9 OUT OF 10 SPECTRUMS PREFER IT

EXCLUSIVE

PO THE LOCOTTO

BRITAIN'S BEST-SELLIN

3 FREE GAMES! DUN DARACH BIGGLES EARTH SHAKER 2 FREE DEMOS! BACK TO THE FUTURE 3 SWITCHBLADE PLUS! A HANDY PACK OF PICKLING POKES!

> No tape? Better check with your newsagent!)

Total Recall, SCI, Hero Quest, North And South, ESWAT, Super Monaco Grand Prix, Gremlins 2, The Light Tunnel and many more!

3 mc

Vick Dance

RE SPECCY

nili

PLUS! An Amazing 10 Pages Of Hints, Tips And Maps! Some Really Scrummy Compos! And A New Batch Of Completely Crap Games!

No 6



RC The arcade action thriller with the BIG your mission is to seek out and destroy the king pin of the MR BIG CORPORATION - if you

enormous army of body guards ... gangs of charisma bypass patients in trench coats, the build brain with the build of a rhipoceros and the breath of a dung beetle, packs of vicious canine yappies, the psychotic clown with an evil sense of humour - you'll die, but not laughing! Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking place in his hand and ready to blow you away as he rolls down main street leaving you couphing lead It's not all had!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin. did I say he was Mr. Big? Ho, he's MR BIG!



Seven levels of musclestraining, reflex-testing, sideways scrolling fury! Destroy the lethal drug Huke, face a stream of deadly Nuke gangs, and then - if you survive - face the terror that is Robocop 2! 🚰 MORE THAN A GAME ROBOCOP 2

IS THE PRIME DIRECTIVE.

SCHWARZENEBBER



and would you know if someone of its boog Quard you have been a training dreams of another tife on the minds of those who desire to drans into reality. Experience the s til dreams turn into hideous eav move is douted by would be and trath. You in not you, you re the provide the dentity you mission is acro, strange mutants, futuristic the soccess of the only an optiments the soccess of the soccess of the optiments the soccess



CHRSE HQ 11 Special Criminal Investigation - continuing where CHRSE HQ left off. Your mission is to track down, chase and apprehend dangerous criminals. It's FRSTER - explosive

power sends you bulleting through various terrains hold the line or plough the fields! It's TOUGHER - the criminals wield some heavy hardware - but so do you! You can shoot but you must dodge their flak... heavy

gunfire, trucks unloading their cargo onto your bonnet. it's the meanest pursuit game to hit the micro screen. The extra features will leave you gasping for extended play- weather changes, bodyguard squads,

grenade lobbing bikers,gun-choppers. just play it! ... we dare you to stop!



No time for balloonin' around) no time to shoot the breeze!... in fact you've hardly set your feet down in the mighty U.S.S.R.

and it's all action. You sight up your latest and most formidable balloon poppin' piece. but now that bounce bomb has just multiplied!!! Tour the world in the most addictive arcade game of the year from Nitchell Corp. A quick eye and super fast reflexes will give you just a half-chance of a win.. the other half will come if the bounce goes your way!









CEAN SOFTWARE LIMITED Cean House, 6 Central Street, Manchester M2 5NS



© 1991 Mirrorsoft Ltd © 1990 UCS & Amblin. IMAGE WORKS, Irwin House, 118 Southwark Street, London SE1 0SW Tel: 071-928 1454 Fax: 071-583 3494

CONTENTS MARCH • 63

PSSST

Lots of shuffling around in the YS Shed, a bit of Valentine crystal-ball gazing, and a couple of rather corking compos! it's all here! (And more!)

TIPSHOP

And you thought we packed a load in last time round! This month we've got an amazing 10 (count 'em - 10!) pages of hints and tips, including Chubby Gristle, Yogi Bear, Little Puff, Quazatron and Kwik Snax, plus 2-page maps of Teenage Mutant Hero Turtles, Monty Python's Flying Circus and Rick Dangerous 21 (You won't believe your blinkers!)

ADVENTURES

Mike Gerrard, our man with the facial fluff, is back with a complete solution to The Book Of The Dead. more of your gamesnags unsnugged and, ooh, loads more besides! (It's rather a lot of fun really!)

CRAP GAME CORNER

Time for a quick sniff at some more of your bog-standard games, with resident YS lavatory cleaner Rich Pelley!

16 CHARTS 21 STAR CONTROL COMPO 22 LETTERS 29 PROGRAM PITSTOP 31 YS SUBSCRIPTIONS **46 BACK TO THE** FUTURE 3 POSTER **49 SAM SURGEON 64 DOUBLE DARE** COMPO **69 INPUT OUTPUT** 72 BACK ISSUES 76 YS SUPERSTORE 77 HOW 2 HACK

86 ON SPEC 90 NEXT MONTH

HEY-Nonny-Not IT'S INTO SPRING WE GO!





HERO QUEST It was the bestselling fantasy board game of 1989 but what's it going to look like on the Speccy? We sharpen our swords

It's dark and dingy dungeon time in Hero Quest!

Throw a load of

spanky new stategy arcader.





Editor Andy Ide ♥ Art Editor Sal Meddings ♥ Games Editor James Leach ♥ Staff Writer Linda Barker ♥ Design Assistant Andy Ounsted ♥ Advertising Manager Simon Mois V Production Co-ordinator Melissa Parkinson V Publisher Jane Richardson V Publishing Asst Michele Harris V Group Publisher Greg Ingham V Circulation Director Sue Hartley V Your Sinclair, Future

Publishing, 30 Monmouth Street, Bath BA1 2BW Tel (0225) 442244 (Reader enquiries Wednesday only) Fax (0225) 446019 ♥ Subscriptions Computer Posting, 120/126 Lavender Avenue, Mitcham, Surrey CR4 3HP Tel (081) 646 1031 ♥ Distribution MMC (tel 0483 211222) ♥ Cover Illustration Nick Davies♥ ISSN 0269 6983 ♥ ABC Jan-June '90 64,717 ♥ Your Sinci

mes to you from the same people who publish (or are about to publish) Commodore Format, ST Format, Amiga Format, New Computer Express, Amstrad Action, MacPublishing, Classic CD, PC Plus, 8000 Plus, Sega Power, Amiga Power, Amiga Shopper and Needlecraft (see you there)



AMES 0 REVIEWS

Full Price

- 18 Back To The Future 3 Mirrorsoft
- 62 Chase HQ 2 SCI Ocean
- 85 Crete 1941 CCS
- 68 ESWAT US Gold 20 Gremlins 2 Elite
- 84 North And South
- Infogrames
- Switchblade Gremlin
- 61 Total Recall Ocean 65 World Championship Soccer Elite

Bargain Basement

- 81 Eliminator Players 79 4-Most Action Alternative 80 4-Most Sport Alternative
- 80 Gilbert And The Escape From Drill Alternative
- 82 Kentucky Racing Alternative
- 82 Magicland Dizzy CodeMasters
- 80 Operation Wolf Hit Squad
- 81 Rana Rama Players 79 Return Of The Jedi Hit
- Squad
- Tiger Road Kixx Top Cat In Beverly Hills 81
- 80 Cats Hi-Tec
- Trap Door & Beyond The 79 Trap Door Alternative
- 82 Wacky Darts CodeMasters
- 81 WEC Le Mans Hit Squad

PREVIEWS

Megapreviews

- 26 Battle Command Ocean
- 66 Hero Quest Gremlin

Future Shocks

- 90 The Light Corridor
- Intogrames
- Predator 2 88
- Image Works 89 Robozone
- Image Works 89 Super
- Monaco Grand Prix US Gold

YOUR SINCLAIR March 1991 5





SEGA

RNFOR TURBOBURNY

EXCITING GRAND PRIXE

witth

BEAT THE REST

THE BEST ?

AA



Available On: CBM 64/128 and Amstrod cassette and disk. Spectrum cassette Amiga and Atari ST.

© 1990,1991 SEGA". All rights reserved. Sega" is a trademark of Sega Enterprises Ltd.



ATARI ST CBM AMIGA IBM PC & COMPATIBLES





Set in the near future, as an alternative reality. Battle Command is an arcade/strategy game in which the player controls a single "Haular" Assault Tank in one of 16 scenarios (missions) in the ultra war, fought between two dominant races in the new World. The latest phase of the North/South war has been going on for over 10 years, with a stalemate eventually developing - a standoff between armies massed over a long dug-in battlefront. Such are the defensive capabilities of each side, full scale attacks are suicidal, so any offensive moves are, by necessity, small "behind the lines" actions performed by efite troops in specially designed vehicles. The Mauler is the latest such machine - capable of being lifted in and out of hostile territory by fast stealth choppers and armed with the most advanced weaponry the Northern scientists can devise.

CENT - "CENT REND" ATA "Stands out in the graphics and atmosphere department." Hery convincing. Hery open. Dury "being there", add to this the increasingly complicated missions with a growing II factor and you have something of a corker that II keep you coming back for more and more. " "I mighty sequel to the mighty "carrier Command", except if 's rather different."



ENTER A FIRST INTO BATTLE... LAST TO LEAVE

Ocean Software Limited - 6 Central Street Manchester - M2 SNS - Telephone: 061 832 6633 Telex: 669977 OCEANS G - Fax: 061 834 0650



It's amazing! It's fantastic! It's the super-new YS 6-Pack! And it's bursting with more variety and quality than ever before...

Hold onto your hats: it's BACK TO THE UTURE 3 - P9!

The eyes have it! SWITCHBLADE flicks onto p11!

BIGGLES in action - p12!

> Your favourite games POKEd on p12!

> > **DUN DARACH - it's** a-maze-ing! P10!



It's taken from the very beginning of the game, with Doc 'cantering' along on his hossy, quietly enjoying a bit of 'Big Country Panorama'. Suddenly he hears screaming. Oh no! It's that jolly horny school-ma'am - and her buggy's heading straight for the ravine! Of course, this immediately switches the Doc into

superhero-mode (him having the hots for said lady and what have you) and so off he gallops to save her, jumping over ravines a thousand feet deep (possibly) and dodging all the tumbleweeds that insist on flying in his face (not to mention the indians who gallop on-screen to protest in extremely vehement terms - ie with bows and arrows - about how her screams have just woken them all up).

It's all a lorra, lorra fun - and sure to have you saddle-sore before sunset! Ya-hooo! (Or something.)



AaaRGh!

Oh dear. She's gone over the edge, poor thing. (Still, never mind, eh?)

t's like some kind of incredible spooky timewarp! Marty McFly and the Doc have once again returned to the future in order to visit the past. Or gone back to the past in order to change the future. Or changed the present to affect both the past and the future. Er. Anyway, in this third (and final) game they're definitely in the Wild West. (You can tell because they're wearing sillylooking brass spittoons on their heads.) Over on page 18 you can read all about what we think of BTTF3, but just as a taster we thought we'd treat you to this exclusive playable demo. And it's the biz!

Going

down!

EARTH

SHAKER

on p11!



Hmm. They don't look very concerned, do they?







lewson

- -



DUN DARACH

hose who played last month's covercassette game Marsport will know exactly what to expect from Dun Darach. (And they won't be disappointed!) Both formed part of a trio with Tir Na Nog and managed to cause quite a rumpus on release because they were so difficult to pigeon-hole. You see, they weren't 'proper' adventures, but then by the same token they weren't exactly

arcade games either - they were sort of, well, real-time spooky quest games. And that Skar is an evil sorceress, has seized Loeg as retribution and taken him off to the 100%spookesome city of Dun Darach!

You play 'Cuch' and your basic job is to wander round the city (which is where the game begins) and root out your pal. So, er, let's take a look at it, shall we? (You go first.)



600 for a pesky gold bar! That's a bit steep, isn't it, my good man?

The City

You'd better get a pen and paper handy this place is worse than Hampton Court maze! It's basically split into different bits

called Quarters, which are split into districts, which have got loads of individually-named streets in them, which have loads of individuallynumbered houses. And guess what behind every front door there's anything between

Far out, man! Dig the bowver boots and rollod-up leans one and a zillion rooms to explore! (Just about.) Phew,

phew and Barney Magrew!

The Population

It's all very well having loads of rooms but if there aren't any people living in them then you're bound to get pretty lonely, aren't you? But fear not! Good old



Nah, art galleries aren't my style, mate. (Moving swiftly along...)

that her carriage is a bit capput and wonders if they're gentlemen enough to help her with it. Always a sucker for the flutter of an eyelash (or two). Loeg tells her to lead the way and off they both disappear - never to return! (Eeeek!) It soon transpires

Gargoyle/Hewson golden oldie). Instead we

find ourselves in Ancient Britain where a pointless but bloody battle against the Conachta has just taken place. Cuchulainn

and his friend Loeg are returning to their hometown of Muirmethne when they stumble upon a wayside inn. Here they

meet a woman called Skar who explains

Some of them (like, say, a butcher) just get on with their assigned tasks (like chopping meat up), but others have their own fully-fledged characters (and animated bodies). Most of them probably have something you want (objects perhaps, or



identally' wandered into someone's house! (Better nick their video then, hadn't we?)

info to help you on your way) and all of them are open to bribery (this can either take the form of money or some other kind of payment). Oh, and watch out for pickpockets - you can't be killed in Dun Darach but you can certainly mess things up by not looking after your purse properly!

The Currency So what about the old green, crinkly stuff then? Well, the common currency in the CHERRY CONTRACT city are Iridi, which are small gold sequins. There are

various ways you can lay

Million

Gargoyle have thought of everything because the streets and buildings of Dun Darach are brimming full of colourful characters for you to sit down and have a good long natter with.

And good evening to yout (Polite folk, these psychotic these and they are by working • gambling • selling at a profit • stealing • banking. And to get rid of some you can - buy something from a shop (if you don't fancy stealing it!) • get robbed • bribe someone.

And that's it basically!

It's all a matter of doing lots of separate secondary quests in order to suss out where you buddy is. (And bear in mind that there's no set route so you can complete the game in any 'order' you like.) It's blooming enormous! So don't get lost (we'll meet under the clock at six!).

Contro

Right, get ready - they're a bit more complex than usual...

Walk left/right	Alternate keys on bottom row
Enter a door	ENTER
Camera left/right	Alternate keys on second row
Pick up/drop	Alternate keys on third row
Select object	Top row 23789
Offer object	4 corner keys
Autorun on/off	
Freeze/unfreeze	5
Return to options	

PLAYA

SUVISIOSLADE

t last! After yonks of anticipation Gremlin's *Switchblade* has finally arrived on the Speccy. And is it worth the wait? You bet



e to the underground city. ember to bring your torch?)

your jolly green socks it is! Elsewhere in the ish you'll find our official YS review, but if it's a demo you want to play, well, you're standing in the perfect spot.

You play a hero called Hiro (spook!). a Bladeknight of the Switchblade clan. Unfortunately fortune seems to have poopooed on your people rather a bit not only has your homeland been rampaged by the

horrible Havoc, but he's also smashed up the Fireblade (the Switchblade's sacred weapon) and scattered its pieces across the Underworld (which is where he hangs out). Your mission (if you care to accept it) is to recover all parts of the sword and generally cheer your neighbours a bit. What we've basically got on the

Going down!



assette is the first bit of the game. Bash up the baddles, kick in a few walls to get through to the next bits (and perhaps find a 'pick-ma-up' or two and generally have a jolly good romp-around. It's the biz (and tricky with it!).

Hurrahl Mr Hiro laves the lay! (You can tell

of sexy



C

Use the joystick. You have a variety of moves – if you press Fire you kick in the direction you're facing (the strength determined by the length of time you hold the button down for). If you keep your finger pressed on Fire any longer then you bend down to pick something up off the floor

'I SILAKER Michael Batty





Nope, sorry - your

guess is as good

as ours..

rather talented Spec-chum called Michael Batty sent us this one. It's in the style of Boulderdash and Repton, and sees you as a small robottype thingie scuttling

around an underground land of manic mayhem. Your job is

Right, where to now? Mmm, left and right look like a couple of viable options...

to collect all the on-screen diamonds. digging your way through the soil and dodging the stones and stuff that get dislodged and drop on your head (or not as the case may be). There are trillions of other features (see box-off) and with 32 funpacked levels you won't be finishing it too quickly, that's as damn sure as mustard!



38100 #5 St 00 SC 0000 Gosh, it's all pretty colourful, isn't it? (Someone pass the sunglasses!)

DICCINY DEEL

Here are all the different things you find in Earth Shaker, with a brief description of what they do...

1 Back Door Go out of here once all the crystals are collected Rocks Avoid these landing on your head Wall Inpenetrable Earth Holds things up. Remove it and rockfalls will no longer be held up 000 Crystal Collect all the crystals on the screen to open the door Jumping Jellybean consumption will make you full of beans again (groan!) Forecfields Sap energy. Disappear when you destroy their monitor 00 Monitor Drop an object on it to stop forcefields 4D Teleport Will always displace you to the nearest chamber at the top-left τ of the screen Elixir Potion of youths. Restores life Gravity Stick Lets things get on top of you for a while Bubble Supports things and extinguishes fires Fire Destroys you and makes rocks go to pieces. (Not nice) D NB It will be necessary to catch rocks in later levels. (Work it out for yourselves.)



Michael Batty's a student at Edinburgh University. He programmed Earth Shaker on and off over a couple of years, which may seem like a long time to you but take a look at the pics and vou'll soon realise why - they're stunning! Mind you, we're not the only ones to spot Mr Batty's talents -

according to latest reports (well, his anyway) he's recently been finishing off a game for no less a software house than Zeppelin. Posh, eh? Have you got what it takes to 'pen' a

YS 6-Pack game? We'll pay you! Just send in your game to the usual address and, who knows, stardom may await!





a bit of dashed spiffy cove really, isn't he, Spec-chums? Always doing the right thing at the right time (especially if it involves killing the beastly Hun!). Which means he'd better switch on his goggle-wipers pronto 'cos he's about to enter the wrong time and get chased around modern-day London

by the flipping SAS! (Eeek!) You see, Biggles The Game isn't actually based on the famous books at all. Instead it's licenced from a sort of Star Wars Meets Biggles Hollywood movie they made a few years back (you may have seen it - it was on telly just before Christmas). Hence the



Jon North

amazing performing

POKEs some verily-

long-deserved space

on the cover cassette.

month we're going to be doing it every single blimming issue! Hurrah

Again! Caramba! By Jingo Stiffly Percy!)

This month, the

· Fast Food Infinite live . Line Of Fire

Nightbreed

Infinite lives

POKEs are (in no

particular order at all)...

Both players immortal

Hurrah! (And that's only the beginning because as of this

As tidy and bijou a set of POKEs as you

prolonged campaign of pestering we've finally allowed Mr J North and his

could ever possibly want - and then some! That's right, folks, after a

psychedelic time travel stuff that makes the game jump from 1917 to 1986! (Spook, eh?)



You're in the blue bi-plane. Achtung! (Oh sorry - wrong language!)

So what have we got? Well, the first thing you'll notice is that it's a horizontal-scrolling shoot-'em-up - and rather a natty one at that! In the first bit you're flying Biggly's biplane over France, dodging enemy fire and giving the opposition a bit of the old bombs-away and ratatatat. And then

suddenly - WHOOOOSH!! You find yourself

E P 111 C GRENADES A 10MH2-01650

Biggles defies death on the rooftops of modernday London.



Always qualit

- Moonlight Madness Infinite lives
- Last Ninja 2 Remix Infinite lives
 Puzznic Infinite time and retries
- Shadow Of The Beast Infinite lives
- Strider II Infinite lives

 UN Squadron Both players immortal
 Wizard's Lair 255 keys, infinite lives. energy and weapons

	I HIGHLIGH	THE POINT
Revenues a la constante	SY, DAHIEN	
and the second s		
GOSSIP	4. I S'POSE	
THE RESULT		a marine and a state of the
FAST FOOD	LINEOFFIRE NIGHTBREED	LOTUSESPRI NINJAREHI)
PUZZNIC UNSQUADRON	SHAD BEAST	STRIDER 2
		0.00001 \$1691T
YOUR	GRABUCAL	BETTER THAM OTHER "HAGS"
CINFI DIR		CRUDBY
JIIIGTUU		EFFORTS !!
When did you see	a funkier display scre	OFAN.

Speccy, eh? (Oh, excluding the Tiptionary tape, that is!)

on a rooftop in modern-day London being chased by loads of Lewis Collins-type chappies! (Since none of us have actually seen the original movie we're not exactly sure why this happens, but we do know that whenever you get 'zapped' it's usually because you're just about to die - or something.) Anyway, just as you've spotted Telecom Tower on the skyline you're thrown back into WW1, this time 'sans avion' and stuck down these horrible dark caverns. which you have to run about in, shooting guards and throwing grenades at machine gun nests! (Blimey!)

And there you have it - action-packed adventure all the way! (Just don't forget to take along your goggles and the white silk scarf.)



Frog-land.

CONTRO

Use Sinclair or Kempston joysticks, or the following keys... $P = Up \cdot L = Down \cdot Z = Left \cdot X =$ Right • Space = Fire/Bomb

Tape Trub

Well, after last month's little fiasco no-one wishes you a healthier and happier cover cassette more than we do! But (deep breath) if your tape does refuse to load then at least you know where to return it to (and get a brand-new replacement). Simply send your 6-Pack off with an sae to YS Six Pack No 1, Tape Returns Dept ('Mar' issue), Ablex Audio Video Ltd, Harcourt, Halesford 14, Telford, Shropshire TF7 4QD, and you'll have a shiny new copy speeding through your letter box and into your Corn Flakes quicker than you can say "What the..."!

Matt Does Spooky Dr Who Face Change! Jonathan Does Blind Date! YOU Win A Couple Of Thingumajigs (Perhaps)! Read All About It In This Month's...

GADGY'S GONE GA-GA!

Er, we're not quite sure how to break this to you really, but, er... Matt's gone! (Basically.) That's right, Spec-chums, with over two years' service, our beloved Ed has finally picked up his stick and polka-dot rucksack and departed from the merry shores of YS. "But it can't be true" you cry! "We loved him so much!" And so (sob) did we. The official explanation is that all he's done is pop off to edit a new Future games mag (called *Amiga Power*), but the truth, sadly, is a far more grizzly affair.

The bloke went off his rocker.

Of course, it all seemed like youthful spirits at first. When Matt said he was Gadgy The Mutant Ninja Duck we just smiled and nodded. When he set himself up as Lord Bielby we chuckled politely. By the time he was wearing the tiara and signing his letters 'God Almighty' we'd already moved our desks outside the shed and surrounded them with trip wire. It was heart-breaking.

Naturally, we wanted to give him the attention he so badly needed (but couldn't because of getting the mag out), so, eventually (about the same time Linda's left ear dropped off from frostbite), we resigned ourselves to the obvious solution. A couple of chaps in white coats appeared on the scene and we moved back into the shed. Utterly, utterly tragic.

So what happened after the celebrations then?

PSSSt

Well, we had to get a new Ed, didn't we?! And who should bounce merrily into the spotlight than our very own beloved ex-Production Editor. Yes, ladies and gentlemen, a big hand (and some flowers) for Mr Andy Ide! Now, we know what you're thinking ("He's that hippy!") but, hey, give a fella a break. The shed's already looking different, the air is full of the gently-wafting scent of cinnamon, and the bells they are tinkling. (It's all jolly nice really.)

tinkling. (It's all jolly nice really.) And if that wasn't enough we've also acquired one James Leach as Games Ed! James used to work on another Future mag called Amstrad Action with his great buddy Adam Waring, and you should have heard them scream when they found out about their split! What a pair of big girl's blouses! So we promised to let Adam come and visit James from time to time – as long as he starts writing a sort of tecky letters and news column for us next month. Ha ha!

So there you have it – megachanges at Your Sinclairl There might be a couple of insy-winsy little changes we've got up our sleevy-weevies but nothing too catastrophic. (After all, if you're

the best-selling mag in the Speccyverse then why tamper with greatness? Hurrah!)

Oh no! It's that soppy Valentine time of year again! That's right, folks, the day when you fork out on the red roses and then get really (Aber 1) Eirst

depressed when everybody gets a card and you don't! (Tsk – romance, eh?) And what could be more

romantic than Jonathan Davies? Worra lad, eh, girls? You might remember that (ooh, ages ago) we had a competition with the truly wondrous prize of a dinner-date with old JD himself.

Unfortunately there must have

> been some major distribution problems with the mag that month because, er, only 2 young

ladies wrote in. But here they

are anyway, and aren't they a lovely pair! (Ahem.) First is Angela Burgess and she comes from Romford in Essex and next is Liz Deighton who lives in Sheffield. Hurrah!

numbered!)

lives in Sheffield. Hurrah! True to our word we've sent their details onto JD who, even as we go to press, is still pacing the length of his smelly bedroom trying to decide which one to take out! But fear not – all will be revealed next month when we'll have a special on-location report from the scene of passion. (Move over, Cilla, your days are



Wolverhampton to finally put it to rest. What you got, Mike? "It's Donna-tell-me, my Teenage Mutant Ninja Frog." He's a looking a bit under the weather, Mike. "That's because I trod on him this morning - he'll soon perk up." (Spunky fellas, these Ninja Frogs, eh, readers?)

T-zers

First, a couple of sports-you'd-be-better-off-playing-for-real-rather-than-on-a-computer. Krisalis are developing what they claim is only the second-ever squash 'sim'. (Cripes!) Veterans may remember Jonah Barington Squash from many moons ago, and now there's the rather more originally-titled Jahangir Khan Squash. The game promises a 3D view of the action and should, of course, be fast enough to completely knacker you out (just like the real thing, in fact). And then there's Challenge Software who are coding a game all about that universally famous cricketer (who we've never actually heard of) Robin Smith. The game is called Robin Smith's International Cricket (where do they think up these titles?) and it promises to go where no cricket game has gone before (lceland perhaps?).

● Thalamus new platform title *Creatures* has been getting strong reviews on other formats and should be heading our way soon. (You play a cuddly character called Clive Radcliffe. All your friends – also cuddly – have been kidnapped and you've sworn to snatch them back and kill all the bad guys.) After that they'll be releasing *Armalyte*, a shoot-em-up which we know absoutely nothing about (except It's very, very violent).

• News just in about a forthcoming release from Electronic Zoo called *The Magic Garden*. You play a green-fingered gardening gnome called Grobble and it's up to you to keep all your flowerbeds in good growing order. Of course you're not very popular because there are loads of other gnomes who want to cock it all up for you. (Ho hum.) Should see something around Easter

Infogrames have been pretty busy lately. Further on in the ish we've got a review of North And South, and then in Future Shocks a quick look at The Light Tunnet. But that's not all, Spec-chums, because hot on their heels comes the very Tetris-like Weiltris. It's basically the same gameplay but in spooky 3D, with you looking down a sort of well as these blocks fall away from you and land at the bottom. It looks like a serious mind-bending experience really – and also dashed difficult! (So what's new, eh?)

Last to be released from the current Ocean checklist is Taki, a 6-level multiscroller set in lots of jungle-like locations. You play a mighty warrior-turned-neanderthal-ape and you've got to fend off all manner of demonic challenges. (Time to get that Tarzan leopard-skin costume out of the cupboard again!)

And finally, Audiogenic are converting that incredibly weird 3D coin-op hit Exterminator. It's all to do with a large pair of hands which travel around suburban houses, thumping and crushing all manner of yucky bugs and pests. Spook!

NINJA CHOPPED!

Oh dear oh dear oh dear. Was that a cock-up or what? Unless you're deaf, dumb and blind (in which case how are you reading this?!) you'll surely have noticed that last month's Four-Pack was, in fact,



only a, er, Three-Pack. Ninja Hamster was the missing culprit and it was all down to an incredibly last-minute 'accident' over which we had no control (honest) nor any time whatsoever to mention it in the mag. Pleeease forgive us! (Of course, you could always take a look at our brand-new beefed-up 6-Pack to bring a smile back onto your face!)

PASS THE MUSE

g-ray Un

If you've casually flicked through the rest of the ish you may have spotted our rather fantabulous review of North And South, Infogrames' new strategy arcade based around the US Civil War. Well, Spec-churns, we loved it so much that not only did we give it a Megagame, but we also phoned up our funky Frog friends to see if we could blag a few copies (preferably five) to give away. And guess what! They said yes! So here's a question for you - who burned Atlanta down in 1864? Was it a) General Fawkes, b) General Sherman or c) Jeremy Beadle? Answers on a post card please to Frankly My Dear I Don't

Give A Damn (But I Do Really Otherwise I Wouldn't Have Entered This Compo) Compo at the usual address. The closing date's Feb 28th. and the best jolly luck to all of you!

Spook! Can it be that someone's produced a joystick that for once doesn't look like a Lada gearbox? We couldn't believe it either but here's the proof! It's called the Sting-ray, it's from a brand-new company called Spectravideo, and we reckon it looks pretty darn funky! Actually, it reminds us a bit of the phaserlike Konix Navigator, our favourite office game-testing tool.) According to the blurb, it's got 'extremely durable microswitches' (ooer!), is 'ergonomically' designed (whatever that means!) and, er well, that's about it really

And, as chance ould have it, we've got FIVE of the blasters to give away completely FREE! All you have to do is tell us who made the original Stingray series on telly - was it

a) Clive Anderson, b) Gerry Anderson, or c) Hans Christian Anderson? - and send your entries in on a post card to Marina, Marina, Aqua Marina, What Are These Strange Exhaust 1 Fumes I Smell Whenever

You're Near Compo at the usual address (before 28th Feb) Bingo!

COMPO WINK You may remember our Gazza 2 compo from the January ish - and here are the lucky winners! Are you ready, Tim Hamer of Buckingham? Well, you'd better be because you're the lucky bod who's going to be trotting off to meet Mr Sucking Sausage Rolls! Hurrah!

Copies of the game go to Andrew Baylies of Whitney-on-Wye, Herefordshire, Nick Graham of Norwich, Stuart Tipper of Kidderminster, Worcestershire, John Allen of Langdon Hills, Essex, Alan Davidson of Fife, Iain Brignell of Tideswell, Derbyshire, RC Wathan of Swansea, West-Glamorgan, David Hill of Aylesbury, Buckinghamshire, Andrew Francis of Chelmsford, Essex and Mark Staker of Plymouth.

As if that wasn't enough Empire very kindly sent us 10 signed footballs as well. One each then to Matthew Bell of Southport, Thomas Maher of Brierfield, Lancs, Matthew Fox of Sheffield, Carl Bates of Workington, Cumbria, Paul Hickey of Worcester Park, Surrey, Christopher Cook of Laughton, Sussex, Gary Nisbet of Chingford, London, Paul Vernon of Catford, London, Stuart Heywood of Hereford and Steven Salt of Chesterfield, Derbyshire. Congrats, one and all!

HUGER HUGER



So what's all this about a book then?

Well, it's simple! You readers have been our chums for quite some time now, and, although you're probably quite



content simply receiving your copy of YS every month, we thought you deserved a little extra something. So we've written you a book!

Blimey! So just what's in this 'book'? Tips, that's what. And more. What we've done is chosen some of our most favourite games ever, written a bit about them and then collected every single tip we could unearth for each one!

Okay. I want one.



Hang on a sec – there's more! We've also squeezed about 200 extremely practical POKEs into one program and popped it onto a cassette. It's stuck on the front and it's totally FREE.

I want one!

But wait! Budgle tips are included as well, there's a whole bunch of maps to guide you through the trickiest of games...



NOW!

... then another colossal POKE bit with 'nearly' 1,000(ish) Multifaces on hundreds of different

games, and a guide to the history of Spectrum games, with top fives for the last six or seven years.

疣

疣

疣

疣

疣

疣

疣

疣

S.C.

... Anything else? ... Or can I order my copy now?

It's the complete

IPSHO

PORES PAR

Section

Just a few jokes at the back. Right! I'd better fill in

Right! I'd better fill in the coupon then! Perhaps you should.



EXIT

Want one? I'd love one! Please send me The Complete YS Tipshop Tiptionary at the ridiculously generous price of £8.95. (Oh, and I've also added £1.45 to cover the cost of postage and packing.)

- I enclose a cheque/postal order for £
- (plus £1.45 p&p) made payable to Future Publishing Limited.

Ac	ctually, or	n second thoughts,	please charge my	Access/Visa C	ard (ring card).
----	-------------	--------------------	------------------	---------------	------------------

Signature	
	**
Address	
Please send this form (or a photocopy), with payment, to YS Tipshop Tiptionary Offer, Future Publishing	

Limited, FREEPOST, The Old Barn, Somerton, Somerset TA11 7BR. And allow 28 days for delivery.

YS SPECCY GALLUP CHARTS Time to find out what you spent all that Christmas money on!

FULL PRICE TOP 20

(Last month's positions are listed in brackets)

- 1 (NE) Teenage Mutant Hero Turtles Mirrorsoft
- 2(4) Robocop 2 Ocean
- 3 (NE) Golden Axe
- Virgin Hollywood 4 (NE) Collection Ocean
- 5 (NE) Chase HQ 2
- (SCI) Ocean

9(2)

- NARC Ocean 6 (NE) 7 (NE) Lotus Esprit Turbo
- Challenge Gremlin
- Shadow Warriors Ocean 8(1)

Mirrorsoft 10 (NE) Gazza 2 Empire 11 (NE) Gremlins 2 Elite 12 (NE) Super Off-Road Racer Virgin Kick Off 2 Anco 13 (3) 14 (12) Rainbow Islands Ocean 15 (11) World Cup Soccer '90 Virgin 16 (9) Midnight Resistance Ocean 17 (14) Wheels Of Fire Domark

Back To The Future 2

- 18 (NE) Pang Ocean
- 19 (NE) Strider 2 US Gold
- 20 (NE) TNT Compilation Domark © ELSPA 1991

BUBBLING UNDER

Shadow Of The Beast (Gremlin), Subbuteo (Electronic Zoo), Oriental Games (Microstyle)



Oh no! Not a green pitch again! Anything but that! No! Please! Asaargh!



FULL PRICE

FULL PRICE Well, the charts certainly have been busy since the last time we saw them (ie just before Christmas). As you can see, all the festive blockbusters have taken up poll positions in the Top 10, headed by those stars of screen and sewer, the *Teenage Mutant Hero Turtles*. Nice to see *Lotus* and *Ivan Ironman Stewart's Super Off-Road Racer* doing well – both good, solid products that may not have all the shine of a big movie licence but deserve to be bought in abundance anyway. The only sad thing we can spot is *Pang* – we expected it to zoom in much higher. Perhaps next time, eh?



BUDGIES No surprise to see *R-Type* locked in so securely in the Top 3, but *Paperboy* and *OutRun* aren't doing too bad either, are they? Other rereleases which should be up at the top for quite some time are *Op Wolf* and *Target Renegade* (although we'll probably be completely disproved by next month's charts!). At least it shows one thing – there may be more original product being released by the budget houses (the Codies go from strength to strength of course) but it's always the old full-pricers which tend to clear up at the tills.

BUDGIES TOP 30

(Last month's positions are listed in brackets)

- Paperboy Encore 1 (3)
- R-Type Hit Squad 2(2)
- 3 (10) Target Renegade Hit Squad
- OutRun Kixx 4(1)
- 5 (NE) **Operation Wolf Hit Squad**
- Kwik Snax CodeMasters 6 (NE)
- Run The Gauntlet 7 (8) Hit Squad
- 8 (9) Rastan Hit Squad
- Soccer Double E & J 9 (6) 10 (5) Quattro Adventure
- CodeMasters 11 (12) Treasure Island Dizzy
- CodeMasters
- 12 (NE) Double Dragon Mastertronic
- **Guardian Angel** 13 (7) CodeMasters
- 14 (NE) Dizzy Collection CodeMasters
- 15 (NE) WEC Le Mans Hit Squad
- 16 (15) Quattro Arcade CodeMasters
- 17 (14) Pro Golf CodeMasters
- 18 (16) Quattro Super Hits CodeMasters
- 19 (19) Track Suit Manager Hi Tec
- 20 (NE) Renegade Hit Squad
- 21 (NE) Silkworm Mastertronic
- 22 (NE) Barbarian 2 Kixx
- 23 (NE) Yogi Greed Monster Hi Tec
- 24 (11) Jaws Alternative
- 25 (NE) Predator Hit Squad
- 26 (4) Quattro Combat CodeMasters
- 27 (18) Match Day 2 Hit Squad
- 28 (NE) Top Gun Hit Squad
- 29 (NE) Platoon Hit Squad
- 30 (NE) Indy And The Temple Of Doom Kixx
- © ELSPA 1991

BUBBLING UNDER

Batman 3D (Hit Squad), Batman The Caped Crusader (Hit Squad), Super Hang-On (Hit Squad), Miami Cobra GT (Players)



No ugly wart-nose is ionna make a monkey out of me! But that's just what that witch has done one minute I'm the mighty Toki and the next I'm having breakfast delousing my armpits, I can't walk a step without tripping over my knuckles and, oh, there's an overhanging vine - time to swing out sister! But my broken heart is going ape. My beloved Miho (I can't wait to share a banana with he has been kidnapped and somehow I've got to regain my manhood - until then I'm just swingin' in the rain! The arcade sensation by Fabtek Inc. is now available

for your micro.

OCEAN SOFTWARE LTD, 6 CENTRAL STREET, MANCHESTER M2 5NS. SPECTRUM . AMSTRAD CARTRIDGE COMMODORE CARTRIDGE ATARI ST . AMIGA

BACK TO THE F

Mirrorsoft/£10.99 cas £15.99 disk

James I do wish that brat Marty McFly would stop mucking about with the

orderly procession of time. It does all seem a bit dangerous, doesn't it? (Mind you, he's probably thinking of all the money he'll earn from *BTTF 4*, 5 and 6, so why give a fig, eh?)

But anyway, enough of the pontificating – what's this BTTFS jobby like then? Well, for those who ve never seen the movie it might be handy to quickly sketch out what's going (or gone, or about to go) on. Doc and Marty have travelled back to Hill Valley and found themselves in the days of the old Wild West. A



Cripes! That's not the Doc, is it? Best not shoot him if it is or we'll never get out of here!

stray arrow from an indian attack has caused the DeLorean's fuel to leak away, thus well and truly dumping them in it. Further to this, Doc then goes and fails in love with a girly called Clara, and then he and Marty do something which doesn't exactly put them on speaking terms with a gang run by a big, bad bully called Buford (a very old descendent of Biff from the previous 2 games). Groof

Right, Level 1...

Well, as you may well have spotted from playing our super-spanky demo on the cover cassette, Clara's in a pony-trap heading over a ravine. Doc. on horseback, is racing to catch up, but being hassled by loads of

rocks, tumbleweeds and debris from the cart, all of which he's got to leap over or shoot. The level's actually split up into two – a standard horizontal scroller, for the jumping and shooting, and a vertical view. This second bit's better – it's a sort of *lkari Warnors* type thing, with Doc galloping along and dodging the shots of Injuns who are firing down on him from both sides of a canyon. Bit tricky, that, and lots of fun! Then there's another stint at the horizontal view,



Here we are at the fairground, with all the nice little ducks parading along in front of us to shoot. (Except this guy's not a duck. He's a horrible smolly soldier. Quick, tap him. Mart!)

then there's another bout of the canyon ride, and so on and so forth ...

Okay, you've done all that. Next you get to the town shooting galiery, with a highly detailed (well done, lads) 3D perspective of your gun and targets. As they pop up you get to show off your crack-shot skills and generally impress all the locals, led by Buford, the chief baddie. A cross indicates where your shot will go, so basically you manoeuvre it over your targets (or where you think they'll be). (Actually there are some nice touches of humour here – they ve thrown that bit from the movie in when Marty calls himself Clint Eastwood, and there's also a bit when the ducks roll past on a conveyor belt and you see an alarm clock and a cuddly toy trundling by slowly. If only there was Brucie himself to aim at!)

Mind you, it's not all japing around – if you aren't quick enough at popping all the target's socks off then the last one, a large and rather mean looking gunfighter, will actually take a pot-shot back at you! Bilmey! That's not exactly what you pay 30p for, is it?! This section is great fun to play, and your trigger finger will itch as you wait for the next target to pop out.

