tune at the beginning, complete with extensive percussion effects. There's also a nice, but utterly pointless bit of animation on the title screen with loads of little balls spinning around in formation. Well I liked it anyway.





As you may have gathered by now, I was impressed by this one. While it doesn't quite rank among the elite of Speccy shoot 'em ups, and is scandalously unoriginal (darn it, there I go), *Dark Fusion* is fast and playable enough to keep most undiscerning players going 'til the bitter end.



DARK fusion



final

 73°	 78°
 83°	 85°

Diagnosis

A superior shoot 'em up in the traditional mould. If you reckon you can handle yet another one, go for it.

81° verdict

Letters

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

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



CAN I ENTER THE DUCK!

I am a subscriber to your computer magazine and, every month, I see the compos and prizes that you give away.

In January I sent a coupon for the big compo in this issue, something like 'There's No Place At The Inn.....' and so on. I don't know if overseas readers can enter the compos you have, so I'm writing to find out.

I have ready a coupon for the Duck Compo, and I want to send it, but first I have to know if participation is possible...

Sorry about the English Grammatical errors, if there are ones. My English isn't perfect, and probably never will be.

Andreas Hasenack
Sao Leopoldo, Portugal

First of all, your English is perfectly okay. Secondly, participation is very definitely possible, wherever you live. We even let people who live in Holland (the land of the clog) enter our compos!!! Ed.

KINDLY LEAVE THE STAGE

Roll up, roll up, it's hold your ribs time again (doesn't time fly). This month we've got a really, really crap joke and a rather rude one. The really, really crap joke comes from R. Renardson who hails from Liskeard in Cornwall and the rather rude one comes from Paul Morren of Fintry, Dundee. They both win an incredibly circular YS badge, as could you if your 'joke' gets printed. Anyroad, here they are:

Q: How do frogs die?
A: They Kermit suicide.

and

Q: What's the difference between light and hard?
A: You can sleep with a light on.

The address for your humorous gems? Why, Kindly Leave The Stage, Your Sinclair, 14 Rathbone Place, London W1P 1DE of course.

POINTLESS IDIOCY

It's been a while since I've written to you, so I thought I'd drop you a line to say how great the mag is..... but I won't, cos I'm not a fawning fat slob. (A fat slob maybe, but I don't fawn.)

I write to bring both you and your readers' attention to a nasty change those, ahem, nice people at Ams***d have made to the Speccy +2. I refer to the fact of the er, sex changel! Inside all new +2's (the ones with the black cases and repositioned ports) the Ams***d engineers have now put a +3 board minus the drive circuits.

Until this pointless bit of idiocy, all +2's could use most of the commercially available third party add-ons. Not so now! So out there are a lot of unsuspecting NEW purchasers who bought their machines at Christmas tearing their hair out. Brilliant Amstrad, absolutely brilliant!

I myself had intended upgrading to a +2, but not any more — Mr Sugar's cronies have put the Kybosch on that idea.

Right, now where was I? Ah yes, someone asked me recently if I knew what a Kylie Minogue was. Here is what I sent as a reply:
SUBJECT: KYLIE MINOGUE
Australian songbird of indeterminate species and origin — its voice grates on the nerves like a badly tuned set of bagpipes. Often to be seen in the arms of the, er, equally talented though less colourful Jay(son) Donovan — again of indeterminate species or origin.

Tentative links can be made with the well known stud farm of Stock, Aitken and Waterman, where there's also to be found a fairly pathetic stallion known to the world as a Rick Astley. In conclusion:

Origin — Unknown
Species — Unknown
Talents — Vague
Plumage — Loud and brassy
Mating Habits No data available

Here's to finding that the rest of 1989 sees you, if not sober, a little merry and not a lot handstand.

Zaeon the Silicon Chameleon (alias Malcolm Wright)
Spennymoor, Co. Durham

You're wrong about Rick Astley, old bean. He's taken the plunge and left messrs Stock, Aitken and Waterman and is currently writing and producing his own stuff (and in his spare time he works for us under the pseudonym of Matt Bielby). Ed.

MEGA NASTY

Although I think your mag is brill I'll get straight to the point. I claim to be the first person (under 12) to have completed R-Type. Here's how you destroy the end of level mega-nasty. Destroy eyes with fireballs and then destroy the thing that pops out of the middle (Oo-er. Ed). There you go.

Rory Wilson
Currie, Edinburgh
PS You're beautiful.

And you thought it was hard — wait until you get to level four! Ed.

DODLEBUGS

ROBOTS

PART WOMAN
PART MACHINE
ALL ED.



Listen! What's that noise? 'Brrrrrrrrrrrrrr brr fut fut fut fut (silence)' Oh no — get down, it's a doodlebug! Damn — it's the waiting that's the killer: the tension; not knowing where it's going to land. Tum te tum te tum. It must have missed us by now. It's probably safe to get out from under the table. Here goes....
KERBLAAAAAMMM!!!

Well, thanks a lot, Glenn Kernaghan from Armagh. You've just demolished Castle Rathbone. Ah well it was getting pretty crowded anyway.

Any of you lot out there got any 'visuals' you think we might fancy printing? Well send them in then — you know you'll get a spanking new free game out of it, don't you? Attach your effort to a WWII Messerschmit rocket engine and launch it at Doodlebugs, Your Sinclair, 14 Rathbone Place, London W1P 1DE. You know it makes sense.

Letters

A VEGETABLE WRITES

I never win anything (well, okay, I won a holiday in Disneyland once — but that's too cheap to count). Anyway like I said, I never win anything so you can imagine my overwhelming joy when I had a letter published in your mag last April and I realised I had won an exclusive YS badge! Honestly, I cried with joy all day.

One year on and you're turning me into a blithering parsnip. I get up at 4.00 am every morning and wait the three hours and fifty-two minutes for the postie to arrive. I rip open all the mail, but as yet no badge. In fact you're turning me from a parsnip into a erm, piece of broccoli.

Anyway, regarding the Feb ish. Have you read G. Curries letter? What a load of bunny!

Still in the Feb ish, what the heck is Roy Orbison doing playing *A Question Of Sport* in the Future Shocks section? This is surely a major achievement since he isn't a sportsman and more remarkably as he is dead!

Guy McEvoy
Penrith, Cumbria

He was being propped up by Bill Beaumont (and, incidentally, he answered more questions than Ian Botham). Oh, and sorry about your lack of badge too. I can't think why you've not received it yet. Anyway, there'll be one winging its way to you, just as soon as we've received the latest delivery of badges. **Ed.**

VIOLENT INTENT

I would like to mention that in your review of *R-Type* you gave the mega graphics nine. Just nine! Ptui! They deserve a million.

Anyway, YS is brillio, with all the free games and demos, but there is one problem — some of your POKEs are too long. Why don't you put them on tape? (We did last month. **Ed.**)

If you don't print this letter I will burn all my copies of YS and smash all the tapes (I will also kill Duncan because he bodged the *R-Type* review).

S. Wigginton
Hucknall, Notts

Crikey, you make Ayatollah Khomeini sound like 'the voice of reason'. Erm, on second thoughts maybe you don't. **Ed.**

EXTREMELY PEEVED

I am writing this letter in total fury. The game concerned is *R-Type*. Whaaat?? "He must be nuts," I hear you say, but the better games players among you will have already discovered what I'm about to impart (and the rest of you will eventually). The problem concerns level eight — or rather the lack of it. When you finish level seven and load in level eight, you get a replica of level seven again. And there's more — if you complete this level eight (seven) the game just scrolls on for ever, no end of game sequence or message about depleting the Bydo Empire. I therefore urge readers not to buy this game as it is a rip off!

J. Parker
Norwich, Norfolk

Woah, woah. I've been onto Activision, who is extremely concerned about this whole state of affairs. Somewhere along the production line someone made a major cock-up. The chump responsible for the missing level has been decapitated (or something), and Activision is re-mastering the entire game, so anyone who wants to finish it can write to Activision (enclosing their original copy) and have the completed version forwarded to them. **Ed.**

NUT CUTLETS

Your normally tasteful magazine is going down in standard. (Oh no, not another one. **Ed.**) In the old days language such as "perv", "oo-er" and "Sam Fox's t'ts" was used, alongside pictures of scantily clad women, acting merely as innocent sexual objects. But in the May issue I noticed the word "meaty", and a reference to "bacon" on page 42. Don't you realise there are impressionable youngsters reading your magazine? You should be ashamed of yourselves, using such indoctrinous, brainwashing language! I look forward to the return of your traditional high standards.

Andrew 'Meat is Murder' Lyons
London W7

What's your beef? I don't want to get sausagey about this particular can of pork, but if you ask me, you're off your bacon. It's rare for me to get steaked up about things (well, medium rare, anyway), but you've got me grilling on this one. Come up to the office and you'll see what we can do with a T-bone — unless you're chicken, of course. Oh my God, once I've started, I can't stop writing this tripe... giblets... venison **Ed.**



TRANSPOTTER AWARD

IT'S A FAIR COPPER

Well, what can I say? You've gone and made another total cock-up ain't ya! If you cast your eyeballs over page 29 of the Feb '89 ish, you will find that you have a POKE for Hopper Chopper. You silly prats! The game happens to be called Hopper Copper! No flippin' H! So hurry up and send me my Puffertrainspotter Award. Don't blame poor little Philipkins either — it wasn't his fault.

Jonathan Clay
Doncaster, South Yorkshire

Oh yes it was (oh no it wasn't?) oh yes it was! **Ed.**

UNSUCCESSFUL ATTEMPT

Let's examine the February issue, shall we? (Go ahead. **Ed.**) On the Contents page it says that the Back Issues are on page 90, but alas page 90 is an ad for some Martech games — you will find the Back Issues on page 160.

On page 22 in *Kindly Leave The Stage*, the joke says 'How do you turn a duck into a soul singer?' Surely it should say 'How do you turn a duck into a solo singer?' And lastly, in the letter from A. Adema (page

23) it says 'PS How many bades do I deserve?' Surely it should have read 'How many badges do I deserve?' You can send me a Trainspotter Award now.

Alex Birdsall
Totnes, Devon

Point one. You won't find anything at all on page 160 largely due to the fact that page 160 doesn't exist. What you meant to say was 106.

Point two. The joke was about Bill Withers, who is a SOUL singer. So there.

Point three. A Adema did actually ask us to send him a 'bade'.

Looking at the evidence, I come to the conclusion that you actually owe me a Trainspotter Award. **Ed.**

YOU WHAT??

I've spotted a mistake on your Letters page! Unbelievable but true!

I quote "Please please please, you have got to... I haven't missed an issue since issue eight of *Your Spectrum!*" What?? Pardon me, am I deaf? (No, just stupid. **Ed.**) Should this not read *Your Sinclair*? Please send me a Trainspotter as I have never spotted anything at all before.

Robbie Ulietnick
London N7

You still haven't you clot. Once upon a time there was a mag called *Your Spectrum*, then one day the name changed to *Your Sinclair*. Same magazine, different 'monicker'. So you don't qualify for a Trainspotter at all. In fact, I might not even send you a badge (aren't I mean). I'll shake up this can of Diet-Coke to decide — if it squirts all over the place when I open it you don't get a badge, if it doesn't you do. Shake shake shake shake (shake shake). Click. Psss!! Blimey, you were unbelievably lucky there. **Ed.**

THE NAME GAME

In the September issue of YS Tom Price from Devon wrote in saying that *Northstar* was an Industrial Estate in Swindon. To this you replied 'You'll be telling us next that the *Magic Knight* isn't a hero with special powers born of a land of fantasy, but a British Rail ticket collector at Swansea'.

Guess what? My best friend has a brother who has a girlfriend who has a second cousin (twice removed) who's

mum works at the Swansea British Rail ticket collection office. One of her workmates is called *Magic Knight*. What do you think of that then?

David Taylor
Darlaston, W. Midlands

Alright then, and before the rest of you write in we already know that *Monty Mole* works in the *Wimpy* in Crewe and that *Vixen* is a manageress in the *Shrewsbury* branch of *Sainsbury's*. **Ed.**

Letters

CLAIRVOYANT

I have a serious matter to discuss with you — why, oh why, don't you put adventures on the cover tape? (We have, we have. Ed) I know that there would be complaints from a lot of people if you put just an adventure on the tape, so you could have an adventure on one side and an arcade game on the other. (We've done that, we've done that. Ed)

I think you'll find a lot of people satisfied with something like that. (We know, we know. Ed)

I'm not an adventure freak but I do like adventures. I read the magazine every month and I am very pleased with the quality. I used to get a lot of the other mags too, but lately they've been getting tediously boring so I don't get them anymore (even the cover games are crap).

Give my thanks to Phil South for printing my Last Ninja II maps — he said there's a future in illustration for me (which is actually what I want to be — an illustrator). What qualifications do you need to become an illustrator? I'm doing A Level art and some other subjects. To all at YS: you're brilliant!
Allan Walsh
North Warrington,
Cheshire

And jolly super maps we all thought they were too! Um, you don't actually need qualifications to become a successful illustrator, you just need talent (and tenacity). However, a good art college would be the next best step: after you've finished your A Levels, that is. Ed.

BUG BYTES

Send me a badge or my pet fly (enclosed) will bite your head off.

Max Robertson
Harpenden, Herts
PS It may be dead by the time it gets to you.



You were right. It was as dead as a dodo! And your bargaining power perished with it. Still, I'll send you a badge anyway. Ed.

THE WONDERFUL WORLD OF THE SPECCY

Every month we ask you to write in from lands afar, so you can have your letters printed in this, our 'international' section. This month's 'person from elsewhere on the planet' comes from Ireland. His ruse has worked (because we were feeling generous), but it won't work again — remember, a postmark saying 'Scunthorpe' is a birrova giveaway. Oh, and there's someone from Italy in there too!!

LOVE LINES

Dear Miss the Editor
I have thirty-three years old and I read your magazine since the issue first.

As I am getting very much the older I would dearly like the Trainspotter Award as it would make happy me for rest of my life.

The error I spot is the page nine of issue 39 in March. Under section of making a Valentine card step five, the word envelope is spelled out

envelope.

If you would send award for me it will make me very happy for rest of my life.

Also thank you for printing picture of Bernadette Tynan. It will happy make me for long time.

I am your award expecting humbly faithful.

Mervyn Neill
Nertownards, Co. Down
PS I am not foreign at all, but it appears to me that in all the years that I've bought your mag it's the only way to get a letter printed.

Seems to have worked, doesn't it. But before you get too smug, I'd better tell you that your badge is being sent to Poland; do you get prizes for telling porkies? Not in this mag matey!
Ed.

CENSORED

Don't ever think of printing my letter in Small Print or in the Wonderful World of The Speccy section, okay?

Gabriele Roncolato
Milano, Italy

I wouldn't dream of it. Whoops.
Ed.

MORE WEIRD ALIENS

I would like to air my views on software piracy. Wait a minute, what are all these lights? What is that strange noise? Who are these disfigured beings? AAAAAARRRRGGGH!!!

— Greetings earthlings, we are from the planet Sdfghjkl (whose letters come in a row on your typewriters). We are on a desperate mission — our planet is dying and we desperately need what you earthlings call 'A YS BADGE'. This will stop our

planet from folding up until it fits into a piggy bank. Please do not fail us. Beewooweewooo —.

Who were they? Anyway, I've forgotten what I was saying now.
Neil Stewart
Glasgow
PS Aaaaaarrgh!!! The aliens are back for the PS's!!

It's strange, I agree, but I've also noticed that when aliens suddenly disappear they make a 'beewooweewoooo' sound. It's enough to cause amnesia in the bravest of folk. Ed.

SMALL PRINT

When I pull blu-tac off my bedroom wall, the wallpaper comes off with it.

Leigh Loveday
W. Glamorgan, Wales
Remove little bits of wallpaper from behind the radiator to cover the offending areas. Ed.

Don't ever think of printing my letter in Small Print or in the Wonderful World of The Speccy section, okay?

Gabriele Roncolato
Milano, Italy
Would I do something like that?
Ed.

Please could you send me a poster of Bernadette Tynan.

J. Worthington
Rawtenstall, Lancs
Fresh out, I'm afraid: How about one of Bernard Matthews? No, thought not. Ed.

Tell Matt Bielby to stick a deckchair up his nose.

Richard Dunn
Horsham, Sussex
There's no room — that's where he keeps all his Rick Astley singles. Ed.

Thanks for the talk. Please don't play with my name, okay?
Miguel Alexandre
Franco, Ferreira
I've got a confession to make, I had a quick game of croquet with it. Sorry. Ed.

My mum ripped out page 69 because of the pervy picture — and I was interested in the article as well.

Richard Preston
Holmfirth, Huddersfield
That's censorship for you. Ed.

What's all this about the Advanced Lawnmower Simulator?
Ben Dyson
Burnley, Lancs
Blimey, you've certainly 'got your finger on the pulse'. Ed.

OOH, YOU POOR DEAR

Your problems solved by Madam Pico



Bottom!

Dear Madam Pico
I'm stuck at the bottom of a swimming pool — my thumb is lodged in the cleaning vent and I'm rapidly running out of breath. Luckily I happened to have a waterproof pen, paper and ready stamped envelope secreted away in my trunks (for just this kind of emergency) — I only hope that someone finds this letter floating on the surface of the pool and posts it to you. I'm at the bottom of the deep end (12ft) of the Brighton pool (near the marina). Please help me.
John Salmon
Brighton, Sussex

Dear John,
Judging by the date on the postmark I would imagine it's too late to help, but just in case it isn't I would suggest that you thrash your legs and free arm about wildly. This might help to draw someone's attention to your sub-aquatic plight.

Sore Thumb!

Dear Madam Pico
I know a lot of people who write to you send in pretend problems, but I've got a real one, so please take it seriously. I'm really tall: six foot five and a half inches to be precise — and I'm only twelve years old. The problem is that I'm quite shy and retiring and don't like to be noticed, but there's nothing I can do about the fact that I stick out like sore thumb! In fact it's worse than that — I stick out like a giraffe in penguin colony. All my friends are about 18 inches shorter than me — what on earth can I do about it?
Ian 'Lofty' Pledge
Stoney Stanton, Leics

Not a lot, I'm afraid my love. All I can suggest is that you drop your current circle of friends and start hanging around with basketball players or high jump athletes. As you get older your problem will iron itself out as your peers catch you up in the height stakes (unless you continue to grow at the ridiculous rate that you have up until now, in which case you'll always poke out in crowds).

Have you got a problem? Well don't despair. Let Madam Pico help you. Send your problems to Madame Pico Problem Page, Your Sinclair, 14 Rathbone Place, London, W1P 1DE. All letters will be treated in the strictest confidence.



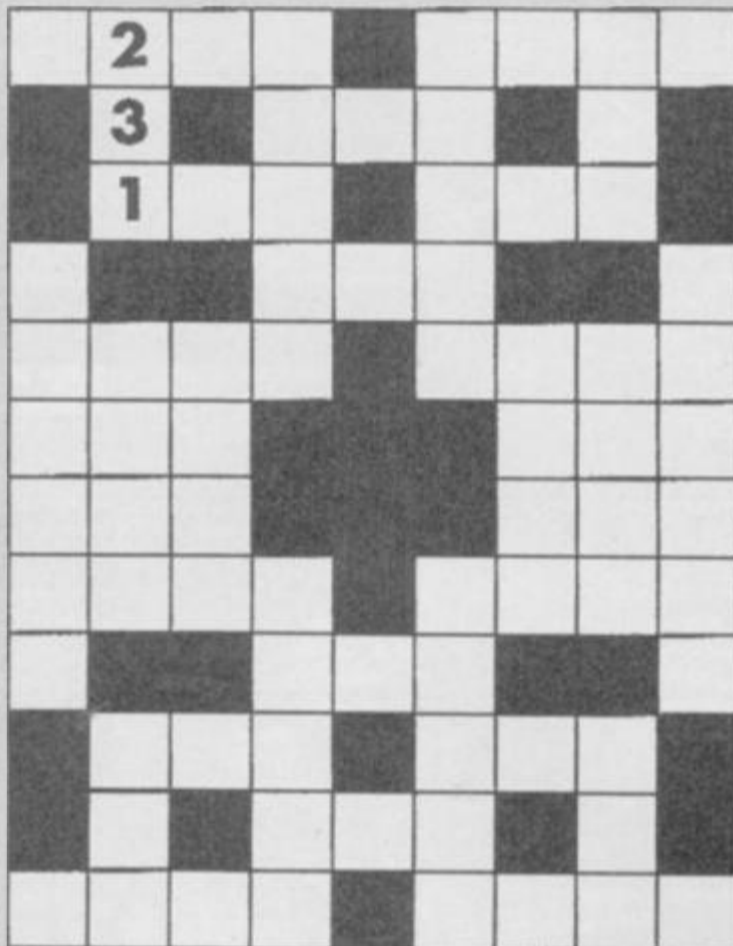
PETE'S PUZZLERS

Thinking caps on again folks, *Pete Shaw's* around to tax the grey matter once more...

NUMBER JIG

Time once again to win some goodies, you lucky people! This month our Prize Trickster is provided by **Ian McCormack** from Paisley.

'Tis very simple (honest!). All you have to do is fit all of the numbers shown in the list below within the puzzle squares. Just to be extra generous, Ian's already put one in for you. Once you've done that, fill in the coupon and post the whole shebang off to Don't Think You've Got Me Fooled For One Minute, Ga, Ga, Ga, Compo, *Your Sinclair*, PO Box 1509, Enfield, Middlesex, EN1 1LQ. And you may just get your hands on some new software. Waheeeeeyyy!!



Three Numbers

107 162 176 178 182 195 231 232 282 316 364
431 804 831 888 891

Four Numbers

2010 2221 2612 2734 3214 3237 3423 4236 4834
6420 7310 8405

Five Numbers

38527 63781 74216 88123

Six Numbers

304651 621430



Na, you ain't got me yet, matey! Here's my totally brilliant entry, so where's the goods?

Name

Address

.....

.....

.....Postcode.....

And of course my entry will be with you by 31st April 1989, or I know you won't even look at it.

WHICH WAY, JOSE?

Mon namesake, **Pete Shears** from deepest, darkest Devon sent in this luvly little puzzle. See if you can sort it out.

A man has a square house, and all the windows (one in each wall) face south. He is looking out one of the windows when a bear walks past.

What colour is the bear?

WEIGHTY PROBLEM

I'll hand you over to **Master P Gillibrand** from Sheffield who is just set to trick and tease you with his puzzles...

There's a box filled with water which weighs 5kg. What can you put in the box to make it weigh less?

TIME FOR MIME

'Pon my soul — **Master P Gillibrand's** back with another...

A deaf and dumb man went into an ironmongers shop to buy a hammer. He couldn't speak so he mimed hammering. Next another deaf and dumb man went in wanting a screwdriver — so he mimed putting in a screw... Then a blind man went in and wanted a saw. What sort of mime did he do?

SPORTS FAN

Ta ver, much **Mr Ricky-Boy White** of Doncaster for this trickster...

If you have an Umpire in Cricket and a Referee in Football, what do you get in Bowls?

180!

Stephen Kemp provides the next problem for you lot. Work this one out if you dare...

Using a standard dart board and finishing on a double, what is the least number of darts you need to score 501?

END BITS

Thanks to all those who wrote in this month (especially **Declan Meade**, but I'm saving yours for something special!). Remember there's all sorts of goodies up for grabs if you provide any of the puzzles printed in this month's issue. There's a bundle of three games for the Prize Puzzle writer, and a badge for everyone else. So get sending, to Pete's Puzzle Page, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. Oh and if you're stuck on this month's teasers, turn to page 91 for the answers.

SOFTWARE THAT'S HARD TO BEAT

A range of powerful programs for the ZX Spectrum computers. Use the coupon below and send today for our free, comprehensive brochure. Quality, performance and great value for money.



TASWORD The Word Processor

Power, flexibility and ease of use have given Tasword an enviable reputation for performance and unbeatable value for money. Each version is packed with useful features and is specifically designed to make maximum use of the memory and keyboard layout.
TASWORD: power, versatility and performance. The definitive word processor for the ZX Spectrum.

TASCALC The Spreadsheet

At last! A comprehensive spreadsheet for the ZX Spectrum. A full working spreadsheet of 52 columns by 157 rows to process and evaluate numerical data. Advanced features include variable column widths, on screen help, interactive prompts and a full range of formula functions.

TASPRINT The Style Writer

Print Tasword output in a range of five impressive print styles. The Tasprint lettering is twice the height of normal dot matrix output.
TASPRINT PLUS THREE features 25 fonts AND a FONT DESIGNER.

TAS-SIGN The Sign Maker

Produce and print your own signs, posters, banners and large notices to get your message across with maximum impact. Add a new dimension to your dot matrix printer.
Prints signs, posters and banners with letters at any height from one inch to the full width of the paper.

MASTERFILE PLUS THREE The Database

Accomplish your home and business filing with ease and elegance using MASTERFILE PLUS THREE. A sophisticated menu-driven data filing, storage and retrieval system. Data stored with MASTERFILE PLUS THREE may be exported for use with Tasword Plus Three.

TAS-DIARY PLUS THREE The Electronic Diary

Keep an electronic day to day diary on disc with TAS-DIARY PLUS THREE. TAS-DIARY PLUS THREE features a clock, calendar and a separate screen display for every day of the year. Each year stored on disc includes a memo pad and several note pages. TAS-DIARY PLUS THREE is an invaluable aid to keeping records, reminders and any other data which is related to that most valuable commodity of ours — time!

TASMAN PARALLEL PRINTER INTERFACE

A low cost means to link your Spectrum to any printer fitted with the Centronics standard parallel interface. Supplied complete with cable, driving software for LLIST and LPRINT and screen copy software for most dot matrix printers. Compatible with 48K AND 128K ZX Spectrums.

ZX SPECTRUM 128
AND
ZX SPECTRUM+2

ZX SPECTRUM+3

TASWORD PLUS TWO

Cassette £19.95

TASWORD PLUS THREE

Disc £24.95

TAS-SPELL PLUS THREE

The spelling checker for Tasword Plus Three

Disc £24.95

TASCALC

Cassette £19.95

TASCALC PLUS THREE

Disc £24.95

TASPRINT

5 Fonts
Cassette £9.90

TASPRINT PLUS THREE

25 Fonts
Disc £24.95

TAS-SIGN

Cassette £19.95

TAS-SIGN

Disc £24.95

NOT AVAILABLE

MASTERFILE PLUS THREE

Disc £24.95

NOT AVAILABLE

TAS-DIARY PLUS THREE

Disc £19.95

£39.95

Parallel printer cable
£9.95
RS232 cable
£14.50

All prices include VAT and post and packing

Tasman

PERFECTION IN PROFESSIONAL SOFTWARE

Springfield House, Hyde Terrace, Leeds LS2 9LN. Telephone Leeds 105321 438301

If you do not want to cut this magazine, simply write out your order and post to: TASMAN SOFTWARE, DEPT YS, SPRINGFIELD HOUSE, HYDE TERRACE, LEEDS LS2 9LN.

I enclose a cheque/PO made payable to TASMAN Software Ltd OR charge my ACCESS/VISA number: _____ Expires _____

NAME _____ ITEM _____ PRICE _____

ADDRESS _____ £ _____

_____ £ _____

_____ £ _____

_____ £ _____

_____ £ _____

_____ £ _____

Telephone Access/Visa orders: Leeds 105321 438301 Outside Europe add £2.00 per item airmail TOTAL £ _____

Please send me a FREE Tasman brochure describing your products for ZX Spectrum+3 ZX Spectrum 48K/128K+2 IBM/Amstrad PC Amstrad PCW Amstrad CPC Commodore 64 Dept. YS

CHICAGO 30'S



US Gold/£8.99 cassette/£12.99 disk



Duncan "Don't shoot me, I'm only the piano player."
"Okay, bub, I guess I c'n letcha go. What's yer name by the way?" "Richard Clayderman, sir." "Oh dear, I'm going to have to shoot you after all." Bang.

Chicago in the thirties wasn't the place to be if you were a musician. (What are you blithering on about? Ed). Especially if you were a violinist. Encountering a savage bunch of Al Capone's men on a dimly lit street corner wouldn't have been a barrel of laughs if the only protection you could pull from your violin case was... a violin! Lucky for you then, isn't it, that in this game you're not playing the part of Nigel Kennedy. The role you are taking on is that of Detective Elliot, a policeman with a mission - to boldly go where no man has gone before, to... (Wrong mission, Ed). Erm, to

clear Chicago's streets of gangsters and put an end to the illicit alcohol trading of the Maffiosi organisations. Phew. Tall order. Let's have a decko at the game though, come this way, please.

Chicago 30's is a monochrome left/right, right/left scrolling shoot 'em-up, in which the golden rule is simple. Shoot or be shot. There are no innocent bystanders hanging around waiting to collect a stray piece of lead in the spleen, so you can go spray-crazy with your machine-gun.

The game starts with your Elliot sprite immediately under attack from all sides, so it's a good idea to leap onto your belly and let the mobsters shots fly over your head. In fact it's a good idea to spend a lot of the game in this position as you can't be killed (unless you get sniped at from above, but I'll get back to that in a minute). However, from this prone position you can't do much killing yourself, so you have to do loads of leaping to your feet, loosing off a couple of shots and jumping to the ground again. The most dangerous foes are those at windows, behind crates and on rooftops - they're difficult to spot most of the time and can shoot downwards at you and even throw grenades - but they're by no means impossible to dispose of - especially as you've got grenades yourself. If you get far enough, the scene fades then regenerates again and, lo and behold, you're inside a car where you're safe from the villains' fire (but can still shoot them. Ha, ha.). The motor doesn't last forever though, so you soon find yourself pounding the beat again, but now there's the added difficulty of the gangsters car to contend with: it zooms in from the left and can only be dealt with by lobbing a grenade in its general direction. Then there's more of the same followed by more of the same again.

The presentation of the game is brilliant



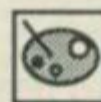
however - the action takes place on a cinema screen, with the curtains to either side and, well, take a look at the screenshot. The audience represents your lives - each time you lose one, one of the 'punters' leaves the pictures. Nice touch. The graphics in Chicago 30's are very good, as is the animation and addictiveness, but for my money the game's a bit on the easy side. I get the feeling that a lot of you will get to see the final screen far too soon for your moneys worth. Still, it's a nice game to look at. Not bad really. Boing.



final



53°



80°



71°



80°

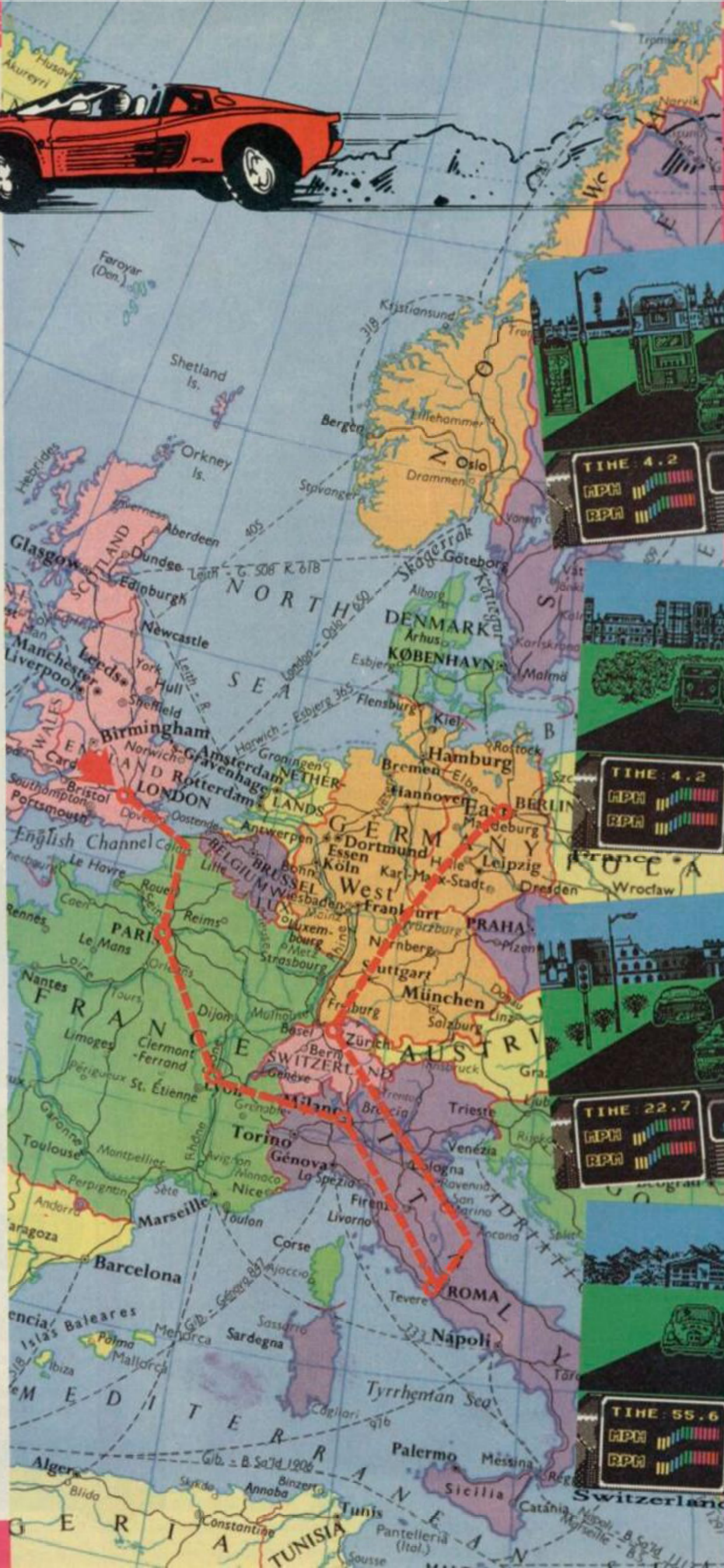
Diagnosis

A nicely presented horizontally scrolling 'gangster' shoot 'em-up which may leave you unsatisfied due to its lack of difficulty

69°

verdict

un europa outrun europa outrun europa



TIME: 4.2
 MPH: [Bar chart]
 RPM: [Bar chart]
 SCORE: 8520
 L.T: 13.7
 Country: England

TIME: 4.2
 MPH: [Bar chart]
 RPM: [Bar chart]
 SCORE: 12455
 L.T: 15.0
 Country: France

TIME: 22.7
 MPH: [Bar chart]
 RPM: [Bar chart]
 SCORE: 154465
 L.T: 12.2
 Country: Italy

TIME: 55.6
 MPH: [Bar chart]
 RPM: [Bar chart]
 SCORE: 228769
 L.T: 10.0
 Country: Switzerland

ropa

ropa

OutRun Europa's about to rev its way onto Speccys around the globe, so we plonked Duncan MacDonald into a Reliant Robin and sent him over to Probe to have a quick pre-release gander at it!

The conversion of the arcade classic *OutRun* was a bit of a disappointment for Spec-chums, as you probably know — the problem being that the programmers actually tried too hard to be faithful to the original coin-op. Four hundred trillion sprites the size of Mount Everest was a nice idea in theory, but in practice even the renowned processing speed of the rubber beermat couldn't cope — leaving the gameplay wallowing in sticky mud. The race crawled along at the speed of Ayers Rock (that's not particularly quickly) making the 32,000 multi-loads a tiresome chore rather than a brief resting period between levels. So what of *OutRun Europa*, the follow-up? Have the programmers learnt their lesson? The answer is a resounding 'yes indeedy' by cracko, so read on to see how well they've done.

Drive On

In *OutRun Europa* you're at the wheel of a convertible Ferrari Testrossa (like you were in the original *OutRun*) and you've still got the tasty 'chick' in the passenger seat, praise the Lord. (That's nuff of that! Ed) You've got a lot of driving in front of you though, namely from here in good old Blighty all the way to West Germany, taking in the 'delights' of France, Italy and Switzerland en route. Each of the five countries is split into three different stages; rural, suburban and urban, so in essence we're talking 15 rip-roaring, hard driving levels! Yahoooo!

Hacking along England's country lanes at hundreds of miles an hour, you pass hedges, trees and telephone boxes. Up hill, down dale, as the road



scrolls inexorably towards you — oh dear, what's that up ahead? Looks a bit like another 'motor', a Lotus if I'm not mistaken — a nifty bit of overtaking's in order here, I'll be bound. Blimey, he's moving over. Crikey, I can't get through. Quick, over to the other side of the road. Yikes — a telephone box! Blaaaarrgh! Curse British Telecom! In fact, curse these country roads and all Lotus drivers — I'll be much happier when I get to the city.

An hour later. Yippee, there's the Post Office Tower — and there's a London bus. Yahoo, there's a taxi-cab, I'll carve him up. The infidel. Inhale my exhaust fumes, cabbie. Ho ho ho.

From the city it's back into the country again, aiming for the English Channel and, ultimately, the continent (after crossing the Channel 'Bridge' — which the programmers plumped for

instead of a tunnel in the interests of in-game speed).

France, aaaah. Ooh la la, the weather over here's a bit naff (yes, there are actually climatic changes in this game) and the rain's coming down in buckets. Oh look a couple of 2CV's. No mirror/indicate/manoeuvre malarkey in this country — just steam past with all the stops pulled out, that's the only kind of driving they understand. Yikes, slippery road 'cos of the rain. I forgot. Blammo! My apologies, monsieur 'Johnny Onion'!

When In Rome...

Drive through Paris, head South East (the weather improves in these parts) and you hit Italy. Bang. Oh dear, the drivers here are even more mental than they are in France, and there are some mean cars to go up against, like other Ferraris and Lamborghinis. They try and barge you off the road, and to make matters worse the weather closes in again. Still, go for broke, eh? Wheeee! Yes, yes, yes! Yes, yes, yes! Bang! Drat!

Having negotiated the torturous twists and turns of the Italian landscape, it's time to head north



through Switzerland where it's not only snowing and very slippery, but for the most part you're driving on mountain roads with a sheer drop on one side. Yikes. Anyway, should you make it through unscathed you'll find yourself on the final leg — a high speed romp on a German autobahn. You're badgered by BMW's and Porsches, the weather's got better again but now you've got to get to Berlin, where the race ends. Good luck chum, you're going to need it!

The steering of the car has been programmed beautifully. You can oversteer, understeer and even pull yourself out of a potential skid by yanking the steering wheel (sorry, joystick) from one side to the other. Oh, and another nice touch is that after you've finished a country a passport pops up on screen and you get a stamp in it (a passport stamp, not a 19p postage stamp you clot).

Yes, it has to be said, *OutRun Europa* looks like it's going to be the definitive motor-car racing game. With brilliantly detailed scrolling backdrops, beautiful road-side graphics, changing weather and cars that are 'intelligent' ('cos the Speccy remembers where they are — even if they're behind you), the successor to *OutRun* looks like it's going to be everything (and more) that *OutRun* should have been — that's, erm, oh dear, I can't think of a good enough superlative. Hang on, I'll just have a look at the back of a Code Masters cassette inlay. Ah yes, that'll do. *OutRun Europa* is going to be amazingly brilliant. Boing.

Fax Box	
Game OutRun Europa
Publisher US Gold
Price £8.99

A CLOTS GUIDE TO HOW AND WHY

Why Is The Animation So Good In OutRun Europa?

Animation with a pseudo 3-D effect relies on things in the distance being small and things close up being big. These are two 'frames' of animation — near and far. Here's an *OutRun Europa* Beetle in the distance.



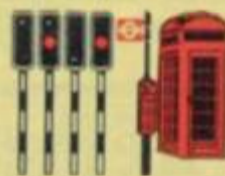
If you put your foot down to catch the rogue VW up you wouldn't expect it to suddenly look like this, would you.



Unless of course you closed your eyes for a couple of seconds, but that's not the kind of driving that's likely to get you through a driving test, is it now? In fact closing your eyes while driving at speed is downright dangerous. DON'T DO IT. Anyway, with open eyes you'd expect the beetle to get gradually bigger — like this.



Much more lifelike, n'est ce pas? The same thing applies to bus stops, telephone boxes and, well, everything really.



All the objects in the game have twelve frames of animation, which is why everything scrolls smoothly towards you!

If There's So Much In The Game How Come It's Not Slow Like OutRun?

Because programmers Probe learnt from the mistakes made on *OutRun*. Also, because this is an original game (not a conversion) Probe were able to do pretty much what was needed to make the game really playable, rather than just attempt to mimic a coin-op which couldn't be mimicked. One 'time-saving' move was to drop the fork in the road at the end of levels — this apparently used up loads and loads (and loads) of memory space and added nothing much to the enjoyment of the game. *OutRun* updated its screens at something like four frames per second, while *Europa* manages ten (more than twice as fast) — even with sprites as big as this to deal with:



HINTS 'N' TIPS

YES



TIPSHOP

Who's that geezer over there?
Why, it's the new slimline Philip
Snout, slurping a sugar free drink
and chomping a rice cake. Any
tips, old mate?

You betcha! Hey, chill
out, hotshots... Let's
rap. What's goin'
down, bro? I tell you
what's going down...
TIPS! That's what's goin' down!

So what are we waiting for?
Let's bring 'em on.
But first, a word from our
sponsors.
Have you got a tense
nervous headache? Do you

wake up in the middle of the
night sweating? Do you find it
hard to concentrate on your
work? Do you suffer with piles,
dyspepsia, and nasty rashes?
Does your breath smell and
are you irregular? You are?
You do? You have? **BOY**, are
you a MESS!

Okay, enough gags, on wiv
the tips.

Spitting Image

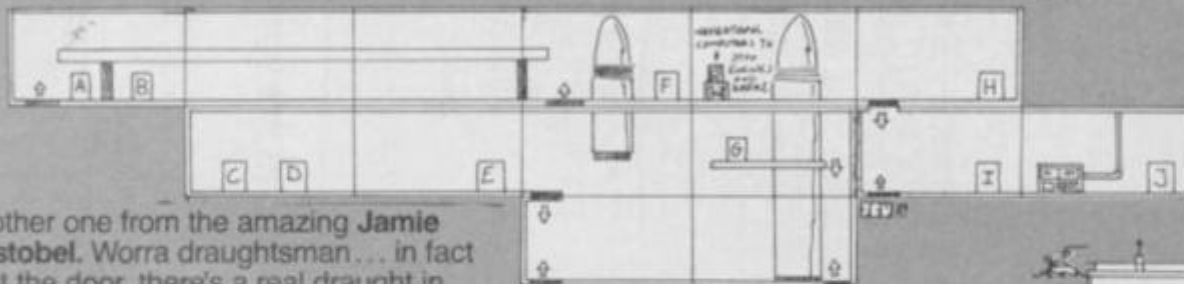
Khhch... ptuil! Yep, it's
Spitting Image, your favourite
show. Everyone's favourite

politicians get the political
poop booted out of them by
other well known figures. Isn't
this the shape of political
commentary to come? I dunno,
burrit sounds good. The
game's not so bad either, being
a sort of beat 'em up with
knobs on. Now **Craig Smith**,
who is a sort of Phil Snout with
knobs on, has further details
for your diary.

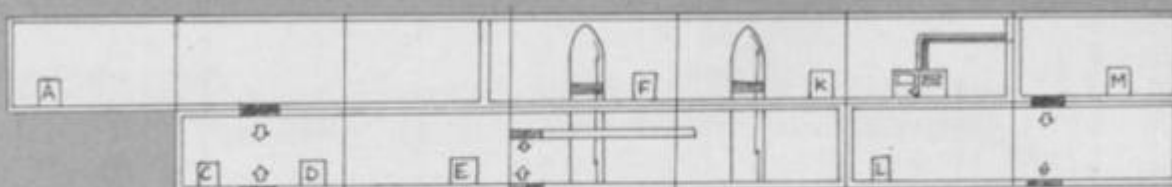
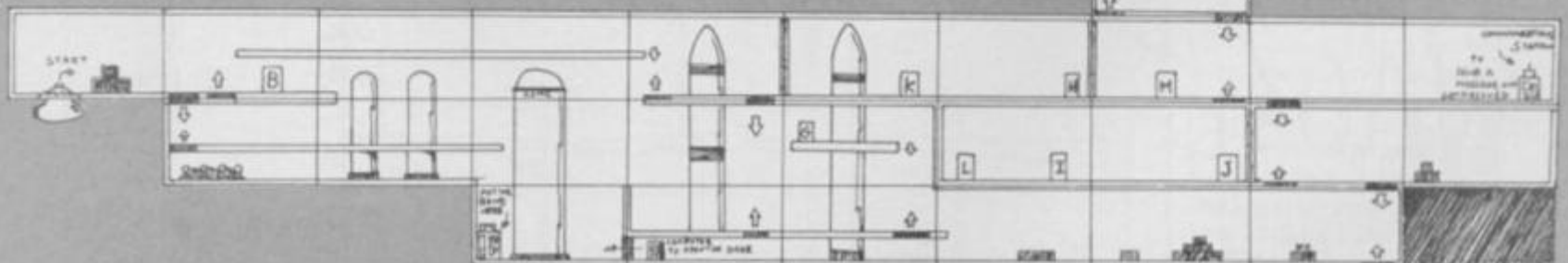
• Try to get your opponent
into a corner on the right
hand side of the screen and
then hit, hit, hit repeatedly
with body blows until their
energy goes down. While
you're beating them up, get



NAVY MOVES



Another one from the amazing **Jamie Cristobel**. Worra draughtsman... in fact shut the door, there's a real draught in here... **BLAM!** Thass better. So here's the new *Dinamic Navy Moves* in all its monochromatic glory.



your sidekick to throw their bottles, and condoms.

- Sidekicks only ever enter from the left hand side, so your opponent has to be on the right before they can be hit.
- To attack opponents it's best to use body blows, but to run away use a backward or forward jump. Believe it or not, Ronnie tends to be the best champion, as he can attack from a greater distance with his long necked headbutt.
- Special moves take away quite a lot of your opponents energy, but they're slow and you have to get fairly close. Remember that after you've discredited a few leaders, then the others speed up by about a zillion times."

Hmm, thanx Craig. And wipe that gob off your face, it's disgusting.

Rawt Recruit

A quickie for a cheapie. *Raw Recruit* is quite hard (fnar) so thanx to Trev Humanoid Lake for this.

- If you are finding *Raw Recruit* by Mastertronic quite hard (fnar) you can enter **MONEY FOR NOTHING** (including the spaces) then follow the instructions to play whatever you like."

Thanx Trev. Hmm, that sounds like a Dire Straits reference to me. Could it be that the maker of this game is a Baldy Headband fan? Possibly. I'm keen on these cheats, you know. I wonder how people find them... mind you I suppose if you had a monitor program, or disassembler of some kind, you could search through the code to see which letters the program was looking out for? Hmmmmmmmm... tip, tap, rustle...

Who?

Look here, I've got this letter from a bloke called **Allan Walsh**, who got his maps 'n' stuff printed in a recent issue. It seems I spelt his name wrong, so here I am telling you. It wasn't **Allen Walsh**, it was **Allan Walsh**. Got that? You know, that bloke called Walsh at your school... yeah, the one with the... and the big... yeah, you know the one. (Hem hem.)

A positive manure pile of tips for this one, and a good job too. This was one mean and moody game, and I'm surprised it's taken this long to get people's collective dander up, (honk). So thanx indeed to **Joseph Roberts, Peter 'Tyne And Wear Tipster' Nuttall, Paul Gillibrand, Conor Watson, Chris Lloyd and Pete Mack** for their brillo-skillio contributions. So let us now enter the realm of the *Double Dragon*.

- To get down high drops, don't just drop or you'll be splattered all over the pavement. Jump and you'll land without being hurt.
- If you have a whip you can hit people directly behind you. In one swing you can hit the person in front AND behind.
- The best moves are headbutts and flying kicks. With these moves you can knock an enemy over in one hit.
- When fighting the big men, watch out because they can hit you when you're not directly in front of them.
- When you knock a big man over, stand still and keep on punching, this way he won't be able to hit you and he'll die quickly.
- On mission five, stay on the edge of the walkway to avoid the statues with the spears.

- **Abobo:** These are real nasty. If they are a bit further up or down the screen from you, they can still punch you. To get them, keep doing flying kicks and pressing up or down. When you get them down you know you're on the same pixel row as them, keep kicking.



- **Black Abobo:** Same as for Abobo.



- **Lopar/Williams:** Kick or elbow them. If they do flying kicks then flying kick them



back. They always have bats or barrels, and on later levels, knives. And watch out 'cos they're handy with any weapon lying around.

- **Willie:** Man with machine gun. Keep as far away from him as you can, or he'll shoot you. Keep hitting him and stay close to the men with him, so he doesn't get a chance to use it!



- **Linda:** Kick her, and grab her whip. But don't let her get behind you or she'll punch you in the back.



- **Chintai:** Same as Lopar. Except he always has a bat or knife. Very good at barrels.



Your Moss
• Kicks
lots of yar
• Elbow
kick.
• Punch
kick.
• Hair
good. Ties
• Headbutt
• Flying
• Whirlwind
good.
Weapon
• Rocket
have to
throw it.
• Barrel
• Throwing
but hard
• Whip
good as
• Barrel
But don't
Comple
Level 0
• Keep
up the
Chintai
sliding
to them
punch
grab
lash her
Once you
a little
and wear
the bat
shoulder
to death
the ladder
doors. k
platform

DOUBLE DRAGON

MAPPED BY Peter Nuttall / writer for The Tyne and Wear Tipster

Watch out for NETWORK ST. Coming to a Show IN the North East Near You.