Right, what happens next? Only that the locals suddenly get narked off and try to kill you! And what do you do in return? You throw pie-plates at them! (Werd, eh?) This is Level 3, where you are in the town square, and, armed with a big pile of crockery, you must take out each member of Buford's gang. It's a sort of bird'seve angled 3D view as you scuttle back and forth collecting the plates to hurl. Once you've hit everyone, Buford wanders out into the street, shooting you (great graphics, incidentally). Pie-plate him repeatedly until he collapses and dies (or goes unconscious. Or something, Anyway, until he's lying very still).

something. Anyway, until he is lying very still) And this should be enough to see you onto the last level – getting a train to push the (rather knackered) De Lorean car up to the magical 88mph so it can break through the time barrier (or whatever) and transport you safely back to your cosy little 20th bedroom. Hurrah! What's more, while you're doing this, smelly old Buford reappears back from the dead to try and cock it all up! (Bit of a deviation there from the movie, but we'll let it go, eh?) Er, other than that I'm not too sure what happens on this level because although Matt got to have a look at it in the Megapreview (and said it was pretty stonking!) I couldn't, er, actually get that far (ahem). Just goes to show that the game's not all that easy to beat, eh? Ahem. (You're fired, Ed)

Lots of bits of pieces really

Like BTTF II, this is really a collection of 5 smaller games with a common theme (5 games because Level 1 contains 2 different sequences). Each little sub-game forms a complete (if rather tiny) game by itself and although none of them really grabbed me by the throat and yelled into my face, neither did they slope off miserably and cry in the corner.

The best section is the verticallyviewed ride in the canyon from Level 1. It's the simplest graphically with small, fast sprites, and proves that fancy graphics aren't the be-all-andend-all of any game. (The shooting-gallery bit isn't too bad

A-hai Hero's Bill's herrible yables cowboy grandlather, Bulerd. Time to...



ented here (time bei 4th dimension, of cours, hem hem Sound, too is different in each sec with nice touches like the theme to The Good. The Bad And The Ugly somesuch Clint-Ish western) being

Juli

cut during the pie-plate throwing bit. It's certainly better than BTTF II – it's balanced. For example there's no annoy

easy-to-solve puzzle bit to get in the way this time round. The games are all linked up quite well, and they're all fun. In fact the game is strength is probably that there's so much variety in it – taken individually

these games wouldn't be all that incredible, but gelled to-gether they'll see you through a few days' fun. (I suppose.)

Right then, now I'm off to nip forwards in time to see what BTT4's like. (There isn't going to be a BTTF4. Ed) On. perhaps I'd better stay here then



Here's fam bit from Level 1 - with me pedding like mad to dodge the arrows



Coo! They certainly know how to surround a guy, these Redskins! (Oh, and that's not a rock that's squashed me - just a dust cloud.)





The world may be lacking in the old Love And Peace dept at the moment but here in the YS Shed there's definitely a soppy kind of Valentine expectation hanging in the air. We asked the Jugglers for their thoughts on this day of romance and red roses ...



Andy Ide Have you ever had a Valentine's card then, Andy? "Er, no, I haven't

actually. But I don't care. All those horrible kittens and hearts make me want to barf. But we thought that's what hippies were into? "Not at all. We're into cosmic harmony of a superior nature, not some sicko capitalistic moneymaking conspiracy thing." Yikes, that told us. Up the revolution!



James Leach What d'you think of Valentine's Day then, James? "I love it! It's probably

one of the best days of the year because I get cards from all my ex's. (I do feel sorry for the postman though!)" Are you a bit of a big manly stud then? "Um... well, I suppose you could say that!" Then why did you make such a fuss when you had to leave Adam behind on Amstrad Action? "Er, well, Adam and me have been mates for ages. It was very traumatic, but..." Pahl We've seen more manly Barbie dolls!



Linda Barker "I hate it!" said Linda, thumping her fist on the table. But Linda, we said - we thought

you'd be into all that My Guy love stuff. "I am - but not Valentine's Day. All those smirking people who've got

cards and I never have! (Sob.) I don't fancy roses much either. But romance... ah, summer days, green grass, daisy chains, a cool guitar boy and a Hit Parade album." What a soppy-woppy, eh, Spec-chums?



Jonathan Davies Do you like roses, JD? "Um, they're alright. Once when Farty and I went to

visit my Great Aunt Jessie we did her gardening for her. I mowed the lawn and Farty, er. pruned the tawn and Farty, er, pruned the rosebushes. Great Aunt Jessie was really upset, they were her favounte Lady Mary Jenkinson variety. Yes, Farty really liked a Lady Mary or two. I didn't think much of them, they were mauve. I prefer yellow ones." Fair enough. What about romance, JD? JD? Oh, he's gone. (Was it something we said?)



Jon Pillar Romance is life to you, isn't it, Jon? "No." Oh come on, no need to be so

no need to be so modest. Surely you've made a few hearts beat quicker in your time? "Well, somebody did fancy me once." A bit of alright? "If you must know, I was only 6 and she was 10 and she got me behind the bike shed and... Look, it was really horrible and I don't want to talk about, okay?" Alright we und-erstand. Sorry Airight, we und-erstand. Sorry we asked. (Psst, Jon – did she have pigtails? Tee hee!)

	GH SCORES
and you'll g score of 90	Getting up to fever temperature! Miss a game that's this red-hot pet the blues – we guarantee it! Any game that rates an overall or above gets the esteemed YS Megagame rating! It's a piece of software!
	PDG! (le Pretty Damn Good!) A game well worth digging deep dosh bucket for!
70 = 79 everybody.	A very enjoyable game, but might not be of lasting appeal to
60 - 69	A few niggles. Lacking in certain areas. Think before you buy!
50 - 59	Pretty average. Very average in fact. Actually, it's a bit crap.
40° - 49"	Um, below average (believe it or not).
30"-39	So sick it's due to be hospitalized.
20° - 29°	Very poorly indeed.
10 - 19	
0° - 9°	Clinically dead.

Elite/£9.99 cass/£15.99 disk James They're back!

Just when you though it was safe to go into the kitchen, you get

assaulted by a manic horde of slimy little creatures intent on only one thing. Destruction. Oh, and having themselves a really good time. (So that's two things, actually.)

with a simple flashlight at first (Gremlins can't stand

light), but can pick up other, more powerful variations along the way. The torch throws out little chunks of light that could easily pass for laser beams. The effect is the same - you kill the Gremlins.

As you progress from right to left you find that the Gremlins come

6.2

ul for melting the little when they attack.

and mad for

it's a bit

depressing

really) and some even turn

up in whopping.

These last ones

great bubbles.

some reason.

Hey, Gizmo!

If you get far enough you can pick up a three-way beam torch. This sprays light around the place, zapping everyone out of your way. Another very useful way to clear the screen of baddles is to find a Rambo-Gizmo icon. Collect it and you'll summon Gizmo himself, He'll fly in on a parachute, spraying what look like toy arrows at all the Gremlins. Hurrah

Gremlins 2 has nice graphics (they're certainly large enough), but they become unclear whenever all the moving sprites and things get near to each other. The screen easily gets confused, and you repeatedly lose lives because you can't see what's going on. The movement is a bit sticky, too. There isn't any pin-point accuracy, and Billy doesn't respond very well to your control. All this combines to make

Gremlins 2 rather irritating. It isn't particularly fast, so you can't dash around using your reflexes to avoid the attacking baddies. You are limited to jogging left and right, with the occasional jumps onto the platforms above. And it just doesn't come

off. The game is a pretty difficult right-to-left scroller, and requires both practice and a method. But it's also annoying.

and you

hell of a lot of

continue

plaving.

won't have a

inclination to

now on you're in G little reptiley things! It's been several years since the carnage caused by

the hideous little reptiley-things, when Gizmo, that loveable little Mogwai, was taken back into the care of the old Chinese shopkeeper. The action's now moved from Kingston Fails to New York where a tycoon called Daniel Clamp is busy developing up the town (which probably means causing a lot of destruction of his own - bit of ecology, there). Somehow loads of not-so-nice Grems escape from their lab, start to run amok in his building (Clamp Tower) and all flipping heck breaks loose!

his is th

Hideous

This is where you come in. As Billy, you're now trying to rescue Gizmo before night comes (which makes them even horribler, remember?) so off you trot to the lab where the party's in full swing. The plan is to collect a some objects with which to make a sort of anti-Gremlin device, and needless to say you're racing against the clock before all the uglies go out and, er, 'take Manhattan'.

Rad and mad!

And, er, that's the plot. The game is a sidewaysscrolling platformy type thing, with a large shoot-'em-up element thrown in for good measure. You're armed



pogo-ing Gremlin behind ashlight. But watch out for the

on you now. G with the fresh in many different forms. Some walk, some fly, some ride skateboards (these are described as "rad

....

pretty quiet new, but things'll seen het up! are

impossible to kill by the way, although you can always send them off in the other direction with a few bursts of flashing torchlight.

The problem you'll come across very soon is one of size. You're pretty large on the screen, and the Gremlins aren't exactly small, so avoiding them is very difficult - it's like being stuck in a can of sardines! In fact you'll be lucky to get very far at all in the first few plays, because whole crews of nasties will descend on you, making your flashlight virtually useless.



YS/ACCOLADE COMPO WIN! WIN! WIN! A HI-TECH SET OF OUTER SPACE COLLECTABLES! (00-ER!) PLUS QUITE A FEW STAR CONTROL T-SHIRTS AND YOYOS!



hand), a UFO musical calculator, and a capsule radio with flashing red lights. It's enough to turn your bedroom into a landing zone for ET (or something)! And the runner-ups

don't get too bad a deal either! The first 10 get a natty Star Control T-shirt and then the next 20 get some brilliant Star Control yoyos. You can't lose basically! (Well, you can, but it's worth having a try anway, isn't it?)

So where's the catch? Well, much as we'd love to just hand them out willy-nilly to everyone who wanted one



we do



only have a limited number.

which means we've had to come up with a sort of 'sorting-out' process. So, er, here are some questions. They're all to do with the sort of good old-fashioned heroes the world needs today - the kind of blokes who aren't afraid to look an alien in the eye and say "Go away, you nasty Mr Allen. you!". Read on ...

1. Which century (AD) did Buck Rogers travel to in the TV series? a) 24th b) 25th c) 17th

2. Who played the first 'cinema' Flash Gordon? a) Buster Crabbe b) Buster Bloodvessel c) Brian Blessed

3. What was the second Star Trek movie called? a) Beyond the Farthest Star b) The Search For Spock c) The Wrath Of Khan

4. Where do the aliens come from in War Of The Worlds? a) Krypton b) Mars c) Zork

Right, got 'em? Good-ohl Now jot the answers down on the coupon and cut around the dotted line, stick the bit you're left with onto the back of an envelope (or postcard), and send the resultant sticky mess to Hil I'm A Teenage Slime Person From A Planet Far Superior To Yours And I Wouldn't Half Mind One Of Them There Plasmatic Orbs Compo, Your Sinclair, 30 Monmouth Street, Bath, Avon, BA1 28W. And the closing date is February 28th 1991.

No employees of either Future Publishing or Accolade Software are allowed to enter this compo or they'll be banished to the coal-mine colony on Planet Didgy-Doo in 17th Solar Block.
You'd better not mess with the Ed or he'll whip out his TF22 9-inch Zorg-Zapper and blap you into scrambled eggs!
All compo entries must have travelled through that great black hole they call the Post Office by February 31st 1991 - or they go straight in the bin!

Accolade reach for the stars! Phewl Star Control, eh? What a ripper game this is going to be! it's all about some horrible interstellar war heading through space towards Earth and the human race joining forces with all the goody aliens to fight off all the baddy aliens! We should have the full review ready by the time you open up next month's ish, but in the meantime here are some prizes for you to win (as a sort of launch celebration thingummy).

And they're the biz!

They certainly are. In fact. we haven't seen such a fun-pack of funky prizes in, ooh, yonks! Take the first prize for instance. It's not actually one prize at all - it's four! And they're all out of this world! There's a mood clock (which changes colour every 3 seconds), a portable plasma thingie (touch the glass and brilliant light gathers round your

Hello! My name is

and I quite fancy some funky, hi-tech jobbies actually. So here are my (absolutely spot-on) answers...

	1 (So be a sport an	2 d send those spook	3 y prizes to me at	4
	Address			
ł				
l			Post Code .)
L				

WRITE TO THE ED, YS, 30 MONMOUTH STREET, BATH BA1 2BW

Star Letter winners receive three free games! All letters win a YS badge!

Hurrah! No more Letters pages with me getting harassed by Matt! Yippee!

No, but seriously, folks - of course we're all a bit 'cut up' about Matt's departure. As I sit here in his chair, I remember the times we spent together - of how we laughed and frolicked and watched the setting sun from behind the romantically grime-splattered YS Shed window. And then I remember how he used to call me names, how he used to flick rubber bands and set incredibly painful traps for me. He was a bit strange really. Anyway, I'm Andy Ide, I'm the new Ed, it's jolly nice to meet you, and welcome to my Letters page! (Ha-ha!)

I'M NOT FRENCH, BUT... Bonjour Ed!

No, I'm not really French! What I wanted to know is, do you have to pay Poll Tax on the YS Shed? The reason I want to know is because me and my Speccy are planning on moving into our shed, with the cat, so we can get some peace. Also, what does the Shed look like? Is it... 1) Flat-roofed?



 Pitched roofed, with a pretty clemetis climbing up the wall (lovely)?



 Or a cave somewhere in Bath with a campfire outside it?



I know that all Speccy owners everywhere are dying to know. So please print this letter so that everyone in the world will be eternally grateful to me for asking! Lyndsey Bennett Beccles, Suffolk

If you're not really French then why start a letter with "Bonjour"? I know why. You thought Matt would open it and say something horrible about the French. But he didn't – I did. And I think all this nonsense about the French has gone on long enough. I happen to like the French, so there!

Anyway, 'Le Shed'. Yes, well, it doesn't look like any of your doodles at all. It's more of a 'lean-to' really. It's made of brown planks and it's quite nice. It's even nicer inside, it's yellow and white, a bit cramped but cosy. We've got window boxes which are just full of earth at the moment, but the daffs will be out soon so we'll go out and pick a few. Basically, it's lovely. (And yes, we do have to pay the Poll Tax.) (Except we haven't.) Ed.

WOTCHA, NAT!

In retaliation to 'Dick' Swann's letter, heavy metal music IS crap. De La Soul are stonking and MC Tunes is the ultimate audio-visual experience. Some rock type groups are good (Hendrix is fab – and lives in Kelston Park). Queen are great, Pink Floyd



are good and even Iron Maiden aren't 'bad'.

Anyway, heavy metal is crap. So shut up or Matt (friend of the stars) will get Turbo B to jump on you.

With this letter I'm enclosing the tickets I won for the Computer Shopper Show competition. On the only day I could get down to London, it snowed and Britain was left in turmoil. I got all the way to Cheltenham, and it took me over an hour to get that far! So, folks, Matt's middle name is... not Geoffrey!

Finally, hi to Natalie Davis.

Sven 'Steve Anderson' Andersson (no relation to Steve 'Sven Andersson' Anderson) No fixed abode



There were so many letters about this heavy metal versus De La Soul stuff that I'd like to get the matter over and done with in one fell swoop. Here goes ...

Neither type of music is crap (but some bands are). MC Tunes is crap but The KLF are good. Pink Floyd are crap but Motorhead and Aerosmith are brilliant. The ultimate audio-visual experience is to be found at the bottom of a pint glass of shandy and Jimi Hendrix is dead (and lived in Norwich). End of story.

Oh, and the only stars Matt was ever friendly with were Big Fun.

And as for the Computer Shopper thing, well, I wasn't there so you really didn't miss that much. (But I'll send you three games anyway for being so enthusiastic.) Ed.

GI'S A GO

I have been a Speccy fan for years and still find myself enthusiastic as ever. (Good for you. Ed) Last week my nephew and niece came round so my sister could have a break.

Anyway my nephew found me playing a couple of games and asked if he could have a go. After 20 mins or so my family had coaxed me into loading a game for him against my better judgement. After a long and daunting time, to my amazement, he started to get pretty good at it. Eventually he got bored so I put another game on for him and left him to sort it out for himself. By this time his younger sister had fallen asleep and it gave me a chance to make a cuppa and watch TV. After an hour had passed I went to check on him. To my horror I found him in a mess of tape and empty cassettes. But worst of all, yes, you guessed, my collection of YS's had been horribly mutilated. Yours sickened

Richard Cheason Stubbington, Hampshire



A SENSIBLE SORT OF A **CHAP WRITES**

I'm writing to complain about Mr DJ McKean. What a prat, eh?!

1) YS is a lighthearted magazine and slang is used to make it more

Well, my sickened Richard, what can I say? You aren't much cop as a babysitter, are you? It's your sister I feel sorry for more than you. First you say it took your family 20 minutes to persuade you to let your nephew play on your Speccy (you mean blighter!) and then you leave the poor wretch to strangle himself in cassette tape! Why didn't you just give him a can of petrol and some matches to get it over and done with? Nope - horribly mutilated copies of YS seem like a bit of a fair deal to me. Ed.

MEAN, MOODY AND PROUD

Can you help me? I'm the proud owner of a 128K +2 Speccy. But I can't buy any games because I'm a student on a pitiful grant. I've tried lots of jobs but I've failed miserably. This is where you (the YS team)

4) I use slang quite a lot and I'm doing fine in my GCSEs. I have never beaten up any old ladies, or any of the other things teenagers are accused of doing. Slang does

interesting. I bet when you were

younger you used words like

'groovy' and 'hepcat'. I have to

admit though that words like 'skillo'

and 'brillo' are a bit out. Words like

'gindy' and 'spunkicious' are the

ones to use these days.

2) The mag is aimed at

teenagers, so why not have a

younger editor? If you think Matt

looked a dork in those glasses,

prat in that Santa costume.

think he does actually. Ed)

3) The bit about editors being

tie, or else a lady married with

children" is just a titchy bit sexist,

then take a look at the Christmas

TV Times. The editor looks a right

"either a man dressed in a suit and

don't you think, Mr McLean? (I don't

come in. Please, please, please will you do one or both of these things ... 1) Write to John Major and beg him to give a computer grant to students.

2) Make this the Star Letter and make a miserable student very happy

A Very Moody College Student Yeovil, Somerset

I wrote to John Major.

And students are meant to be moody and miserable, that's what they're there for. Ed.

ANNIHILATION ACROSS THE NATION

Dear Ed.

Prepare to meet your doom. I have enclosed in this envelope Kevin (the mutant-crazed-psychotic-chainsaw mad-ninja sausage). I have

points. First – I'm sorry that your Speccy refuses to speak to you. Why you expect it to in the first place is beyond me but commiserations all the same. Secondly, I'm rather surprised to hear that you find YS on shops. Can this mean that Portugal has become overun by all those horrible worm-monster thingies from the Tremors movie and everyone's jumped on their roofs? (A long shot admittedly, but you are a bit of a 'spook' country so anything's worth a try.) And thirdly – your dream is to make "an YS sub". Does this mean you'd like a job as sub-editor, or simply a subscription to Your Sinclair? Whichever, hard luck, matey,' cos you can't have either. Matt was a bit soft on these things but there's going to be quite a lot of tightening up around here. No more points. First – I'm sorry that your but there's going to be quite a lot o tightening up around here. No more of this crap sympathy lark. I know you lot think I'm a hippy, but I will not be taken advantage of. Ed.

not make me "an ill-bred youth", and what do you mean by "you look like that sort of person" ?? People can't help what they look like. 5) Mr McKean seems to be just as bad as the teenagers he loves to hate, with his prejudices against age, sex and the way people look. Anonymous

Linton, Cambridge

Well done, An! Couldn't have put it better myself. (Well, I could but I couldn't be bothered.) We had a veritable bucket-load of letters about Mr McKean's little outburst and this was the most sensible and lucid. So it gets this month's Star Letter. (There - a sensible choice for once. None of this nambypamby 'close your eyes and pick a letter out of a hat' nonsense, eh? Well, not for this month anyway.) Mind you, I'm not too sure about 'gindy' and 'spunkicious'. Ed.

instructed him to annihilate you if you don't make this the fabled Star Letter. And no trying to eat him either, I have coated him with deadly poison.

The Mad Black Pudding Of Bury Bury

That's the spirit. I sent him on to Matt for you. Ed.

A HUGE HITTING THING

I was aimlessly flicking through some back issues, kindly sent to me by your good selves. And suddenly it hit me like a huge hitting thing! Of all the things your good supplement covers, it doesn't cover a burning issue in the fast-moving computer world - RUBBER PADS!!!

All keyboards have them, yet there's not one single article on this revolutionary discovery. Well, missus, I have taken the liberty of writing one for you. Prepare yourselves, here is YS's first-ever article on the rubber pads at the bottom of your computer ... "Rubber pads, they're rubber, they're padded, they're on the bottom of the computer and they stop bugs eating yer chips."

There you have it, and you can keep it. That'll be a fiver and a wad of eels, s'il vous plait. Dillon 'I'll Remove The Cause, But Not The Symptom' Wolfe St Cleer, Cornwall

Actually, you must have read my mind. Because I was just thinking about those little rubber pad thingies. In fact, I've just written a poem about them. And it goes something like this ...

Little black rubber thing, You make my heart sing. You make everything Groovy.

me, but unhappily he doesn't talk English. He doesn't know what he's

The doesn't know what he's missing... I buy every YS issue I find on a shop. But here in my town it's incredibly hard to find an YS magazine for sale, and because it since September '88 I have collected only 8 issues. It's a pity, no?

But the matter is that my mummy doesn't let me waste money since the Datel Electronics in your country have stolen me £20 when they didn't send me the product I ordered and paid for. You won't be cappable to do something like it, will you?

Er, well. Greetings to you too, Mr.

My dream is to make a YS sub.

something like it, will you? Greetings to all YS staff. Yoao Miguel Campos Vila Vicosa, Portugal

Campos, you old amigo you. Your letter raises quite a few interesting



Portugal again?! It's like some horrible song from Dirty Dancing that keeps creeping back into the Top 30 just when you thought it was dead. Anyway, a resident writes...

MOTHER KNOWS BEST

I am a great YS fan. Your mag is so good, so good, that sometimes I prefer reading YS to playing Speccy games, because a Speccy will never talk to me like you (Matty, Downw.gte).do Davey etc) do. I think my brother will think like

Little black rubber pad, You're a great li'l lad. You make me very glad (And) Groow.

It's a bit derivative, I know, but it sets out the whole affair better than your feeble attempt. Ed.

UNHAND ME PLEASE, SIR!

Give me the Star Letter and I shall release all British hostages. Yours faithfully Saddam Hussein PO Box Iraq, The Gulf

I thought you were dead. Ed.

A DAY IN THE LIFE

I wonder if you wouldn't mind giving a little space to the scribblings of my pen on your letters page. This piece is called 'A Day In The Life Of A Child With A Love For His Speccy

10.00: Descend the stairs. Make myself a cup of tea. Use Assam tea instead of English Breakfast variety. I was gutted, what a start to the day!

11.00: I tried to get through to Going Live to see if I could have a go on Feed The Frog. But I couldn't. 12.00: Tried to load Robocop, it wouldn't.

14.00: Walked into computer shop, put on my deep and serious voice

SMALL PRINT

Hello, I'm John McGregor. Daz Ellis, Summerhill, Wrexham, Clwyd Alright, John, how's your father? Ed.

al Semi-ecleptic wombat vines! Ho prawling numismatic travelling irons! sehah! Numerous vast heliotrope smegranate-herding vertices! Er, yeah. sigh 'Beyond Help' Loveday, Port albot, West Glamorgan ha! Bovine friend replacer! Ho! Cervine otball violater! (Two can play at that

ne.) Ed.

and told the geezer that it wouldn't load. He promptly loaded it up on his computer. I heard him mumble "stupid little git". In reply I lied and told him my dad was a top lawyer and would get him done for slander. He didn't believe me.

16.30: Went home, found out that my fave team (Watford) had lost. What a git of a day.

My mate bet his 3-star table tennis ball that you wouldn't print this. **Robin Harrison**

Stevenage, Hertfordshire

PS I couldn't half do with a 3-star tennis ball.

Well you've just got one so stop sulking. And what a pathetic little life you lead! Quite unbelievable. Here's a quick run-down of one of my

I hate Gazza – I wish he would die. Sladwell Siadwell Your day will come. Ed

For whom the bell tolleth, shall be Ye, for thy is not, what hethheth be! Dan (Ye Old) Gavrovski, Milton Keynes 'Hethheth? Well, you've scared me anyway. Ed.

Are you sure MC Tunes is doing an ad for Tunes? Mista D, Little Stoke, Bristol Well, Matt was, but he lied a lot, Ed.

"Garcon! Votre mere est un parapluie." Vicki, Wareham, Dorset Zut alors, j'ai trois dans le sacl Ed.

average days.

10.00: Lazily open my eyes and watch the sunlight's flickering patterns on the ceiling. Get up, have a long soak and then coffee and croissants.

11.30: Stroll into town, go to the antiquarian bookshop. Meet some pretty famous people for lunch in a really posh restaurant.

14.00: Drop into work and knock off a few pages.

16.00: Go home to my penthouse suite for a nap.

19.00: Meet some more famous people for dinner in yet another posh restaurant. Go to the wine bar and then clubbing. Hear of a rave, so go to that.

6.00: Get home and go to bed. It's tough at the top. Ed.



n-2.7.2 250

THE METAPHYSICAL ICE CREAM QUESTION

I was shocked to see that one of the questions in your Compo On Every Page was very badly researched. I refer to the question "What are you if you can communicate directly without speaking?" The answer is obviously that you're deaf and dumb and therefore use sign language. You

you are telepathic. As everyone knows, you can only communicate telepathically while you are floating around inside a remote black hole called zip-thwee which is located just behind the orane nebula, and then only if you are drinking isotonic Lucozade at the time. As no-one has even managed to sight this black hole without turning into a bucket of warm ice-cream it makes your competition slightly crap. As a direct result of this, my budgie has died. I therefore claim a Trainspotter award and a new

budgie Alex McLean Coleford, Gloucestershire

Well, that's where you're wrong, matey. I made Linda thoroughly research every question for that compo. You're right in that she turned into a bucket of ice cream for a while, but she's 100% back to normal now we've taken the Flake out of her ear. And she says you're wrong about the orane nebula. So you can't have a Trainspotter. Ed.

NAN NAN HEY HEY

I hereby declare that I deserve 3 Trainspotter awards. The reason being that in issue 61 on the Gazza poster at the bottom left-hand corner there is a parcel with a label

on saying "To Nan, from Mum". I am told that you cannot be the mother of your nan. Also in the same issue on page 31 on the competition bit, it says "The pot of gold awaits you at the end of the rainbow on page ... " and the page number isn't stated.

If you can come up with excuses for these two mistakes then I have reason to believe that 'Your Sinclair' is spelt 'Your Sinclair' and not 'dsafg threyj'.

I will let you off these 3 awards if you send me a copy of A Day In The Life Of Rich Pelley by Andrew Johnstone and also a copy of Advanced Lawnmower Simulator II by Steven Anderson. **David Swanson** Stockton-On-Tees, Cleveland

The present doesn't say "from Mum", it says "from Mun". You can have one Trainspotter. (And 'dsafg threyj' has always been spelt 'dsafg threy].) Ed.

BIG HEAD

I'm only ten and even I can spot a mistake in your magazine... **Christopher George** Alton, Hampshire

My, aren't you a clever one? When I was ten I wrote a couple of novels, in French. Ed.



internationally respected as the hardest working man in the home improvements business, it's - Bud Pico! Er... actually no-one's written to Bud this month and he's getting ever so lonesome! Not only that, but he's been opening some of the Ed's letters instead. Er... so take it away, DIY superstar...

Dear Ed-Bud,

I recently purchased a Cheetah Speedrum, the 'digitised drum system for the Spectrum' and it's fab. To 'pump up the volume ' I've taken the phono plug from the back of it and whacked it into my dad's Nakkimichi quad amp with Bose 'Muthafunka' 200W speakers. Although the system is absolutely skill, and I feel just like Cozy Powell, all my neighbours have now started complaining. Can you get the YS team to go around and tell them to stop? Dennis 'Cozy' Watson Leek

Dear Dennis

Complaining neighbours, eh? Well, maybe they've got a point. I'm also afraid that all the YS team turned their noses up at a trip to North Staffordshire, so instead here's a helpful tip to remove neighbour annoyance (also an inexpensive alternative to cavity wall installation, mums and dads). You'll first have to check the condition of the walls surrounding your 'drum studio'. If they're external walls, then the chances are that they'll have a cavity inbetween them. Using a 3/4" masonry drill, make a hole in this wall as high as you can - try standing on a step ladder. Then nip down to your local supermarket and invest in about 40 packets of Rice Krispies and a plastic funnel. Back home, poke the funnel into the hole in the wall and pour all the Rice Krispies into the cavity. That caters for that wall. Now for the others. Take all the baxes you've now emptied, and glue them around the remaining walls (empty egg boxes will do just as well) and 'Hey Presto!', one soundproofed room. You can now Speedrum. away to your heart's content and neighbour annoyance will be a thing of the past!

Oh, and by the way, I'm sending you a special 'Bud Pico Taught Me How To Do It' badge to stick on your drum kit! Cheers! Bud

Send all your Spec DIY queries to Bud Pico at the usual address. Any printed get a badge. (Thank you, Bud. Now lay off my mail! Ed)

got it totally wrong and said that



Crikey! A tank warfare game! That's a bit topical, isn't it? Mind you, you are driving a made-up tank and fighting a load of made-up people in a world that doesn't actually exist. ("I suppose that's all right then," says JAMES LEACH.)

Remember Battle Zone? Of course you do! (If you're as ancient as I am and were kicking about in the early 80s!) It was a wrinkly old vector graphics arcade smash that had us all poking our noses out from inside a tank, trashing up the countryside, and blasting

away at anything that took our fancy. And Battle Command is a bit like it. And it looks pretty damn spiffing tool (Let's have a closer inspection, shall we?)

Of course, Battle Zone was just a straightforward shootem-up - you sat in a tank and blasted the baloney out of any other tanks that passed by. Battle Command, however, goes a step further. It's still got that the blamblam bits, but it also contains a lot of strategic and tactical elements. "Eh, that's a bit posh, isn't it?" you ask. And indeed it is. A shoot-'em-up inside a tank! And on the Speccy! Hurrahl

The game is split up into ten scenarios'. We've got the Blast 'Em Mission (sure you get the gist of that one), Missile Battery, Hostage Rescue,

'S MEGAPREV

STATUS Choose your mission. Yep, Blast 'Em sounds about right. Get a many lethal weapons as you can carry, and roll onto the battlefield.

Search, River Raid, Hideout and Escort Duty. For

Here you are inside the tank. In the middle is a text box (1). If you're hit a message appear here. To the right there's a radar scope (2) - this provides info on the enemy (as well as othe things like trees). In a chaotic battle this is the most important instrument, telling you where everyone else is. There's a compass to assist you (3), and a directional indicator thingy (4). This helps you point at your primary target. What else? Oh, there's a speed indicator (5). You can drive forwards or backwards, and the tank keeps moving at the speed you set until you change it. There's also a nightsight (6) for those after-dark ops, and a fuel gauge (Above the outside display there is the weapons console. This shows all your firepower, which weapon is currently selected (8) and how many shells or missiles you have left for it (



ATLONG LIST f you're interested in going shopping for the est hardware, all the info is at your fingertips. those of you who are a

tad on the inquisitive side you can call up a detailed text box on each one to tell you your objectives (travel north, blow up tin shed,

Payload Status

AX PRILORD SEPERI

go west, blast bridge - you know the kind of thing). You then need to have a gander at your map option to view the terrain you'll be moving over, and suss out which roads go where etc etc. (Of course, you can refer to both this and the mission briefing throughout the game. Use them with the directional indicator on your dashboard, which tells you more or less where your target is, and you can go off exploring and blasting to your heart's content.)

Next, it's time to arm your tank (otherwise known as



THE BATTLE COMMANDERS

Battle Command was put together by a team of programmers called Realtime. If we want to know the background to the game, these are obviously the people to meet, greet and take out for a unfeasibly large meal at an expensive restaurant.

Ian Oliver, bigwig at Realtime, told YS... The game was coded by a guy called Stephen Hey Bryn Redman did the graphics. They weren't the team who worked on the 16-bit versions, but there was a lot of co-operation because we wanted to keep as true to those versions as possible.

So what problems did they come up against then? Anything meaty?

Well, the game was huge on the Amiga and ST, so it obviously needed cutting down to size without losing too many of the features and any of the gameplay. And we think we've managed it pretty well – Steve and Bryn have most of the best features, like the large number of missions and weapons.

What have they previously worked on? Not a lot, commercially. Well,

in fact Steve hasn't done a released game before. I see. Well they certainly seemed to make a good job of this one. What will they be doing on the

Speccy in the future? Um, actually the team probably won't be doing any more Spectrum games. Bryn has gone back to Art College and Steve is working on something else entirely. Sorry.

It only takes a few minutes for you to cross the playing area, so you won't have to wait for long before combat occurs. There are about five different types of enemy tank (like your own, they're not based on any real fighting machine) and each has its own way of attacking you. They've got different strengths as well –

some require more than one hit before they explode. (Your tank can absorb a fair amount of damage itself, but it's good to dodge as much as possible.) What else? Well, I think I've just about covered it

really. (Oh, except to say that you'll fail your mission if you go off the edge of the map.) Nope, here at YS we reckon Battle

Command's

MEGAPRE

A TYPICAL BATTLE 40 COMAND MISSION 970

Good shot! The remains of an onemy tank ity into the air after a direct hit from your 1 20mm cannon. The coward was probably trying to hide behind that building (heh hoh).

+ 1 44

-

In this mission you must force an enemy train off its intended course and down a siding. The purpose is to capture its supplies. Things are made harder by the enemy tanks you'll find crawling all over the place.

First off, on the weapon screen select the main turret and gun, then equip with as many Banshee anti-tank missiles as you can carry.

Now study the map. The siding you are supposed to divert the train down will be shown. As soon as you get into the game proper, head towards this siding. Check the radar, and if there are any tanks near the railway line, go for them.

Select the missiles and target the energy as soon as you see them (the sight will flash when you're locked on). Now launch. Wait on the mail line just behind the point where the siding breaks off, so the train will have to go down it. Target any tanks that come near, using the main gun only when you've run out of missiles. When the train stops, drive up next to it to capture it.

If you get caught in a fight and miss the train, catch up by going full pelt, and blow it up with missiles to stop it getting away. At least then you'll have denied the enemy their supplies. (Cor, tips in a Megapreview, eh? Whatever next!)

How you want to equip yourself obviously depends on which tasks you've got to complete, what kind of land you're travelling over, that kind of thing. You can choose up to four different weapons from a menu of ten (although their total weight can't exceed 1,000 kilogrammes), and you obviously switch inbetween these when you're actually 'out on the road'.

And then we're away! So far as the inside of your

HEAUY METAL

can still indulge in combat without out one. It has a 120mm cannon with 80 shells. Should be enough.

Slam Laser This weapon is defensive only. Activate it, and it will home in on any missiles or shells launched at your tank, vaporising them before they can hit you.

Banshee Missiles These can be locked onto a target and will home in on it regardless of where you point your tank afterwards. They're most useful

tank is concerned there's a full description mapped out in that box-off below – but suffice to say it's all looks dead impressive! Your dashboard's got a ton of knobs and switches and stuff, and the vector graphics as you move your tank round are really smooth, and fast too! There's no lumbering around like a heavily-armoured snail here!

when there are a lot of the enemy around.



Phoenix More surface to surface missiles. These are guided as well.

Mortar This, when fired, goes all over the place. But when it lands, it does do a large amount of damage. It may not be totally accurate, but it's a it of fun.

Sleeper Mines You can lay these around the battlefield, and they'll wait for someone to come along then give them a rather nasty surprise.

Cluster Bombs Able to devastate a wide area, these are unguided but still very useful. Try firing them at buildings. definitely shaping up as a bit of an allround stonker. We should have a full review of it in next month's ish. Hurrah!



£350 of Spectrum +3 equipment only £199.

10

Includes computer, joystick, power supply unit, computer-to-TV lead, manual and free cassette lead

PLUS FIVE SUPER GAMES

THEFT

Arcticfox, Pac-land, Pacmania, Scrambled Spirits and Thunderbirds* worth £69.95 (can be bought separately for £39.95 – saving of £30) and five blank disks, together with free hand-held arcade game. *Even if stocks run out, we guarantee to make up the package with games of

equal value.

COMPETITION PRO 9000

£13.95



COMPUTER PACKAGE DEALS

Coupe Disk Drive	179.95
Sam Coupe Plus One Drive	£199.95
Spectrum Plus 3 Action Pack	\$199.95
Spectrum Plus 2 Action Pack	£149.95
Spectrum Plus 2 James Bond	
007 Action Pack	£159.95

KNYSTICKS & INTERFACES

Kempston Joystick Interface	\$8.95
Cheetah Starprobe	\$12.50
Spec + 2 Joystick Adapter	£5.99
Competition 9000	£13.95
Konzy Navigator	£14.50

GRAPHICS & SOUND

Trojan Lightpen 48K	\$22.9
Trojan + 2 Lightpen	
(State +2/+2A)	\$22.9
Trojan + 3 Lightpen	\$22.9
Cheetah Sound Sampler	\$44.9
Ram Music Machine	\$49.9
Advanced Art Studio (128)	\$24.9
Art Studio	\$14.9
Datel Gennis Mouse and	
Art Studio	149.9

(All covers stocked)

All Hisoft and Tasman Range Stocked. Call us for latest prices.

EDUCATION

Educational 5 Pack for 3-9 year olds by Spinnaker RRP £49.95 £9.95

CF2	CF2(x10) DISKS £22.95
GENIUS MOUS	and the second sec

FLASH FIRE

£7.95

OLIVIOS MOUSI	Same and
WITH ART SOFTWA	ARE
£49.95	

STOP PRESS: Speedrum Digital Drum System for Spec 48 Usually £29.95 NOW £12.50

RING 051-630 3013

TO ORDER (Free catalogue with first order) or send £1.50 for catalogue (refunded with first order). Answerphone 6.00 p.m.-9.00 a.m. (Satellite Catalogue Available) Full 12 months guarantee. CHEQUE GUARANTEE NUMBER MUST BE WRITTEN ON THE BACK OF ALL CHEQUES TO AVOID DELAY OVERSEAS CUSTOMERS NOTE: Postgiro International accepted. NOT Postbank Postcheque. Books not taxable – Europe add £5. Nor

OVERSEAS CLSTOMERS NOTE: Postgio International accepted. NOT Postbank Postcheque. Books not taxable – Europe add £5. Non Europe add £10. We reserve the right to charge carriage at cost. UK POSTAGE AND PACKING: Items under £50 add £2. Items under £100 add £5. Items over £100 add £10 for Group 4 Courier ensuring delivery the day after the despatch. Overseas customers (Europe); Full price shows will normally cover carriage and free tax. Non Europe add 5% to toral.

TI								10 ET		TT	TT		TT	TT	TT	T	TT	TT	TIT	TI	
					1000						1. 0	1.1									
		-9	П							-	н	-	H		-	-	-				N
																					N
								Sec. 1		Sec. 1							-			100	N
																		100			
~	161	-	45			M	laki	ing	te	ech	no	no	94	a	04	K1	Or.	90	u!		

MONITORS/TV:	al Sec
Philips CM8833	\$249.95
+3, +2 or +2A Scart	
Monitor Lead	£11.95
TV/Computer Lead	\$2.50

64K Wafes 2 Plus D Disc Drive Interface Plus D+310" Drive \$69.95 £179.98 3" Doc Cleaner 19.95 315" Disc Cleaner \$9.95 37/31/2" (60/80) Lockable Disc Box 69.98 Microdrive Extension Cable \$9.94 10-CF2 3" Maxell Discs \$22.95 TDK 31/2" DSDD (10) \$14.99 Microdrive Cartridge \$3.99 25 DSDD 315" Bulk Kao Disks £22.95 37 CF2 Maxell Bulk 20 for £39.90

SPARES & REPAIRS

Spec 48 Power Supply	\$13.95
128K +2 PSU (+2 or +2A)	624.95
Spectrum +3 Power Supply	\$24.95
Spec + Membrane	£11.95
ZX Membrane	\$7.95

DAT	A RE	COR	DERS	£
	CC	ISSO	UES	
1000	1.			-

Datacoder with +3 or	
48/128 Lead	\$24.95
Spec +3 Cassette Lead	63.99
48/128 Cassette Lead	\$2.99
Head Alignment Kit (Spec)	19.95

BACK-UP DEVIC	TES
Multiface 1*	139.95
Multiface 48/128	\$44.95
Multiface 3 Thru-Port	\$49.95

37 SEAVIEW ROAD, WALLASEY, MERSEYSIDE 145 4QN 051-630 3013 051-630 5396 051-691 2008 FAX 051-639 2714

In which JONATHAN DAVIES ponders the unhappy ritual of having one's hair cut off, and introduces

the second instalment of the very Life-like Efil...



ast month I gave you the first bit, and now here's the second bit of Per and Svend's indecently long but

enormously enjoyable *Efil*. To recap, it's a sort of hybrid *Life* program which works in full colour and has loads of options you can tweak. But you know that already. What you need to know now is how to get it running and what to do once it is.