Mission 1

Mission 2

Mission 3

Points-to-be Scored

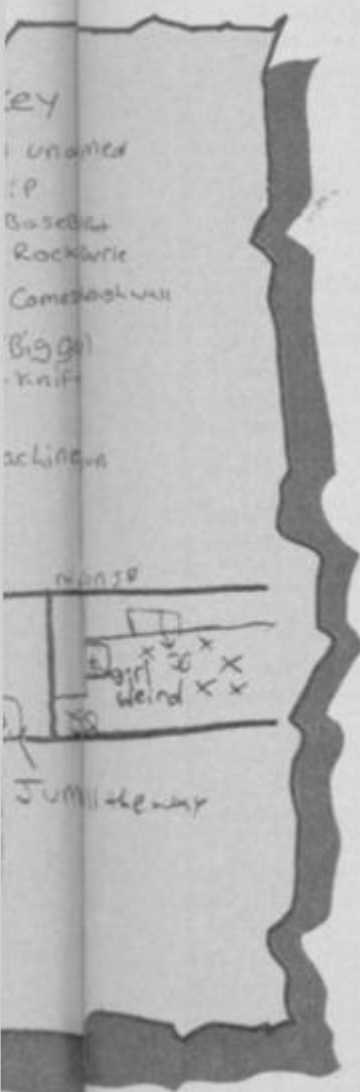
- Hand - 50 pts
- Kick - 100 pts
- Whip - 150 pts
- Elbow - 100 pts
- Machine Gun - 150 pts
- Barrel - 100 pts
- Whip - 200 pts
- Whip - 200 pts
- Whip - 300 pts
- Whip - 200 pts
- Whip - 300 pts
- Whip - 200 pts

Map Key

- X = Williams
- O = Linda
- * = Williams
- ⊗ = Williams
- ⊙ = Abobo
- ⊚ = Abobo
- ⊛ = Williams
- ∩ = Chintai
- ⊕ = Willie

Movs
 cks: food. Take away
 of your enemies energy.
 bow: Good. Same as
 inch: Good. Same as
 air Gro Kick: Really
 1. Takes loadsa energy.
 iadb: Not very good.
 ring kck: Not very good.
 hirwid Kick: Not very
 1.
 pons
 xck: Nt good 'cos you
 i to bimiles away to
 it.
 irrel: ee rock.
 rowin: Dagger: Good,
 yard t position.
 hip: Gay, but not as
 d as th baseball bat.
 iseba: Bat: Very good.
 don't se it too much.

plete: plution
 il One
 ep gog right, beating
 ie Lopr/Williams/
 tai's til you reach the
 ng dors. Stay right next
 em, ad as soon as they
 ch or kck Linda down,
 i her whip and quickly
 her tdeath. (Youch! Ed)
 e you'e done that, move
 le (bit) the right and left
 wait fr the Lopar with
 oat to ome at you. Kick,
 lder brow and whip him
 eath. Then climb up to
 ad next to the sliding
 s. Wa along the
 orm til you see Abobo



crashing through the wall. Jump down next to him (remember to jump or you'll land face first) and elbow or kick him to death as these are the most effective moves on him. After this go right and beat up the Chintai (try to get his knife) and finally the last Abobo.

Level Two
 ● Beat up everyone, keep going right and pick up and use any baseball bats you can get until you reach the sliding doors. Remember not to bash your head on the way up to these. Stand next to the wall before jumping over it. If you have a bat when you reach these doors, then bash Lopar and both the Lindas as soon as they come out of the doors.

If you don't have a bat, jump-kick them all down then elbow them to death. If you like more elaborate deaths, go up to the ledge near the sliding doors, jump down just next to escalator. The Lopar will try to follow you and land on the escalator... spplllaatttt!

Level Three (a)
 ● Beat up the first four men, grabbing a bat if you want to, and waste the Linda coming out of the sliding doors. Grab her whip if you fancy, but make sure you aren't carrying anything first. Two dead men later you will be attacked by two Williams with knives. Stick really close to them so they can't throw their knives, and kick them to death. Once they are dead, grab a knife and hurl it at Chintai on the next screen. He will drop his knife, so stay close to him and kick him to death so he can't pick it up again. Then grab his knife and fling it at the final Abobo on the last screen. You will only need to kick him down twice to finish this level.

Level Three (b)
 ● Quickly jump over the Chintai and Lopar at the start of this level. They will follow you, forgetting to use their knives. Elbow them both to death, grab a knife and chuck it at the Abobo. Then finish him off with kicks, or go to the end of the bridge (being careful not to fall in the river). It's easy from here. Pulverise the next four weaponless opponents, and then you'll meet a Williams with a barrel. Don't go too far away from him, or he'll bung it at you. Kill him using kicks and shoulder throws and don't let him pick it up again. Once you've done this, repeat the

TIP O' THE MONTH

Double Dragon

process for the next Williams with barrel. In the last screen there are two Abobos. Beware — one will go higher than you, and the other lower, and they'll both punch you while you can't reach them. You can flying kick them over, one at a time, although this is time consuming, taking 17 flying kicks to kill EACH ONE! Lure one of them to be level with the other by moving up and down. Once you've done this elbow them both to death. Finished.

Level Four
 ● You'll find yourself on top of a cliff. Walk off it and do a flying kick on the way down to land safely. Always be careful not to just fall off the bridge. Beat up both the Lopars on the bridge, and keep going right until two Chintais fall from nowhere, both with knives. Remember to keep really close to them to stop them knifing you. They'll both walk together, so flying kick them both together. Once you've done that... STOP! Go too far to the right and you'll fall off the edge of the bridge and plunge into hell. Going up the ladder's a wiser path. As soon as you see the two Lopars and two Chintais, go to them 'cos one of the Lopars is very good at long range barrel throwing. They come at you crammed in a pack, so it's very easy to floor them all with a few kicks. Once they're all dead, the final screen holds two Williams and an Abobo. Just wait until they're all in a line, and flying kick them all over, and finish them with kicks and elbows.

Level Five (a)
 ● As soon as you start this level, there's a Lopar behind

you. Quickly elbow his head in, and let the Chintai and the other Lopar come to you. As soon as they come near you, flying kick them over, then elbow them to death. Now things get tricky. Three bars of rock swing out of the wall at you. The best way to get past this bit is to take a runner at it, jump over the first bar and, always jumping, you should get past the other two bars. Or you can try carefully jumping over each bar, stopping perfectly between each bar, but this is dead hard, (funarr). Once you've cleared the bars, keep on jumping and you should clear the spike the statue starts moving. If you're too slow, do a jump just underneath it and your head should just miss the spike. Repeat for next spike, and you should be confronted by two Williams with knives. Keep close to them as before, but beware — if you try to dodge a knife one bungs at you, you may fall into the moat below you. Kill them with kicks, and do the same for the final Chintai with the knife. Now go get that girl of yours!

Level Five (b)
 ● At the start of this level there will be two Abobos. Flying kick the first one over, then let the other one come at you, then elbow them both to death. There are no weapons on this level so it's solid fighting. Go along after the two Abobos, being careful not to fall in the moat. On the next screen, you will have to beat up a Williams and a Chintai. The final screen holds Willy, (honk). He's the mean bloke who stole your blonde in the first place. He's protected by a Lopar, two Chintais and an Abobo. They all walk in a pack, stray too far from it and you'll be shot or pushed over by Willy's gun. Use the extra time you get at the start of the level wisely here and try to take out the Chintais first with flying kicks. Once they die, two more come in. Let them join the pack and it should be easy enough to kick or elbow the whole bunch of them down until Willy eventually dies. Once he does, go and enjoy a slobbery kiss with your girlfriend. The final message is MAY YOU LIVE HAPPILY EVER AFTER. Ahhh, innat nice?"

Many thanx to all of you who contributed to this amazing tipoid. Badges all round I think. (Of course the badges are round. Don't be ridiculous. Ed)

Xenon

Now there's a funny thing... who would have thought you'd be seeing *Xenon* on the Spectrum? They said it couldn't be done. They said it was too complex and sophist... soffist... tricky. Who are they anyway? It was done, and done well. And now **Mark Dow** has done it. But it seems to me he had a little help...

"• I have found a cheat mode in *Xenon*. Start the game as usual and then press **BREAK** to pause. Hold down the keys **TINY**, and then press **Fire**. (Tiny Williams wrote the

game. Geddit?) Hey presto, you'll have an infinite ship, and a message will appear to tell you it's worked."

Coo, wotta beezer geezer you are, Mark to be sure. Did you know, *Xenon* is inert? (Who are you calling a nert? *Xenon*) Anyroad, thanx Mark. Badge in the post. Next!

1943

Crunch! Hello, there's something in this envelope. Eur! It's a crushed cream cracker. All the crumbs have shot into my socks... what's the meaning of this, **James**

Of *A Robot*, plus the solution to *The Fourth Protocol*. Hope you know what you're letting yourself in for, Nigel! Here's his address, tipsters, 31 Meiklefield Road, Dingwell, Ross-shire IV15 9TA. Remember to send him a large sae if you want a reply!

CONTACT SAM CRUISE

Doing the goods on this crinkly old thing from *Microsphere* is **Gareth Hughes**, who has some tips for poor benighted **Tom Ireland**. Tom didn't know what to do when he reached the top floor of the Hotel Royale, but luckily Gareth does...

"Go to the top floor of the Hotel Royale (yes yes we know that bit). Go to the extreme left and discover the body. Answer phone. Hang up, go left, right and press F to pull fuse. Go out, go to top floor (roof) of the cop shop. Go left onto building # (space), find key on second floor, go to third floor and pull fuse. Go out, go to right to building #15 and you will be knocked out. Ignore this. Search building — you should find a key. Go to stairs left to #19, go to roof and go down fire escape, but not all the way: you should see a fat man with a chain. Wait until he comes towards you and walk off the end. If you knock him out go left until you find a key. If you don't, try again. Go to building #27 and go up to roof, climb over to police station roof and fall over the side onto building # (space). Then go out. Don't get close to the police station because there's a gangster there. Go left to building #74, knock on the door, go up and get caught by a gangster, he should drop you off a building. Quickly get up on your feet and go to the top floor of #74. Go right, and there you should find a grappling hook. The rest is up to you."

Clearly, Well, Tim, I hope you understand that, 'cos I don't. Where it says '# (space)' is where I presume Gareth meant to put in the number after he'd written the letter but either forgot or couldn't find out which building it was. But thanks to him for those tips and if anyone can help any further, do drop us a line.

THE GREAT ESCAPE

Right-well at least **Diddy David Aitken** (who, now I've written that, is probably about 8 feet tall) has put one little matter to rest, viz. what to do with the pen and paper in *The Great Escape* — as publicly wondered by **Mark Hodgkins** a while back. Answer? Nothing. You can't pick them up and you don't need them! I for one will sleep better at nights for learning

Elliott?

"• I have a sneaky tip for 1943. All you do is put it on a two player game, and stay behind player two, and then blast away at the baddies. I have enclosed a bribe. Please print this letter."

that information, and I bet Mark will too. Ta, Dave (and thanks for your help on *Sam Cruise* too).

GOOD EGG

Edwina Currie aside, there's one sort of Oeuf that comes entirely salmonella-free: a YS Dr B's Clinic Bon Oeuf. **Chris Delahunty** actually volunteered for this thankless task back in ish 37, but now he's written to me with a full list of the games he can help on. So if you're stuck on any of these, send an sae to him at 44 St Johns way, Thetford, Norfolk IP24 3NW, and he'll help you out. Here goes...

Super Stunt Man, *Stormbringer* 128 (up to 74%), *Ghostbusters*, *ATV Simulator*, *Frank Bruno's Boxing*, *Dark Star*, *Dustin*, *Moley Christmas*, *Shard Of Inovar*, *Rigel's Revenge*, *Play It Again Sam* (Mastertronic), *The Cup*, *Mutant*, *Millionaire*, *Gunship*, *Platoon* (parts 1, 2 and 3), *Energy Warrior*, *Star Raiders 2*, *Cyberoid*, *Samurai warrior*, *Armageddon Man*, *Frankie Goes To Hollywood*, *Beyond The Ice Palace*, *Match Day 2*, *Combat School*, *Renegade*, *Target Renegade*, *720*, *Bionic Commando*, *Trap Door*, *Dark Side*, *Deviants* and *Head Over Heels* (except *Blacktooth*).

Phew, Chris, you'll be putting me out of business at this rate. Remember, clinicians — no sae, no comment.

WIZBALL

A very interesting letter from **Shirley Hamilton**, one of my many female readers (hem hem), who's had some awful probs with the *Wizball* hack in *Smash Tips*. Let her tell you herself:

"When the *Wizball* poke was first listed, I typed it, saved it, checked it, corrected two items, saved it and ran it. The program itself is okay, i.e. no horrid messages after five secs. But I played the game tape from the start — and it locked solidly."

"When *Smash Tips* came along, I had another go or five at *Wizball* — which is said to be *Speedlock 2*. I am exhausted. I typed it, saved it, checked it, and ran it. No nasty messages, so in goes the *Wizball* tape — and it locks up again. Please, does anyone out there have a workable infinite lives hack for *Wizball*? (No wonder *Gauntlet* and *Auf Wiedersehen Monty* are popular — one can actually play the games without the inbuilt hack.)"

A bribe. I... I... don't know what to say... the very idea that I would... crunch... eat a thing that's been in the post... crunch. Yes, that's a point though. I'm on a diet now, so no choccy bars or hob-nobs in the post, cos I can't eat them, okay? (I can! Ed) NEXT!

A damsel very much in distress. Any white knights?

HAYLP 1: DAVID JONES DEPT.

Yes, those *Magic Knight* games are so popular (and so %\$&ing difficult) that we're giving them an entire haylp! section to themselves this month. Can you help with any of these?

STORMBRINGER

"How do you cast *Dimension Merge* and *Melt Granite*?" **Jason Yip**.

KNIGHT TYME

"I can't get past that barrier on *Retreat*, it just says I need more spell power when I try the *Remove Barrier* spell."

Christopher D.

"Where is the magic talisman?" **Antonio Gould**.

"Any POKEs?" **David McGinn**.

"What do you do with the sundial, and what are the co-ordinates of the *Tyme Lords*?" **Gary McEwen**.

SPELLBOUND

"How do I repair the lift?" **Christopher D.**

"How do I get past the *Gas Room*?"

Antonio Gould.

"Any POKEs?" **M. Staunton**.

"How do you cast *Crystallium Spectralis* and *Release Spell*?" **Jason Yip**.

"How do I get over the wall on the fourth floor, help the *Banshee's* distant cousin, and get the fuse off *Lady Rosemary*?" **Gary McEwen**.

Badges, as ever, to anyone who can cast light (or even spells) on these knotty gamesnags.

HAYLP 2: THE EXTRA BITS

Yes, get a little extra haylp with the *Halifax!* (Eh? Ed) No time to waste — let's get down to it.

Chris Lloyd ain't only stuck on *Last Ninja 2*. "Nope. I've got probs with *R-Type* too. How do you pass the snake thing on *Level 2*?" **Richard Parkin**, meanwhile, is glued up on *Finders Keepers* (like many a Clinician in the past, Ricky); "How do you get to the gold door, 'cos I just can't find a route to it?"

Remember, anything printed wins a badge, and the best complete solution I receive each month wins three corky new games! Write with your snags and solutions to Dr B's Clinic, YS, 14 Rathbone Place, London W1P 1DE. See you next month!

DR. BERKMANN'S



CLINIC

More expert help for the games-afflicted.

FIRELORD

A poor sausage was **Tim Johnson**, who wrote a couple of months back about this Hewson oldie asking, "How to get *Princess Eleanor*, the white and the yellow knights, the hermit and the white dragon. Also how do you gain access to the rose, sword and shield, crossbow and candlestick?" He was clearly struggling — in fact, it looks as though he had done well even to load the thing up. But **Nigel A Taylor** is a kind-hearted soul, and here's his reply...

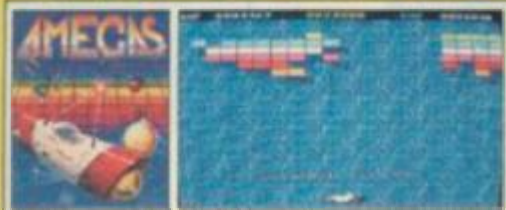
"To find *Princess Eleanor*, first find the *Green Gatehouse*. When you find her you will also find the rose. On your way there, pop into the merchant and drop off any charms you may have found."

"The white knight is next door to the *East Wick of Lower Torroford*." (Problems with writing there — at least I think that's what it says!) "Go through the portcullis and he'll be there with his sword and shield at the ready."

"The yellow knight is near the *West Wick of Upper Bedgedden* and has the crossbow handy. The white farmer who lives nearby has the candlestick."

"To find the white dragon, be prepared to die at the orb and travel past the *east Wick of Lower Bedgedden*." **Nigel** continues: "If **Tim** wants a complete solution and map, get him to send me a large sae and I'll oblige. I also have maps for *Nonterraqueous* and its sequel *Soul*

FREE! TENSTAR PACK WORTH OVER £229!



FREE! - AMEGAS - by Players



FREE! - INSANITY FIGHT - by Microdeal



FREE! - ART OF CHESS - by SPA



FREE! - MERCENARY COMP - by Novagen



FREE! - BARBARIAN, ULT WARRIOR - by Palace



FREE! - TERRORPODS - by Psygnosis



FREE! - BUGGY BOY - by Elite



FREE! - THUNDERCATS - by Elite



FREE! - IKARI WARRIORS - by Elite



FREE! - WIZBALL - by Ocean

Commodore AMIGA



ONLY £3.34 PER WEEK
RETURN COUPON FOR DETAILS

£346.95

+VAT = £399
INCLUDES FREE UK DELIVERY

The Amiga 500 is one of a new breed of technologically advanced computers, which are now emerging as the new standard for home computing, based around the new Motorola 68000 chip. The A500 has 512K RAM and a 1Mbyte double sided disk drive built-in. It can be connected directly to a wide range of monitors, or to a domestic TV set through a TV modulator. Designed with the user in mind, the A500 features a user friendly WIMP environment and comes supplied with a free mouse. And, when you buy your Amiga from Silica Shop, the UK's No1 Amiga specialists, you will experience an after sales service that is second to none, including a technical support helpline and free newsletters and price lists. Return the coupon below for our current information pack, which will give details of the Silica service and the very latest Silica Amiga offers. E&OE

WHY SILICA SHOP?

Before you decide when to buy your new Commodore Amiga computer, we suggest you consider very carefully WHERE you buy it. There are MANY companies who can offer you a computer, a few peripherals and the top ten selling titles. There are FEWER companies who can offer a wide range of products for your computer as well as expert advice and help when you need it. There is ONLY ONE company who can provide the largest range of Amiga related products in the UK, a full time Amiga specialist technical helpline and in-depth after sales support, including free newsletters and brochures delivered to your door for as long as you require after you purchase your computer. That one company is Silica Shop. We have been established in the home computer field for ten years and can now claim to meet our customers requirements with an accuracy and understanding which is second to none. Here are just some of the things we can offer you.

THE FULL STOCK RANGE: The largest range of Amiga related peripherals, accessories, books and software in the UK.

AFTER SALES SUPPORT: The staff at Silica Shop are dedicated to help you to get the best from your Amiga.

FREE NEWSLETTERS: Mailed direct to your home as soon as we print them, featuring offers and latest releases.

FREE OVERNIGHT DELIVERY: On all hardware orders shipped to Silica Shop customers within the UK mainland.

PRICE MATCH PROMISE: We will normally match our competitors offers on a 'same product same price' basis.

FREE TECHNICAL HELPLINE: Full time team of Amiga technical experts to help you with your technical queries.

But don't just take our word for it. Complete and return the coupon below for our latest Amiga literature and begin to experience the Silica Shop specialist Amiga service.

PHOTON PAINT PACK

A500 Computer	£399.99
TV Modulator	£24.99
Photon Paint	£69.95
TenStar Pack	£229.50

TOTAL RRP: £724.43

LESS DISCOUNT: £325.43

PACK PRICE INC VAT: £399

1084S MONITOR PACK

A500 Computer	£399.99
1084S Colour Monitor	£299.99
Photon Paint	£69.95
TenStar Pack	£229.50

TOTAL RRP: £999.43

LESS DISCOUNT: £350.43

PACK PRICE INC VAT: £649

FREE FROM SILICA

When you buy the Amiga 500 from Silica Shop, you will not only get a high power, value for money computer, we will also give you some spectacular free gifts. First of all, we are now including a TV modulator with every A500 stand alone keyboard, so you can plug your Amiga straight into your TV at home (the modulator is not included with the A500+A1084S pack as it is not required for use with monitors). Secondly, we have added a free copy of Photon Paint, an advanced graphics package with an RRP of £69.95. Last (and by no means least!), so that you can be up and running straight away, we are giving away the sensational TENSTAR GAMES PACK with every A500 purchased at Silica Shop. This pack features ten top Amiga titles which have a combined RRP of nearly £230! Return the coupon for details.

FREE TENSTAR PACK

Amegas	£14.95
Art Of Chess	£24.95
Barbarian, Ult Warrior	£19.95
Buggy Boy	£24.95
Ikari Warriors	£24.95
Insanity Fight	£24.95
Mercenary Comp	£19.95
Terrorpods	£24.95
Thundercats	£24.95
Wizball	£24.95
TOTAL RRP:	£229.50

INC VAT

DO YOU OWN AN AMIGA?

If you already own an Amiga computer and would like to be registered on our mailing list as an Amiga user, let us know. We will be pleased to send you copies of our price lists and newsletters FREE OF CHARGE as they become available. Complete the coupon and return it to our Sidcup branch and begin experiencing a specialist Amiga service that is second to none.

SILICA SHOP:

SIDCUP (& Mail Order) 01-309 1111
1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX
OPEN: MON-SAT 9am - 5.30pm LATE NIGHT: FRIDAY 9am - 7pm

LONDON 01-580 4000
52 Tottenham Court Road, London, W1P 0BA
OPEN: MON-SAT 9.30am - 6.00pm LATE NIGHT: NONE

LONDON 01-629 1234 ext 3914
Selfridges 1st floor, Oxford Street, London, W1A 1AB
OPEN: MON-SAT 9am - 6.00pm LATE NIGHT: THURSDAY 9am - 8pm

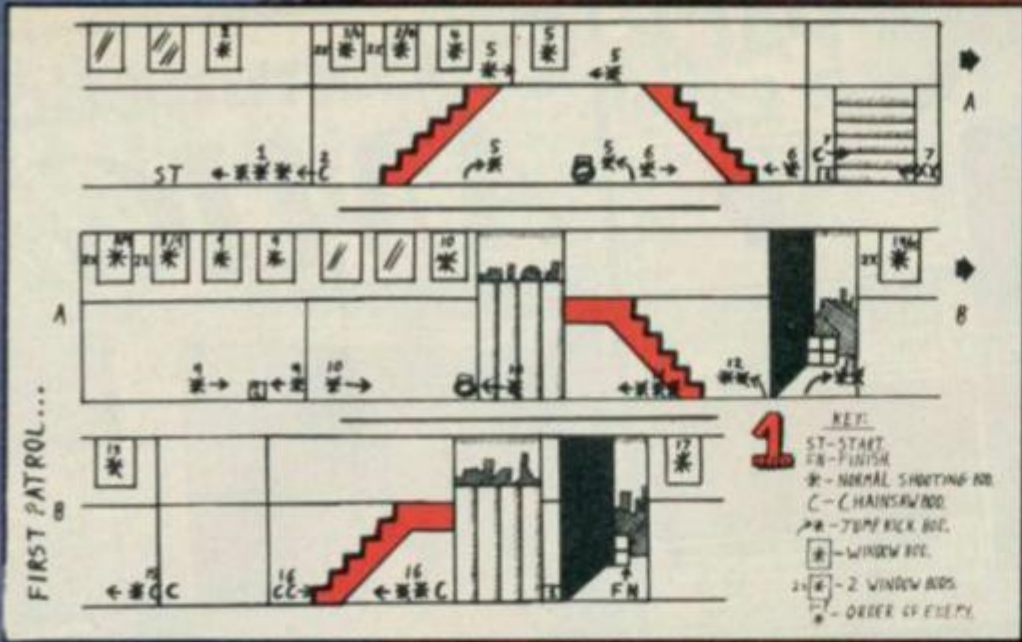
To: Silica Shop Ltd, YOURS 05-89, 1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX
PLEASE SEND ME FREE LITERATURE ON THE AMIGA

Mr/Mrs/Ms: _____ Initials: _____ Surname: _____

Address: _____

Postcode: _____

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

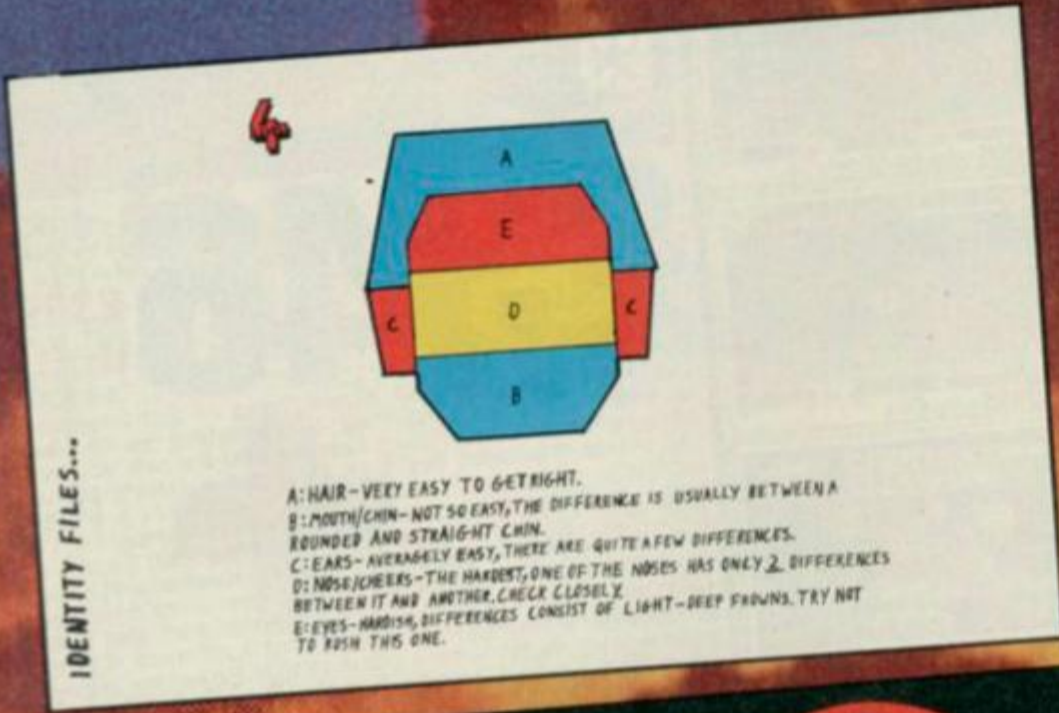


2

KILL THE ATTACKER...

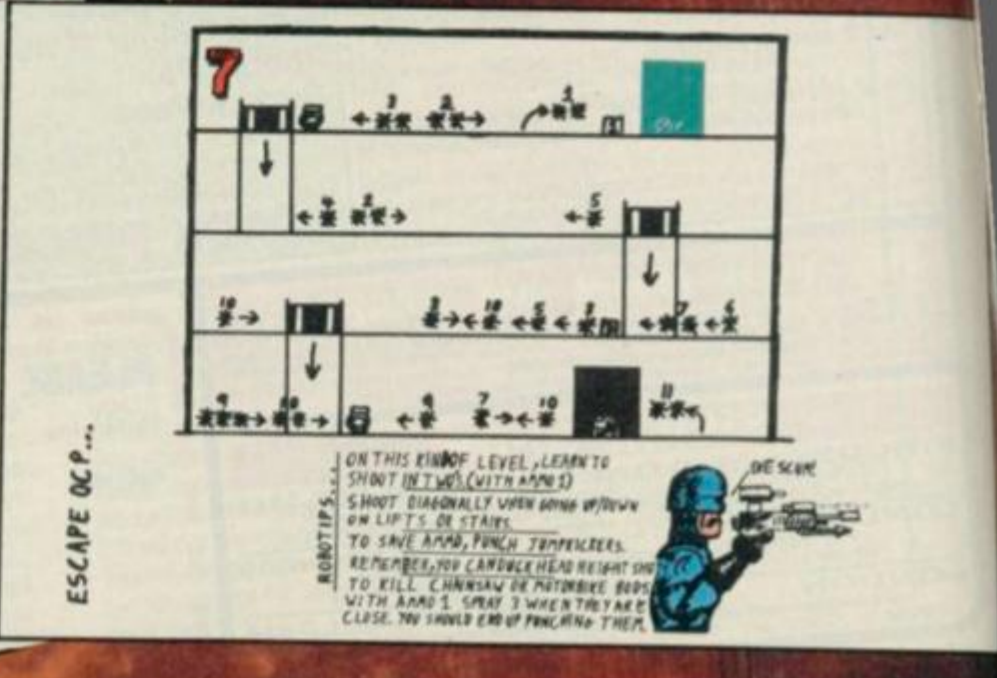
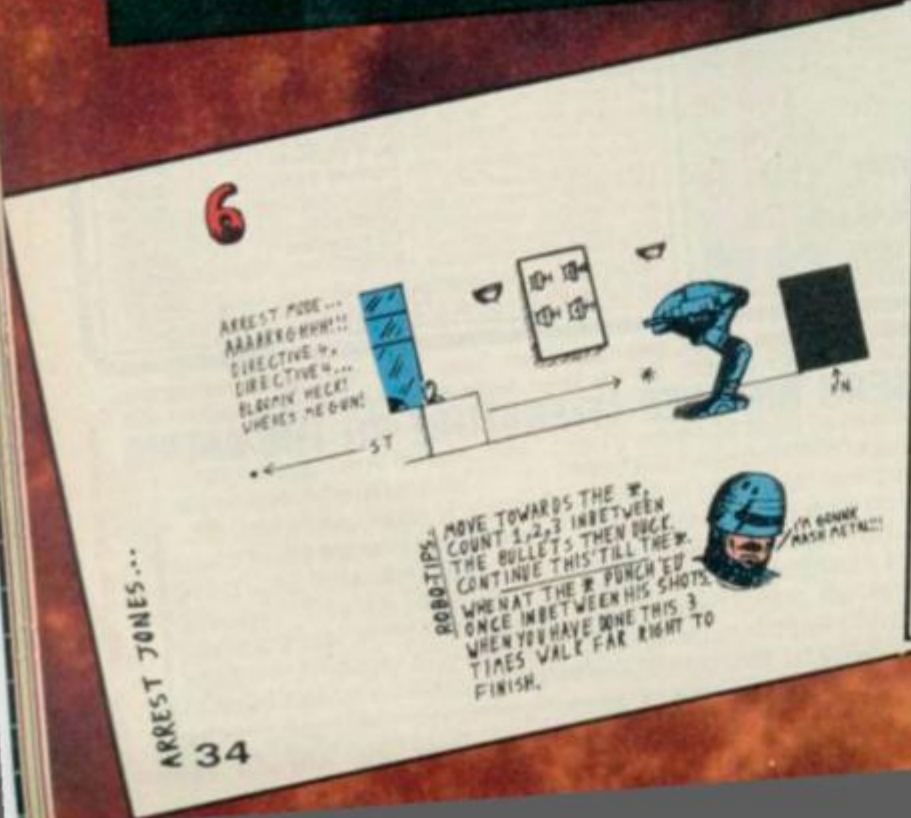
ROBOTIPS: THE BEST WAY TO KILL THE ROBOT IS WITH A SHOULDER GUN. IF YOU HAVE ONE, SHOOT THE WEAK...

ENEMY:	AM:1	AM:2	AM:3
NORMAL BOB	2	1	2
JUMPKICK BOB	2	1	2
CHAINSAW BOB	6	2-3	3
MOTORBIKE BOB	6	-	-
BIG GUN (AM:4) BOB	6	-	-
WINDOW BOB	2	1	2
ED 209 (LEV:6)	-	-	-
ED 209 (LEV:8)	8	-	-
ROGGER (LEV:2)	10	-	-
DICK JONES (LEV:4)	16 (50)	-	-



ROBOBO

THE ROBOCOP "WASTE 'EM" GUN



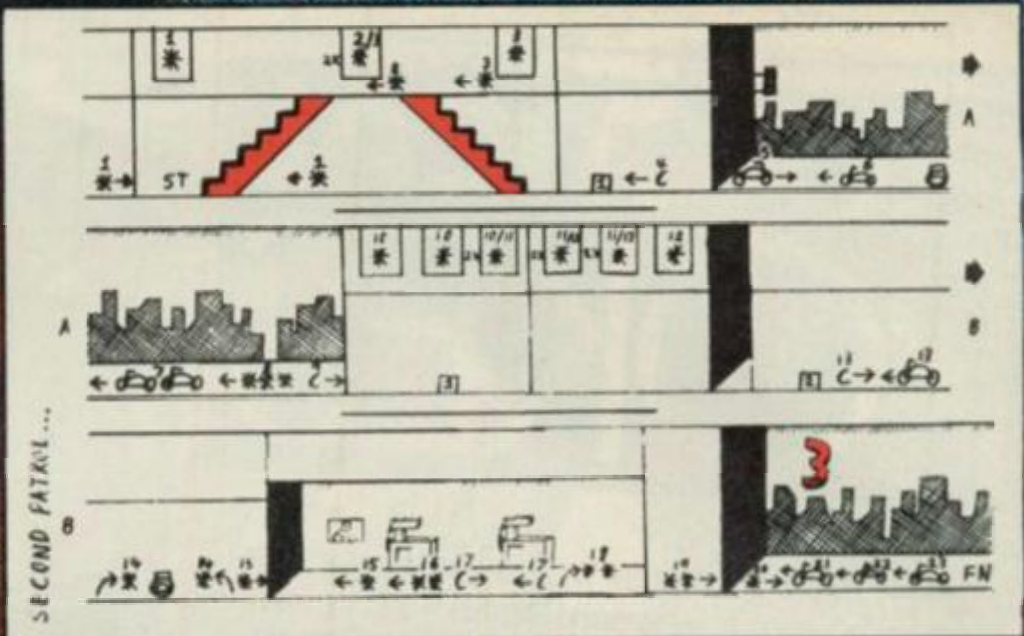
KEY (CONTINUED):

- ☐ - BABYFOO
- ☐ - ARM TYPE 1
- ☐ - ARM TYPE 2
- ☐ - ARM TYPE 3
- ☐ - NOTBOMBER
- ☐ - BAD GUY WITH WEAPON

SCENE KEY:

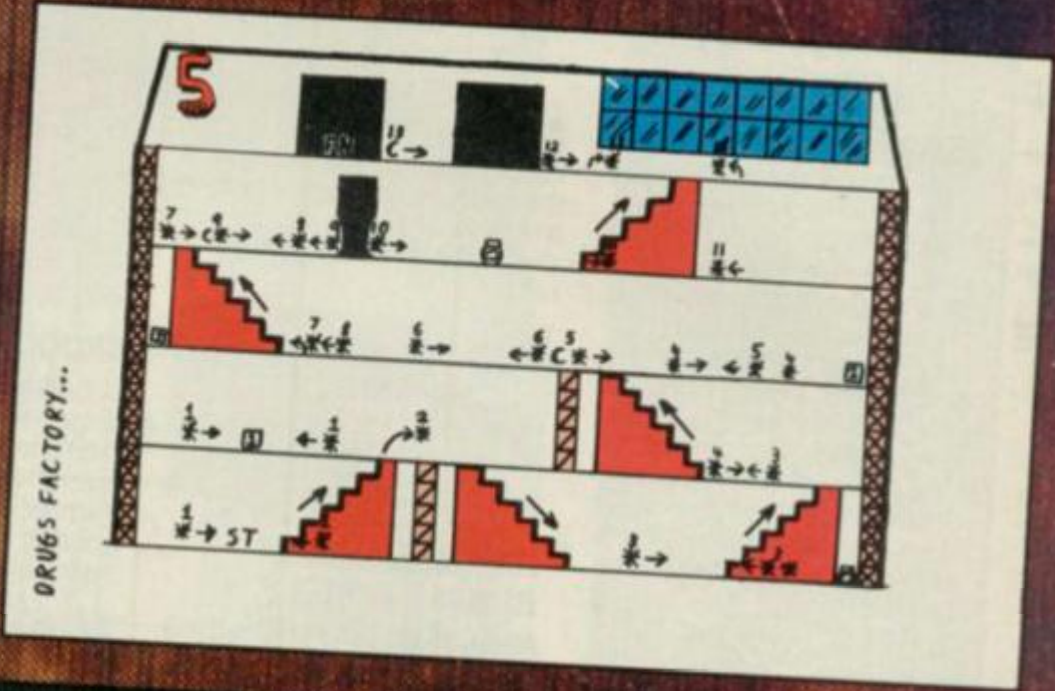
- ↗ - STEPS
- ↗ - STEPS (CLIMBABLE)
- ↑ ↓ - LIFT
- ▬ - DOORWAY
- ▬ - POST (PASSABLE)
- ▬ - POST (UNPASSABLE)

PLACE TO SHOOT
IF 'S IN THE
HIS LEFT IS BEST
LOT OF ENERGE
SPAINIST.

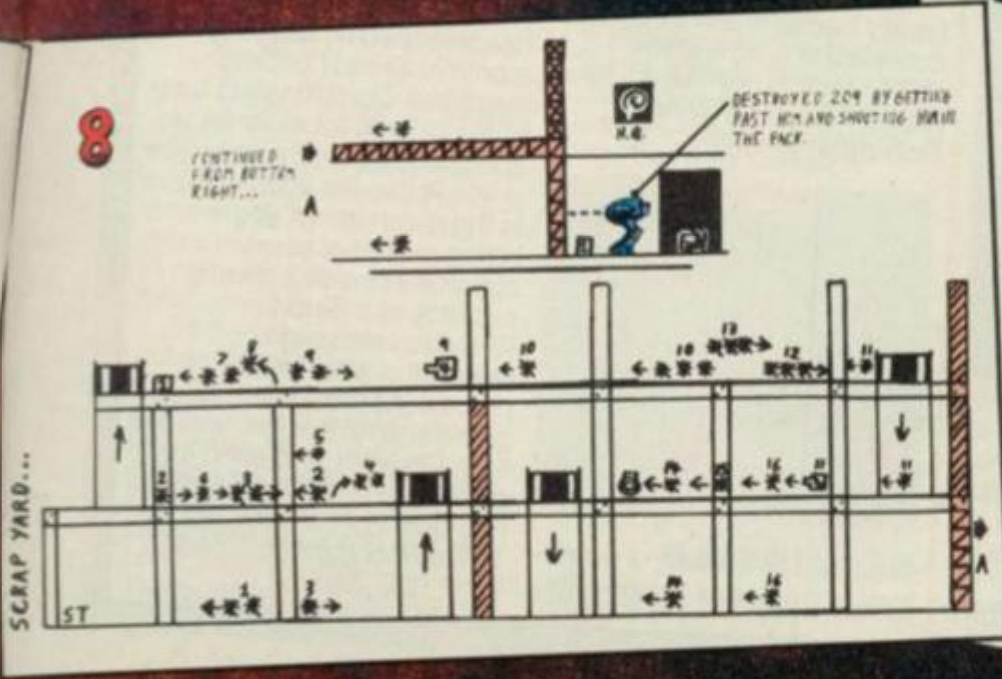


AM:4 PUNCHES

1	1
2	1
2	1
3	2-3
1	1-2
1	1
2	1
1	2
1	1
1	3
3	10
1	1
1	1



COOP



9

Okay, before you say anything... I know we've already done this. But I enjoy the **Macc Mappers** stuff so much, I thought you'd like the benefit of his multifaceted mad mappery. Take it away, **Robochef**.

ROBOTIPS: SEE LEVEL 2, TOP 1. DO NOT SHOOT THE PRESIDENT. ONCE HE IS DEAD, DICK JONES WILL FILL YOU SO FULL OF LEAD, HE COULD SHARPEN YOUR HEAD AND CALL YOU A MUCK!

NICE SHOOTING MURPHY, YOU HAVE RESCUED THE PRESIDENT. HOWEVER, THE FIGHT AGAINST CRIME IS NEVER OVER...

PRACTICAL POKES

Fresh from his ordeal in the Combat Zone, battle worn and weary David 'Fab Wack Macca' McCandless, presents another package of POKES. Yaaaargh!

There's a little change to the norm in POKES this month. Reason? Well it has come to my notice that the amount of people writing in with requests for POKES has reached apocalyptic proportions. My mail-box is practically throbbing with the damn things. So I, mightily benevolent person that I am, have relented and dedicated quite a lot of space indeed to a few of the aforementioned desired POKES. Am I kind or am I kind? Thank you.

DAN DARE I & II

Robert Smith had a bit of hassle with both the original and the sequel. He wrote in moaning for a POKE. And if these don't work this time then my name is Theodore Bumblebottom the Second.

```
10 CLEAR 23999: FOR T=64000 TO 64046: READ A: POKE T,A: NEXT T
20 PRINT AT 10,5:"START DAN DA RE TAPE": RANDOMIZE USR 64000
40 DATA 221,33,203,92,17,199,2
42,255,55,209,86,5,48,241,33,50
94,52,39,53,205,8,93,33,33,91,3
4,31,209,195,238,208,221,33,161,
81,33,231,241,6,6,187,221,78,0,2
21,35,6,0,197,229,17,10,89,237,1
78,235,54,201
40 DATA 205,20,89,225,183,9,19
1,18,229,33,178,254,17,255,255,1
243,4,237,184,178,40,111,259,50
254,254,33,178,91,17,138,255,1,
18,0,237,178,33,107,91,94,17,255
195,244,294,205,110,294,33,110,
294,17,111,254,1,135,0,112,237,1
78,235,54,195
50 DATA 35,54,132,35,54,91,201
62,84,50,128,84,33,146,91,34,18
1,64,195,110,64,62,205,50,98,0,1
75,50,118,0,50,5,0,189,84,202,17
24,14,14,25,21,1,96,54,82,50,17
34,12,24,97,255,51,16,110,64,11
9,0,16,38,255,31,0,16
```

```
10 CLEAR 23999: FOR T=64000 TO 64046: READ A: POKE T,A: NEXT T
20 PRINT AT 10,5:"START DAN DA RE TAPE": RANDOMIZE USR 64000
40 DATA 221,33,203,92,17,199,2
42,255,55,209,86,5,48,241,33,50
94,52,39,53,205,8,93,33,33,91,3
4,31,209,195,238,208,221,33,161,
81,33,231,241,6,6,187,221,78,0,2
21,35,6,0,197,229,17,10,89,237,1
78,235,54,201
40 DATA 205,20,89,225,183,9,19
1,18,229,33,178,254,17,255,255,1
243,4,237,184,178,40,111,259,50
254,254,33,178,91,17,138,255,1,
18,0,237,178,33,107,91,94,17,255
195,244,294,205,110,294,33,110,
294,17,111,254,1,135,0,112,237,1
78,235,54,195
50 DATA 35,54,132,35,54,91,201
62,84,50,128,84,33,146,91,34,18
1,64,195,110,64,62,205,50,98,0,1
75,50,118,0,50,5,0,189,84,202,17
24,14,14,25,21,1,96,54,82,50,17
34,12,24,97,255,51,16,110,64,11
9,0,16,38,255,31,0,16
```

BATTY

Global misunderstanding with this baby. Any troubles getting it to work, then refer to the *Crash Preventor* elsewhere here.

```
WEART BATTY TAPE": LOAD **CODE :
POKE 65522,250: FOR T=64000 TO 64012: READ A: POKE T,A: NEXT T:
RANDOMIZE USR 64753
20 DATA 82,228,50,51,189,62,2,
50,52,189,195,0,104
```

FLYING SHARK & BUBBLE BOBBLE

Mr. B. Ruch ran into double trouble when he tried POKES for these two games. They didn't work. So once again here they are...

```
10 FOR T=45000 TO 45083: READ
A: POKE T,A: NEXT T: PRINT AT 10,
5:"START FLYING SHARK TAPE"
20 LOAD **CODE : RANDOMIZE USR
45000
30 DATA 195,232,175,50,71,255,
122,254,46,192,62,50,50,84,205,3
3,21,255,34,85,205,62,195,50,54,
91,33,235,178,34,59,91,185,0,91,
50,107,92,33,13,178,17,172
40 DATA 91,1,15,0,237,178,195,
81,91,49,112,148,82,205,50,84,20
5,33,203,175,34,85,205,195,0,205
33,0,0,34,14,236,34,181,212,195
58,158,127,72,72
```

```
10 FOR T=32768 TO 189: READ A
20 IF A=999 THEN PRINT AT 10,
4:"START BUBBLE BOBBLE TAPE": PO
KE 32817,90: POKE 32778,90: POKE
32843,91: POKE 32784,91: LOAD **
CODE : RUN USR 32830
21 POKE T,A: NEXT T
30 DATA 50,21,255,102,254,46,1
92,82,50,50,84,205,33,21,255,34,
83,205,62,195,50,58,0,33,32,128,
34,59,0,195,0,50,108,92,33,114
128,17,0,0,1,0,0,237,178,195,81
,0,128
40 DATA 221,181,209,177,144,14
1,178,151,206,198,190,200,237,12
3,112,128,82,205,50,84,205,33,0,
128,34,85,205,33,109,128,126,90,
72,128,50,28,128,50,31,128,50,40
128,50,48,128,35,128,50,42,128,
35,128,50,39,128,195,0,205
50 DATA 91,9,213,80,195,62,52,
50,95,171,195,188,245,999
```

FREDDY HARDEST

Robert Sullivan wrote in complaining that he couldn't get the *Freddy Hardest* POKES printed eras ago to work. Well, here they are again Robert, and if they don't

work this time I'll eat my own toe-nails.

```
10 CLEAR 45000: FOR T=32768 TO 32818: READ A: POKE T,A: NEXT T
1 PRINT AT 10,2:"START FREDDY HA RDEST P1 TAPE": LOAD **CODE : R
ANDOMIZE USR 32768
20 DATA 221,33,134,128,217,6,6
,217,221,110,0,221,102,1,221,78,
2,6,0,17,0,125,237,178,33,107,12
8,1,7,0,237,178,30,231,145,0,125
,221,35,231,35,221,35,217,18,217
,217,33,119,232,17,167,251,1,30,
3,237,178,33,0,200,34,189,254,62
,195,50,197,254,33,78,128,34,148
,254,195
30 DATA 169,254,33,0,200,17,19
7,254,1,11,1,237,178,175,50,64,2
55,33,112,128,17,217,62,24,50,23
7,178,195,197,254,48,177,175,195
,37,128,253,33,58,92,237,86,33,8
8,36,217,62,24,50,5,244,49,223,9
6,195,0,91,18,224,16,34,224,36,1
14,224,32,128,224,14,140,224,25,
178,224,13
```

```
10 CLEAR 45000: FOR T=32768 TO 32818: READ A: POKE T,A: NEXT T
1 PRINT AT 10,2:"START FREDDY HA RDEST P2 TAPE": LOAD **CODE : R
ANDOMIZE USR 32768
20 DATA 221,33,134,128,217,6,6
,217,221,110,0,221,102,1,221,78,
2,6,0,17,0,125,237,178,33,107,12
8,1,7,0,237,178,30,231,145,0,125
,221,35,231,35,221,35,217,18,217
,217,33,119,232,17,167,251,1,30,
3,237,178,33,0,200,34,189,254,62
,195,50,197,254,33,78,128,34,148
,254,195
30 DATA 169,254,33,0,200,17,19
7,254,1,11,1,237,178,175,50,64,2
55,33,112,128,17,217,62,24,50,23
7,178,195,197,254,48,177,175,1
95,37,128,253,33,58,92,237,86,33
,88,28,217,62,58,50,92,236,49,25
5,97,195,0,91,17,224,16,33,224,3
8,113,224,32,125,224,14,139,224,
25,175,224,13
```

SKOOL DAZE

M College sold me his soul to get a hack for this game. You didn't have to go that far M., but — hey — what's eternal damnation and fiery torment got that a working POKE hasn't eh?

```
10 CLEAR 30000: FOR T=32943 TO 33124: READ A: POKE T,A: NEXT T
1 PRINT AT 10,5:"START SKOOL DAZ E TAPE": POKE 33072,0: RANDOMIZE
USR 32943
20 DATA 221,229,241,214,128,25
4,2,58,3,221,127,204,17,23,0,221
,25,34,174,33,255,90,175,54,90,1
,255,26,54,0,237,184,17,0,128,33
,86,5,1,175,0,237,178,33,80,128,
54,225,48,128,54,225,48,113,84,2
27,46,121,54,237,46,146,54,11,46
,158,54,0,48,116,34,128,128,48,1
41,34,36,128,34,45,128,24,117,12
8,46,145,34,23,128,34,60,128,34,
70,128,34,142,129,33,39,129,34,9
128,49,128,129,221,33,0,84,37,1
0,0,82,255,95,195
30 DATA 0,128,62,254,221,174,2
55,32,148,50,388,128,17,248,63,2
05,83,128,221,126,255,254,7,32,1
32,221,33,0,0,17,185,0,205,83,12
8,221,33,186,128,62,38,50,138,12
8,37,205,112,128,58,245,255,238,
116,32,224,50,55,118,50,236,247,
195,224,94
```

UNDERWULDE

I really had to brush away the cobwebs to grab a grimy POKE for this pre-Raphaelite game. And all for John Robinson as well.

```
10 CLEAR 84500: FOR T=64507 TO 64554: READ A: POKE T,A: NEXT T
1 FOR T=23296 TO 23312: READ A:
POKE T,A: NEXT T: PRINT AT 10,5:
"START UNDERWORLD TAPE": RANDOMI
ZE USR 64512: LOAD **
100 DATA 243,245,58,173,96,254,
243,32,51,82,91,50,173,96,175,50
176,98,237,96,241,255,251,237,7
7,243,62,251,1,1,1,32,0,253,229,
209,19,119,237,176,62,253,237,71
,237,94,251,201,33,9,91,34,234,2
43,195,166,243,62,116,50,117,144
,195,242,103
```

NETHERWORLD

Crikey a modern POKE in this

page of disentered hacks. You've Graham Mason to thank for this reprieve.

```
10 REM NETHERWORLD hack by G.
MASON
20 CLEAR 24899: LOAD **CODE
30 POKE 25024,201: RANDOMIZE
USR 25000
40 POKE 33551,0: REM LIVES
50 POKE 65500,255: REM SPEED
60 RANDOMIZE USR 28316
```

INCIDENTALLY...

I resurrected most of the oldies this month from a POKE tape from TAURUS software. It contains 217 ready-to-run hacks and cracks and is available (priced £2.00) from Taurus Software, 14 Coniston Avenue, Darton, Barnsley, S75 5BB. Well recommended.

CRASH PREVENTOR

Right if you're having trouble understanding how these POKES work and how to get them working, then follow this simple, straightforward, basic, rudimentary, uncomplicated, plain guide.