Well, the first part's easy enough – just follow the usual tried and tested Pitstop routine. Type in the whole of the Basic section (including last month's bit) and save it onto a tape. Then fish out a copy of the Hexloader from a previous YS and use it to type in the hex. Save that after the Basic, reload the whole thing and away you go.

Once it's loaded you'll be presented with a complicated and slightly baffling menu screen. Fear not. Look more closely and you'll see that it can be split up into the following sections...

Affectors Each cell on the screen is surrounded by eight others, and here's where you tell the program which of these cells affects the cell in the middle. Use Symbol Shift together with keys 0-7 to toggle the affectors on and off, C to reset all affectors, F to set them all, R to restore them and Space to exit this section.

Rules Lots of numbers, or possibly only a few, depending on how many affectors you've set. When the values of the affectors surrounding each cell are added up a number is produced. Here's where that number is looked up in order to produce the colour of the cell. Use keys Q, Z, I and P to move around the list, 8 to move to the start, 0-7 to select a colour, C to set the whole list to the selected colour, R to restore the list and Space to exit the section.

f there's one thing I really can't stand

Pitstop intro every month) it's having

Eh?! Then you sit there having your head

You sit down and the first question you're asked is "What can I do for you?"

pushed from side to side until, finally,

he holds a mirror up and stares

at you enquiringly. You stare back

my hair cut.

(apart from having to think of a topical

PROGRAM

Edit Here you can edit the screen directly to set up a starting pattern of some sort. Use Q, Z, I and P to move around the screen, 0-7 to select a colour, M to set a cell to the current colour, M to set the whole screen to the current colour, R to restore the screen and Space to exit.

Graphics This is where you can edit the shape of the cells to make them look a bit nicer. (If you want to.) Use Q, Z, I and P to move around the grid, M to toggle a square on and off, C to clear the grid, F to fill it up, R to restore it, 1 to select a normal cell and 2 to select a chequered one. Space exits.

Colours I still haven't worked out what they're on about here but, assuming you do, here are the keys you'll need – Symbol Shift plus 0-7 selects an affector, 0-7 to select a colour, C to set all to the current colour, R to restore and Space to exit.

Tempo This sets the screen update rate, from 255 (agonisingly slow) to 1 (unfeasibly fast). 0 single-steps. You'll need to type three digits each time, so for speed 6 type 006 etc.

Demos A handy section this, as it lets you choose from 10 pre-defined demo set-ups. Should give you a better idea of what's going on than any of the above waffle.

Start This sets the ball rolling, as it were, so sit back and enjoy the show. And press Enter to single-step or Space to exit.

Second Basic Bit

0

at him enquiringly until he puts down the

your shoulders and brushes lots of hair

clippings down your neck. As if to compensate for all this you're then

presented with a paper tissue. Why?

mirror, removes the polythene sheet from

Happily this month's Pitstop is haircut-

free. Instead it contains the second part of

P Nordqvist and S Jacobsen's utterly

brilliant Efil program, so type, type, type.

LET OY=Y: LET OX=X 840 LET OLDX=X: LET OLDY=Y 850 LET F=IN 32766: LET F=F-64* (F>192) 860 LET LR=IN 57342: LET LR=LR-64*(LR>192) 870 LET U=IN 64510: LET U=U-64* (U>192) 880 LET D=IN 65278: LET D=D-64* (D>192) 890 LET X=X+(LR=190 AND X<31*(U -D<>1))-((LR=187 AND X>0)*(U-D<> 1)): LET Y=Y+(D=189 AND Y<23 AND LR<>186)-(U=190 AND Y>0 AND LR< >186) 900 LET AS=INKEYS 910 IF AS>="0" AND AS<"8" THEN LET COL=VAL AS 920 IF AS="C" THEN POKE 53357. COL: LET ZZ=USR 53347: LET OLDCO COL: L=COL 930 IF A\$="R" THEN LET ZZ=USR 54348: LET Y=OY: LET OLDY=Y: LET OLDCOL=OC: LET COL=OCOL: LET X= OX: LET OLDX=X 940 IF F=187 THEN LET OLDCOL=C 950 IF OLDX >X OR OLDY >Y THEN POKE 22528+OLDX+OLDY*32,OLDCOL: LET OLDCOL=PEEK (22528+X+Y*32) 960 POKE 22528+X+Y*32,OL+128 970 IF A\$<> THEN GO TO 840 980 POKE 22528+X+Y*32,OLDCOL 980 POKE 22528+X+1+32,0LDC0L 990 LET ZZ=USE 53361 1000 POKE 53363,213: POKE 53366. 64: POKE 53369,27: LET ZZ=USE 53 361: POKE 53369,27: LET ZZ=USE 53 88: POKE 53369,3: RETURN 1010 PRINT AT 0,19; PAPER 2; OVE R 1; ''': LET I=ATTR (YY,X X)<>0 1020 GO SUB 1940 1030 LET OX=XX: LET OY=YY 1040 LET OLDX=XX: LET OLDY=YY: L ET A\$=INKEY\$ 1050 LET XX=XX+(A\$="P" AND XX<26)-(A\$="I" AND XX>19): LET YY=YY+ (A\$="Z" AND YY<9)-(A\$="Q" AND YY 1060 IF A3="R" THEN GO SUB 1000 LET YY=OY: LET XX=OX: LET OLDX =XX: LET OLDY=YY: LET I=ATTR (YY

Second Basic Bit cont

.XX)<>0 1070 IF A\$="1" THEN RESTORE 107 0: FOR F=54311 TO 54332 STEP 3: READ A: POKE F,A: NEXT F: GO SUB 1980: LET I=ATTR (YY,XX)<>0: DA TA 0,60,126,126,126,126,60,0 1080 IF A\$="2" THEN RESTORE 108 0: FOR F=54311 TO 54332 STEP 6: POKE F,85: POHE F+3,170: NEXT F: GO SUB 1980: LET I=ATTR (YY,XX) 1110 IF AS="M" THEN LET I=1-I 1120 IF INKEYS="M" AND AS="M" TH EN GO TO 1120 1130 IF OLDX<>XX OR OLDY<>YY THE N PRINT AT OLDY, OLDX; INK 0; PA PER 6*I; : LET I=ATTR (YY, XX) < 1140 PRINT AT YY, XX; PAPER 6*1; INK 6-5*I;"*" 1150 PLOT INVERSE 1-I;165+XX,65 1160 IF AS<> THEN GO TO 1040 1170 PRINT AT YY, XX; PAPER 6*I; INK O 1180 LET ADR=18647: FOR F=54311 TO 54332 STEP 3: POKE F, PEEK ADR : LET ADR=ADR+256: NEXT F 1190 PRINT AT 0,19: PAPER 1: OVE 1200 GO SUB 1940 1210 RETURN 1220 IF INKEYS= "C" THEN GO TO 1 1230 PRINT AT 11,25; PAPER 2; OV ER FOR F=1 TO 8: LET O(F)=C(F) 1240 1240 FOR F=1 TO 8: LET O(F)=C(F) NEXT F 1250 GO SUB 1940 1260 LET A\$=INKEY\$ 1270 IF A\$="" THEN LET A\$="" 1280 IF A\$="0" THEN LET A\$="" 1290 IF A\$>="!" AND A\$<")" THEN LET CN=CODE A\$=32 1300 IF A\$>="0" AND A\$<"8 THEN LET C(CN)=VAL AS: GO SUB 2060 1310 IF AS="R" THEN FOR F=1 TO 8: LET C(F)=O(F): NEXT F: GO SUB 2060 2060 1320 IF As="C" THEN FOR F=1 TO 8: LET C(F)=C(CN)*A(F): NEXT F: GO SUB 2060 1330 IF As<>" THEN GO TO 1260 1340 PRINT AT 11,25; PAPER 1; OV 1350 GO SUB 1940 POKE 54252, C(3)=A(3)+C(2)=A(2)+C(4)*A(4) 1380 RETURN 1390 PRINT AT 17,21; OVER 1; PAP ER 2; : : PAPER 3: INK 7: PR ER 2:" INT AT 18,21;" 1400 FRINT AT 18,22;" " 1410 PAUSE 5: LET A3=INKEYS 1420 IF A3<"0" OR A\$>"2" THEN G 1420 IF A3<"0" OR A\$>"2" THEN G 0 TO 1410 1430 LET TEMPO=100*VAL AS: PRINT AT 18,22;A\$ 1440 IF INKEYS=A\$ THEN GO TO 14 1450 FRINT AT 18,23; " 1460 FAUSE 5: LET A\$=INKEY\$ 1470 IF A\$<"0" OR A\$>"9" OR TEMP 0=200 AND A\$>"5" THEN GO TO 148 1480 LET TEMPO=TEMPO+10*VAL A\$: PRINT AT 18,23;A\$ 1490 PRINT AT 18,24;" " 1500 IF INKEY\$=A\$ THEN GO TO 15 1510 PAUSE 5: LET AS=INKEYS: AS("O" OR AS)"9" OR TEMPO=250 AN D AS)"5" THEN GO TO 1510 1520 FRINT AT 18,24;AS: LET TEMP O=TEMPO+VAL AS 1530 PAPER O: INK 6

1540 PRINT AT 17,21; PAPER 1; ER 1; ";AT 18,21; PAPER 1 PAPER 2; 1550 GO SUB 1940 1560 POKE 54267, TEMPO 1570 RETURN INKEYS="R" THEN GO TO 1 580 IF 580 1590 LET OOQ=Q: LET OOZ=Z: LET O R=R: PRINT AT 0,0: PAPER 2; OVER 1: GO SUB 1940 1600 LET OQ=0: LET OZ=19 1610 LET A\$=INEEYS 1620 IF A\$="8" THEN LET R=0: LE T Q=2: LET Z=0 1630 IF A\$="P" THEN LET Z=Z+5: LET R=R+19: IF Z>Z1 THEN LET Z= 0: LET R=Q-2 1640 IF R>RU THEN LET Q=Q1: LET R=RU 580 R=RU R=RU 1850 IF A\$="I" THEN LET Z=Z-5: LET R=R-19: IF Z<0 THEN LET Z=Z 1: LET R=R+19+Z1/5*19: IF R>RU T HEN LET R=RU: LET Q=Q1 1660 LET A=(A9="Z")-(A3="Q"): LE T Q=Q+A: LET R=R+A: IF Q=21 THEN LET Q=2: LET Z=Z+5 1670 IF Q=1 THEN LET Q=20: LET -8 Z=Z-5 1680 IF R>RU THEN LET R=0: LET Q=2: LET Z=0 1690 IF R<0 THEN LET Q=Q1: LET Z=Z1: LET R=RU 1700 LET C=PEEK (61440+R): IF A\$ >=~0~ AND A\$<~8~ THEN LET C=VAL 1700 LET C=PEEK (61440+8): IF A\$ >="0" AND A\$("8" THEN LET C=VAL A\$ 1710 IF 02<>2 CR 0Q<>Q THEN PRI NT 0VER 1: PAPER 1:AT 0Q.02;" "AT Q.2; PAPER 2;" 1720 IF A\$>="0" AND A\$<"8" THEN PRINT AT Q,Z; PAPER 2;" 1720 IF A\$>="0" AND A\$<"8" THEN PRINT AT Q,Z; APPER 2;C: POKE 81440+R,C: LET A\$="2": LET 0Q=Q : LET 0Z=Z: 00 TO 1660 1730 IF A\$="R" THEN GO SUB 1600 : GO SUB 1000: LET Q=00Q: LET Z= 00Z: PRINT AT Q,Z; PAPER 2; OVER 1;" 'LET R=0R 1740 IF A\$="C" THEN POKE 53354, 240: POKE 53355,0: POKE 53354,255: POKE 53355,2: GO SUB 2020: PRINT AT Q,Z; PAPER 2; OVER 1;" 1750 LET 0Q=Q: LET 0Z=Z 1760 IF A\$<>" THEN GO TO 1610 1770 PRINT AT Q,Z; PAPER 1; OVER 1;" 'AT 0,0;" 1780 GO SUB 1940: POKE 53363,240 : POKE 53368,208: POKE 53364,255: POKE 53368,00: POKE 53363,240 : POKE 53368,208: POKE 53363,240 : POKE 53368,00: POKE 53366,77: POKE 53368,00: POKE 53366,205: POKE 53368,00: POKE 53369,3 1810 RETURN 1810 RETORN 1820 PAPER 0: BORDER 0: INK 6: C LS : LET X=0: LET Y=0: LET COL=7 1830 LET TEMPO=PEEK 54267 1840 POKE 23668,8 1850 LET CN=1: LET XX=19: LET YY =2 1860 DIM A(8): DIM O(8) 1870 FRINT #0;AT 1.2; PAPER 4; I NK 0; "EFIL BY TEAFIL AND TURBO-R ND"; #2;AT 0,0; INVERSE 1; PAPER 1: "E"; INVERSE 0; "ULES"; INVERSE 1;AT 20,15; "E"; INVERSE 0; "DIT" ; INVERSE 1;AT 20,25; "S'; INVERSE © 0; "TART"; INVERSE 1;AT 0,19; "G "; INVERSE 0; "RAPHICS"; INVERSE 1;AT 11,15; "A"; INVERSE 1; "C"; IN VERSE 0; "OLOURE"; INVERSE 1;AT 1 7,21; "T"; INVERSE 0; "EMPO";AT 20 ,20; INVERSE 1; "D"; INVERSE 0; "E MOG" MOS MOS" 1880 PRINT AT 18,21; PAPER 2;"" ;("0" AND TEMPO(100);("0" AND TE MPO(10);TEMPO;"" 1890 PRINT AT 14,19; PAPER 0;"" 1900 GO SUB 1960 1910 INK 1: PLOT 151,180: DRAW 6 5,0: DRAW 0,-85: DRAW -65,0: DRA W 0.85 W 0.65 1920 INK 6: 00 SUB 1980 1930 GO EUB 2020 1940 POKE 53365,213: POKE 53363, 64: POKE 53369,27: LET #A:UNA HA 361: POKE 53369,27: LET #A:UNA HA 88: POKE 53369,3 1950 RETURN 1960 DIM C(8): GO SUB 2080: GO T 1980 DIA C(8): 00 BUB 2000 02 1970 LET RN=Q-2+Z/5*19: RETURN 1980 LET ADR=18647: FOR F=54311 TO 54332 STEP 3: POKE ADR.PREK F : LET ADR=ADR+256: NEXT F 1990 FOR N=56 TO 63: FOR F=184 T

0 191: FRINT AT 65-N, F-165; INK 0; PAPER 6*POINT (F.N); 2000 NEXT F: NEXT N 2010 RETURN 2020 LET Q=2: LET Z=0: LET R=0: LET OQ=0: LET OZ=Z: FOR F=2 TO 2 0: FRINT AT F.O; : NEXT F: LET RN=0: FOR 2=0 TO 5 *INT (RU/19) STEP 5: FOR Q=2 TO 20: FRINT AT Q, Z; PAPER 1; (~O~ A ND RN<10); RN; "="; PEEK (51440+EN) : LET RN=RN+1: IF RN<=RU THEN N EXT Q: NEXT 2 2030 LET Q1=Q: LET Z1=Z: LET Q=0 Q: LET Z=0Z: RETURN 2040 LET RU=0: FOR F=1 TO 8: LET A(F)=PEEK (53430+2*F)<00: LET RU=RU+A (F): NEXT F: LET RU=RU*7 2050 FRINT INK 8; PAPER 8; AT 13 22; "1" AND A(1); " AND NOT A(2); "3" AND A(3); " AND NOT A(3); AT 14,22: "6" AND A(8); " AND NOT A(2); "3" AND A(3); " AND NOT A(3); AT 14,22: "6" AND A(8); " AND NOT A(2); "" AND NOT A(7); "6" AND A(6); " AND NOT A(4); AT 15,24; "5" AN D A(5); " : PAPER C(3)*A(3); "AT 14,22; PAPER C(4)*A(4); "; AT 14,22; "FAPER C(5)*A(5); " AND NOT A(6); AT 15,24; "5" AN D A(5); " AND NOT A(5) 2060 FRINT AT 13,22; OVER 1; PAPE EE C(1)*A(1); INK 9; " : PAPER C (2)*A(2); "; PAPER C(4)*A(4); "; AT 14,22; PAPER C(4)*A(4); "; AT 14,22; PAPER C(5)*A(5); " AT 14,22; PAPER C(5)*A(5); "; AT 15,22; PAPER C(5)*A(5); "; AT 15, 2070 RETURN 2070 RETURN 2080 FOR F=1 TO 6: LET C(F)=0: 5 EXT F: POKE 53425,0: POKE 54133, 0: POKE 54159,0: FOKE 54196,0: 1 OKE 54214,0: POKE 54252,0: POKE 54177,0: POKE 54232,0: RETURN 2090 CLEAR 52479: LOAD ~CODE : LET ZZ=USR 53305: RUN **Hex Bit** 53305 21 CF D0 11 6A D3 01 EA =1017 53313 00 ED B0 21 54 D4 06 20 =780 53321 36 ED 23 36 A0 23 10 F8 =839 53329 1 3D C2 22 94 D4 21 54 799 53337 D4 22 86 D4 3E C9 32 98 =1073 53345 D4 C9 21 00 58 11 01 58 =540 53353 01 FF 02 36 07 ED B0 C9 =933 53361 21 00 58 11 00 CD 01 00 =344 53369 03 ED B0 C9 3E 1D 21 B6 =925 53377 D0 11 CF D0 01 17 00 ED =901 53385 B0 3D C2 85 D0 CD 21 D4 =1222 53393 CD 4C D4 21 00 58 11 20 =663 53409 20 CD D9 F5 D9 06 D0 11 =928 53409 20 CD D9 F5 7E 2C 86 19 =1026 53417 86 19 86 2D 86 09 08 C6 =888 =1072 =1289 D4 06 7F ED 78 E6 01 =934 06 BF ED 78 E6 01 C2 =1170 D4 C3 94 D0 21 00 40 =874 03 36 00 24 36 3C 24 =249 7E 24 36 7E 24 36 7E =612 36 7E 24 36 3C 24 36 =456 3E F9 84 67 2C C2 26 =822 3E 08 84 67 10 DB C9 =953 00 CD 11 00 58 3E 18 =429 =1179 =874 53625 C8 53633 OE 53641 05 53649 36 24 36 53657 53665 00 3E F9 84 67 53673 D4 3E 08 84 67 53681 21 00 CD 11 00 STOP ---f you're looking for a punch on the nose. don't send me anything for next month's Pitstop. If, however, a cheque for £50 would be more in your line, send your best program ever (on a tape) to Program Pitstop, Your Sinclair, 30 Monmouth Street, Bath BA1 2BW

SAVE MONEY SAVE TROUBLE SAVE TIME CHOOSE ONE OF THESE TOP THREE TITLES WHEN YOU SUBSCRIBE TO YOUR SINCLAIR

SIM CITY

CREATE YOUR OWN SPRAWLING METROPOLIS IN ONE OF THE MOST ORIGINAL AND ADDICTIVE GAMES OF THE YEARI A YS MEGAGAME! FROM INFOGRAMES



Why don't YOU save the aggro of having to collect your copy of YS?
Why don't YOU dodge the hassle of queing at newsagents?
Why don't YOU avoid the frightening possibility of missing an issue?
Why don't YOU guarantee your copy every month, save some money, a lot of time and trouble and get a free game!

12 ISSUES FOR ONLY £21.95 DON'T FORGET - WHEN YOU TAKE OUT A SUB TO YS YOU GET

- 12 issues of Britain's brightest Speccy mag delivered straight to your doorstep!
- 12 of our new boxed cassettes, packed with more free games and playable demos than ever before!
- A new Spectrum game absolutely FREE!

A subscription to YS? As Del Boy would say "Go on, you know it makes sense" Fill in the coupon below and post it immediately.

YES! Please enter/renew my subscription to YOUR SINCLAIR at the all-inclusive price of (tick your choice as appropriate)
UK - £21.95 Europe & Eire - £36.35 Rest of World - £49.90 To ensure you get the best possible service all overseas subscriptions are sent Air Mail.
My choice of FREE game is: SIM CITY DAYS OF THUNDER GAZZA 2
Please send me the following back issues: (see opposite page for issues still available)
Name
My method of payment is (tick your choice) Total cost
My method of payment is (tick your choice) Total cost £ . Cheque (make payable to Future Publishing Ltd) Visa Access
Card No
Expiry date Enclose this coupon (together with your cheque if applicable) in an envelope to Your Sinclair, FREEPOST, Computer Posting, Mitcham, Surrey CR4 3HP

DAYS OF THUNDER

FEEL THE NEED? THEN YOU'LL NEED THE SPEED! JUMP INTO TOM CRUISE'S HOT-SEAT IN THIS HAIR-RAISING IN-CAR-VIEW RACING GAME! FROM MINDSCAPE



GAZZA 2

WA-HEY, MANI HE'S THE ONLY GOOD THING TO COME OUT OF ITALY AND THIS IS HIS FOOTIE GAME! (AND IT'S PRETTY BLIMMIN' BRILLIANT ACTUALLY.) FROM EMPIRE



YOUR NO RISK GUARANTEE You can cancel your subscription at any time and we will refund you for all unmailed issues.



LucasArts on the art and science of entertainment



Tired of the same old 9 to 5? Then it's time to punch in for the *Night Shift*[™] at Industrial Might and Logic. And take control of the wackiest, wildest, toy-making machine you've ever imagined.

Here's your chance to punch out DarthVader.™

 Recycled industrial waste becomes fantastic plastic if you can keep your cool.

 One wrong squeeze of paint and you'll turn Artoo Deetoo green with envy.

 A squirt of glue, a whack in the head, and a toy is born.
 You probably won't need the automatic quality controller, because you'll never make mistakes.

 Pack 'em up, ship 'em out, make a bundle, and go home. Or Luke Skywalker, Indiana Jones™ even Zak McKracken™ miniature dolls of your favorite Lucasfilm characters. But make sure you get their heads screwed on right. Or this might be your last day on the job.

Each eight hour shift takes just a few minutes to complete. But the better you get, the tougher your job gets. Bigger Quotas. Pesky lawyers.

Furry pests. And of course the machine hardly ever breaks down.

AVAILABLE ON: CBM64/128, Amstrad, Cassette & Disk, Spectrum Cassette. Atari ST, Amiga & PC & Compatibles



U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 625 3366.

HINTS'N'TIPS

TIPSHOP

thought we'd have a bit of a Turtles special in Tipshop this month. Yes, I know the Turtles have probably been and gone long ago in most parts of the country, but here in darkest Kent the film's just come on at the local cinema (all covered in dust and scratches -Les, the projectionist, was very apologetic). And guess who was one of the first to see it?

So, with pizzas, bo-staffs and half-shells spinning round in my head, I decided to devote the

Me.

whole of this Tipshop to our

green-

And

then I

skinned chums. thought it might be a

bit silly and changed my mind. All the same, there's a massive (and decidedly 'radical') Turtles guide just over the page that should tell you everything you need to know.

Exciting stuff, eh?

You want big? You got big -**10 WHOLE PAGES** of anything and everything the slightest bit cheatish. JONATHAN DAVIES does his tour of duty.

> TIP O' THE MONTH TEENAGE MUTANT HERO **TURTLES 34**

THE YS MEGAMAP MONTY PYTHON'S FLYING CIRCUS 38

CHUBBY GRISTLE 41 COMBAT ZONE 41 DRAGON BREED 44 LAST NINJA 2 41 LITTLE PUFF 44 POWERBOAT SIM 41 QUAZATRON 41 **REBELSTAR** RICK DANGEROUS 2 SHADOW OF THE BEAST 42 IE SPY WHO LOVED ME 36 TARGET RENEGADE 41 TINTIN ON THE MOON 33 YOGI BEAR AND FRIENDS 44

DR BERKMANN'S CLINIC 32 featuring Fernandez Must Die, Sidearms & Platoon

PRACTICAL POKES 37 featuring Kwik Snax, Monty Python, Yogi Bear & Little Puff



Although Tintin isn't exactly the freshest game on the Speccy scene, John Clark's map was too good to pass over.

He's charted all five levels, and even thrown in some tips. Quoi une etoile, as Infogrames would say. Probably.



YOUR SINCLAIR March 1991 33



34 YOUR SINCLAIR March 1991







AREA 5 haar OB OBGRESS 1. . Sigle swedder

Muchos exacto! (Rough translation corks!) Still having trouble? Well, here's Ewan Leith with a £20winning complete solution.

Select Leonardo. Then go to the furthest-away

manhole and get into it, killing everything there. When you get to the slice of pizza, collect it and kill the wasp and the first frog. Kill the next one while staying as far to the left as poss. Change to Michaelangelo or Donatello (it doesn't matter which) and walk left until you see Bebop. Hit him twice and run away while keeping him in sight. (If he gets stuck in the gap, jump up once or twice.) Hit him twice again and keep doing it while running around the platform. After about 10 hits he'll run off with April.

Change back to Leonardo and go through the door. Turn left and go through the gap till you come to the manhole on the far left. Go down it and kill the monsters. Next go to the end of the tunnel. Get out and go down to the doorway. (If during any of this Leonardo gets killed then change to Raphael.) Go in and get onto the first set of rollers. Go to the end and you shouldn't move backwards. Kill all the roof things and then kill the Spectre. Get onto the next set of rollers and kill the eye. Get off and kill the other Spectre. Go up the ladder and kill the Spectre. Go up on top of the boxes and kill the two roof things, kill the eye and then change to Donatello or Michaelangelo and walk left. Hit Bebop twice and run off while keeping him in sight. Stand under the ladder until he descends, get on the rollers and then get him into hitting distance and keep hitting him while rolling backwards until he disappears. Then go up to April, collect the pizza and touch her.

Go into the building and head left while destroying everything. Select someone with full power and go up the ladder. Dodge the guards and walk into the gap in the wall. Swim about turning all the computer terminals to red within the time limit.

Get into the party wagon and run over all the men you can find. Get out, get into the only manhole, collect the anti-Foot Clan missiles and then get out. Repeat the performance until you get 45 of them. Get into the Party Wagon, select the missiles and destroy the barricades and tanks. Go up to the double door building and go in the left door. Get the rope and get

out. Go to the building across the road from it. select a turtle without the rope and go into the

building. Head right and go up and left. Get out and select the man with the rope. Jump over the gaps until you come to a big gap. select the rope and it will appear over the gap. Walk across it and go down the ladder. Walk left collecting the rope, get out and go into the small building. Go left, up, right and up. Select the turtle with the rope and jump over the gaps. Get to the big gap, throw the rope across and select the turtle with the highest energy. Walk across, dodge Rocksteady and touch Splinter,

SHOP

Walk as far left as poss and go down the manhole. Walk right, collect pizza and get out. Go to the other pot-hole. When you've fallen down, jump up, get behind the gun turret and keep hitting.

Walk left past the first building to the second one, get in and walk left, down, right and down. Get into the left pot-hole, walk left and then up. Get into the building. Dodge Shredder and get onto one of the highest platforms. Face in and keep hitting Shredder when he comes near until he's dead. And that's it.

Right, all that remains is to reveal the cheat mode. But, um, there's a slight problem with that. The thing is, you see, that I've had about 5,550 letters all claiming to have found it. But they're all different! What am I supposed to do, eh? I'll just have to print them all. (And as I've run out of money they'll have to make do with badges.) Here's Robert Seymour...

Just redefine the keys as K O N A M I in that order. Then choose your joystick. When the game starts, press down all the keys on the left-hand side of the keyboard you'll have infinite energy

Sounds straightforward enough to me. But Thomas McAteer disagrees..

Cobblers! Just hold down Shift, F, A, V, % and 6. (It was Shift on my Coupé, anyway, so it should be Shift on a proper Spectrum.) See what I mean? Imitiaz

Hussain is another one.

Look, the trick is to hold down all the keys on the left-hand side of Y,

H and N. And Mark Stevens...

Hold down all the keys on the left-hand side of the keyboard and you can walk through baddies.

(That's enough Turtle cheats. Ed)



Not a bad game, this. Billy

Ramsey, who sounds more like a long-lost member of the Neighbours cast than a secret agent, would like to share a few secrets with us.

> On Level 1, learn how to control the car. Don't go too fast, especially round corners. Collect as many tokens as possible. > Don't go too fast in the motor boat either. Ignore the boats which don't fire much, but dodge the rest's bullets and, to destroy them, line yourself up in front and fire. Keep to the right of the pier or you'll get trapped. > In the second car scene, keep your speed down again. When you drive into Q's lorry the first time, if you don't have enough tokens, don't buy anything - pick up 150 tokens and buy something the next time round. > On the submarine stage, just blast away. Collect all the

power-up addons > The wet-bike stage is the same as the last one. For the big one, keep firing.

Q very much, Billy. (Ahem.)



SHADOW OF THE BEAST

Next in the pile is a letter from Michael Twist, who would quite understandably prefer to be known as The Demon Tipster. But I'll stick with Michael, so ner. He's cultivated a bumper crop of tips to complement last month's Gremlin Megamap, earning himself a free game. Sadly, though, he didn't say which he'd like so it'll be left to Andy to decide. (Not good news.)

First run left and go into the tree stump. (It's marked 'home'.)

The first section shouldn't cause too many probs as long as you follow these tips (which are also handy on section 4). > Never walk off platforms as this loses energy, and there may just be spikes at the bottom of them. Always use ladders.

You must find both keys to continue, tho' you only need the second at the end of section 5. > If you find any chests, always get them as they will give you something helpful.



Gorra gamesnag? (Or is it just a crap Liverpool accent?)

FERNANDEZ MUST DIE

FERNANDEZ MUST DIE J Curwen, the poor blighter, could not get past the solid wall halfway through Level 1. He d tried blasting it, he tried blasting it again, but nothing worked. Happily Tim Mutford has been there, done that on this particular game and knows that J (it's always good to get on first name terms) is wasting his time. "Fraid so, cocky. The only thing you can do is blow up one of the door shaped things at the sides of the column, although they can be hard to spot if you don't know exactly what you are looking for." Which of course we don't, so thanks, Tim. The wall looks completely immune to anything at first, but when you know how it's done. it's a cinch (I love saying that). Stand back about three or four steps from the wall, face forward and hold down Fire to fling a couple of grenades. If you've hit the wall in the right place, a sandbag will blow up and a hole will be left in its place. To get through, make sure that the left side of your character is in line

with the hole and walk forward. Brilliant, eh?* Modest as ever, Richard. Best of luck, J.

SIDEARMS

SIDEARMS Meanwhile, Malcolm Hope has a few ideas for Stephen Prior's snake problem halfway through Level 2 of this old spanker. How to nobble it? Quoth Malc: 'What you need to destroy the offending reptile thingy with is the Auto-add-on. To get this, keep blasting the little pills dropped by some of the baddies until you reach the wo9' symbol ('Pow' backwards, geddit?). Blast this about five times and it'll change into the Auto symbol, and blag it while the going's good. When you meet the snake, blast it with Auto and it'll disappear segment by segment. If you haven't got Auto, it's %\$E@& hard!' Yes, Malc, I think we knew that, but thanks anyway.

PLATOON

PLATOON Poor old Antony Gedge. First he can't find the village in *Platoon*, then we spell his surname "George" (not my fault. Ant, honest) and then we leave him for about four months before answering his gamesnag. Help has finally arrived, though, in the form of **James McConnell**, a new name to these tired eyes, je pense. "Any time, Dr B. From the start of the game, following the yellow path eventually leads to a T-junction. Going left takes you to the village, going right takes you to the TNT. At the end of the path that goes left you'll find two bridges – blow them up with the TNT! Keep following the path to reach the village. Hut 1 contains a torch. Hut 3 has a map, and Hut 2 is the exit!" Clifftastic, James – write again. James - write again

WHOOPS #1

A bit of a moan from **Richard Swann**, who claims that I didn't read his letter properly the other month when he sent in a ginormous list of games with which he can offer help to snagged-up Clinicians. The list, it seems, wasn't

for me to print – there wouldn't be room for anything else – but as a sample of what he'll send to anyone who sends him an sae. If you want that list then write to Richard at 24 Dalston Close, Heatherside, Camberley, Surrey GU15 1BT – and don't forget that stamped addressed envelope!

don't forget that stamped addressed envelope! And we've also made a few cock-ups on the actual solutions. For one thing, according to Richard, we misprinted James Golbey's cheat mode for *Three Weeks In Paradise* back in ish 51. Hold down Symbol Shift, D and P at the same time when Wally loses a life, and when you hear an appropriate jungle noise, let go of the keys. And in ish 57, we snaried up Richard's solution to Jenny Argyle's *Equinox* prob. From about halfway through, it should read as follows: "...Use the disk in the teleport, but don't teleport yet. Instead, go right, down, right, up, up, up and get the white canister. Now go down, down, down, left, up (not down, as I foolishly suggested), left and teleport..." Sorry about that, Jenny, and anybody else who's been wondering whether my brain had fallen out. Of course, if my brain had fallen out. I'd be writing total nons\$%£77?cc7717.wibble-wibbleblancmange.

HAYLP!

HAYLP! Finally, a quick couple of snaglets from our usual gang of stick wagglers (stop that this minute!)... William Gibson: "I need help – and quick! How do you kill the Level 2 boss in Renegade? And how do you complete the first mission in Fighter Bomber?" David Gilmore: "In Seabase Delta how do you get the tube car working and how do you get the object on the long table?"

long table?" If you know the answers, or you've got your own pressing snaggies, write to Dr B's Clinic, YS, 30 Monmouth Street, Bath BA1 2BW and win a badge! Poptabulous!

To beat the mega-skeleton you must first find the dragon who is juggling a globe. Punch this globe (say a dozen times) and it will explode leaving you with an extended punch (don't waste it because it runs out). From the dragon go left. Keep running past the ladder and you'll walk into a transporter. Go in, then go up the ladder, then right. Touch it and you die this mega sprite goes left and right but only pushes you to the wall on its third return.

When that blows up, continue to the right and go up the first ladder, then all the way left and activate the lever. Now go right, up, right. Punch the chest for more energy. Then go right and down the ladder, then down again. Now go right and up, and keep following the route. You'll eventually get to a second monster (with a horn). Unless you have an extra aura around your fist you won't beat it. If this

is you then go left (under the rocket engines?) and up the second ladder to the top. Go left and get the potion (if you didn't get the lever then this is as far as you go). Now you should have that aura around your fist, so go back to the monster and kick ass. When he's gone, go through the door, up the ladder, out of the top and then right.

The only advice I can give you on the next section is to go past the castle door and keep going right. Eventually you'll find a torch. Get this, go back to the entrance and go in.

Now you're inside go left and up the first ladder you come to. Up there you'll find the spanner. Go down and left then down again. If you have the spanner the shield will be gone. Punch the chest to get a laser gun. Use it on the three-headed dragon. Go right through door

Now things get harder. Keep



amigo. When he blows up, continue right to the door (you did get that other key, didn't you?)

You're now outside again so continue right. Punch the crosses off the tombstones for extra energy. Also think fast, 'cos they'll throw everything they have at you. Best of luck. When you get to the giant, punch him in the toe and try to avoid the club. He'll die and when he does that's it.

Gosh, thanks, Michael.


THOMAS THE TANK ENGINE

SOOTY & SWEEP 2

UCATIONAL

GAMES ON ON

Friendly learning software has been programmed by some of the country's top teams and incorporates many of the features that one would expect to find in a high quality game. Strong character license Parents guide with easy to follow instructions . Excellent educational value • Professionally programmed
 Fits in with the National Curriculum . Competitively priced . Brightly colour coded Special child-safe plastic packaging · Special pack of fun educational cards with each title





4 MOST · HORROR · FUN · SPORT · ACTION · ADVENTURES

UNITS 5-7 BAILEYGATE INDUSTRIAL ESTATE, PONTEFRACT, WEST YORKSHIRE WF8 2LN. TEL: 0977 797777. FAX: 0977 790243.





HOW TO **KEEP AHEAD OF THE CROWD**



THIS WEEK

ATARI The Story gets on upgetde while Attors ends up in court as a pirocy charge

PCs in America **Plans** Company's motobook sets the standard for speed

AMIGA Games players held by Captive **Plans** a video about

ARCHIMEDES EX portable coming?





What if a spreadsheet CLASSIC used graph 0 of numbers? What if a database let you dro pictures? A different kind of program is ved on page 70 STARTING OUT IN PROGRAMMING?

SHOPPING EXPRESS

At 70p for 80 or more fact-packed pages, New Computer Express is a bargain. Apart from the full-colour news, reviews and in-depth features in the main body of the magazine, there's also Shopping Express: crammed with bargains, it's the liveliest reader marketplace in the land. Whether you are looking to buy or to sell, use the classified section in Express for fast action. What's more, readers' ads are completely free!

Yes Please enroll me as a subscriber to New Computer Express, as soon as you can. Name...

...Post Code Tel No: I enclose a cheque/PO for £4.95 to Future Publishing Please debit my Access/Visa Card. Expiry Date.

Address

Signed: Send to: NCE FORMAT OFFER, Future Publishing, The Old Barn, Brunel Precinct, Somerton, Somerset TA11 7DY. Offer available in the UK only.

GAMES

Previews, tips, POKEs, hints, reviews, interviews and news. The kind of information that keeps a good games player ahead of the crowd. You know that Your Sinclair is the magazine for you but it only appears once a month! So how do you keep hot, week by week? By reading New Computer Express. Every week, Robin Alway writes a column for Express. It's essential reading if you want to know what is happening, the moment it happens. Keep up-to-date, make sure you get your copy of New Computer Express every Thursday - every week.

NEWS

Want to learn about the plans Sinclair has for YOUR machine as soon as you possibly can?

Want to read about all the very latest developments for the Spectrum as soon as they are announced? Yes?

Then New Computer Express is a vital, additional read to Your Sinclair. For instance, we were weeks ahead of YS with the story of the Russian-made Spectrum console. Not surprising - we're a weekly!



NEW COMPUTER EXPRESS: Essential Reading for YOU

But don't take OUR word for it - take advantage of this. special Trial Offer. It's an exclusive offer to the readers of Your Sinclair. Send us a cheque, or a postal order for £4.95 and we'll send you 10 issues of New Computer Express. One issue a week, for 10 consecutive weeks. That's a

saving of £2.05 on the shop price - and there's no need to trudge down to the newsagent's. You can even pay by credit card! All we ask in return is that you take a good look at what Express has to offer you.

That's 800 pages of magazine, in ten weekly installments with no further obligation on your part. Can't say fairer than that, now can we?

T'ZONE

Blimey! Another sim! Hooray! Leroy Pell's the man responsible. While playing, press 5, 6, 7, 8, 9, P and ENTER together to automatically get infinite lives. (Er, how many fingers do you have, Leroy?)

Roger Himlin has given this incredibly splendid YS Covertape game a good hard seeing to. Here are his tips ...

Keep checking with the Droid Data library about weapons etc. Every half minute go to one of the energy points. When grappling, choose the best side and press Enter or Fire. The best weapon is the disintegrator, followed by the disruptor, auto cannon, double laser then pulse laser. The pulse laser is totally crap. Press W to go into weapons autofire mode. First grapple a B8 droid or a U8 droid. Then get a B7 or a U7. Then try to find a B6. Whilst you are doing all this, shoot everything. If the B6 has a disintegrator, nick it. Then go round shooting everything. If you don't have the weaponry. grapple a B5 and get its weapon to shoot everything with.

Super.

You might find this cheat mode incredibly useful (but only if you have Combat Zone from Alternative Software).

Play the game and press all the keys at once until you get the messages CHEAT MODE READY and CHEAT MODE INSTALLED. You then have 256 lives and infinite hyper-bombs. A badge is probably on its

way (to someone who's name I've, er, lost).

Here's a jolly nice tip for Chubby Gristle from a jolly nice chap called Ben. Don't ask me what Ben's surname is because he didn't bother to scribble it down (perhaps he's hiding something from us, eh, readers?). Anyway, the tips... To get the green boots in picture 2 you have to jump up the escalator in picture four. To gain extra points you can move the car in picture 3 so that it touches the up escalator. This only works once and will give you 365 points.

> You will never die on the lift in picture 4 as long as you stay exactly on the edge. Simple but sweet.

KEN

Ooh blimey. What have we here? It looks very much like a collection of tips for that

marvellous new budget rerelease *Target Renegade*. Nilesh Masani is the gent responsible.

Level 1 > When the bikes appear on the first screen, always use jump kicks to knock them off. When you have got your enemy down on the floor, go near them and beat them up by near them and beat them up by pressing Down and Fire. > Beware of the henchmen. They can also do flying kicks. > Don't pick up the weapons. They're slow to use. Only pick them up if your energy is low or you're crap at the game. > Don't waste time on one enemy. Move on as quickly as poss. Do flying kicks all the way so that the enemy can't get you.