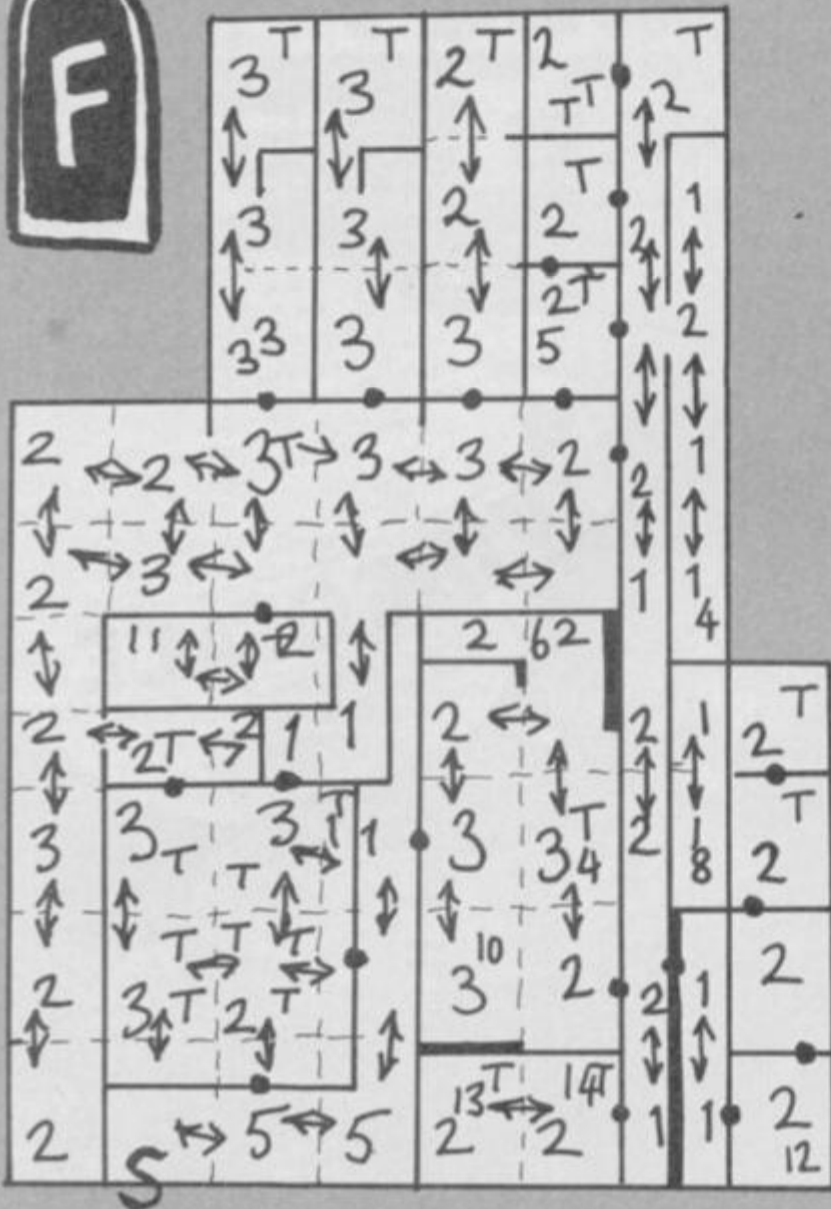
- 1) Type in the hack program and double check that data.
- 2) Save it into tape for later use.
- 3) Rewind your game tape to the start.
- 4) RUN the hack program.
- 5) If "integer out of range" appears then you have a number over 255 in your data — go back and check it.
- 6) If "error in data" appears then you have typed in the data wrongly — go back and check it.
- 7) If "E: out of data" appears then you have missed some data numbers — go back and check it.
- 8) If nothing appears then play your reword game tape.
- 9) Give those aliens one from me okay?

BYE-BYE!

And that's it. Another month has swooped by and next month is already circling overhead. Don't forget to tune in next month for more hacks and cracks, POKES and jokes — you know, the usual thing. In the meantime, if you're sitting in front of your computer one day, gazing vacantly at a Sinclair Research message, wondering what to do, just pick up a disassembler, a game and rip it apart. Just like that. Oh yeah, and send any results to David McCandless, Practical Pokes, Your Sinclair, 14 Rathbone Place, London, W1P 1DE. See ya!



Only level one for this *Rambo III* map, (don't push me!) but I like **Simon Knowles** and he has promised to send us level two soon. So that's alright then.



RAMBO III

Extra Supplies and Objects



Extra Firepower



Extra Energy



Extra Ammo



Extra Grenades



Dynamite (Smart Bomb)



Energy (Food)



Energy (Food)

Operation Wolf

Ooh, before I forget, let's take a quick shuftly at *Operation Wolf*. A very popular game, by all accounts. I wonder if it's got anything to do with the fact that it involves plastering bits of soldiers all over the landscape? Prob-a-billy.

So thanx in no particular order to **Neil Torrens, Leigh Williamson, Macc Mapper, Brian Doyle, Gary Holcombe, Neil Price, Mark Phillips, Stuart Park, Philip McCardle, Andrew Flanagan, Chris Delahunty, Terry Hill**, and last but not least **Andrew Thompson**, for all the mounds

of hints and tips they sent. Now what am I going to do with them all...? Hmm, I could always print them, I spose.

• Here is a cheat for *Op Wolf*. And it goes like this. Just load in the 128K version in a 48K machine or 128K in 48K mode. You are miraculously transported to level six! Woah!

• Helicopters: Big boys, these. Bullets take too long. Use a grenade to teach 'em a lesson. Try to get them as soon as they come on screen.

• Armoured Cars: Don't bother with grenades. Just keep your finger on the fire button as soon as they come on screen.

• Boats: Easy pickings. Use the 'keep firing' tactic, unless there's a batch of them, in which case you should lob a grenade.

• Normal Soldiers: These throw knives and grenades at you. You only need one shot to kill them, though.

• Flat Heads: These Schwarzenegger types need to be shot in the head once, but do it quick.

• Prisoners: These include nurses, women and boys. They run across the screen and get in your line of fire. They'll drain your energy if you hit them.

• Hostages: These appear on levels five and six. You must let them pass, and you gain points.

General Tips

- If there's a crowd of helicopters fire a grenade at the middle.
- Don't panic!
- Never fire wildly. You waste ammo.
- Try to conserve grenades for later levels.
- The enemy don't come in any particular order, so be prepared.
- Don't shoot dynamite when a prisoner is on screen.
- Sometimes you can grenade a very large crowd of soldiers.

Groovy Fellers. Ideologically unsound, but dead groovy. *Keep it up.

And so Tebbit

And now the end is near. Many splendiferous thanx to all of you for your tips, and I look forward to the next batch. Send them to me **Phil Snout**, YS Tipshop, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. And don't forget, every one I print gets an 'I've Got Big Tips' badge... coo, er, gosh!

ROMANTIC ROBOT present

FANTASTIC SPECIAL OFFERS

GENIE

GENIE works with MULTIPRINT, MULTIFACE 1 and MULTIFACE 128 only.

GENIE can disassemble ANY RUNNING program at ANY point. Install GENIE into MULTIFACE or MULTIPRINT. LOAD any program, RUN & STOP it whenever you wish and let GENIE disassemble it. GENIE can also DUMP to printer, SEARCH and FIND text, op-codes, VIEW and ALTER contents of memory or Z80 registers, etc. Essential for any micro user.

VIDEOFACE

digitiser turns pictures from a video camera or recorder into standard hi-res Spectrum screens. Screens can be copied to printer, incorporated into other programs saved to tape or 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.

You can even adjust the grain (the black and white ratio) and create special effects! VIDEOFACE is a unique, most useful and powerful add-on.

MULTIPRINT

THE ULTIMATE SPECTRUM PARALLEL PRINTER INTERFACE.

INSTANTLY usable (software in ROM). LIST, LPRINT and COPY plus a unique FREEZE BUTTON to stop any program and change any printing parameter (incl. COPY sizes & types, LINE feed, width, spacing, all margins, etc.) any time. Also fully PROGRAMMABLE in BASIC. Menu-driven, a JOY TO USE. Built-in MULTI-TOOLKIT. With 1.2m printer cable.

LIFEGUARD

ONLY £6.95

LIFEGUARD IS AN INFINITE LIFE FINDER. INSTALL IT INTO THE MULTIFACE ONE OR 128, LOAD ANY GAME AND LET LIFEGUARD LOOK FOR INFINITE LIVES, AMMO, ETC. ONCE IT FINDS IT YOU'LL WIN AGAIN AND AGAIN...

MULTIFACE - THE ESSENTIAL SPECTRUM COMPANION

multiface one + 128

MULTIFACE can stop ANY program at ANY point and COPY it to disk, cartridge, wifer (tape) or word (printer). MULTIFACE automatic menu-driven user. BASIC, MULTIFACE ADVANCED, LAST to use. Can load a game, press a button to FREEZE it and use MULTIFACE COPY it. Operates in SAVE and COPY screens. Most efficient COMPIILING. Built-in unique MULTITOOLOKIT. Essential for Spectrum. Available on RAM cartridge. Ideal for GENIE, LIFEGUARD etc.

MULTIFACE 1 has a joystick interface and works in 48K mode. MULTIFACE 128 (not for Wafadrives) in 48 & 128K mode. Disc and +D versions on request.

MULTIFACE 3

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

"If you want to use commercial Spectrum software with the Plus 3 you MUST also buy a Romantic Robot Multiface 3, or Amstrad's disk drive will be useless with commercial software. The Multiface 3 is the ONLY reliable way to copy Spectrum programs to disk." (Computer Shopper)

"Any 128K+3 owner will find it a wonderful device, indispensable even." (Sinclair User)

"THE PLUS 3 DISC SOLUTION" (Sinclair User)

The SALE prices apply strictly to MAIL ORDERS only if received 1.4.89-15.5.89 with the coupon below.

NOTE! SPECTRUM+2A requires MULTIFACE 3!

MAKE YOUR SPECTRUM HAPPY: BUY IT A MULTIFACE!

I enclose a cheque/PO for £ + p&p to UK & Europe £ 1.00 Overseas £ 2.00

or debit my No

Name Card expiry

Address

MULTIFACE ONE	£ 34.95	MULTIFACE 128	£ 39.95
GENIE ONE	£ 9.95	GENIE 128	£ 9.95
MULTIFACE THREE	£ 39.95	M3 w/through port	£ 44.95
MULTIPRINT	£ 34.95	VIDEOFACE DIGITIZER	£ 39.95
LIFEGUARD	£ 6.95	MUSIC TYPEWRITER	£ 7.95
SPECTRUM+3 DISCS	£ 2.75	SPEC.+3 TAPE LEAD	£ 2.95

ROMANTIC ROBOT UK LTD 54 Deanscroft Ave., London NW9 8EN ☎ 24 hrs 01-200 8870 YS

Gremlin £7.99 cass/£12.99 disk



Davey Quick! Pinch me, I must be dreaming! Is this a footie game I see before me? How has it escaped the clutches of Dr Marcus? Maybe he was too busy chatting with his pal Simon Bates. Anyway, here we go, here we go, here we go.

Hot Shot is a footie simulation, played from an overhead viewpoint. You take the role of an international side and can choose your team from the humble England, Wales, Scotland, or Ireland (Republic or Northern) right through to the mighty Brazil or Argentina! The teams are organised (confusingly) from the First through to the Fourth Division, and you must attempt to steer your team to the top of the league. The players can perform sliding tackles and headers, but be careful if you are prone to a bit of foul play, 'cos there at the bottom of the screen is the ref complete with his card collection. (And I'm not talking about PG Tips picture cards!)

Hot Shot gives you the option of changing the length of the game between 10, 30, 60, or 90 minutes. The middle two seem the best. This is because the computer usually gets at least one goal in, and thus the shorter the game length you choose, the less time you get to equalise, let alone win!

The gameplay is very much like Match Day II, with you controlling whichever player is nearest the ball. This causes the usual problems, like

Gary Lineker's



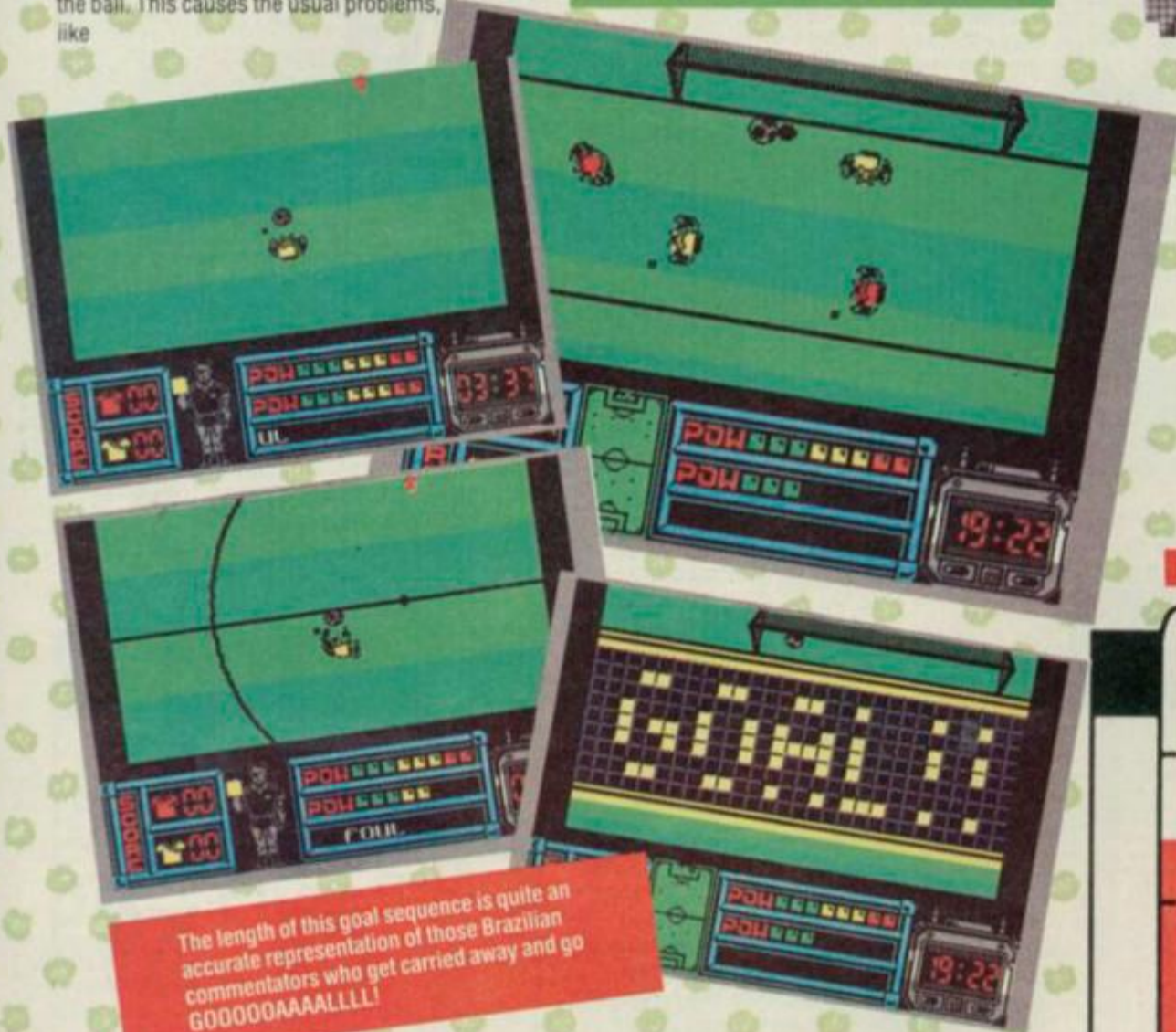
HOT SHOT!

then a large amount of guesswork takes over. To its credit, Gremlin has tried to overcome this by showing a display of the pitch in the bottom left hand corner of the screen. This shows the whereabouts of the ball, but apart from this does little to alleviate the luck element.

Gazza Lineker's Hot Shot is a straight arcade football game in the style of Match Day II. Its sprites aren't as big, but it's a faster, smoother game than Match Day. If you're a footie sim fanatic, or in the market for your first arcade football game, then you'll probably find Hot Shot a fun game. If you already possess most of the other football games on the market then you won't find much new in this one. Mind you, if you do have most of the other football games on the market then you're no doubt soccer loopy and I'm probably wasting my breath!



Gerroff! I never touched him ref!



The length of this goal sequence is quite an accurate representation of those Brazilian commentators who get carried away and go GOOOOOAAAALLLL!

when you have two players at an equal distance from the ball, nine times out of ten you end up moving the wrong one in completely the wrong direction. But you can dribble (Ugh! You messy readers! Ed) and boot the ball in different directions with different amounts of power. And fortunately, or unfortunately depending on how confident you feel, your goalkeeper is computer controlled and moves automatically, (a trifle too slowly for my liking,) to whichever side of the goal is under threat.

The dilemma that must face programmers of these games is in the area of game scale. If you opt for nice big player sprites, then you are only able to show a small area of the pitch at a time. On the other hand, if you choose to show as much of the pitch as possible, then this is at the expense of the players who will be teeny weeny dots! Hot Shot of course opts for the large(fish) sprites. This means that although the sliding, tackling, and heading, is quite nice, when it actually comes to shooting at goal from any distance over about ten feet, or even passing up the field to any of your team mates,

final



60°



65°



65°



75°

Diagnosis

An enjoyable game, which despite having little new to offer to the seasoned Specky football player, compares favourably with its rivals.

68°

verdict

Exxos/£9.95 cass/£14.95 disk



Sean Eek, it's the spooky Captain Blood, brave explorer of the galaxy, setting out on a mission which would make even T'zer cry. There's a huge galaxy ahead of you (you're Cp'n Blood you see) and your task is to destroy five 'Numbers', (clones of yourself) from which you'll suck enough body fluid to continue your life without dying. Yuk!

You begin the game near an inhabited planet, which is lucky. Cos most of the planets in the game are merely a set of co-ordinates with randomly generated terrain and no life forms at all. Anyway, having found this planet you're now faced with three options. You can either send an OORX to photograph the planet surface, (this will show you if the planet has any defence systems), destroy the planet (kaboom!), or send an OORX baby to the planet surface to seek out any lifeforms.



Seeing as it's in your own interest to find a 'number', it's best not to destroy the planet, but to send your OORX in to check it out. Besides, if you don't you'll miss out on one of the best bits of the game, the 'Flying Over The Planet's Terrain' sequence.

This is one of the most impressive sequences in the game, and screenshots cannot do justice to the visual impact of the terrain moving towards you, rising and falling as you swoop and soar over the surface in search of either a defence system or life form.

Once your OORX is under way, if the planet has a defence system, lines will emerge from both sides of the screen, which means that you have



Here is your little red droid exploring a planet. Flying low avoiding detection by the planets defence system, But watch out for those mountains!

been detected. When these lines meet in the middle, your OORX will be destroyed. So if you're detected, flying low and slow will give protection, but it does take time to get anywhere, and I found the best policy was to zoom along until the detection lines got close to each other, and then to dive low and stop for a moment or two while they 'lose' you.

On reaching the end of a valley, you will be presented with a 'photograph' of the surface. If the planet is uninhabited, this is all you'll get, and it's time to find another. But if, joy of joys, you have stumbled on an inhabited planet, the occupant appears in a box on screen, and you can now engage it in 'conversation'.

You do this by using a Planetary Phrase Book



Here is your little red droid exploring a planet. Flying low avoiding detection by the planets defence system, But watch out for those mountains!

which contains such useful phrases as 'Where is the Post Office?' No, actually you use a set of around 120 icons each representing one word, which are translated from Iconese into English when you point to them. But it proves to be an unrewarding and cumbersome exercise for several reasons.

Firstly, only about a quarter of the icons can be seen on screen at one time, and with so many to grasp, it's kind of impossible to remember what words you can use to communicate with, and after several hours play, I still couldn't get to grips with it. The aim of conversation is, I suppose, to get lots of useful information which will point you to the right planets to begin your search for the 'numbers'. But as communication proved difficult, the playability of the game was dramatically reduced.

This is a very difficult game to accurately review. In a sense, it's an adventure disguised as a pseudo-Elite strategy style game, and consequently seems to defy pigeon-holing. The graphics (and sound on the biggie versions) are excellent, and the presentation of the game is straightforward and easy to use. Though if you've got to spend several hours communicating to get anywhere, you only get to appreciate the quality of programming intermittently!

ICON DICTIONARY



Yes, I will go down to shops for you Matey!



No, I won't do that sort of thing, especially on our first date!



I want a choccy bar!



You're going to buy it for me, Alien-face.

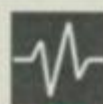


Wot's Luke Skywalker doing here?

Once the icon communication system is grasped, then I expect that real progress could be made in the game, and zapping round the galaxy in search of the clones could have the campaigning appeal of, say, trying to reach Elite status, or solving a massive adventure.

I doubt, however, that there are many gamers, zappers, strategists or adventurers - who are willing to put the long preliminary hours in, simply to get properly involved. This is reflected in my mark, but those who chose to persevere might find an intelligent strategy game lurking here.

final



62°



90°



60°



58°

Diagnosis

Curious game, proving difficult to get to grips with, but which might benefit from perseverance.

68°

verdict

520ST-FM SUPER PACK



**1Mb DISK DRIVE
£450 OF SOFTWARE**

ARCADE GAMES

Arkanoid II	Imagine	£19.95
Beyond The Ice Palace	Elite	£19.95
Black Lamp	Firebird	£19.95
Buggy Boy	Elite	£19.95
Chopper X	Mastertronic	£9.99
Ikari Warriors	Elite	£14.95
Marble Madness	Electronic Arts	£24.95
Quadralin	Logotron	£19.95
Ranarama	Hewson Consultants	£19.95
Return To Genesis	Firebird	£19.95
Roadwars	Melbourne House	£19.95
Starquake	Mandarin	£19.95
Test Drive	Electronic Arts	£24.95
Thrul	Firebird	£9.95
Thundercats	Elite	£19.95
Wizball	Ocean	£19.95
Xenon	Melbourne House	£19.95
Zynaps	Hewson Consultants	£19.99

SPORTS SIMULATIONS

Eddie Edwards Super Ski	Elite	£19.95
Seconds Out	Tynesoft	£19.95
Summer Olympiad '88	Tynesoft	£19.95

PRODUCTIVITY SOFTWARE

Organiser	Triangle Publishing	£49.95
-----------	---------------------	--------

JOYSTICK

Atari CX40 Joystick	Atari Corp	£4.99
---------------------	------------	-------

FREE ATARI BUNDLE VALUE: £458.97

£399

INCLUDING VAT

With SM124 mono monitor: £498 inc. VAT With SC1224 colour monitor: £698 inc. VAT

1040ST-FM PROFESSIONAL PACK

NOW WITH TV MODULATOR

For the serious home user and the small business, we are pleased to announce a new package based around the 1040ST-FM. The 1040ST-FM has 1Mbyte RAM and a 1Mbyte built-in disk drive. In addition, the 1040ST-FM now comes with a TV modulator built-in. (The previously available 1040ST-F was designed for use with a monitor only and did not come with a modulator.) This modulator allows the 1040ST-F to be plugged directly into any domestic TV set, and comes complete with a lead to allow you to do so. The new 'Professional Pack' from Silica includes the new 1040ST-FM with modulator plus four high quality software packages including a spreadsheet, database, word processor and programming language. This 'Professional Pack' software will enable you to get straight down to business with your new computer. In addition to this software (worth £364.84), if you buy the Professional Pack from Silica Shop, you will also receive the Silica ST Starter Kit (worth over £200), FREE OF CHARGE. Return the coupon for further information.



£499

INCLUDING VAT

ATARI 1040ST-FM	(Computer)	£499.99
VIP PROFESSIONAL	(Spreadsheet)	£149.95
MICROSOFT WRITE	(Word Processor)	£149.95
SUPERBASE PERSONAL	(Database)	£59.95
BASIC DISK & MANUAL	(Language)	£24.98

NORMAL RRP: £884.82

LESS DISCOUNT: -£385.82

PROFESSIONAL PACK PRICE: £499.00

With SM124 mono monitor: £598 inc. VAT
With SC1224 colour monitor: £798 inc. VAT

2Mb & 4Mb MEGA ST

The MEGA ST computers are styled as a lightweight keyboard with a separate CPU, connected by a coiled telephone style cable. There are two versions of the MEGA ST, one with 2Mbytes of RAM and the other with 4Mbytes. Each version has a 1Mbyte double sided disk drive built-in to the CPU unit. The MEGA ST's do not come with modulator built-in and must therefore be used with a monitor. With every MEGA ST purchased, we will add the 'Professional Pack' software (worth £364.83) detailed above, plus the Silica ST Starter Kit (worth over £200) both FREE OF CHARGE. Return the coupon for further details.

2Mb MEGA ST

£899 inc. VAT

+ mono monitor = £998

+ colour monitor = £1198

4Mb MEGA ST

£1199 inc. VAT

+ mono monitor = £1298

+ colour monitor = £1498



DTP PageStream £149 +VAT =£171.35

Desktop Publishing (DTP) is one of the latest growing applications for personal computers. We are pleased to announce a powerful low cost package for the Atari ST called PageStream. PageStream costs only £149 (incl. VAT) and, because it works with an Atari 1040ST and a Silica 3P-1600 printer, you can be up and running with a complete system for less than £300. Some of the features of PageStream are listed to the right. If you would like further information on this program, complete and return the coupon below, ticking the 'DTP' box in the corner.

- TEXT-FLOW AROUND GRAPHICS
- ROTATION OF TEXT & GRAPHICS
- SLANT OR TWIST ANY OBJECT
- POSTSCRIPT COMPATIBLE
- TAG FUNCTION
- AUTO-MANUAL KERNING & HYPHENATION
- GROUPING OF OBJECTS



ST COMPUTERS

The range of Atari ST computers offers something for everyone. From the games enthusiast who wants the challenge of the very best in arcade action, to the businessman who wants to make financial forecasts or faultless presentations. The ST offers high quality graphics, sound and speed for the gamer, whilst providing a fast, user friendly and affordable solution to business. The ST is now firmly established in the home environment and boasts a wealth of users in education, local government, television, and a variety of different businesses. Software for the range stretches to cover applications as diverse as ENTERTAINMENT, ACCOUNTS, ART, COMMUNICATIONS, COMPUTER AIDED DESIGN, DATABASES, DESKTOP PUBLISHING, EDUCATION, MUSIC, PROGRAMMING, SPREADSHEETS, WORD PROCESSING and more. For a full list of the software available, as well as details of the ST range, complete and return the coupon below.

All prices correct at the time of going to press. £820

520ST-FM EXPLORER PACK WITH BUILT-IN 1Mb DISK DRIVE



The value for money offered by the Atari ST range is reflected in the Explorer Pack featuring the 520ST-FM computer with 512K RAM. The 520ST-FM computer now comes with a built-in 1 Mb double sided disk drive as well as a free mouse controller and a built-in TV modulator. The new 520ST-FM Explorer Pack includes the 520ST-FM computer, the arcade game Ranarama, a tutorial program and some useful desktop accessories. In addition, if you buy the Explorer Pack from Silica, we will give you the Silica ST Starter Kit worth over £200, FREE OF CHARGE. Return the coupon for details of our Starter Kit and of the full ST range.

£260

ONLY £2.51 PER WEEK
RETURN COUPON FOR DETAILS
+VAT= £299

+ SM124 mono monitor: £398 inc. VAT + SC1224 colour monitor: £598 inc. VAT

WHY SILICA SHOP?

Before you decide when to buy your new Atari ST computer, we suggest you consider very carefully WHERE you buy it. There are MANY companies who can offer you a computer, a few peripherals and the top ten selling titles. There are FEWER companies who can offer a wide range of products for your computer and expert advice and help when you need it. There is ONLY ONE company who can provide the largest range of Atari ST related products in the UK, a full time Atari ST specialist technical helpline and in-depth after sales support, including free newsletters and brochures delivered to your door for as long as you require after you purchase your computer. That one company is Silica Shop. We have been established in the home computer field for ten years with an annual turnover in excess of £8 million and can now claim to meet our customers requirements with an accuracy and understanding which is second to none. But don't just take our word for it. Complete and return the coupon below for our latest literature and begin to experience the Silica Shop specialist Atari service.

- SILICA STARTER KIT:** Worth over £300, FREE with every Atari ST computer bought from Silica.
- PROFESSIONAL PACK:** Free business software with 1040ST-FM and MEGA ST's bought from Silica.
- DEDICATED SERVICE:** 7 full-time Atari trained staff with years of experience on Atari servicing.
- THE FULL STOCK RANGE:** All of your Atari requirements from one place.
- AFTER SALES SUPPORT:** The staff at Silica are dedicated to help you get the best from your ST.
- FREE CATALOGUES:** Mailed direct to your home as soon as we print them, featuring offers as well as all of the new releases.
- FREE OVERNIGHT DELIVERY:** On all hardware orders shipped within the UK mainland.
- PRICE MATCH PROMISE:** We will match competitors on a 'same product same price' basis.
- FREE TECHNICAL HELPLINE:** Full time team of Atari technical experts always at your service.

**FREE SILICA STARTER KIT
WORTH OVER £200**
WITH EVERY ST - RETURN COUPON FOR DETAILS
ALL PRICES QUOTED INCLUDE FREE UK DELIVERY

DO YOU OWN AN ATARI ST?

If you already own an Atari ST computer and would like to be registered on our mailing list as an ST user, let us know. We will be pleased to send you copies of our price lists and newsletters FREE OF CHARGE as they become available. Complete the coupon and return it to our Sidcup branch and begin experiencing a specialist ST service that is second to none.

SILICA SHOP:

SIDCUP (& Mail Order) 01-309 1111
1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX
OPEN: MON-SAT 9am - 5.30pm LATE NIGHT: FRIDAY 9am - 7pm

LONDON 01-580 4000
52 Tottenham Court Road, London, W1P 0BA
OPEN: MON-SAT 9.30am - 6.00pm LATE NIGHT: NONE

LONDON 01-629 1234 ext 3914
Selfridges (1st floor), Oxford Street, London, W1A 1AB
OPEN: MON-SAT 9am - 6.00pm LATE NIGHT: THURSDAY 9am - 8pm

To: Silica Shop Ltd, YOURS 05-89, 1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX
PLEASE SEND FREE LITERATURE ON THE ATARI ST

Mr/Mrs/Ms: Initials: Surname:

Address:

Postcode:

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

DTP

Grand Slam/£8.99

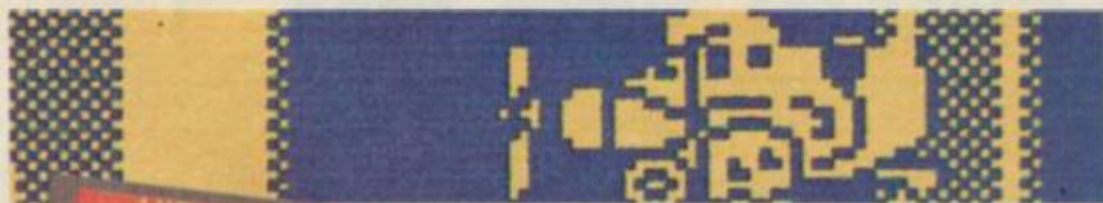


Marcus Perhaps I'm going slightly bonkers (I always thought you were 10 pence short of a phonebox as it was.

Ed), but I'm sure that this game has been on the stocks since, well, the beginning of time, or thereabouts. Certainly that tell-tale '©1984 Namco Ltd' under the title reveals that this is a conversion of a very old coin-op indeed. And sadly, it shows.

Pacman, of course, was so successful as a coin-op that it entered the language in a way that even *OutRun* can't hope to rival (try asking your parents which 'video games' they've heard of and you can bet your *Viz* T-Shirt they won't say *Afterburner*). It's hardly surprising that Namco tried to eke out every last variation from this winning formula, but even by the standards of most sequels, *Pac-land* is pretty bizarre. While the basic formula - running about, picking up cherries, avoiding the ghosties - has been retained, the gameplay could not be more different.

Pacman has been whipped out of his little grid, given some legs and dumped in *Pac-land*, which looks like a sort of nursery rhyme country full of pretty little houses and fluffy clouds (if you're



Pac-land

going to be sick at the back there, Jenkins, please remember next time to bring your own bucket). Moving from left to right, Pacman whiffles through this ghastly countryside, occasionally jumping to collect mid-air cherries which appear just before he passes them. Some cherries appear only if you have jumped on something first (it could be a hydrant, it could be a cactus, or indeed anything about a sprite high). And power pills are there as well - jump and grab one, and all the ghoulies start flashing and running away from you, just as in *Pacman*. As in the original, you get points for the ground you cover, although here there's no maze, just a strict left-to-right track to follow.

What this all sounds like - and versions on other more colourful computers even look like - is a sort of *Super Mario Bros* with a few teeth missing. Shorn of the complexity of that magnificent

old classic, *Pac-land* soon degenerates into formula action - avoid this, pick up that, jump over the other - and unfortunately the gameplay is balanced so that when you do eventually get to use the powerpill, you get to chase your foes only for the briefest possible time. Even then there isn't the satisfaction to be gained when you nab the fleeing ghoulies in *Pacman* - you don't even get to see how many points you've got for it.

The conversion's by no means a bad job - it's as professional as most these days - but it's the game at fault here. Once again a game that probably looks amazing in the arcades (and no doubt on the ST) simply doesn't cut it when deprived of its graphical advantages on the Speccy. *Pacman* was, I know, one of the Ed's fave games ever (she still outscores virtually everyone she knows). I doubt *Pac-land* will take its place.

final

32°	67°
60°	57°

Diagnosis

Dull (and very late) sequel to *Pacman* which turns that brilliant original into just another chase and grab game. Good conversion of a bad game.

58° verdict



Win A Splendid Tandy TRC 1002 Walkie Talkie With A Five Mile Range And Loads Of All Three Renegade Games!

Renegade! Phew, what a scorcher! The classic beat 'em up that spawned a squillion copies. You bought it as if there was no tomorrow! Then came *Target Renegade* and this too, sold, as our Gallic chums would (*Or would not. Ed*) put it, *commes les gateaux chauds!* Well, now comes *Renegade III* and it's one mega basheroo! Not only do you get to punch, kick, and knee in the grollies present day low life thugs, but also to do a bit of time travel to boot. Take on (and I don't mean in an Ah-ha sense) various yobbos through history. Alright already, so you know the game's gonna be hot stuff, but what can you win in this fabbo *Renegade* compo?

This!

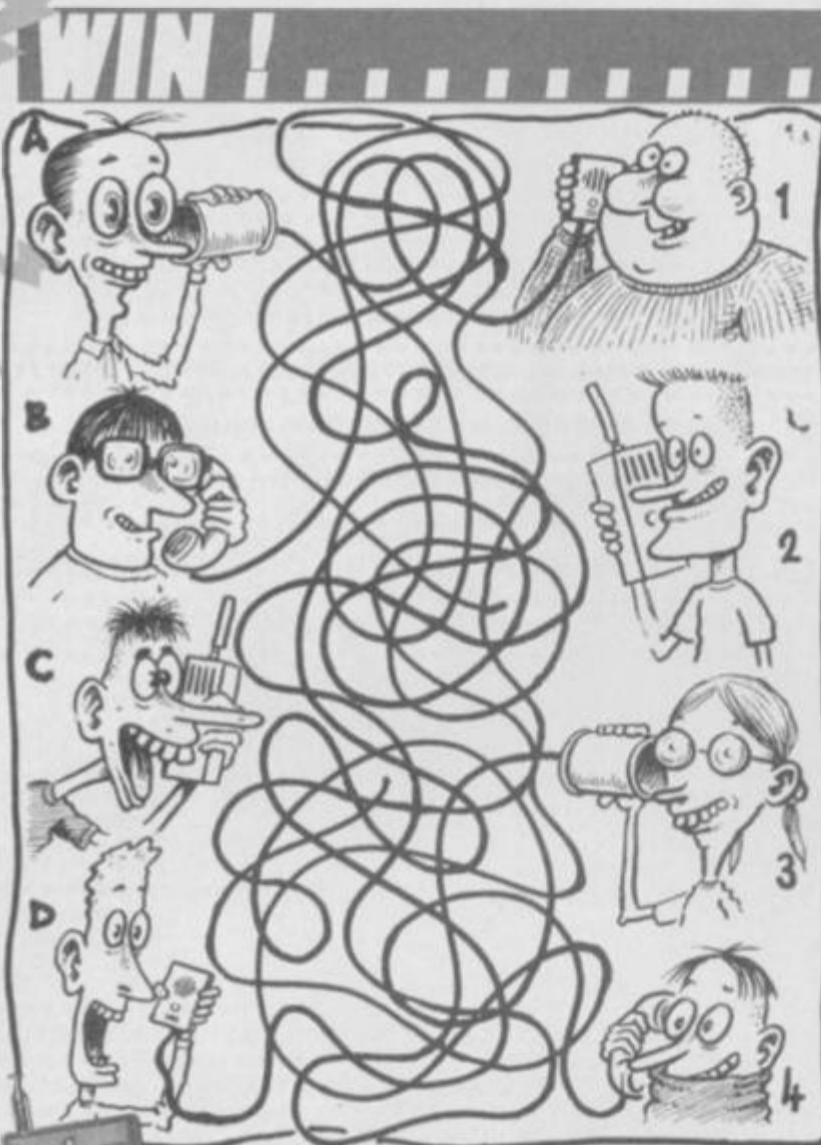
First prize is a smashing Tandy TRC 1002 Walkie Talkie set, complete with two walkie talkies! It's got a huge range of five miles, and you'll need a licence to use it, but these are easily obtainable. Zoweee!! Just think what fun you could have with these!

For instance, if you were ever sent to bed early and stopped from watching your fave TV show all you'd need to do is simply hide one walkie talkie, with the talk button sellotaped 'on' behind the TV, nip upstairs, snuggle up under your duvet with the other walkie talkie set and listen to the whole show!

Or if you ever found yourself tied up by a villain on a railway track five miles from your home, with the 6.25 from Paddington fast approaching, all you'd need to do would be to simply operate your walkie talkie set with your teeth and radio to your chum for assistance!

And wait! It doesn't end there! 'Cos as well as these fab walkie talkies, the winner will also get, courtesy of Ocean, a spanking collection of all three *Renegade* games too! Cool!

Five runners up won't feel 'beaten to the punch' though, 'cos they too will receive this brilliant aforementioned three pack! So how do you win?



To Win!

Okay, 'Good Buddies', here's what you have to do. Simply study the diagram below very carefully. It shows several Spec-chums telling each other, by various means of communication, just how good *Renegade III* is! What we want you to do is to tell us which of the blighters is talking to his pal using the porky prize walkie talkies, and to whom he is speaking. For example, if you think that Spec fan A has the walkie talkie and is talking to pal 4, then your answer is A and 4. Simple really, isn't it?!

When you've decided, fill out your answers and details on the coupon and send it on a post card or a Klaus Wunderlich LP (whichever comes to hand first) to One Day There'll Be A Real Rain To Wash All The Scum Off The Streets, Over And Out Compo, *Your Sinclair*, PO Box 1509, Enfield, Middlesex, EN1 1LQ. All entries must be in by May 31st.

That's A BIG 10-4 Roger Wilko! (Oo-er)

Coupon

Hey! No sweat, baby, I've sorted this tricky wiring diagram. Kid _____ is clearly communicating with kid _____

Name

Address

..... Postal Code

Rules

- Any renegade YS or Ocean employees entering this compo will be duffed up by a martial arts expert.
- Entries recieved after May 31st will be held Incommunicado.
- Tzer is tougher than Mr Big in *Renegade!* So don't argue with her decision, it's final!

WORLDWIDE SOFTWARE
1 Bridge Street
Galashiels TD1 1SW



WORLDWIDE
SOFTWARE



WORLDWIDE SOFTWARE
106A Chilwell Road
Beeston, Nottingham NG9 1ES

CREDIT CARD ORDER
TELEPHONE LINE

NORTH
SCOTLAND
N. IRELAND
0896 57004

OVERSEAS ONLY
0602 225368

SPECIAL OFFER
SPECTRUM COMPATIBLE
DATASETTE
ONLY £19.99

FOR IMMEDIATE DELIVERY

* COMPUTER CONTROLLED ORDERS ENSURE ALL STOCK ITEMS ARE DESPATCHED *
* WITHIN 24 HOURS. DON'T WAIT FOREVER FOR YOUR ORDER, GET IT FROM *
* WORLDWIDE SOFTWARE. (NEW RELEASES SENT DAY OF RELEASE) *

ALL PRICES INCLUDE VAT AND DELIVERY IN THE UK

* SPECTRUM + 3 COMPUTER, INCLUDING SOFTWARE AND JOYSTICK ONLY £195.99 *

CREDIT CARD ACCOUNTS CHARGED ONLY ON DESPATCH

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

CREDIT CARD ORDER
TELEPHONE LINE

SOUTH
MIDLANDS
WALES
0602 252113

SPECIAL OFFER
SPECTRUM COMPATIBLE
DATASETTE
ONLY £19.99

WORLDWIDE SUPER SPECIAL OFFERS ON SPECTRUM SOFTWARE

COMPILATIONS COMPILATIONS COMPILATIONS COMPILATIONS COMPILATIONS COMPILATIONS COMPILATIONS COMPILATIONS

TAITO COIN-OP HITS		GAME SET & MATCH II		OCEAN COMPILATION		ARCADE MUSCLE		KONAMI ARCADE COLLECTION	
CASS	DISK	CASS	DISK	CASS	DISK	CASS	DISK	CASS	DISK
9.00	13.50	9.00	—	10.99	—	9.99	11.99	7.25	13.50

LIVE AMMO		MAGNIFICENT SEVEN		WE ARE THE CHAMPIONS		GOLD SILVER BRONZE		COMMAND PERFORMANCE	
CASS	DISK	CASS	DISK	CASS	DISK	CASS	DISK	CASS	DISK
6.99	10.50	6.99	13.50	6.99	13.50	9.99	11.99	9.99	11.99

SUPREME CHALLENGE		FIVE STAR GAMES III		TOP TEN COLLECTION		LEADERBOARD COLLECTION		SOLID GOLD	
CASS	DISK	CASS	DISK	CASS	DISK	CASS	DISK	CASS	DISK
9.00	13.25	7.24	10.85	7.99	9.99	11.99	14.99	7.99	11.99

EDUCATIONAL EDUCATIONAL EDUCATIONAL EDUCATIONAL EDUCATIONAL EDUCATIONAL EDUCATIONAL EDUCATIONAL

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

FAST DELIVERY OF ALL STOCK ITEMS BY 1ST CLASS MAIL IN UK
COMPUTER CONTROLLED ORDERS ENSURE FAST DESPATCH.

SPECIAL OVERSEAS SERVICE BY AIRMAIL WORLDWIDE
CREDIT CARD ORDERS ACCEPTED BY PHONE OR MAIL.

CREDIT CARD ACCOUNTS DEBITED ONLY ON DESPATCH

CREDIT CARD ORDER TELEPHONE 0896 57004

CREDIT CARD ORDER TELEPHONE 0602 252113

WORLDWIDE SUPER SPECIAL OFFERS ON SPECTRUM SOFTWARE

	Cass	Disk		Cass	Disk		Cass
3D POOL	6.55	—	LED STORM	6.99	9.99	WARGAMES/STRATEGY	10.45
1943 BATTLE OF MIDWAY	6.99	9.99	MATCHDAY II	5.95	10.50	ANALS OF ROME	6.99
4 X 4 OFF ROAD RACING	6.99	—	MICKEY MOUSE	6.55	9.99	ARNHEM	4.99
ACTION SERVICE	6.55	—	MINI PUTT	—	11.99	BATTLE OF BRITAIN	10.45
AFTERBURNER	6.99	10.85	MICROPROS SOCCER	11.20	14.95	BATTLEFIELD GERMANY	7.99
AIRBORNE RANGER	7.25	10.85	MOTOR MASSACRE	6.55	9.99	BISMARCK	7.99
ARTIST 2	13.50	14.95	NIGHT HUNTER	7.99	11.99	BLITZKRIEG	10.45
ARTURA	6.55	9.99	OBLITERATOR	6.99	—	CONFLICTS 2	6.55
BARBARIAN 2	7.25	10.85	OPERATION HORMUZ	7.25	—	CONFLICTS	7.99
BARDS TALE	7.99	11.99	OPERATION WOLF	6.55	10.50	DESERT RATS	6.99
BATMAN	6.55	10.85	OUTRUN	6.99	9.99	GALLIPOLI	6.99
BLACK TIGER	6.99	9.99	PACMANIA	6.55	—	NAPOLEON AT WAR	7.99
BLASTEROIDS	7.25	11.20	PETER BEARDSLEY FOOTBALL	6.50	—	OVERLORD (Disk 9.99)	10.45
BUTCHER HILL	6.99	9.99	PLATOON	6.99	10.50	PEGASUS BRIDGE	10.45
CAPTAIN BLOOD	7.25	11.20	POOL OF RADIANCE	7.99	11.99	SORCERER LORD	7.99
CARRIER COMMAND	10.85	11.45	PRO SOCCER SIMULATOR	6.55	9.00	STALINGRAD (Disk 9.99)	4.99
COLOSSUS CHESS 4	7.99	11.99	PROJECT STEALTH FIGHTER	7.25	10.85	THEATRE EUROPE	7.99
CORRUPTION	—	9.99	PURPLE SATURN DAY	7.25	11.20	VULCAN	7.99
COSMIC PIRATE	7.99	11.99	R-TYPE	6.99	—	YANKEE	6.99
CYBERNOID II	6.55	9.99	RAMBO III	6.55	10.50	ZULU WAR	6.99
D. THOMSON OLYMPIC CHALL.	6.99	10.50	REPTON MANIA	6.25	9.55	JOYSTICKS	6.95
DARK FUSION	6.55	9.99	RETURN OF THE JEDI	7.25	10.85	CHEETAH 125 +	10.95
DELUXE SCRABBLE (128K)	7.99	11.99	ROBOCOP	6.55	10.50	CHEETAH MACH 1	12.95
DNA WARRIOR	7.99	11.99	RUN THE GAUNTLET	7.99	11.99	COMPETITION PRO 5000	13.95
DOUBLE DRAGON	6.55	11.20	SAMURAI WARRIOR	5.95	9.00	COMPETITION PRO 5000 CLEAR	14.95
DRAGON NINJA	6.55	10.85	SANXION	6.55	9.99	COMPETITION PRO 5000 EXTRA	8.99
EMLYN HUGHES INTER. SOCCER	7.25	11.20	SKATE OR DIE	6.99	11.99	CRUISER (BLACK OR BLUE)	17.95
EXPLODING FIST +	5.95	—	SKATEBALL	7.25	11.20	WICO BATHANDLE	12.95
F16 COMBAT PILOT	10.85	14.95	SPACE ACE	11.99	13.99	WICO BOSS	10.99
FERNANDEZ MUST DIE	6.55	9.45	SAVAGE	5.95	—	KONIX SPEEDKING	11.99
FISH	—	12.99	SHOOT OUT	6.99	11.99	KONIX SPEEDKING + AUTOFIRE	7.99
FISTS 'N' THROTTLES	9.45	—	SPITTING IMAGE	6.99	10.50	RAM DELTA	24.95
FLIGHT ACE	11.99	13.99	STRIP POKER II	5.95	—	+ 3 BUSINESS AND UTILITIES	22.95
FOOTBALL DIRECTOR II (128K)	14.95	14.95	STORMLORD	7.99	11.99	MASTERFILE + 3	22.95
FOOTBALL MANAGER II	6.99	10.95	SUPERMAN: MAN OF STEEL	6.55	10.50	PROFESSIONAL ADV. WRITER	14.95
FOOTBALL MANAGER II EXP. KIT	6.25	—	TECHNO COP	6.55	9.99	TAS-SIGN PLUS 3	14.95
FRANK BRUNO'S BIG BOX	9.45	13.50	THE PAWN (128K)	10.85	11.99	TAS-SPELL PLUS 3	14.95
GI HERO	5.95	—	THE MUNCHER (128K)	6.75	9.99	TASCALC PLUS 3	14.95
GARY LINEKERS HOT SHOT	6.55	9.99	THE NATIONAL	7.25	—	TAS-PRINT PLUS 3	14.95
GUERRILLA WAR	6.55	10.50	THUNDER BLADE	6.99	9.99	TASWORD PLUS 3	14.95
GUILD OF THIEVES	—	11.99	TIGER ROAD	6.99	9.99	40 DISK STORAGE BOX + 3	8.95
GUNSHIP	7.25	10.50	TIME AND MAGIC	10.50	10.50	100 DISK STORAGE BOX + 3	10.95
HATE	7.99	11.99	TIMES OF LORE	7.25	11.20	+ 3 CASSETTE LEAD	4.99
HEROES OF THE LANCE	7.99	11.99	TOMAHAWK	6.99	11.20	GENERAL UTILITIES	4.99
HUMAN KILLING MACHINE	7.99	11.99	TOTAL ECLIPSE	6.99	10.50	+ 2/ + 3 COVER	9.95
INCREDIBLE SHRINKING SPHERE	7.25	—	TRACK SUIT MANAGER	6.99	—	SPECTRUM POWER SUPPLY	8.99
INGRID'S BACK	11.20	14.95	TITAN	7.25	11.20	AZIMUTH TAPE HEAD ALIGN KIT + 2	21.95
INTENSITY	9.99	9.00	TYGER TYGER	6.25	—	HI SOFT C	21.95
KARATE ACE	6.99	11.20	UNTOUCHABLES	6.55	10.50	HI SOFT PASCAL	4.99
KENNY DALGLEISH MANAGER	6.99	—	VICTORY ROAD	5.95	10.50	JOYSTICK ADAPTOR FOR + 2 or + 3	11.45
KONAMI COIN OPS	10.85	14.95	WAR IN MIDDLE EARTH	7.25	—	TASWORD + 2	14.95
LANCELOT	7.25	—	WEC LE MANS	6.55	10.50	TASCALC + 2	14.95
LASER SQUAD	7.25	11.99	WHERE TIME STOOD STILL	5.95	10.50	LIGHTPEN AND INTERFACE	54.95
LAST DUEL	9.45	10.88	XENON	5.95	9.99	AMX MOUSE/ART/GRAPHICS + 2	21.95
LAST NINJA 2	—	—				10 X CF2 3" DISK FOR + 3	—

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

INCREDIBLE SHRINKING

sphere

Electric Dreams/£9.99



Ben Pac-Man better watch out 'cos there's some cool competition around — and he's got a wicked pair of shades to prove it!

The competition comes in the form of a Sangfalmadorian Sphere Corps Incredibly Shrinking Fighter Sphere from the Twenty-Fifth Century (a YS house point goes to those of you who can repeat that twice without a pause to unweave your tongue!) but why it's got a pair of designer specs only the keyboard prodders at Electric Dreams will know.

Anyway, your Fighter Sphere has at long last been called into action, but not to engage an unknown enemy force — everyone knows they've all been well and truly clobbered by now. In fact there hasn't been any action in so long that even the old Corps training areas have started getting rusty and malfunctions are commonplace.

It's one of these malfunctions that you've been sent to clear up. It seems that the old boy himself, that's Colonel-in-Chief Matt Ridley for those not acquainted with him, got a little bored with his pen pushing job back at Corps Elite HQ. Just to see whether he'd still 'got what it takes' he made an unauthorised trip into the Corp's most unforgiving battle trainer — The Death Run — unfortunately for him he 'hadn't! Normally the automatic retrieval system would shut down the area and send in a drone to recover the Colonel-in-Chief and what was left of his Fighter, but something has gone very wrong. So it's up to you to successfully navigate The Death Run, locate the Colonel and get him back.

JSS is set out in a similar way to *Revolution* as a 3D loss from vortex. The playing area is a multi-directional scrolling isometric maze, with your Sphere more or less in the centre. The controls are simple enough, just the standard directions and a fire button. Moving around is quite a different kettle of fish though, your craft's momentum is incredibly strong and fairly difficult to get to grips with.

The Death Run is split up into four levels and each level is again split up into four tiers of tiles, one above the other. The exit from each level is located on the lowest plate and your quarry is obviously on the bottom plate of the last level. Each plate is constructed from Isometric Tiles, of which there are about twenty different types. Each of these has a different effect on your Sphere — more often than not an unwelcome one. Most of the tiles have a life span, but once your Sphere's moved over one, it slowly turns into a deadly vapouriser — things get pretty hectic when there's a lot of these around so don't hang around!

At the start of each level you're given the option of distributing four ammo dumps. These come in fairly handy as your Sphere can only carry about 25 rounds and assassin spheres are generated at quite a rate by the training area's generators. A large bonus is awarded at the end of a level if you don't lace many ammo dumps, extra lives are only

awarded every 50,000 points so there's a good argument for reserving firepower on the earlier levels to gain a much needed extra life.

Some of the later levels are impossible to complete without the help of your Sphere's special mass and volume changing powers. Go over a tile marked 'H' and your fighter'll become heavier, go over a tile with arrows pointing outwards and the Sphere will grow larger, in this state you'll be able to smash through special walls, making large short-cuts. The price you'll pay for these short-cuts is far less manoeuvrability and a larger chance of tiles breaking up underneath you.

Electric Dreams has got the strategy and action pitched just right to make JSS one of the most addictive games I've played in years. In the second, third and fourth levels you really have to work hard to get anywhere. The presentation is very good and the display works well although a little guesswork comes into play if you want to know how many lives you've got left and how heavy or large you are. The inertia of your Sphere adds a lot to the playability, — without it, trickling through cracked tiles and speeding to the nearest ammo dump would lose all its challenge.

The only thing that spoils JSS are the sound effects during the game which were about as simplistic as you can get, and even then they kind of 'flip-out' every now and then for no reason I can tell. The scrolling playing area leaves a little to be desired too, it jerks badly once in a while to catch up with what's going on onscreen.

Still an enjoyable game that'll keep most people happy for a long while (there's another training area to overcome once you've rescued the Colonel from the Death Run), and for ten quid I wouldn't really expect anything less.



PRISON — Tile with four small holes. If caught freezes Sphere to the spot for about fifteen seconds — bad news when there are assassins around.

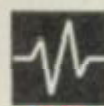
DAMAGED TILE — Covered in crack marks. If the Sphere is too heavy you'll fall through it.

RAMP — looks a little ramplike. Useful for jumping over walls, will collapse if you're too heavy.

MOVING WALLS — Sections of wall distinguished by their movability. Smash through these when the Sphere is at maximum velocity.

AMMO DUMP — Pyramid shape. Provides an endless supply of Ammo to deal with assassins.

final



86°



70°



83°



90°

Diagnosis

It's original, it's fun and it's got a pair of shades that even the ever so trendy woman from DEFIL would kill for.

91°

verdict

**YS TAKES ON
(YIKES) THE
POLICE**

**Combat Zone in
Brentwood
Essex: that's
where the staff
of Your Sinclair
were headed at
the crack of
dawn (well,
eight o'clock)
one sunny
Monday
morning. Why
were we going?
To take on the
Forest Gate
Police Force in a
'game' of war, a
fight to the
death - that's
why! Read on to
see what
happened.**

**HILL
WOOD
OF
BATTLE
THE**

Monday

08.15 hours: In the mini-bus.

Dear Diary,
Morale is high as we whizz along the A216 in our 15 seater 'Battle Transit'. Everyone's wearing headbands and Jimi Hendrix's *Purple Haze* is blaring out of the speakers: we're in a Vietnam kind of mood. Though some of us may not return, our ultimate sacrifice will long be remembered by the rest of the free world. God bless America. God bless the President. God bless Mom, Pop and Apple pie (*Erm, aren't you going a bit over the top? Ed*)

10.00 hours

Dear Diary,
We're there! And there are all the coppers with their team leader, PC Plunkett. Time to get issued with our combat 'army greens', ammunition belts, paint pellet cartridges, eye protecting goggles and (ho ho) rifles and pistols. Unfortunately the 'peelers' have already been kitted up with the same gear, which may make winning the game a little bit trickier. Ho hum.

**You do this..... Hang
on a minute, no you
don't.....**



**You do this.
Oh, Maybe not.....**



**Corka, it's the old bill
(they're going to be
wearing the red
armbands).**



Hoorah, it's us! Come on the greens!

Dear Diary,
Briefing time from the Combat Zone adjudicator. The YS and police teams are to make camp at opposite ends of the battleground, each with our own flag to protect. Using any tactics we like, the idea is for us to infiltrate the police camp, nick their flag and then hot-foot it back to our own base - while not forgetting that 'the heat' will be up to the same trick. So defending our camp is quite important. In fact it's T'zer's tactics talk time.

**Kill as many as you
can. Go for groin-shots
- they really hurt.
Anyone who runs away
will have me to answer
to.**



Dear Diary,
The first battle! It's a - blimey, here they come. I think it's time to pack the diary away and start firing. Over and out.

**There they are,
sarge...**

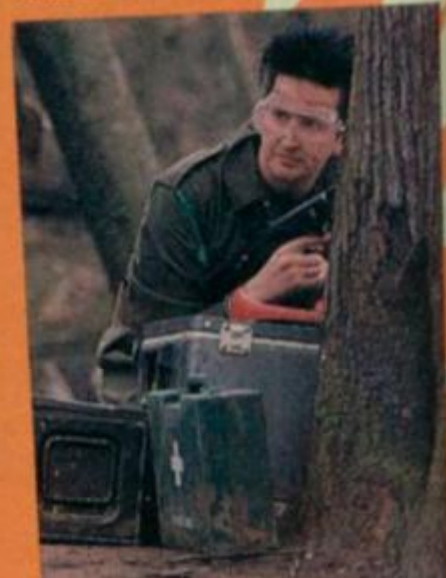


**Oy Thor, you can come out from
behind that tree now - they've
won. Jeeps! That was quick! The fuzz
one, YS nil - and it's only ten past
eleven. Time for game two.**

**You get 'em
constable, I'll go
for the flag!**



**Got it. And now for
the home run!**





Dear Diary,
A few more humiliating defeats later, we get a brief respite where we catch our breath, sort out where our tactics have been going wrong, and munch on the supplied battle-rations of mince and potatoes (apart from Jackie, who gets the vegetarian version: twigs, grass and a few leaves – or something). There's a few 'fighting hours' left; maybe we'll be able to turn the tables this afternoon. Oh, there goes the whistle: game on. Over and out.



Hey, what's that rustling over there? Safety-catch off (click).

Oh, it's only the Combat Zone dog, still, target practice is target practice. here boy!



Dear Diary,
This battle's going to be one of those long drawn out ones. The 'heat' weren't too chuffed about being thwarted – especially by a 'girlie'. We've got a lot of people defending the camp, but we've sent a couple of snipers up to the hilly, more densely wooded land to the right: that's where we reckon the attack's going to come from. Yikes, there's the sound of gunfire – over and out.



Dear Diary,
It's been a long day, we've had many battles and we were up against trained opposition (most of whom had done this before). Did we lose terribly? Did we sausage – out of nine battles the police won six, one was drawn and we won two. Phew. Time for a bath, I'll be bound. Till next time, Peelers!

A tribute to those who didn't return (except for them did).....



Group Captain Taser Maughan (The Cooler Queen)



Private Fah Maoca McCandless



Corporal Matt Bielby (The Mole)



Wing Commander Marcus 'Binky' Berkmann



Corporal Duncan 'Mad Dog' MacDonald



Corporal Jackie 'Blood and Guts' Ryan



Private Steven 'Down the Middle' Bloy



Lieutenant Catherine 'Camouflage' Higgs



Sergeant Chris Hamilton (The Beaver)



Private Thor Goodall (The Thunderer)



Corporal Jeremy 'Marks And' Spencer



Fleet Admiral David Wilson (The Crooner)



Private Allison Morton (The Scrounger)



Corporal Sean Kelly (The Spoon King)



Private Tanya 'Tiny' Maiden



Claire Peach (The Combat Zone dog)



Imagine/£8.99



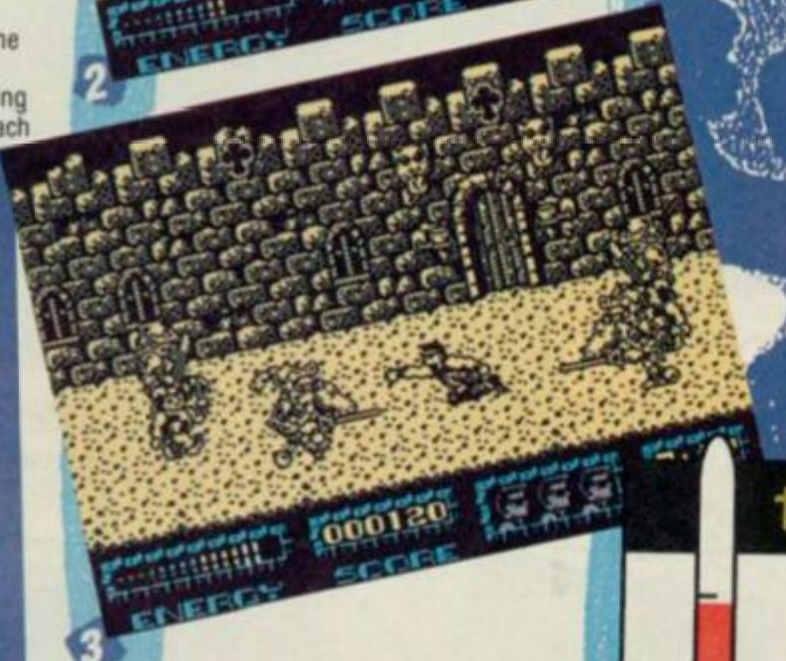
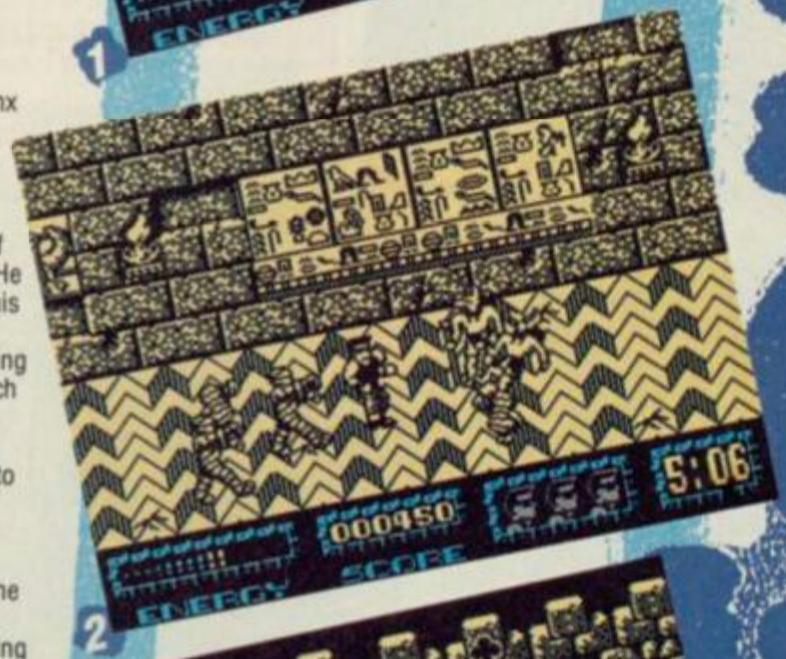
Matt It seems like only yesterday when the last one came out, doesn't it? We thought the first *Renegade* was dead and his brother had taken over for the sequels, but silly us – looks like we were wrong. Here's the original back looking pretty healthy – unless it's yet another member of the *Renegade* clan.

Imagine's obviously had to think a bit more about what to do with 3 – after all, it can't really just reproduce the same street gang beat 'em up formula forever, no matter how successful it might be. *Renegade 3* has thus become much more of an arcade adventure than the previous two, with all sorts of fantastic and comical elements added willy nilly. If you can ignore the fact that the whole idea is a wee bit silly, then it in fact adds a lot of spice to an over-used formula.

Get this for starters. Baddies from the future have whisked back to the present and captured *Renegade's* girlfriend. Exactly why isn't immediately clear, but you'd think the saucy minx would have learned by now that it's pretty dangerous to have anything to do with those pesky *Renegade* boys.

Anyway, the baddies have taken her to their base in the future and in the meantime got rid of *Renegade* by throwing him backwards in time. He ends up in a prehistoric setting and must fight his way through that, an ancient Egyptian level, a Medieval (or as the game has it 'Med-evil') setting and a future level to rescue her. At the end of each one a grey coffin thing comes down and beams you to the next time zone (or asks you to do another load if you're in 48K), though you have to get there within the six minute time limit or the portal closes up and you're stuck in the past. Hmm. It all strains credibility slightly, I feel.

These are just surface differences, though. The most important ones are in the gameplay. For instance, instead of the normal large open fighting area you get in these sorts of games, much of each



The Prehistoric Age 1

Heavily populated with eight foot dinosaurs, 'Captain Caveman' lookalikes, rock throwing Neanderthals and egg dropping prehistoric birds (from which tiny ankle biting dinos appear once they've hit the floor!) it's all very busy. At some points the screen widens out and six or so of them attack you at once. Yowch!

The Egyptian Zone 2

Large and small mummies (the tiny ones are the worst – you can only get them with a kneeling punch!), dog-headed Egyptian god things and acid drop from the ceiling make this one of the best of the levels.

The 'Medieval' level 3

The comic element really comes to the fore here, with some of the attacking knights mounted on hobby horses! Miniature dragons try to get you with their fire if you're on the battlements, and waist high jesters attack your legs. There is different music on each level to fit each time zone apparently, though you'll have to use your imagination with this one I think.

The Future 4

Flying saucers drop stuff at you, and various robots and squidgy aliens attack you on ground level. Don't let them stop you though – your girlfriend's almost within reach. The only problem now is how to get back!

level has a raised catwalk at the back that you can climb up to at various points. You can use this to get past things like lava rivers on the floor, or to avoid baddies if they're getting too much.

The other major difference is in the style and character of the baddies. Instead of your standard street thug, you get some of the most bizarre creations, including flying characters that drop things on you. In nice yellow and grey tones, with some very sharp background graphics (especially in the Egyptian level) and a flip screen, it's all eminently playable.

In effect then, you're half-way to a *Rastan Saga* or *Karnov* type game, but with the larger variety of combat moves that you get in a straight beat 'em up. These include a straight kick, a flying kick, a normal punch and a duck punch. For someone like me, who was getting bored sick of the average punch and kick game, this is a very welcome development indeed.

Renegade

final



72°



76°



81°



75°

Diagnosis

The standard beat 'em up formula gets a bizarre fantasy twist – and it works!

79°

verdict

A PRINTER FOR YOUR COMPUTER

Available for Commodore 64, Atari ST, Amiga, Z88, Psion, Amstrad 464, IBM or Compatible, BBC Model B and Spectrum.

for only **£99.95**
INCLUDING VAT & P+P



HUSHPRINTER by the VideoVault

- ★ **FAST** - Bidirectional text printing at a quick 80 characters per second.
- ★ **QUIET** - less than 56dB noise (in case you need to hear a pin drop).
- ★ **VERSATILE** - Under control from you computer print line can be set for double size characters at 40 per line or half size characters at 160 per line, linespacing can be programmed to 4.5, 6 or 9 line to the inch.
- ★ Standard unit less than three pounds in weight including 100ft of paper roll.
- ★ **ECONOMICAL** - Uses low cost thermal paper, sharp tear bar permits economy tear off paper lengths - use only what you need no ribbons to run out or replace.
- ★ **RELIABLE** - A full 12 months warranty.
- ★ Manual controls - power on/off, linefeed.
- ★ Print modes text - bidirectional, graphics - unidirectional.
- ★ Print characteristics - alphanumeric: 80 characters per line, 40 characters per line in Expanded Mode, 160 characters per line in Condensed Mode. Graphic - dot addressable, 4800 dots per square inch (60 vertical by 80 horizontal)
- ★ Self test build in standard, activated by holding down linefeed switch with power off and then turning power on.

AT LONG LAST due to customer demand the VideoVault have a fantastic printer at an amazing low price, of only **£99.95** INCLUDING VAT & P+P

TRADE ENO. ONLY - CONTACT LIGHTNING BUSINESS TO 01-965 9292 (TRADE ONLY)



VideoVault
LIMITED

Send your order today with cheque, postal order, Access/Visa to:-
VideoVault Ltd, Old Kingsmoor School, Railway Street, Hadfield, Cheshire SK14 8AA.
or Telephone: 04574 66555/67761/69499 Fax No.: 04574 68946.

Old Kingsmoor School, Railway Street, Hadfield, Cheshire SK14 8AA.
Tel: 04574 66555/67761/69499 Fax No.: 04574 68946.
Head Office and Access & Visa orders, queries.

© COPYRIGHT VIDEOVAULT LIMITED 983061

24 HOUR COMPUTER REPAIRS and SPARES

SINCLAIR QUALITY AUTHORISED REPAIR CENTRE

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



Commodores Repaired

Spectrum Repaired

BEST SERVICE - BEST PRICES!

ARE YOU ANOTHER CUSTOMER - fed up waiting weeks for your repair?

Need your computer repaired fast? Then send it now to the VideoVault 24hr Repair Service. We are able to repair your 48K Spectrum using all the latest in test equipment for only £19.95 (Spectrum 16K/48K and Plus models only). We also have a 'while you wait' department (please call for an appointment) for same day repairs. Commodore 64 computers repaired for only £35.00 including Vat & P+P (Power supplies and Tape Recorders excluded). Please note we give you a 100% low fixed price of £19.95 which includes return post and packing plus VAT. Don't forget we are Amstrad authorised for quality and speed, don't risk your computer to any other unauthorised repair centre. We don't just repair the fault and send your computer back, we give your computer a free overhaul, included in the price. We check sound, loading, memory, colour and ear/mike sockets to make sure your computer will give you years of service.

TEN ★ REPAIR SERVICE

- Mail order repairs (Spectrum and Spectrum +1 only) £19.95. Spectrum + 2 £25.00. Commodore 64 £35.00 including parts, labour and P+P (Power supplies and Tape Recorders extra).
- All computers fully overhauled and fully tested before return.
- Fully insured for the return journey.
- While you wait repairs £25.00 (Spectrum and Spectrum +1) Spectrum +2 repairs £30.00. Commodore 64 £40.00 (Replacement Tape Recorders and Power supplies are at an additional charge).
- Spare parts available by mail order or over the counter.
- Six top games worth £38.00 free with every Spectrum repair. Now includes FREE memory/keyboard test.
- We also repair Commodore 64's, VC 20, Commodore 16 + 4, Spectrum + 2 and + 3.
- The most up to date test equipment developed by us to locate faults within your computer.
- Over 8 years of service in computers.
- 3 month warranty subject to our terms of trading (which are available on request just send 2 x 19p stamps (The extra warranty by us is additional to any other rights you already have).

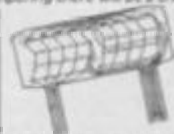
Should a computer be classed as unreparable due to tampering we may be able to offer a replacement circuit board at additional cost. Should we be unable to repair your computer due to tampering there will be a charge of £10.00 levied.



Spectrum Power Supply Units new model has its own plug. Only **£10.95** + £1.75 p+p



Commodore 64 Power Supply Units. Only **£29.00** + £1.75 p+p



Replacement Keyboard Membranes Spectrum 48K **£5.50** + £1.75 p+p Spectrum + **£12.90** + £1.75 p+p

VideoVault Now over 6 years, repairing home micro's throughout the world, 1st class service and fast turnaround. All computers are soak tested before return.

We now have available a Disc Drive and Printer System for the Spectrum call us for details.

VideoVault Ltd.

Send your computer to:- VideoVault Ltd., Railway Street, Hadfield, Cheshire SK14 8AA. Tel: 04574 66555/67761/69499. Main Office: enquiries and orders only.

Manchester telephone 061-236 0576 While you wait centre only.

FAX No. 04574 68946 © COPYRIGHT VIDEOVAULT NO. 981013

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

THE VIDEOVAULT COMPUTER COMPANION

EDITION NOW HOT OFF THE PRESS

New bigger catalogue now available containing over 3,500 items including software for all computers, joysticks, spare parts, business software, books, plus many more. Just send 3 x 19p stamps for your free copy. Over 24 pages full of top quality products delivered to your door by return post.

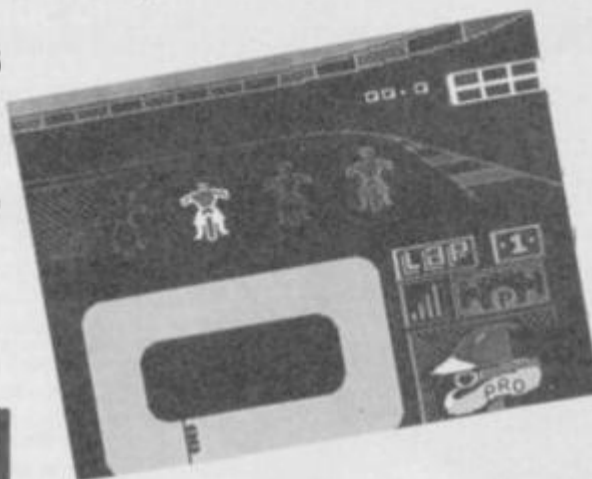


6 GREAT FREE GAMES PLUS BONUS TAPE TO TEST YOUR KEYBOARD MEMORY TEST
WITH 201 PAGES FREE WITH EVERY SPECTRUM REPAIR

Why not bring your computer in for 'while you wait' service. Call for an appointment.

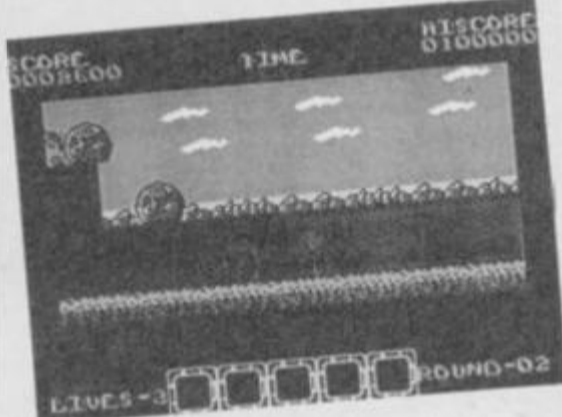
Chirpy, chirpy, cheap cheap, chirpy, chirpy, cheap cheap, chirpy, chirpy, cheap cheap, BLAM! Nuff of that it's time for another trip to Cheapsville, with Marcus "mothballs-in-the wallet" Berkmann!

is so boring to look at from both angles and there's nothing else new about this game at all, you begin to wonder after about 0.00001 seconds, why you bothered to load it up. Snoresville.



RYGAR™
Kixx/£2.99

Awful lot of 's around this month, aren't there? *Rygar*, of course, is based on one of 1987's spankier shoot 'em ups and originally came out on US Gold, where it sold pots. Now regurgitated for the cheapie market, it somehow looks less impressive than it did on first viewing. All you really have to do is run along to the right shooting everything from the usual nasties to strange rocks that emerge from the ground which invariably seem to conceal (à la *Athena*) useful things like gems and better weapons. Initially it's dead easy, which rather reduces the challenge, but don't be put off, as it does get harder as it proceeds. There's not a lot of variation, though, and once again you remember that the original arcade version, while wonderful to look at, was hardly the most sophisticated coin-op in gameplay terms.



Remove the amazing graphics and the result is always likely to be on the thin side.

With smallish sprites, and little in the way of interesting backgrounds to look at, it's just a little disappointing, but for a cheapie, *Rygar* should keep your trigger finger happy for a week or two, and there are no complaints about speed or smoothness. Not for sophisticates, but reasonable fun for the violently inclined.

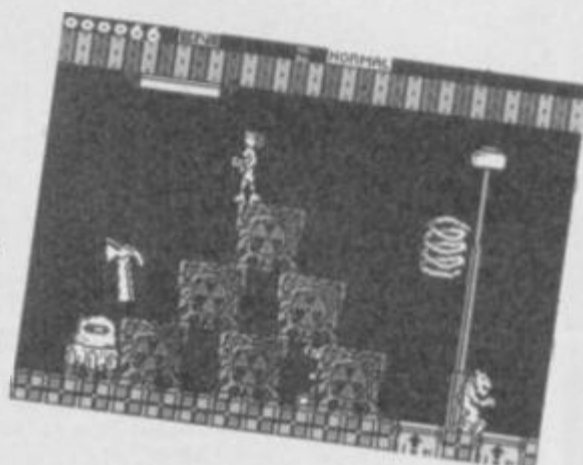
THE HIT SQUAD
Code Masters/£2.99

Yes, I know what you're wondering. Not whether it's any good or not, not even whether it's got 'NEW RELEASE' plastered all over the cover as usual (it has), but what Diddy David Darling has to say about his own game. So I quote, "Technically brilliant, ultra-fast, infuriatingly addictive, MEGA blat 'em up! WICKED!"

Nothing like a bit of solid unbiased criticism there — indeed, there's nothing like solid unbiased criticism in the

wonderful world of Code Masters. Now — do you want to know what the game's really like?

Actually — and as usual it pains me to say this — it's not bad at all. *The Hit Squad* is a neat, fast, multi-screen shoot 'em up with colourful, intentionally obtrusive graphics and massive sprites. I say "intentionally obtrusive" because your character often has to walk behind them, which means that you can't see a thing and can be easily harmed by the marauding nasties. The idea is to collect a teleport ticket on the 12 levels which will enable you to get to the next level, while collecting any other goodies that happen to be lying around. It's called *The Hit Squad* because you have a choice of four people to be, each of whom has different weapons (when they pick up enough weapon tokens). The four are nicely represented by



a digitised pic before the game begins.

All very well, and it's a nice variation on a million other games, but sadly it's no more than that. As with most later Code Masters games you're swiftly seduced by splendid graphics — far better thought out and more Spectrummy than, indeed, *Rygar* — but the gameplay does pall after a while. Still, this game has one enormous advantage over other recent Code Master titles — no pix of the ghastly Darling brothers. If only for that, this game gets my vote.

TITANIC
Kixx/£2.99

Having waxed lyrical about Spanish software previously, I was bound to come a cropper later, so let's get it over with. *Titanic* is another Kixx original, also programmed by paella fans Toposoft, but unfortunately it's not a patch on *Colosseum*.

Here we're under the briny, scuba-ing around in search of sunken treasure and trying to avoid the harmless looking fishes which, needless to say, are deadly to the



**B
A
R
G
A
I
N
G
A
M
E
M
E
N
T**

INTERNATIONAL SPEEDWAY

Silverbird/£1.99

How many variations on the race game are there? Not many, if this rather desperate entry in the stakes is anything to go by. Although, to give programmers Probe credit, they have at least given us two clapped out old genres for the price of one.

International Speedway is, naturally, a race game set on a speedway track, in which you compete against four other riders, all of whom, on the face of it, are much better than you. So, you ask, is this one of those games where you see the track from road level, behind your rider, or is it one seen from above, à la *Grand Prix Simulator*? In fact, it's both — the screen is conveniently split in two — but as the track

touch. There are also even more harmful sea creatures swimming around, all of which fancy you for their dinner, but you're trying to work your way through a maze of rocks and things to find the aforementioned Titanic, wot sunk eight



billion years ago or thereabouts. You have only a limited supply of harpoons, so you basically have the choice of shooting things or getting the %&\$£ out of the way, — and you soon learn which beasts can be avoided and which can't.

There's only one way through the maze, which you have to work out through trial and error, and when you've completed part one there's part two to work through as well. Yes, it's a Spanish game all right. The control system is quite bizarre — when you go up, even by a pixel, your diver flips 90°, which, as he isn't the smallest sprite in the world, makes him irritatingly vulnerable to those fishies. And there's just not enough variation in the actual maze — both in terms of challenge or graphical appearance — to keep your interest up. Not totally without merit, but woefully short on substance.

SAS COMBAT SIMULATOR

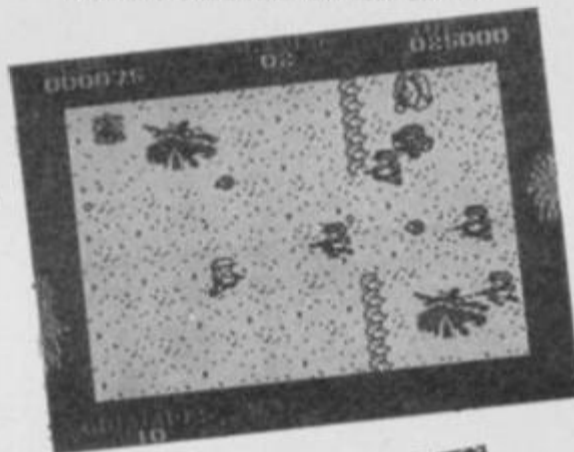
Code Masters/£1.99

Or *Commando*, by any other name, as you blast and shoot yourself through some benighted warzone in the knowledge that sooner or later your number(31) is up.

Instead of scrolling vertically, as all previous *Commando* 'tributes' have done, this at least has the wit to scroll horizontally, and the sprite too is satisfyingly large and visible. In fact this is really quite fun, even if it is more derivative than Stock, Aitken and Waterman. Your little fellow can move diagonally as well as in the normal four directions — good news, as his main task is to avoid the many bullets that his opponents fire at him. Fortunately, although the game itself is as fast as you'd wish it, the bullets are dead slow, so dodging them is not too tricky.

Also important is to avoid getting close to the enemy, as there's hand-to-hand combat in this game — find yourself next door to a gook and you're severely dead.

In all there are four 'combat zones'



(levels), which should keep anyone who's seen *Platoon* too many times very happy. The programmers have also picked up loads of tricks from *Green Bert*, *Vindicator* and such like, which makes *SAS Combat Simulator* (surely the most desperate *Simulator* title yet) rather a greatest hits of programmers' tricks, but it's no less fun for all that.

Still, I hope you'll excuse me if I return to *Technician Ted*...

TECHNICIAN TED

Rack It/£2.99

When you load this up, you realise with a certain element of shock how long it is since anyone released a platform game in the traditional *Jet Set Willy* mould. After all, shoot 'em ups haven't gone out of fashion, 3D isometrics are still with us, and there are still games coming out called *Revenge Of The Ninja Aubergines*, but nothing quite as platformy and pixel perfect as *Technician Ted* ever sees the light of day.

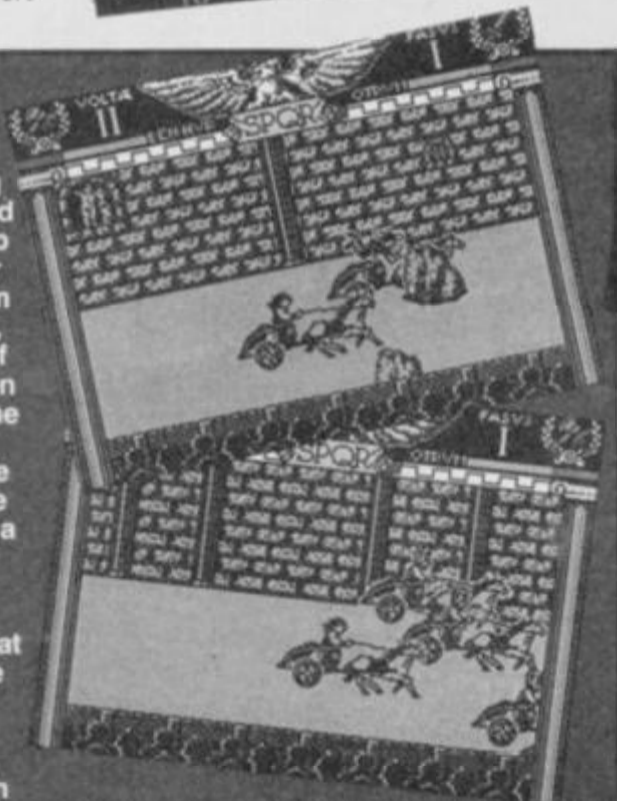
It's very similar to *Jet Set Willy*, but far far slicker, with more to look at and more to do. Getting past each screen requires thought as well as arcade skill, and initially it's hard to get anywhere. For one thing you soon learn not to jump down every hole you chance upon, and of course every femtosecond counts. I'd never recommend this to everyone — because, let's face it, lots of people detest this type of game with a vehemence bordering on violence — but if you caught onto *JSW* on its recent rerelease, then you'll lap this up too.



COLOSSEUM™

Kixx/£2.99

It's not often that Kixx releases an original game, the label mainly being concerned with recycling old US Gold and Gremlin games (and a v.good job it does too). But for some reason our Spanish chums have a small problem being taken seriously in this country, 'cos it's amazing how many games of theirs crop up on cheapie labels when there's a chance that they'd have done just as well at full price. Still, that's to our benefit if not theirs, as games like *Colosseum*™ sometimes crop up. The idea's fairly straightforward — you're a participant in a death-at-all-costs chariot race around the colosseum, and for obvious reasons (you like staying alive), it's rather important that you win. To do so you must negotiate four circuits of the track, taking care not to smash into any boulders or specially built walls as you go round, and should you come up abreast with any other charioteers, you must fight



them to death (usually yours). You start with a mere hatchet, and by killing charioteers with better weaponry and then nicking what they drop, you gradually upgrade to a lance, which kills instantly.

Now I'm not going to pretend that this is the most original or profound game I've ever seen, but it's an awful lot of fun, and quite difficult at first. The chariot sprites are huge and detailed, and the gameplay is fast, well balanced and thoroughly engrossing. Which means that at three nicker this is a bargain and no mistake, guv. Worth a punt, I'd say.

GUNRUNNER

Rack-It/£2.99

Now if it's HARD shoot 'em ups you're into, this is the business. *Gunrunner* first appeared from Hewson in 1987, and it hasn't aged a picosecond. The scenario's simple enough — you're another of those lone warriors protecting the universe against a load of alien thingies whose idea of strategy is flying around in a straight line, waiting to be picked off.

Running from left to right along a network of pipes and things on the surface of the planet Zero, you encounter some of the zappiest nasties this side of Mike Tyson, and all against a clear monochrome background. It's smooth, it's fast, it's different (a little like *Uridium* crossed with *Cobra*), and it's viciously hard — not to be tried by anyone who doesn't like a challenge. There are certain goodies you can pick up along the way — a jet pac, for instance, lets you fly around the screen for a brief period, while a shield grants you temporary invincibility — but essentially it's blast-and-avoid, blast-and-avoid. Cracking good fun, and another reason why a Hewson's Greatest Hits would be a memorable addition to anyone's software library. (So why haven't you done one, Andrew?)

BARGAINS

WANDERER

Elite/£8.99 cass/£12.99 disk



Macca Space... the final frontier... the great blackness... a span of infinite clichéd nothingness. And you have the urge to zipadeedoodah your atoms across the aforementioned inky void. So far we've been subjected to the likes of *Elite* and *Ringwars*, and now here's another intergalactic space trading, alien-ionising game to contend with — *Wanderer*.

And it's in 3D. But it's not your average shandy-drinking isometric effort, or indeed the normal shoulderpad-wearing vector graphic jobbies — this is the real thing. A true 3D out of your screen and into your lap experience. You even receive a pair of those zany red/blue spectacles to wear while playing.

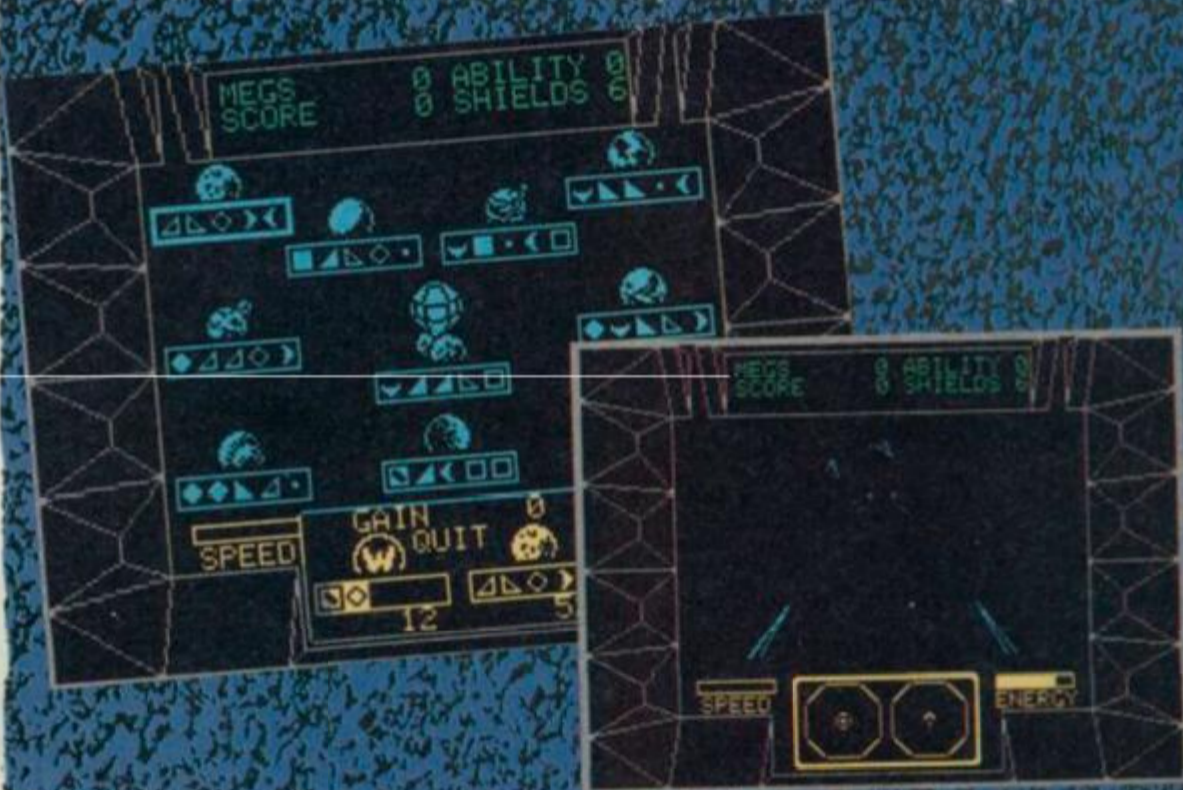
You play *Wanderer*, cosmic mercenary, playboy and philanderer with a reputation (when he's in orbit, lock up your daughters and your chickens). He's been hired to destroy Vadd, a sort of intergalactic space tyrant cum futuristic Thatcher

figure, and his army of War Drones. One problem though — the *Wanderer* has already proved himself a dab hand with the ladies, but when it comes to interstellar combat he's less than impressive. So, in order to roast Vadd's butt (as it were), he has to trade and obtain enough money to buy a Disrupter, and then enter the Vadd Sector, but if he gets a Quadman he can enter a black hole. Well, something along those lines anyway.

There are ten planets, three black holes, and numerous space sectors. These are represented on a gridded map. Your movement is restricted to one sector per go until your proficiency rating has increased. This is done by cutting great radioactive swathes through the opposition and doing it with the minimum number of shots.

When you reach a planet (after warping across the galaxy) you take control of a gun turret and have to cut a few neighbouring war drones into small, three by six, cube shaped pieces before you are allowed to trade.

The trading system is quite clever. The planet has a 'hand' of five symbols, which are basically a futuristic version of poker cards; you have the symbols you gained by vapping the enemy. The aim is to improve the planet's hand by swapping one or two of yours. An improvement runs along the lines



TANK ATTACK

CDS Software/£12.99



Richard I had high hopes for *Tank Attack* after reading the press release that came with it. Nice solid box, 40 cm square (yes, that's right, *board*) divided up into hexagons just like a real wargame, a rule-book — all right, so the 'Made in plastic' playing pieces were a bit of a disappointment, but you can't have everything...

Unfortunately, after loading up and sitting down to play through the game, I realised that what I had in front of me was a major disappointment. So much so that not only would I not buy it, I wouldn't even bother playing it if I hadn't been given it.

For one thing, you can't play against the computer — the game can only be played by two, three or four players. You never actually input any moves or positions into the computer, because it doesn't have a map in its memory and all movement is conducted on the map, in full view of all players. This is ridiculous. The whole point of marrying a computer game with a board game is to get the best of both worlds. The computer should be used to simulate the 'fog of war.' You should only get to see enemy units when your

troops on the 'ground' actually see them. The computer should also be handling logistics, morale, weather, propaganda, intelligence operations — and handling them properly, not just acting as a glorified dice-rolling machine, as here.

In fact, in *Tank Attack* the computer is used throughout as nothing more than an electronic rules book and a random number generator.

The object of the game is to get one of your units into the enemy's headquarters hex, then destroy it. But the icon for 'attempt to destroy enemy HQ' is on the screen at all times: so you can just select it, press fire, and that's it, the game is over. Great. Big deal.

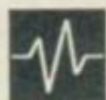


of normal poker hands, like three of a kind, a run, two pairs and so on. The better you make a player's hand the more dosh you make, and your goal is 8000 creds.

Space is the same as it's always been. A mass of oncoming pixels and very little else. Enemy craft enter the vacuum and can be manoeuvred on screen by consulting the two scanners. As there's no target or sights you have to align the enemy up in your imagination, pump on the fire button, and pray for the best. And if that fails then running head on into them normally does the biz.

I was very dubious about the game on the first load. The vector graphics, by today's standards, are very primitive and basic and slow. Even the trading system seemed to be beyond my grasp — not that I'm thick or anything (cough). But I was pleasantly surprised by the 3D effect — it worked quite well. Not that I was ducking and diving to avoid fragments of blasted aliens as they popped out of the screen or anything, it was just good, but it did slow the game down a bit more. Gradually though I warmed to the game, especially when I got my nodules around cosmic poker playing.

final



71°



50°



65°



75°

Diagnosis

Seemingly naff space trading game which really begins to glow when you turn on the 3D effect.

69°

verdict

BUTCHER HILL

Gremlin/£7.99 cass/£12.99 disk



Matt I'm a bit young and a bit English for Vietnam to have meant very much to me, but goodness knows I've played it enough times on the Speccy. You can imagine my chortles of delight at Gremlin giving me yet another shot at the blooming thing then. Ho hum.

Butcher Hill comes in three loads, with a level on each. The first takes you (in a rubber boat) along the river deep into the jungle. In the second you make your way through the undergrowth towards the enemy camp at Butcher Hill shooting gooks as you go, and in the third you attack their camp, blow it up and rescue all the prisoners of war. Yep, I guess someone at Gremlin's been watching too many Chuck Norris movies again.

In level one, which seems to go on forever, you steer your rubber dinghy down a long winding river. You begin with six lives, but can add to these by driving over extra stamina barrels which are floating in the water. Similarly, you can pick up more bullets from other barrels. However all's not sweetness and light — there are floating mines to be avoided, reeds which send you temporarily out of control and rocks that bounce you up in the air. Added to this, planes make constant strafing runs at you, their bullets hitting the water in a rather neat effect. There's no way to shoot them down unfortunately, but you can blow up the mines if you're quick enough on the trigger. This is done with a floating gun sight (à la *Operation Wolf*) and a fast eye — for until you get very near to them, the mines and the reeds are nearly identical, and you don't want to waste precious bullets on a bunch of bull-rushes, do you?

Occasionally the planes that pass overhead are on your side and drop bonuses to be picked up, one of the most important being a compass that you'll need in the second load. Eventually you reach the first of three jetties where you are meant to land and enter the second load. Oh, this is okay, I thought. I'll just... Ker-Blamm! Oops, I appear to have hit the jetty and blown up.

Let's try again. I fought my way through the first level again until I reached the jetty. Right, let's be careful here, let's take it gently and tie up just so, let's... Ker-Blamm! Oh dear. Let's try it one more time. Careful, careful... Phew.

I'm now in the jungle, and a bit stuck because I've failed to pick up the compass. But I don't care, 'cos this is where the game gets a lot more ambitious in what it's trying to do, and so even though it doesn't always work too well I've got a bit more time for it.

A gunsight hovers in the middle of the screen and behind it I can see the jungle. We're talking serious *Operation Wolf* here. I waste a few rounds on the jetty trying to pick off non-existent enemies then head off into the jungle, which is most surreal and weird. It's all very dark and green and though I can, in theory, turn around 360° and head off in any direction, I mostly just bump into trees and the screen shakes rather disconcertingly. Two or three directions lead towards visible clearings though, so I head off along one of these paths for a while. Occasionally I come across enemy soldiers and have a shoot out with them. More often than not I die (There are land mines underfoot and all sorts of other trouble too. Yikes!)



Finally, level three which I have to admit I didn't get to, but which involves blowing up every building on the hill with grenades before you've won. And that's it. All pretty unmemorable and unremarkable, really, and of course absolutely nothing to do with how the Vietnam war was actually fought. I (luke)warmed slightly towards the gameplay of level two, but the whole thing had a slightly unfinished feel to it and can't really be recommended.

final



10°



10°



11°



10°

Diagnosis

A bit of a disappointment for hardened war gamers, but some of you might like it.

15°

verdict

final



51°



55°



60°



60°

Diagnosis

An uninspiring idea for a game tackled in a pretty uninspiring way. No *Operation Wolf* (no matter how hard it tries).

57°

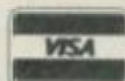
verdict



Castle Software



NOW
TAKEN



Dept YS5
2 William Clowes Street,
Burslem, Stoke-on-Trent ST6 3AP
Tel: 0782 575043 (10 lines)

SALE

SPECTRUM

Renegade 3	6.99
Emlyn Hughes Soccer	6.99
Pacland	6.50
Bubble Bobble	4.50
Eliminator	6.50
Hunt For Red October	5.95
North Star	2.99
Heroes of the Lance	6.99
Predator	3.95
Marie Whitaker Christmas Box	3.95
Hellfire Attack	3.95
Strip Poker 2+	3.95
The Writer	6.95
BMX Simulator 2	2.99
Superman	3.99
S.D.I.	3.99
Nebulus	2.99
Time & Magick	5.99
Living Daylights	2.99
Little Computer People (128K only)	3.95

Best of Elite Vol. I
Bombjack, Commando, Airwolf,
Frank Bruno's Boxing.
Special Price £3.50

Best of Elite Vol. II
Paperboy, Ghosts & Goblins,
Battleships, Bombjack II.
On offer at £4.95

SALE

SPECTRUM

The Fury	3.95
Enigma Force	1.00
Druid II	2.00
Go to Hell	1.50
Gunslinger	2.00
Grange Hill	2.00
Gauntlet	2.50
Gold, Silver, Bronze	9.00
Galactic Games	2.00
Gothic	3.00
Hysteria	3.00
Glider Rider	1.75
Vixen	2.99
Impact	2.50
I of the Mask	1.00
Indoor Soccer	1.78
Motor Massacre	6.00
Technocop	6.00
Yeti	3.00
Wec Le Mans	6.50
War in Middle Earth	6.99
Sanxion	6.50
Rex	6.50
Teladon	3.00
Xenon	6.95
Afterburner	6.99
The Big Sleaze	2.00
Black Lamp	2.99
Brave Star	2.99
Barbarian 2	6.50
Championship Baseball	1.99
Basil Mouse Detective	1.99
Captain America	1.99

SALE

SPECTRUM

IK +	3.00
Ikari Warriors	5.50
Flintstones	6.50
Knightmare	3.00
Lazer Tag	3.00
Leviathan	2.00
Last Mission	2.50
Loads of Midnight	2.00
Last Mohican	2.00
Mean Streak	3.00
Moonstrike	2.00
Magnetron	2.50
Mag Max	2.00
Mystery of the Nile	2.00
Ninja Hamster	2.00
New Wave IQ	1.00
Nightraider	7.50
Nigel Mansells Grand Prix	7.00
Oink	2.00
Overlander	5.50
Outcast	1.50
Firefly	2.99
Thunderblade	6.50
Double Dragon	6.99
Soldier of Fortune	5.50
Crosswise	2.50
Dark Sceptre	2.99
Dragon's Lair 2	1.99
The Untouchables	6.50
Batman 2	6.75
Robocop	6.99
Rambo 3	5.50
Enduro Racer	2.99

SALE

SPECTRUM

Pulsator	75p
Peter Beardsleys Soccer	6.50
Quartet	2.50
Pacland	6.50
Yogi Bear	1.50
Red LED	1.50
Fat Worm Blows a Sparky	1.50
Rebel	2.00
Rygar	3.00
Rescue Fractalis	1.00
Salamander (Ocean)	5.00
Spitfire 40	3.00
Super Sprint	2.00
Tracksuit Manager	6.50
Cyberoid II	6.00
Outrun	6.50
Operation Wolf	6.00
Roy of the Rovers	6.00
Typhoon	5.50
Victory Road	5.50
Guerrilla Wars	5.50
1943	6.50
F-16 Stealth Fighter	10.00
BBC Mastermind	2.00
Championship Sprint	3.00
Classic Muncher (128K only)	5.75
Dragon Ninja	6.50
Exploding Fist +	5.50
Lancelot	9.95
Ring Wars	5.95
Artype	6.99
Skate Or Die	6.99
Technocop	6.00

SALE

SPECTRUM

Shadow Skimmer	2.00
Thing Bounces Back	2.50
The Train	7.00
Samurai Warrior	6.50
Stane	2.00
Sentinal	2.50
Starfox	2.00
Star Raiders II	2.00
Street Fighter	6.00
Tetris	3.00
View to a Kill	1.75
Savage	6.00
Virus	5.00
Wolf Man	3.00
Wizz	1.50
ZARQ	1.00
Biggles	1.00
Terror of the Deep	2.00
Black Lamp	3.00
International Karate +	2.00
Terrames	3.00
Trivial Pursuit Baby Boomer	4.99
Strike Force Harrier	4.00
Oink	1.50
Psycho Soldier	2.00
GB Air Rally	2.00
Lazer Squad	6.99
Mega Apocalypse	2.99
Wec Le Mans	6.50
Football Manager 2	6.50
Target Renegade	5.50
Gunship	6.99
Pac Mania	6.50

WE NOW OFFER AN EVEN FASTER SERVICE THAN EVER BEFORE!
TRY US, YOU WON'T BE DISAPPOINTED.
P&P 50p on all orders under £5, over £5 P&P is free. Overseas £2 per tape.
PLEASE STATE SPECTRUM WHEN ORDERING
In stock items despatched by return.