Level 2 > Watch the women as they come from both sides

The gunman on the second screen is very dangerous.

Level 3

This level is very easy. Try to knock over two enemies at the same time to avoid time loss.

Level 4 > Watch out

for the dogs as they are deadly. Don't waste time looking for

weapons and try to get away from the baseball cap henchmen as they take a lot of time to get rid ol. Take out one at a time as they are pretty hard

Level 5 > Jump over Mr Big's bodyguard. Do two back kicks

to get him on the floor. Then another bodyguard will appear. Do the same sequence again. Another will appear. Do the same to him.

On the second screen, jump over the bodyguard with the pole, do the back kicks, then grab the pole before another bodyguard can get it.
 Swing the pole early or you will get hit. Three swings will kill the enemy

the enemy. > When you meet Mr Big, keep swinging the pole so he can't get near you. He'll have to fall on the floor

three times before he is dead. Well played, that man there.









strategy game. It's from David Stowers, who's known to his friends as Rebel Without an Applause (because he doesn't like chocolate).

Get a person (not a photon man) down to the bottom and select a weapon. (Do this on the first turn.) Activate fire mode and press C. The target cursor should go through the bottom of the landscape and reappear at the top. Keep a hold of C until you reach the bottom right-hand corner and then press U. All the aliens will head up towards the top of the fort and enter it, leaving only the marsh rats. When you've killed the rats get the photon men to go and enter from the side entrance and start the attack there while everyone else goes down to the bottom entrance and goes for the eggs. For maximum coverage go to the entrance by the alien armoury near the drop ship and go in from there. (Just use one man for this.)

A badge at the very least, I think.



Paul Bailes reckons he's found the cheat for this one, which is Yogi Bear And Friends In The Greed Monster - A Treasure Hunt (phew), not Yogi's Great Escape which is another plate of fish fingers altogether.

All you have to do is hold down the keys Q, W, A, S, D, F and G in the title screen till the border goes white and when you start you can't be killed. Whilst playing the game use the yellow key (to rescue Booboo) last because if you leave a key there it will turn yellow as well.

Heartfelt thanks, and a badge too.



Over to you, Richard Owen. Did you know I've finished Dragon Brand?

BREED

Er, no. But I'm depressed now 'cos I finished it the day I bought it. Mind you, I did have a cheat of course. I'll tell you it if you bring my hamster back from the dead with your magic dust. Ah ah only joking, as the foreigners say. (Could you ask him to get on with it, please? Ed)



Wa-hey, it's the man with the POKE(ing) stick, the inimitable JON NORTH!

Okay, you lot, own up. Who nicked my mailbag? Now one of you must have nicked it. because there was a grand total of almost bugger all in it this month. That's right, folks, I had to actually do some hacking of my own, so I hope you're satisfied. Here's what I got...

MAD CHEAPIES FROM ANOTHER DIMENSION First up, a couple of Codies

games get a going over. There's infy lives for Kwik Snax (spot the programmer who can't spell) and infy power in Tilt. They're both mind-numbingly short so you shouldn't waste too much time watching them crash. Sorry, watching them work.

110 REM Kwik Snax by Jon 20 FOR F=23466 TO 23472 30 READ A: POKE F.A: NEXT

40 MERGE ***: POKE 23768.0 50 POKE 23839,170: POKE 23840,91 60 POKE 23881,170: POKE 23882,91 70 RANDOMIZE USR 23760 80 DATA 175,50,232,181,195,0,128

11 REM Tilt by Jon 12 REM Is this short or what? 13 MERGE "": POKE 23781.201 14 GO TO 20 40 POKE 54142.0 50 RANDOMIZE USR 49152

MONTY PYTHON

This month's last bit of me gives infy lives and power on Virgin's

Get on with it. The cheat for an immune prince is to pause the game with Caps Shift and 1 and then push down all the keys except the numbers. The border will go blue (if it doesn't, try again). Now unpause with Caps Shift and 2. You can now laugh at the futile attempts the enemy makes to kill you. Remember that scenery can kill, and also make sure you have a white dragon on the big baddy at the end of the game. Oh, and you'll need to renew the cheat every time way die. The end sequence is to renew the cheat every time you die. The end sequence is ery sad, boo noo. Er, quite, Moving along...

very silly game. In fact, it's so silly I don't know why I bothered. But I did, and here it is. And it works - honest. Or maybe it doesn't. Hmm.

10 REM MPFC by Jon's random number generator 20 CLEAR 3E4: LET T=0 30 FOR F=65294 TO 65367 40 READ A: POKE F,A 50 LET T=T+(F-65284)*A: NEXT F.

60 IF T<>453836 THEN STOP 70 RANDOMIZE USR 65345 80 DATA 33,37,255,17,160 90 DATA 91,1,96,0,237 100 DATA 83,51,254,237,176 110 DATA 17,195,0,221,229 120 DATA 195,93,254,229,62 130 DATA 11,50,0,144,33 140 DATA 114,153,34,159,163 **150 DATA**

150 DATA 225,195,223,254,175 160 DATA 50,184,167,62,201 170 DATA 50,141,167,195,203 180 DATA 124,221,33,198,235 190 DATA 17,72,19,62,255 200 DATA 55,205,86,5,48 210 DATA 241,62,2,50,253 220 DATA 254,195,37,236

A STRANGE SMUDGE

This next routine was dictated over the phone to me by Morris 'Smudge' Smith of Grimsby. In Z80 code. So, one assembly later, here's an immortal and infy sweets routine for Yogi Bear to bung in.

10 REM Yogi Bear by Morris Smudge 20 FOR F=16384 TO 16411 30 READ A: POKE F,A: NEXT 40 RANDOMIZE USR 16384

50 DATA 49,191,93,221,33 60 DATA 192,93,17,63,162 70 DATA 62,255,55,205,86 80 DATA 5,48,241,175,50 90 DATA 137,218,50,93,227 100 DATA 195,83,234

LITTLE PUFF

LITTLE PUFF And finally, a tidy sweet hack for Little Puff, from Robert Millen of Ligoniel. This is one of absolutely billions (ish) that he sent in, so I'll probably print a couple of the others next month. You ought to give yourself a little break from hacking, Robert, and do something slightly different – like sleep... like sleep...

10 REM Little Puff by Robert Millen 20 CLEAR 28e3: LOAD CODE 30 LOAD -SCREENS 40 POKE 29013,201 50 RANDOMIZE USR 29e3 60 POKE 62342,201 70 RANDOMIZE USR 52800

WHAT TO DO

Well there's a big world out there with a lot to offer, but if you're stuck for choice why not tap in one of the listings above (exactly as shown), SAVE it, RUN it and start your game tape to use the POKE. And that's it, because I've got a POKE tape to code now. If you want to write me a note

you want to write me a note, then feel free. If you don't then don't (it's that simple!). The address, as ever, is Practical POKEs, YS, 30 Monmouth Street, Bath, Avon BA1 2BW. **Bve**!

We've had the map, we've had the solution. But a cheat? Not as far as I can remember. Here's James Lafferty to make amends.

When the game has loaded, hold down as many keys on the keyboard as you can and you'll have immunity. Also, you can travel round the map by pressing 1 and the appropriate cursor key.

As simple as that, eh? Thanks, James. Your reward shall be a badge.

That's your lot for this month, I'm afraid. What I'd really like to see now is some stuff for next month, so if you'd like to be in with a chance of winning a cheque for £50, one of two free games (please state your top three preferences) or a spanky I've Got Big Tips badge, send as many tips, maps and cheats as possible to YS Tipshop, Your Sinclair, 30 Monmouth Street, Bath BA12BW



Calls cost 33p (cheap rate) and 44p (at all other times) per minute including VAT. Pepperoni Ltd, Sandylands House, Morecambe, LA3 1DG. Please ask your parents permission before you call. Average length of the call is 5.5 minutes and we advise that you ring at cheap rate.





A NEW DIMENSION IN COMPUTER GAMING!





nother month, another steaming batch of Coupé info to somehow squeeze into the weedy-looking white gap down there. "Pass the liquidizer!" says ROBIN ALWAY.

If you like your Coupé software a bit on the serious side you'll doubtless be a big fan of Steve Nutting and his company, Steve's Software, which has been churning out some rocktastic utilities for our newfound machine ever since its birth. Millions swooned over his SC_Assembler program and now he's ready to win even more friends and influence even more people with a new program called SC_Filer. This is a database package for the Coupe which can hold a not inconsiderable 128K of compressed data on standard 256K SAMS and a pulsating 384K on machines endowed with a beefy 512K. Both versions come on one disk and there's a variety of options for displaying records with windows and different character sets and colours. Rather craftily it's compatible with rival packages and sounds like it might well better them in a few departments. It should be available this month, the price stands at £10 and Steve's Software lives at 7 Narrow Close, Histon, Cambridge CB4 4XX. Steve also has an updated SC_Assembler for 512K and 256K Coupes with a well written, more comprehensive manual and a bonus Spectrum emulator called SC Specione thrown in. If all that wasn't enough, his bid for world domination is completed with SAM Coupe dust covers which he's seiling for £5.50.

Proof, if any were needed, that the aforementioned Steve Nutting has a brain the size of a small planet is provided by the following tip he supplied me with. It greatly speeds up disk copying which is something we'd all drink to I'm sure.

*First you will need to find, on the disk you need to copy, the last track the programs use then POKE 493764.62.track+1,201: FORMAT *d1:* TO "d2:

The disk will now format tracks from 0 to the last track you poked in and copy the tracks. For example

Tracks For example to the series of the s

copy SC_ASSEMBLER It took 33 secs and 48 secs for 512K. Also if you POKE from 498530 to 498538 with 0 you cancell the "Are You Sure Y/N" prompt."

That was absolutely, Samtastic Steve. Thanks very much.

Enceladus is the rather strange name of a new disk mag for the SAM (and if my memory serves correctly, an evil alien race

of glant slugs from an episode of Lost In Space, but don't quote me on that). The first issue should be out by now and includes an impressive list of contents including a Mandlebrot generator, disk utility. character set designer, various araphics progs and articles on

Crap TV from the 1960s aboy! space series

programming amongst other stuff. Price of admission is a cheque for £4.99 to Graham Burtehshaw at 6 Rawlins Ave, Weston-Super-Mare, Avon BS22 OFN. The same chap has also got some ware of the firmer variety on offer for the Coupé including a Load/Save switch, joystick splitter, lightpen and headphone amplifier. The usual sae will get you more details.

Just got time for a quick plug for one of the longest running SAM user groups, our old friend Turbo. They publish a mag and newsletter and have some excellent disks of public domain software. The sample of PD they sent me was professionally presented, easy to use and had a good variety of programs. Subcription rates are £10 for a year which gets you 6 issues of

Turbo, six newsletters and a PD disk. You can also buy a single copy for a quid and an sae bags you more info, subs form and a list of PD disks. Write to 8 Healey, Lakeside, Tamworth, Staffs B77 2RF.



YOUR SINCLAIR March 1991 45

incredible price of 29.99 (plus p&p).

VoiceBox(es) at the rather





s it something I said? I've suddenly noticed that my mailbag isn't bulging quite so much lately. Perhaps it's just old age. Perhaps every YS reader has now solved every Speccie adventure under the sun and taken up another hobby, like synchronised knitting.

Things are so desperate I'm going to have to use a letter from **Steve Lodey** of Felixstowe. Has it really come to this? Oh well, Steve offers some advice on *Legacy For Alaric*, explaining how to get the impression of the key that you need. Exact phrasing is

needed, and what you must do (and this is going to be forwards, so look away if you don't want to know) is EXAMINE DWARF (you see a key), EXAMINE TABLE (and see a candle), EXAMINE CANDLE (see the wax), GET WAX; PRESS KEY

Look, you lot out there, can you just ease up on the activity a bit? No, not that activity – I mean things like writing adventures, producing fanzines and all that kind of stuff. You're too industrious, and full of beans (just don't point them in my direction).

たくして

The latest budding

entrepreneur is Jon Whittle, 1 Benbow Close, Lytham St Annes, Lancs FY8 2TB. Jon's wheeze is to produce a Spectrum adventure fanzine, and he hopes to have the first issue out by the time this snippet appears. It might even have a free adventure on the front. Cool The exact details of the mag are being finalised, but Jon's aiming at about 40 pages, produced using PCG's DTP programs, and it'll sell for about 50-75p plus postage. He's writing a section on PAWS adventurewriting all by himself, the clever clogs, but wants to hear from anyone else interested in contributing and is also looking for review copies of games. If you want to subscribe just send him an sae and he'll let you know the state of play ... and he may even have a title for his brainchild by now. That's often the hardest part!

SO YOUR SINCLAIR March 1991

INTO WAX. Steve says it's easy really, but he was having a mental block on it and getting nowhere. I know the feeling. You find yourself typing in commands that you've already tried and failed with, instead of trying a different tack.

Steve recommends The Bounty Hunter to anyone who enjoys making maps, as so far he's covered 14 A4 sheets on both sides. He also says a public 'thank you' to Mark Walker and DA Ryals for help they've given him in the past. and an equally big 'hello' to Emma Crutchley, who's not written to him for ages and he can't write to her 'cos he's lost her address. Aww! Just in case Emma's lost Steve's, it's 54 Wentworth Drive, Felixstowe, Suffolk IP11 9LB.

Talking of mapping, I discovered something interesting lately. Well, mildly interesting. I was talking to my dad and he said that when he was a little lad growing up in the 1930s he used to love making maps. He started off with a map of their street, and then he'd go off exploring in a different direction each day so that he could add more streets to his ever-growing map, which he did on the back of an old roll of wallpaper. Is it any wonder both me and my brother love playing adventures?

Now you know that here is takes! But a few months back I referred to a new magazine called The Fantasy Zone as a tape fanzine. Can't think what came over me, unless I wrote it late at night after half a bottle of liquid nourishment and an exhausting trollbashing session. The Fantasy Zone is in fact an A5-size paper-type publication, and I know 'cos l've got a copy in front of me right now. Actually, I've got a computer keyboard in front of me, the mag's slightly to the left but I'll stop typing and pick it up and tell you about it ...

...what, you can't hear me? Rats, I'll have to put it down and caress the keys again. The second issue's only 16 pages but it's got a chunky adventure section including bits about Quill and PAWS, plus a review of The Best Of The Indies tape - a rave review, of course! Editor Philip Bird tells me that as well as looking for new readers, he's also looking for new writers, to share the workload with him, and for software to review. The price of future issues will be 75p including postage, but they're going to be much bigger than 16 pages. Check it out, chumlets.

James Waddington lives at 11 Finsbury Drive, Wrose Bradford, West Yorkshire BD2 1QA, and offers his humble services as a 'kind soul'. He says he's had loads of help himself in the past from other kind-hearted readers, so now wants to return the favour. Because of the help he's received, he's now solved seven adventures in the last five months, and they are ... Project X, The Micro Man, The 'O Zone, Demon From The Darkside, The Golden Mask, Red Door, The Hobbit, Planet of Death. Send him a stamp plus 10p per solution for any of the above. Being an enterprising sort of a chappie he's also put all the solutions together into a booklet called The Waddington Seven, available for 50p, and another booklet called The Compass Four contains the solutions to the

first four titles on his list for 35p, again plus a stamp. Full marks for initiative, James. Jonathan Coates wrote to me from Belfast and asked

about *Circus*, which was included on a "Ten Great Games' compilation he got three or four years ago. "It's the most annoying and frustrating game ever," he declares. Now if only he'd sent me an sae I could have sent him a help sheet to the game, which was one of the first help sheets I ever prepared for one of the first adventures I ever



Den I know I keep writing new items about Enigma, the I know I keep writing news Speccy mag on tape/disk, but then they keep doing newsworthy things. Having cranked themselves up into monthly production, their latest move is definitely one of their best, as they've gone all glossy and colourful. Copies of Enigma now come complete with a full colour cassette cover, with playing instructions, index, spanky screenshots ... the works! The colour quality is excellent, every bit as good as you'd expect from a game from the likes of Ocean, US Gold etc. It'll definitely smarten up the shelves and make it easier to find the particular progs you want. The sample they sent me was from the August-September issue of last year, which had part two of Zenobi's Jekyll And Hyde given away free (48K/128), and that's a bargain. All future issues of Enigma will have the cassette cover, so send an sae to Enigma, 15 Westfield Road, Inverurie, Aberdeenshire AB51 9YR and they'll tell you the latest prices, subs rates etc.

SVO

solved. However, he didn't so I couldn't.

What Jonathan needs to know is what to do with the starting handle and how to open the car door. You needn't worry about the latter, as when you start you only need to open the car boot with the keys, take what you find and then head straight for the circus. You can get into the car almost at the very end of the game by using the GO CAR command. As for the starting handle, you use it to start something you find in the circus, but that's much further into the game than you seem to have got just yet.

Paul Talbot of Newport is still struggling with *Heroes Of Karn*, which graced our cover tape many moons ago. "How do you find Khadim, because I need him to kill the pirate!" Indeed you do, and to find him you must oil the hinges on the chest to enable you to open it... and out pops Khadim.

Paul also wants help on a game called *Seven Parchments*, which isn't a title I recognise so if anyone has managed to solve this one maybe they could bung Paul a solution or help sheet at 2 Littlehales Road, Chetwynd Aston, Newport, Shropshire TF10 9AJ. He'd be ever so grateful.

James Rogers is desperate. Blimey, not another one. James says he's unbelievably stuck in Bard's Tale and will send 50p to the first person who sends him a map of Kylearans with everything marked on it, like the silver shapes for example. What an offer. On your marks, get set go! Oops, you need the address first - it's Midway, Norris Green, Callington, Cornwall PL17 8DF. James also wants to know why I don't print my address in the mag. What, my own address? No fear. Or do you just mean the magazine's address? In which case you can find it almost everywhere you look, but as you're obviously a dumbo and going blind as well, it's Your Sinclair (in case you hadn't noticed), Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW. Honestly, some people need spoon-feeding. Oh well, it's used up a bit more space and brought me nicely to the end of the column. What a boring lot of letters this month. Come on, send me something interesting to read, you wallies.

A word of warning, or possibly two or three. I've had a few complaints lately from people who have ordered adventures from 8th Day Software and not received them. One reader received this software damaged, returned it for replacement, and never heard from 8th Day again, despite four follow-up letters including a recorded delivery.

Well, after sending two letters off myself to this erstwhile excellent service I've only just got a reply -Mike says he's sorted out the problems referred to and apologises for any trouble caused. It was partly due to the fact that he recently moved, and his new address is 30 Clifford Street. Birkenhead, Wirral, Merseyside L41 OBH. He says he won't be writing any more Speccy adventures, though he's working on something for the 16-bit market.



9 YOUR SINCLAIR March 1991

THE BOOK OF THE DEAD KILLED OFF AT LAST! Vota goes into the Apothecary's she

A noldie but goldie that I still get asked questions on is Book Of The Dead, that devious early endeavour written by the Essential Myth. That's the team that went on to bring us the joys of Jekyll And Hyde, not to mention the Gacpac, before splitting up. (Thinks: when will some enterprising person re-release the Gacpac and Book Of The Dead?)

Anyroad-up, instead of just printing any old solution to the game, I thought I'd kill two birds with one stone and get in a plug for John Barnsley's Speccy solution service. For those who've also got 16bit machines, John provides several 3" disks just packed with solutions to Spectrum adventures. You can load these on any ST, Amiga or PC. which means you don't have to stop playing the adventure on your Speccy, you can look at the solution simultaneously on your 'spare' computer. The disks cost a couple of quid each, so for details send an sae to JR Barnsley, 32 Merrivale Rd, Rising Brook, Stafford ST17 9EB.

As a taster, here's John's personal solution to Book Of The Dead...

0

WARNING: Reading a JRB solution can seriously damage your adventure playing, so don't read on unless you want to know!!!

BOOK OF THE DEAD - PART 1 You start this game inside an egg, so...

SMASH EGG (now in the outside world and you have a limited amount of time/moves before your soul is damned), GET KNIFE, S (sheep grazing here), SHEAR SHEEP (you now have a fleece), DROP KNIFE, S, S (to oasis), WASH FLEECE (now it's too heavy to lift!), E (boulder location), N (weights and tree trunk here), LIFT WEIGHTS (now you're a lot stronger!), S, GET BOULDER (the oasis empties and water rushes away ... you hear a cry from below!), S (manganol/ catapault here, also a rope hanging down), PUT BOULDER IN MANGONEL, FIRE (the boulder hits the bird!), N (back to the oasis, where you see a dead Ibis with an ankh in its

beak plus the wet fleece and a trolley – a 'TES-KHO' one!!), GET IBIS. N, W (in the Temple, there's a picture of the sun

5 2 YOUR SINCLAIR March 1991



here), PRAY (God takes the ankh and the sun shines), E, S (back to the oasis). GET FLEECE (which is now dry), S. THROW FLEECE (over the cliff), THROW IBIS, D (if carrying anything the rope will break and you die!), (you are now at the bottom of a rock-strewn desert). GET FLEECE, PLUCK IBIS (you now have a quill), E you meet a wet hermit), DRY HERMIT (with the fleece ... he then gives you a scroll), READ SCROLL (gnome appears, saying "Command me"), CURE ME (you are now 'cured' of the time limit and the scroll disappears with the gnome), W, U (rope snaps), GET ROPE, E, E (by Nile river), EXAMINE NILE (to find some stilts), GET STILTS, WEAR STILTS, E (the fleece is pulled away by the river!), E (stilts become stuck in the mud), N, E, N, W, GET PAPYRAS, E, S, W, N (by gates to town), WAIT (until a woman adventuress arrives and mutters something to the gatekeeper), N (you are asked for the watchword), SOMETHING (you are let into the town ... Bad, Mad and Sad are here), E (to the Embalmer's shop

DROP QUILL, DROP PAPYRAS, W, N, W, E (to the rubbish dump... there are lots of items here, but only take ONE at a time), GET BOWL, W (hear footsteps of thugs!), W (by quay and boat), FILL BOWL (with water), E, S (hear footsteps), S (Bad, Mad and Sad are still here), DROP BOWL, N, W, E (back to the rubbish dump), GET FLUTE, W (hear footsteps), W (to quay), E, S, GET BOWL, S (to outside town gate). S, E, E (to the desert where you

S, E, E (to the desert where you encounter a hissing cobra!), PLAY FLUTE (the cobra gets bored and falls asleep!), W, W, N, N (repeat 'watchword'), SOMETHING, N, W, E (back to the rubbish dump), GET MEAT (phew!), W (hear footsteps), W (quay), E, S, S, S (outside gate), S, E, E (by sleeping cobra), E (to an obelisk... here are some symbols: pyramid, anchor, rectangle, door, obelisk, X... this decodes to read 'PARADOX').

E, FEED CROCODILES (with the meat), E, E (to an island in the middle of the oasis, where there is a lit brazier), POUR WATER (from the bowl, this douses the fire and leaves some charcoal), GET CHARCOAL, W, FILL BOWL (with water again), W, W, W, W, W, N, N (to the town gate, where you are asked for the watchword again), SOMETHING, N, D (there is a beggar here holding out a bowl with a coin in it... be nasty!), GET COIN (rotten, innit?!), U (hear footsteps), S, E (to the embalmer's shop).

WAIT, WAIT, WAIT, N (the graffiti on the wall reads about gum, water and charcoal), N (in the Tavern... an adventuress is here, looking a bit sad), BUY DRINK (you now have a pint of beer and you hear footsteps), IN (now hiding in a secret alcove, just an old skeleton here), WAIT, OUT, GIVE DRINK (the woman accepts and is now following you), S, W, S (the

is the 999th person to go in, so...), W (into the shop and you are thus the 1000th person to enter and you are told that everything is free!), GET OPIUM, GET GUM, MIX GUM (you've made ink with gum, charcoal and water!), E, E (to the Embalmer's shop again), GET QUILL, GET PAPYRAS, WRITE IOU NOTE (on papyras with quill and ink), BUY SYRINGE (the shopkeeper takes your note and toddles off, now you can go upstairs), U (to an apartment, where there are 3 jars. The pictures are of a sailor's, priest's and scribe's brains), EAT SAILORS, EAT SCRIBES, EAT PRIESTS (when you eat the priest's brain you get the message "words form in mind", "embalm body and extract brain")

6

A

6

2

4

D (you hear snoring but don't worry about him yet), DROP QUILL, DROP OPIUM, W, N, W, E (to the rubbish dump again), GET NEEDLE, W (hear footsteps), W (to the Quay), E. S. S. (Bad, Mad and Sad are STILL here!), GIVE NEEDLE TO MAD (he gives you a luminous stone), N. W. W (back to the quay), BOARD BOAT, SET SAIL (as you have eaten the sailor's brain you sail expertly to a sandy cove). LEAVE BOAT, W (the door slams shut behind you and the luminous stone lights up the chamber, an exit lies upwards and Shabti's head is here. GET HEAD, U, U (you are now near the Temple at the beginning of the game), E (to a tree trunk), TIE ROPE (to tree trunk), D (the rope bears your weight and you are back at the sandy cove, the boat is still here), SET SAIL (back to the quay), FILL BOWL (with water yet again!), S (to a warehouse, where you find some bins full of flour), GET FLOUR (you now have some glue), N, E (the thugs, whose footsteps you heard earlier in the game, lie comatose in their own vomit !! ... if you get caught by these men then you might as well start again as you will not have enough strength to lift Shabti's head and body), E (back to the rubbish dump for the final time), GET BODY (of Shabti you now have head, body and glue, so...). MEND SHABTI (Shabti is now

MEND SHABTI (Shabti is now intact!), GET URN, W, S, S (back to Bad, Mad and Sad), GIVE URN TO SAD (this was his Auntie, so he becomes Glad!), GIVE SHABTI TO GLAD (he gives you a blindfold), GIVE BOWL TO MAD (he gives you some beads... don't trade a 3rd time or the game will crush!!!), E (final

visit to the embalmer's shop), GET OPIUM,



6

ł

33

感し

WE WILL DESPATCH YOUR ORDER QUICKLY & EFFICIENTLY TO ENABLE YOU TO START RECEIVING THE BENEFITS OF YOUR PURCHASE WITHIN DAYS, NOT WEEKS ORDERS NORMALLY DESPATCHED WITHIN 48 Hrs. ALL CHEQUES POSTAL ORDERS MADE PAYABLE TO ...

DATEL ELECTROPICS LTD.,

VISI

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND TECHNICAL/CUSTOMER SERVICE 0782 744324



PACKAGE INCLUDES... STAR LC200 COLOUR PRINTER RRP £299.00 CENTRONICS PRINTER INTERFACE RRP £19.99 DATEL COLOUR PRINTER DRIVER SOFTWARE RRP £19.99 NORMALLY £337.98

COMPLETE PACKAGE NOW ONLY £239.00

COLOUR PRINTER DRIVER AVAILABLE SEPARATELY ONLY £19.99

If you already have an LC10 or LC 200 Colour Printer we can supply the Driver separately.
 Works with LC10, DkTronics Interface, RamPrint or +2A or +3 Printer Port.



HOW TO GET YOUR ORDER FAST ...

TELEPHONE (24 Hrs) - 0782 744707 - CREDIT CARD ORDERS

WE WILL DESPATCH YOUR ORDER QUICKLY & EFFICIENTLY TO ENABLE YOU TO START RECEIVING THE BENEFITS OF YOUR PURCHASE WITHIN DAYS, NOT WEEKS. ORDERS NORMALLY DESPATCHED WITHIN 48 Hrs. ALL PRICES INCLUDE V.A.T. UK ORDERS POST FREE/EUROPE ADD \$1.0VERSEAS ADD \$2. PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS AND SUBJECT TO CHANGE WITHOUT NOTICE. CALLERS WELCOME - Please reserve goods by telephone prior to visit. ALL CHEQUES POSTAL ORDERS MADE PAYABLE TO...

DATEL ELECTROPICS LTD.,

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND TELEPHONE SALES ONLY 0782 744707 FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324

SPEC GENI MSE 2



 It's a full sound sampling system allowing any sound to be recorded digitally into the computer RAM. Once stored, the sound can be replayed at different pitches with many varying effects.

 It's an echo chamber & digital delay line. Create some very interesting effects.

It's a two voice music/sound synth.
The Music Machine can also be used as a drum machine - eight drum sounds are already provided for you, but you can easily produce more of your own.

• The extremely powerful software allows you to compose tunes from individual bars of music. You can edit your creations on screen & Save/Load sounds, instruments & rhythms.

· Fully MIDI compatible. The Ram Music Machine supports full MIDI In,

MIDI Out & MIDI Thru.

- Output through your Hi-Fi or Headphones. Comes complete with microphone.
- Use a full size MIDI keyboard to play the Music Machine.

 Sounds produced by the Music Machine can be mixed with a MIDI synthesiser's own sounds.

On screen Sound Editor can produce MIDI data from your own compositions.

Various sampled sounds are provided in order to get you going.
 No other product can offer so much in one unit - it's the TOTAL.

SOLUTION!!

SPECDRUM



Now you can turn your Spectrum into a real Digital Drum Machine.

 SpecDrum from Cheetah Marketing is a superb plug in device that produces "real" drum sounds via it's unique digital system.

On screen menu driven drum kit makes

composing drum sounds easy for anyone to do!
 Just plug the output into your Hi-Fi, cassette player, etc. and thats it - your Spectrum is a drum kut!

 Comes complete with DrumKit Sound plus extra DrumKit and Kit Editor Program (worth £9.99) absolutely FREE!!

ONLY £14.99

THE RAM MUSIC IS PROBABLY THE MOST EXCITING MUSIC ADD-ON AVAILABLE FOR ANY COMPUTER!!

ONLY £49.99 FOR THE BEST MUSIC ADD-ON AVAILABLE FOR THE SPECTRUM



PARALLEL/CENTRONICS PRINTER INTERFACE

 Now you can connect most full size parallel printers to your Spectrum.

 Fully re-locatable controlling software (cassette).

 Supplied with Interface with most software using the printer channel e.g. Tasword. Devpac. etc.

 LList, LLprint supported & HiRes screen dump (Epson).

Comes complete with printer cable - no more to buy!





Cont from p 52 GET QUILL, CALL (the shopkeeper returns and gives you a syringe), W, S, S, E, E (that cobra is still sleeping ... must have been on the hiss all night!), E,

N (by pyramid), U (you see a shaft but it's too small for you to enter), DROP QUILL, DROP OPIUM, DROP SYRINGE (they all fall down the shaft). D (to back outside the pyramid), WEAR BLINDFOLD, IN It'll be too dark to see, but you've now completed Part One ('SAVE' and enter in Part Two).

BOOK OF THE DEAD – PART 2

ło

9

5

(Ŧ

Load Part 2 then load <SAVE>'d game from Part 1 with RESTORE. You will be told once loaded to use '@ #' to get into Part 2 from now on, so.

(You start with a blindfold on, a hollow pipe, which was the flute in Part 1, and some beads), REMOVE BLINDFOLD (this is only on you when you load <SAVE>'d game from Part 1), (you are in a dry inhuman entrance hall with exits N, S, E, W, U and D... if you type 'D' 50 times, you end up upside-down in New Zealand!... of course you have to type 'U' 50 times to get back again!!), E (the adventuress is here), TALK TO WOMAN (she asks where the treasure is), SAY "IN TREASURE ROOM" (she goes off looking for it), W, N (you hear screams of laughter from behind a locked door to the North, but you cannot open it), E, E (guards jump down from a trapdoor and chase you!).

WAIT (you are captured and dragged off to the torture chamber where the chief priest asks what you fear most), SAY "RACK" (you are stretched, the guards are pleased with their work and go away, but you are still bound and gagged), LOOK (the adventuress bursts in, looks around, releases you then carries on searching for treasure ... you are taller now but otherwise okay. You see a chest), GET CHEST (in the chest are some go PUT PIPE IN CHEST, PUT BEADS IN CHEST, DROP CHEST (the woman cries "Jackpot!!" and grabs the chest), S (back at locked door), E, E (here we go again with the guards!), N (near a large statue, with the guards still chasing you!), IN (the guards stop chasing you), U, U (door to the West... this leads to the knee-cap but you will be captured by the guards again), U (the shaft continues up above ... as you have been 'racked' you can now get through this), U (leaping up, you just reach into the shaft and are now in the upper body), U (emerge onto the statue's chest, the mouth above is shut), W (on right shoulder, ear above head) – PULL EAR (you hear creaks and turns as large levers move)

E (the mouth is now open), U (into the mouth), U (in head, sphere here

with Morrisey inside it, he is a bored adventure writer!), PUSH SPHERE 010 (it rolls out of the mouth and smashes on the Reserver ground below), D, D, D, D, D, D, D (at foot of statue), OUT (back at North end of room, see frogs jumping around ... these must have been the guards, some powdered glass which was the sphere, and Morrisey, dazed... he looks around and says "This is no good", then goes off

changing things!). S, W, W, S (back at the start), W (chasm here, if carrying anything you would fall and die when crossing the chasm, that's why you put the stuff in the chest... don't worry, you'll find it later, we hope!), JUMP/UP (now at west end of chasm), W (Beautiful Passage ... if you came here before it would have been the 'Unfinished' Passage but Morrisey changed it. The woman here says "this is better" then strides off), W (in the ante room, this is where a maze of rooms starts, but another way is to type "KERSPLAT", with speech marks. This will land you at the end of the maze, but to find this word out you have to find a tome, or book, which is at the other end of the maze!), E, E, S, E, S, E, E, E, S, W, N, UP, S, N, E, N, W, S (now in an ornate room, the chest is here ... the woman brought it with her!).

EXAMINE CHEST (only beads and pipe in there), GET PIPE, GET BEADS, S (there is a well here with a bucket), IN BUCKET (you plummet downwards, now at the bottom of the well,

the tome is here), GET TOME (if you examine the tome you are told to give a page number), PAGE 1 (it says only 6 pages written on, they are 3, 7 13, 666, 999 and, of course, 1"), PAGE 3 (reads about 'Kersplat' spell,' a lot of use now, innit?!), PAGE 7 (gravity inverting spell, so up you go to the top of the well again!), PAGE 13 (beast control spell, lodges in mind), N (back to the ornate room), E (sign saying 'Lemming crossing ahead'), E (see 1000's of lemmings, you can't get through to the East, so ...), PAGE 666 (this page is covered in purple runes, you've invoked a mighty beast who then starts to gobble the lemmings up, making a way through ... DO NOT read this page before Page 13 or you'll be got at by the beast!!), E (by a toll bridge), E (troll comes out demanding a toll but you haven't any money, so ...), W, 0,0 W. W (as beast spell won't work a second time), N (loopy tunnel, this bit is really boring as it has to be done four times round), D (the woman is here again doesn't she ever give up?!).

S: D, N (coconut shy here, the Mutant says "Go on, knock a coconut down", so...), BLOW BEAD (with pipe and bead you knock off the coconut. the Mutant gives you a pewter shilling, but you can only do this one at a time, very boring!). S, UP, N, UP, S (ornate room), E, E, E, GIVE SHILLING (told not enough, so back to the coconut shy), W, W, W, N, D, S, D, N, BLOW BEADS (Mutant says "You've been here before", but gives you a groat), S, UP, N, UP, S (ornate room), E, E, E, GIVE GROAT (told you need 6 of them), W, W, W, N, D, S, D; N, BLOW BEAD (Mutant says "Not you again", but gives you 6 groats, S, UP, N, UP, S, (ornate room), E, E, E, GIVE GROATS (told that you now

need 7 groats!), W, W, W N. D. S. D. N. BLOW BEAD (Mutant weeps and says "I've got a wife and kids to support", but gives you a portable warp dimension,

containing infinite groats), S, UP, N, UP, S (ornate room), E, E, E, GIVE WARP (that's stumped the troll!... you are now on the bridge with hills far below)

01

E, N (now around a set of 4 rooms, don't go South or you will get a 'room error' message and the game crashes!... also in other rooms only use exits described in the text or this will also crash! Don't 'SHOUT' either!!), GET SPADE, N (rubber band here), GET BAND, W (an ogre here building a machine but some parts are missing... there is also a pulley system), GET PULLEY (too heavy), DROP TOME, GET PULLEY, S (lever), GET LEVER, N (back to the ogre... the pieces must be given in the right order or the machine will go haywire, when you give each part, a letter/letters are added to the machine if examined: rubber band = CA; lever = TOR; pulley = EX; spade = VA 'EXCAVATOR'I), GIVE PULLEY GIVE BAND, GIVE SPADE, GIVE LEVER (the ogre builds the bits into a machine and makes an excavator now for the wall!), USE EXCAVATOR (it hums into life, the spade attachment revolves and digs through the escape proof wall).

LOOK (you now see a hole to the West), W (as you escape to the real world, Morrisey turns up saying 'Come back to my lovely adventure" You are now in a black granite chamber. Here's all the stuff you put down the shaft in Part 1 - you remember, don't you?!!), W (to an annexe, there's a mummy here). UNWRAP MUMMY (you now have some linen), E, N (in a mammoth high ante-chamber, there's an August-egg and an unlive being here), LIVE UNLIVE (the unlive being is reanimated and won't trouble you anymore), BREAK EGG (the seal breaks, doors open and you are

ushered through to the burial chamber, where there is a sarcophagus), EXAMINE SARCOPHAGUS (you see an amphisbaene, 2-headed serpent), (remember the symbols on the obelisk in Part 1?!), PARADOX, (the serpent turns on itself and begins to eat - soon it's all gone!), IN (now in the sarcophagus, the lid closes on you), WEAR LINEN, EAT OPIUM (your cares go away for a while), EXTRACT BRAIN (with the syringe).

As you prepare to end it all, the coffin lid opens above you and you see the woman peering in ... "Goodbye", she says as her image fades. There is a brief moment of pain, then all is gone. You've ascended 62 Ma'at levels... But wait! What's this?.

Beings welcome you, cheering the afterlife. YES! You have redeemed yourself! Live in Ma'at for ever more among the Gods, you deserved it. THE END

e parts



ikes, here it is, deadline time, and what do I find when I open my Coupon Corner file? Not a ausage! What can I do? My faithful readers will be expecting me to come up with yet another ace offer, and I ain't got one I can offer 'em. There's only one thing for it (I hate to do this but I'm desperate), I'll have to put a coupon in for my own book again. Oh no!

Solo and

2

0

But I've already offered it at £3.95, a whole pound off the cover price, for YS-type peoples only, so I can't just repeat it, can I? What I'll have to do is trim my excessive profit margins (ahem) even more, and offer it at the unbeatable, once-only, genuinely desperation price of £3.50, including postage inside the UK. As the book normally sells at £4.95 plus a whopping 5p postage charge, that's a saving of ... erm. switches on calculator... £1.50!

Modesty forbids me from telling you that this is the best book ever written called Adventures On The Spectrum (first in a field of one), with 128 scintillating paperbacked pages, so I'll tell you what other people have said about it: "Go out and get one this instant!" (New Computer Express), "I hope there'll be a book two!" (Micronet), A must for all adventurers, not just those with a Spectrum' Adventure Probe magazine). Clip dem coupons now, folks.

TO: Mike Gerrard, PO Box 7,
Ramsey, Huntingdon, Cambs PE17 2UZ.
FROM:
Name
Address
I enclose my cheque/postal order for £ made out to 'Mike
Gerrard' for copy/copies of that wondrous tome, ADVENTURES ON THE
SPECTRUM, at the unrepeatable price of only £3.50
per copy (or £4.50 if you're
outside the UK, to cover extra postal charges). Rush it to me at
once, prithee, and we'll say no more about why I didn't buy it

sooner at full price.