The Castle Catalogue Out Now!
Loads of games from 50p.
Special Offers only to readers of the
catalogue
Issue 1 out now!
Only £1.00 if ordered with software
or £1.50 if your require catalogue only

SALE

SPECTRUM

Hellfire Attack	3.95
Shootout	3.95
Football Manager II	6.50
O Thomsons Oil Chall.	6.50
G.I. Hero	5.50
Fox Fights Back	6.50
Mickey Mouse	6.00
Target Renegade	5.50
Skate Crazy	5.50
Heroes of the Lance	7.00
Black Tiger	6.50
Bards Tale	7.00
Fire and Forget	6.50
Lancelot	10.00
Air Borne Ranger	6.75
Power Pyramids	5.50
Espionage	6.50
Typhoon	5.25
Yabba Dabba Do	1.80
Yogi Bear	1.80
Last Ninja 2	7.95
North Star	3.00
West Bank	3.00
Blood Valley	3.00
Competition Pro 5000	10.50

CONFLICTS 2:
Battle of Midway
Iwo Jima
On offer £2.99

Just arrived!
19 BOOT CAMP
£3.95 ONLY

SALE

SPECTRUM STRATEGY GAMES

Nihilist	2.99
Stalingrad	6.99
Desert Rats	6.50
Vulcan	6.95
Arnhem	6.95
Gallipoli	6.50
Napoleon at War	6.95
Blitzkrieg	6.95
Zulu Wars	6.95
Battle of Britain	3.95
Battle of Midway	3.95
Pegasus Bridge	9.50
Conflicts 1	5.99
Conflicts 2	3.99
Yankie	6.99
High Frontier	2.99
Guadalcanal	3.99
Waterloo	3.95
Red Coats	3.95
Roundheads	2.99
Sorcerer Lord	7.99
Annals Of Rome	7.99
Ancient Battles	10.95

EDUCATION SOFTWARE

Look Sharp, Fraction Fever,
Kinder Comp, Kids On Keys,
Alphabet 200, Ancient
Quests. Only £3.95 each or
any 4 for £12.00

BISMARCK
for one month
ONLY £4.95

COMPILATIONS

Six Pack Vol 3	£6.99	The In Crowd	£8.95	Supreme Challenge	£8.95
US Gold Giants	£8.95	Now Games 5	£3.95	Taito Coin Op Hits	£8.95
We Are The Champions	£6.99	Ten Great Games Vol. 2	£6.99	Six Pack Hit Pack	£4.00

Please send me the following titles: YS5

Title	Amount

P & P (if applicable)

Total amount

Name.....

Address.....

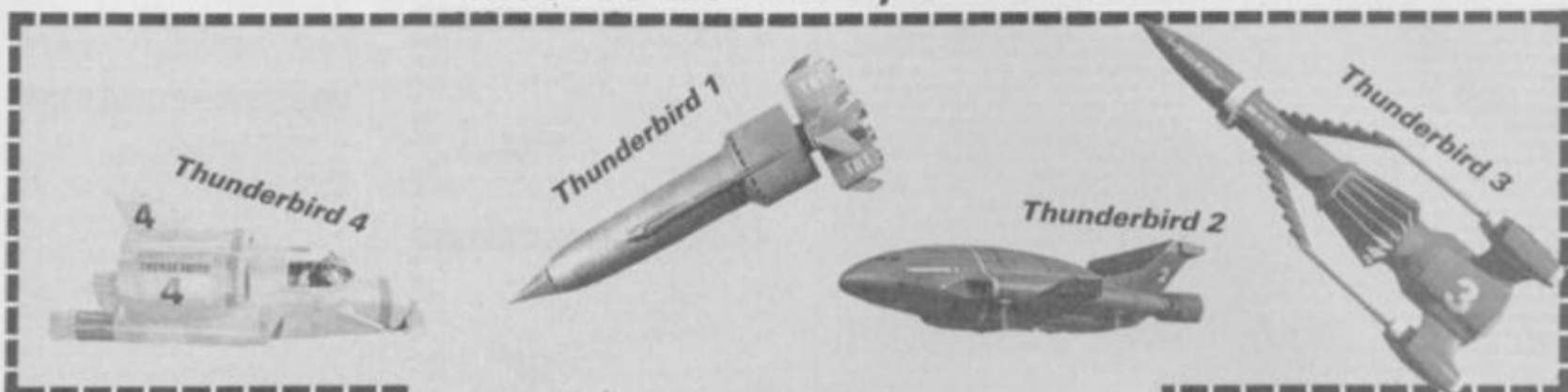
Telephone No.....

Proprietors: S.A. & R.A. Beech

THUNDERBIRDS

ARE GO!

15 Thunderbirds packs of a *Thunderbirds* video, *No Strings Attached* EP record and gleaming Thunderbirds enamel badge must be won! They're F.A.B!



Brains: G-g-g-g-gee Mr Tracey, is *Your Sinclair* really g-g-giving away all those g-g-great p-p-p-prizes? Just the thought m-m-m-makes me g-g-go g-g-goosepimply all over — just like a V-V-V-Virgil, touched for the v-v-v-v-very first time!

Mr Tracey: Don't be a perv Brains and go and invent Grandslam's new *Thunderbirds* game.

Brains: Okay Mr Tracey. It should be real g-g-g-good. It f-f-f-features all of us *and* our arch enemy The Hood.

Mr Tracey: Just the sort of thing International Rescue needs but what is Grandslam offering those special *YS* readers as prizes in this swanky little compo?

Brains: Scott, Gordon and Virgil have that classified information. I'll radio them.

F.A.B. Prizes Up For Grabs

Scott: Gordon Bennett!

Gordon: The name's Tracey. Great Scott!

Virgil: He's not heavy he's my brother.

Scott: Actually I am quite heavy at the mo, 'cos Thunderbird 1 is weighed down by all these *YS* prizes.

Gordon: Gosh Scott. Tell us what they are.

Scott: Well, there are fifteen packs of *Thunderbirds* goodies up for grabs. Each one has a *Thunderbirds* video containing two sensational episodes, a très swish enamel badge *and* a 10" EP with the *Thunderbirds* theme tune, *Parker Well Done* and a few other memorable Gerry Anderson theme tunes too. And it's a cinch to win! Even Lady Penelope could do it!



Gordon Tracey

Scott Tracey



Virgil Tracey



Alan Tracey



Just call me Brains 'cos I can sift through the ships and sort out the Tracey's from the boys.

Name

Address

.....Postcode

How To Score

Lady Penelope: Will we need Brains to stand a chance of winning one of these F.A.B. *Thunderbirds* packs Parker?

Parker: No M'lady.

Lady P: What about an anorak then Parker?

Parker: No M'lady I've already got one!

Lady P: Well tell me what I have to do to get my beautiful slender fingers on the goods.

Parker: Well M'Lady all you've got to do is match up the *Thunderbirds* craft with the correct Tracey pilot. So if you think Virgil is found behind the wheel of Thunderbird 1 then draw a line connecting Virgil to Thunderbird 1.

Lady P: How splendid Parker.

Parker: Yes M'Lady and then all you do is rip out the page, or a photocopy, and send it to We May Be Called Tracey But That Doesn't Mean We're Girlies Compo, *Your Sinclair*, PO Box 1509, Enfield, Middlesex, EN1 1LQ. All entries must be in by May 31st.

RULES

- Employees of Grandslam and Dennis Publishing Ltd. would have to be out of their Brains to enter this compo.
- No strings attached when entering this compo — though if you don't get your entry docked by 31st May you'll get absolutely nothing.
- Question the Ed and you won't get an R.S.V.P. A.S.A.P but some G.B.H. P.D.Q. OK?



DNA WARRIOR

Aartronic/£9.99



Marcus This one looked promising. The company I had never heard of, but the packaging was pretty impressive, and the screenshots (Atari ST, natch) gave the impression of a really spanky new shoot 'em up.

Ah, but what a disappointment. Aartronic only turns out to be the latest new label from Cascade, and the game to be distressingly mediocre.

The idea's quite neat – a rip-off, essentially, of the film *Innerspace*, which was itself a rip-off of a really silly sixties movie called *Fantastic Journey*, starring the young Raquel Welch (yum). You, you poor sap, have been miniaturized, along with your ship and injected into the bloodstream of some barmpot professor who has been experimenting on himself with pure DNA. In fact the plot's quite ingenious, particularly in the maze-like way it all boils down to a simple shoot 'em up.

Unfortunately the same care has not been lavished on the game itself. Like every shooter since *Nemesis*, this one involves a sideways scrolling screen, lots of things coming at you, and the ability to get extra weapons if you polish off an entire wave of nasties. But even though players in this genre have been lightning fast, with amazing backgrounds and brilliantly snappy nasties, *DNA Warrior* somehow manages to be incredibly slow. Dull to look at and initially very confusing.

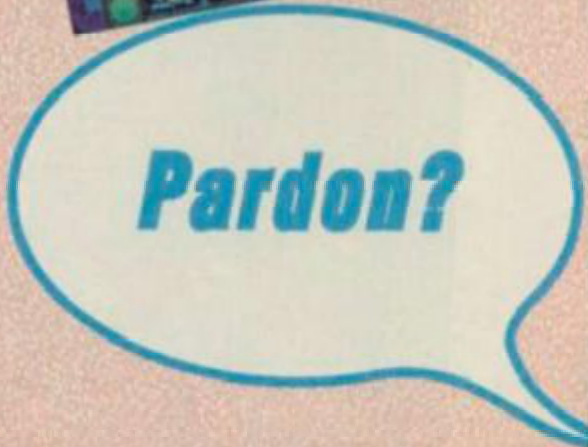
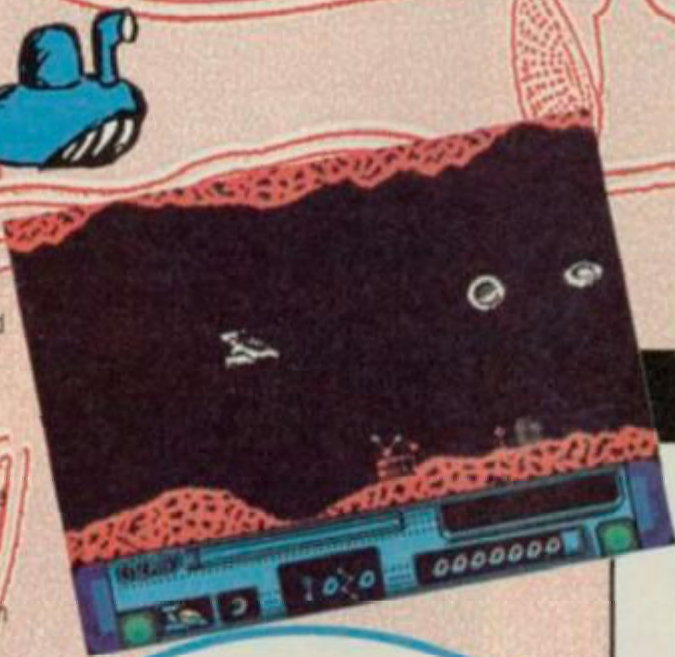
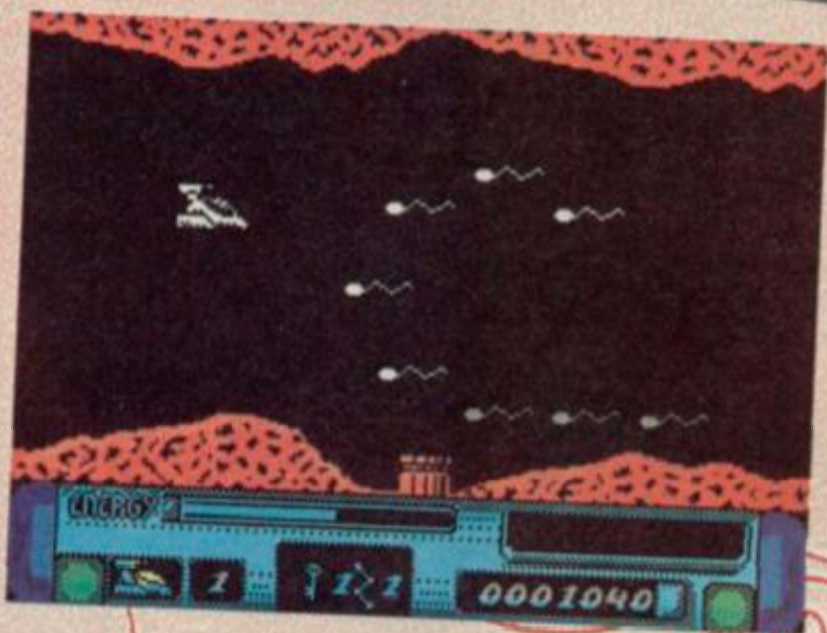
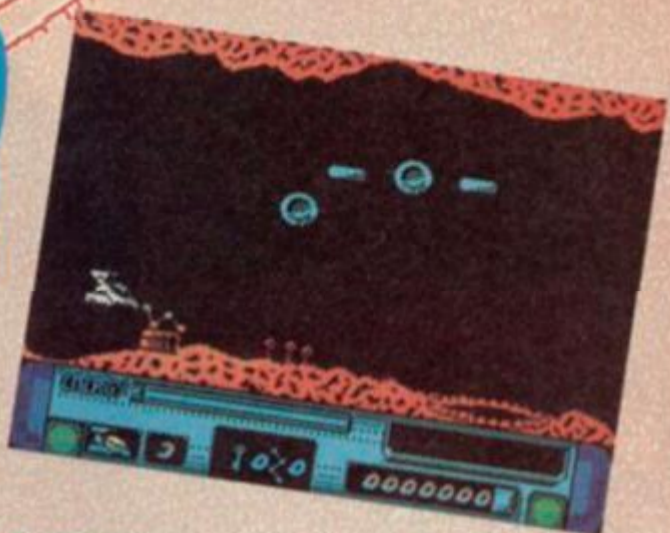
You start by moving at a very leisurely pace along what appears to be an artery (it's red –

there's no other clue). Nasties come at you in familiar formations, but just as you're getting the hang of it, they stop. In fact, everything stops when you reach what appears to be the end of the artery, and you sit there and wait, sometimes for up to five minutes, for your craft to turn round and go back. (Clearly some sort of bug is at work here). On the way back boulders come flying at you, which seems a little strange, but then perhaps the Prof is a vegetarian and eats loads of rye bread, with all the healthy sand and soil that the stuff seems to contain. Anyway, this part is the most fun, even though you're never too clear why you're doing it.

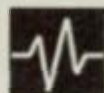
After half an hour or so of this, you notice that there's a crater down below, and you wander down to it. To your initial surprise and pleasure (soon followed by excruciating boredom) you see that there's another artery down there, with more nasties, and at the end, a key, which needs to be picked up. The boredom hits you when you realise that this artery's almost exactly like the first, and the only way out is the way back.

There are other backgrounds – most looking so like alien cities that you suspect that this originally started out as a completely different game. But after wrestling with it for an hour and a half I was bored.

In fact *DNA Warrior* does have the seeds of a decent game hidden somewhere in its unchallenging and drab exterior, but you have to search mighty hard to find them. The Speccy market is still going strong, years after everyone went to the funeral, but games like this do little for its life expectancy. Don't encourage them.



final



48°



52°



50°



48°

Diagnosis

Shoot 'em up with neat storyline sabotaged by relentlessly dreary and unoriginal gameplay. Simply not a full-price product.

41°

verdict

The Complete Works Of Gerry Anderson.



SUPERCAR

Erm, this one's about a bloke who had a car which was, erm, sort of 'super.' Of limited appeal, because the puppets were very basic and we're all too young to ever have seen it. Our hero had a suitably brill Gerry Anderson name though — Mike Mercury! Let's step swiftly on to...

FIREBALL XL5

This is more like it! The adventures of Steve Zodiac, his sidekick Zero and robot Robert flying around space on missions for the World Space Patrol. Featuring the classic theme tune, 'I wish I was a spaceman, the fastest guy alive, I'd fly you round the Universe in Fireball XL5.'

STINGRAY

First of the real classics. Troy Tempest, Aquamarina and pals patrolling the oceans in the supersub Stingray from their base at Marineville. Featuring the greatest submersible in history, the meanest villains (the Aquaphibians) and the best opening lines: 'Anything can happen in the next half hour...'

THUNDERBIRDS

So famous they've named a real disaster relief organisation after it (International Rescue), the adventures of Scott, Virgil and the rest are Gerry's finest (half)hour. F.A.B.

CAPTAIN SCARLET AND THE MYSTERONS

'Remember Captain Scarlet is indestructible! You are not! Do not try to imitate him!' Phew! Good job they told us, eh viewers? Taken over by the alien Mysterons, Captain Scarlet fell off a skyscraper one day and found he was a) cured b) indestructible. What a stroke of luck! Not only that, but he was a more realistically proportioned puppet too than those poor gangly Tracey boys. Some people get all the luck.

JOE 90

A stupid poxy nine year old kid who could borrow other people's brain patterns, had a car the size of a bus and wore glasses. What a load of old coppers.

UFO

First of the live action heroes, pseudo-American Ed Straker led the secret defence against hostile alien spacecraft trying to steal human organs (or something.) Famed for some crap earth defence ships that had only one (very big) missile which always missed. Oh yes, and for some very dodgy acting.

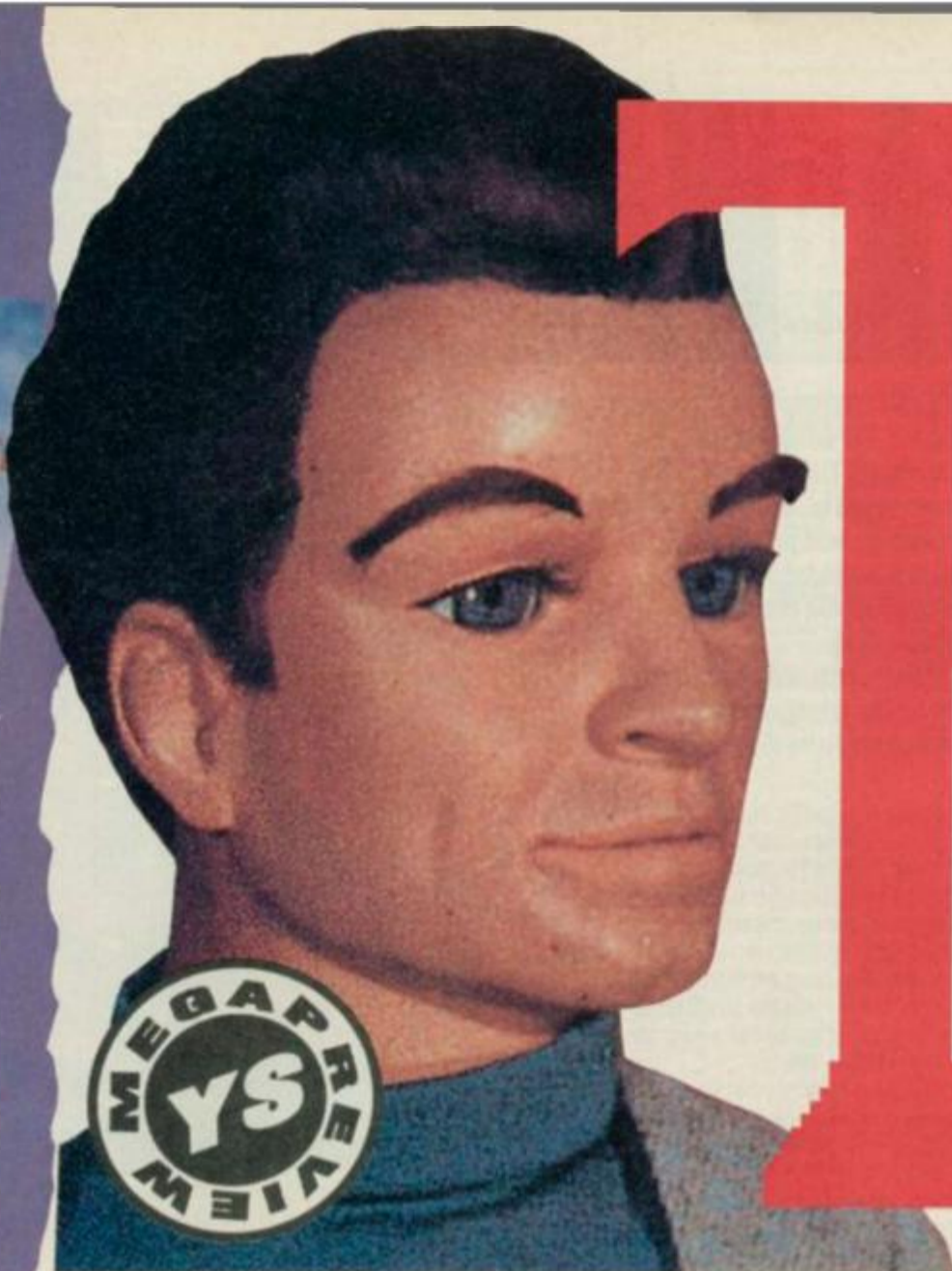
SPACE 1999

Much more your standard *Star Trek* rip off with incomprehensible plots, an, erm, 'unlikely' premise (that the moon should be blown out of orbit and go through a space warp or something to another galaxy with people still living on it) but admittedly brilliant special effects. Acting was at least three times better than in UFO (though still not very good.)

TERRAHAWKS

A return to puppets and a *Thunderbirds*-ish theme, but with 'famous' actor voices (like Windsor Davies as a rotund robot Sergeant-Major) and with heroes called Tiger Ninestain and Kate Kestrel (and they're the sensible ones!) Not quite the success it was expected to be, but Gerry's currently touting around the idea of a *Thunderbirds* live action movie, so anything could happen.

Conclusion: Gerry Anderson is a complete fruit loop.



MISSION ONE — MINING DISASTER

Brains: Gee, t-t-t-thank you, Mr Bielby. In the t-t-t-first mission V-V-V-Virgil, Alan and I must rescue a group of m-m-miners who are trapped in their m-m-m-mine cage deep underground, but the whole t-t-t-tunnel system is flooding, leaving them not v-v-v-very long at all before they drown.

V-V-Virgil drops Alan off from Thunderbird 2 and he m-m-must make his way down from the surface towards the stricken m-m-mine cage, while I h-h-have to tunnel in at the bottom of the system in the M-M-M-Mole and reach them from there.

Alan: Hey, Brains I'm in this one too, you

know! What you haven't said is that there are various tools we have to pick up and use (like spanners and hammers), falling stalagmites to dodge, gaps to leap and so on. Unlike on TV we can walk about on our own pretty well too (though Brains still looks a bit funny if you ask me) and do some great comic 'business.' At various points Brains looks out from the telly and talks to the player, and there's one great bit where he whizzes across three or four screens hanging off the back of a run-away mine car. Yaaargh! Over to you Gordon.



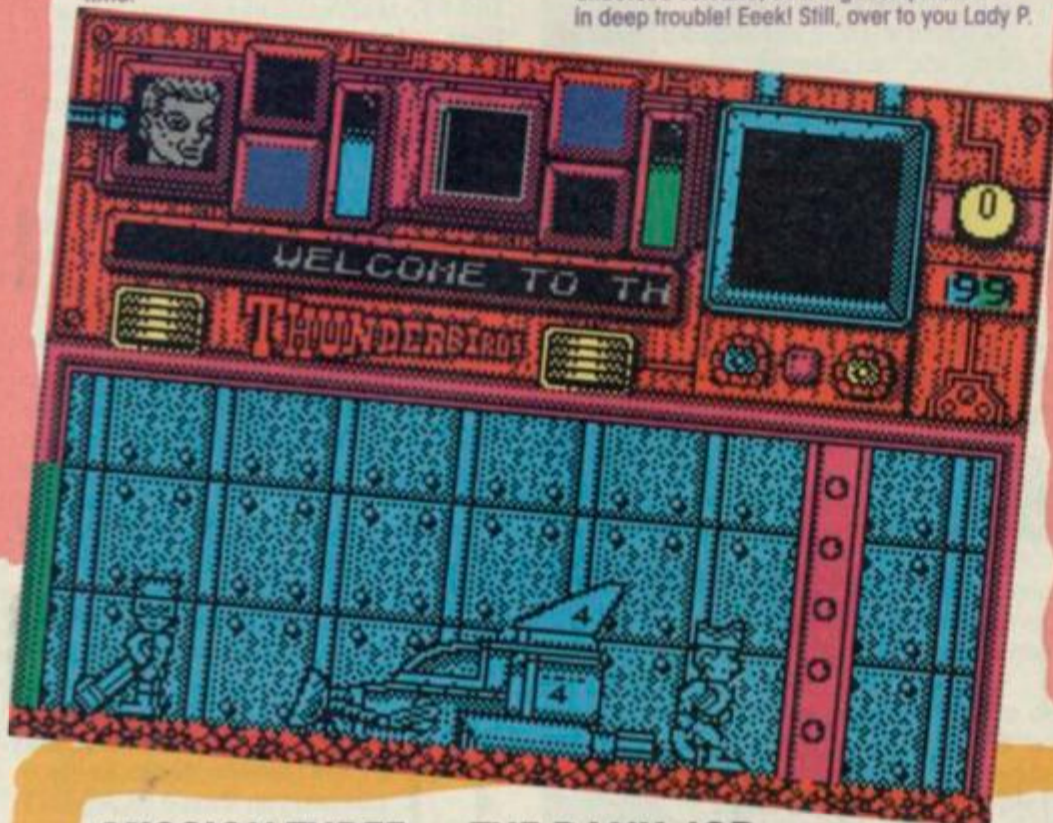
BIRDS

Thunderbirds are go! Matt Bielby takes a gander at Grandslam's newie based on the TV 'classic'.

MISSION TWO — SUBMARINE CRASH

Gordon: Hi, I'm Gordon Tracey, but you might know me better as 'the one that doesn't get to do very much.' I drive the little yellow submarine which might be quite crap, but isn't as bad as having to sit in that poxy space station like John does all the time.

Anyway, I take part in the second mission in the game and this involves me taking Thunderbird 4 down to rescue the crew of a sunk nuclear submarine and shut down the reactor. It's not as easy as it sounds though. 'Cos it's sitting on the edge of a dormant undersea volcano, so if it goes up we're all in deep trouble! Eeek! Still, over to you Lady P.



MISSION THREE — THE BANK JOB

Lady Penelope: Yes, thankyou Gordon. Oh, Parker?

Parker: (Do-di-li do-di-li do!) Yes, Milady?

Lady Penelope: This is the one we're in, Parker. Mission three — remember? After the sub rescue mission those nice boys, Scott and Virgil find that International Rescue have been recorded on video and they're very worried about their super-technology becoming public for some reason. It's our job to break into the Bank Of England and take a peek at the top secret accident report to find out who holds the video — and why. So get your skates on,

Parker!

Parker: I'll fetch the Rolls, Milady.

Lady Penelope: While he's doing that I've just time to tell you a few things about how you control two characters at once. You toggle between them using the space bar and in some adventures, like the Mining Disaster through the dangers to the required place. However, in later levels like our one there is a degree of puzzle solving involved too, and you'll have to do some pretty nifty toggling to get Parker and myself to help each other out. Anyway, it's over and out from me now, as here's Scott to talk to you.

MISSION FOUR — COUNTDOWN TO TERROR

Scott: Scott Tracey, here, the hunky Thunderbird 1 pilot and all round hero. My job is to recover the video of our air craft from International Rescue's arch-enemy, the Hood. Like our craft, this level must remain top secret, so that's all I can say about it. F.A.B.

And so there you have it, fresh from the puppet's mouths. One thing ardent *T-Birds* fans in this office (Yep, I was a bit shocked to discover we employ such obvious jessies!) were a bit disappointed to

discover, was that at no point do you get to fly any of the Thunderbirds. Still there's a lot of game to be played here and no mistake. And if my guess is anything to go by (*Nope. Ed*) this looks like it might be a right little corker. Besides, if it isn't I've still got the freebie videos I've nicked from our corkendous *Thunderbirds* competition prize box as consolation (*Oh no you haven't! Your nicked, me old beauty! Ed*) Oops!

Back at my school they called you a bit of a jessie if you were bang into *Thunderbirds*. I still had a Dinky Thunderbird 2 (though I lost the little submarine that came with it), a plastic Thunderbird 1, a Lady Penelope Rolls Royce and a Spectrum Patrol vehicle but I kept them hidden guiltily under my bed where my friends would never see them.

These days though, there's no need for secrecy, 'cos *Thunderbirds* is pretty trendy. So what a pity that Firebird made such a pig's ear of the licence when it released the first *T-birds* game back in late '85. *Rick Robson (Who he? Ed.)* called it a 'lazy maze game,' and basically it was just a load of old tripe. Even rabid *Thunderbirds* fans quickly bunged it down the software dumper.

Four years on though we now have a new version courtesy of Grandslam, which thankfully has absolutely nothing to do with the first. But is it any better? Let's take a gander, shall we?

Thunderbirds (??) is basically four games in one, and takes the form of a two cassette multiload. There's one mission on each side of the tape y'see. In each mission you control two Thunderbirds characters at once and toggle between them using the space bar. But why should I explain any further when there's the perfect chappie to tell you all about it right here in the first level? Take it away B-B-B-B-Brains...



FAX BOX
Game *Thunderbirds*
Publisher Grandslam
Price \$8.95 cass / \$12.95 disk

YS ADOVENCU

A practical problem to start with, from **Shane Baker** of Essex, who asks, "With the Save mode that you get on most adventure games, do you save the part of the game you are at onto the actual tape the game is on, and when you reset the computer will it still be on the memory of the game?" Hold it right there, Shane!

First of all, NEVER try to save your game onto the tape that the game comes on. Most games won't allow this anyway as the cassette tabs at the back will have been removed to stop you pressing RECORD while the tape is in the machine, but don't even try it. You risk wiping out the original program, then you won't be able to play the game at all. When you have saved your position onto a separate tape, you will still need to load in the original game, then load in your saved position, next time you start to play the game — the data you save doesn't contain all the information to enable you to resume playing, which I think is what Shane was getting at. But while you're playing the game, you can save at any point, and have several different saved positions on your tape — in fact that's the best way of playing as you often find you have to retrace your steps to an earlier part of the game. As for resetting the machine, this wipes out what's in the machine's memory, including any RAM SAVE (if the game has such a feature). So don't do it unless you intend to reload the game from scratch and don't want to save your current position. For the answers to your other questions, Shane, send me a stamped addressed envelope and tell me exactly where you're currently stuck.

Tom Williams aged 13 $\frac{3}{4}$, from Lichfield says he's been stuck on *Mountains Of Ket* for years. What a twit! Oops, sorry, I really must stop insulting our wonderful readers. Anyroadup, my advice to young Tom is to ignore the cliff face, and to drop everything if you want to be able to swim in the river. And don't wait two years next time you're stuck.

Simon Hathaway from Plymouth asks about *The NeverEnding Story*. You should drop the crystal in the room with the ENIHCAM EGNARTS in it, to learn something you'll need later on. Don't kill

the torturer — try bribery instead. I don't think the cape serves any useful purpose, but I may be wrong (there's always a first time!) For help on *Redhawk* you need to contact one of the experts, which counts me out. Try sending your sae and questions to someone like . . . oh, like **Gregory Quinn**, 71 Festival Road, Portadown, Co Amargh, N. Ireland BT63 5HE. And for help on all the other games you mentioned, send your sae to me and tell me where you're stuck.

If you're stuck in any of **John Wilson's** games you can always try typing in various names to see if you get a response. John loves filling up the

ring in *The Hobbit* you must first escape from the world-famous Goblin's Dungeon and then go SE/E/SE/E. Apologies for not writing that last bit backwards, but it wouldn't have been easy to do! To find the identicard in *Rigel*, first you ELCIHEV NI STAES ENIMAXE, and then you just STNEMUCOD EHT DAER. In *Inspector Flukeit* to get into the pub you must ENOB PORD. In *Shadows Of Mordor*, as soon as the skinny orc enters you should DROWS HTIW CRO LLIK, and repeat this, and also alternate it with asking Sam to do the same. It also helps if you specify in the input which orc you mean.

Talking of orcs, remember the sleepy orc in *Hammer Of Grimmold*? I said you got past it by simply killing it, but some people said that didn't work. It turns out the answer to the problem is different in more recent *PAW* versions, as opposed to the original *Quill*. Thanks to **Sue Medley** for the other solution, which is that first you must examine the orc to get a clue as to one of his little weaknesses, then you CRO RAEN NOGALF ECALP. Go away for about ten moves and then return.

Sue also contributes to the great *Jinxter* saddle controversy. First of all I said that you should ELDDAS TSOP to get it to the station, but some upstart by the name of **Denis Reilly** claimed you should KCAS EHT NI TI TUP instead and save yourself two-fergs. Sue chips in with the info that Denis's suggestion is easier, but doesn't earn you maximum points. The first method gets you 10 points for doing it, and then you must do a bit of busking for another 10 points, which also gets you a one-ferg ticket for the train so you don't need the two-ferg coin after all. Carrying the saddle KCAS EHT NI doesn't you get the equivalent.

At this juncture (you didn't realise we were at a juncture?). I'd like to give a rather belated thanks to everyone who sent me a Christmas card. Better late than never. Thank you, each and every one, except for **Greg Quinn** who told me to enjoy myself and not drink too much. Make your mind up, Gregsy-baby, it's got to be one or the other!

Karl Camenzulp from East Ham asks where to go once you've got the talking bomb in *Rigel*. You will have to DLEIFENIM EHT SSORC, and to do that safely you will need ROTCETED EHT — and know how to use it properly.



ILLUSTRATION ANTHONY COLBERT

available memory with messages for friends (and others) to discover. If you've got *Behind Closed Doors: The Sequel* (and if you haven't, why not??) then try the following: YS, JUNE, EKIM, MANDY, ELISABETH, DOREEN, FRIENDS, TV, RECORDS, LIKES, DISLIKES, KAREN, ZENOBI, TED, SMART EGG. That lot covers everything from Keith Floyd to syrup sponges, although I refuse to be responsible if anyone's offended by some of the cheekier responses!

Robert Beavan from Hereford asks six zillion questions, so here are just a few of the answers. To get to the magic

RES

Any *Swords And Sorcery* experts out there? If so, make a note of this name and address, **A. O'Brien**, 30 Penrith St, Barrow-in-Furness, Cumbria LA14 2BP. This reader says he recently dug out his copy of this oldie, and after playing it for about an hour he realised why he'd given up on it in the first place: bugs! He's managed to get to Level four, but can't get to the end of it despite the updated version of the program that he received when he complained at the time. A reasonable complaint, as one of the bugs causes his entire inventory to disappear from time to time! If anyone can help or advise, please contact this poor suffering soul direct.

C. Gallagher is also a poor suffering soul, but it serves him right because he went and bought *Not A Penny More, Not a Penny Less*, probably the worst adventure since the dawn of time. C.G. has been, "Stuck in the underground for a long time now, so any help anyone can offer would be greatly appreciated." Other suckers... sorry, other sufferers should send their help to 73 Loverock Crescent, Rugby, Warwickshire.

Nigel No-name writes all the way from East Doncaster, and before you say that's not a long way this is the one in Victoria, Australia! Among other things, Nigel asks how to save the woman from getting shot in *Jack The Ripper*. This is one of those fussy-input problems, so is worth repeating for other readers. The input you need is YDAL FO TNORF NI PMUJ.

Trouble with an input in another CRL game for **Mark Rawe** of South Ockendon, and he says he thinks the men in white coats will be taking him away soon if he doesn't sort it out. This is in *Wolfman*, and Mark's been told he must look in the mirror, but when he types LOOK IN MIRROR he just gets the location redescribed. I don't have a copy of *Wolfman* to check it out, but it sounds to me like the program's just reading the first two words and responding as if you'd typed in LOOK on its own. Try LOOK MIRROR instead.

James Handley of Barnes in London must be a quick adventurer. He starts his letter by asking for help on *Seabase Delta*, then by the time he gets to the P.S. he tells me it's okay 'cos he's finished it! (*Or a slow writer!* Ed) What he hasn't finished is *Inspector Flukeit*, where he needs to know what to do in the churchyard. First SEVARG EHT ENIMAXE. Then use the YEK LLAMS to unlock the gate. As for the vicar, just give him YRAID EHT and the mucky magazine! And no, I don't mean *Your Sinclair*, who said that? Kindly leave the page. Oh, we've all got to leave the page anyway because we're at the bottom. Byeeeeeee!!!!

NEWS

Venture forth with Mike Gerrard



I know lots of you were disappointed that William Young had to close down his Spectrum Adventure Exchange Club recently. But now he's back, with a terrific idea, which is that Spectrum Adventurer will return, but this time purely as a means of publishing adventures. I'll let William explain what is planned.

"Your recent article on publishing adventures was extremely interesting but unfortunately it can be difficult for an author to find an outlet for his/her adventures — enter Spectrum Adventurer. Budding adventure writers — if their adventures are good enough — will have a ready market for their products. This means that authors can concentrate their energies on writing and leave the hard slog of producing cassette labels, inlays, mailing jiffy bags and the rest to Spectrum Adventurer.

"Spectrum Adventurer is not a profit-making concern, it exists solely to promote adventures. Any profits from the sale of adventures will go to the authors concerned. I hope to produce adventures on tape and disk, and details of the games will be sent each month, free of charge, to everyone on my mailing list. If anyone wants details all they have to do is send me their name and address."

The address of Spectrum Adventurer is 4 Kilmartin Lane, Curluke, Lanarkshire ML8 5RT.

Before the *Spectrum Adventurer* tapezine departed, it ran a competition to win a +3, which was open to everyone who bought its *Virus* adventure, and William Young has just announced the name of the lucky +3 winner — M. Morrison of Exeter. There were also seven winners of mystery prizes, and among those I recognised several YS readers, such as Allan Phillips, Walter Pooley and Mike Brailsford. Well done, chaps. Now that the compo is over, *Virus* has been reduced in price from £2.99 to £1.99, post free. I do recommend it as being very enjoyable, and well worth adding to your collection. Send your pennies to the Spectrum Adventurer address above.

Here's something that made me smile. I've just had the latest press release from *Official Secrets*, giving details of the exclusive *Magnetic Scroll's* game, *Myth*, that's being handed out free to members and to no-one else in the known universe. *Myth's* been talked about for a few months now, and I was beginning to wonder if it really was a myth, so I liked the comment in the press release that said "*Magnetic Scrolls* has been working on *Myth* for, ooh quite a long time now really." Say no more!

But why so long? I asked Anita Sinclair. "Well, basically because it just grew and grew. At first the idea was that it was going to be a very small ten room adventure with about four puzzles, but as it was being written it expanded to about two dozen rooms and ten puzzles, and we kept wanting to make it better. Quite honestly, I think it's much too good now to give away!" Lucky *Official Secrets* members.

The good news for Speccophiles everywhere

though is that there'll be a text-only version of the game available on May 1st on disk for the +3 and on tape for 128K machines only, 48K owners will get a free copy of *Captain Blood* instead as part of their membership.

Membership costs £19.95 from Official Secrets, PO Box 487, Harlow, Essex CM21 9PH.

● And the next Magnetic Scrolls release? Anita Sinclair again. "I doubt if the next one will be out before September, which is a long way away, but it will be different. Don't get me wrong, it'll still be a text-based adventure, but we want to incorporate into it all of the ideas we've had about what adventure games could be doing, ideas we've had since way back when we were doing *The Pawn*. It'll be different, that's all I can say." But all Magnetic Scrolls' games are different (especially *Fish!*). "This one will be even more different!"

● Now, quite a lot of you have written in to ask what has happened to *The Great Peepingham Train Robbery*, which I had an exclusive sneak preview of several months ago. This is the game written by Colin Jordan, whose previous effort was *Inspector Flukeit*, which endeared itself to loads of people, including me. Colin writes to tell me that *Peepingham* was originally commissioned by Top Ten Software, but after keeping him waiting for a whole year, it's now announced that it's no longer releasing adventures, so it won't be publishing it.

Fear not though, *Flukeit* fans, Colin has decided to release the game himself.

Just to refresh your memories, *Peepingham* features our beloved Inspector Flukeit and his faithful sidekick, Blunders, this time called in to investigate a train robbery.

There's also a 128K version available now, and that features a few extra commands like RAMSAVE/RAMLOAD and PIX to turn the graphics on and off. Either version is available on tape only for £2.99 from Axxent Software, Shirwedean, Sandyhill Road, Saundersfoot, Dyfed SA69 9HN.

The *Pawns Of War*, written and published by YS reader Les Floyd, will set you back £1 more than the usual price fixed for such offerings, but then Les is donating £1 from every sale the Wishing Well Appeal in aid of the Great Ormond Street Children's Hospital, a very worthy cause. He also says that the first two orders received that have YS written in the bottom left corner of the envelope will have their money returned and get the game for free. This chap's nothing if not enterprising!

Can he write a good adventure, though? Well, with a little help from his *PAWs* Les hasn't made too bad a stab at it. The story is set on the German-Austrian border in 1954, but the Germans are still the potential baddies as they're suspected of building nuclear missiles in a mountain hideout. You're on your way to investigate when sniper fire causes you to crash your jeep into the mountainside, so there's nothing for it but to continue on foot, try to destroy the base and make the pre-arranged helicopter rendezvous.

The game's only small, about 40 locations, with 12 of them having reasonable graphics to them. This is not a game that's going to tax the experts for very long, but newcomers should get more out of it. The problems are all fairly logical, and I progressed through it quite well, with a heavy use of the RAMSAVE feature. For this you type RS, although it isn't documented — but the author says better documentation will be ready by the time this review appears. The RAMSAVE is needed for the many instant deaths that are lurking, but I'm glad to see you're warned about most of them in advance.

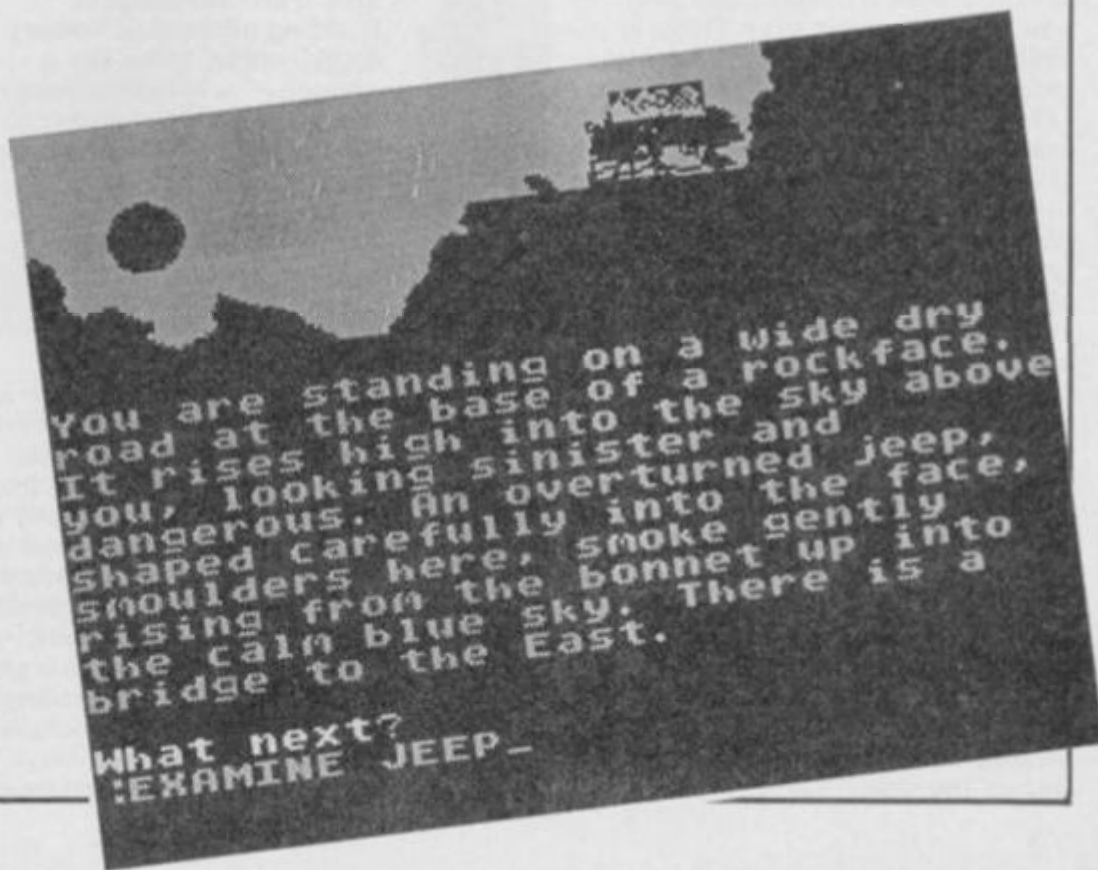
There's a nice try at descriptive text, which is atmospheric without filling the screen to overflowing, like, "You are standing on a wide dry road beside the open mouth of a dark forbidding cave. The rock above looks down onto you, the sun's light turning the sandstone to the colour of blood." What a shame this hard work is spoiled by a great number of spelling errors, such as "a lenth [sic] of rope", and "hastily" for "hastily." He does get his rope in a twist elsewhere too, as one bugette occurs when you've climbed down it. I thought I'd try GET ROPE, as some careless programmes allow you to do that despite it being tied to something a few hundred feet above your head, but here the response to GET ROPE was a mysterious "ENTER GAME POSITION." Hmm, I'll have to think how that one got there. A few other errors should have been spotted, like the bird's nest which you can see when you reach the top of a tree, but if you try to GET NEST you discover "There isn't one of those here." At one point you must JUMP ONTO BANK to get from one location to the next, but JUMP TO BANK doesn't work.

A shame about the sloppiness — more care next time, Mr Programmer. Not a bad little effort, but nothing to get wildly excited about.

Graphics	■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■	6
Text	■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■	
Value for Money	■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■	
Personal Rating	■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■	

Title *The Pawns Of War*
 Publisher Les Floyd, 37 Millriggs,
 Corby Hill, Carlisle CA4 8QP
 Price £2.99

PAWNS OF WAR



FISH!

REST
I don't understand REST

SLEEP
You relax the host-parasite interface and go for a brief holiday across the dimensions to the Land of Nod. But the Land of Nod is boring at the best of times; there's no-one to talk to - they're all asleep. Anyway, you quickly return to the goldfish and the tacky plastic castle.

Inside, the castle is exactly what you expected - tacky and featureless with ant eggs near the top and gravel at the bottom. To anyone else, the colours sprayed randomly on the wall would just be colours sprayed randomly on the wall. To a daring inter-dimensional espionage operative like yourself, however, they are obviously used to focus communications across the dimensions. The only exit is out, back to the goldfish bowl. Your attention is drawn to a glass box resting in the middle of the room here, this looks like Panchax's work. A smooth warp, a jagged warp and a small warp are also clearly the boss's work.

You can't walk through walls.

B-A-N-G! An explosion triggers a reflex action. Faster than a speeding bullet, you cover your head and dive for the ground. Unfortunately, exploding parrots are much faster than speeding bullets (well, this one is anyway). The shock wave hits you while you're still in mid-air. You get blown to kingdom come, or rather that tacky plastic castle in your goldfish bowl.

Inside, the castle is exactly what you expected - and featureless with ant eggs near the top and gravel at the bottom. To anyone else, the colours sprayed randomly on the wall would just be colours sprayed randomly on the wall. To a daring inter-dimensional espionage operative like yourself, however, they are obviously used to focus communications across the dimensions. The only exit is out, back to the goldfish bowl. Your attention is drawn to a glass box resting in the middle of the room here, this looks like Panchax's work. A smooth warp, a jagged warp and a small warp are also clearly the boss's work.



I have to admit that *Fish!* (with its free exclamation mark) puts me in a tricky position, and I don't just mean at the start of the game when you're swimming upside down in a goldfish bowl. No, what I mean is that this latest Magnetic Scrolls title is co-written by our very own *Phil South*, so it's a bit difficult being objective when you've heard about the game from the start and seen the blood, sweat and beers that Snouty's put into the writing of it. Nevertheless, I shall try. I shall also try to avoid fishy puns, mainly because every one you could possibly think of (and some you wouldn't want to) have already been used in the game, or in the packaging.

Our old friend the blue box this time contains the inevitable disk - very sorry, tape-type persons, but this is about 170K of adventure - and a one-week travel card for the Hydropolis Underground Omnibus Company, which is not valid before 9.00am Mondays-Fridays, except Dogger Bank Holidays - gerroan! There's a Fish Identification Chart, a sheet headed "How to Look After Your Fish" and a document from the Mission HQ of the Department of Inter-Dimensional Espionage. At this point you might be forgiven for thinking "Goldfish... espionage... swimming upside down in a bowl... what the fish is going on here?"

What you obviously don't know is that some fish are in fact really Inter-Dimensional Espionage Agents in disguise, and that means you. You thought you were on holiday in a bowl, but you are about to be recalled to duty by your boss, Sir Playfair Panchax, told to pull your fish finger out and get on the trail of the Seven Deadly fins, that dangerous group of inter-

dimensional anarchists. To help you, your boss has conveniently sent you three time warps, and you can go through any of these at the start to revert to your normal state (whatever that is) and wind up in three different introductory adventures. It's through time-warping that the Fins manage to commit many of their dastardly crimes.

On the other side of one warp is a recording studio - the music business features very heavily in *Fish!* You might even find a cassette made by the Fins, and the machinery with which to play it - that's provided you're quick about it as the producer keeps asking you to make him a cup of coffee and if you don't oblige he throws you out on the streets, where you automatically warp back to your goldfish bowl - and warping hurts!

Another warp leads to you waking up in the back of a grotty van, and you now seem to be the roadie to a group of some kind, who've all gone and left you to wander round in the ruin of an abbey, trying to avoid the attentions of a group of hippies. This isn't easy, especially as you end up wandering past their camp-fire carrying a church pew. This does rather tend to draw their attention to you. By now you will have gathered that *Fish!* is one weird game, probably a love-it or hate-it job depending on the wavelength of your sense of humour. Anyone weird enough to read *YS* in the first place is probably going to love it.

I did have some trouble in the third warp, however, which leads to a forest clearing where another espionage agent, Micky Blowtorch (author of *Warping Along With Blowtorch*), is lurking. Not that he's very co-operative. In order to have a good look round the location where he was

stubbornly staying, I asked him to go south east. The response was "Micky Blowtorch says, "What would anyone want to go Please insert the game disk and press any key." Now I know the game's weird, but not that weird. The game disk was already in the machine. I pressed a key. Same message. I turned the disk over, even though I knew the 'B' side was blank. Same message. I turned it back again, Same message. I switched off and reloaded and made a note not to try that again!

There were niggling parser problems elsewhere, too, partly due to the tricky things you had to try to do in the game. I thought the problems had just a bit too much emphasis on timing - doing things in the right numbers of moves, which means that you have to repeat actions quite a lot so as to work out the best order, that type of thing.

But one thing you cannot say is that *Fish!* is just another mundane adventure. It's one I've kept loading up, returning to each of the warps in turn and trying to make a bit more progress in the hope of getting through to the following major part of the adventure which takes place in Hydropolis. It's tough going! It's also full of funny finny jokes, leaving no fish unpunished, and no barrel unscraped in the quest for aquatic cracks. Spectrum adventurers seem to like that kind of thing - and they should definitely like *Fish!* (Can I have that fiver now, Snouty?)

Graphics	□□□□□□□□	9
Text	■ ■ ■ ■ ■ ■ ■ ■	
Value for Money	■ ■ ■ ■ ■ ■ ■ ■	
Personal Rating	■ ■ ■ ■ ■ ■ ■ ■	

Title *Fish!*
 Publisher Rainbird, Wellington House, Upper St Martins Lane, London WC2H 9DL
 Price £15.99 (+3 only)

PARISIAN KNIGHTS



ILLUSTRATION: SCOT DAWSON

Once again YS scoops the Spectrum competition to bring you the first preview of the new game from Abstract Concepts: *Parisian Knights*. It's written mainly by John Popkess, with help from his sister Anna 'Mindfighter' Popkess and their Abstract partner Fergus McNeill. All three came into the YS office recently with the one and only Spectrum copy of the game in existence, introduced me to the adventure, and then kindly left me to play it by myself for a few hours. This is a preview, then, and not a review, although the adventure was about 95% finished. Bear in mind that any quirks or bugs that I spotted may well have been taken out of the game in its final spit and polish.

From the future of *Mindfighter*, this game takes us back to the past, to November 1927 to be exact, and you are Phillip, a kind of 1920's James Bond figure. You're an intelligence operative for France's Bureau D'Affaires Internationale, and have just returned from a successful mission in London. But no sooner are you back than your life's in danger and you set off on another mission that will take you as far as China in this four-parter.

Part one is restricted to Paris, in and around the Bureau's headquarters at Chateau Lebian. In fact part one is very restricted, just 17 locations, and the aim is to pick up a bit of information (and a few objects), stay alive, and get out of Paris on one of the trains leaving from Clemenceau Railway Station. Billed as a graphic adventure, this part has just the one graphic, of the Eiffel Tower. Later parts have more pix, but not many.

The text is lengthy and true to the period, so it's no great hardship to switch the graphics off. There's the same control panel that *Mindfighter* featured, which comes up on-screen if you press ENTER without an input, and this allows you to choose various options.

Part one certainly has a lot of depth to it — but does it have enough content? Many people are wandering round, especially at the Bureau, and you can converse with these to a limited extent, but it doesn't seem to add much to the game.

The setting's convincing, and the characters and random messages give a sense of reality, but I wonder about the design of the problems, and the amount of adventure challenge that's in there. To get to part two you must catch a train out of Paris, with two choices open to you at the station: platform two goes to Geneva, and platform one goes to Baden. There's a ticket office for each platform, and a slip of paper in your pocket entitling you to a ticket on any Baden-bound train. You've also loadsamoney in your wallet, but if you try to buy a ticket for Geneva you're told you haven't any money! You can exchange the slip for a Baden ticket, but if you try to go back and get a ticket for Geneva you're prevented from joining the queue. This is obviously essential for the game's purposes, but it doesn't do much

for reality.

The trains to Baden leave at 4.30, 12.00 and 19.00, and you pretty soon realise that your life depends on catching the right train... or on how you catch it. Instant death lurks with all three, and unfortunately lurks in several other places too — not my favourite way of leaving a game. 48K owners will need to save to tape and RAM regularly. But the main fault here is the design of the problem. Get to the station at the wrong time and you have to wait several hours for the next train. Each input only represents the passing of a minute, though you can WAIT 10, or WAIT 60 to hurry things along. I admit I was limited with not having full instructions, but WAIT 120 only resulted in 2 minutes going by, and WAIT 2 HOURS wasn't understood.

Okay, so you can type WAIT 60 several times, but this game does attempt to simulate real-time and the response to even a single WAIT 60 was that I had to sit back and watch while a schoolgirl in a straw hat walked by swinging her tennis racquet no less than six times (even at three in the morning!) and it really did seem like a genuine 60 minutes had passed before the prompt returned.

If I thought I was bored in Paris, believe me, I hadn't seen anything yet! Finally working out how to catch a train to Baden without getting killed, and still wondering if I shouldn't have been going to Geneva all along, I was then faced with a train journey of four hours. Yep, you've guessed what's coming. How do you pass 240 minutes/moves on a train with only four empty carriages for company? Isn't this taking reality just a bit too far? I mean, I didn't even have a paperback with me to read! Surely this journey time could have been skipped? All I could find to do was WAIT 60, WAIT 60, WAIT 60, WAIT 60...

In Baden I thought things were starting to pick up. More locations to explore, and lots of locked doors! Hooray, this is what we adventurers want, proper problems! Then came the bit where I really started to tear my hair out. The hotel manager, Herr Kutter (geddit?), showed me to my room and asked me "Is this room satisfactory?" YES, I typed. "That wasn't possible." SAY TO KUTTER, YES. "He didn't seem to understand." Nothing worked at all. YES/NO/SAY YES/SAY NO/AGREE/DISAGREE/SAY TO MANAGER, YES/SAY TO KUTTER, YES/SAY TO MANAGER, "YES". I couldn't get rid of the so-and-so, and in the end I tried KILL KUTTER. It worked! A bit awkward, having the body of the hotel manager in your room, but it should help to avoid paying the bill.

A final verdict on *Parisian Knights* will have to wait till the finished version arrives, but going by what I've seen so far there's a long way to go to turn this into an enjoyable adventure. A great shame, after the promise I thought *Mindfighter* showed.

MIKE'S NIGHT OUT WITH THE STARS.



Cathy Campos

Our man in Madrid

Our man with Henry Mueller

The annual awards handed out by the Adventurers' Club Limited always have a special interest for me because they're among a few adventure awards voted for by regular adventure players, The Adventurers' Club, or ACL for short, has about 3,000 members, every one an adventure freak, so when they cast their votes you know they're doing it from experience.

The awards mean a lot to the software houses too, and this year the awards were handed out publicly for the first time, at the Sherlock Holmes Hotel in London's Baker Street (where else?). There were representatives from Mirrorsoft, Gilsoft, Level 9, Rainbird, Magnetic Scrolls, Electronic Arts and many many more, not to mention just about every magazine with a healthy adventure section — including YS, of course! Well, with a buffet and a free glass of wine on offer, how could I miss it?

Actually I nearly did miss it, as being a typical adventurer I tried to enter the hotel through the wrong door at the first attempt.

The 'evening' actually began at 4 o'clock, and by about 4.30 the free drinks were already being claimed. It was great to have a chance to chat to fellow adventurers for an hour or so before the awards were announced and, more importantly, the grub was brought out.

One of the highlights for me was being able to meet people who I only knew through their adventures, people like Linda Wright of Marlin Games, Jack Lockerby of River Software, and Tom Frost of Tartan Software, who'd travelled from Scotland just to be there.

With several people from the mail-order companies there too, it was pleasing that this year ACL supremo Henry Mueller had included a couple of new categories specifically for them. First was Mail Order Software

Company Of The Year, and I was delighted when the winner was announced to be John Wilson's Zenobi Software. Regular readers will know the high esteem I have for Zenobi's games, so it's good to discover that others feel the same way. The only disappointment was that John wasn't able to travel down to be there, so I wasn't able to allow the Rochdale Balrog to buy me a drink to celebrate his victory. (Actually, I think that's the only reason he didn't come).

Next category was the Golden Shield, for Mail Order Adventure Of The Year, and again I was pleased to see the award go to what I felt to be the obvious winner, *Jekyll And Hyde*, written and published by Essential Myth. I think this is the only mail order adventure that's ever been made a megagame, when I reviewed it last August. And remember, you read about it first in YS as long ago as January 1988, when I ran my exclusive preview. It was a terrific honour for YS then, when Tony Bridge read out a letter from Essential Myth apologising for the fact that it couldn't attend but asking me to accept the award on its behalf because of the support it's had both from me and the YS readers.

Next on the podium was Dave Barker, who I know is a YS reader and has now been elevated to the lofty heights of the ACL council. Dave said a little about the commended adventures of the year, which were *Lancelot* and *Beyond Zork*.

Ken Matthews was called on to give the Golden Sword award for Role Playing Game Of The Year. Ken announced the Golden Sword winner as *Dungeon Master*, and was lucky enough to hand the award to Mirrorsoft's Cathy Campos, who sent our photographer into overdrive. I've never seen a telephoto lens zoom out so quickly. At least I think it was his lens. (Oo-er!) Next up was me. I was handing out

the gong for National Software Company Of The Year, and the winner was . . . Magnetic Scrolls.

Henry Mueller then gave out the first award for the Fellowship of the Adventurer's Club, an honorary award to the person or persons who have done most to further the cause of adventuring. This was won by Level 9.

Finally we got round to the main awards of the night, the Bronze, Silver and Golden Chalice Awards for Best Adventures Of The Year. These were handed out by Keith Campbell, ACL President.

In third place was Rainbird's *Legend Of The Sword*, not something Spectrum owners will have seen, although I know some of you also have STs and will know how good this release is. The award was collected by one of the programming team of Silicon Software. Back to the podium came a Magnetic Scroll to pick up the Silver Chalice for *Jinxter*, and then it was time to reveal the best adventure of 1988. What could it be? I was as keen as everyone else to find out, and just as pleased to discover that the winner was again my own choice, the game I described as Level 9's best ever release, *Ingrid's Back*. Three cheers for Ingrid — and for Pete Austin, who accepted the award on her behalf.

As Henry Mueller wound up the proceedings, it was nice to see Tom Frost stand up and suggest a spontaneous vote of thanks to Henry for organising it all. Well done Tom, and well done Henry. And then it was back to the nosh, and back to the bar, where the level of the scotch bottle was falling rapidly. Tom Frost claimed it was evaporation, but I didn't believe him.

It was a great evening, no doubt about it, and I only wished more ACL members had been able to be there to enjoy it. Maybe next year. I shall certainly be there though. After all, Linda Wright still owes me a drink! ●

US Gold/£12.99 cass/£19.99 disk



Matt What an odd compilation this is. No theme or concept to it at all, just lots of stuff from 1987/88 that sits together rather awkwardly, a bit like chalk and cheese. A sports sim here, a strategy game there ... surely nobody's going to be big on all of them?

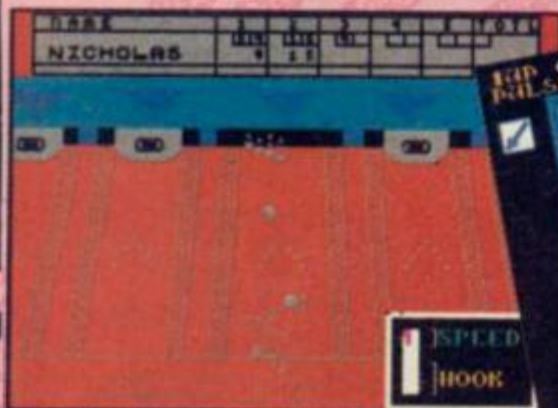
Lucky then, that most of this lot are pretty good, there's even a smattering of mega-games, though I can't really rave about the opener...

COMMAND

10th Frame

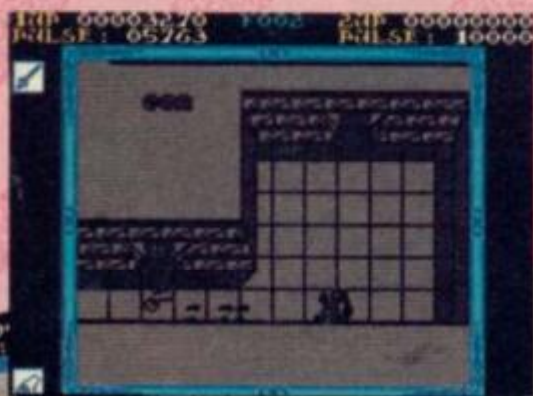
A ten pin bowling sim? Doesn't sound too promising to me and, ahem, it isn't. Don't get me wrong - it's a reasonable and challenging program struggling under the weight of an original game that gives very little to go on. There is only really one screen, with you as a little wire outline man bowling at the bottom, and the pins set up along an alley that stretches away in front of you.

You can take part in either League or Open bowling, with three different skill levels - though only the hardest 'professional' one is worth going for. What more can I say - the graphics are so dull that even the reasonable playability can't save it in my eyes. In '87 we gave it a (generous) seven, but in '89 I'll lean nearer 55.



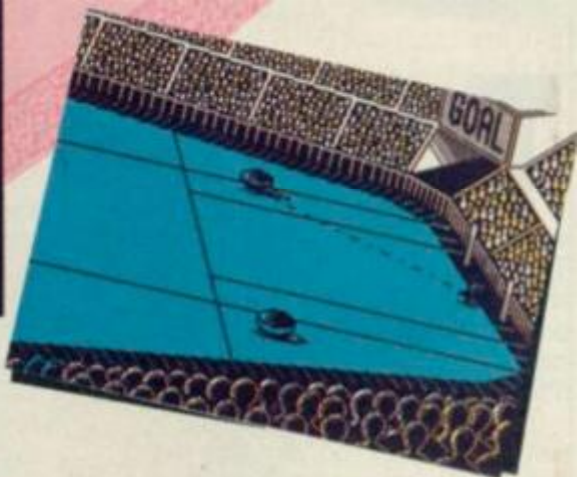
Shackled

A black and white *Gauntlet* clone that's a poor imitation of *Avenger*, *Ranarama* and the big 'G' itself. Small sprites, bad collision detection and poor animation ruin what remains a playable concept, especially in two player mode. Not a highlight of this collection.



Xeno

This one's pretty damn good too. Very simple and very playable, it's a futuristic variant on ice hockey featuring two saucer-shaped craft instead of teams. You look down on the pitch from behind the audience and control your saucer by a bizarre system involving projecting a cursor which is connected to you by a dotted line, and then shooting off as if catapulted along that line. It takes some getting used to, but in two player mode, with the



time limit on each move reduced to a couple of seconds, it's one of the fastest cut-and-thrusts (Oo-er) around.

The Armageddon Man

EEK! It's a bit hard this maintaining world peace lark. *Armageddon Man* is a sort of *Warring Nations Manager*, in which your task is to juggle the economic and military balance of sixteen different countries and prevent war breaking out by a combination of praise, aid, condemnation and military force. An icon driven strategy exercise, it's far too complicated to go into here except to say that it takes a lot of concentration and a strong

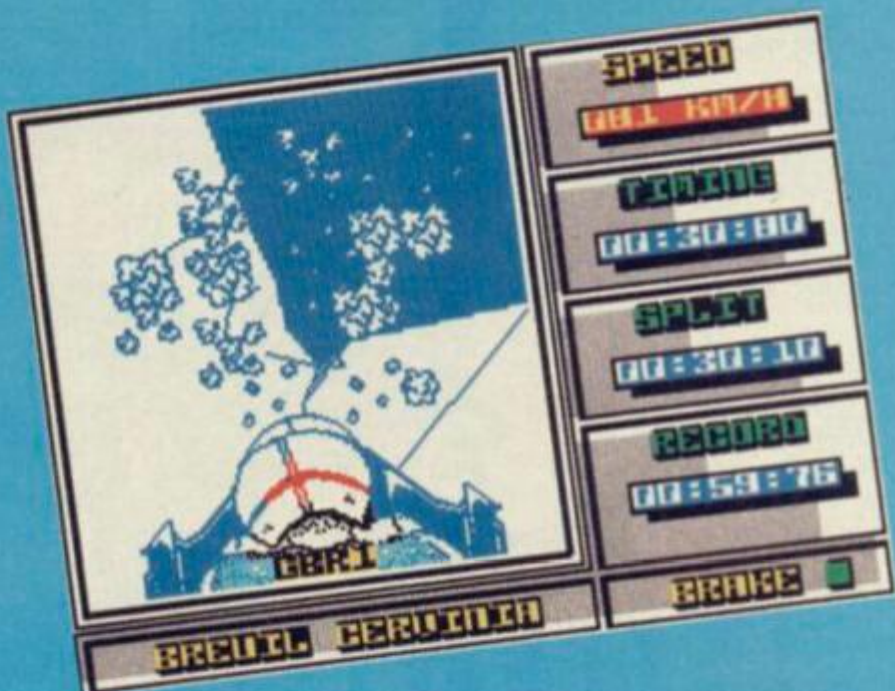


memory - which is probably why I succeeded in provoking limited nuclear exchange within minutes! I'll have to stand by the eight (pre-Foreign Legion) Gwyn gave it, though I did find the task of keeping all these squabbling youngsters in line, a bit 'trying.'

Bobsleigh

Brilliant, this one. One of the best Speccy sports sims I've seen. It links a very fast and convincing race down the banked track - where you have to learn the speed and angle to take each corner -

with a wagging push off and management aspect. You have to keep the cost of training, repairs and upkeep to a minimum, while aiming to earn enough in sponsorship money to buy a world class Olympic 'bob.' It's very easy to get into, hard to get good at and absolutely spiffing!



Performance

this one's rather amusing actually...



Mercenary

Now this is the biz! What a cracker! It's ripper! Erm... I quite like it. A 3D vector graphic thingie, representing part of the surface of an alien planet, it's absolutely jam-packed with hidden rooms, corridors, space-ships for the nicking, teleports, roadways and so on. You can quite easily spend



hours just wandering around, stealing or buying spacecraft and shooting things. In the end though, you're going to have to try and get off the planet, for which you'll need a particularly super whizzo ship which is hidden somewhere. Our Dunc reckons it took him a good twenty hours of exploration and map-making, but I think he's lying and it took forty.

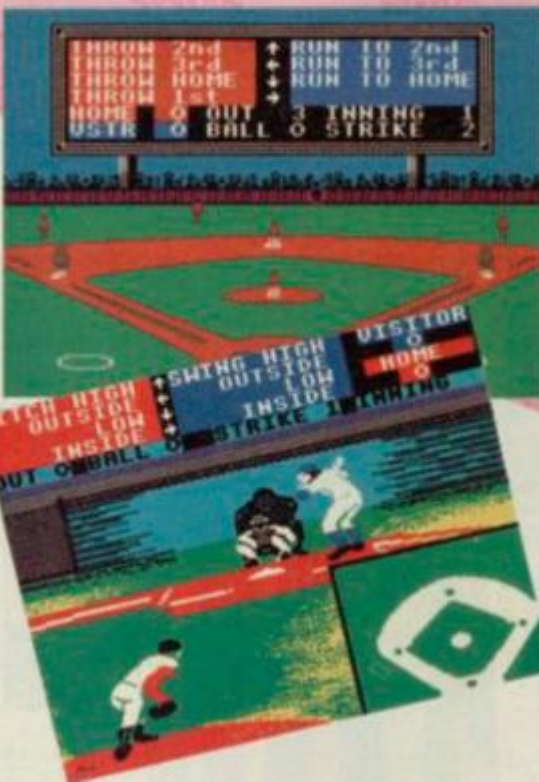
Trantor

Perhaps the most conventional game here, it's a horizontally scrolling shoot 'em up with nice big graphics, fast and smooth animation and great sound. There's also a flamethrower (my favourite!). It's blummin' good, if not quite worth the nine generous Snouty once gave it.



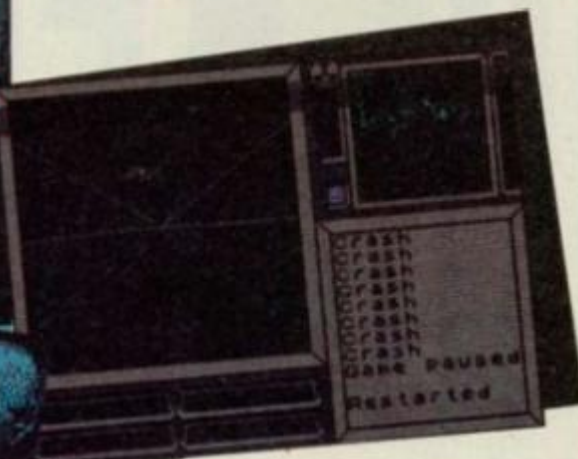
Hardball

Colourful baseball sim, with large, well drawn sprites. It's obviously a thoughtful representation of the game, where you can play both fielding and batting sides, substitute team members and choose between at least eight sorts of pitching throws. The only problem is, I don't find baseball all that interesting. Ho hum.



Cholo

A wire frame 3D vector graphics thing that I found quite hard to get into. You find yourself in a post nuclear world. All the humans are trapped in an underground bunker by rampaging robots who are trying to keep them down there. You play the one



sane robot trying to break the seal and let the people out by capturing and reprogramming the hostile droids. It uses all of Firebird's vector graphic skills and if it pales a little next to *Mercenary*, there's no great shame in that.

Psycho Pigs UXB

What was Dunc thinking of?! He gave this silly, monotone effort an eight. But I think it's hopeless, it's repetitive, it's... it's the twelfth time I just



played it in a row. Yep, *Psycho Pigs UXB* is an addictive little sausage, full of mad porkers running around, dropping down holes, popping up again and blowing each other up. Cute, violent and fun. And it inspired an ace YS T-Shirt to boot!

and now... in reverse order...

final

10th Frame	55'
Armageddon Man	80'
Bobsleigh	91'
Cholo	72'
Shackled	43'
Mercenary	95'
Xeno	86'
Psycho Pigs UXB	79'
Trantor	83'
Hardball	70'

Diagnosis

A very mixed grill, both in type of game and in standard, but containing a fair amount of crackling non-ethless

77°

verdict

+++PROGRAMMING+++PROGRAMMING+++

PROGRAM PITSTOP

It's time once more to look at your programming prowess, so here's your host with the most, David "Fab Wack Macca" McCandless.



I said a few months ago that Pitstop was going to be party to a few changes. Well, those changes are coming soon to a magazine near you. For a start I'll be letting my responsibilities slip. Yep, I'll be hanging up my clichés and packing my annoying sub-heads to depart for pastures new (and hexadecimal free). And Jon-boy Davies will be taking over

with his unique brand of enthusiasm, (he'll probably do a better job than me). But you'll have to wait for a couple of sleepless months for the change over — and the first person who says they're looking forward to it gets severely beaten. (I'm looking forward to it. Ed). Ah, eerrrh, well, I meant more of a thunderous round of well-earned applause. Anyway this month's

offerings are pretty varied. First is the premiere part of *The Hacker*, a phenomenally useful disassembler by Gary Shepardson, serialised over two issues for your delight. Then, Chris Pile makes a welcome return to these pages with his screen quadrant magnifier — read on for more details of that. And there's a special from Damian Stones too!

Now this has to be the single-most useful program I've ever printed here in Pitstop. I do not jest. You may have noticed how I always brag about the size of my disassembler in the *POKE* pages (they don't call me David "if it moves POKE it" McCandless for nothing y'know). Well now here's a tiny disassembler, brain-child of one Gary Shepardson. It's so versatile and brilliant that I decided to split it up over two issues just to increase the suspense (and make it look smaller).

Cunning

The most cunning feature of this gembo is that it resides in the top-half of the screen. This means you can load the program you want to dissect and not have it over-written by the disassembler — a common problem among us master hackers.

Useful!

There are a variety of uses for Gary's program. Best is the street credibility value. Invite your friends around, have the disassembler 'accidentally' running on your computer, and they'll be so amazed they'll build a religion around you! Also, this program will allow you to nose about other people's programs, and let you search for mysterious things like

THE HACKER

by Gary Shepardson

POKEs and cheat modes. And if you're UNBELIEVABLY clever

you'll be able to install it into a Multiface.

Brilliant

If you simply can't wait until next month, or just can't be bothered to type in each instalment of the 1024 bytes then send a cheque or £2.50 postal order to Gary Shepardson, 4 Epping Close, Thornaby, Cleveland, TS17 0DY. And old GAZZER will do the rest.

```
10 CLEAR 63399
20 RESTORE : LET x=63400: LET
c=0: FOR n=1 TO 23: READ H$: FOR
m=1 TO 16 STEP 2: LET a$=H$(m)+
H$(m+1)
30 LET b=(CODE a$(2))-48-(7 AND
CODE a$(2)+57)):16*(CODE a$(1)-
48-(7 AND CODE a$(1)+57))
40 LET c=c+(a*b): POKE x,b: LE
T x=x+1: NEXT m: NEXT n
50 IF c<>225726 THEN PRINT "D
ata Error": STOP
60 SAVE "Quadrant"CODE 63400,18
0
70 REM
1000 DATA "3E00210040A72B14"
1010 DATA "211040F801240D21"
1020 DATA "8048FE0228082190"
1030 DATA "44FE030CF37CC83F"
1040 DATA "CB3FCB3FF6585750"
1050 DATA "D5115CF80660E5C5"
1060 DATA "0110080D90C181CD"
1070 DATA "40F810F2E13E0C01"
1080 DATA "1000C8E0B0C10930"
1090 DATA "20F3115CF8210040"
1100 DATA "0602C50E10D585D5"
1110 DATA "1A0608110000A728"
1120 DATA "0B1FCB1ACB19C82A"
1130 DATA "CB1B10F5722C732C"
1140 DATA "D1130D20E2E1D1C1"
1150 DATA "004DF810D5E80110"
1160 DATA "0009E87CF85820C8"
1170 DATA "8E0802E506107E12"
1180 DATA "1312132310F8E100"
1190 DATA "20F1011000097AF8"
1200 DATA "58208E9FC9143807"
1210 DATA "A4C07DC6206F087C"
1220 DATA "D608E7C900000000"
```

More Next Month . . . !

Usefulness is simply emanating from these pages this month. I can barely believe it myself. After the superlativeness of the last offering we now have **Chris Pile** and his excellent (and short) *Quadrant Magnifier* which'll allow you to zoom in on a specific quarter of the screen. Wowsers.

Simple Pimple

To get magnifying just type in the self-sufficient, user-friendly Basic program. Once RUN, this will assemble the code in memory (at address 63400 incidentally) and SAVE it for you. Cor, some people don't know how easy they have it. Afterwards NEW the computer to clear the BASIC away. The code will remain intact.

Zoooooom!

First thing to do is specify which quadrant is to be magnified. You do this by POKEing a value into address 63401 (0 — Top left, 1 — Top right, 2 — Bottom left, and 3 — Bottom right). So if you wanted to magnify the bottom left you'd POKE

ZOOO OOM!

by Chris Pile

63401,2 and so on. Follow up the POKE with RANDOMIZEUSR 63400. A magnified

version of that part of the screen will now fill the entire screen. Repeating this process

produces a sly little zoom effect.

Here It Is . . .

```

9970 REM BLOCK LINE DELETE
9971 REM Knote for programmers
To use the program save it
on a blank tape for use in
the future.MERGE this
program with your own
by loading your program and
then Merge this one in
MERGE "" to merge
9972 REM BY J.MATTINGW CLOUDS 88
9973 POKE 23609,10: POKE 23617,1
58: BRIGHT 1: BORDER 7: PAPER 7:
INK 0: CLR
9974 PRINT AT 1,7: INVERSE 1:"BL
OCK LINE DELETE": PRINT AT 3,1:"
Written for ": FLASH 1:"IN": FLA
SH 0:" by J.M.CLOUDS"
9975 PRINT AT 5,0: PAPER 4:"Inpu
t start of line number that you
want to start deleting from.Then
press (: INVERSE 1:"ENTER": IN
VERSE 0:")
9976 PRINT TAB 0: PAPER 5:"Lines
must be from 0 to 9970
9977 INPUT ": LINE n
9978 LET A=INT (VAL AS)
9979 PRINT AT 10,0: PAPER 4:"Inp
ut last line number. Whi
ch is where it will stop del
eting the program. The
n press (: INVERSE 1:"ENTER": I
NVERSE 0:")
9980 INPUT ": LINE n
9981 LET B=INT (VAL AS)
9982 LET C=23755
9983 IF 256*PEEK C*PEEK (C+1)=A
THEN GO TO 9985
9984 LET C=(C+PEEK (C+2)+256)*
PEEK (C+3)+1: GO TO 9983
9985 LET X=C+2: LET X=-4
9986 LET C1=PEEK (C+2)+256*PEEK
(C+3): LET X=X+C1+4
9987 LET C2=(256*PEEK C*PEEK (C
+1)): IF C2=B THEN LET C=C+3+C1
1: GO TO 9986
9988 IF C2>B THEN LET X=X-C1-4
9989 LET C1=INT (X/256): POKE (X
+1),C1: POKE X,X-C1+256: POKE (X
+2),234
9990 PRINT AT 10,0:"END OF DELT
ING
9991 STOP
    
```

TECHNO - BILGE

448 EXTRA COMMANDS FOR THE

PRICE OF ONE

Warning: You are now entering the technical zone. All those with brains smaller than Southampton should not read on. Insanity, lysteria and other related disorders may result. You have been warned.

If you are a programmer, can handle machine code and are pretty damn observant, you may have noticed one or two yawning gaps in the Z80 assembly language instruction lists. Well, in fact they aren't just gaping hexadecimal abysses but actually hidden secret instructions. Spook!

The story goes that when Zilog (who put the 'Z' in Z80) came to polish off its new wonder chip, it found that some cunning instructions didn't actually work (a bit of a bummer considering that the chip was practically finished). So rather than redesigning the entire chip (and spending lots of money) it opted to just ignore the culprit commands, since they weren't that essential.

The discovery of these concealed commands is no great revelation nowadays, but you know me, I'm always slow

INSTRUCTION	CODE	INSTRUCTION	CODE
RLC	00	RES 0	80
RRC	08	RES 1	88
RL	10	RES 2	90
RR	18	RES 3	98
SLA	20	RES 4	A0
SRA	28	RES 5	A8
SLL	30	RES 6	B0
SRL	38	RES 7	B8
BIT 0	40	SET 0	C0
BIT 2	50	SET +	D0
BIT 3	58	SET 3	D8
BIT 4	60	SET 4	E0
BIT 5	68	SET 5	E8
BIT 6	70	SET 6	F0
BIT 7	78	SET 7	F8

to pick up on good ideas. I, of course, in my all encompassing wisdom, knew about them and pretended to understand them. But it was not until **Damian Stones** approached me with an enlightening article that I realised their full potential. So what else could I do but tell you lot?

Mysterious

These mysterious mnemonics inhabit the DD-CB and FD-CB areas of the tables (that is they must always be prefixed with DDCB or FDCB). These instructions do the same as normal ones but load the result of the operation into the Index

register specified. For example, DD-CB-00-01 loads C with the contents of a RLC (IX+00) i.e. LD C, RLC (IX+00). If you know Z80 this is an illogical combination but it works.

Tables

Hopefully these tables will explain what I mean more eloquently than I have already done:

Form the command with the following structure: DD-CB-*nn*-*XX* where '*nn*' is a displacement for the indexed command (i.e. IX+*nn*) and '*XX*' is formed as shown opposite.

Toodle Pip

Anyway, howsabout sending me some of your inspiring 'not bad' little programs yer selves? Male or female, Basic or Hex, blonde or brunette — I don't discriminate. Just document it as well as you can, jam it onto a tape and bung it to me (via the Royal Mail grapevine) to David McCandless, Program Pitstop, *Your Sinclair*, 14 Rathbone Place, London, W1P 1DE.

FREE

Game!

With Each
Mighty YS
Subscription!



The Insult that changed Willy Wally's life!



YS, the mag that kicks sand into the faces of other Speccy mags!

GET INTO SHAPE!

BE GREAT
BE A YS
SUBBER!



DRAGON NINJA



RENEGADE III



RUN THE GAUNTLET



RED HEAT

Improve your health, self confidence, and your outlook, as you receive more incredible issues of YS! Take a dekho at these dreamy features:

- Exclusive tricep-trembling FREE cover mounted games from top software houses!
- One FREE brand new Ocean/Imagine game worth up to £9.95! This'll help you flex your pecs!
- Membership of the muscular YS Subs Club, complete with monthly newsletter packed with info, compos and offers that are exclusive to YS Subs Clubbers.
- Twelve issues of YS — The most perfectly formed mag on the market.

Your MUSCLES will feel like DYNAMITE with these mighty savings!

WOW! 12 issues of YOUR SINCLAIR worth	£19.20
FWOAR! Ocean/Imagine game worth	£9.95
SKLOO! Priority delivery to your door worth	£5.60
YIBBLE! Free cover mounted gifts worth over	£60
TOTAL PRICE	£94.85

A TOTAL SAVING OF : LOADSA DOSH!

YOUR SINCLAIR SUBS

Yes! Yes! Yes! You bet I want MUSCLES!... But I'd rather have a YS Subscription any day. Rush me my free game and the next available issue. I have ticked the appropriate box below!

- UK only — one year £18
- Europe and Eire — one year £23
- The rest of the world — one year £28

The FREE Ocean/Imagine game I'd like is

- Dragon Ninja
- Renegade III
- Run The Gauntlet
- Red Heat

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

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

(Delete where applicable)

Signature

Name

Address

Postcode

Send the completed form to: Your Sinclair Subs, FREEPOST, * Mitcham, Surrey, CR4 9AR. If you don't want to hack up your copy of YS, then a photocopy of the coupon will do.

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

REF:

PLEASE USE BLOCK LETTERS

Post this Coupon Today — Don't Miss Out!

Music Micro Please! (Okay, okay, no more naff puns like that I promise). Music is one of my fave hobbies, as you know, but it has always been a bit of a sore point on the Speccy, to be sure. It's been possible to make music on our favourite button box before, but 'how?' has always been the real question. Packages to help you have come and gone, but it seemed that no-one ever put much thought into this aspect of the computer. The *SpecDrum* was one good idea, but you needed the box to hear the sounds, and if you wanted to give someone else a copy of your "song" what good was that?

So, if you like to make music for yourself or have a more commercial idea in mind, game effects and music for example, then a new program from Torchraven looks like being right up your street.

Take Note

Music Maestro is a music creation utility for the Spectrum range, requiring no add-on boxes, and lots in the way of editing, playing and saving stuff. Things which require more specialist knowledge or extra devices have been left off, like MIDI and print out options. So it's the ideal thing for folks who want to dabble around with music in some way, but can't really afford the expense of the current crop of MIDI add-ons. MIDI is okay, of course, but it does mean that you have to spend upwards of 300 smackers on a MIDI synth or module! Cost effective music on the Spectrum was the plan. So what is the end result like?

So Much In It?

Music Maestro is supplied either on tape or disk. If bought on tape it can be transferred to disk for use. The supplied programs are as follows: a basic loader and load screen, the *Music Maestro* program itself plus some essential demos and utilities for compiling and setting interrupts, and so on.

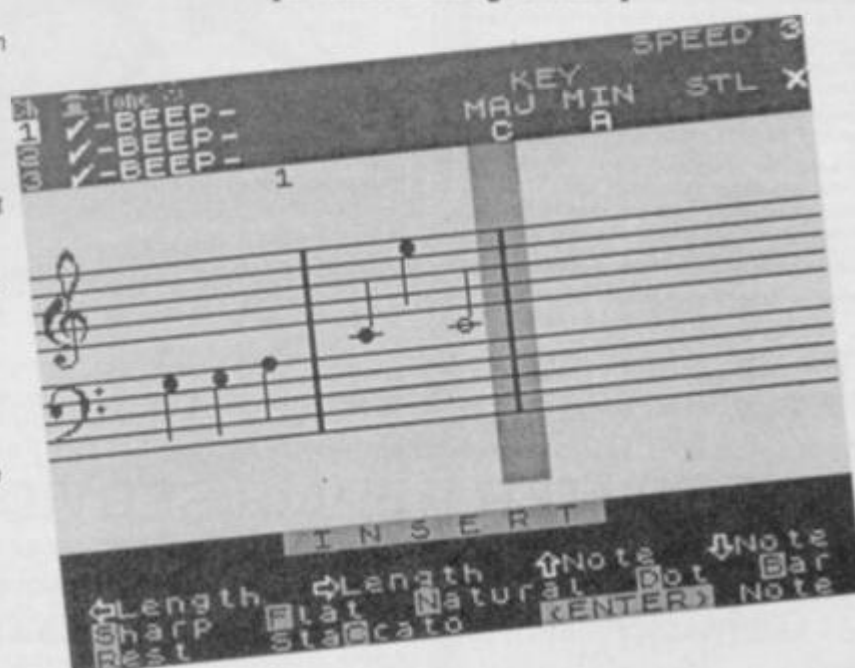
To load the program you simply insert the disk and press ENTER for loader. The program loads automatically. After the program has loaded, you are presented by the main *Music Maestro* screen.

Music created by *Music Maestro* in the editor can be saved in two ways, as 'source' code, easily edited note lists, or compiled blocks of machine code, called 'music objects.' A long time ago there was a package called *Whaam! Music Machine*. If you remember that, you'll be intrigued to note that better than that, the *Music Maestro* program not only allows you to program the BEEP speaker, but also the three channel AY chip sound found in the 128 and +2/+3. This is the first thing you notice about the main screen, you can select between BEEP and channel music. In the top left of the screen the contents of the three channels, indicated by the numbers 1, 2, and 3 are displayed, and you can select any channel by pressing the indicated number key on the top row of your keyboard. Channel on/off indicators show which channels will be played when play is selected. And Tone on/off, which is only used when the AY chip is being addressed, shows whether tones are generated for the shown channel. Again, the White Noise on/off shows whether noise will

HARDWARE

RAGE HARD!

More from the column which looks more at your Spectrum hardware than your software, (honk). Phil South takes his magic screwdriver to *Music Maestro* for all Spectrum computers, and avoids ALL the obvious puns. (Well nearly all...)



be generated for the highlighted channel.

There is a Speed rating as well, between 1-4, at which the currently loaded piece will be played, and next to that you'll find the key in which the music is written, shown in varying amounts of sharps or flats. Don't worry about the amount of 'real' music notation and references in the game. One of the points of this program is that it allows you, by twiddling around to learn more about musical notation if your musical education doesn't run to sticks and blobs.

Other features of the main screen are a white noise level, which will increase or decrease the amount of generated white noise, if you're using any for a drumbeat, say. The other thing is to toggle the sound-to-light facility. This is a bit of fun, which I'll go into in a moment.

Centrally, the screen shows the notes to be played on the current channel. The highlighted bit in the centre is the cursor position, where you insert, edit and delete the notes directly underneath. This area doubles as a wave display when you're editing waves/envelopes. Right underneath the central editing zone is a line for the name of the file you're currently editing. You can alter the name any

time you like. All the other options for using the *Music Maestro* program are right along the bottom of the screen. To use a much loved convention, all the initial letters, or at least the highlighted letters, are the keys pressed to activate each option. One option which remains constant throughout all the menus is the 'Q' command, for quit obviously.

Saving off your edited scores is easy, as you just tap the F key for file, T or D for tape or disk, and L, S or D for Load, Save or Object Save. Files are automatically appended with the extensions .MUS for source, .MOB for object files, and .ENV for attached envelopes. You can also specify, (and this is useful if you do your music for professional purposes) whether the tune plays just once, or whether you'd like it to repeat over and over. Handy for title screen tunes and high score tables.

Allow Me To Compose Myself

Editing on the *Music Maestro* is a dream. You can go to a certain measure of the music by typing S for start, E for end or B for a certain bar! For varying note lengths and pitches, you can select StaCcato, Dot, Sharp, Natural and Flat. (Flats and sharps always stay until cancelled by a

natural, as in real music.) Rests are as important as notes, as you are probably aware, so you can insert a rest by pressing R. The thing which separates this package from others, including *Whaam! Music Machine*, is the amount of actual editing you can do to the score once you've entered it. You can also perform 'block' operations, chopping and changing whole chunks of your source to make the piece longer or shorter, or repeat areas which you can't be bothered to enter again. You can also Play just the indicated block, rather than the whole piece! Handy for checking out a section without having to sit through an entire performance.

Letter Perfect

You can draw two envelopes for each channel, pitch and amplitude (loudness) which affect the 'timbre' or tone of the note. And you can also edit the envelopes with graphic feedback on the screen. This is actually a feature reserved for only the most expensive synthesizers. The control over the envelopes is how you make the notes sound like different instruments. Now I wouldn't want anyone to get the wrong idea, here. The difference between sounds isn't that pronounced, and nobody could mistake a Sinclair sound for a real instrument. But you will be pleasantly surprised by the range of tones you can get with the onboard synth chip. As for the BEEP, well, you can't affect its sound, only note and duration.

Dig The Colours Man

The sound-to-light effect is activated by O for options, and then L for Light. Then the pieces you play on *Music Maestro* are interpreted in a 'free-form' display of coloured dots on the screen. This is rather nice, and I spent many long hours in the dark watching this before they broke the door down and tied my sleeves behind my head. Fortunately you can press the SPACE bar to quit this pretty cosmic mode.

The Verdict

I like *Music Maestro* a lot. It's a well thought out program which has something for everyone. Home users will enjoy making their own music. And pro users can save machine code music for use in programs, as the instructions for using interrupt driven music are very comprehensive.

On any other system the price would be high, but on the Spectrum the software standard prices call the tune, to coin a phrase. So to obtain a copy of this marvellous utility, you only need £9.95 for cassette, and £12.95 for disk. A bargain, I think you'll agree. Incidentally, Torchraven is currently selling *Music Maestro* direct by mail, but if any major distributors/software houses are interested, Torchraven will be only too happy to take their call.

contact box

Utility	<i>Music Maestro</i>
Contact Box	Torchraven Ltd.,
	King House, 60/64 Matthias Road,
	London N16 8QD. Tel: 01-923 1744.
Price	£9.95

Many thanks to Steve Joyce of Torchraven for his help in preparing this review.



**WIN WITH
COURSEMASTER
THE COMPUTER HORSE RACING PROGRAMME**



- RATES ANY RACE IN SECONDS — ANY DAILY NEWSPAPER IS ALL YOU NEED
- NEVER out of date — Both N. Hunt and Flat — Fast data entry.
- AMAZING ACCURACY!! — Now you CAN BEAT THE BOOKIE!
- Works on the simple principle that **FAST HORSES BEAT SLOW ONE!!!**
- Clearly identifies best selection in every race plus these AMAZING Features:
- First, Second and Third choice shown for Forecasts and Tricasts, etc. Recommends most suitable type of bet.
- Actually works out your **WINNINGS** on most popular bets including (SINGLES and DOUBLES, win and each way), PATENTS, YANKEES, CANADIANS, HEINZ etc. Good EACH WAY and LONG ODDS bets clearly shown.
- Will PRINT out your **BETTING SLIP** for you.
- Maintains a **BANK ACCOUNT** — BET like PROFESSIONALS do! (Records all your bets in any number of accounts. Keep a complete record of your betting or compare COURSEMASTER against your favourite tipster.
- PLUS!!! — **THE AMAZING COURSEMASTER SYSTEM.** (This superb betting system is included in the programme. A system which regularly produces huge wins from small stakes.) Try it! Can pay for itself many times over on the first day!
- Supplied with 20 page **BETTING GUIDE** and **MANUAL.**

FREE HOT TIP THE MONTH TO EVERY PURCHASER

All for £14.95 inc post & packing (disc users please add £2.00 for disc)
Available now for all Spectrums (inc + 3 version), Commodore 64/128, Sinclair QL (add £1.00 for drive), Amstrad CPC, All PCW's, BBC and Electron, IBM/PC compatibles. Please state which.

£ STOCKS AND SHARE MASTER

- A complete **STOCKS AND SHARES** manager programme written SPECIFICALLY for the SPECTRUM.
- Maintains an up-to-date **RECORD** of your portfolio. **PRICES, PROFIT or LOSS.** 50 Companies per record. Any number of records.
- **BUY and SELL** shares — detailed period analysis of price movement. Should you **BUY, HOLD or SELL?**
- See **TOTAL** value of your holding **INDIVIDUAL SHARES.**
- **SPECULATE or FORECAST.** Would you be better as a **BEAR, BULL or STAG.**
- Whether you play the market or buy privatisation issues then **STOCKMARKET MASTER** will keep you in touch with up to the minute information.
- Feel the buzz and vibration of the markets without risking a penny if you wish. Play the markets before deciding to invest **REAL MONEY.** Flatter your **EGO!** Would you make a **FUND MANAGER?**

The best **INVESTMENT** you can make at £14.95 inc p&p.

Available for Spectrum only (48k and above inc + 3 disc version). Plus three version add £2.00 for disc.

£ PROFIT FROM YOUR MICRO — YOUR OWN SMALL BUSINESS USING YOUR MICRO

- **WHATEVER** your **MICRO** is you can use it to make a good income! Even if you only have a couple of hours to spare each week!
- We have put together a package of easy, sensible and practical business ideas which can easily be used by anyone with any micro. No computer expertise required!
- Earn **££'s** from home, doing what you enjoy doing — using your **COMPUTER!** It doesn't matter which model.
- You probably already have all you need to start earning.
- **THOUSANDS** of potential customers in your area who will **GLADLY** pay for your services. We will show you how to find them!

Full step-by-step guide to **EARNING MONEY FROM YOUR MICRO**

FREE BUSINESS IDEAS CASSETTE TAPE WITH EVERY COPY £12.95 inc p&p

SPECIAL OFFER: Buy any 2 of the above — discount £2.00. Buy all three — discount £5.00

INTRASET LTD, Dept YS, FREEPOST (no stamp needed), 6 Gilderdale Close, Gorce Court, Birchwood, Warrington, Cheshire WA3 2BR. (Large SAE for further details)

GET INTO CRIME!

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

**DARE YOU
PLAY.....**

**FREE
OFFER**



FREE!

SEND YOUR NAME AND ADDRESS TODAY FOR YOUR FREE TRIAL OF

IT'S A CRIME THE WORLDS MOST POPULAR PLAY-BY-MAIL GAME

Write, quoting G.M., to:-

KJC GAMES, PO BOX 11, CLEVELEYS, BLACKPOOL, LANC'S FY5 2UL.

T H E T F O R D M I C R O S

Sales and Service: 14, Castle Street, Thetford, Norfolk Telephone: (0842) 761645/765897 Fax: (0842) 755641.

COMPUTER REPAIR SERVICE

THETFORD MICROS offers you their experience and a fast efficient repair service with our guarantee that your computer is being diagnosed by the best and most up-to-date test equipment.

We are an approved - **AMSTRAD(CPC & PC) SBC (PC) BONDWELL (PC) AND ATARI SERVICE CENTRE.**

WE OFFER YOU:-

- * ON THE SPOT SPECTRUM & COMMODORE 64 REPAIRS
- * SAME DAY REPAIRS ON MAIL ORDER
- * THREE MONTH WARRANTY ON ALL PARTS REPAIRED
- * ALL COMPUTERS RETURNED POST PAID AND INSURED IF POSTED IN THE U.K.
- * FREE - ON/OFF SWITCH FITTED TO ANY SPECTRUM REPAIR
(Fitted in Spectrum casing - Please state if required).
- * SPECTRUM +REPAIRS 16.00
- * SPECTRUM +2 REPAIRS 19.50
- * SPECTRUM +3 REPAIRS (excluding disc mechanism) 19.50
- * SPECTRUM KEYBOARD REPAIRS 10.00
- * MICRODRIVE REPAIRS 19.50
- * INTERFACE 1 REPAIRS 19.50
- * SINCLAIR QL REPAIRS 28.75
- * COMMODORE 64 REPAIRS 30.00

(Prices inclusive of Parts, VAT and postage).

We make our own-

- * COMMODORE COMPATIBLE POWER SUPPLY 29.50
 - * SPECTRUM POWER SUPPLY 12.95
- (Both fully repairable)

Repairs undertaken on Amstrad, BBC, Atari, Amstrad PC, Bondwell PC and SBC PC.

Quotes given on repairing any Printers and Disk Drives.

FOR FAST DELIVERY SERVICE - SECURICOR £9.00 + VAT

MAIL ORDER taken on Computer Equipment and Software.

Payment can be made by Cheque, Postal Orders, Barclaycard, Access or American Express.

Proprietors. P.S. Uster, G. Uster

COMPO WINNERS

Blimey, This Poem Writing Wheeze Is A Rum Old Lark, But I Still Can't Think Of Anything To Rhyme With Banana Compo.

Loads of budding bards entered this little compo. Just take a look at this entry for a start!

Off-road racing is a rum old sport,
Almost as rum as a banana,
But the rummest thing of all, By Jove,
Is a ferret down your pyjamas! (Oo-er).

Want to hear any more? No? Thought not. But here are the winners of the 4 x 4 Off Road Racing Trucks

Maruf Ciddin from Newark, Notts; Peter Young from Saddleworth; James Milne from Kettering; Stephen Proctor from Codsall near Wolverhampton and Master Van Rupik from Doncaster.

The much safer (if you're allergic to dust) 4 x 4 Off Road Race from Epyx goes to the following 2b runner uppers:

Ian Corker, Sheffield; Darren Hubbard, Sunderland, Tyne & Wear; James King, Selly Oak, Birmingham; Paul Wilson, Blackburn, Lancashire; V Barwick, Redditch, Worcs; J Shade, Lewisham, London; Tim Jones, Cheltenham, Glos; Paul McPherson, Fife, Scotland; P Render, Dewsbury, West Yorkshire; Mr Chris Spear, Hounslow, Middlesex; Stephen Watts, Steeple Morden, Herts; Stephen Law, Bures, Suffolk; T Stuart, Shepton Mallet, Somerset; Benn Moor, Whitby, North Yorkshire; Michael Hurley, Whitchurch, Cardiff; Phillip Loveday, Sheffield; Z Reddin, Leatherhead, Surrey; Andrew Booth, Bolton, Lancashire; Brent Payne, Irchester, Northants; Mark Graham, Selly Oak, Birmingham; Norman Crooks, Bangor, Co Down; Graham McDougald, Musselburgh, Midlothian; L Hogg, Doncaster, South Yorkshire; Gavin Prior, Blackpool, Lancs; George Milne, Cupar, Fife.

Hello, Erm, My Name's, Err, Nigel Mansell, That's A Sporty Looking Metro, Erm, Has It Got A Turbo Compo?

THEEEEEEEEEEE GOES PATRAYZI! HEEEEEEEEEE COME THE TWO GO-KARTING PRIZE WINNERS!

Martin Johnson of Kennilworth and David Hawthorn from Uckfield, East Sussex.

Second to the chequered flag, and first to the Image Works bag of goodies were:

Ricardo Marks in Helston, Cornwall and Scott McLaren from Dundee.

Closely followed by 20 runners up:

Martin Henderson, Unst, Shetland Islands; Adrian Markham, Grantham, Lincs; Ian Bennington, Langley Park, Durham; Karl Woodbridge, Wellingborough, Northants; Daniel Budd, Wakefield, West Yorkshire; Peter Thornton, Burley in Wharfedale, West Yorkshire; G Walker, Workington, Cumbria; Paul Wilson, Blackburn, Lancashire; Gareth Teague, Nailsea, Bristol; Uel Cartwright, Lisburn, Co Antrim; Karl Bunyan, Langworth, Lincoln; P W Foster, London; Mark Blair, Muir Of Ord, Ross-shire; Stef Ratcliffe, London; J J Spira, Headington, Oxford; Alan Johnston, Redcar, Cleveland; Colm Andrew, Broadbottom, Via Hyde; Michael Tibbenham, Basildon, Essex; David Griffiths, Harpenden, Herts; Gary Brighton, Newmarket, Suffolk.



This Is My YS/Operation Wolf Compo Entry And I Haven't Cheated Honest Guv, Compo

Ahoy there, Cap'n Fishface here, with the winner of the fantastic radio controlled boat!

Wai Ling Man from Brighton.