YOUR SINCLAIR March 1991 57



SPECIALS	CASSETTE	SPE	A REAL PROPERTY AND A REAL	TOP 30 HITS		+3 DISC		
	SRP	Shadow Warrior	ASS DISC	Golden Axe	CASS DISC 8.99 11.9	Bards Tale I		
ostbusters II	Fortunes	Sim City 8 Midnight Resistance 7	99 12.99 50 11.99	Iron Lord Teenage Mutant Turtles	.11.99 18.99	Brian Clough's Football		
ne & Magik	3.99 4.99 n3.99	Carpend Prix Carcuit	50	Lotus Turbo Challenge		Designed		
ckfords Riot + Boulde	n 3.99 rdash 2.99 3.99	Rick Dangerous 2	.99	Pang Chase HQ 2	8.99	Pacmania		
sker	3.99	Shadow of the Beast	99 12.99	Dragon Breed		Butcher Hill		
17 Thunderbolt	2.99 4.99 3.99	Diotting 81	99	Skate Wars	8.99 11.9	and the second sec		
e Cycles	4.99	Puzznic 8:	99	Total Recall Atomic Robokid		Arctic Fox		
B.	3.99	Satan	.99	Days of Thunder	8.99	Double Dragon		
Ceti	2.99	Strider 2	99	E-Swat Stun Runner		Shinobi		
nmerfist	3.99 4.99 3.99 3.99 4.99 4.99 4.99 6.99 2.99 4.99 4.99 2.99 4.99 3.99 3.99 3.99	SPECTRUM CL				Soldier of Fortune		
hter Bomber		Adirtas Football	8.99 N/A	ATTRACT		By Fair Means or Foul ((Boxing)	
redible Shrinking Sph	ere2.99	Adidas Football Airborne Ranger Back to the Future 2	7.50 11.99	ATTHAST		Captain Blood		
and Heads	2 99	Batman The Movie		Greg Norman's Golf	9.99 12.9	A Rick Dangerous		
ckdown	3.99	Blockbusters	7.99	Iron Lord Beach Volley	7.50	9 Question Of Sport		
Aotion er the War	3.99 3.99 3.99 3.99 2.99 2.90		14.99 22.99	Player Manager Sly Spy Night Hunter Judge Dredd Badlands	7.50	9 3D Pool 9 PHM Pegasus		
bin pet Ranegade	3.99	Carrier Command Castle Master Championship Golf	.7.99 11.99	Judge Dredd	7.99 11.9	9 Escape Planet Robot M	tonsters	
omdark's Revenge	2.99	Chase HO	7.99	Csunboat		M Skate or Die		
ype.	2.99 2.99 2.99 2.99 2.99	Chuck Yeaper's (A.F.T.)	7.50 11.99	F16 Combat Pilot		8		
- Astro Marina Cor	TS	Colossus Bridge Colossus Chess 4	.7.99 11.99	Switchblade		9 ONE V F11 99	TAITO COIN OI ONLY E9.99	
Pool	3.99	Continental Circus Cricket Master	N/A	Summer Pane	9.00 11.0		Rastan, Flying Sh Bubble Bobble	
CECCO	COIN OP HITS ONLY £10.99	Deluxe Scrabble	8.99 12.99	Line of Fire North & South Crete 1941	9.99 12.9 9.99 N	9 Karnov Combet A School, Target	Arkanoid, Starfig Arkanoid II, Reneg	
CASS £8.99	DISC £14.99	Double Dragon 2. Dragon Ninja	7.50	Extreme		9 Renegade, Falcon	Legend of Kap	
DISC £12.99	Outrun, Thunderblade, Road Blasters,	Emlyn Hughes Soccer F-15 Strike Eagle	7.50N./A	Nightshift U.N. Squadron		A SUPREME CHALLENGE		
Exolon,	Spy Hunter, Bionic Commando	Football Director Football Director II (128k) Football Manager II + Exp Kit	.7.50 N./A 12.99 12.99	Last Ninjä 3 Navy Seals	9.99N 8.99	A ONLY £4.99 09 DISC £10.99	ONLY £4.99 DISC £10.99	
Cybernoid,	LEADERBOARD	Football Manager II + Exp Kit Gunship	7.99 N/A 7.50 11.99	Cricket Captain Hard Drivin 2 Z-Out	7.99 N	A Eine, Ace, Sentinel, Starglider, Tetris	Football Manager, Beardsleys Soco	
Cybernoid II, Stormlord	PAR 3 CASS £11.99	Harpes of the Lance	7.90. 11.90	Z-Out	8.99 11.5	19	World Champion Handball Marado	
	DISC £13.99	International 3D Tennis	7.99 11.99	Shadow Dancer	8.99	9 COMPILATION	Soccer Suprem	
TOLKIENS	Leaderboard, Leaderboard	Micro Soccer Monty Pythons Flying Circus		Chips Challenge		ONLYE7.99 DISC11.99 Trackaut Manager	CASS ONLY C11	
TRILOGY CASS £8.99	Tournament, World Chess Leaderboard	New Zealand Story		NOTE: Not all titles liste Attractions are released at to	ed in Forthcomin	to Gary Linekars,	Hard Drivin, Tool	
DISC £11.99		Ninja Warriors. Operation Thunderbolt		These will be sent on day of	roloaso	Kick Off	Dragon Spirt A.P.B.	
The Hobbit,	GAME, SET & MATCH 2		7.99 11.99	WAR GAI	MERS	THE BIZ	Xybota	
Lord of the Rings, hadows of Mordor	CASS £9.99 Matchday II, Ian	Pro Tennis Tour		Ancient Battles			MEGA MIX ONLY £11.99	
	Botham's Test Match, Basket Master, Super	Robocop		Amhem Austerlitz		A R-Type,	Barbarian II, Dra Ninja, Operatio	
CONAMI ARCADE COLLECTION	Hang On, Track 'n' Field, Superbowl,		7.50 11.99	Battle of the Bulge Biltzkrieg	9.99 N/	A Crusader,	Wolf, The Rea Ghostbusters	
CASS £7.99 DISC £13.99	Winter Olympiad,	Stunt Car Racer	7.50 N/A 9.99 12.99	Desert Aats			Gripsboarers	
Mikie, Jackal,	Steve Davis Shooker, Nick Faldo's Open	Test Drive 2		Napoleon At War		A	IOT UITO	
emesis, Jailbreak, Ping Pong, Yie Ar	DYNAMITE		7.50 N/A 4.99 9.99	Overlord		AUDUNEDI		
Rung Fu 2, Hypersports,	ONLY £11.99 Cass only	Treble Champions	7.50 N/A 7.99 11.99	The General	and the second se	A ONLY	£6.99	
Shao Ling Road.	Afterburner, Last Ninja	Untouchables		Wellington At Waterloo	9.99 N/	A Ghoethusters F	A. Cup, Agen	
Green Beret. Yie Ar Kung Fu	II, WEC Le Maris, Double Dragon	War in Middle Earth Zomble	7.50	Yankee Zulu War		Kane, L.A. Swa	at, Ninja Maste	
20 HECA C	AMER DACK	LOOK!	MEGA OFFER LOOK!		Rasputin, Ollie & Lisa, Ricoch Zolyx, Way of Exploding Fis Dan Dare, Formula 1, Dark Sceptre, Brian Jacks Supers Challenge, Tau Ceti, I-Ball, Pa Patrol, Thrust, Harvey Headbanger, War Cars, Tarzi			
	AMES PACK	And the second se						
	r Rally, Aliens, Super		u can choose a free game from the list below (Cass. only) d, Guadal Canal, Ballbreaker, Explorer, ligh Frontier, Rex. Arc of Yesod, Ballblazer, hican, Frankenstein, Book of the Dead, le, Mr. Weems & the She Devils, Implosion, e, Big Sleaze, Tau Cetl, Loads of Midnight					
ang On, Real Ghostt	busters, Guadal Canal,							
	Galactic Games, GFL Wonderboy, High							
rontier, Inc. Shrinking	g Sphere, Supersprint,						Druid II, Ninja Hamster, Magnetron, Mystery of the Ni Frightmare, Mega Apocolyps	
	Park Patrol, Ace 2088, rer, Big Trouble in Little					Frightmare, Me		
China, Mermaid Ma	dness, Corporation, s, Spindizzy, Baseball,			lable @ £1.99 each.	A STREET	Traz, C	atch 23.	
	e, Enduro Racer.	Games subject	t to availabil	ity, items may be subst	ituted.			
ase charge m	y Access/Visa No	D:			Expiry Dat	e:		
	Citra (C	Customer Nu	mber:		Please mak	e cheque	
		VISA			;	& PO pai	able to	
Please supply me with the following for Computer			NAME:				Turbosoft	
AND REAL PROPERTY AND REAL PROPERTY.	*****	CONTRACTOR CERTIFICATION CONTRACTOR	ADDRE	SS:		Credit card on		
	Titles Price			ADDRESS:			ned only on	
							under £5 ad	
						75p P&P per item. add 75p P&P per		
							THE OTHE OTHER	
				Post Code	1	EEC countries a	dd £2.00 per	
				Post Code		EEC countries a item. Non EEC o		
			 TEL:	Post Code		item. Non EEC o £3.00 per item. E	countries add xpress airma	
					i	item. Non EEC o	countries add xpress airma Il items subje	



REFE

nce again I bow to the pleas of my readers, being an old softy, being an old softy, and this month include a list of useful adventure addresses for you to cut out, frame, file, lose, blu-tack to the wall or whatever (provided it's legal). I don't know why I have to do this, as I always print addresses in full whenever I review something, so you know something, so you know where to bung your bunce, but apparently sometimes you want an address and can't find it, so here they all

Adventure Coder, 3 West Lane, Baildon, Nr Shipley, W Yorks BD17 5HD

Adventure Probe, 67 Lloyd Street, Llandudno, Gwynedd

LL30 2YP Atlas Adventure Software, 67

Lloyd Street, Llandudno, Gwynedd LL30 2YP John Barnsley, 32 Merrivale Rd, Rising Brook, Stafford ST17 9EB

Compass Software, 111 Mill Road, Cobholm, Great Yarmouth NR31 0BB

FSF Adventures, 40 Harvey Gardens, London SE7 8AJ Gilsoft, 2 Park Crescent, Bar South Glamorgan CF6 8HD arny

Incentive, Zephyr One, Calleva Park, Aldermaston, Berks RG7 4QW

Level 9, PO Box 39, Weston super-Mare, Avon BS24 9UR Magnetic Scrolls, 1 Chapel Court, London SE1 1HH Official Secrets, PO Box 847, Harlow, Essex CM21 9PH River Software, 44 Hyde Place, Aylesham, Canterbury, Kent CT3 3AL

Spellbreaker, 19 Napier Place, South Parks, Glenrothes, Fife KY6 1DX

Tartan Software, 61 Baillie Norrie Crescent, Montrose, Angus DD10 9DT. Topologika, PO Box 39, Stilton,

Peterborough PE7 3RL Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs OL12 7NX

If there are any names you don't recognise, just send them an sae for a list of their stuff. You might get a pleasant surprise. And if I've missed any names, let me know and I'll

do an up-date sometime. OKAY, SO DON'T LOSE THIS LIST, YOU HEAR?

NCE SE

a bard

0

MOULDY OLDIE CORN

ne thing you can guarantee in my postbag every month is at least one letter from someone asking me where they can get hold of a particular adventure. It's a sad thing about adventures but many of the greatest Spectrum games are no longer available... I think of games like Terrors Of Trantoss, Urban Upstart, Twin Kingdom Valley, Galilee, The Secret Of St Brides, Colour Of Magic ... the list is almost endless.

Sometimes the companies have gone bust, but more often it's a case of them selling out their initial Spectrum stock and never publishing any more copies. Sometimes the companies just disappear... I mean, where IS **Richard Shepherd Software** these days, publisher of Inferno and Urban Upstart? (Games which, trivia fans, were written by Peter Cook of Tau Ceti fame.)

One way of trying to get 'old of golden oldies is through adventure magazines like Adventure Probe. They have a regular swops page, and often carry ads from people selling their old adventures as they upgrade to a newer machine. It's also worth writing a letter to their letters page if there's anything in particular you're looking out for. After all, a few hundred adventurers read a magazine like Probe every month, and the game you want may just be sitting on someone's shelf gathering dust somewhere. And adventurers are a generous lot ... no point in hanging onto a game they never play, if someone else could be getting some pleasure from it.

SO YOUR SINCLAIR March 1991



There are also one or two people who deal in second-hand adventures, either to swop or to sell, and in the pages of Probe you'll find ads for Paul Davis's Spectrum Adventure Swaps Club, so look out for that too.

Then there's Gordon Inglis, who buys and sells Speccy

adventures --- none refused, he says! Naturally he only deals in original games, and I thought I'd let you know the kind of titles he sells, and at what kind of price. I've been browsing through his latest list, but there's no way I could print them all as he's got loads for sale, almost a hundred at

a rough guess. By the way, there's no point in writing to him and offering to buy any of the ones I'll name, as by the time this appears he'll have sold them all and have a new list ready, so instead just send him an sae to get a copy of his latest catalogue.

In the one I'm looking at, for only 99p you could choose from no less than 33 titles including Kentilla, Karyssia, Rigel's Revenge, Book Of The Dead, Serf's Tale, Zzzz, Inspector Flukeit and Spiderman.

In the £1.50 bracket you'll find such droolworthy goodies as Agatha's Folly, Jade Stone, Heavy On The Magick, Knight's Quest, Colour Of Magic, Secret Of St Brides, Twin Kingdom Valley, Jekyll And Hyde and many twogame tapes from the likes of River and 8th Day Software.

If you're really wealthy and can afford to cough up £1.99 then you could buy games like Terrors Of Trantoss, Fantasia Diamond, Classic Adventure, Eureka (a five parter!), Twice Shy, Fourth Protocol, Adrian Mole, Erik The Viking, Hampstead, Sorderon's Shadow, Red Moon, Sherlock, Tir Na Nog, Dun Darach, Lords Of Time and Colossal Adventure. Lawdy, what a great list of games.

Finally, in the millionare bracket at £2.99 you could have Bard's Tale, War In Middle Earth, Knight Orc, Times Of Lore, Bored Of The Rings or Lord Of The Rings. Phew! So don't ever tell me you can't get hold of old adventures any more. Just send your sae for an up-to-date list to Gordon Inglis, 11 West Mayfield, Edinburgh EH9 1TF.

Ocean/£10.99 cass only



þ

B

「まちしろ

LOUD

James Whoo-ee! This was a bit of huge, stonking, blockbusting whopper of a movie last year, wasn't it,

Spec-chums? It starred that dangerous hunk of gristle we all know and love as Arnie Schwarzenegger – which meant it made up for in designer violence what it lost out on in plot!

And the game's exactly the same – only more so! (Hurrah!) For reasons best explained in the movie, 'Little' Arnie has to travel to Mars where he gets caught up in a battle for the planet's air supply. This means that he's got to dodge and kill loads of baddies and collect a few necessary items to help get him to the air supply generators and save all the 'Martians'. (Told you it wasn't much of a plot.)

Level 4, and our Amle's about to get seriously dented by these drilling machines. (Pedal to the metal, big boy!)

You've got to

find lots of bits! The game is split into five levels, of which 1, 2 and 5 are platform-and-ladders shoot-'em-up-cum-punch-'em-up jobbies, and 2 and 4 are sort of 'glue' sections which stick the

sections which stick the others together and take the form of car chase sequences. (What?

Exactly like Batman? How dare you! Well, I suppose a bit like Batman...)

The first shoot-'em-up level more or less sets the blueprint for the others. It's set in a sort of space-age interior city with loads of lifts, force-fields and odd little switches dotted around the place. Amie's job (he's called Doug Quaid in the movie, but we all know he's



Buildy children propholes, draw's many? (Works on Lowed 3 more).



This is you when you die. (Not a pretty sight, is it? And note the severed limbs flying away. Yuck!)

00002

really Arnie) is to collect a briefcase and work out the settings of switches he needs to

flick in order to get onto the next level. These cause bridges and steps to appear (or

disappear), allowing you to reach certain parts of the screen that you couldn't just a minute ago (all the while shooting lots of extremely rude chappies who are always

> trying to blam you!). Level 3's pretty much the same (only harder and set in a warehouse), but Level 5 does at least try a bit (this is the one on Mars) and we get treated to a brand-new backdrop and layout (jolly exciting), and some different

rush-hour traffic.) some different baddies. As for the car chase bits, well, they're

generally easier (there's no puzzle element) were and less endearing. They're just fast-scrolling highway blast-'em-ups really, a case of getting from A to B for Amie to carry on looking for collectibles

So what's it like?

Well, not at all bad actually! The car bits are a pretty standard, but the platform sequences are very tricky and playable. They've got the difficulty level pitched just right – instead of having numerous lives you're only given one per level, and all those are up against the clock! The graphics are spanky too – they've got a really nice blocky and bouncy feel to them. (For example, when you die you explode in a kind of splat of gory goo. Eurgh!) But there is a problem. (In fact

some of the more observant Trainspotters among you might have picked up on it already.) You see, Total Recall is not the game it was supposed to bel (Eh? Reader's voice) Perhaps I'd better explain...

Anyone who read Matt's Megapreview in the November ish will realise that, though the original Speccy version was very similar (same types of level and gameplay). this is a much scaled-down and simpler game than we were led to expect. (And Lord knows we've waited long enough! The first ads for this appeared in the October ish, over 6 months ago!) We're not too sure what went wrong, but we do know it was given to a different programmer at the very last minute and he had to churn it out in three weeks! It's a shame because with a few more bits and bobs the game would've had a good stab at getting a Megagame - as it stands it's all a bit thin on the ground. (Like a Bmovie game with an A-movie licence really - if you see what I mean.) Still, although Total Recall won't " knock your socks off, it is

fast and addictive, and Ocean should at least be congratulated for releasing a morethan-competent game when they were up against such very hefty odds. (And well done to you, Mr Schwarzenegger, sir, your highness - er, please don't point that thing at me...).



Right, here are in Lavel f and eeck! What's that horrible pink gunk?! (No good for the footsiewootsies, I'll be bound!)





Exactly like Batman? How held up in a spot of violent rush-hour traffic.)

As for the car chase bits, or less sets the generally easier (there's no ont of space-age and less endearing. They're elds and odd little highway blast-'em-ups reall

Ocean/£10.99 cass/£15.99 disk



James Phwoar! Hands up who remembers Nancy from Chase HQ! Bit of alright, wasn't she? Well, here's Ocean's sequel, and there's a brand-new babe on the CB!

She's called Karen - and she could pull me over for questioning anytime! (Ahem.)

For those who've never heard of the original Chase HQ (it came out just over a year ago - welcome to the

planet Earth), Karen's a sort of lady cop taxi controller, in charge of a squad of motorway (or 'highway') 'luzz' cars. It just so happens that you're sitting behind the steering wheel of one of them and it's your job to 'hop to' and chase whichever baddymobiles she tells you to. Sneak up behind 'em, shout "Bool", give them a ram or two up the burn and then arrest them when

you've knocked them off the road. Bingol At least that's what happened in the first game - what about this newle'



to stop it. Suffering from Sequelitus

limo - they're all not-so-subtle variations on a

theme, the most obvious being that you can now

stick your head out the top and blast away with a pop-gun. (You've got endless bullets, but if you're a crap shot - which isn't that hard with a 240mph

wind blowing in your eyes! - you can always slam

on the old turbo boost and ram 'em instead.)

And that's about it really - ramming and

Chase. The blamming is new. Other variations

blamming! The ramming's a lot like the first

All of which does not a fascinating game make. Ho hum, I hate to say it but Chase HQ 2 is about as typical a sequel as you could ever hope to find - just a







blueprint of the original with a couple of extra bits glued onto the bodywork. Your car sprints down the road at a fairly zippy pace but there isn't any real sense of speed (perhaps because the sound effects don't seem as effective this time round - you haven't got the siren for a start). Because of this it isn't hall as much funstopping the perps anymore. (Sob!) And so far as the visuals go, well, how can graphics which haven't changed much in 12 months compete with a game as professional and sturdy-looking as Lotus Esprit Turbo Challenge? (Not very easily, matey-poos, is the basic answer!)

I dunno - the reason there are so many bad sequeis in the world is because the people who make them misunderstand the reason for the originals' success. Chase HQ didn't succeed so much because you put a siren on top of your car and chased after criminais - it succeeded because the idea of having a siren and chasing criminals was so brain-stonkingly original, and had never been done before, and was really, really well executed (if you see what I mean).

Who wants a game that looks the same as the one they already own but hasn't got half the soul? If you never bought the original Chase HQ then I'm ordering you to do so right now. If you did then sorry to disappoint you with this paltry effort. Of course, not that it's that dire. Just that your money's better off with a different game. (One about kettles, Or woodlice. Or something.)



Well, let's take a look!

Er, well, I hate to disappoint you but there's not that much difference actually. You're after a bloke called Bob Black, a gangland bully who's rather cruelly seliotaped the Mayor's daughter to a timebomb. Before you get anywhere near him though you've first got to complete six missions (in much the same way as you did in the first). Blasting a couple of joyriders in

.....

6 2 YOUR SINCLAIR March 1991

. 6. 6.

TWARE C Unit 4, B.D.C, 21 Temple Street, Wolverhampton WV2 4AN Tel: 0902 25304

Call us on: 24 Hour Credit Card Hotline 0902 25304 🛲 😅 🗲 🔤 🏹

644.99

SIGNATURE

SPE S

9 Reyer Super Langue		
3.0 Pressil		
4 x 4 Off fload Racing		
770		
7947		\$2.1
7943		
ACE 1		£13
ACE 1 and 2:		12.
Arwel		
Ammon Football		
Arcade Inst Machine		
		12.
Australian Rules Football		£17.3
Saturian		
Batanian P		63.9
Seman Setmen The Caped Chuick		
		123
Sattleships		61
Birmy's Scary School		
Sontest kate		123
Boulderdash 1 or 9 or 4		10.
The Breeze		
The Bower Bowing Manager		
BOKINI MARABO		
BORDS MANSO A		02.5
British Super League		12
Butthy Boy		
California Games		63.
Caldron 1.5.2		122/
en and an and an		
Chempionship Golf		12
Chuch Wasger Flight Trainer		12.5
Chuckle Egg 1 or 12		£3.9
Constant School		62.
Commando		
County Cricket (D & HO		
Construction of the Pro-		
Costy Cars		
Cap Football		18
Clap Manager	Nicur	12
Cybernoid		02.1
Deley Thompsons Decable		10
Solar Theory		
Daley Thompsons		
Olympic Ovill		\$2.5
Den Dane		61.5
Dari Dare 9		221
Defenders of the Earth	Almer	13
Oury Dice		
The Double.		12.5
Double Dragoh		127
Elmenter		12.1
Eripine Serikes Back		62.
Euro Socorr Challenge		
The poccel cuspelific		
Fantany World Dizzy		\$2.
Fast Food		12
FT Tomado	Merin	12
Fughter Price		
Fight out	S. Sec. in	
Fire Lord	New	£23.
First Paul The Post	New	印。纪
Footballer	New	行いた
Footballer Football Champions	New	目辺線に
Footballer		行いた
Rootballer Rootball Champions Rootball Director		行政設設設
Footballer Football Champions		目間線線線線
Northeller Roothell Champions Roothell Director Roothell Menajer Romula One Grand Rtx San Aron		日間線線線線にい
Northeller Roothell Champions Roothell Director Roothell Menajer Romula One Grand Rtx San Aron		日間線線線線にい
Auchuster Roothal Champions Soothal Delector Roothal Manager Domula One Grand Rox Renk Bruno Reskendern Jar		日間のななななないのの
Auchuster Roothal Champions Soothal Delector Roothal Manager Domula One Grand Rox Renk Bruno Reskendern Jar		日間のななななないのの
Ruothaeller Roothaell Champsions Roothaell Director Doothael Manager Somula One Grand Prix Rank Bruno Rankenstein Jin Ruit Roothae Sim 9 Buit Roothae Sim 9		日間のななななないの目的の
Ruothaeller Roothaell Champsions Roothaell Director Doothael Manager Somula One Grand Prix Rank Bruno Rankenstein Jin Ruit Roothae Sim 9 Buit Roothae Sim 9		日間のななななないの目的の
Ruothaeller Roothaell Champsions Roothaell Director Doothael Manager Somula One Grand Prix Rank Bruno Rankenstein Jin Ruit Roothae Sim 9 Buit Roothae Sim 9		日間のななななないの目的の
Auchueller Roothall Champions Soothall Delector Roothall Menoger Somula One Grand Hox Nark Bruno Parkenstein Jar Ruit Machine Sins 9 Aut Machine Sins 9 Aut Machine Sins 9 Geuritet 1 or 9 Geuritet 1 or 9	New	() () () () () () () () () () () () () (
Auchueller Roothall Champions Soothall Delector Roothall Menoger Somula One Grand Hox Nark Bruno Parkenstein Jar Ruit Machine Sins 9 Aut Machine Sins 9 Aut Machine Sins 9 Geuritet 1 or 9 Geuritet 1 or 9	New	() () () () () () () () () () () () () (
Richarlie Rootball Champions Rootball Derector Rootball Mendger Somula One Grand Rix Rankenstein Jin Rankenstein Jin Rankenstein Jin Ruk Machane Sim 9 Auf Throttle 9 Geuntet 1 or 9	New	日本市市市市市市市市市市市市市市市市市市市市市市市市市市市市市市市市市市市市
Auchtwalter Football Champions Football Detector Football Mendger formula One Grand Hox hark Bruno Football Mend Full Machine Sim 8 Full Throttle 8 Gauntiet 1 or 9 Gauntiet 1 or 9 Ga	New	日本のなななななななななななななななななななななななななななななななななななな
Auchtwalter Football Champions Football Detector Football Mendger formula One Grand Hox hark Bruno Football Mend Full Machine Sim 8 Full Throttle 8 Gauntiet 1 or 9 Gauntiet 1 or 9 Ga	New	日本のなななななななななななななななななななななななななななななななななななな
Ruchuslie Rootball Champions Rootball Derector Rootball Mendger Somula One Grand Rix Inak Inno Austano Sin 9 Aut Machane Sin 9 Aut Machane Sin 9 Aut Throttle 9 Geuntel 1 or 9 Geuntel 1 o	Nen	経緯線線線にはないないないないないの
Ruchuslie Rootball Champions Rootball Derector Rootball Mendger Somula One Grand Rix Inak Inno Austano Sin 9 Aut Machane Sin 9 Aut Machane Sin 9 Aut Throttle 9 Geuntel 1 or 9 Geuntel 1 o	Nen	経緯線線線にはないないないないないの
Ruchuslie Rootball Champions Rootball Derector Rootball Mendger Somula One Grand Rix Inak Inno Austano Sin 9 Aut Machane Sin 9 Aut Machane Sin 9 Aut Throttle 9 Geuntel 1 or 9 Geuntel 1 o	Nen	経緯線線線にはないないないないないの
Auchtwaller Football Champions Football Delector Football Manager Formula One Grand Htx Hark Bruno Football Manager Full Mechane Sim 8 Full Throttle 8 Gauntiet 1 or 9 Gauntet 1 or 9 Grand National Grant Escape Grant Biologi Grant Biologi Grant Biologi Grant Biologi Grant Biologi Grant Biologi Grant Biologi Grant Biologi Grant Cook	New	環境線線線には原設度設設ないないに行行な
Flucthalite Football Champions Football Detector Football Mendger Football Mendger Football Mendger Football Mendger Football Mendger Football Mendger Football Mendger Football Network Generation 1 or 9 Generation Coolins Ghostbalanes Grant Hational Grant Hational Grant Bentt Grant Bentt Grant Bentt Grant Bentt Grant Bentt Grant Bentt Grant Bentt	Sico	目標語なななないないないないないないないないないないないないないないないないないな
Flucthalite Football Champions Football Detector Football Mendger Football Mendger Football Mendger Football Mendger Football Mendger Football Mendger Football Mendger Football Network Generation 1 or 9 Generation Coolins Ghostbalanes Grant Hational Grant Hational Grant Bentt Grant Bentt Grant Bentt Grant Bentt Grant Bentt Grant Bentt Grant Bentt	Sico	目標語なななないないないないないないないないないないないないないないないないないな
Auchoralie Football Champions Football Champions Football Manager Formula Che Grand Htx Hark Bruno Football Manager Full Machine Sim 9 Full Mechine Sim 9 Full Mechine Sim 9 Gauntet 1 or 9 Gemilis Weg Gather 1 or 9 Gemilis Weg Gather Soch Chests and Goolins Grand Hational Grand Hational	New	(1) (1) (1) (1) (1) (1) (1) (1) (1) (1)
Auchoralie Football Champions Football Champions Football Manager Formula Che Grand Htx Hark Bruno Football Manager Full Machine Sim 9 Full Mechine Sim 9 Full Mechine Sim 9 Gauntet 1 or 9 Gemilis Weg Gather 1 or 9 Gemilis Weg Gather Soch Chests and Goolins Grand Hational Grand Hational	New	(1) (1) (1) (1) (1) (1) (1) (1) (1) (1)
Auchusike Football Champions Football Detector Football Detector Football Manager Somula One Grand Hox Itark Bruno Football Anno Football Anno Football Anno Genris Wing Genris	New	(1) (1) (1) (1) (1) (1) (1) (1) (1) (1)
Auchanie Football Champions Football Derector Football Mendger Somula One Grand His Inex Bruno Fout Machine Sim 9 Full Throttle 9 Genrifet 1 or 9 Genrif Ving Grand Hational Grand Hational Grand Hational Grand Hational Grand Hational Grand Hational Grand Rot 9 Grand Rot 9 Guardian Angen Hauk Storm Hong Kong Phooey K +	New	目標総合総理社会総理会の合いないい行信会の管理会員
Auchurike Rootball Champions Rootball Delectory Rootball Mendger Romitals One Grand Htx Hark Bruno Parkenden Jim Ruit Machine Sim 9 Full Throttle 2 Gentret 1 or 9 Gentret 1 or 9 Gentret 1 or 9 Gentret 1 or 9 Gentret Broot Grant Hational Grant Escape Grant Hational Grant Escape Grant Rect Grant Storm Hord Rom 9 Guardien Angels Hata Storm Hord Kong Phooey K +	New	目標総合総理社会理経過の合い合いに行信合の合理合理の
Auchurike Rootball Champions Rootball Delectory Rootball Mendger Romitals One Grand Htx Hark Bruno Parkenden Jim Ruit Machine Sim 9 Full Throttle 2 Gentret 1 or 9 Gentret 1 or 9 Gentret 1 or 9 Gentret 1 or 9 Gentret Broot Grant Hational Grant Escape Grant Hational Grant Escape Grant Rect Grant Storm Hord Rom 9 Guardien Angels Hata Storm Hord Kong Phooey K +	New	目標総合総理社会理経過の合い合いに行信合の合理合理の
Auchurike Rootball Champions Rootball Delectory Rootball Mendger Romitals One Grand Htx Hark Bruno Parkenden Jim Ruit Machine Sim 9 Full Throttle 2 Gentret 1 or 9 Gentret 1 or 9 Gentret 1 or 9 Gentret 1 or 9 Gentret Broot Grant Hational Grant Escape Grant Hational Grant Escape Grant Rect Grant Storm Hord Rom 9 Guardien Angels Hata Storm Hord Kong Phooey K +	New	目標総合総理社会理経過の合い合いに行信合の合理合理の
Auchanie Rootball Champions Rootball Derector Rootball Mendger Romball Mendger Romball Mendger Romball Mendger Row Marco Ruit Machine Sim 9 Ruit Machine Sim 9 Ruit Mercin Genratie 1 or 9 Genratie 1 or 9 Genratie 1 or 9 Genrat Rational Great Escape Great Hational Great Escape Great Nettonel Great Root Great Root Have Storm Hoos Kong Procey K + Root Machine Messon Process Imposibilit Messon Process Proces	Siew New	日本はななななないないないないないのではないなななななななななななななななななななな
Auchanie Rootball Champions Rootball Derector Rootball Mendger Romball Mendger Romball Mendger Romball Mendger Row Marco Ruit Machine Sim 9 Ruit Machine Sim 9 Ruit Mercin Genratie 1 or 9 Genratie 1 or 9 Genratie 1 or 9 Genrat Rational Great Escape Great Hational Great Escape Great Nettonel Great Root Great Root Have Storm Hoos Kong Procey K + Root Machine Messon Process Imposibilit Messon Process Proces	Siew New	日本はななななないないないないないのではないなななななななななななななななななななな
Auchanie Rootball Champions Rootball Derector Rootball Mendger Romball Mendger Romball Mendger Romball Mendger Row Marco Ruit Machine Sim 9 Ruit Machine Sim 9 Ruit Mercin Genratie 1 or 9 Genratie 1 or 9 Genratie 1 or 9 Genrat Rational Great Escape Great Hational Great Escape Great Nettonel Great Root Great Root Have Storm Hoos Kong Procey K + Root Machine Messon Process Imposibilit Messon Process Proces	Siew New	日本はななななないないないないないのではないなななななななななななななななななななな
Fuctballer Football Champions Football Detector Football Manager Formula One Grand Htx Hark Bruno Faskenden Jiv Full Throttle 2 Gauntiet 1 or 9 Gauntiet 1 or 9 Gauntet 1 or 9 Gauntet Tic 20 Grand National Grand National Thoma Jones Hemple of D International Football International Football	New Sorth	日本語なななななななななななななななななななななななななななななななななななな
Auchanie Football Champions Football Derector Football Mendger Football Mendger Formula One Grand Hox Hark Bruno Full Mender Jin Full Mender Jin Genration Jin Genration I or 9 Genration I or 9 Genration Gootons Grand Hattonel Grand Hattonel Grand Hattonel Grand Hattonel Grand Hattonel Grand Romp Procey Kan Hask Storm Hoos Kong Procey Kan Memory Man Memors Imposibilit Meason 7 Indiana Jones Temple of D International Konger Indiana Jones Temple of D International Kondell International Kondell International Kondell International Kondell International Kondell International Kondell International Kondell International Kondell International Kondell International Kondell	Siew New Sorth	日本語を設定した。日本語を見たいたいたいには、日本語を見たいたのでは、日本語を見たいたいでは、日本語を見たいたいため、日本語を見たいたいたいたいため、日本語を見たいたいたいため、日本語を見たいたいたいたいたいたいたいたいたいたいたいたいたいたいたいたいたいたいたい
Auchanie Football Champions Football Derector Football Mendger Football Mendger Formula One Grand Hox Hark Bruno Full Mender Jin Full Mender Jin Genration Jin Genration I or 9 Genration I or 9 Genration Gootons Grand Hattonel Grand Hattonel Grand Hattonel Grand Hattonel Grand Hattonel Grand Romp Procey Kan Hask Storm Hoos Kong Procey Kan Memory Man Memors Imposibilit Meason 7 Indiana Jones Temple of D International Konger Indiana Jones Temple of D International Kondell International Kondell International Kondell International Kondell International Kondell International Kondell International Kondell International Kondell International Kondell International Kondell	Siew New Sorth	日本語を設定した。日本語を見たいたいたいには、日本語を見たいたのでは、日本語を見たいたいでは、日本語を見たいたいため、日本語を見たいたいたいたいため、日本語を見たいたいたいため、日本語を見たいたいたいたいたいたいたいたいたいたいたいたいたいたいたいたいたいたいたい
Auchanie Football Champions Football Derector Football Mendger Football Mendger Formula One Grand Hox Hark Bruno Full Mender Jin Full Mender Jin Genration Jin Genration I or 9 Genration I or 9 Genration Gootons Grand Hattonel Grand Hattonel Grand Hattonel Grand Hattonel Grand Hattonel Grand Romp Procey Kay Hask Storm Hoos Kong Procey Kay Man Memors Impositual Imp	Siew New Sorth	日本語を設定した。日本語を見たいたいたいには、日本語を見たいたのでは、日本語を見たいたいでは、日本語を見たいたいでは、日本語を見たいたいたいたいでは、日本語を見たいたいたいたいでは、日本語を見たいたいたいたいたいたいたいたいたいたいたいたいたいたいたいたいたいたいたい
Auctivative Football Champions Football Champions Football Mendger Football Mendger Football Mendger Football Mendger Football Mendger Football Mendger Football Mendger Football for 9 Generations Generations Generations Generations Generations Generations Generations Generations Generations Football Sear Harlow Generations House Storm House St	New Sorth	1222222222222222222222222222222222222
Auctivative Football Champions Football Champions Football Mendger Football Mendger Football Mendger Football Mendger Football Mendger Football Mendger Football Mendger Football for 9 Generations Generations Generations Generations Generations Generations Generations Generations Generations Football Sear Harlow Generations House Storm House St	New Sorth	1222222222222222222222222222222222222
Auchanie Football Champions Football Champions Football Mendger Football Mendger Formula One Grand Hox Hark Bruno Full Menders Jim Full Menders Jim Full Throttle 2 Gennet I to 9 Gennet 1 or 9 Gennet Gootlon Grootbauters Grand Hattorel Green Escape Green Hent Green Escape Green Hent Green Escape Green Hent Green Escape Green Hent Green Kong Procey K + Hask Storm Hong Kong Procey K + K + Hask Storm Hong Kong Procey K + Hask Storm Hong Kong Procey K + Hask Storm Hong Kong Procey K + Hask Storm Hong Kong Procey K + K + Hask Storm Hong Kong Procey K + K + Hask Storm Hong Kong Procey K + Hask Storm Hong Kong Kong Procey K + Hask Storm Hong Kong Kong Procey K + Hask Storm Hong Kong Kong Kong Kong Kong Kong Kong K	New Serv	1222222222222222222222222222222222222
Auchanie Roothal Champions Roothal Dhecmor Roothal Mendger Somula One Grand Hox Hark Bruno Rakenders Jer Ruit Machine Sin 9 Ruit Machine Sin 9 Ruit Machine Sin 9 Ruit Machine Soch Gemils Weg Gehann Gooch Oneste and Goolins Grand Hational Grand Hational Broothal Mariagen Hors Korts Phooey K + Basi Marions International Managen Jet Set Willy Xot Blade 3 Grandace Bertucky Racing Boothoware	New Serv	1222222222222222222222222222222222222
Auctivative Rootball Champsons Rootball Champsons Rootball Mendger Rootball Mendger Rootball Mendger Rootball Mendger Rootball Mendger Rootball New Sin 9 Aut Machine Sin 9 Aut Machine Sin 9 Aut Machine Sin 9 Counter 1 or 9 Counter 1 or 9 Count of Coolins Grout Autoon Grant Second Coolins Grout Autoon Grant Cool Sect Excent Core Ion 9 Count Son P Counter Angen Hors Rong Phooey K + Res Mericos Impossible Meason 9 International Monager At Set Willy Set Blacks 3 Centilaces Ketucky Rocking Root Bong Kotallow Rock 1 Enternational Monager At Set Willy Set Blacks 3 Centilaces	New Som	は一般ななななない。 ないのでのです。 ないのでは、 ないのででは、 ないのででは、 ないのででは、 ないのででは、 ないのででは、 ないのででは、 ないのででは、 ないのででは、 ないのででは、 ないのででは、 ないのででは、 ないのででは、 ないのででは、 ないのででは、 ないのででは、 ないのででは、 ないのででは、 ないのでででは、 ないのでででは、 ないのでででは、 ないのでででは、 ないのででででは、 ないのでででででででででででででででででででででででででででででででででででで
Auctivative Rootball Champsons Rootball Champsons Rootball Mendger Rootball Mendger Rootball Mendger Rootball Mendger Rootball Mendger Rootball New Sin 9 Aut Machine Sin 9 Aut Machine Sin 9 Aut Machine Sin 9 Counter 1 or 9 Counter 1 or 9 Count of Coolins Grout Autoon Grant Second Coolins Grout Autoon Grant Cool Sect Excent Core Ion 9 Count Son P Counter Angen Hors Rong Phooey K + Res Mericos Impossible Meason 9 International Monager At Set Willy Set Blacks 3 Centilaces Ketucky Rocking Root Bong Kotallow Rock 1 Enternational Monager At Set Willy Set Blacks 3 Centilaces	New Som	は一般ななななない。 ないのでのです。 ないのでは、 ないのででは、 ないのででは、 ないのででは、 ないのででは、 ないのででは、 ないのででは、 ないのででは、 ないのででは、 ないのででは、 ないのででは、 ないのででは、 ないのででは、 ないのででは、 ないのででは、 ないのででは、 ないのででは、 ないのででは、 ないのでででは、 ないのでででは、 ないのでででは、 ないのでででは、 ないのででででは、 ないのでででででででででででででででででででででででででででででででででででで
Auchanie Rootball Champions Rootball Champions Rootball Manager Rootball Manager Roman Che Grand Htx Hark Bruno Roatendere Jer Ruit Machine Sim 9 Ruit Machine Sim 9 Ruit Machine Sim 9 Ruit Machine Sim 9 Gannet I or 9 Germin Wrog Germin Wrog Germin Wrog Germin Brit Onest and Goolins Great Hational Grand Hational Marian Hong Kong Phooey K + Basi Marions International Manager Jet Blode 3 Gamilacore Bertucky Racking Sold Bong Bolt Bong Coll Share Bertucky Racking Sold Bong Coll Share Bertucky Racking Sold Bong Bong Tunare Coll Share Bertucky Racking Sold Duel Issue Challeman	New Stew	1222222222222222222222222222222222222
Auchanie Rootball Champions Rootball Champions Rootball Manager Rootball Manager Roman Che Grand Htx Hark Bruno Roatendere Jer Ruit Machine Sim 9 Ruit Machine Sim 9 Ruit Machine Sim 9 Ruit Machine Sim 9 Gannet I or 9 Germin Wrog Germin Wrog Germin Wrog Germin Brit Onest and Goolins Great Hational Grand Hational Marian Hong Kong Phooey K + Basi Marions International Manager Jet Blode 3 Gamilacore Bertucky Racking Sold Bong Bolt Bong Coll Share Bertucky Racking Sold Bong Coll Share Bertucky Racking Sold Bong Bong Tunare Coll Share Bertucky Racking Sold Duel Issue Challeman	New Stew	1222222222222222222222222222222222222
Auchanie Rootball Champions Rootball Champions Rootball Manager Rootball Manager Roman Che Grand Htx Hark Bruno Roatendere Jer Ruit Machine Sim 9 Ruit Machine Sim 9 Ruit Machine Sim 9 Ruit Machine Sim 9 Gannet I or 9 Germin Wrog Germin Wrog Germin Wrog Germin Brit Onest and Goolins Great Hational Grand Hational Marian Hong Kong Phooey K + Basi Marions International Manager Jet Blode 3 Gamilacore Bertucky Racking Sold Bong Bolt Bong Coll Share Bertucky Racking Sold Bong Coll Share Bertucky Racking Sold Bong Bong Tunare Coll Share Bertucky Racking Sold Duel Issue Challeman	New Stew	1222222222222222222222222222222222222
Auctivative Football Champsons Football Detectory Football Mendger Football Mendger Football Mendger Football Mendger Football Mendger Football Mendger Football Processing Football Processing Generation Scotton Generations Generations Generations Generations Generations Generations Generations Football Sent Escape Gomen Rott Generations House Scotto Gomen Rott Generations House Scotto Generations House Scotto Football International Menager Jet Set Willy Sol Block 3 Generations House Scotto International Menager Jet Set Willy Sol Block 3 Generational Menager Jet Set Willy Sol Block 3 Generations Explored States State Pull Macadem Bumper Philodel	New New	2022年後期にはないないないでは、111日には、11日の日本の日本の日本の日本の日本の日本の日本の日本の日本の日本の日本の日本の日本
Auctivative Rootball Champions Rootball Champions Rootball Mandger Rootball Mandger Rootball Mandger Rootball Mandger Rootball Mandger Rootball Mandger Rootball Mandger Rootball Mandger Rootball Mandger Rootball Gentlater Loc 9 Gentlater Loc 9 Gentlater Loc 9 Gentlater Loc 9 Gentlater Loc 9 Gentlater Social Great Excapt Great Root Great Excapt Great Root Great Excapt Great Root Great Excapt Great Root Great Excapt Great Root Great Excapt Great Root Great Root Root Root Root Root Root Root Store Root R	New Soft	2022年後後後には1222年2022日には111日には1222年2022年2022年2022年2022年2022年2022年2022
Auctivative Rootball Champions Rootball Champions Rootball Mandger Rootball Mandger Rootball Mandger Rootball Mandger Rootball Mandger Rootball Mandger Rootball Mandger Rootball Mandger Rootball Mandger Rootball Gentlater Loc 9 Gentlater Loc 9 Gentlater Loc 9 Gentlater Loc 9 Gentlater Loc 9 Gentlater Social Great Excapt Great Root Great Excapt Great Root Great Excapt Great Root Great Excapt Great Root Great Excapt Great Root Great Excapt Great Root Great Root Root Root Root Root Root Root Store Root R	New Soft	2022年後後後には1222年2022日には111日には1222年2022年2022年2022年2022年2022年2022年2022
Auctivative Rootball Champions Rootball Champions Rootball Mandger Rootball Mandger Rootball Mandger Rootball Mandger Rootball Mandger Rootball Mandger Rootball Mandger Rootball Mandger Rootball Mandger Rootball Gentlater Loc 9 Gentlater Loc 9 Gentlater Loc 9 Gentlater Loc 9 Gentlater Loc 9 Gentlater Social Great Excapt Great Root Great Excapt Great Root Great Excapt Great Root Great Excapt Great Root Great Excapt Great Root Great Excapt Great Root Great Root Root Root Root Root Root Root Store Root R	New Soft	2022年後後後には1222年2022日には111日には1222年2022年2022年2022年2022年2022年2022年2022
Juctualle Football Champions Football Champions Football Mendger Fomulis One Grand Hox Football Mendger Fomulis One Grand Hox Football Mendger Fout Attachme Sim 9 Full Throttle 2 Gennet 1 or 9 Gennet Gooton Grand Hattonel Grand Hattonel Grand Hattonel Grand Hattonel Grand Hattonel Grand Attach Grand Football Grand Ariges Hask Storm Hong Kong Procey K + K + Hask Storm Hong Kong Procey K + K + Hask Storm Hong Kong Procey K + K + Kattone Kentucky Racing Kentuc	New Soft	
Juctualle Football Champions Football Champions Football Mendger Fomulis One Grand Hox Football Mendger Fomulis One Grand Hox Football Mendger Fout Attachme Sim 9 Full Throttle 2 Gennet 1 or 9 Gennet Gooton Grand Hattonel Grand Hattonel Grand Hattonel Grand Hattonel Grand Hattonel Grand Attach Grand Football Grand Ariges Hask Storm Hong Kong Procey K + K + Hask Storm Hong Kong Procey K + K + Hask Storm Hong Kong Procey K + K + Kattone Kentucky Racing Kentuc	New Soft	
Juctualie Football Champions Football Meniger Football Meniger Football Meniger Football Meniger Football Meniger Football Meniger Football Meniger Football Meniger Football Process Football for 9 General National General National Menicols Impossible Mension V Indiana Jones Temple of D International National International National National International National National International National Nation	New New New	如此非常能能能加加加加加加加加加加加加加加加加加加加加加加加加加加加加加加加加加加
Juctualie Football Champions Football Meniger Football Meniger Football Meniger Football Meniger Football Meniger Football Meniger Football Meniger Football Meniger Football Process Football for 9 General National General National Menicols Impossible Mension V Indiana Jones Temple of D International National International National National International National National International National Nation	New New New	如此非常能能能加加加加加加加加加加加加加加加加加加加加加加加加加加加加加加加加加加
Juctualie Football Champions Football Manager Football Manager Football Manager Football Manager Football Manager Football Manager Football Manager Football Manager Football Manager Football Generations Generations Generations Generations Generations Generations Generations Generations Generations Generations Generations Generations Generations Generations Generations Generations Heavier Generations Heavier Generations Heavier Generations Heavier Generations Heavier Generations Heavier Generations Heavier Generations Heavier Heavier Heavier Heavier K + Heavier Heavier Heavier K + Heavier Heav	New New New	11日本はないたいには、11日には、11日本
Juditable Football Champions Football Manager Football Manager Football Manager Football Manager Football Manager Football Manager Football Manager Football Manager Football Manager Football Manager Football Genetation Jorgen Genetations Genetations Genetations Genetations Genetations Genetations Genetations Genetations Genetations Genetations Genetations Genetations Genetations Genetations Genetations Genetations Genetations Manager Horis Kong Procey K + Horis Stam Horis Challenge Kettucky Rocky Sof Blade 3 Centilacee Kettucky Rocky Manager Ma	New Soft	122222株は1414日の日間には111日にはは222日間には222日には222日には222日の日間には111日には2222日間には222日の日間には222日には222日には222日には222日の日間には222日の日間には222日の日間には222日の日間には222日の日間には222日の日間に2220日の日間に222日の日間に2220日の日間に2200日の日間に2200日の日間に2200日の日間に2200日の日間に2200日の日間に2200日の日間に2200日の日間に2200日の1000000000000000000000000000000000
Juditable Football Champions Football Manager Football Manager Football Manager Football Manager Football Manager Football Manager Football Manager Football To 2 Genetations Ge	New New New	11日本の日本の日本の日本の日本の日本の日本の日本の日本の日本の日本の日本の日本の日
Juditable Football Champions Football Manager Football Manager Football Manager Football Manager Football Manager Football Manager Football Manager Football To 2 Genetations Ge	New New New	11日本の日本の日本の日本の日本の日本の日本の日本の日本の日本の日本の日本の日本の日
Juditable Football Champions Football Manager Football Manager Football Manager Football Manager Football Manager Football Manager Football Manager Football Manager Football Manager Football Manager Football Genetation Jorgen Genetations Genetations Genetations Genetations Genetations Genetations Genetations Genetations Genetations Genetations Genetations Genetations Genetations Genetations Genetations Genetations Genetations Manager Horis Kong Procey K + Horis Stam Horis Challenge Kettucky Rocky Sof Blade 3 Centilacee Kettucky Rocky Manager Ma	New New New	11日本の日本の日本の日本の日本の日本の日本の日本の日本の日本の日本の日本の日本の日