Ten Operation Wolf T-shirts and copies of the aforementioned game then went to these landlubbers:

Clive Jenner, Great Yarmouth, Norfolk; Tony Jones, Pwllheli, Gwynedd; Allan Jackson, Carlisle, Cumbria; Richard Mark, Helston, Cornwall; Dean Horne, Langwith, Notts; Matthew Lockett, Tiverton, Devon; David Troup, Kings Lynn, Norfolk; James MacDonald, Rochester, Kent; Mark Tunstall, Leyland, Lancashire; Andrew Richardson, Dalbeattie, Kirkcudbrightshire.

And ten copies of the game alone to:

Alistair May, Elgin, Scotland; Robert Delaney, Solihull, West Midlands; Tamoor Shah, Blackburn, Lancashire; Simon Hamilton, Walton On Thames, Surrey; Jon Stewart, Woolpit, Suffolk; Paul Warren, Edgbaston, Birmingham; Stuart Blair-Watt, Harpenden, Herts; B Williams, Llandudno, Gwynedd; John McKenzie, Wallsend, Tyne & Wear; Darren Castledine, Pitsmoor, Sheffield.

Oo-er Worra Chopper, You Can Fly Me Anyday Compo.

Two whopping choppers went to these lucky blighters who won our December issue.

Matty Alexander from Shrewsbury, and W. Roberts from Colwyn Bay.

The following fifty of you should get ready to don your flying helmet and mirror shades 'cos your going to be playing *Thunder Blade* very soon:

Mark Ryder, Madeley Heath, Nr Crewe; Chandi Abay, High Wycombe, Bucks; Chris Davies, Tupsley, Hereford; Jamie Noble, Rutherglen, Glasgow; Jonathan Hookings, Haydon Wick, Wilts; G E Jenkins, Cwmbran, Gwent; Rochelle Astbury, Wythall, Birmingham; Tim Hills, Great Yarmouth, Norfolk; Steven Green, Luton, Bedfordshire; Lee Hawson, Newark, Notts; S Maughan, Gateshead, Tyne & Wear; Dawn Lawrence, Coventry, West Midlands; Iain MacDonald, Dunoon, Argyll; Byron Jones, Nailworth, Glos; Gary MacFadyen, Antrim, N Ireland; Richard Birkett, Kirkcaldy, Fife; Steven Lowe, Grimsby, South Humberside; F G Gilmore, Bolton, Lancashire; Tom Collins, Wrexham, Clwyd; Kyle Reid, Cumbernauld, Glasgow; Mark Snape, Wigan, Lancashire; Allan Watkins, Maidenhead, Berks; Jimmy Bushell, Catford, London; S A Kirman, Sleaford, Lincs; Richard Gardner, Tillicoultry, Scotland; Karl Fewster, Scunthorpe, South Humberside; H A Williams, Cadole, Clwyd; Lee Smith, Ely, Cardiff; Jada French, New Milton, Hampshire; Peter Crooks, Wigan, Lancs; Sakhawat Ali, Salford, Birmingham; Philip House, Brightmet, Bolton; Gary Greenough, Basingstoke, Hampshire; Neville Maddison, East Winning, Durham; Adam Walden, Elloughton, North Humberside; Paul Warren, Edgebaston, Birmingham; Colin M Young, Rosebank, Glasgow; B Russell, Marple, Cheshire; Jon-Paul Smith, Maidstone, Kent; Jonathan Davies, Wrexham, Clwyd; Nathan Bray, Hayle, Cornwall; Mr E Smith, St Helens, Merseyside; Barry Moss, Wookey, Somerset; Daniel Halford, Abertillery, Gwent; J T Henderson, Upper Stratton, Wilts; Mark Jay, Norwich, Norfolk; Andrea Taylor, Great Barr, Birmingham; Martin McHugh, London; P Gibbon, Urmston; John McKenzie, Wallsend, Tyne & Wear.



I Owe You Nothing (Oo-er) Compo

Take it away, Fresh and Fly and Danny... "Yo! We're Fresh and Fly, And we're here to say, this is a real neat Hi-Fi, YS is givin' away, it's got a CD Player, and we want y'all to know, that it's going to the young person, whose name appears below." (Ho, ho)

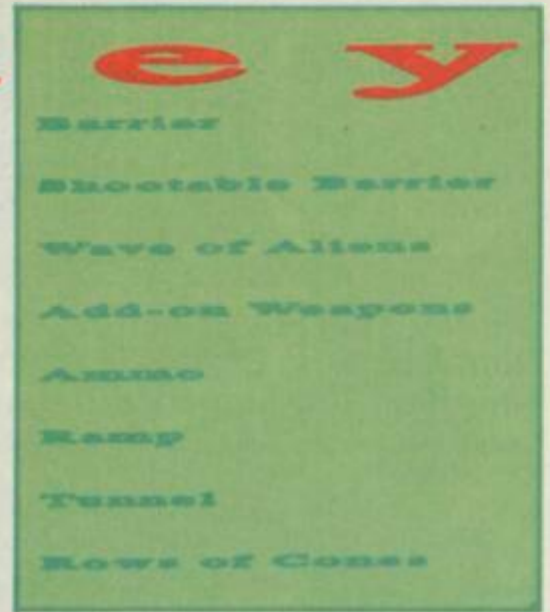
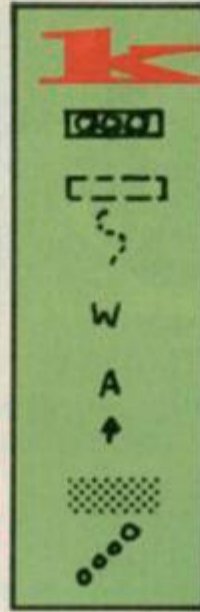
Ian Brown from Bradford.

Sorry to interrupt, children, Mrs. McClusky here. The 25 runners up appear below and if I can retrieve the copies of this computer game thing that young Danny has appropriated I shall have them forwarded poste haste:

Paul Brinkley, Derry, N Ireland; David Stockdale, Workington, Cumbria; John Cockburn, Leeds, West Yorkshire; A Harrison, Heywood, Lancashire; Martin Hogg, Bugbrooke, Northants; Joseph Jackson, Darwin, Lancashire; P Went, Netherfield, Milton Keynes; Mr G P Coates, Reading, Berkshire; P Whitehouse, Selby, North Yorkshire; W Badsey, Selly Oak, Birmingham; Alan Darlow, London; Douglas Bryson, Stranraer, Wigtownshire; Marc Turner, Plymouth, Devon; Sean Slattery, Portlaoise, Co Laois; Joanna Mann, Leighton Buzzard, Beds; James Allison, Kilmarnock, Scotland; Barry Soulis, Shawlands, Glasgow; Donna L Talby, Swainsthorpe, Norfolk; Paul Russell, Hailsham, East Sussex; Chris Elliott, Castleford, West Yorkshire; Brian Gooch, Sheringham, Norfolk; J Morton, Battersea, London; Sue Hanmore, Sandown, Isle of Wight; Jason Higgins, Willingham, Cambridge; Matthew Sidgreaves, Yelverton, Devon.



Just to get you started, here's a little mapette of the first level - which I prepared earlier.



Hewson/£9.99



Sean 'From underground there came a machine encircled by death, that kills but cannot be killed... The Eliminator. A war machine whose solitary quest is to eradicate all forms of life.' Oo-er! Bit unsociable, what? Still, being an intergalactic games tester does involve battling some really evil types. Here... hang about though. I am the Eliminator. Gosh!

impressive.

Hurting along admiring the scrolling isn't all, however, for on your travels you will encounter many obstacles, which must be either avoided, or, much more fun, blasted, zapped, totalled, and wiped-out. Whatever you want to call it - just keep firing! Waves of aliens will annoy you by weaving and lurching all over the road and firing missiles which will deplete the shield of your Eliminator. And though walls are fairly easy to dodge the 'cones' on level one are a little tricky. Set up in a zig-zag pattern, getting round these entails split-second timing and tons of dexterity.

Of course, a shoot 'em up wouldn't be a shoot

armoury more - before making your choice. There's also the occasional ramp, which will lift you over an otherwise impenetrable wall, or flip you up to the ceiling if in a tunnel section - most disconcerting.

I often find that 'into the screen' 3D limits shoot 'em ups, as there is not much room for manoeuvrability on the road, and so trying to shoot at things and steer proves impossible. On first playing I suspected that *Eliminator* was about to fall into the same trap. Fortunately, after a few plays, the addiction was setting in and *Eliminator* was proving to be a happy exception. The vehicle has a high level of manoeuvrability, there's plenty

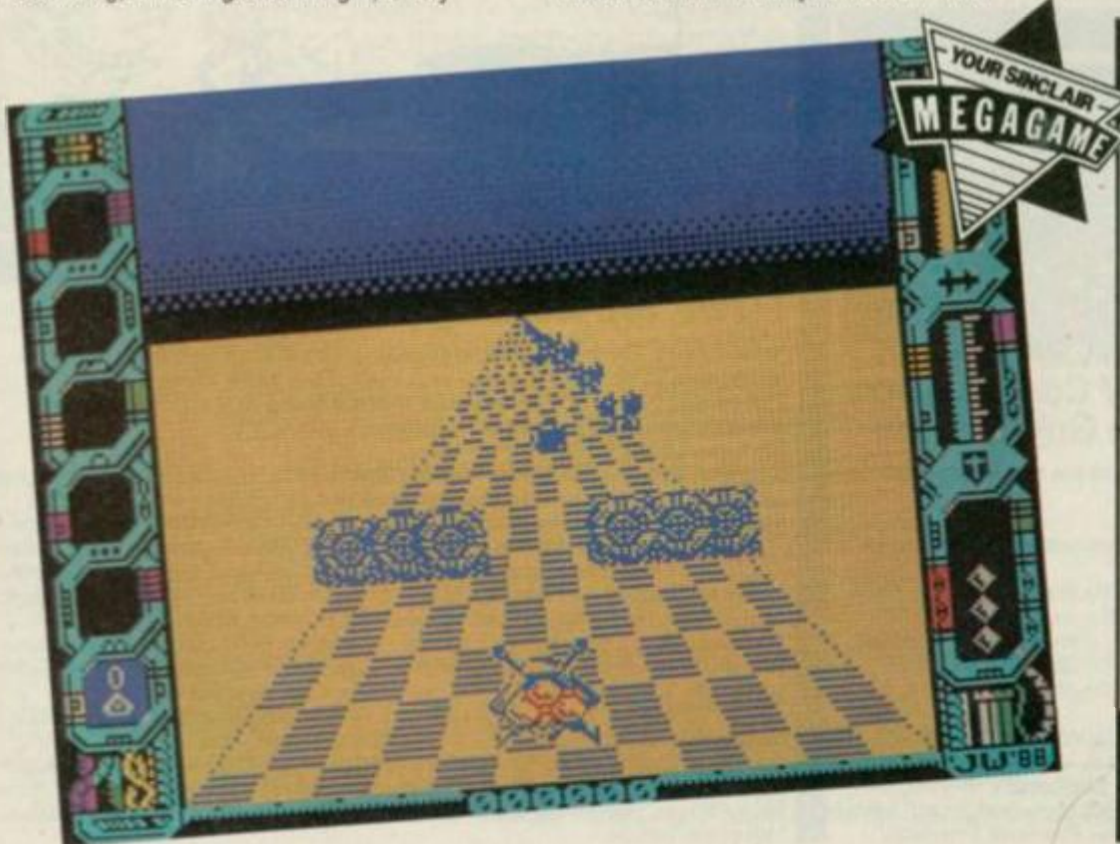
eliminator

Playing *Eliminator* is a good way to achieve involuntary genocide. Finding yourself at the helm of the Eliminator you hurtle down the road at break neck speed - there's no accelerate or brake on this game, and just one speed - gigafast. As you will see from the screenshots, this is 'into the screen' scrolling, and the speed and smoothness of the scrolling in *Eliminator* is excellent. The chequered track fair zooms toward you, and the impression of speed, specially when the road is climbing, descending, or veering left and right, is very

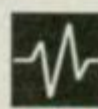



'em up these days if it didn't have the now bog standard 'collect the blob to get a bigger weapon' system, and *Eliminator* is no exception. Occasionally, a revolving pyramid and cube on opposite sides of the road will be encountered, and only one can be grabbed. The cubes will boost the supply of ammunition, whilst the pyramid will give a bigger weapon. The weapons range from a single fire weapon, right through to a triple fire cannon, which uses tons of ammo dead fast. And it's best to see whether you need ammo or

to shoot at and dodge, and many surprises along the way - you really don't know what's going to appear next.

Hewson has once again released an excellent game with everything a shoot 'em up fan will need - pointless and crap scenario, colourful megafast graphics, edge of the seat excitement and tons of carnage. Simply brilliant!



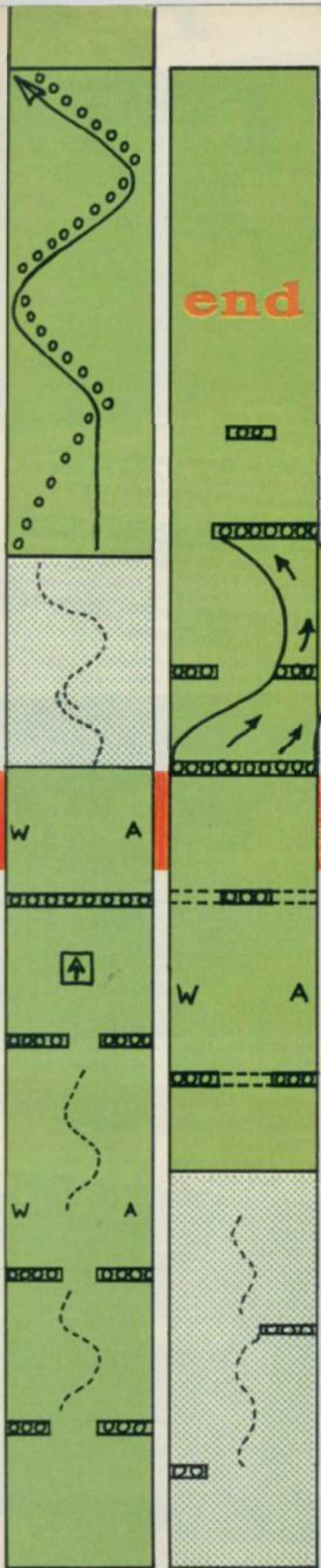
final

 87°	 90°
 82°	 90°

Diagnosis

Hewson maintains its high standards with this rootin', tootin', killin', mairhin', shoot 'em up. Not to be missed by arcade types.

90° verdict



Elite Systems/£7.99



Ben We've had racing car games. We've had motorcycle racing games. We've had games about sand buggy

racing. Come to think of it, since the dawn of the computer game we've had racing games starring just about every animate object and some not so animate objects too. The staggering thing is that most of the racing games I've seen in the last couple of years have basically been the same game with one or two extra bits swapped around between them for a bit of light relief.

Anyway just when you thought it was safe to go back onto the race track, in roars Elite Systems with *Supertrux* which, I'm sad to say, is yet another combination of the lab bits from past racing games with two original features: trucks and silent-o-vision (a new and exciting way to enjoy Computer Entertainment Software!)

The scenario fills you in about the coveted Supertrux Trophy - the award for winning a trucks only, city to city, long distance race around Europe. The race takes the adventurous Truckers through nine European cities - some feat considering the reputation of drivers from across the channel.

The race starts off, as many other racing games do, at a set of lights with your truck at pole position. Once the race gets underway warnings of sharp bends, roadworks, hills and the like are displayed in a status area located at the top left of the screen. Be warned, though, taking your eyes off the road to have a quick look at the status bar isn't advised. Hazards, mainly in the form of other trucks, roadworks or both, are quick to appear and difficult to avoid - you ask any driving instructor!

Your 30 tonnes of turbocharged racing truck is controlled in a fairly standard way. Four keys/joystick positions represent left, right, accelerate and decelerate to stop. Driving it, however, is slightly less clear cut - throughout play I had a strange feeling that I was sitting in the backseat, desperately prodding keys and having very little control of what was actually happening on screen - rather like driving on ice. Despite this I managed to get quite far into the game but I'll put this down to luck rather than skill.

The race is, as usual, against the clock. You get about a minute and a half to complete each section, cover enough road in time and the highly unexpected and original message "Extended Play" flashes up - crash once too often and you've had it.

A little strategy is involved every few thousand miles or so because the road forks, *OutRun* style. You can choose either fork but some roads are longer or have more hazards to deal with than others, so it'll take quite a while to find the best route to take.

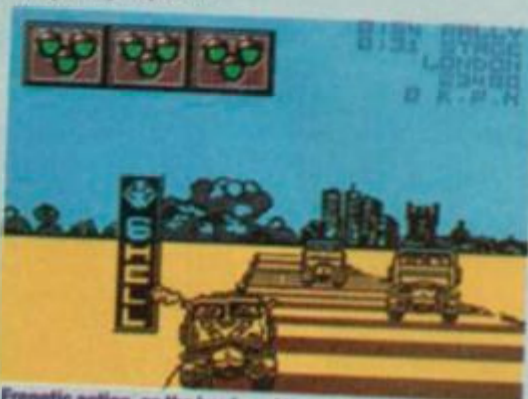
Supertrux isn't graphically bad, most things are undetailed though, giving the impression that everything was worked out in crayon before actually going into the computer. The way the road moves is very nice though, for instance when you take a hard right corner, the left hand side of the road slides off screen a little giving a very real impression of movement.

The road also moves up and down when you are going over a hill, this backfires badly though, because when you reach the top, most of the road in front of you is covered up by the large sprite of your own truck. The only things clear are the other trucks, usually driving around twenty feet up in the air because the computer can't handle many of them at once! Some scenes, especially the ones with overhead signs suffer from the Spectrum's slowness too - a better idea would have been to leave them out so saving the game from tedious stretches of snail racing.

I think the whole game suffered badly from the lack of sound effects, aggravating as it may be, the

endless drone of a meaty engine and a few tyre screeches would have done miracles to *Supertrux's* playability and addictive qualities.

Overall I'd stay away from this unless you're of the freak brigade who really get off on naff racing games. Its no improvement on Activision's two year old *Enduro Racer* and this hasn't even got ramps to jump over.



Frenetic action as the hardened truck drivers stop for a quick pee behind a well known petrol station!!!



Approaching a fork in Elite's *Supertrux* - do you go right, towards Paris or left to Brussels (look more like cauliflowers to me narwordmean!!)



Yet another checkpoint under our hero's belt, is there no stopping the man?

final



53°



68°



55°



40°

Diagnosis

Ten out of ten in the realism stakes - trucks are unwieldy and boring to drive, so's the game!

51°

verdict

Ciarán Brennan shaves edges onto his ten pence pieces and goes in search of.....

S·L·O·T·S·O·F

FUN

I love the smell of amusement arcades in the morning! Here I am swooping down to the local penny emporium accompanied by the strains of *The Ride Of The*

Valkyries and the jingle jangle of fifty (hem, hem) pees in my pac-a-mac! There's loads on offer this month, so let's get straight down to business!

DOUBLE DRAGON II — THE REVENGE

Hey chums! Don't do drugs — okay! Look at all the trouble that drug dealers have caused Jimmy and Billy Lee — first of all they kidnap the boys' girlfriend, and now that they've finally got her back they've returned to gun her down! There's only one thing for it... the brothers must return to the streets to avenge their girlie's untimely demise.

The action is mighty similar to the original's, but different backgrounds and harder enemies make for the initial differences. By far the greatest difference though is the addition of a new range of fighting moves to add to the heroes' armoury.

Roundhouse and Hurricane Kicks are just two of the new movements, but don't expect to be able to pick them up immediately as it took me ages and ages to get the hang of them. Unfortunately the game doesn't actually give you a lot of time to practice as the junkies are much harder than they were in the original — and they're armed with a whole new range of weapons including picks and shovels.

If *DDII* has any problem, it lies in the control board. Instead of the previous triangular button configuration, the three buttons are now laid out in a straight line making a lot of the moves much harder to access. This aside, *The Revenge* is more of the same and a nice treat for anyone who's finished its predecessor.

Convertibility Factor: 8

Double Dragon Two, here we come.



CIARÁN'S CORKY COIN-OP GHOSTS 'N' GHOULS

Poor old Arthur goes away to the crusades for only three years and what happens? The land that he calls home is overrun by the ghosties that he thought he'd got rid of and his people are fleeing in terror. To make things worse, the ghosts have managed to strike the first blow and have blown his trusty steed to smithereens. Poor old horsey — poor old Arthur!

The knight in shining armour is now left to run along a rolling landscape in search of the magic armour which will finish his quest. Trouble is, the road is long and filled with wicked ghouls — and there's a hell of a lot of treasure chests to be searched. Should Arthur open the wrong chest, a sorcerer appears and attempts to cast a spell. And if Arthur isn't quick enough to stop this then he could find himself temporarily aged to add to his troubles.

Arthur has six weapons to collect and keep — and a bunch of spells to double their power. Spears, knives, napalm, hatchets, spiked disks and swords are all available, but he'll need every one of them, 'cos the opposition gets tougher as the road is negotiated.

An initial blow from one of the demons causes Arthur to lose his armour and fight on in the scantiest of undies. The next shot turns him into a collapsing skeleton and loses him one of his three lives.

Ghosts 'n' Ghouls is a brilliant follow-up to the ancient *Ghosts 'n' Goblins*. The gameplay may not have advanced much over the years, but then it didn't really have to did it? A classic follow-up to a classic coin-op. Dare I say it? It's magic!



Convertibility Factor: 9

Watch out for spooks on your screen.



HOT CHASE

Race games are starting to jam up arcades again, presumably after the success of *Chase HQ*. This offering from Konami adds a touch of suspense in the form of a time bomb ticking away in the boot, but even this doesn't add anything to a rather tedious affair.

The problem is that the control is extremely sloppy and the on-screen car doesn't respond like a proper motor at all. For instance how can a car that takes corners at about 150 miles per hour, suddenly lose its grip on a shallow bend at half that speed? Ludicrous.

An occasional appearance by soldiers and other cars attempting to block the road fails miserably to add to the 'tension', as does the tacked-on jumping effect which is both useless and visually unimpressive.

I'm usually a great fan of racing games, but this is a truly miserable effort that left me sad that I'd bothered to feed it a couple of coins. Don't make the same mistake, especially not if you're used to *OutRun*.

Convertibility Factor: 5

Into the pits I think.





HARD DRIVIN'

Forget *OutRun*'s speed or *Road Blasters*' gameplay, Atari's latest racing coin-op is developed from a machine that was designed to teach people to drive for real — so those of you who don't have the slightest idea how to get a motor running need not apply.

At a quid a turn it can cost quite a bit to become the next Jackie Stewart — but if you have the money, the patience and the ability to set the wheels in motion, *Hard Drivin'* is well worth taking for a test drive.

The simulator's realism is taken to its inevitable conclusion by the addition of three pedals (clutch, brake and accelerator), a five-way gearstick and even an ignition key. For those who aren't too comfortable with manual transmissions though, the gearstick and clutch can be dispensed with by selecting automatic mode before starting the engine.

So down to the driving. There's a choice of two courses to be negotiated: either carry on straight from the starting line for a straightforward road, or veer off on the first right-hand turn for a 'stunt' track which incorporates such delights as an open bridge to be jumped and a loop-the-loop to churn your stomach.

It's important — especially on the stunt course — to observe the speed restrictions, as going over the top usually results in leaving the road. This can either mean a quick gear shift and return to the track, or a complete write-off.

Despite the classy cabinet and the neat presentation, *Hard Drivin'*'s accuracy turns out to be one of its major drawbacks. Those of you who can already drive will more than likely already have access to the real thing, while the rest of you are going to spend a fortune brushing up your skills. It's worth at least one go through.

Convertibility Factor: 4



Due to be Domark's company car for Christmas '89.



SHADOW WARRIORS

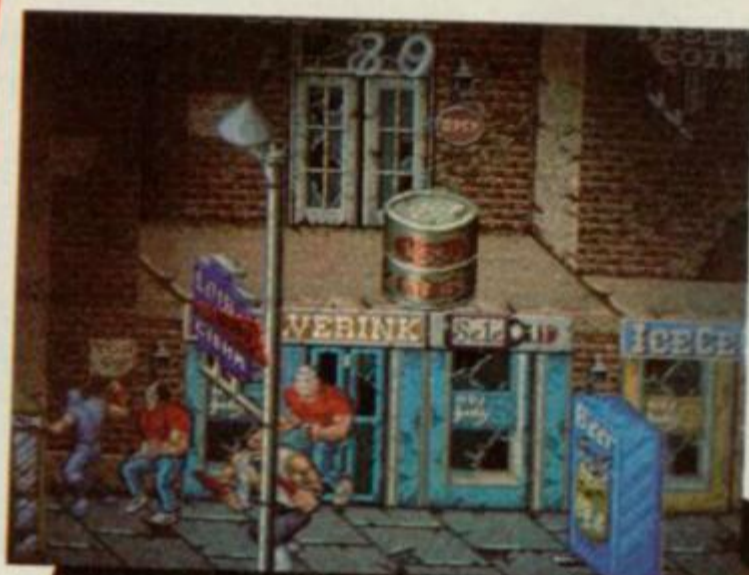
Yup, yet another pair of Ninja warriors make their appearance on the screen of this video game — but at least this time it's a bigger screen than usual. Tecmo's *Shadow Warriors* is the first coin-op that I've seen which utilises the large format screen that's all the range in Japan.

The bigger screen allows for larger characters to interact against more spacious backgrounds, and as such should in theory provide a better game. Unfortunately in this case it doesn't really meet the mark as the gameplay is just a little too hard for my liking.

The plot is the usual nonsense about Ninjas on the streets of New York, fighting an assortment of muscular bad guys in really 'bad' gear. The first sequence displays a little story about one of the Ninjas being attacked on a rainy night, and this is one of the most effective parts of the game — it's almost worth a watch in its own right.

Shadow Warriors isn't a bad game by any means, it's just too difficult for my taste — but I'm sure that there's masses of you out there just waiting for a bash at this, I just hope that the next game to use the wider format screen uses a little more imagination as well.

Convertibility Factor: 8
Nunchukkas at the ready chums.



ARCADE NEWS

What's going to happen next on the arcade front, we all ask! Well, there's sword and sorcery fun in Taito's *Nastar Warrior*, which I'll probably look at for next time, and *Atomic Robo-Kid*, a fast action alien blast 'em up from UPL. And after the success of rolling road games like *Hard Drivin'* and

Chase HQ, both now licensed for the home computer market, expect to see more of the same (And hopefully better!). What of the so far uncredited little mystery called *Backfite* though? Tune in again next month for more news of these and others.

What can YS Superstore do for you?

Do you feel like this? Do people kick sand in your face at the level crossing? Do you always travel in the Guard's van? Do you have the sex appeal of a mouldy banana? Never mind we've got the answer...

...with a YS Superstore makeover we can turn you into this! A ravishing butch male who attracts girls like flies to a cowpat and eats Start for elevenses. All for less than the price of a British Rail InterCity breakfast! Worranofer!!



The bigger the dangler the better as any young up and coming streetwise guy knows. Just make sure you've got it in the right ear.

You know YS is skill but why not tell everybody else by sporting a well wicked YS Badge. Just buy over £10 worth of goods and we'll send you a badge completely FREE!

When the time comes to drop your wad on the counter, there's nothing to match the discreet style of the YS Wallet. Piles of room for all yer girlies' phone numbers and, of course, loadsa room for loadsa dosh. And at £2.99, it won't burn a hole in it either.

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

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

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

Bleuurgghh! 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. It's the epitomy of good taste. What's more it comes in four sizes ranging from wimp to megahulk. And at only £4.99 + 50p p&p it's a bargain!

Get your own Mega Basic II and tune into the latest sounds of the ultimate extension of Sinclair Basic, now updated and revised for the 128K and +2. It's £4.95

Now doesn't that look the biz! The snazzy YS Sports Grip in eye-catching red and black with a reinforced bottom (Do-er) and extra strong carrying strap. Ideal for hauling about your Reebok trainers and Psion Organiser II. It's only £8.95!

Though you may want to rip up the Yellow Pages you're not going to want to spoil your collection of YS. So treat it with a little tender, loving care and protect it with a YS Binder or two. Each one can hold up to twelve issues of the most happening mag on the planet. At only £4.95 each you'd be crackers not to buy one... or two... or three...

Steel capped boots give you that extra bit of panache on the streets. They also mean you can kick the hell out of coke cans.

Please send me the following goodies, (tick appropriate box) pronto mush mush mega speedily

YS Wallet
 £2.95

YS Mega Basic II
 £4.95

YS Binder
 £4.95

YS Psycho Pig T-Shirt
 £4.99 S M L XL

YS Sports Grip
 £8.95

I enclose a cheque/postal order made payable to Dennis Publishing Limited. Then again since I don't carry loadsadosh, please charge my Access/Visa/American Express/Diners Card

Number

Name

Address

Zip Code

Signature

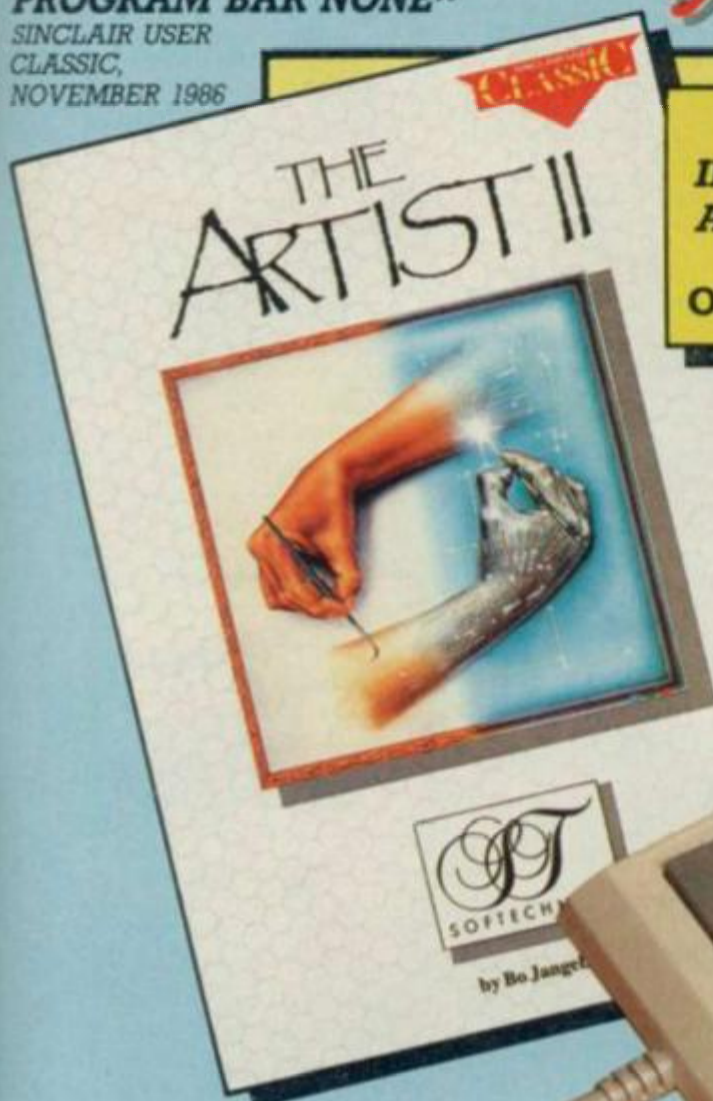
Now send your completed form with payment or credit card number to YS Superstore, PO Box 320, London N21 2NB. Overseas readers must add £1 to their orders to cover postage and packing.

The best deal for Spectrum Artists

bar none

"THE BEST SPECTRUM ARTIST PROGRAM BAR NONE"

SINCLAIR USER CLASSIC, NOVEMBER 1986



FULL PACKAGE INCLUDING ARTIST II AND MOUSE SYSTEM ONLY £49.99



KEMPSTON COMPATIBLE JOYSTICK AND MOUSE INTERFACE



TOP QUALITY MOUSE

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

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

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



ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

HOW TO ORDER ...

BY PHONE
 
 0782 744707
 24 hr Credit Card Line

BY POST

 Send cheques/PO's made payable to 'Datel Electronics'

UK ORDERS POST FREE
 EUROPE ADD £1.00 | OVERSEAS ADD £3
 FAX 0782 744292

DATEL ELECTRONICS

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

SALES ONLY
 0782 744707

TECHNICAL ONLY
 0782 744324



FREE OFFER!
 ORDER YOUR ARTIST II PACKAGE NOW AND WE'LL SEND YOU A FREE MOUSE MAT AND MOUSE HOLDER (WHILE STOCKS LAST).
 USUAL RETAIL PRICE £12.99

PLEASE STATE 48/+2/+3 WHEN ORDERING

DATTEL ELECTRONICS



ROBOTARM

FULL FUNCTION WITH 5 AXIS MOVEMENT

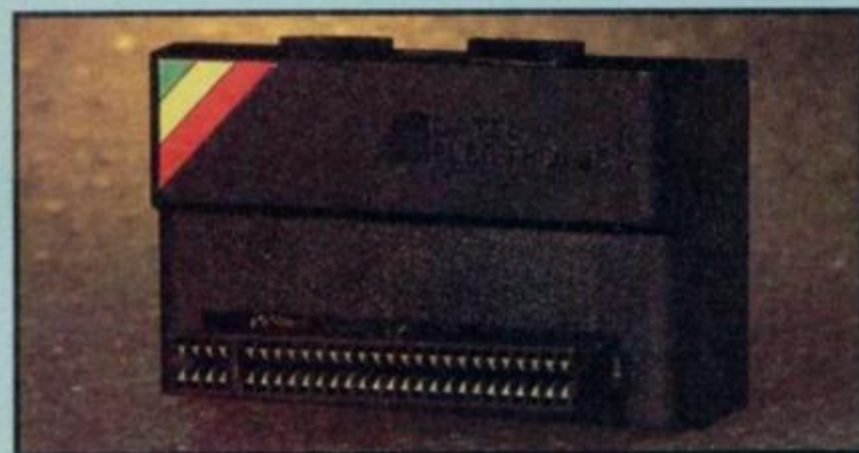
- Explore the fascinating science of Robotics with this fantastic full feature Robot Arm.
- Human like dexterity - with 5 axis of movement it is so versatile it can manipulate and pick up any object as small as a paper cup or as big as a tennis ball.
- Easily controlled using 2 joysticks (any 9 pin type)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

ONLY £49.99

INTERFACE OFFER

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

ONLY £19.99



DUAL PORT JOYSTICK INTERFACE

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

ONLY £8.99



NEW QUICKSHOT TURBO

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

ONLY £17.99 COMPLETE



SNAPSHOT II

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

£24.99 POST FREE



EXTENSION CABLE

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

ONLY £8.99

TWO WAY EXTENSION

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

ONLY £10.99



GAMES ACE

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

ONLY £10.99

Complete with Quickshot II
ONLY £17.99

or complete with Quickshot Turbo
ONLY £21.99



DIGITAL SOUND SAMPLER

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

ONLY £34.99

DATTEL ELECTRONICS



ROBOTEK

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

ONLY £29.99



INTERPRINTER

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

ONLY £24.99

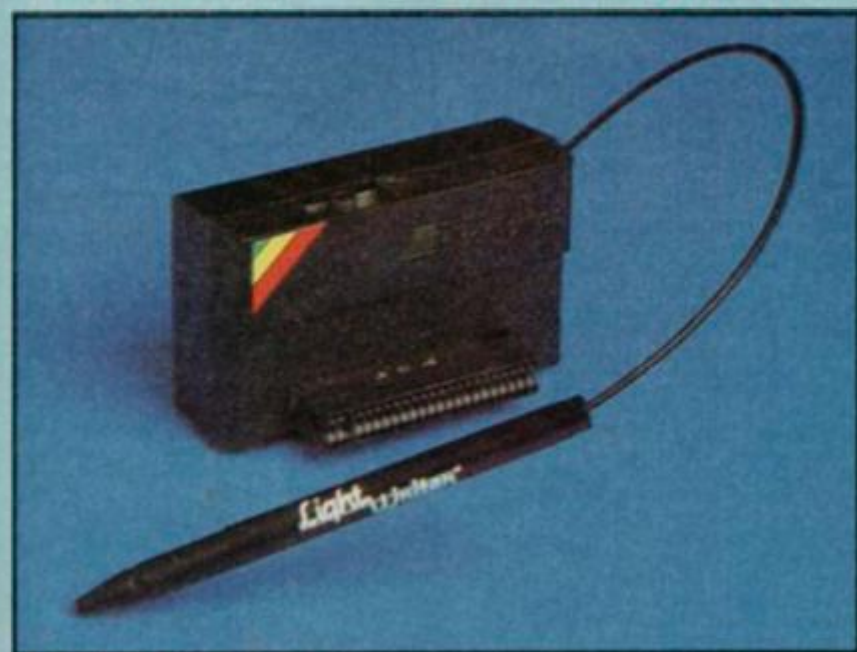


QUICKSHOT II

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

ONLY £13.99

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



LIGHTWRITER

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

ONLY £14.99 COMPLETE



16K RAMPACKS FOR ZX 81

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

ONLY £5.99



DATA RECORDER

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

ONLY £24.99

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS
HOW TO ORDER ...

BY PHONE	BY POST	FAX
 0782 744707 24hr Credit Card Line	 Send cheques/POs made payable to "Datel Electronics"	0782 744292 UK ORDERS POST FREE EUROPE ADD £1 OVERSEAS ADD £3

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

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

DATTEL ELECTRONICS

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

SALES ONLY
0782 744707

TECHNICAL ONLY
0782 744324

LEADS etc.

+3 CASSETTE ADAPTOR LEAD

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

ONLY £3.49

REPLACEMENT CASSETTE LEADS

- For 48/128/+2.

ONLY £3.49

+2 JOYSTICK ADAPTOR LEAD

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

ONLY £2.99

REPLACEMENT T.V. LEAD ALL MODELS

ONLY £3.49

HARDWARE



- 128K Spectrum, includes double tape recorder, Multiface 128, Genie 128, SpecDum, Timex 2040 printer, Quickshot joystick, joystick interface and £400 original software, for £200. Phone Bri, South Shields (091) 4542913.
- Spectrum 48K, Timex printer, datacarder, joystick, Kempston interface, magazines, over 100 games including *Vindicator*, *Magnificent 7*, also 48K needing very minor repair, plus PSU (boxed) worth £800, asking £250. Phone (0462) 815836.
- AMX Mouse for 48K Spectrum for sale. Or swap for Multiface. Telephone Nigel (0984) 3961 after 6pm.
- Alphacom 32 Printer Plus, Word Processor/Database/Spreadsheet software and six rolls of paper £35 ono. Phone Colin on Woking (04862) 70025 evenings only.
- Sega Master system, three games, good condition, £100 ono. Write to Kenneth Laing, West Gilston Mains, Farm Cottages, By Leven Fife, KY8 5PH.
- Spectrum +2, only 14 months old, over 90 games including *Gunship*, *Artist II*, *Supreme Challenge*, *Virus* and one joystick, £100 ono. Phone Mark on (0222) 592829.
- +2 for sale, with mono TV and over £500 worth of software, will sell for £200. Phone John after 5 pm on Wakefield 379432 or write to 16 Portobello Road, Sandal, Wakefield, WF2 7JJ.
- One ZX Interface 2, was £19.95, sell for £81 Phone Duntochre, (37) 72936 or write to Neil White, 5F Cluny Avenue, Fairley, Clydebank, G81 5AF.
- Spectrum +3 and Spectrum 128K with over £500 worth of software, plus joystick and tape recorder all worth over £900, sell for only £450 ono. Phone Chris on (0592) 772058. Any reasonable offer considered.
- Spectrum 128K for sale, SpecDum, Multiface 128K, Serial Printer RS232, Pro-Joystick, interface, £60. Computer mags, £450 of top software worth £804.80. Sell for £290. Phone David (01) 625 6839 after 4pm.
- Spectrum +2 with over 100 games, three joysticks and a mouse, *Artist 2*, and lots of YS mags, etcetera worth over £450, will accept £200 ono. Tel. (0602) 295837.
- Spectrum +3, Multiface, tape recorder, cassette leads, £400 tape software, over £100 worth of disks, five blank disks, Quickshot II Turbo joystick and adaptor, over 45 mags, all worth over £700, sell for only £300. Phone (0634) 686838.
- 48K Spectrum, Saga 1 Emperor Keyboard, Ram Turbo joystick, Plus D, Tasman Printer, and Two-Face Interfaces, 740K 3.5" Disk Drive and 20 disks, lots of games, and utilities £280 the lot. Phone Rich on (0482) 863443.

- Spectrum 128K to sell, includes RAM Turbo, interface, 200+ mags, joystick, and £750+ software, £225 will negotiate. Also Sega System on offer for £180 plus software. Phone David on (0704) 43504.
- Spectrum +3, Quickshot Turbo joystick, Sony compatible tape recorder, 50 games, Kempston interface, five blank disks. Offers considered, (01) 828 4729. May swap for GB stamp collection.

SOFTWARE



- Will swap *Wizball*, *Thanatos*, *Screen Heroes*, and more for *Rastan*, *Rolling Thunder* and other games. Write to Steven Ulnacour, 44 Lake View, Edgeware, Middlesex, HA8 7RU. (All letters answered).
- Wanted *White Lightning* by Oasis Software. Will swap *Art Master*, *Screen Designer*, *Level 5* and *Hi-Soft Assembler/Disassembler*. Also wanted *Tasword* for 48K Spectrum.
- Hi gang! I will swap *Live Ammo* and *Enduro Racer* (Good condition originals) for *Elite* (Original 48K please). Phone (02806) 253 and ask for Henry after 5 pm. Not Tuesday or Friday, please.
- *Darkside*, *Target Renegade* and hundreds of other games to swap. Just send your list to Iain R. McGowan, 73 Cedar Avenue, Stirling, Scotland, FK8 2PU.
- I will swap my *Vindicator* for either *Road Blasters*, *Skate Crazy*, *Arkanoid*, or *Cyberoid*. Originals only! Write to D.G. Miles, 32 Taff Embankment, Grangetown, Cardiff, South Wales.
- The ideal St. Georges day pressie - *Knockout!* An excellent boxing game with twelve different opponents, two player option, colourful graphics, speech, strategy, simulation. Only £2.00 to V. Vity, 2 Newlands Road, Morecambe, Lancashire LA4 5SQ.
- I've got a Spectrum 128, a disciple with a 3.5" disk drive and lots of games to swap. Send your list for mine to Robert Onnerdal, Orvagen 9, Ill, 61165 Nykoping, Sweden.
- Do you want to swap all the latest software, you tough YS reader? Then write to Alexis Cambouroupioulos, Aitolias, 27A Street, Agia Paraskevi, Athens, 15341 Greece.
- Games to swap? Please send your list for mine. To swap Spectrum 48K progs, write to PO Box 17, Turnhout 2300, Belgium. Hope to hear from you soon!
- Hi! Do you want to swap latest games? Write to Manoj Ranchordas, R. Sacadura Cabral, Ote 23, 1-A, S.J. Estoril, 2765, Portugal.
- Personalised computer games. Ideal for birthdays, Christmas, St George's Day presents. Send sae to R.W. Forsdick, 1 Northolme Close, Grays, Essex, RM16 2NX for details.

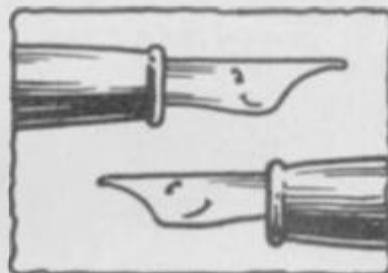


Stuck for what to buy your granny for St George's day? Wanting a new pal to send a St George's day card to? Then check out this month's Input/Output! (What's this idiot jibbering on about! Ed)

- Do you want to swap recent games? Send your list for mine. I have 2,000 games to swap. Bart Schenk, DR-IR-Lelystraat 39, Ridderkirk, Holland.
- Wanted, a 128K owner who wants to swap the latest stuff for this great computer. Send your list to Shlomi Natanel, Oshikin 36, Rishon LeZion, 75286 Israel.
- I will swap *Where Time Stood Still*, *Daley Thompson's Olympic Challenge*, and *Football Manager II for Driller*, *Hotshot* and 1943. Steven Cooper, 7 Kentmere Road, Berwick Hills, Middlesborough, Cleveland, TS3 7DH.
- Want to swap the latest games including *ATF*, *Mickey Mouse*, *Buggy Boy*, *OutRun?* Reply guaranteed. Your list for mine. Ian Garner, 19 Rochester Grove, Hazel Grove, Stockport, SK7 4JD.
- I have ten games to swap including *Fist II*, *Gauntlet*, *Paperboy* and *Scooby Doo!* Swap for recent games like *Target Renegade*, *Rastan*, *Cyberoid*, *Overlander*, etcetera. Write now to Julian Dodds, 19 Shepperton Close, Great Billing, Northampton, NN3 5ES.
- I will swap *F-15 Strike Eagle*, *Paperboy*, *Gold Collection II*, for *Ikari Warriors*, *Bubble Bobble* and *Arkanoid II*. Write to Lindsay Potie, 63 Northcote Road, London, Walthamstow, E17 7DT.
- Lots of new programs to swap, including *Game Over II*, *Mad Mix*, *Buitre-Soccer* (Who he? - Ed). Send your list for mine. Reply guaranteed! Juan Abrev, Jaime Cibils St 2790 ap 1, Montevideo, R.O. Del Uruguay.
- I will swap *OutRun*, *Driller*, *Red October* for *Headcoach*, *Bobsleigh*, and *Mindfighter*. Other titles to swap. Write to Richard Doran, 6N Fleming Road, Seafar, Cumberland, Glasgow, G67 1LQ.
- Computer games for sale, including *Skate Crazy*, *Alien Syndrome*, *Samurai Warrior*, *Olympic Challenger*, *Streetfighter*, and *Gutz*. Contact Simon Harris, Fern Villa, Recreation Road, Stalham, Norwich, Norfolk, NR12 9BH. Send sae.
- New and old software to swap for the Spectrum 48/128K. Reply guaranteed. Please write to Rob Van Holten, Root Haan Straat 3, 5915 Vn Venlo, Netherlands.

- Games to swap? GAC, Nigel Mansell, *Lord Of The Rings*, and more. Any offers? Write to Chris O Toole, 25 Hatwood Street, Shelton, Stoke On Trent, Staffs, ST4 2FB.
- Romantic Robot *Life Guard* tape and instructions, unused, compatible with Multiface 1 and 128, £5. Phone Hertford 552357 evenings.

PEN PALS



- Anybody from Tain (Ross and Cromarty) (What about *Portland Bill* and *Dogger* - Ed) Please get in touch with me. If you're aged between 12 and 15, I'll let you know what it's all about later! Michael Bates, Polla, Portskerra, Melvich By Thurso, Caithness, KW14 7YL.
- Wanted, pen pals from anywhere of any sex, to swap games for Speccy or ST. I have over 400 games or more. All letters answered. Send your list for mine to Danny Pedra Quintana, Av/Fernandez Ladreda 9, p-5, 4-C Cadiz, Spain.
- I'm looking for pen pals from anywhere abroad (especially Germany, America, and Japan). I am 22, male and a Speccy +2 owner. Please write to Mark Murray, 213 Headland Court, Aberdeen, Scotland, AB1 7HL.
- Would you like pen friends? Send only 50p for a list of 20+ suitable penfriends. Include your age, interests and gender. Write to Penfriends, 8 Mayfield Close, Old Harlow, Essex, CM17 0LH.
- I'm looking for a good looking blonde girl aged between 12-14. I like pop music and Kylie Minogue. I am 12 years old. All letters answered. Photo if possible. Darren Tuohy, 46 Sunridge Close, Newport Pagnell, Bucks, MK16 0LT.
- YO! A 14 year old hunk of funk could do with a female pen pal. (Don't have to have a Speccy, but it would be better!) Phone Bronn on (0977) 661567 after 5 o'clock.
- Nineteen year old Spectrum owner would like pen pals to swap games with. Write to Matthew Macariou, 4 Winstler Grove, Fairfield, Buxton, Derbyshire, SK17 7RP.
- Penpal wanted by 19 year old boy. I would like to hear from people in Africa, USA, or anywhere else in the world. Write to Ricardo Magachaes, R. Carvalho Aravjo 31R/e Do, 1900 Lisboa.
- Sixteen year old male, wants male/female to swap games, tips, and ideas. Send your list for mine. Write to Maurilio Caires, Sítio Do Livramento, 9125 Canico, Madeira, Portugal.
- Constantly looking for a fast profit? Like to duck and dive? Love to make money? We should become business contacts! 14+ near Merseyside. Write to Dave, 12 Delves Avenue, Spital, L63 9YG.
- Do you like any of the following?... Metallica, Anthrax, Bon Jovi, Helloween, Ratt, AC/DC, Megadeth, and/or own a Spec? If so send lists to Graham Finney, 14 Greenhill Road, Blinge, Nr. Wigan, Lancashire, WN5 7LG.

BOOK YOUR FREE AD HERE

If you'd like to advertise in Input/Output, please write in BLOCK CAPITALS below and send the coupon to Input/Output, Your Sinclair, 14 Rathbone Place, London W1P 1DE. Oh, and don't forget your address and phone number. We can't accept any software sales, and this service is only available to private advertisers.

Please enter my advert under the following classification:

- Hardware Software Wanted Messages & Events Pen Pals
 Lonely Hearts Fanzines

Name.....

Address.....

Postcode.....

MAGAZINE HEALTH WARNING Think before you snip - most people use a photocopy instead.

YS 41

Sorry, but YS can accept no responsibility for the ads placed in Input/Output.