C	TRUM	SEL	LER
22	Nigel Marsell Grand Prix	(37.997	Sigtu 7
	Nana Matter	£1.97	Sports Herp.;
	On The Bench Operation Wolf	12.99	Soynex Adve
	Outruri	63.00	Strestrike 1 & Tacipity
19 19	Paperboy.		Terrapenit
72	Penalty Socorr	69.99	
6	Popeye 2.	12.99	FULL PRICE Addition Footb
2	Postinian Pat 1 or 2. Pio Golf (Codemasters).	12.00	Ancient Battle
19	Pub Games	10.00	Bock to the Fs
	Pub Divis	10.00	Badlands Buttle of the B
	Pub Trivia Question of Sport	62.99	Castle Master
19	R-Type		Cruse HQ 2
22	Ranipulste		Crette 1941. N
2	Renarama Real Chroatbusters		Cricket Capita Dan Dare 3
	Repetative 1 0r 3	42.99	Dava of Thurs
29 79	Return of the Jeck		Dick http://
2	Rock Star Ale My Harriste	12.99	Double Drags
2	Rugby Bool Rugby Manager	10.00	Drason lined Drasons of R
	Ren The Gearthet		ESWAT
22	Saturdeur 1 or 2	61.99	Edd the Dub
22.	Salamarchy	40.00	Embyn Hughe
77	Sam Fox Strip Poker	69.99	Football Direc (199K +9 +9/
12	Scooty Doo Sidewinder 9	11,99	Football Mary
8	Sileven		9 + Expansio
22	Shocker Management		Tun School 2 () Tun School 3
	Soccer 7	62.99	Fun School 2
	Soccer Director	80.90	Garza 9 Golden Ave
	Soccer Q	10.09	Golden Ave.
	Soccer Star	50.99	Grand Prix Co
	Spy Hunter Spy V Spy 1 or 9	10.00	Gremini ? Gunihip
	StarWass	ED 00	Hoter Sector
20	Sheet Fighter	£9,99	Hotteen
	Striker	10.99	herr Lord
79	Ship Poler 9		Judge Dredd
	Summer Games		Kick Off R Line of Fire
12	Super Hang On		Lords Of Cite
2	Super Nuclee (2002	00.01	Lonus Expert 1
	Super Stock Cars	12.00	Challervar
	Target Renegade Tellywise	60.03	Max Urg. Microsoft Res.
29. 29.	Tellywise	New £2.99	Monty Pattern
	Sens.	10.00	Multi Player S
29	Thesite Europe Thunderblock Ne	12.99	Mariesta
6	Trandercats		New Zealarid
20	Typer Road		News Retrix
	Tornahowa	12.95	Nega Remix . Operation The
	Top Cat	53,99	Paring
22	Top Gun	(0.99	Potting Policy To
20	Tracksuit Manager	10.99	Project Stealth
	Tanan an Island Okryw	00.03	Putty's Segal
8	Turbo Cuer Challenge	69.99	Putztik
92.	U.S.Basketmaster	£2.99	Rainboow Islam Rice Danieros
99.	Väings	42.99	Robocop R
27 20	Wacky Derts	12 99	Seturi
5	Wee Le Marsi Werldiey Greyhounds	10.00	Sciebble, Mo
6	Wonderboy	10.05	& Cluedo
	Wonderboy World Clein Leaderboard	20.05	Steckine War
29.1	Works Games		Sim City
19	Xenori		Skate Wars
22	Yes Prime Marister Yogi and the Greed More	10.00	Snowstrike
	Yog lita's Great Escape	10.00	ST Dragon Star Wars Trito
2			Shicker 9
	SOFTWARE CITY 5	PECIALS	Shark WLINDER
22	Cepathin Fazz Cracilidawin	52.99	Subbuted SuperCars
	Clackdown		Super Off Ros
20	Descrivators. Doomdarks Revenge	40.00	Teerwije Muta
2	Dynamity Wars	63.90	Totles
22	Earthlight	0.75	Tolyert Diog Total Recall
	Earthlight Enlighteninent (Druid V)	0.99	Detie Ours
29	Fat Worm Blows a Sparky		Trevor Brooke
19	Federation Adventure	61.99	World Cup.
6	Final Mission Frankenstein N	nu bine 0.75	Tovial Pursuit. Tyrrican
20	Genes Summer Edition	00.00	Two Westel
22	Gold Silver and Romate		The Untouche
19.	Harrenteful		Workd Chemp
22	Hot Rod	60.99	Soccer
2	Internity Jack and the Bearstalk	0.75	BLANK :
22	Kadeth	0.75	
22.1	KayAeth Kenny Delglish Soccer Ma	ach . 62.00	1-
	Kenny Deiglish Soccer		5
22	Match Disc	63.99	10
	Manufactori	0.75	SAM COUPE
	Mooricresta.	Netw £1.99	Farmous five o Treasure Islan
	Wr Helli Mystery On the Nile .	CONTRACTOR DE LA CONTRA	Foofball Dvm
		411.00	futuretial/Sar
22	Myseery Costing room		
22222	Myth	0.00	Cur
****	Myth Ninja Hamilite Minia South	63.00	Out Mincipimes 2
22222222	Myth Ninja Hamilite Minia South	63.00	Out Mindgames 2 Pipemenia
222222222	Myth Ninja Hamilite Minia South	63.00	Cut Mindgames 2 Pipemania Sphera
22222222	Myth	0.99 £3.99 £3.99 £3.99 £1.99	Out Mindgames 2 Pipemenia

99.	Sigtu 7	Name Pe	ce 0.75
	Sports Herp		£1.00
00	Soutiest Actumition		60.63
92	Sovitek Adventure Strestrike 1 & 9		11.00
60 ·	Sectore the 2		10.00
	Taopin		122.99
99	Terrant		121.99
	mint percent	1100	nice
99	FULL PRICE Articles Footbell	CASS.	DISC
00	Action Footbell	18.99	
05	Ancient Battles Book to the Foture 9	10.99	N(A)
30	Bock to the Future 2	67.50.	
60.	Badlands	66.99	NA
	Battle of the Bulste	68.90	AUK.
	Bachancts Battle of the Bulge Castle Master	15.09	20.99
99	Change MCA 12	6780	6.303.000
99.0	Contra 1041 Admin	77.00	84/4
90	Chase HQ 9 Crete 1941 New Cricket Captain (0824)	26.00	8.81.8.
	CICUT CIECIER (LASPI)		
66	Dan Dave 3 Days of Thurkler Dick Inscy Double Dragon 9		
001	Days or manaer		
	Dea logy	11.20	1000
99	Double Ongon 9	3.0.97	<u>E9.99</u>
593	Dragon Breed Dragons of Flame	16.92.	A
99	Dreams of Flame	17.50	NA
	ESWAT Edathe Duca	£7.50.	NA
	Edd the Duck New	60.00	10.00
00	Emilien Huetters	00.53	60.00
	Ecolutional Department		
99	Football Director 9 (199K +9 +9A)	00.611	00.011
991	To other all allowed and		arante.
99	FOOTBIL MED STYLE		4114
00	Football Manager 9 + Expansion Fun School 2 (under 5)	10.44	11111
00	Hun School 2 (Under 5)	111 111	411.99
00	Fun School 3 (5-7) Fun School 3 (7+) Genze 9	18.99	611.99
	Fun School 2 (7+)	18.99	611.99
99	Carze 9	17.50	±0.00
99	Golden Aut Gnind Rix Constit	17.50	100.00
99.	Grand Prix Coposit	1.7 %5	SUA
90	Gremitri ?	10.00	ALCA
00	Gunthip	62.00	10.00
88	Advertising Countries	1750	00.00
	Hoter Sector	20.00	100.000
02	HORAGO		19.99
99.	Holtages Iron Gatd Judge Dreddi Mes Kick Off 9 Line of Fre	76.86	212.99
001	Judge Drecks Mes	ALTER.	19.99
00	Kick Off 2	10.99	E0.99
99	Linit of File	87.50	34(A)
60			
	Lotas Expiri Turbo Outlenge Man Uriz Michight Resistance		
29	Challerson	2750	10.00
	Added They	26.00	100 000
99.	Martin Contractor	10.000	80.00
	Morright account of	10 77	110 CON
00	Monty Python Multi Player Soccer	10.35	104.94
	Multi Player Soccar		
99	Mahager	10.99	NGA
	FAIRC	17.50.	LC10.99
90	New Zealand Story	18.99	00.03
	Norma Reprint	05.00	NIA
05	Narc New Zealand Story Ninja Remix Operation Thundlebolt	12.00	00.03
00	Poting	1736	610.00
		27.80	AITA
99	Post of the second	20.00	20100
	Pro Terren Tour Project Steath Fighter Putris Sega Putris	10.37	20.07
99.	Project Stearn Fighter	10.99	10.04
00	Pully's 5ega	10.56	10.99
	Putztik	.47.50	
00	Reinbow Islands	38.97.	
00	Rick Distributions 9	\$6.97	19.99
	Rainbow blands Rice Dangerous 9 Robocop 9	\$7.50	£35.99
99.			
99	Scrabible, Monopoly & Cluedo Shackow of the Beast		
50.	A Charles		ALLA
05	Charlen and that Report	10.00	611.00
05	Statistics of the person	24.04	1000
00-	Stadow Warton	1000	633.000
	Sim City	245.99	1000
22	SABL WILL	200	1.0.04
99	Snowstriker	1750	N/A
99	ST Dragon	\$7.50	N/A
00	ST Dragon Star Wars Trilogy Stricker 9	KR.99.	\$9.ET3.
	Shider 9	\$7.50	NA
	Shin Ranger	66.99	60.03
-	Subbullet	\$6.00	69.00
22.	Stun Runner Subbuted Subtr Cars - New	67.50	10.00
99.	Super Off Road Room	1220	60.00
75	Servinge Mutant Himo	ALC MAN	ala la la
99	R athen	and the second	122.00
90	Rathen	10000	ALL SY
	Tolery Diogy	18.02	-780A
	Total Becali, New	17.50	610.97
22	Bettle Oumpions	10.99	NVA
97	Trever Brookings		
99.	World Cup	\$6.99	.60.00
99	Dought Puptual	19.99	NA
25	Trivial Pursuit. Turrican	65.00	60.00
00	Two World	65.00	00.00
õ.	The Untouchables	TA ON	100.00
	Minuted Comments		
	World Chempionthip	20.000	
99	Socoer	10.99	N8
75			
	BLANK 3" DISCS	AMSO	#1/
8	MAXEL	L	
100	1	. 69.7%	
99.	1.	610.00	
	10	200.00	
99.			
25	SAM COUPE	CASS.	DISC
	Larrows Par on		
	Famous five on Timesone Island	10.00	10.00
22	Continue Barry	112 000	1011100
75	football Director 9	13.99	#11.05
99	Futureball/Sam Strikes		
00	Cur	128.90	10.00
÷.	Minutes 9	425.99	
60 ·	Deservation .	88.00	ER:00
	Sphere	N/A_	69.99
99	Load it recorder -Hard	1.11.1	1000
00	Control of the second second second second		

COMPILATIONS

CONTRA AND					
MEGA HOT A.T.V. Sim, Pinball Sim, BMX Sim, Pro Tennis Sim, Int. Rugby Sim, Mig 29, Fruit Machine Sim & G. Prix Sim Cass £6.99	TOP TEN COLLECTION Saboteur 1 & 2. Sigma 7, Critical Mass, Airwolf, Deep Strike, Turbo Esprit, Thanatos & Bombjack 2, Cass £530				
DIZZY COLLECTION Dizzy, Fast Food, Fantasy World Dizzy. Treasure Island Dizzy & Magic Land Dizzy Cass £6.99	FLIGHT ACE Air Traffic Control. Acr, Spirfite 40, Strike Force Barrier, Tomahawk & Advanced Tactical Fighter Cass £8.99				
4 MOST SPORT Soccer Boss, Endzone, Rally Driver, Run for Gold Cass £2.99	WORLD CUP COMPILATION Kick OII, Tracksuit Manager & Gary Lineker's Hotshors Cass (8:99 Disc LII:99				
WHEELS OF FIRE Hard Drivin', Chase H.Q., Powerdrift & Turbo Outrun Cass £9.99 Disc £16.99	THRILLTIME GOLD 2 Airwolf, Scooby Doo, Battleships, Saboteur & Frank Bremo Cass £4.99				
SOCCER MANIA Football Manager 2, Microprove Soccer, Football Manager World Cap Edition & Gazza's Super Soccer Cass £9.99 Disc £11.99	THRILLTIME PLAT I Buggy Boy. Space Harrier, Live and Les Die, Overlander, Dragon's Lair. Thundercats, Beyond the Ice Palace, Great Gurianus,				
HOLLYWOOD COLLECTION Robocop, Indiana Jones Last Crusade, Batman the Movie & Ghostbusters 2 Cass £11.99	Hopping Mad & Ikari Warriors Cass £8:99 FRANK BRUNO'S BIG BOX Frank Bruno's Botting, Berty, Commission, Substruer Aitwold, Sceniby Une, Bartleships, 1942.				
PLATINUM Strider, Black Tiger, Ghonis and Ghosts, Forgotten Worlds & LED. Storm Cass £11.99 Disc £13.99	Bombjack & Ghoses and Goblins Cass £3.30 THE BIZ R-Type, Operation Well, Double Dragon,				
SEGA MASTER MIX Super Wonderboy, Dynamite Dux, Crackdown, Turbo Outrun & Enduro Racer Cass £11.99 Disc £13.90	Ratman the Caped Crusader Cass (1999) 100% DYNAMITE Afterburner, Lass Ninja 2, We CLe Mans, Double Dragon Cass (1999)				
T.N.T. Hard Drivin', Toobin, Dragon Spirit, Xybots & A.P.B. Cass £9.99 Disc £16.99	SUPREME CHALLENGE SOCCER SPECTACULAR Peter Reardsley's Int. Football, Soccer Suprema, Football Manager, World Champions and Peter Shilton's Handball Maradona Case L4.99				
EDITION ONE Double Dragon, Xenon, Silk Worm & Gemini Wing Cass £8.99	STORY SO FAR VOL 2 Overlander, Space Hartier, Hopping Mad, Beyond the Ice Palace & Live & Let Die. New prior Case £3.99				
HEROES Licence to Kill, Running Man, Barbarian 2 & Star Wars Cass L9.99 Disc £13.99	SOCCER SQUAD Fuotballer of the Year, Gary Linehers Superstar Soccer, Gary Linekers Superskills and Ray of the Rovers NEW PRICE Cass £4.99				
ORDER FORM AND INFORMATION All orders sent FIRST CLASS subject to availability. Just fill in the coupon and send it to: Software City Unit 4, BDC, 21 Temple Street. Wolverhampton WV2 4AN. ORDER FORM (Block Capitals) Name Address Postcode Tel No					
Name of game	Computer Value				
	Postage TOTAL				
Paying By Cheque - Cheque CARD TYPE EXPIRY DA	add E2 50 par item is psysible to Software City TE YS3				
	EUROPEAN				

DATE

ORDERS ACCEPTED



Don't watch that! Watch this! Go on, we dare you to stand on one leg and hop across the roof of the Empire State Building! (No? Oh alright then.)

Actually, Double Dare isn't about scary dares at all. (Unless you think daring someone to answer a question like "Who plays Dan in Roseanne?" is scary.) Nope, instead it's based on that much-loved and rather groovy Going Live TV quiz - as if you hadn't guessed already! Not that any of us have ever seen it of course because we've got to sit in this shed all day to bring you this ace mag (yes, even on Saturdays)! But at least we can play the brandnew Speccy game from Alternative now instead, eh. Spec-chums? Hurrahl

A bit about the game

Right, let's find out a bit about what you do then. First of all you (or you and a pai, if you decide on the 2-player option) have to answer some general knowledge questions (just like *Triv*) and then there's a series of physical challenges (oo-erl). Well, there are in the TV game anyway – here on the Speccy it's all been changed around a bit so you get some nifty little puzzle bits instead.

Get through this and you're onto an assault course – keep going, pick up loads of flags and, wa-hey, you're a winner! Well, that's



what you're aiming to do anyway. If you lose it's a bit of a different kettle of fish – or vat of horrible gunk, to be precise! That's right, Spec-chums, true to the TV show you get placed firmly and squarely in the horrible dunk tank! Eurgh!

We should have a review of Double Dare in Barg Basement next month but in the meantime here are some screenshots to take a gander at. (Oh, and if the game does well then Alternative say they're going to release some separate General Knowledge questions on tape for you to add to the original game. Can't be bad, eh?)



Oh, it's that Major Tom chappy! What's his name? Ziggy something.

What can I win?

Hang on, we were just coming to that! First prize is an absolutely fabulous Goodmans 140 14" colour TVI (Which means you can watch Double Dare in the comfort - and safety! - of your own bedroom.) Mind you, if you don't quite make it to the first prize then there's no need to burst into tears or anything soppy like that 'cos we've also got 50 copies of Double Dare to give away! (It's a corker!)

Okay, I'll go for that. What next?

Ahal Now you're asking. And it's quite simple - just answer these questions. We've taken our cue a bit from the game itself here, so let's kick off with o couple of triv puzzlers...

 Where is the Glant's Causeway?
 a) On the moon
 b) Northern Ireland
 c) Brazil

2. Where did Boadicea hall from?a) Boaderlandb) Cumbriac) East Anglia

Right, now the puzzles... 3. Who are the three crazy mixed up chaps in the picture below?





Gosh, we're not too sure what's going on here but odds-on it's something to do with eggs!

> 4. The silly sentence below is actually a film. But which one? Heck eat turf bout.

> Right, that's your lot. Do the usual and send it off to Dare, Dare, Double Dare, I Dan't Care 'Cos I Wear Flares (So There) Compo, YS, 30 Monmouth Street, Bath, Avon,

BA1 2BW. Entries in please by February 28th 1991.



Future Publishing and Alternative Software people can jolly well keep away from our pristine TV (and the games) - or we'll dunk 'em in the gunk!
Entries must be in by the end of February 1991 (and on the back of an envelope or postcard please) otherwise it's a swift visit to Mr Dustbin.
Andy is a bit of a mean mutha, so no arguing with him when he's chosen the winners, alright?

..... Zip Code

Easy as piel The answers are...

1 2 3 4 Now send me my prize pronto to

Address

Name ..

Elite/£9.99 cass/£14.99 disk



Jon We've had Kick Off, we've had Kick Off 2, and by golly if we haven't had Gazza 2, er, too. Well, now here comes

World Championship Soccer, a Sega arcade conversion that's looking to beat them all into touch as the fastest, simplest, most playable overhead-view footy game ever. It's a 1/2-player game, and I may as well tackle each in alphabetical order, so it's, er, 1-player mode to kick off with first.



Oll Who let the Marlem Globetrotters: In here?

You're competing in a full 'World Championship' (ie World Cup) tournament, so if you're confident enough to skip the oddly-named practice

12

game (Test match indeed) it's time to choose the country you want to represent. Up pops a snazzy world map and as you whizz about testing your geography (so that's where Cameroon is!) you can call up a team's statistics. These are a list of the team's strengths – Speed. Skill, Defence and Keeper – measured on a scale from 1 to 5. Settle on a country and you have to pick the players (these also have a list of statistics,

٩

Persit-white players and, er, rather a lot of another colour... this time based on Speed, Tackling Strength, Kicking Strength and Accuracy). Weed out the weeds and put your final 11 into a set 4-4-2 pattern.

Onto the game proper...

And the first thing that strikes you is the kick-off - it's

just a case of first player to the ball Boot this away and you'll notice the screen scrolls to keep up with it, not the players, so frequently you'll be running like mad without actually being in view (mind you, there's a handy scanner at the side of the pitch to give you the full picture). The Speccy decides which player you control, working on the 'nearest to the ball principle, but as usual causing much cursing since in tight spots the player it wants you to be and the one you want to control are inevitably different. The controlled player is highlighted with an arrow. and as you rush all over the place the rest of the teams swarm about as their patterns dictate, although

once the action gets going you'll soon have no idea who's in which position. Bang go all the impressive player statistics, but who said this was a serious game? Fast and fun is the order of the day, with things like

throw-ins and corners dropped in favour of the ball ricocheting back off the touch-lines (as if you're playing in a box).

The Speccy has some mean tactics, its men jittering towards the bail like guided missiles, and using the three types of kick to full effect. A nice touch is the way you always kick towards the

opponent's goal, but I found the best way to win was not to bother about kicking at all, and just dribble the ball into the net. As long as you keep zig-zagging,

As long as you keep zig-zagging, the Speccy's players can't manoeuvre to tackle you, and it guarantees victory by at least 20 goals!

Of course, this doesn't really matter, as the only reason anyone buys Kick Off-type games is to beat their friends at them 10-0. Pick your teams, no fouls, no World Championship competition, just Spec-chum against Spec-chum! The only problem is, there's no Redefine Keys option, and the keys you've got are all on the top row (1-5 for player 2, 6-0 for player 1), a hideously squashed arrangement that means you either have to wedge some card down the middle of the keyboard, or sellotape your unused fingers out of the way.

Well, it's green, innit?

The other only problem is the presentation. Apart from some awful intro music and a neat whistle effect, there's no sound, and while the graphics



CHERICICITY STUDIE



Actually, having that mini-pitch at the side isn't a bad idea. (Means you don't have to keep flicking into a different mode.)

> are several steps up from the Kick Off doldrums, they can still get somewhat confusing as the pitch flits by. As everything's monochrome green, one team has white shirts and dark hair, and vice versa. Unfortunately, there are no graphics to show the lighthaired players kicking, or their goalie (they use the dark-haired versions instead), so if you're at the opponent's goal, blocked by the defenders, it seems you're being hacked at by traitors from your own team!

Graphical glitches aside (you can always provide suitable sounds yourself). WCS ain't a bad little footie game at all. Not quite up to Gazza 2 standards, but playable nonetheless (multiplied by 10 in 2-player mode). A very strong return for Elite, back at last from the 16-bit wilderness. Three cheers and a hearty hurrah!



Here in the YS Shed we go a real bundle on fantasy board games - and none more so than Hero Quest! We sent resident elf LINDA BARKER off up to Sheffield in a Red Star A TALE OF CHAOS, DARKNESS AND JOLLY FEARSOME WARRIORS box to find out what Gremlin were doing with their brand-new Speccy version...

ccording to all the official blurb, Hero Quest was the Number 1 best-selling boardgame of 1989 not bad going when you're up against giants like 'Triv' and Scruples, we're sure you'll agree! And what a corker of a game it is - we've been hooked on it for months! Basically, it's one of those characterplaying, fantasy jobbies with you running around a castle, casting spells and making short shrift of the forces of evil - phew! Mind you, despite the title, you're not actually looking for a hero - you want to be one, and thanks to those lovely people at Gremlin you'll soon be able to do it on a Speccy too! (Hurrah!)

JOLLY FEARSONE WARRIORS New upon a time in a distant land known as the Empire an evil warrior challenged the forces of good. This warrior was called Morcar. Lord of Chaos (och, aren't they all, dear?). Ind he destroyed the hope of the nation. The Empire mound intil one day a Prince blokie appeared with a star on his interhead. The star was the same that the ancient kings of legend had wom and this Prince was Rogar the Barbarian (or Roj ion short). Roj was joined by many other brave and good (ie stupio) is after the battle Morc escaped. But after the battle Morc escaped. But after the battle Morc escaped. But after the battle Morc escaped, and even as we speak licks his wounds and seeks revenge. The Empire now needs new heroes because the darkness is

about to return.

THE CHATTY BIT

Hero Quest has been programmed by a bunch of chappies called 221b (as in 221b Baker Street where Sherlock Holmes lived, fact fans). And jolly nice they are too! First I spoke to Nicholas Kimberley, the game's programmer, and asked him what the last thing they did for the Speccy was... *I can't remember actually. Er... oh yes*, Space Harrier II. Yeah, we were quite

leased with it. (It scored a rather respectable 85° so it can't have been bad!) And what about

this Hero Quest thing then – who were the other guys involved? Ah, well there's Jason 'Spock' Wilson who did the graphics, and Kev 'MC Slack' Batesman, he was the music maestro. Super. Tell us a bit about the game.

Erm... (Oh dear, he's going to need encouraging, isn't he?) Has it been an easy transfer? Oh, yeeah (sarcastically). No, it hasn't, it's been the most blimming difficult thing I've ever done. It's taken about 4 months and the graphics still aren't finished. I started by drawing up the rooms, and that was the easiest bit. The hardest bit was fitting it all onto the Speccy – the boardgame's so big! I had some really nice little pictures of the characters but I had to get rid of them unfortunately, there simply wasn't enough memory. The 48K version still needs cutting down a bit as well – it won't have any music and we'll only be able to squeeze the most essential furniture in. Oh well, not to worry, eh? Was there anything else that

Oh well, not to worry, eh? Was there anything else that gave you grief?

Let me think, oh yeah, the boardgame was a bit rague, left a lot to the imagination. I had to lighten that up a bit, so it's far more 'straight' nd literal now (if you see what I mean). Sort of. Are you happy with it?

Reasonably. (I don't know, some e.eh?i



These skeletons aren't quite finished yet, but they still look quite scary!

every time you played a different game the contents of these rooms (monsters, traps etc) would change. Of course, that'd be a bit big to fit onto a Speccy screen so now you only get to see a single room at a time.

Actually, hang on a sec! I haven't even explained what these blimming quests are yet. have I?I Basically you've got 14 'big' rooms which are sub-divided into lots of smaller ones. Each of these big rooms has its own quest. There are 14 quests to get through (because there are 14 rooms!) and they've all got spooky titles like Lair Of The Orc Warlord and Barrow Of The Witch Lord (eek!), Here's a taster - it's called The Rescue Of Sir Ragnar and it goes like this.

"Sir Ragnar, one of the Emperor's most powerful Knights, has been kidnapped. He is being held prisoner by Ulag, the Orc warlord. You are to find Sir Ragnar and bring him back to safety. Prince

hoper when it comes to defending himself

against magic), the Wizard (who's good on the

magic but crap at the battle bit), the Dwarf (who's

pretty handy at getting rid of traps), and the Elf, who's a

departments. Actually, there's a fifth character as well,

bit of a star in both the battle and the magic

who's probably the most important of all,

question...)

but he's changed a bit (which rather begs the

HERO

Magnus will pay 200 gold coins to the character who rescues Sir Ragnar, but no reward will be paid if Sir Ragnar is kiled whilst escaping." (Fair deal really

And then it's off! There are 4 characters for you and your mates to choose from - the Barbarian, who's a great warrior (but a bit of a no-

Wossit all about then?

Well, anyone who's ever played Dungeons And Dragons will know exactly what we're in for here. It's basically just the same kind of become a character and fight through a different

story that makes itself up every time you play' sort of scenario, except the original wasn't aimed at quite the same mature audience. (You mean hippies? Ed) This one was made much more with a younger player in mind (so thick-o prats like us were glued to it right from the very beginning!).

As I mentioned, the plot's pretty simple complete the quests. become a hero and save the Empire. Ya-hoo! You do all this in the dungeons of a castle, travelling from room to room and having to cope with all the spooky things you find in them! The original board had one basic layout of rooms and passageways, and



It's The Rescue Of Sir Ragnar - 200 gold

How does the Speccy version

differ from the boardgame?

coins if you succeed!



suspiciously like a zero.



ere's no conventional method of ring. Instead you have mind, body I money points. This bit tells you how you're getting along.

This pile of rubble will grow one day to be a (someone tell ur C Clarke!). e (s

The eye - this is your search option (it may ook like a shield but I The sword - if you ant a diffe

n, this is



on w ction you want to al, click on one of The key - use this to pen doors. (I'd neve have guessed. Ed)

take o 3.0

But instead of being controlled by a fifth player (like he was in the board version) his role has now been taken over by the Speccyl Placing traps, working out how many squares you're allowed to move, all that malarkey now all happens 'automatically' on the screen. (Makes sense really. It just comes down the basic difference between how a board game operates arid how a computer game does.

Actually, by doing this, Gremlin have even slightly improved on the original. Because the computer plays Morcar, the rooms are already set up and you don't have to wait for your friend to put all the pieces of furniture and monsters in - this certainly speeds things up a bit. Another good thing is that now you only get to see the room or bit of passage you're actually in (like I explained before) - in the boardgame you could



Choose your weapons!

obviously see the whole of the board but you had to pretend that you couldn't, and sort of quint a bit, or kip one eye shut. (It was all a bit trickyf)

But what about spells and spooky things like that then?

Right, each of the players have the same quests to complete, and each quest (or 'Big Room') forms a level. After choosing your character it's time to pick and choose a few spells (but only if you're the Elf or the Wizard - remember, they're the only ones who can use magic). These are split into earth, fire, water and air spells and include spooky things like genie, fire of wrath and veil of mist.

Then it's straight onto the quests. Once you've completed your first one you'll probably have picked up some money, so then you can buy some weapons and trundle off to your second quest. Simple, eh?

Characters also have to search for things like treasure, traps and secret doors. Search for treasure and you could get some money - or perhaps a ferocious monster! Eek! There are a variety of traps the pit trap, which you can jump across, the failing block trap, and then there's the spear trap which involves a few sharp pointy things. (They wouldn't be spears would they, Linda? Ed)

And there you have it (more or less). Hero's certainly shaping up to be as funky as its original, and should be out around Easter time. We can't wait! (Hurrah!)

THOSE HORRIBLE **MONSTERS IN** FULL

Zombies

Slow. awkward and smelly bits of decaying flesh and muscle.

Mummies Hard to

overcome in single handed combat



Fimir Dangerous one-eyed lizard thingies (spook!).

- ------

.

Ц

Chaos Warriors

Men who have become monsters (very fearsome).

Gargoyles Animated statues, foul and very hard to get rid of

Orcs Savage and vicious

Goblins Small, cruel and dangerous to know





James If ever law and order breaks down, do NOT join the police force. It's something I'd never do. Instead, I'd go off down the shops, choose a really expensive hi-fi, then nick it. Then I'd go into a pizza shop, ask for three really big pizzas, eat them and run out without paying.

Then I'd get some really flash clothes, a new pair of baseball boots and a video recorder. And you know what? I wouldn't pay for any of it! Ha! And who d stop me?

· PUP au

Well, an ESWAT team might. You'd have to be perping' in a dump-hamlet called Cyber City and playing the new US Gold r-'em-up, but odds on they'd probably trash you, ually, the game's so relatively straightforward they trash everybody, but more of that later



n, I can't wait to get that shiny metal frm on! (Better kill some baddies quick!)

Heavy Metal Mutha!

Heavy Metal Mutha! As the game kicks off you're just a normal bobby. Your ambition is to be accepted into the crap, er, crack ESWAT cop team (a sort of street-level paramilitary set-up) and then work your way up through the ranks. And, lordy-lor, are these boys into their power-dressing! If you manage to get through the first three levels (and thus into the team) then on goes a full metal jacket uniform thingie (with matching trousers) and they strap a mean-mutha lethal weapon onto the end of your arm (a 'handgun' no less, hem hem). Sounds a bit 'Robocopic' to you? Spook! Me too. And the weird thing is the similarities don't even stop there, because next you're sent back onto the streets to... Shoot more people! (Hurran!) And that's ESWAT's biggest problem really – it's just biam-blam-blam at everyone you see. The first lawbreaking bods you meet are just kids on

awbreaking bods you meet are just kids on kateboards. Never mind. Shoot them dead. Then

anyone looking out of their windows to see what the noise was about. Then shoot anybody who comes out of their house to ask what you meant by blasting their entire family. (And so on)

But surely that's what

a shoot-'em-up's meant to be like? Well, er, yes. But not when it's as repetitive and straightforward to master as this. Okay, so there's a few new 'twists' (you've only got a restricted amount of bullets and you can fire backwards and up and down) bullets and you can fire backwards and up and down) but in the variety stakes it's a bit of a no-hoper. End-of-level baddies throw bin liners and croissants at you (and molest girlie hostages who are thoroughly ungrateful when you save them). The hardware gets nicer as you move up (as I mentioned). You even get a warehouse or two with lots of boxes everywhere to jump up and down on (probably all the stuff people have nicked from Dixons!). But there's nothing here that really bites your botty and refuses to let go. To be fair, it's a problem that shoot-'em-ups in general have (so ESWAT isn't really alone). If a game's just about shooting people then you've got to get the difficulty level spot on or the player's going to get very bored very quickly. (Failing the quality of something like

bored very quickly. (Failing the quality of something like Op Woll, a good way of reducing the risk is to put a puzzle element in, like in Total Recall.)