WANTED



- Would anyone from anywhere like to swap Speccy games, tips, ideas etcetera? Also need 'Games', 'Ace', or 'Dual' port interface. Scribble to Mike, 5 Woodlawn Grove, Ballylough, Castle Troy, Co. Limerick, Ireland.
- Please, please, please, I would like a copy of *The Empire Strikes Back* and *The Vindicator* on tape for 128K. Write to Sani Huttunen, Skogslundsg 63, 73152 Koping, Sweden.
- Wanted: any cheap, working, modem for 48K Spectrum. If you have one, phone (0256) 21301 and ask for Nigel.
- Wanted: *Artist II* or *Advanced Art Studio*, will swap for any three of the following — *Dan Dare*, *Ghostbusters*, *Brain Ache*, *Finders Keepers*, *Universal Hero* or *Masters Of The Universe*, *TT Racer*. Phone (0709) 880778.
- Desperately wanted — anyone (over 16) to help me get new games (I got my last in '86 — *Dan Dare*). If you'd like to help me, write to A. Van Der Linden, 78 Boerhaavelsaan, 7002 HZ, Doetinchem, Holland. All letters will be answered.
- Bet you haven't got a POKE for *JSW II*, *OutRun*, *Slap Fight*, *Dan Dare*, or *Dizzy*? I will pay 10p for a map, 15p for a POKE, or 5p for a cheat mode. Paul McMillan, 6 Claverhambury Galleys Hill, Waltham Abbey, Essex, EN9 2BL.
- Wanted, Multiface 128 with instructions. Swap for any four of these — *Road Blasters*, *Fist +*, *Impossible*, *Lightforce*, *Road Runner* or *Paperboy*. Also swap *Sherlock* and *Hampstead* for *OutRun*. Phone Robert on (01) 462 3505 after 6pm.
- Wanted, Multiface 128. Will swap for loads of games, including *Bubble Bobble*, and *Deflector* as well as 35 other games. Phone (0334) 74593 and ask for Eddie.
- Wanted, *Silicon Dreams*, *Mindfighter*, *The Double*, *Bionic Commandos* for *Nigel Mansell's Grand Prix*, *Tracksuit Manager*, *Skate Crazy*, *Dark Side*, *Match Day II*, *Action Force II*. All originals. Write for details to Matthew Ridley, 144 Delemare Drive, Macclesfield, Cheshire, SK10 2PU.
- Desperately wanted, Snapshot II. Will pay £10 if in okay condition. Write to Stuart Dees, 23 Mount Pleasant Close, Lightwater, Surrey or phone Bagshot (0276) 740111 and ask for Stuart.
- Help! Has anyone got *Genie 128*? Swap recent game — *Target Renegade*. Also *SpecDrum* for sale. Will swap *SpecDrum* and games for 8056 or HR5 printer. Offers to Danny on (0902) 608644.
- Wanted, Nintendo Entertainment System, with or without gun. Must work and be in good condition. Will pay up to £55 or more. Joystick pads must be included. Write to Binh Tran, 3 Queen's Drive, Abbots Langley, Watford, Herts, WD5 0NQ.
- User's manual of Hi-Soft Devpac 3.0 and a compiler for the 48K. Write with an sae to Dupuis Michel, 45a Rue De Nechin, 7720 Templeuve, Belgium.
- Wanted, 128K Spectrum. I'll give about 300-500 new games, such as *T9*, *Road Blasters*, *Robocop*, *Typhoon*, *Birdsley*, *Hotshot*, *Vindicator* and more!!!! *Avi-Gadesh*, 8 Hyacynth Street, Ramat - Gan, 52333 Israel.

- Wanted Multiface 128, in exchange for *Chart Busters*, *Overlander*, *Rygar*, *Deflector* and *Roadwars*. Write to John Haining, Arran View, Somerville Street, Catrine, Ayrshire, Scotland, KA5 6RF.
- Please, wanted desperately for St Georges Day, Sega Games Machine, will pay £40 for this and three or more good arcade cartridges. Chris Burn, Rose Cottage, Portington, Lamerton, Devon, PL19 8RZ.
- Wanted, educational software for Spectrum 48K. Send list to 53 Kyle Crescent, Whitechurch, Cardiff, CF4 1ST, or phone (0222) 651598.
- Wanted, Multiface I and instructions. Will swap for *Superman*, *A View To A Kill*, *Rupert*, *Fantasia Diamond*, *International Karate*, *Menace*, and *Star Searcher*. All in original cases and all for 48K. Contact Matty, 32 Swafield Rise, North Walsham, Norfolk, NR28 0DG. Write soon, bye!
- Wanted, *Football Director II* or *Gary Lineker's Football*. Two of mine for one of yours. Write to 257 Ash Field Road, Deepish, Rochdale, Lancs, OL11 1QW.
- Wanted, *Colossus Bridge* with manual. Will give *Intensity* and *Earthlight*. Also want *Yes*, *Prime Minister for Intensity*. A Frederiksen, Kildeager 47, 2. TV. 2700, Branshoj, Denmark.
- Wanted, *Gnome Ranger* and *Dr Jekyll And Mr Hyde*. Swap for *Basket Master* and *Tracksuit Manager*. One for one. Or *Saboteur*, *Saboteur 2*, *Paperboy*, *Thanatos*. Two of mine for one of yours. Write to Lawrie Ryan, 28 Glendessary Street, Caol, Fort William, Scotland, PH33 7AY.
- Wanted, Spectrum printer and interface needed. Buy or swap software. Write to Chris Mackrill (*Hmm, that sounds a bit fishy*). Ed 21 Jubilee Street North, Ovenden, Halifax, HX3 6QY.

MESSAGES AND EVENTS



- Want to join my new PBM called *The Derby Run*? If so write to Andrew Farmer, 72 Plumber Street, Burnley, Lancs, BB11. Big earnings on small amounts could be yours!
- Over 150 multiface POKES for £1! Amazing value! A free budget game with first five orders too! Send sae and doosh to Multihack, 35 Wantage Road, Irchester, Northants NN9 7HE.
- Thanks to all those of you who've bought *KO*. For those who are missing out, you can order by simply sending a £2 cheque/PO to V Vity, 2 Newlands Road, Morecombe, Lancs, LA4 5SQ.
- SSSC — Big enough to cope, small enough to care. Exchange unwanted originals from as little as 60p. Send sae for free membership to SSSC, 178 Forest Road, Kingswood, Bristol, BS15 2EN.
- Try new PBM *Hockey*. Only 50p plus p&p per turn. Are you interested? Send 50p for first turn and an sae to David Rose, 38 Hotham Road North, Hull, HU5 4NL.
- Free details of Software Services are available. Software Service find the game you want for the cheapest price in the country! Send for details to K. Swinnell, 24 Borstal Street, Rochester, Kent.
- *Mule Manager*! Hilarious Football Manager spoof. Can you take your horse to the top? Only £2.50. Send an sae to Nathan, 77 Cherry Tree Avenue, Cowplain, Hants, PO8 8AT. Free Sticker!
- I will swap *Target Renegade*, *Platoon*, *Predator*, *Super Hang On*, *Super Sprint*, for *Zynaps*, *Bionic Commando*, *Venom Strikes Back*, *Mask II*, *Karnov*. Phone Marvin on (021) 707 1740.

FANZINES



- *Adventure Probe!* The only monthly fanzine for adventures. Mike Gerrard is good but this is better! (*Shurely shome mistake!* Ed) Send £1.25 for sample issue to *Adventure Probe*, 24 Y Cym, Llandudno, Gwynedd, LL30 1JE.
- *PBM The Race*. The most hilarious experience ever! Featuring infinite options, huge gameplay and character self-construction. Send sae to Kremmold Games, 2 Old Blundells, Tiverton, Devon, EX16 4LD.
- New magazine for adventurers and writers alike, called *The Forge*. For more details, write to Shaun Allaton, 61 Goldcrest Road, Ipswich, IP2 0SE.
- Yeah! *The Warrior* fantasy magazine out now! Only 50p. Fantasy PBM also available. Send 10p for info. Woowooow! Eooooooow! Vroooooom! Yeeeeeow! Yeeeeeow! We are the champions! George Kociatkiewicz, W Krolowej, Marysienki 26C, Warsaw 02-954, Poland.
- The Vulcan Venue fax pak for arcade lovers, including all music, hints, tips, do's and don'ts, screen shots and complete solutions. Only £1.00. If interested, telephone (0656) 63223 and ask for Chris.
- *Micro Mag* is the best tape fanzine. Send £1 to A Everingham, *Micro Mag*, The Bungalow, Keycol Hill, Newington, Kent, ME9 8NA.
- Free first issue *Spectrum Games Player*, *St Georges Day Special*. Twenty-plus pages, reviews, previews, tips, chat, news and special features. Send sae to CA Barker, 26 Carr Manor Place, Leeds, West Yorkshire, LS17 5DL.
- T.A.G. — The all new, never before seen fanzine is here packed with reviews, help, competitions & lots more. For *Spectrum*, C64, Amstrad. Send 50p and stamp to Stemmy, 44 Thornton Road, Morecambe, Lancs.
- ECU, forget the rest... get the best!! Hundreds of pages!! Issue 1 has 300!! Issue 2 with free game!! Ian Warren, 54 Clough End Road, Hattersley, Hyde, Cheshire SK14 3PX.
- New fanzine called *S.M.* available from J. Shute, 60 Laurel Close, North Wamborough, Odiham, Hants. Reviews new and old, games and wants, POKES and tips to print. 65p Cheque/PO.

LONELY HEARTS



- Young 22 year old upwardly mobile kipper tie wearer seeks correspondence with females of similar age. Likes skateboarding, Speccies, and getting ratted with the lads from work. Contact Steve Bloy (Pronounced 'bloia'), 14 Rathbone Place, London W1P 1DE.

- Lonely 15 year old boy after an attractive fun loving girl of same age(ish) to be chums forever 'n' ever. Loves music, talking and having a good larf. Send a photo to Paul at 5, Terra Cotta Place, Upper Street, Stanstead, Sudbury, Suffolk, CO10 9AT.
- Hi! I am a 16 year old female seeking a 16-20 year old male. I love chart music and computers and hope you are from a foreign country. Please write to Sabinar Sanghar, 914b London Road, Thornton Heath, Surrey, London, England, CR4 7PE.
- Eleven year old male seeks a good looking female, aged 10-12. Please send a photo (if possible) to Mark Johnson, 20 Winchelsea Road, Tottenham, London, N17 6XH.
- Fourteen year old male looking for attractive female of same age and in area of Newcastle Upon Tyne. Send a piccy to Tim Cottage, 41 Tintagel Close, Parkside, Grange, Cramlington, NE23 9NZ.
- Lonely 19 year old seeks female of same age. Likes computers (Speccys) quiet nights in. Looks non essential. Photo if possible. Darren Hutchinson, 96 Underwood Road, Hattersley, Hyde, Cheshire, SK14 3DH.
- Twelve year old boy seeks sexy female, preferably in area. Send photo with reply. Write to Andrew, 6 Rose Avenue, Elgin, Scotland, IV30 1NX. Contact soon please, I'm waiting.
- Seventeen year old guy seeks correspondence with good looking girl about same age, photos helpful. Write to Richard Doran, 6 Fleming Road, Seafar, Cumberland, Glasgow, G67 1LQ.
- Male of 14 (nearly) seeks female 13-15 good looking. I'm into planes and airlines, own a Speccy +2. Please send a photo. All letters answered. Don't have to like planes. Declan '747' McMonagle, 9 Castlewood Avenue, Rathmines, Dublin 6, Ireland.
- Hi! I'm a 13 year-old male looking for a 12-13 year-old female. I like 5 star and Michael Jackson. Write soon and send photo to Jose Fernandez, 107 Wimbledon Park Road, London SW18 1B.
- 11 year-old girl seeks trendy middle-aged male, 11-15, interested in having fun with a trendy gal. Please enclose photo. All letters answered. Why don't you write and try your luck! Danielle Barton, 62 Highfield Road, Ripon, North Yorkshire.

Puzzle Pages: Answers

MIND JOGGING



Goldfish!

180!
You only need one dart, just keep throwing it and retrieving it — nobody said how many throws you need!

COMMON GROUND

They both share the same middle name!

WHICH WAY, JOSE?
For each of the windows to face South the house must be right atop of the North Pole, so the bear must be a Polar Bear, so the colour of it must be white. Innit simple?

WEIGHTY PROBLEM

Holes!

TIME FOR MIME
The blind man didn't do any mime, he just asked for it.

Editor Teresa 'You're Fired' Maughan; **Art Editor** Catherine 'Head in Bucket' Higgs; **Deputy Editor** Matt 'Hi It's Mattie' Bielby; **Production Editor** Jackie 'I Want It Yesterday' Ryan; **Staff Writer** Duncan 'What Time Do You Call This' MacDonald; **Designer** Thor 'No Worries' Goodall; **Editorial Assistant** David 'Yo' Wilson; **Technical Consultant** David McCandless; **Contributors** Marcus Berkmann, Richard Blaine, Ciarán Brennan, Jonathan Davies, Mike Gerrard, Sean Kelly, Catherine 'Nosebag' Peters, Peter Shaw, Rachael J. Smith, Phil South, Ben Stone; **Advertisement Manager** Alison Morton; **Advertisement Executive** Stephen Bloy; **Advertisement Director** Alistair Ramsay; **Production Manager** Judith Middleton; **Advertisement Production** Katherine Balchin; **Marketing Manager** Bryan Denyer; **Publisher** Terry Grimwood; **Finance Director** Colin Crawford; **Managing Director** Stephen England; **Chairman** Felix Dennis; **Published by** Dennis Publishing Ltd, 14 Rathbone Place, London W1P 1DE; **Telephone** (all departments) 01-631 1433; **Telex** 8954139 DennisG; **Fax** 01-636 5668. Company registered in England; **Typesetters** Carlinpoint, London; **Reproduction** Graphic Ideas, London; **Printed by** Chase Web, Plymouth, Devon; **Distribution** Seymour Press, 334 Brixton Road, London SW9 (telephone 01-733 4444). All material in *Your Sinclair* © 1989 Felden Productions, and may not be reproduced in whole or part without the written consent of the publishers. *Your Sinclair* is a monthly publication.



1 January '86



32 August '88



31 July '88



30 June '88



29 May '88



28 April '88



2 February '86



33 September '88



3 March '86



34 October '88



4 April '86



35 November '88

BACK



5 May '86



36 December '88



37 January '89



38 February '89



39 March '89



40 April '89



6 June '86



7 July '86



8 August '86



9 September '86



10 October '86



11 November '86



27 March '88



26 February '88



25 January '88



24 December '87



23 November '87



22 October '87

They're back, back, back! It's those whammy back issues of the number one magazine for Spectrum games. If you've ever missed out on a copy of *Your Sinclair*, now's your chance to redeem yourself. Complete your collection today! You'd be loopy as a llama not too!

YS BACK ISSUES

- | | |
|---------------------------------------|--|
| <input type="checkbox"/> 2 Feb '86 | <input type="checkbox"/> 24 Dec '87 * |
| <input type="checkbox"/> 3 Mar '86 | <input type="checkbox"/> 25 Jan '88 * |
| <input type="checkbox"/> 4 Apr '86 | <input type="checkbox"/> 26 Feb '88 ** |
| <input type="checkbox"/> 5 May '86 | <input type="checkbox"/> 27 Mar '88 |
| <input type="checkbox"/> 6 June '86 | <input type="checkbox"/> 28 Apr '88 |
| <input type="checkbox"/> 7 July '86 | <input type="checkbox"/> 29 May '88 * |
| <input type="checkbox"/> 8 Aug '86 | <input type="checkbox"/> 30 June '88 * |
| <input type="checkbox"/> 9 Sept '86 | <input type="checkbox"/> 31 Jul '88 |
| <input type="checkbox"/> 13 Jan '87 | <input type="checkbox"/> 32 Aug '88 |
| <input type="checkbox"/> 14 Feb '87 | <input type="checkbox"/> 33 Sept '88 |
| <input type="checkbox"/> 17 May '87* | <input type="checkbox"/> 34 Oct '88 * |
| <input type="checkbox"/> 16 Apr '87 | <input type="checkbox"/> 35 Nov '88 * |
| <input type="checkbox"/> 17 May '87 | <input type="checkbox"/> 36 Dec '88 * |
| <input type="checkbox"/> 19 Jul '87 | <input type="checkbox"/> 37 Jan '88 * |
| <input type="checkbox"/> 20 Aug '87 | <input type="checkbox"/> 38 Feb '89 * |
| <input type="checkbox"/> 21 Sept '87 | <input type="checkbox"/> 39 Mar '89 * |
| <input type="checkbox"/> 22 Oct '87 * | <input type="checkbox"/> 40 April '89 ** |

*Comes with FREE game!
**Comes with Free YS badge!

ISSUE PRICES

UK £1.20 Overseas £1.70 (without Smash Tape)
UK £1.80 Overseas £2.40 (with Smash Tape)
Double Decker Issue £1.95 UK £2.60 Overseas
I enclose a cheque/postal order for £
made payable to Dennis Publishing Ltd.

Name

Address

..... Postcode

Complete the form and return with payment to: *Your Sinclair* Back Issues, PO Box 320, London N21 2NB.



21 September '87



20 August '87



19 July '87



18 June '87



12 December '86



13 January '87



14 February '87



15 March '87



16 April '87



17 May '87

**YOUR
SINCLAIR**

CLASSIFIED

YOUR SINCLAIR DOES NOT CONDONE SOFTWARE PIRACY

**YOUR
SINCLAIR**

KOBRAHSOFT

SPECTRUM 48K/128K/ + 2/ + 3 UTILITIES

SP4 TAPE TO + 3 DISC UTILITY: Transfer tapes to + 3 Disc. Many transfer examples. Transfers PROTECTED progs; Handles Pulsing programs; FULL Manual; FREE Disassembler + Header Reader; handles the very latest pulsing programmes: £9.95, Disc £12.95.

D.I.C.E.: Multi-function disc utility for the + 3. Modify and read sectors; Back-up discs; FULL DIRectory; Recover erased files; Lock out faulty files; Erase/Rename files; String search; Menu Driven; Easy to use. "An excellent package", CRASH October '88: £12.95 on Discs.

SD4 TAPE TO M/D UTILITY: Transfer MOST tape programs to M/D; Large suite of programs; Transfers PROTECTED programs; FULL Manual; FREE Disassembler: £7.95 (£9.95 on Cart.).

SW1 TAPE TO WAFADRIVE UTILITY: Transfer tapes to Wafadrive. Handles PROTECTED programs; Pulsing programs; FULL Manual; FREE Disassembler: £7.95.

SC5 ADVANCED TAPE UTILITY: Backup the vast majority of your tapes. Handles Fast Loaders, LONG blocks (up to 80K by code compression); Pulsed programs; multi blocks; 128K programs; £7.95.

KOBRAHSOFT SPECTRUM MACHINE CODE COURSE: FULL course from beginner to advanced level. Applies to ALL Spectrums. Suitable for everyone. Comes with FREE Disassembler: £20.

IMBOS 2.0: Gives 66 new microdrive commands, including MIRROR, FX SOUND, TEXT SCROLL, and many more. Complete with 10-minute demo and ORGAN Programme. £12.95

DBI + 3DISC BACK UP UTILITY: Make backups of + 3 ordinary and protected discs; either to DISC or to TAPE. Easy to use. Many other features. Handles MULTI-LOAD programmes. 12.95 on disc.

ALL UTILITIES COVERED BY OUR MONEY BACK GUARANTEE - BUY WITH CONFIDENCE!

Send cheque/P.O. to: "KOBRAHSOFT", DEPT. YS, "Pleasant View", Hulme Lane, Hulme, Nr. Longton, Stoke-on-Trent, Staffs ST3 5BH. (Overseas: Europe add £1 P&P PER ITEM, others £2. Send s.a.e. (9" x 5") or phone for detailed catalogue. Please mark envelope "ENQUIRY".

For more information please phone: 078 130 5244

Access and Visa welcome.

Please phone above no. (24hr service).



POOLS PREDICTOR

AT LAST! There is an Alternative

TWO UNIQUE SYSTEMS IN ONE

- PREDICTS Draw, Home & Away. NO Need to Upgrade Each Year.
- ABSOLUTE Ease of Use Built In. and FAST.
- NO Fiddly Figures List or Redundant Databases.
- * PREDICTIONS Based on teams form NOW. Printer support for ALL Predictions.
- * AVAILABLE At £17.99 for Amstrad/BM Pcs, Amstrad PCWs. £12.95 Spectrum 128/48K.



DO YOU PLAY THE 'TIMES' PORTFOLIO?

Have your playing cards checked automatically with our easy to use program. For use on: Amstrad/BM PCs & Amstrad PCWs.

It could quickly pay for itself at just £12.95 inclusive.

C.C.S. Language Tutorial.

A unique programmable (Booker) Language Tutorial. YOU set the questions. Has to be seen to be believed. Amstrad/BM PCs & Amstrad PCWs. Price: £89.95. Inc Tutor. Please Write/Phone for details.

Corwen

Computer Systems

The Old Barn, Chapel Street, Corwen

CLWYD LL21 0SR. Tel: (0490) 2902/2294

We only sell our OWN Software.

COMPUTER REPAIRS

Fixed Super Low Prices!

Inclusive of parts, labour and VAT



FIRST AID FOR TECHNOLOGY

1 WEEK TURNAROUND

★ SPECIAL OFFERS ★

SPECTRUMS	£14 inc. Free game	VIC 20, C + 4	£22 inc
SPECTRUM 128	£18 inc	ELECTRON	£19 inc
C64	£22 inc Free game	SPEC + 2	£25 inc
C128	£29 inc	SPEC + 3	£32 inc
C16	£18 inc	SPECTRUM P.S.U. SALE	£10 inc
		C64 P.S.U. FOR SALE	£20 inc

Please enclose payment with item - 3 month warranty on repair
Please enclose advert with repair

W.T.S. ELECTRONICS (YS)

Studio Master House, Chaulend Lane, Luton, Beds LU4 8EZ
Tel: 0582 491 949 (4 lines)

SPECTRUM REPAIRS

128K FAULTS £20.00

48K FAULTS £14.00

48K KEYBOARD FAULTS £9.00

4116 MEMORY 1C £0.50

4164 MEMORY 1C £1.70

Z80 CPU £2.10

MANY OTHER SPARES STOCKED

MINIMUM ORDER £5.

ALL PRICES INCLUDE VAT AND RETURN POSTAGE

R.A. ELECTRONICS

133 London Road South, Lowestoft, Suffolk NR33 0AX TEL: 0502 566289

ADVERTISEMENT INDEX

Again Again	53
Bargain Software	24
Byrite	61
Castle Software	51
D&H Games	61
Datel	18,19,20
Enkay	44
E&J Software	61
Hotshots	44
Intraset	88
KJC	88
Mailsoft	44
Microsnips	66
Microprose	37
Ocean	IFC,IBC,OBC,3,5.
Romantic Robot	78
Soundbox	66
Silica Shop	63,93
Tasman	65
Thetford	88
Tanglewood	44
US Gold	8
Videovault	49
Worldwide	69

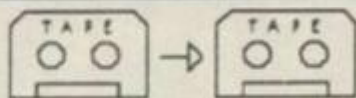
**YOUR
SINCLAIR**

CLASSIFIED

YOUR SINCLAIR DOES NOT CONDONE SOFTWARE PIRACY

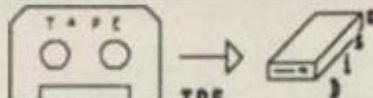
**YOUR
SINCLAIR**

SPECTRUM SOFTWARE by LERM. WITH FULL MONEY BACK GUARANTEE.



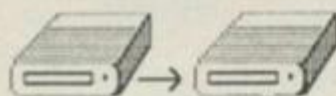
TAPE UTILITY B

TU.B - COPIES MOST TAPES EVEN JERKY AND MANY OF THE RECENT COUNTDOWN LOADERS. EVEN CONVERTS MANY SECURED PROGRAMS TO NORMAL SPEED FOR RELIABLE LOADING + TRANSFER. MEASURES LOADING SPEED, COPIES EXACTLY BLOCKS - EVEN OVER 51K, ETC. £7.50



TP5.

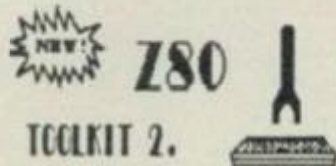
TP5 - TRANSFERS HUNDREDS OF PROGRAMS FROM TAPE TO YOUR DRIVE SYSTEM (INC PLUS 3). MANAGES SOME PROGRAMS HARDWARE DEVICES CAN'T DO! HANDLES JERKY AND COUNTDOWN LOADERS EASILY. INCLUDES USEFUL UTILITIES. NOT FOR THE NOVICE. £12 (+£1 OR M/DRIVE). INFORMATION BOOK 1 - DETAILS OF 400 TRANSFERS USING TP5 £2.50. BOOK 2 COVERS 150 FOR £2.50 - MANY TOP 20 TITLS INCLUDING SOME 128K PROGRAMS.



MICROMATE

"PERFECT ADDITION TO M/DRIVE"
"MORE POWER WITHOUT THE PRICE"
15 JULY 1985

THE PROGRAM PAYS FOR ITSELF. FOR 1/2 DRIVE SYSTEMS. EVEN IF YOU HAVE A M/DRIVE UTILITY YOU HAVEN'T ANYTHING LIKE MICROMATE. OPTIONS INCLUDE: FOMKAT (APPROX 104K), CLOSE, SECTOR EDITOR, BOOT PROG, REWAKE, RECONDITIONS AND REPAIRS CART, MULTIPLE ERASE, TRUE CAT, TAPE TO DRIVE, UNIQUE FAST DRIVE TO DRIVE COPIER, DRIVE TO TAPE (+ NOISE STOP). SOLD OF CARTRIDGE - NORMALLY £13.99. SPECIAL OFFER £11.99 - LIMITED PERIOD ONLY.



"EXCELLENT VALUE FOR MONEY"
"BRILLIANT PACKAGE"
"IF ITS NOT IN TOOLKIT YOU DONT WANT IT". 15 JULY 1985.

POWERFUL ASSEMBLER, AND MOV A PROGRAM TO DO THE REVERSE - M/CODE TO SOURCE. TOOLKIT WITH DISASSEMBLER, SINGLE STEPPER, DE-BUG, HEX TO DEC, ETC. UNRIVALLED AT £6.99

BRAND NEW M/DRIVE CARTRIDGES - £1.75 EACH POST FREE. MINIMUM 4.
CODE COMPRESSOR - £4.50. UPDATE SERVICE AVAILABLE.

STATE TYPE OF SPECTRUM + DISC SYSTEM WHEN ORDERING e.g PLUS 3 or 128k Sinclair with OPUS.

SAE FOR DETAILS. POST FREE OUT +£1 Europe, 12 rest.

LERM, 11 BEACONSFIELD CLOSE, WHITLEY BAY,
TYNE AND WEAR, NE25 9UW. ☎ 091-2533615.

COMPUTER REPAIRS

All types of home computers: Amstrad, Sinclair, etc. - prices from £7.00 inc. VAT and post and packaging and three month guarantee. Also available:

spares, software, cables, peripherals, etc.

Tel: (0702) 618455 for immediate estimate

THE COMPUTER FACTORY, Analytic House, Unit 18A,
Grainger Road Industrial Estate, Southend-on-Sea, Essex

48K/128K/+2/+3 UNIQUE FRIENDLY UTILITIES

SPECTRAFX PICTUREBASE SYSTEM - Tape £11.95, +3 Disc £14.95, Microdrive £13.95. Type coloured pictures at text, save in filing system, review, update, display via video, or reporting series or disk projector, plot. For artists, admin, cartoonists, generators, computer graphics learners.
COMPLETE MACHINE CODE PACKAGE - Tape £8.95, +3 Disc £12.75, Microdrive £10.75. Assemble, disassemble, test, debug, trace, single step, breakpoint, hex/binary/decimal displays. Examples given of character/screen/games design and copying tapes. Unique on-line facilities to teach yourself assembler and machine code, instructions supplied. Converts for other discs. Crack, Hack or Learn the Knack.
MICRODRIVE MANAGEMENT AND RECOVERY Copy, sensible CAT, recover corrupt files £8.75
RANDOM MICRODRIVE OPERATING SYSTEM Random access, screen edit, sort, search £8.75
MICRODRIVE FREE TEXT DATABASE Multi-purpose filing system with search £8.75

SAE for leaflets. Tel 0288 790883 queries. Pay by cheque/PO, or card 50p EEC. £1.50 world.

ROYBOT YS, 45 HULLBRIDGE ROAD, RAYLEIGH, ESSEX SS6 9NL

SPECTRUM REPAIRS

£14.95 inclusive of labour, parts and p&p. Fast, reliable service by qualified engineers. Average repair 24hrs. 3 months guarantee on all work.

For help or advice - ring:
H.S. COMPUTER SERVICES
Unit 2, The Orchard
Warton, Preston
Lancs PR4 1BE
Tel: (0772) 632686

SINCLAIR SUPPLIES

Spectrum Power Supply	£9.95
Replacement PSU Lead	£4.95
48K Membrane	£6.95
Plus Membrane	£9.95
Spectrum Datacorder	£19.95
Azimuth Head Alignment Kit	£9.95
Kempston Joystick Interface	£4.95
Dustcover (please state model)	£3.50
+3 Cassette Lead	£4.95
+2/+3 Joystick Adapter	£4.95
Microdrive Cartridges (pack of 4)	£5.99
Alphacom Paper (5 rolls)	£9.95

Prices include VAT + p&p. Allow up to 14 days for delivery. Cheque/P.O. to:
OMNIDALE LTD
23 Curzon Street, Derby DE1 2E5
Tel: 0332 291219

FREE COMPUTER GAME

Learn all you need to know about the world of Football on your Computer Screen every month with Back of the Net Football Monthly.

For details of how to get your Free Game

Send an SAE to:

Back of the Net Monthly
125 Manor Park Ave,
Allerton Bywater, Nr Castleford,
West Yorks. WF10 2DN
Tel: (0977) 557503

REPAIRS

BEAT THESE PRICES

Spectrum/+	£13.95
Interface 1	£16.95

Inclusive prices

Top quality repairs by experts

Send cheque/PO, fault description and computer to:

GSF SERVICES
113 Mountbatten Road,
Braintree, Essex CM7 6TP
Tel: 0376 46637

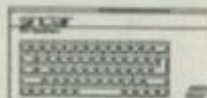
GSF SERVICES
EXPERT REPAIRS

The HITLIST

- * FREE STARTER PACK containing:
 - * The HITLIST CATALOGUE
 - * SOFTWARE VOUCHER worth £2.00.
 - * HITPICS - All you need to design your own game graphics.
 - * GAMETAMER - Pokes, Hints and Tips for your favourite games.
 - * SUPER PACKAGE DEALS.
 - * UNIQUE HITLIST HIRE SYSTEM - Four easy ways to get
 - * MORE CHOICE for LESS MONEY!
 - * FANTASTIC PRIZES - Our next free draw offers a choice of prizes including the amazing
 - * MULTIFACE 128.
 - * HIGHLY RECOMMENDED.
 - * FREE SOFTWARE FOR A MONTH - to any member who recommends a friend to the club.
 - * FIRST CLASS SERVICE - All First Class Postage paid.
 - * PUT YOUR NAME ON THE HITLIST! You can enjoy all these club benefits and much more by sending £5.00 enrolment fee to:
- THE HITLIST, PO BOX 382,
GLASGOW G15 7RS.

P.C.G.

61 School Street
Barrow-in-Furness
Cumbria
LA14 1EW



Software:

WordMaster word processor	£11.90
Headliner graphic designer	£8.95
Typeliner desktop publisher	£16.95
DTP Pack (all three above programs)	£37.80
Devpac machine-code assembler	£15.95
HiSoft BASIC floating point compiler	£24.95
HiSoft C language system	£25.00
TasSign sign designer	£17.95
TasCalc spreadsheet	£17.95
CP/M Plus operating system for the +3	£29.95
Masterfile +3 database	£25.00
TasWord +3 word processor	£19.95
TasSpell +3 spell checker	£19.95
Stocks & Shares manager	£14.95
Coursemaster horse-racing tipster	£14.95

Hardware:

Plus D disk & printer interface	£59.95
Plus D with 3.5" disk drive	£159.95
Plus D systems come with FREE printer cable!	

If you're interested in Programming, Word Processing, Business Software, Desk-Top Publishing, or just plain sick of games, contact PCG for details of these amazing programs.

Phone 0229-36957 now or send an SAE for catalogue.

We have software for OPUS, Disciple, Plus D, microdrive, +3 and many other systems. Call now for details & prices.

Desk-Top Publishing: Send now for details of the amazing DTP Pack!

ENDZONE
AMERICAN FOOTBALL SIMULATION
Twin cassette package includes rosters with individual player ratings for all 28 NFL teams. Rosters updated twice a season.
Spectrum 48K £5.95
Spectrum 128K £7.95
SPORT-SIM PO Box 116
Colchester CO2 7SJ

The highly acclaimed Graphic Adventure Writing System THE QUILL & ILLUSTRATOR

Now at a Bargain Price!
The Quill - £3.99
The Illustrator - £3.99
The Quill and Illustrator Twin Pack - £5.99
Available for The Spectrum, CBM 64 and Amstrad CPC. State which machine and add 50p p&p. Cheques/PO's to:

GILSOFT INTERNATIONAL LTD.
2 Park Crescent, Barry, S.Glam
CF6 8HD. Tel: 0446 732765
Access/Visa orders accepted.

•PREVIEW•PREVIEW•PREVIEW•
FUTURE SHOCKS

Greetings Spec-pals, cross our sweaty palms with silver, cheques, postal orders, and used fivers and we will unveil for you Specky games from the future! Oh! Alright then stingebags, we'll tell you anyway!

GILBERT THE ALIEN

Again Again

"Flobba lobba lobb, Aw-white my son!" Yes, it's everyone's favourite snotty green alien, Gilbert! Everyone who's anyone knows who Gilbert is don't they? And here he is, in his very own computer game!

After filming *Get Fresh* in the Tyne

Tees studios, Gilbert has hopped into the Millenium Dustbin and flown back to Drill, his home planet. The game starts with Gillie on Drill having heard the news that he has been offered a new contract!! Gilbert's rabbiting on and on about it and really winding up his fellow Drilleans, so, in order to stop him from having more TV exposure to brag about, they've gorn and half inched various vital components from his space ship. Yikes! And it's your task as Gilbert, to collect all these pieces, reassemble your craft, and get to the studios within 24 hours!

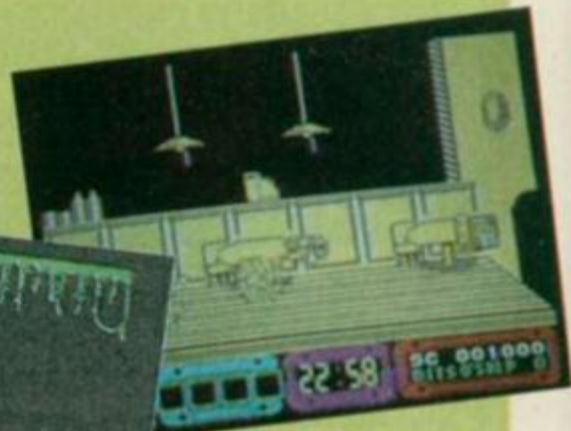
Snot that easy though, 'cos being sporting fellows, the Drilleans

challenge Gillie to play some video games — if he can win, then he will get a clue to the components whereabouts. If he loses he gets a time penalty! Gilbert must then dash about the planet looking for the video game machines inside the Milk Bars and Snot Burger Restaurants! You must also play the games themselves. So arm up for Snotfight At The OK Corral, Sprout Wars and Brain Drain.

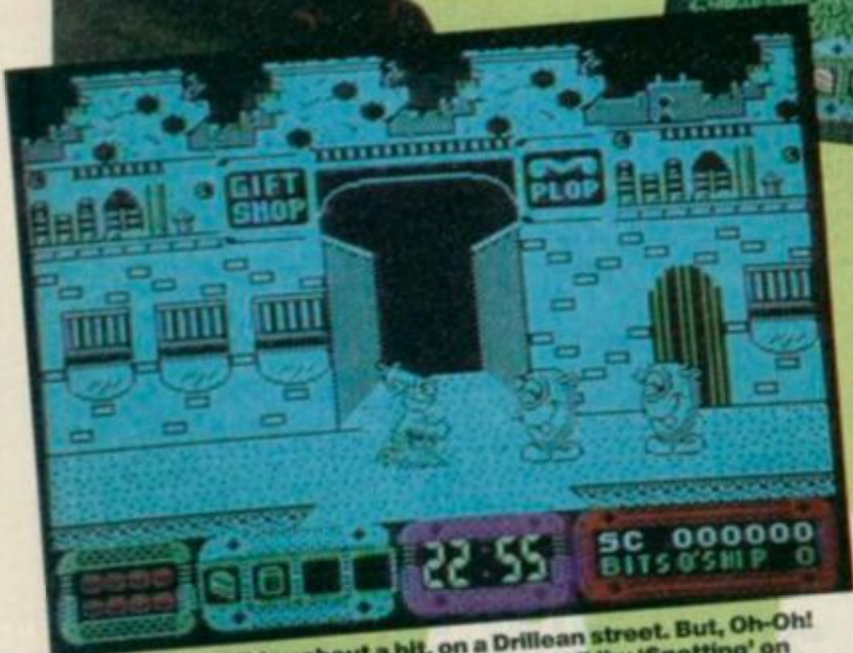
After you've played these sub-games and sussed the clues, you will have to move Gillie across the planet to retrieve the bits! Sounds well intriguing! Check it out, it's available 'soon!'



No, not that! Gillie starts floating! This is very useful for escaping from parts of the sewer system and also, as in this piccie, for flying over very big trees in the swamp!



Here's Gillie in one of the many bars and cafes in downtown Drill. This is usually the place to discover the video game machines. Popping into a Milk Bar can replenish your snot level! (I'm sure the Milk Marketing Board would take umbridge over this!)



Here is Gillie walking about a bit, on a Drillean street. But, Oh-Oh! Look out for those beasties! If you kill them all (by 'Snotting' on them!) then a huge floating jelly appears! (Just like Gillie, this game is completely mad!) Snot on the jelly, and either a piece of cake or a can of beans appears. Pick up and use the beans and guess what happens? ...



•PREVIEW•PREVIEW•PREVIEW• FUTURE SHOCKS

Activision

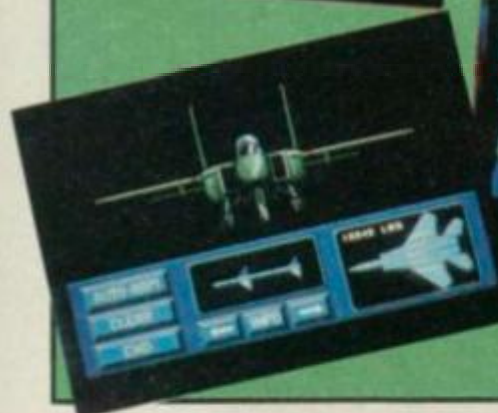
Taking off from the Activision airstrip, in the not too distant future, is a fabby new flight sim, called Bomber. Programmed by Vektor Graphics, the people responsible for bringing you Star Wars and Empire Strikes Back, it features solid 3-D graphics which accurately represent six different

planes ranging from the F-15 Eagle to the delta-winged Saab Viggen, and, the Russian Mig 27 'Flogger'!

Each plane, we are told will have radically different characteristics including handling! You'll also get a choice of one of 14 adversaries for a head to head confrontation.

One of the main parts of the game

will be air-to-ground action, inspired by an international bombing competition hosted annually by the US Air Force. Vektor tell us that you will be able to go in armed to the teeth and blast away at everything that moves! It looks like Bomber could do for Specky flight simulators in 1989, what Fighter Pilot did in 1984!



TITAN



Titus

Raraarrgh! is the sort of reaction that is caused by playing Titan, the new one from Titus. Already kicking about on the 16-bit formats, this game has been raved about left, right and centre! It's supposed to be very fast and very addictive.

There will be 80 (Count 'em — 80!) levels, each one an immense and synthetic world, over which you must guide a powerball using your magical, magnetic racket! But watch out, there are loads of death icons to be avoided! With wildly coloured graphics and speedy scrolling this is the sort of tricky game that would drive you bankers!

PURPLE SATURNDAY

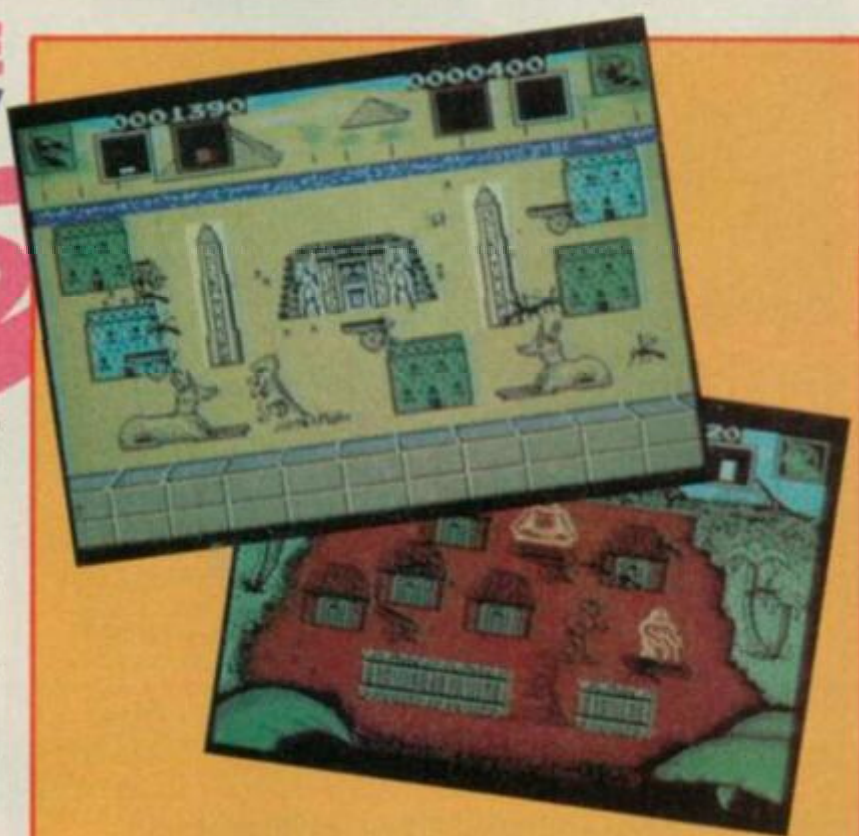
Infogrames

Saturn, it's a funny old planet. Once a year, all the sky goes purple and the inhabitants of the neighbouring planets usually get together and have a good time at their annual Galactic Olympiad!

You, I'm afraid, are the human representing your species in this Olympiad, and must compete in four main events ranging from Ring-Pursuit — where you race around Saturn's rings, — to Brain Bowler where you have to employ your own noodle to puzzle out how to reconnect a broken brain! You also have the option of indulging in a bit

of pre-Olympiad training against a robotic adversary and checking out the form of the other alien competitors via on-screen information sheets and sporting records. And what prize is bestowed upon the winner of these events, who gallantly defeats all the other species in the cosmos? Only a snog 'and maybe more' (it sez here!) from the planet's beautiful female representative that's what! Steamy!!

This is more sexy zany French stuff from those wacky chaps at Exxos, who brought you Captain Blood which is reviewed in this issue. Purple Saturn Day is due out in April!



Melbourne House

This little number from Melbourne House is due for release in early May. It's supposed to be very therapeutic for all those people who get very tense and frustrated. In fact it's supposed to be brilliant for people who want to scream 'AAARGH!' at the top of their voices so what's it all about?

Aaargh! has at it's hero a prehistoric caveman. There's also a monster called Roc, who's only gorn and lost his eggs and guess who's got to try and retrieve them? You, of course. Losing one egg is quite an

oeuf, but not for our hero Roc! He's gone and lost a dozen! You'd think he'd be better off forgetting all about them in the light of the present salmonella scare, but it would appear that no one in this game gives a jot about Edwina Currie's advice, 'cos other monsters ate after the eggs too! These have to be fought and all the eggs collected from several different city locations. Melbourne House promises us there will be lots of buildings to be demolished en route too! And wallet damage? Probably around £9.99.



•PREVIEW•PREVIEW•PREVIEW•

FUTURE SHOCKS

TIMES OF LORE

Microprose

Yo, our brothers. We have come from the distant kingdom of Alboreth to impart tidings of Microprose's *Times Of Lore*. And verily, we say unto you, it is a bit of a corker that will appeal in large quantities to those who like swords and sorcery on their Speccys.

Out soon from Microprose and programmed by Origins Systems, *Times Of Lore* appears to be in the Gauntlet mould but with several differences. There is much more adventure type input with you talking with other characters and going on quests. And there's a huge game map too with castles, sea, forest and all that gear. You will be able to choose one of three heroes and heroines as your character and, it'll be up to you to find out what it's all about by walking about a bit and conversing with the natives. *Times Of Lore* will be out sometime soon.



TIMES OF LORE



3-D

Firebird

Fancy yerself as a bit of a hustler? (Oo-er!) No, no, not a lady of easy virtue, we mean a pool hustler like Tom Cruise in *The Colour Of Money*! Well, now's your chance! Endorsed by the current UK and European Pool Champion, 'Maltese' Joe Barbara, 3-D Pool is to be the new sports simulation from Firebird! You have to defeat all manner of adversaries such as Flash Harry and the Catford Kid, before you get to have a crack at 'Maltese' himself! There will be a

tournament or a practice option, and you can even sit back and study your opponents' 'form' as they have a practice knockabout!

There will be a unique 'move around the table' feature and you will be able to put spin on the cue ball just like in the real thing! Sounds good eh? These games, due to the nature of the original, are basically very simple but Firebird has endeavoured to make 3-D Pool the state of the art in this field! It looks like it's gonna be a corker, so chalk up those cues in readiness!



POOL

MICROPROSE Soccer



Microprose

Saint: Och, and what have we here then, Jim?

Greavsie: Well, it looks very much like Microprose's first sports simulation, Championship Curling to me Saint.

Saint: Ho, ha, ho! You slay me Greavsie! With that world renowned razor sharp wit of yours!

Greavsie: Well, actually Saint it's called Microprose Soccer so it's obviously time to kick an inflated pig's bladder about with various international squads.

The game's an overhead boot-about where you can take on a chum or the computer for some dazzling footwork. You can choose from 29 teams with variable attributes. There are banana kicks, three way throw ins and even adverse weather conditions for you to cope with! And if you fancy yerself as a bit of a Jimmy Hill, then simply strap on that huge false chin and switch to the unique action replay facility! It's all here in Microprose Soccer due out probably as you read this!

Saint: Och, ha, ha, ha, ha, ha, you slay me Jim, you slay me!

Sort out the  MEN from the  BOYS!

RUN THE GAUNTLET



... What a brilliant game! ... all the action, thrills and spills... This is an excellent game, so go and try it!
 Run The Gauntlet, NOW! - go and try it!
 ... apart from technical excellence, it's the sheer range of playable sections that makes Run The Gauntlet one of the best multi-event games ...
 Crash

- JETSKIS
- HOVERS
- SPEEDBOATS
- METEORS
- BUGGYS
- Inflatables
- SUPERCATS
- QUADS
- THE HILL



SPECTRUM COMMODORE AMSTRAD
8.99 9.99 9.99

ocean

ATARIST AMIGA
19.99 24.99

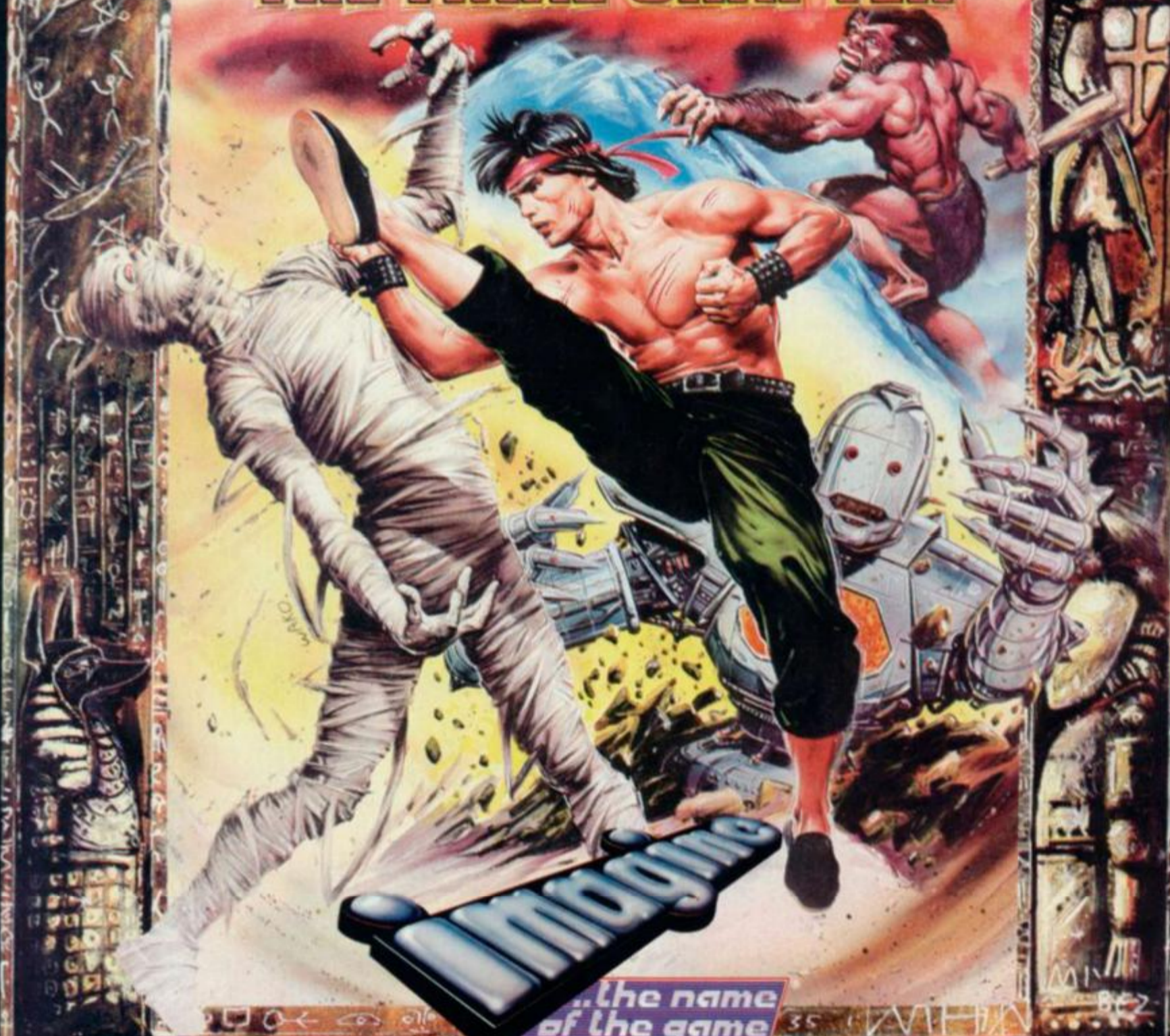
Also available on DISK.

6 Central Street · Manchester · M2 5NS
 Telephone: 061 832 6633
 Telex: 669977 OCEANS G · Fax: 061 834 0650

RENEGADE

THE FINAL CHAPTER

THE FINAL CHAPTER



...the name
of the game

When a guy loses his girl - he loses his mind! Now, in the Final Chapter, Renegade must summon all his strength and lightning reactions as he chases his girlfriend's captors through time itself. Fight against neolithic man,

mediaeval knights, and the tormented undead from within the tombs of Ancient Egypt. Your quest finally takes you BEYOND the present - to a time you'll never forget! ... but remember ... your girl wants to see you alive!

SPECTRUM £8.99 • COMMODORE £9.99 • AMSTRAD £9.99 • ATARI ST £19.99 • AMIGA £24.99