ESWAT is certainly a competent arcade conversion (the mono graphics are blocky and clear), and it's by no means dire, but at the end of the day, well, you might have moved onto funkier things.





To enforce the law in an anarchic society takes a special kind of dude. It's no good joining the Cyberpolice if you aren't the right type. You should ideally have a name like Tron or Mandraox. (Colin and Peter don't sound quite as good.) You need to be unshaven and sweaty all the time. If you're neat and tidy the crims will just laugh. You need shades. Very dark ones. You need an attitude. This is the most important thing.

need an attitude. This is the most important thing. You must think things like "let's get onto the streets and blow the soum-fifth away". Not things like "let's get out there and persuade people to take the itter home with them".

Have you got what it takes? (Er, no, tually. Ed)





odems for 48K Spectr one still in original box, both in excellent condition. Phone 0707 51801 or write to 5 Tempest Avenue, Potters Bar, Herts EN6

SJU. ■ Two Spectrums, with tape decks, games, magazines, hardware, joysticks etc. Worth over £400. Bargain at just £150, or £80 each. May split. Hurry! Phone Duncan on Farnborough, Hampshire. (0252) 547911.

Spectrum +3 with 2 joysticks plus 41 games on disk including Street Fighters, Batman, Untouchables, Double Dragon II, plus over 25 games on tape including Chase HQ, £175. 0474 350152 (Gravesend).

Sam Coupe, 256K Ram memory, 128 colours, joystick "Flash" Art package, 5 games including *Defenders of the Earth*, £135. Phone Scott 081 850 5129.

Scott 081 850 5129. © Disk drive plus interface with keymaster and demo disk boxed, worth £100. Sell £65. Plus postage. Only 3 months old! Brilliant bargain!! Ian McArthur, 8 Royston Terrace, Edinburgh EH3 5QS. © MGT+D disk drive and printer interface with 3.5° disk drive and disk of games. Boxed with instructions both for £90 onc. Phone (02302) prese.

2000

■ For sale, Speccy +2A, only 9 months old, mouse + Artist II, over £150 worth of softwar incl F-19, Ikari Warriors, Ski Sim, Will sell for £240 ono. Phone Steven on 081 778 7105

after 5pm. Spectrum +2A for sale, excellent condition nly 6 months old with great games such as Ratman, Robocop, and Operation Wolf. Only Rat 100. Phone Dyerlan on 081 205 1543 after

Spectrum 128+2 for sale, lightgun, interface, 2 joysticks, few games, leads and manual \$100 onc. Ring Dave 061 989 3611 after

Spectrum +3 over £100 worth of software ncluding Robocop, Batman and others. loystick good condition, £150, Phone 0992

Including Robocop, Batman and others. Joystick good condition, £150. Phone 0992 445292 offers accepted. For sale, Spectrum +2 good condition, with £250 worth of games, all original full price, all for only £150 ono. Tel 081 570 9690. For sale Spectrum + (minor keyboard fault) complete with 3 joysticks, cassette recorder and over 100 games – sell for £90 ono. Write to Roger Mody, 54 Ashdale Crescent, Droylsden, Manchester M35 EWP. Printer for sale, DMP2000 Amstrad, approx 18 months old, vgc. Manual included £120 ono. Telephone 081 593 1657 anytime. Spectrum hardware, utilities and game tapes for sale. Cheap prices! Write to Adam Murcoch, 88 Woodland Road, Woodchurch, Burkenhead, Merseyside or tel 051 678

Burkenhead, Merseyside or tel 051 678 7501 for list. SAE appreciated. For sale – ZX Spectrum 48K in full working der. With all leads, all you need is a telly and der! £40 ono. Phone Chester

660191 ask for Edward.

Spectrum 128K+ for sale, still boxed, good as new, manual + leads, joystick and many magazines. E415 worth of software, mainly originals including Shadow Warriors, Rainbow Islands, Robocop, Chase HO, Untouchables, plus many more. A bargain at £150. Contact

 Chris on 0788 572040 after 5pm.
 Spectrum + 48K Kempston/Sinclair/Cursor joystick interface. Prism VTX 5000 modem ds for mags. £75. Phone Gloucester 0452

612234

 Sam Coupé computer for sale with tape recorder, excellent condition, still boxed.
 Genuine reason for sale, lots of games like Strider. Worth £200. Sell for £140. Ring now on 0278 427855.

on 0278 427855. Spectrum + for sale, complete with power pack, leads, joystick interface, over £100 worth of games, all in excellent condition. £95 ono. Phone Patrick on Exeter 0392 70985 from 6pm.

spm. Spectrum +2 with £400 worth of games and one joystick in good condition with top titles including Black Tiger, Ghost Busters II, £150 ono. Phone lain on 0487 841 870 any time.

ono. Phone tain on 0487 841 870 any time.
 Spectrum +2A with £275 worth of software and lightgun + joystick, Kempston Interface - bargain at only £200 ono. Telephone 021 749 1949 (Birmingham) and ask for Lee.
 Spectrum +2, two joysticks, interface, Datel mouse, 600 games (£3000), 80 magazines with cover games. Sell for £450 ono. Phone 0763 241968, 11 The Flance, Bassingbourn, or Bowston SGR 5PM

nr Royston SG8 5PN. Interface 1, board only - seems to be dead. Anyone for sparse? Postage cost only Phone Anyone for spares? Postage cost only. Phone Andrew Mere 081 651 2529 eves.

Spectrum 16K computer with manuals – no leads or power supply. £15 ono (p& extra). Tel Andrew More 081 651 2529 eves.

Andrew More 081 651 2529 eves. Spec, TV, datacorder, joystick, interfaces, Spectrum and about 120 games incl *Turrican,* Fighter Bomber, Robocop etc + mags inc cover tapes. Phone Paul on 0628 485491. For sale, 128K +2 Specy, good condition, 5426 worth of software, lightgun, word processor program, 2 joysticks, manual, all leads and loads of mags. Worth around £650, willing to sell for £300 ono. Ring Dean on 071 289 6013 after Spm on week days Mon-Thurs.

289 6013 after Spm on week days Mon-Thurs. Interface manuals 75p each (includes post) Phone Andrew More 061 651 2529 eves.

Spectrum 48K + with instruction manual, cassette recorder, Kempston joystick and £110+ of games incl Robocop, World Cup Compilation... Worth £220, will accept £80. Phone 051 226 5572.

Spectrum 48K for sale – in good working order, includes all leads, tape recorder, man and some games. Will sell for £50. Phone 0615 871200.

0615 871200. Get Multiface 128 free when you buy my 48K+ Spectrum, Interface one, Microdrive, cartridges, ZX printer, joystick, cassette player, books, manuals, leads and over 200 titles. £150 ono. Tel 0480 216280.

E150 ono. Tel 0480 216280. Spectrum 128K+2, I/Face1, M'drive, 50+ cartridges, Ram Turbo interface, joyatick, Multiface 128, 300 software titles, books, 5250. Also +II interface, Ddrive, 2-face, music machine, mono mbnitor. Will split. Call 0480 202325

406415. ■ Sam Coupé + software for sale, incl Defenders and Multi Pack 1. £145 ono, has new Bom etc. Phone 061 766 4369 after 6pm. ■ Spectrum +2 with joystick, mouse, printer and over £500 of games. Worth over £800 than new, but I'm only asking £360. Phone when new, but I'm only asking £360. Andrew after 5pm on 0222 711161.

Spectrum Spectrum +2 for sale. Excellent condition, still boxed. Two multifaces, over £400 worth of



Name	Lonel	y Hearts 🛛 Fanzines
Address	Postcode	
MAGAZINE HEALTH WARNING	Think before you snip - most	YS 63

people use a photocopy instead. and and Manager Manager Hardson Hugh 100 1000 m

Sorry, but YS can accept no responsibility for the ads placed in Input/Output



Blimey! We never knew we could fit so many reader ads into 2 and a half pages! (Feast on these, ye barg hunters of little faith!)

tware, many good titles, may split. Mai offer. Ring Gareth 0258 729388. £2 each. Tel Andrew Mere 081 651 2529 (postage 50p per book)

for details. # 48K+ Spectrum, Panasonic tape r Ouickahof joystick + interface, lots of mags and games including Batman. The Untouchables and Cabal. A bargain at £110 ono. Phone 0625 879778.

ono. Phone 0625 879778. 50 Microdrive cartridges for sale, £150. May split, in large batches, also Sinclair QL computer, £100 including joystick and Centronics. Call 0452 413774 eves and weekends.

weekends. Free 2500 worth of software if you buy my Spectrum +2. Also included are 50 magazines and books, joystick and interface. Computer is still boxed, in excellent condition £200 ono. Phone 0349 883830.

Spectrum +3, loads of disks and tapes, plus Data-Corda Artist II with mouse on disk plus loads of mags. Phone Phin on Maldon (Essex) 0621 856211.

(Essex) 0021 a06211, III Sam Coupé 256K includes disk drive £300 software and specific Sam software, joystick plus loads of magazines with free games all to £250. Phone 029 936254 (Stourport on es all for

Bevern). ■ For sale, Sinclair Spectrum +2A, lightgun, joystick, games. Boxed, immaculate condition All for £140, Telephone 081 555 7720 after

48K Spec + FDS keyboard and Comcon +

48K Spec + FDS keyboard and Comcon + joystick. Ideal starter, only needs castette recorder. Many, many games. Phone 0622 859449 £45 ono.
 Spectrum +3, will swop for Amiga. Over £300 worth of games, two joysticks, tape recorder and printer lead. Ring Stuart on 0746 767617 or 0746 764995.
 Nintendo Zapper, only £160, games included. Duck Hunt, Garomite. Ghosts and Goblins, Kung Fu. Top Gan, Super Mario Bros and Life Force. Contact now on Pethem 716.
 Spectrum 48K for sale. Leads, manual.

Spectrum 48K for sale, Leads, manual Sharp cassette recorder, wires, Kempston joystick and interface as well as 10 games. 240 ono before 31st March. Write to Richard Spandley, Rose Cottage, Woolbeding, Midhurst West Sussex GU29 9RA. Ser, two

Micro drives and cartridges, Micro Speech, Quickshot joystick and interface, speed loader and 25 games only £95. 0202 631280 Two Spectrum +2 computers. Both with

power pack and ariel leads, will accept £250 for the pair or swop for a +3 with some disks. Ring Jason after 6pm on 0980 625688.

Spectrum 128K +2 for sale. Joystick, books. mags. Also over 30 games including Cabal, Batman, Operation Thunder etc. All for £110 ono. Phone Mike on 0784 453862.

and the second se

Phaser J/S excellent condition, worth £145, sell for £90. Phone Steven 0603 38503. Spectrum +2 (128K) with joystick, boxed, As new, excellent condition. £400 worth of software including Goldein Ave, Operation Wolf, Dan Dare III, loads of mags

From Dam Date In, Idado of Haga, Dargan £125. Phone Pete after 5pm 0273 775084. Ill Spectrum +3, Kempston LF, Multiface 3, stacks of games including Robocop, Cabal, Forg Worlds, manuals and leads, YS mags. Forg Worlds, manuals and leads, YS mags, Sell for £180. Phone 0420 477820 after 7pm

weekdays and at weekends. Spectrum +3 £100 worth of games. Titles include, Chase HQ II, Pang and Lotus, Turbo Challenge, also includes Light Gun, and games. Phone 0952 501551 if wanted. Cost £150 for the lot.

ET50 for the lot. ■ Spectrum +3, manual, box, joystick, cassette lead, disk and tape games incl NZ Story, Dragon Ninja and Stalione Cobra, £145 ono. Phone Shaffique 081 991 1413 after 5pm.

spm. Spectrum +3, tape and disk software incl Robocop, APB, Sim City, Shinbol etc. 2 joysticks, manual, mags, blank disk, tape lei Excellent condition, £120. Phone Nick 061 794 2808. (Manchester)

Spectrum +3, excellent condition with Multiface 3, Cheetah joystick, Sony tape deck with all leads, plus loadsa games on disk and tape all for £175. Ring Steve on 0992 769730 after 4pm

Spectrum 128K for sale w worth of games, Multiface 128, Ram music machine, AMX mouse and interface. All in excellent condition for only £280. Phone Leyton after 5pm on 0945 81610.

Spectrum +2A, £300 worth of games (eg R-Type), modern, over 30 mags (reasonable condition), programming manual, any offer around £200 considered. Phone Nell after 5pm on 062 082 2449.

Spectrum +2 still boxed, joystick 120+, games, £25+ mags, serial sprite and free Casio music keyboard, all for £140 ono. Tel 0757 702096 and ask for David. Spectrum +3, boxed as new. Over £750

worth of games (some on disk), Datacorder Keyboard cover, lightgun, joystick, manuals, books, mags, worth over £1,000, sell for £250. Phone Puriton 683182.

Spectrum +2A for sale complete with over 1,000 games, and joystick, only £125/ Phone David after 7.30pm on 0923 243723 or

David after 7.30pm on 0923 243723 or anytime weekends. Sam Coupé for sale with over E50 worth games including *Defenders of the Earth* £150 ono. Write to Chris Dixon, 1 Cardigan Road,

Malborough, Wilta. Spectrum +3, boxed, manuals, tape, leads, Scart leads, tape recorder, 100+ games tape/disk, Chase HQ, Batman, Hard Drivin etc. In good condition worth ISS0+, Yours for just E199.99 ono. Phone Kristian (0344) 842576 the form after 6pm.

B Spectrum +2 128K for sale with over £200 worth of games, Robocop, all the Dizzy's and tons more with joystick and lightgun. Sell for E90. Contact Andy, After 5pm (0292) 317427





send an sae for a list of computer - D A Pollard, 5 Chandos House, Please s

Contract Contract

607146. ■ I will swop my Total Eclipse and Fiendish Frieddy's Big Top O' Fun for Shinobi and Altered Beast. Originals only, PS +2 cassette only, Phone Luke, 081 451 7493. Will sell Pitfall 2. Monty on the Run and Thunderbirds for E5 or swop any games. Scott Date, 80 Tachbrook Road, Feltham, Middlaces Tol 0834 1833

Dale, 80 Tachbrook Road, Feltham, Middlesex Tel 081 844 1832. Will swop 7 tapes with hundreds of games for Mega Mix Dynamite or The Biz. Tel 0533 302744. Also for sale Monopoly and OutFlun. For sale Specry games 50p – 53.00 will also swop for Samurai Warrinor and MicroProse Soccer. Write to M Crichfield, 38 Langley Park Road, Iver Bucks SL0 9QR. Bargain. I will swop Winter Games, 720°, Jack The Nipper 2, Barbarian, Skateboard Construction Kit for X-Out. Phone Redditch (0527) 28041. (0527) 28041.

(0527) 28041.
100 48/128 games for swop or sale. Games new and old – we have Batman. Robocop. Turtles etc. We would like Rampage. Chase HQ II. Robocop II etc. For info ring Dean anytime, (0703) 843279.
Leaderboard. UCM. Action Force and Super Sprint. TI swop all these for either Teenage Mutant Hero Turtles. Chase HQ 2 or Monty Python's Flying Circus. Write and send sae. Soli-Hullcreet Drive. Southdown, Bath, BA2 35 Hillcrest Drive, Southdown, Bath, BA2

Anyone out there got Black Tiger for the Spectrum +27 I will swop Robocop, Space Harrier or Turbo OutRun for it. Phone (0479)

Hamer or Turbo Outhun for it. Phone (Versy 3116 and ask for David. B Your Sinclair issues 1-50 and Your Spectrum issues 11-21. Any cash offers? Will split. Also Gunship +3 disk for sale. Ring aig 091-415 0203 after 6pm.

Bandari Ludiano Paul Paul
 Crang Us1-415 0203 after 6pm.
 Software for sale (for Spectrum). Also Atari 2500 VCS cartridges – all originals and in excellent condition. For a list send an sale to Paul Dennis, 40 Cornhill Estate, Alnwick, Northumberland NE66 1RY.
 Bandari, Ludiano Paul Paul Scitto 1

Bargain. I will swop Paper Boy. Spy Vs Spy 2 and 3. Skating USA. Curse of Sherwood, Count Duckula for Escape from the Planet of Robot Monsters. Phone Redditch (0527) 28041

Swop my Flintstones, Count Duckula or Yie Ar Kung Fu for your Soccer Seven. Ar Kung Fu for your Soccer Seven, Telephone 091-388 8141.

■ For sale – squillons of games including Op. Wolf, Soccer Spectacular Compilation, Untouchables, Send an sale or phone 061-491 2502 after 5pm, Also wanted – Matchday, Rainbow Islands and Robocop, Tel 061-491 2502

Game player wanted to test new game. Payment offered. 12 Mile radius of Preston,

Payment chered. 12 Mile racius of Preston, Lancs. Phone (0772) 744922. ■ I'll swop my Op Thunder, Klax or Dynamite Dux for your Sikworm or Crack Down or I'll pay £7 for each. Interested? Well write to Mar Orlygsson, Aros, 15-580 Siglufjordur,

B For sale – Speccy games, prices from 50p. Also HM/Pop L.Ps/cassettes/7's etc at cheap prices. SAE for list David Clark, 17

proces. SAE for fist David Ctark, 17 Sheshader Poln, Isle of Lewis, Scotland, PA86 0EW. I will swap my Italy 1990, Untouchables, Ghostbusters 2, Batman (Caped), Robocop for Monty Python, State Wars, Escape from the Planet of Robot Monsters, Golden Axe. 1 for 1. Phone (046) 577614 act to the total. Phone (0695) 575954, ask for Mark.

permission

For sale. Rainbow Islands and We are the

Champions for E6 or exchange for Moonwalker. Telephone 091-482 5027 Mon-Fri after 4pm, or write to 40 Beaconsfield Road, Low Fell, Gateshead NE9 5EU. Swop Ninja Spirit for Strider and TI

s or Dniller for the same. Phone (0905) 28762

■ I want to swap Untouchables for Run the Gauntiet only +3. Write to Alan Jones, 22 Greenfield Road, Gwyn y arnant, Ammanford, Dyfed, Wales, or telephone (0269) 826321.

B For £25 you could have 16 games including Run the Gauntiet, Cabal, Football Manager II, Gazza's Super Soccer, Enduro Racer, Supersports and more, Phone Brian on

(0734) 411979.

Spectrum 48K budget and some full price games for sale. Mostly old. Send an sae and 10p for details. Also Sam Coupé contacts wanted, any sex, any ape. Write to Kevin Cooper, 157 Newtown Road, Carlisle, Cumbria, CA27LL

In there anybody out there who wants OutRun or Gazza's Super Soccer? If there is Phone (0225) 316682. OutFlun E5. Gazza's Super Soccer E7 onc. Swop my WEC Le Mans for your Fighter

Bomber, originals only. Write to Daniel Gregory, Craignish Estate, Ardtern, Argyll, Scotland, PA31 8QN.

Scotland, PA31 6GN. Adventure and flight sim games for sale, including Golden Apple and Fighter Pilot. All originals below £3.50. For list send sae to Claire Tennet, 17 Wimslow Close, Redesdale Park, Wallsend, Tyne and Wear

NE28 8TB Over 1.000 games to swap. Send your list for mine. All letters will be answered. Write to Philippe Guilloux, Rue de la Station 127,

Philippe Guilleoux, Hue be la Station 127, B.7390, Quaregono, Belgium.
 MicroProse Project Stealth Fighter, +3 disk game 57. Telephone (0745) 591432.
 Swop or sell 128K +2 games. Send sae to JP Wood, 2 Badgers Mt, Orsett Heath, Essex, RM16 3JB. (0375) 372298.
 Will swop Op Thunderboll for Robpcop. Constant & Swapping 10, 100 (1990).

Will swop Op Thunderbolt for Robocop. Contact R Swarbrick, 6 Rhodes Crescer Contact R Swarbrick, 6 Rhodes Crescent, Kirk House, Rochdale, Lancs, OL11 2HP. Wanted NZ Story, World Cup 90, R-Type and Ghouls in Ghosts, Will swop for Op. Thurderbolt, Shinobi or Deviants with Biggle I will swop one for one. Originals only: G Edwards, Braeside, Kennel Lane, Windlesharn, Surry, GU20 6AA. Tel Bagshot 79230. Biogles

Bagshot 79230. Heip! I need to swop Predator, Nightmar Rally, Judge Dredd and Top Gun for any + disk games. Contact Matt Wildash, 32 Swafield Rise, North Walsham, Norfolk, NR28 0DG. (PS above games are on

NR28 ODG. (PS above games are on cassette.) Laser Genius. Top Assembler for Speccy. E5 + post. Call (03985) 438 or write to 2 Town Mead, Oakford, Devon, EX16 9EW. Urgently looking for Speccy demos (no game demos). If you want to swop then write to PLK 0498236, 7858 Weil, Germany. Wanted – Stadows of Mordor. Swop for any 3 from Killed Until Dead. Armagedon Man. Hunt for Red October, Zoid's. Slaine, originals only. Vince Corney, 1 St Heller Ave, Morden, Surrey.

only, Vince Corney, 1 St Helier Ave, Morden, Surrey. B Selling Spectrum +2 128/48K tapes PsiChess, Academy TT Racer, Strike Force Harrier, The Great Escape, The Price of Magik, E2.99 each game. Write to GJ Llewellyn, 116 Heol West Plas, Colty, Bridgend, Mid Glam. Spectrum games for sale, E350 worth incl Black Tiger, Vendetta, Ninja Warriors, Operation Thunderbolt etc. Sell for £100. Tel 081-524 2315.

081-524 2315.

O\$1-524 2315. Swop my Feud, Back to the Future. Scumball, Pro-Golf II, Jackie and Wide (all budgets) for your NeverEnding Story. Robocop, Treasure Island, Diszy or any others. Ring Lee (0628) 25845. For sale, brand new Multiface 3. never used. Also mega loads of games, including Robocop, Vigilante, Rambo 3. Contact Keith Fletcher, 146 Strabane Road, Castlederg, Co Tyrone, N Ireland. th

Co Tyrone, N Ireland. Hundreds of Speccy games for sale at amazing prices, like £1 for £9.99 games. For list send sae to Andrew Weir, 146 Chesterholm, Cartisle, Cumbria, CA2 7XH.

Chesternolm, Carlisle, Cumbria, CA2 7AH. Wanted, Turrican, will awop for Ninja Turbes or Castle Master. Phone (0822) 261404 and ask for Steven after 7.30pm. Wanted: APB, Last Ninja II and Conact Sam Cruise. Will swop for Strider, Black Tiger, Flintstones. Phone me on 5566130 or write to Andrew Thickett, 11 The Crescent, Wood Green, Wednesbury.

Green, Wednesbury. Wanted – games for 48K Spectrum, all types, also wanted PSI Chess program. Please help, contact Joseph Morrison at 45 Parkridge Road, Parkridge, East London

5201, South Africa.

Wanted, any software for F3 Spectrum for under £10. Also issues of Your Sinctair 1, 7, 10, 11, 12 in good condition. Write to Matthew Ridsdale, 87 Wickersby Road, Rotherham, South Yorkshire, S60 3PU.



Wanted, Sim City, Black Tiger, Rainbow Islands and Man. United. Will swop for Turbo OutRun, Op. Thunderbolt, Batman, Untouchables and many more. Ring 021-745 3021 and ask for Paul.

3021 and ask for Paul. Wanted, Super Wonder Boy, Emlyn Hughes Arcade Ouiz or Sim City, Will swop for International 3D Tennis, Vendetta and Football Manager Two. Phone (0536) 69636 and ask for James. Wanted – Double Dragon, I will swop for Total Eclipse 1 & 2. Phone 3772645 code 091. Any time for Spec +2 and ask for Robert.

091. Any time for Spec +2 and ask for Robert. Wanted, World Class Leaderboard, swop for any two from Armageddon Man, Dan Dare, Nemesis. The Warlock, Stain, Impossamole. Originals only. Vince Corney, 1 St. Heller Ave, Morden, Surrey, SM4 6HY. Wanted, an Armiga with leads, etc. Swop for Spectrum (professional keyboard), 175+ onginals, tape recorder, joystick and Interface. Write now to Alan Wyllie, 37 Balnagowan Drive, Glenrothes, Fife KY6 25J. Wanted, a 128K, will swop over £150 worth of software. Phone 0238 563757 for details. Wanted, a Gacpac, not GAC, but the

of software. Phone 0238 563757 for details. Wanted, a Gacpac, not GAC, but the software program that accompanies it. Any reasonable price paid. Write to James, 41C Barras Lane, Coventry CV1 3BU. Help needed for POKEs, cheats and maps. I might have some you need, so get writing. David Bennetts, 85 Montegue Avenue, Redruth, Cornwall TR15 7BK. Wanted. Miner 2049 Colony for Spec 486+, will swop for Driller, Spitting Image, TV Special Trail Blazer or Kinetik. Write to Brad White, 10 Sanda Gardens, Kiru, Dunoon PA23 10 Sanda Gardens, Kiru, Dunoon PA23

BNU.
 Twice Shy. Tape only please. Also tips of any help for Football Director 2 Dave, 106 Wilmcote House, Tyseley Road, Portsmouth, Hants PO5 4ND.
 Wanted (in good working condition), vide interface with software suitable for Spectrum 24 and 2.

+2A and +3. Will pay up to £10. Write to A Harte, 53 Beechwood Road, Alton, Hants GU34 1RP.

Wanted, printer and interface for my 48K Speccy. Must be fairly cheap. Phone 0538 722626 after 6pm and ask for Ian.

■ Wanted, any games, either adventure, arcade or skill 1 have titles such as APB, Xybots, Toobin', Hard Drivin and Fruit Machine Sim 1&2 so get those lists off. Ralph Hills, 88 The Pintes, Park Road, Newcastle Machine Sim NE4 7EU

Wanted urgently. Nosleratu The Vampire, by Piranha and Vampire's Empire by Grenslin Graphics: Originals only. Andrew Gaskell, 25 St Ann's Valley, St Ann's, Nottingham NG3 3BU.

B I would like a printer for a Spectrum ZX +2, will pay up to £50. Please phone Richard Lovell, 0793 882005.

Lovell, 0793 882005. Needed urgently – one cheap printer in fine working order for under EB (Sinclair, Timex etc). Phone Gary on Selby 707029 Tuesday-Thursday after 6pm. Wanted – Passing Shot, Elax and Tetris, will swop for Crazy Cars 2, Licence to Kilf, Cauldron and Beach Buggy Sim, Write to Alan Corstairs 182 Oakbank Road, Perth, Scotland PA1 1EG. Wanted – Alay Car, Will swop for Participation

Wanted – Alley Cat. Will swop for Panther or Prison Riot, also wanted are male pen pals aged about 11. Tel Peter 0702 612847

aged about 11. Tel Peter 0702 612847 weekdays 6-9pm. Go on give it a go © Opus Discovery: Multidrive utilities also wanted. Please write to Richard Pike, 24 Deacon Street, Swindon, Wilts, SNT 5NA. © Wanted, Chase HQ or Robocop. Will swop for Strider or Black Tiger. Ring 061 980 5287 between 4.30 and 7pm. ■ Heip1 I need Turbo Espirit. Will swop for Football Manager or Dragon's Lair or Escape To Singe's Castle. Write to Raj, 79 Bold

Editor Andy Ide Art Editor Sal Meddings Games Editor James Leach Staff Writer Linda Barker Design Assistant Andy Ounsted Contributors Marcus Berkmann, Jonathan Davies, Cathy Fryett, Mike Gerrard, Jon North, Rich Pelley, John Pillar, David Wilson Advertising Manager Simon Moss Publisher Jane Richardson Publishing Assistant Michele Harris Circulation Director Sue Hartley Group Publisher Greg Ingham Managing Director Chris Anderson Production Manager Ian Seager Production Coordinator Melissa Parkinson Subscriptions Computer Posting, 120/126 Lavender Avenue, Mitcham, Surrey CR4 3HP Mail Order The Old Barn, Somerton, Somerset (tel 0458 74011) Printers Riverside Press, Gillingham, Kent Distributors MMC (tel 0483 211222). Your Sinclair is published by Future Publishing

Ltd, Beauford Court, 30 Monmouth Street, Bath. Avon BA1 2BW (tel 0225 442244). © Future Publishing 1991. No part of this magazine may be reproduced without written

Street, Liverpool, Merseyside L1 4HF.

Originals only. Scout Troop would like printer leads and wp package to fit Spectrum +2 for writing letters and notices. Cash scarce, donations welcome. Don Kinmond, 13 Charles Close, Alle, Norwich Norfolk NR13 3EW

Wanted, Taito Coin-Op Hits + In Crowd, Swop for Top 10 collection, Last Ninja II or Guinship, 1 for 1. Also wanted Op Thunder obocop, Terramex for Buggy Boy. Phone 851 870460.

0851 870460. Wanted – any Oric 1 or ZX81 software. State prices or swop for Spectrum games. Write to Simon, 6 School Lane, Butterwick, Boston, Lincs PE22 0HU.

Urgently wanted – Spectrum hardware, manual + the Spectrum Shadow Rom Disassembly (published by Melbourne House) Good prices paid for reasonable condition. Contact Edware Dearie, 464 Leeds Road, Huddersfield, West Yorkshire HD2 1YW. B Wanted, Rainbow Islands, Storm Lord and WEC Le Mans. Will swop for Footie Director II on disk. Moon Walker, Footballer of the Year II or III. Budgets. Phone 0423 886285 for details. talls.

Can you help? Had Spectrum stolen and Clin you neep? ned Spectrum scient and software. Are there any kind people who could send me some old games for free as I cannot afford new ones. Would make me very happy. R Cheason, 25 Shannon Road, Stubbington,

Hants PO14 3RS (0329) 667588. Wanted, games for Spectrum +3 disk or tape. Please send list incl price to Berwyn Morile, 6 Victoria Terrace, Mold, Clwyd CH7

1LL. Wanted, 128K +2 Speccy without games or specialist equipment. Only essential equipment le computer and leads. Phone or write To Greg, 21 Vicarage Road, St Agnes. Cornwall TR5 0TL, 0872 553354. A copy of Robin of Sherwood by Delta Four Software. Or address for into on where to get it. Write to Jenny Phillips, 7 Highams, 29a Forest View Road, Walthamstow London E17 4EN.

E17 4EN.

Wanted, TLL, a machine code book or Assembler and old program pitstops. Swop for Untouchables for TLL. Pay for book or Pitstops. Mark Nardisty, 8 Portland Avenue, Aston, Sheffleid S31 0FN.

Wanted – Complete Spectrum Rom Dissasembly, also Understanding Your Spectrum. Will pay price and some software for either book. Contact Ian Pardoe, 72 Colson Road, Loughton, Essex IG10 3RJ. Tel 081 502 2237. Wanted – Multiface Three and +3 games

e Three and +3 games.

Wanted – Multiface Three and +3 games.
 Phone 0483 276160 (eve).
 Due to some callous theives, I am having to start again. I have acquired a 48K. But I need a Multiface 1 or Interface 1, and a disk drive.
 Sorry, but It must be cheap. Please phone

Paul on 0482 45499. Wanted, Spectrum Interface one, with or without Microdrive and/or 48K micro. Good working order essential. Tel Peter 904867 2009 3698

Bose. Wanted urgently, Curse of Sherwood for Spectrum 128K. Will swop for Myth and Galaxy Force. Ring Adrian on 0539 728385.

728385. YS Smash Tips desperately wanted, am willing to pay negotiable price. Contact Toby at 26 Glamis House, Cameron Close, Brentwood, Essex CM14 58T.

others tape. Phone M Wanted - Mario Br

Warned - ward broken and take to be a set of the set of Fredrik Relke, Lagmans Gatan 7, 262 41 Engelholm, Sweden. Wanted Mafat Contract. I will pay any

reasonable price. Phone John 051 256 8956

E Urgently wanted – Headcoach, Will pay E5 for it. If you can help me write to Anthony Rainford, 15 Brean Road, Hillcroft Park, afford ST17 6PA

Wanted Daley Thompsons Decathalon, Supertest and Olympic Challenge, Coursemaster and any horse racing tipper programmes. Write to William Mundow, 4 Castelabbey, Trim, Co.Meath, Ireland.

Has anyone got Bubble Bobble for the Spectrum 128K. Will swop for Double Dragon II. Chase HQ, and Combat School. I will also

pay for it. Phone Matthew after 5pm 0706 67353. # Desc

■ Desperately wanted. Rebeistar. Have many new and old games. Please write to Neil Connolly, 61 Maesglas, Llandovery, Dyfed. SA20 0DN.

ly, also

YOUR SINCLAIR March 1991 7 1

MGT twoface wanted desperately, also Slowmo One. Phone 0642 598935.
 Wanted, Psytron, Eye of the Moon, Ice Chart, Will exchange or buy, Urgent, M L. Mitchell, 0625 525976.





I i would like both male and female pen pals. My name is Afolabi Adebola, my hobbies are writing, reading, corresponding, stamp collection and music. Please write to Afolabi

writing, reasonant of the second se

y's Rise, Burry Port, Dyfed SA16 0 I am looking for a pen pal, male or female aged 10-13. I have got 160 games and am willing to swop them. Any nationality. Send photo if handsome. Helen Lackenby, 22, Studley Villas, Forest Hall, Newcastle Upon Tyne NE12 4LF

Tyne NE12 4LP. If Hi, I'm Craig Schotield. I would like to hear from all you Speccy users out there (females encouraged). Write to Craig Schotiied, 23 Greenbank Drive, Lincoln, LN6 7LQ. I need a pen pai to swop games etc. Call me now on 0271 20982 and ask for Simon.

Simon. I am a 23 year old chap looking for penpals. I have over 1.500 games to swop. Send your list for mine. Write to John Heaton, 32 Fernbank Road, Undercliffe, Bradford, West Yorkshire December 2010. BD3 OPJ.

+3 Speccy owner seeks pen pal 12-14 years old to swop games, tape and disk. Write to Callum Stuart, Hawthorne Cottage, Yeaman Street, Rattray, Blairdowrie, Scotland.

Scotland. 13 year old male seeks male or female pen pais who are into Twin Peaks and US comedies. Oh, and don't tell me who killed Lauta Palmer. All letters answered. Write to Michael Basil, 23 Raleigh Park, S. Molton, North Devon EX36 4DN.

North Devon EX36 4DN. Hi, Speccy fans, my name is Wayne, I have over 500 games to swop, tips etc. Boys or girls aged 14-15 years old. Wayne Julian, 28 Ruskin Crescent, Thornley, Co. Durham. 12 year old boy looking for a male or female pen trend aged 10-13, send photo if possible. David Pollard, 5 Chandos House, Orchard David Pollard, 5 Chandos House, Orchard Lane, Holyrood, Southampton SO1 18E. Yol Are you 13-15? Yeah? Well listen up! I am looking for male or female pen pals who are

am looking for mate or ternate pen pass who are into rap and hip-hop and own a Speccy. Write to J Waddington, 11 Finsbury Drive, Wrose, Bradford, W Yorks BD2 1QA. Is there anyone in the UK, male or female, 12 years old and into role playing, YS and computers who are looking for a pen pal? Write to Richard Elflot, 9 Carogie Road, Carnoustie DD7 682. 21 year old +2 owner seeks pen pals from

Carnoustie DD7 682. 21 year old +2 owner seeks pen pals from UK or abroad. Swop tips, games etc. Write now to Matthew Macariou, 4 Winster Grove, Buxton, Derbyshire SK17 7RP. Wanted, pen pals to swop games especially

interested in adventure games and advent arcade. Write to Paul Lewis, 26 Bridlington Street, Hunmanby, Filey North Yorks YO14

Any age, any sex, anywhere! Write to Cheryl Bandorski, 56 Histon road,

Cherry Bandorski, be Histon rollo, Cottenham, Cambs CB4 4YD. Hi, I am Paul, I'm looking for a pen pal who is interested in either adventure games or programming in machine code. I am 14 and just learning to program in Machine Code. Paul Doggett, 13 Ives Road, Norwich, Norfolk NR6 60Y, 0603 415823.

Italian young man interested in computers and "Paper Travels" seeks pen pais from Arabian countries, possibly Medditerranean area, to exchange information about way of life and culture. Replies guaranteed. Vittorio Barabino, Via Cairoli 6, Grosseto, Italy 20100

58100. Hi, gais, a 12 year old male would like pen pais, 11-13 years old. Write to Ricky Gall, 37 Hatton Farm Gardens, Hatton, nr Peterhead, Aberdeenshire, Scotland A842 7QL

AB-2 7GL. If like to write and swop games with a male Speccy owner aged around 11. I have got a +2 and all the latest games. Send your list + photo if poss to Jame Hine, 138 Wilmot Road, Dartford, Kent. DA1 3BE. Phone 228054.



Lonely 18 year old (very crazy) seeks attractive 17-19 year old female. I enjoy parties and dance music and love good company. Interested! Please send photo to Robert Parfitt, 22 Fernhill Road, Otton, Solihuli,

Partitt, 22 Fernhill Road, Otton, Solihull, West Midlands, BA2 7RT. Nearly 16 year old boy wants to hear from girls of same age. Hobbies include atheletics and listening to music. Enclose photo. All letters answered. Simon, 2 Howard Place, Dunstable, Beds LU5 4AA. Sexy female 17, looking for hunks 13+ hobbies are going out, having fun and boys! Good time guaranteed. Send photo if poss Sarah Burns, 4 Hundrey Lane, Hambridge Isle Brewers Somerset TA10 0BB. Two sexy 17 year old males need loving mbridge n

Two sexy 17 year old males need loving attention from 2 16+ females. Please enclo

attention from 2 16+ females. Please enclose photo with letters. Reply guaranteed. Please contact David, 27 Snowdon Ct, CroesyCelliog, Combrain, Gwen NP44 2JA. II Hill I am 16 years of age, male, looking for a female 15+ in the Portsmouth area for guaranteed fun. Please send photo if poss. All letters answered. Carl Hawkings, 13 Manners Road, S/Sea Portsmouth Hamps PO4 0BA. II Lookill 14 year old male seeks female aged 13-15 as a penpal. Please write to Lee Williams, 31 The Gardens, Kerry, Newtown, Powys SY16 4NX

Powys SY16 4NX Two mature, sex Two mature, sexy 16 year old girls looking for sexy mature males of 16 and over please send photo. Dawn and Beccy, 70 King Streef, Southsea, Portsmouth, Hants PO5 4EH.



re! The new magazine on tape/disk for 🐻 its h the SAM. It's got previews, reviews and later flash screens! Just send a disk/tape and 30p to Stuart White, 69 Anchaster Crescent,

Sup to Stuart write, of Anchaster Crescent, New Malden Surrey. Spectrum + looking for a decent mag, then buy this. Pages of tips, solutions, reviews, hacks, compos and loads more thrown in. Out every.3 weeks. Send £2 and SAE to Spectrum+, 25 Rowacres, Whitchurch, Reistol R514 0AP

istol BS14 0AP

 Tasword mag! Reviews, previews, programming loads + need any Tasword to operate! Only £1.30 + cassette: TM, 19 Coral Close, Tuffley, Gloucester GL4 0RG. Ever wanted to write for a fanzine? If so send a sample article/review for inclusion in a new Saecting fanzine concentration on Advanture Spectrum fanzine concentrating on Adventure games. Jon Whittle, 1 Benbow Close, St Annes, Lancs. Fill I'm Mike, I need ideas for my new mag.

out soon. Ads gladly accepted. Even though they may not be printed. Send to M Trim, 36 Hillcrest Drive, Bath. Look out fo



SAM Coupe games on release by Megasoft, Many games already finished, lots on standby. For more details write to Megasoft, 330 Nantwich Road, Crewe, Cheshire CW2 6PA.

Nantwich Road, Crewe, Cheshire CW2 6PA Replies as soon as possible. Engelacus – SAM Coupé disk magazine packed with screens, utilities etc. Includes Mandelbrot program with zoom-in facility! Ser E4.09 plus disk to G Burenshaw, 6 Rawlins Avenue, Weston-Super-Mare BS22 0FN. PBM game of Conquest, 14 players strive t gain control of an old empire, can you be that player? Free start-up with turns thereafter costing C1 with no hidden charges. Andrew costing £1 with no hidden charges. Andrew Buttery, 38 Widmore Gardens, Worle, Weston-Super-Mare, Avon BS22 9AQ.



ARE THERE BLACK HOLES IN YOUR YS **COLLECTION? DO YOU SUFFER FROM A** CRIPPLING DEARTH OF SPECCY **KNOWLEDGE? THEN YOU NEED FAST RELIEF - AND THERE'S NO BETTER** MEDICINE THAN A YS BACK ISSUE! JUST FILL OUT THE FORM ON THE **OPPOSITE PAGE, BUNG IT IN AN** ENVELOPE (WITH SOME MONEY) AND SEND IT OFF. IT'S BETTER THAN BUPA (AND A JOLLY SIGHT LESS EXPENSIVE)!

1989

37 JAN Awesome pull-out maps book, and Mavie for FREEL Order No YS37

38 FEB Alien Evolution on the front, and a thing about the PC 200. (What's that?) ONo Y538 39 MARCH Army Moves on the FREE tape, and a gripping" YS Photo Luuurrve Story ONo Y539 40 APRIL FREEI Groovy stickers and Survivor tape. Plus an adventure special. ONo Y540 41 MAY Mantronix/Red Door FREEL ONo YS41 42 JUN Explorer for FREE! And a Second-Hand Spectrum Buyers Guide. ONo YS42 43 JULY Zolyx/Gordello FREE! ONo YS43 44 AUG Batman The Movie cover, film-fans, and Skateboard Construction Kit for FREEI ONo YS44 45 SEPT Dream Warrior on tape. And is this Magnum Light Phaser any good? ONo YS45

46 OCT Vatman - it's brill and it's FREEI Plus a joystick update. ONo Y546

47 NOV Flashpoint and Power Drift demo on the fab Smash Tape. ONo YS47

48 DEC Wonderboy, Thing!, Riding The Rapids and Heroes Of Karn packing out two FREE tapes! (Price: £2.50 UK/£3.10 Overseos) ONo YS48 1990

49 JAN N.O.M.A.D. & Bulbo on the tope. Plus another fab YS Photo Luuurrve Story. ONo 49 50 FEB Fiftieth birthday ish. And there's Kat Trap and A Nightmare On Robinson Street on's FREE tape! **ONo 50**

51 MARCH Falcon Patrol 2 and A Harvesting Moon - they're fab 'n' FREEI Plus a stankin' SAM Coupé review. ONo 51

52 APRIL FREE Dizzy & Lords Of Choos demol (And probably a little bit more.) ONo Y552

53 MAY Samural and a Scrattible

Manarta:

AN ANY INS MORE

Spirits demo on the tape. Carambal ONo YS53 54 JUNE Ballbreaker II and a Pipe Mania demo for FREEI Plus the start of How 2 Hack! ONo YS54 55 JULY Bumper giveaway ish! FREE Tipshop Tiptionary booklet, heaped full of hints! PLUSI FREE Fernandez Must Die and YS Capers games! PLUS!! A fab Sim City Megapreview! ONo YSSS 56 AUG There's Rebelstor II and a Back To The Future II demo on the free (free! FREE!) tape. Plus The Complete YS Guide to Shoot-Em-Ups and the very first Crap Game Corner - oh no! ONo YS56 57 SEPT FREE tape with Chaos and Zythum! PLUS! The Complete YS Guide To Puzzle Games and Shadow Warriors Megagamedi ONo YSS7 58 OCT Our very first FREE Four Pack with Rebel, Feud, Tau Ceti and a playable demo of Ironmani Plus another Tipshop Tiptionary booklet and Manty Python and Time Machine Megagamed. ONo Y558 59 NOV in the Four Pack - four complete games! Piggy Tales, Pool, Rugby and Empirel Plus Total Recall, Robocop II and Strider II Megapreviewed, and Ironman and Rick II Megogamed. ONo Y559 60 DEC Bursting out of the Four Pack are Sweevo's World, Krakout and Shockway Rider, plus a playable demo of Shadow Of The Beast. Tipshop gets bigger and Robocop II gets Megagamed! ONo Y560

1991

61 JAN Quazatron/Chubby Gristle/Hydrofool plus two demos (Gazza II/Red October) on the tapel1 Plus Golden Axe/Latus/Turtles Megagamed! ONo Y561 62 FEB Marsport/Wizard's Laird/Moonlight Madness on the tape. PLUSI Pang and F-16 Combat Pilot Megagamed, and the Jugglers Top 5 of 1991.

ISSUE PRICES: UK £1.95 / OVERSEAS £2.60 Fill out YS Subscriptions form on page 31

For information on Y5 back issues published before 1989 why not give us a bell on 0458 74011? We'll be happy to take your call! Oh, and remember when filling in the form on the opposite page to scribble in the order number (which basically means writing YS51 for ish 51 and so on and so forth). Simple? Well, we thought so too.
Gremlin/£10.99 cass/£14.99 disk



Andy We've got a bit of a soft spot for old Gremlin here at YS. When other people are concentrating so much on the 16-bitties it's jolly heartening indeed to see a smaller company spreading its games with equal enthusiasm over all the formats. And what games, eh, Spec-chums? Phew-ee! Shadow Of The Beast and Lotus have beloed the boys raise their and Lotus have helped the boys raise their image no end, and there's more to come in the shape of *Toyota Celica Rally* and *Hero Quest* (see p66). Bit of a shame really that they've kept us waiting so blimming long for *Switchblade* then, isn"t it?



For those of you who were around for last year's May Megapreview (ahem indeed) you may remember (although the odds are probably against it) that this was an underground platform-and-ladders arcade adventure, a bit along the lines of *Rick Dangerous*. And spookily enough it still is! Let's have a quick reminder of the plot...



You play Hiro, a member of the Switchblade clan. Unfortunately a bloke called Havoc has just come

along and smashed up your people's sacred sword, the Fireblade, scattering its 16 pieces across the Undercity. Boo-hoo. Since you're lucky enough to sport a rather spooky cyber-arm it's unanimously decided that you'd be jolly good for the job, so off you tromp 'down under', looking for the bits of the sword to stick back together again.

00000520	01	
	-14 - V -ter	t the second
		101
Constitution of the	THE EXCLUSION	1000
angene proprie proprie	and the second second	100 100
and the ball of the		
		8 - N
and the second s		
		出出了
		- 11 H
		-
		100
	1 1 1 1 1 C	C
Example and the second		10
And the second sec		10
	11日日	-
re not too	- H - C	1000
e down in	All and a second second	9
Underdity	and the second second	000
Second State of Contract of Contract	ALC: NO.	
OUR YOU GOT	Contraction of the local division of the loc	-
Idea (each	ento rili ren	-
he separate	11 11 11	12
mis appear	STATISTICS.	100
you climb		18-15
in the		目間
dead Thuman	ILKN N.K.	No. No.
States of the second second	Contraction in the local division in the loc	1.1
Kes (1) crop		8.2
all the time	COLOR Printer	클니텍
just need		and the second
hard kicks	CITE IN C	
ill, and this	A DATA PROPERTY.	-114
in a nice		-
A PLANE	and the owner where the	
e proxime.	10-140 Gen	
te er pick	CORP. COP.	- mr
Funky,	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	A Designation
1	PERSONAL PROPERTY AND INCOME.	
		-
		-





From top to bottom

From top to bottom The game starts above ground. Once you find a way in, well, you get a bit of a shock – you land in a tiny little room surrounded by pitch-black darkness! Eek! And here's where Switchblade 'spins its twist' – you see, the Undercity is made up of lots (and lots) of separate rooms which you have to find your way into before they show up on the screen! (In this case you move on by climbing down a ladder – in others it's a matter of punching and kicking a hole through the wall and stuff.) It's a bit like a jigsaw really, with wall and stuff.) It's a bit like a jigsaw really, with you staring at a wodge of black screen trying to a) work out how to get to the hidden bits, and then b) fit them together with the ones you've already got.



Oh, and talking about kicking through walls, you'll often find quite a few pick-up objects while you're at it. These range from protection against baddies to

seven different weapons that you can fire out of your cyber-arm! Actually, you may as well wallop just about everything you see – boxes and steps that you bounce up and down on, anything really – they can all hide little goody objects to ease your way through the labyrinthine tunnels. And, boy, will you need them! You've only got a pitiful 5 lives to start with and this game is absolutely blimming humongous! If don't start scribbling down a map immediately you're going to get lost pretty pronto!



So what's the gen?

Absolutely corkeroony mega fantas-tic! (Basically.) It's not often you get a game as 'monster' as this - Switchblade has to be one of the finest examples of game design, expert programming and good old value-for-money that we've seen on the Speccy for ages. And I'm not just talking about the breadth of play (the number of rooms, and tunnels, and baddies, and weapons, etc etc). Just look at the screenshots! Okay, so it's all in mono, but then if they'd added colour it wouldn't have been half so clear (all that natty detail would've been lost and gone all fuzzy).

1

Not to say that I don't have my one small grumble though (sorry to spoil it, boys!), and that's that it can seem a bit characteriess at times. For example, your little Hiro chappy is sort of half-cute but not quite cute enough - a touch of humour would have worked



enough – a touch of humour would have worked wonders. Plus you don't get an incredible feeling of danger (like you did in *Beast* for example). But having said that you tend to notice this a lot more at the beginning of the game than when you've really got hooked by it (which isn't at all hard to do!). The slightly clinical feel remains, but getting to your next room and finding your next piece of sword begins to fall a little higher on your list of priorities. Nope, there's very little doubt about it. Gremlin have triumphed again. If you're looking for a really, really big (big! Big!) game then *Switchblade* will more than happily light your candle.



more than happily light your candle.









Time once again to take your socks off and snuggle up under the duvet with RICH PELLEY (and a couple of crap games)...

THE CHAIN By W Heap

This one's an eight-wayscrolling shoot-'em-up, and quite an impressive

one at that, with exceptionally smooth scrolling, detailed graphics and five action-packed levels. But the big problem is that it isn't exactly easy

Actually I lied - it's blimmin' impossible. The five levels are five planets which you can visit in any order, and have to rid of baddies to get

onto the next. Unfortunately though the baddies fly around completely manically in random directions, so it's all a bit too unpredictable and easy



going on here (but it does look pretty!).

to get hit - a complete pain in the bot because you never get anywhere.

I did find it strangely addictive though, and it certainly looks splendid. In fact I was so impressed I almost wrote home to Mother (Eh? Ed), but as Shakespeare once said, "What's the point of a shoot-'em-up which is so hard you can't get anywhere?



friend or completely chum-free (as you'd and a typical 'round' would go something like this. Firstly,



EMBARRASSINGLY CRAP ONES

THE MAGNIFICENT(ish)

Magnificent(ish) Seven

rubbish than the last lot.

unsurprisingly watching it as

moves along so you can see

it goes into a bunker,

where you are, g) you choose the sand wedge, h) re-position the cursor and i)

press Fire, j) watch the ball go

into a tree, k) etc, l) etc, m) etc.

whereupon f) the screen

which are even more

TREASURE HUNT

By Stu Barfoot

Simply move the square

where the

treasure is.

around to gues

consists of six crap games

GRAP

91°

GRAP

93°

GRAP

34

10 GREAT GAMES By Martin Kidd But the weird

thing is, they're not great at all

they're all rubbish.

By Brian

Youngson And even

stranger is

that The

A COUPLE OF FRUIT MACHINE SIMULATORS

By lots of different people Fruit machine sims seem pretty popular out there in Grapland they've been arriving by the envelope



we come (Loadsamoney!!)

One of the best is Arno VId Hulst's Top Fruit Machine -

brilliant stuff in 100% pure unadulterated machine code, with holds, bonuses and also a bonus screen which has you trying to stop the flashing light on the highest value prize, just like the real McCoy.

As for the other end of the quality scale, well, Professional Fruit Machine Simulator by B Hunt just about takes the nut. Three letters appear on the screen - if they're the same, you've won. If they're not, you haven't. It's as simple (and as crap) as that.

And last it's Championship Boxing by J Hale, which come to think of it isn't a fruit machine sim at all but guite a good boxing manager thingie.



7 4 YOUR SINCLAIR March 1991

Aaargh!! It's The Return Of The Killer Omelettes!

GOLF

n

By Darren Jones As you probably know, most of our crap games are written entirely in BASIC, and only a very small number of these are actually any good. That very small number being one - this one. (It's quite good, you see.) You play 18 holes either with a

you a) take a preview of the hole to see how long it is and whereabouts the bunker and trees are (you're playing across the screen rather than 'into' it, by the way), then b) choose a club from the selection screen, c) position the cursor to aim the ball (allowing for wind) and d) press Fire to hit the ball, e)

Fancy seeing your game on the cover?

Well, who wouldn't? That's right, Spec-chums, as of this month we're the front cover cassette! And it could be yours! month's 6-Pack

that's right, we pay you for this!), but don't let his high whatever you do, however you do it, we'd like to see

packs its bag, goes home, has a bath, makes itself a CGC, YS, 30 Monmouth Street, Bath BA1 2BW, till the postic arrives. Ta-ta:



skimpy black lacey knickers sent in from Gill from Sheffield Sent in from Gill from Shemeid. (Hi again, Gill – and I think your brother owes me £10.) Oh, and a great big sloppy wet snog under the mistletoe to Laura Crement from Molecehamoter Gregory from Wolverhampton for the Chrimbo card. Ta. girlies Right, who's next? (And I want

Girly Fan Club Corner

My personal collection of sexy girlie underwear is coming on

quite nicely with the welcome

addition of an attractive pair of

photos from now on too.)



						Servic		rature	and	Cegi	n to e
						UPO					
F	R	E	E	В	RC	C	Н	UI	RE	S	



io: Silica	Shop,	Dept	YOURS	1-913	1.4	The	Mews,	Hath	erley Rd	. Sidcup	Kent,	DA14	4DX
PLEA	SE	SI	ND	INI	FOF	RM.	ATT	DN	ON	THE	A	MII	GA
/Mrs/Ms		Ini	tials:		. Su	mam	D						
dress:	*****												
+						-							
stcode: .		.)					Tel						
nich com		-	-	you owi	-	-					-	03	91 []





Total Recall

Worried about Mars's climate? How about getting your hands on Ocean's latest release? Starring old Tree-Trunk Arms himself in a pretty big way, it'll get your joystick into a lot more trouble than it bargained for. A corker!

Description	Price	Order No
Total Recall cass	£7.99	MY125C
Total Recall disk	£10.99	MY125D

Fun School 3

Database Software's Fun School 3 helps you learn - and have a good time while you're at it! A must for .

anyone having problems with arithmetic, word-building or tables. PLEASE STATE THE AGE GROUP OF THE USER (UNDER SIX, SIX TO EIGHT, OVER EIGHT) SO WE KNOW EXACTLY WHAT YOU'RE AFTER.

Description	Price	Order No
F School 3 cass	£7.99	MY130C
F School 3 disk	£9.99	MY130D

JUST MAKE A NOTE OF THE PRODUCT NAME AND ORDER NUMBER AND FILL IN THE ORDER FORM BELOW ... OR RING OUR HOTLINE NUMBER ON 0458 74011

CL A

YS goodies pretty darn bad.	Description	Price	Order No
Vame			
Address			Contraction of the
Postcode			
Phone number	Land the second s		and the second second
	TOTAL ORDER		
Method of payment (please circle) · Access	Visa • Cheque • PO		
Credit Card No	E	xpiry date	

puzzles. Needless to say, a YS Megagame.

Robocop 2 cass £8.99

Robocop 2 disk £11.99

Price

Order No

MY129C

MY129D

Description

Superstore, FREEPOSI, The Barn, Somerton, Somerset TA11 7BR. And you don't even need a stamp! You never thought you'd see the end of it, did you? Well, nor did we! But here, finally (and quite a few broken fingernails later) is JON NORTH with the final chapter of Speedlock. Roll it, Jon...

Getting Started

Firstly, "Load and "List as normal. Do the bit of code at the start exactly the same way as you did for Speedlock 4 last month. You can then get cracking on the decrypters.

The Decrypters

There are nine decrypters used in these Speedlocks, but each version only uses a few of them. For instance, one Speedlock may use Types 1-6, whereas another could use Types 3-6 and Type 8. They all have one thing in common though - they decrypt themselves. If you take a look at the first byte that each type decrypts, you'll see that it is the last byte of the decrypter itself. To crack a decrypter that does this, firstly move it to somewhere convenient, then overwrite the JP NZ address at the end so that it JP's to the correct place in the copy. This will be the first byte after the constants are LD'd into the registers at the start (for instance, it would be the DEC (HL) in Type 1, or the LD A,R in Type 2). At the start, put a DI: LD A,num: LD R,A and at the end a LD A,R:
dreakpoint> to keep track of R (in exactly the same way you did when cracking Speedlock 4 last month).

Type 1

EA91 LD DE, 144B EA94 LD HL, EA9E EA97 DEC (HL) EA98 DEC DE EA99 LD A,D EA9A INC HL EA9B OR E EA9C JP NZ, EA97 EA9F JP EAA2

Type 2

EAA2 LD HL, EAA2 EAA5 LD DE, EAA1 EAA8 LD BC,0064 EAAB LDDR EAAD LD BC,1417 EABO LD HL, EAD2 EAB3 CALL EAB6 EAB6 POP IX EAB8 LD DE,001C EABB ADD IX, DE EABD LD A,R EABF XOR IXH EAC1 SUB (HL) EAC2 XOR IXL EAC4 LD (HL),A EAC5 DEC BC EAC6 LD A,C EAC7 INC HL EAC8 OR B EAC9 JP NZ, EACF EACC JP EAD2 EACF JP EABD

Cracking this one is different from usual. You change the JP address at EACC to JP to somewhere convenient, where you have placed a LD A.R:
-breakpoint> (so that you keep track of R). The reason for this is that the JP NZ is to EACF, which is itself the JP backwards to EABD. If the JP NZ does not JP (because the decrypter has finished), the JP at EACC is executed, which



PLEASE NOTE This series of articles is intended to help you obtain maximum enjoyment from your computer. It is not here to help you unlawfully copy software. Remember it's a criminal offence to copy or attempt to copy software without written permission from the publisher! (So don't do it!)

JP's to the next decrypter. By changing this to JP somewhere else, you can keep control without having to move the decrypter anywhere.

Type 3

EAD2 LD SP,EAE1 EAD5 LD HL,EADE EAD8 LD DE,EADD EADB LD BC,0020 EADE LDDR EAE0 JP PE,EB1B EAE3 LD HL,EAF5 EAE6 LD DE,EAE0 EAE9 LD BC,13F4 EAEC LD A,R EAEE XOR (HL) EAEF LD (HL),A EAF0 LDI EAF2 DEC DE EAF3 RET PO EAF4 JR EAEC

This is like the one for Type 2. As I said in Issue 61, a JP PE after a LDDR will only JP if BC is not zero. After the LDDR at EADE, BC is zero so the JP PE will not JP. However, by this point, the Stack Pointer (SP) has been set to EAE1, so that if a RET occurs, it will be to that JP PE address. Looking down the decrypter we see a LDI followed by a RET PO. As was also explained in Issue 61, a RET PO after a LDI will RET if BC is zero, which occurs when the decrypter has finished. Hence, that JP PE address is NOT a JP PE address, but actually the address RET'd to when the decrypter has finished (sneaky, eh?). To crack it, therefore, simply change the JP PE address so that if JP's to somewhere convenient, where you have placed a LD A,R:
treakpoint>.

Type 4

EB5B LD HL,EB5B EB5E LD BC,0064 EB61 LD DE,EB5A EB64 LDDR EB66 LD HL,EB76 EB69 LD BC,1373 EB6C LD A,R EB6E XOR (HL) EB6F LD (HL),A EB71 DEC BC EB72 LD A,B EB73 OR C EB74 JP NZ,EB6C EB77 JP EB7A

Crack this as you cracked Type 1.

Type 5

FAFC LD HL,FB14 FAFF LD BC,03D5 FB02 LD D,0F FB04 LD A,R FB06 XOR (HL) FB07 XOR D FB08 LD (HL),A FB09 LD D,A FB0A INC HL FB0B DEC BC FB0C INC D FB0D LD A,C FB0E OR B FB0F JP Z,FB17 FB12 JP E704 FB14 JP (IX)

Change the JP Z address to JP somewhere convenient, like Types 2 and 3. This will end up JPing when the decrypter has finished.

Type 6

FB17 LD DE,FB19 FB1A LD HL,FB1A FB1D LD BC,0064

FB20 LDDR FB22 LD BC,03B4 FB25 LD SP,FEE7 FB28 POP DE FB29 LD A,R FB20 LD D,A FB20 PUSH DE FB2C LD D,A FB20 PUSH DE FB2E DEC BC FB2F LD A,C FB30 DEC SP FB31 OR B FB32 JP NZ,FB28

Crack this, and the ones that follow, in a similar way to that used for Type 1.

Type 7

FB5C LD HL, FB5F FB5F LD BC,0064 FB62 LD DE, FB5E FB65 LDDR FB67 LD HL, FB7A FB6A LD BC,036F FB6D LD D,0A FB6F LD A,R FB71 ADD A.(HL) FB72 SUB D FB73 LD (HL),A FB74 INC HL FB75 DEC BC FB76 LD A,B FB77 OR C FB78 JP NZ, FB6F

Type 8

EF65 LD HL, EF68 EF68 LD BC,0064 EF6B LD DE, EF67 EF6E LDDR EF70 LD HL,EF84 EF73 LD BC,0F65 EF76 LD D.08 EF78 LD A.R EF7A XOR D EF7B ADD A,(HL) EF7C CPL EF7D LD (HL),A EF7E INC HL EF7F DEC BC EF80 LD A.B EF81 OR C EF82 JP NZ.EF78

Type 9

FBA8 LD BC,3FFD FBAB LD A,03 FBAD NOP FBAE NOP FBAF LD HL,F8B4 FBB2 LD BC,001E FBB5 LD DE,F8B3 F8B8 LDDR F8BA LD HL,F8CF F8BD LD BC.063E F8C0 LD D.FA F8C2 LD A.R F8C2 LD A.R F8C4 XOR D F8C5 ADD A.(HL) F8C6 SUB 07 F8C8 LD (HL).A F8C9 INC HL F8CA DEC BC F8CB LD A.B F8CC OR C F8CD JP NZ,F8C2 F8D0 JP F8D3

Final Decrypter on Speedlock 7

Speedlock 7 has it's own unique decrypter at the very end, which is cracked differently to any of the others, and has to be done separately.

F8D3 LD BC,001E F8D6 LD HL, F8D5 F8D9 LD DE, F8D4 F8DC CALL F8DF F8DF LDDR F8E1 LD DE,0615 F8E4 POP BC F8E5 LD HL,0019 F8E8 ADD HL,BC F8E9 LD A.R F8EB XOR E F8EC SUB (HL) F8ED DEC DE F8EE LD (HL),A F8EF LD A.E F8F0 INC HL F8F1 OR D F8F2 ??? F8F4 NOP F8F5 NOP F8F6 JP NZ, F8E9

To crack this, change the three bytes at F8F5 to a JP to a convenient address, where you have placed JP NZ,F8E9: <breakpoint>. The JP NZ is needed because you have overwritten it with your JP. R will remain intact, because NOP and JP both increase R by 1.

The Hack: Speedlock 5-7

This hack was written for *Daley's Olympic Challenge* (Speedlock 5) but by changing the values at the start it can be used on anything using these three Speedlocks.

Firstly, it loads the big basic block as a headerless file to where it would be after the LDIR (similar to the start of last month's Speedlock 4 hack). It then ensures that HL points to something in the middle of the decrypter, so that its address is an instruction and not part of one of the numbers at the start. It then checks what the instruction is, from which it can identify what decrypter it has found. Having recognised it, it LD's BC with the length of the decrypter and A with an index for a JR NZ (in place of the JP NZ at the end). Then it LDIRs the decrypter to a convenient place, sticks a JR NZ and a JP back on the end of it and executes it. When it gets back, it calculates and stores R then goes back and does it all again. If it does not recognise a decrypter, it must have finished, and patches the Speedlock loader in the usual way. Note that the block of code in bold is only needed for Speedlock 7, to crack that final decrypter.

LDTO EQU #EA8D-#5C ;start address of basic LDLEN EQU 5305 ;basic length FIRST EQU #EA91 ;address of first decrypter LAST EQU #F8F5 ;address of last decrypter on Speedlock 7 INITR EQU #70 ;initial value of R ORG 40000 LDBAS LD IX,LDTO ;start address LD DE,LDLEN ;length LD A,#FF SCF CALL #556 ;standard headerless load JR NC,LDBAS :go back if load is unsuccessful DI :so that R does not get corrupted DCRLP LD HL,FIRST ;address of first decrypter LD A,(HL) ;A=first byte CP #C3 ;is it a C3, ie a JP? JR NZ, TYPE3 ;go forward if not INC HL ;otherwise go past it. JP takes 3 bytes INC HL INC HL TYPE3 LD A,(HL) ;A=first byte CP #31 ;is it a 31, ie a LD SP? JR NZ, CHKB8 ;go forward if not LD BC.15 :otherwise must be Type 3 PATCH ADD HL,BC ;HL=address after JP PE LD E,(HL) :get the value out LD (HL),BACK&255 :patch in LSB of "Back" INC HL ;next byte LD D,(HL) :get the value out LD (HL),BACK&#FF00/256 :patch in MSB of Back LDGME LD HL, (DCRLP+1) ;HL is now first byte of decrypter LD (DCRLP+1),DE ;DE is address of next decrypter PUSH HL ;stick address of decrypter onto stack KEEPR LD A,INITR ;initial value of R LD R,A ;R=70 RET to decrypter (after that PUSH) CHKB8 LD BC,10 ADD HL,BC ;go forward 10 bytes LD A,(HL) ;A=value at this address CP #88 ;is it a B8? JR NZ,NOTB8 ;go forward if not, we're in the decrypter itself now ADD HL,BC :otherwise add another 10 so we're in the dectypter itself NOTB8 LD A.(HL) ;get the byte at this address TYPE1 CP #B3 ;is it a B3? JR NZ, TYPE2 :go forward if not LD C.11 otherwise it must be Type 1, which is 11 bytes long LD A,249 ;JR NZ will go to DEC (HL) JR DODCR :go forward TYPE2 CP #DD ;is byte at HL a DD? JR NZ, TYPE4 :go forward if not LD C,23 ;otherwise must be Type 2, so go forward 23 bytes JR PATCH and patch in similar to type 3 TYPE4 CP #77 is byte at HL a 77? JR NZ, TYPE5 :go forward if not LD C.25 ;otherwise it must be Type 4, which is 25 bytes long LD A,246 ;offset for JR NZ JR DODCR :do the decrypter TYPE5 CP #AE :is byte at HL a AE? JR Z, PATCH ; if so, crack similar to type 3. Go forward 10 bytes, BC is 10 already TYPE6 CP #AA is byte at HL a AA? JR NZ,CHK5F ;go forward if not LD C,27 ;otherwise it must be Type 6, which is 27 bytes long LD A,244 ;offset for JR NZ JR DODCR ;go forward to do the decrypter CHK5F CP #5F is byte at HL a 5F? JR NZ, TYPE9 :go forward if not TYPE7 INC HL ;otherwise it could be either Type 7 or 8 LD A,(HL) ;check following byte to decide whether it's a Type 7 or 8 CP #AA ;is it a AA? JR Z, TYPE8 :go forward if it is LD C,28 ;otherwise it must be Type 7, which is 28 bytes long LD A,245 ;offset for JR NZ JR DODCR :go forward and do the decrypter TYPE8 LD C,29 ;must be Type 8 if byte was AA, which is 29 bytes long LD A,244 ;offset for JP NZ JR DODCR ;do the decrypter TYPE9 CP 1 ; is byte at HL a 1? JR NZ, DONE ; must be finished if not because byte is not recognised

LD C,37 ;Type 9 is 37 bytes long LD A,243 ;offset for JR NZ DODCR LD (DCREND+1), A ;patch the value of A into JR NZ LD HL,(DCRLP+1) ;HL=address of start of decrypter LD DE,50000 ;a convenient address PUSH DE stick 50000 onto the stack LD A,(HL) ;A=first byte CP #C3 ;is it a C3, ie a JP? JR NZ,NOTJP :go forward if not INC C otherwise add 3 to length of decrypter INC C INC C LD (HL),33 ;overwrite C3 with 33, which is LD HL, num and is harmless NOTJP LDIR ;copy the decrypter down INC HL go past the JP NZ in the decrypter. JP NZ takes 3 bytes INC HL INC HL LD (DCRLP+1),HL ;HL is now the start of the next decrypter LD HL,DCREND ;HL=start of the bit to stick on the end LD C,5 ;this bit is 5 bytes long LDIR ;copy it down onto the end JR KEEPR ;go backwards to keep track of R DCREND JR NZ,\$;this is the JR NZ we're sticking on the end JP BACK2 ;and a JP to "Back2" BACK LD A.R ;come back here on types 2, 3 and 5 (where we patch numbers in) DOR SUB 3 ;subtract 2 for the LD A.R and one for the JP to decrypter RES 7, A ;ensure bit 7 is reset LD (KEEPR+1),A ;keep the new value for next time JR DCRLP ;and loop back to do it all again BACK2 LD A,R ;come back here on the other types, where we copy the decrypter somewhere DEC A ;need to subtract an extra 1 for the JP back to this hacking routine JR DOR go back to sort out R DONE EQU \$ LD HL,LAST ;address of the NOP LD (HL),#C3 ;stick a JP in INC HL ;point to next byte LD (HL), BACK3&255 ; stick in LSB of "Back3" INC HL ;point to next byte LD (HL), BACK3&#FF00/256 ;stick in MSB of 'Back3' LD DE,#F8F9 ;start of decrypter JP LDGME ;do the decrypter BACK3JP NZ,#F8E9 ;the JP NZ we've overwritten by the JP BACK3 LD HL, POKES :start of infy lives POKEs LD DE,#5BA0 ;a safe place LD BC,END-POKES :length LD (#FE17),DE :standard Speedlock patch LDIR ;copy POKEs down XOR A LD (#FBB8),A :stop printer buffer getting cleared JP LDGME ;load the game POKES EQU \$;stick your infy lives POKEs here JP #FEC3 ;the original value of DE in Speedlock patch END EQU \$ Well, that's got all the Speedlocks out of the way (until the next one comes out) (Ha ha. Ed), so what am I going to do next month? I

am I going to do next month? I know what, how about Softlock? (Sounds good. Ed) Yeah, okay, Softlock it is. So between now and next month, invest in a copy of Chimera, Thunderbirds, Cylu or some other old Firebird cheapie. Or write some words of wisdom to Jon North, How 2 Hack, YS, 30 Monmouth Street, Bath, Avon BA1 2BW. Catch you next month.



Time to catch up with our 2 favourite barg hunters, JON PILLAR and RICH PELLEY, as we fix on our helmets and drop down deep...



RETURN OF THE JEDI Hit Squad/£2.99

Jon "Use the force, Luke!" "Here they come!" "You mean the girl I've been trying to snog for the last two films is my sister?" – Yes, it's The Return Of The Jedil Having done vector graphics to death with Star Wars and Empire, Atari plumped for a new diagonally-scrolling 3D routine that translates spookily well onto the Speccy. Although all three levels are of the advancethrough-area-dodging-obstacles-and-shooti ng-Imperials type they're sufficiently different to repulse the dreaded snoozies. Best is the one where Leia escapes through the Endorian forests on a speeder bike,

4-MOST ACTION

Jon Four (four! Four!) games for £2.99! Blimey, what is going on? Let's take a quick look at each of them, shall we?

COMBAT ZONE

A vertically-scrolling shoot-'em-up cunningly disguised as the other 47 billion you've got. Complete with hiddenbullet syndrome but with a new twist – blast at least 20 baddies each wave or else re-do the level again. What an idea! Novel, frustrating and crap. Rather like the game as a whole (except for the novel bit).

DEAD OR ALIVE



Oh dear. This looks serious. Time to go a-tootin' and a-shootin'!

Bandits run rife in Dodge City (which seems to consist of three buildings and a cave) so, er, shoot them. Dinky graphics means lots of room to manoeuvre. Highlights are pinching ammo from dead baddies and tricking the inept villains into shooting each other. Very simple and a lot of fun.

GUN BOAT

Use some really nasty Asteroids-type

bashing the pursuing bikers into trees or leading them into fiendish traps. Next up (or down, if you see what I mean), follow Lando as he pilots the Millenium Falcon into the new Death Star, blows up its reactor then races the explosion to the exit! Last, and least, you're either Chewie in an AT-ST dodging rolling logs, or Lando (again) blasting through the Imperial Fleet. Presumably to emulate the cross-cutting action of the picture, the game flips you between the two (but before you can get the hang of either). Overall though, it's a nifty conversion - fast and (if not exactly furious) reasonably spirited. Warp Factor 9! (Oh, drat! That's Star Trek!)



Leia belts through the New Forest on a Kawasaki 750.



A perfect day for messing around in boats. (Make sure you bring your guns!)

rotation controls to pilot a heavily-armed gunboat along enemy waterways. Get shot at by everything from gun emplacements to aircraft carriers, nab fuel and blow up the main base. Chubby graphics, trickier than Paul Daniels, but a good laff.

STRIKE FORCE COBRA

A past master ("a YS Megagamel" trumpets the inlay) where you control a crack commando squad attempting to break into the HQ of a wannnabe Bond villain ("nuclear blackmailer", you know the type). You know it's big because there's a Save Game option. Kick down doors, dive through windows, outwit electronic defences and accidentally shoot each other, all in gloriously coloured isometric 3D. Two quibbles – if the team you've selected turns out to be useless you can't choose again, and it's a mite unfair the way you lose huge chunks of energy just by bumping into furniture. Other than that – a classic. Best played while wearing a balaclava.

So, worth it just for *Strike Force* – with 3 freebies bunged on as well – it's a reet good barg (as they say).

TRAPDOOR & THROUGH THE TRAPDOOR Alternative/E2.99

Jon Together for the first time – 2 classic games from Don Priestly, the chap who features in Dr B's Clinic almost as frequently as Dr B.



Based around the excellent (but now extinct - sob!) TV series, both games sport the famous, huge and colourful Priestly piccies. In *Trapdoor* you, as Berk, have to prepare a variety of disgusting meals for your beastly employer. "I'm Upstairs", with the help of the objects scattered around the dank castle (which looks a lot like the YS Shed, only bigger) and the creatures that lurk beneath (gulp!) the Trapdoor. These puzzles are more devious and mind-wrecking than the cryptic crossword version of an A-level History exam, and coupled with the welcome originality of the game, they reaffirm *Trapdoor* as one of the most downright spanky games ever.

 Through The Trapdoor (nice title) sees Boni kidnapped and dragged Down Below, and Berk and Drutt jumping down to save him. Yep - more puzzles, although this time with a bit of arcade action thrown in as you have to dodge vanous nastles on your way to sort them out. Control both heroes individually (they'll need to co-operate to succeed) and firstly try to snatch a vital key from a batlike guardian. And that's as far as I got (ahem!). A splendid sequel – certain to promote hair-tearing.

Both games for £2.99 is a worthy investment for those long winter nights. The thinking man's barg!



Oh Globbits! Boney appears to be in a spot of bother. And there's nobody to help him!

OPERATION WOLF The Hit Squad/£2.99

Rich And talking of into-the-screen multilevel shoot-'em-ups (*We were*? Ed), here's *Oppy Wolf* – which you people will no doubt have heard of as it was a bit of a biggy in its day, and has since launched a thousand clones. Including its big brother *Operation Thunderbolt*, the sequel. But let's just re-cap what it's all about in case you've forgotten, ok readers?

The coin-op's main distinguishing feature was a whopping great gun bolted onto the front of the machine - used to shoot 'into' the screen as everything is viewed from fancy first person perspective (whilst the screen scrolls sideways). In this case, "everything" consists of a variety of enemy soldiers who run in front and lob grenades and knives, a cursor guite adequately taking the place of the gun on the Spec. Helichoppers, boats and tanks are also present and can be either shot with your gun, or more effectively grenaded, although ammo is strictly limited, but can be replenished by shooting things on the ground.

The Spec version was one of the fastest conversions, so three cheers for that, and three cheers for the graphics too – monochrome, yes, but they still chug along at a cracking pace, and hardly even slow when the screen is jam-packed with baddies. It's really playable too as you have



Look at that rather small and quaint potting shed. I think I'll blow it to bits!

4 - MOSTSPORTS Alternative/£2.99

Jon Crikey, another barg 4-pack – and this time covering sport! Mmm, let's hope there's no management games included, eh Spec-chums?

SOCCER BOSS

Oh joy, a management gamet Butl Better than most, with lots to do encompassing every aspect of footy from winning national competitions to losing miserably against Wigan. In a novel twist, manage the financial side of things as well – balance buying a star-goalie against your injured striker's cartilage operation. Overall, as feature-packed and involving as an encyclopedia and an incriminating photograph.

ENDZONE

Manage (aaghhl) an American football team with a silly name, and try to win the Superbowl. I bought in a knowledgeable pal to help with the much hyped "game tactics". These consist of a list of players numbered 1-15 and you have to pop the strongest players into the strongest



Oo-er. I always find it's best to leave American football to the experts. (They're always a bit big, aren't they?)

positions. Controlling the finances (as in Soccer Boss) livens things up a little, but sadly there's just not enough to do. "Shallow and a bit crap," says my footy friend, and he's just about hit the nail on the head.

to get through six different levels, rescuing the hostages, without losing all your energy, and it's all very addictive. Perhaps too addictive actually, because the more hardened gamesplayer is likely to find that he/she/it may very well polish the thing off in an afternoon after only a minimal number of goes. But if you're one of those people who wouldn't mind this, and seeing as you'll only be three pounds out of pocket at the end of the day, I'd say that it's still well worth it. Go buy.

TOP CAT Starring In BEVERLY HILLS CATS

Rich If you ever came round to my house, knocked on the door and said "Hey, Rich, what's this *Top Cat* game all about then?" then I'd probably say something like this...

"Top Cat is yet another one of those flipscreen collect-em-up maze games, not too unlike another 30,000,000 games, including most of Hi-Tec's cartoon licences of late. Benny the Ball has gone missing, and you

RUN FOR GOLD

Coo, this is a strange one! Instead of the waggler you'd expect, this is an almoststrategic game with corking 3D graphics.



The two finalists in the European 1500 metres non-stop mooning championship.

runners for the 400m, 800m or 1500m events, control their lane-swopping, set their pace and make sure they've enough stamina for a final burst. On the higher skill level take full control of the athletes to enable those swifty swerves around the opposition (but watch out for collisions!) It's all very realistic with spanky presentation and it's very playable in its own little way. But who on earth is it aimed at?

RALLY DRIVER

Not yer ordinairy driving game - more like a flight simulator on wheels! Compete against the Speccy or any number of friends (taking turns) in a 3-stage auto rally, and (unless you've got 28 fingers and the memory of a clever elephant) come last. Features include stage checkpoints, the Speccy as your navigator, crossroads, 3D graphics that tend to 'flick' (rather than scroll) at you, cows on the road, a recommended speed of 40 mph and (of course) lots and lots of crashing. (Perhaps they should rename it Davey Wilson Herald Driver). Ah well practice makes perfect (and you need to be to get anywhere with this)

3 not-bad-at-all games and 1 clunker for £2.99. Sound a decent barg to you? (Sounds a decent barg to me! Reader's voice) Thought so.



This is the New York alleyway where Top Cat (close friends get to call him TC) lives.

have to go and get him back, so the first thing to do is to find the rest of the members of the gang, whilst avoiding the nasties (y'know, hedgehogs, squirting fire hydrants and stuff) and collecting objects to allow you to progress further. The puzzles however are all pretty obvious (pick up the key to open the gate and so forth), and avoiding the baddies isn't too tricky either as they walk around in set patterns. So with little practice you can avoid colliding, although the weird 3D effect does its best to confuse you at first. The only real hazard is if you

80 YOUR SINCLAIR March 1991

touch a skateboarder, as some steal the objects you are carrying and stick them back in the maze, and also if you lose too much energy at once as one of your chums which you have collected might run off so you'll have to go back to get him again.

As in the case for most of Hi-Tec's other cartoon licences, they seem to have spent so much time getting the graphics to look right (TC really is adorable), that they've forgotten to write much game. There's not enough action going on – it's easy to avoid all the baddies, it's not fast enough for a straight maze game, and the puzzles are a bit easy and far between. You could certainly do a lot worse with three quid (lose it for example), but I'm sure with little effort you could do a lot, lot better, especially with all these re-releases around at the moment." That's probably what I'd say.

ELIMINATOR

Players/£2.99

Rich One good thing about Hewson is that almost all of their games have been and are of very high standards, and pretty original into the bargain. And luckily, their latest rerelease, which has come our way with a little help from Players, is no exception.



Blast down this tunnel thing avoiding as much debris as possible. (Basically.)

It's an into-the-screen jobby, where for some odd reason you find yourself hurtling down a track in a strange-looking spaceship, both on the floor, and at times on the ceiling too. You have no control over your speed, so the idea is to survive as long as possible before crashing and losing a life. You'll no doubt encounter plenty of things as you go, some stationary such as walls and parking cones which have to be avoided, and some moving, mainly baddies which can be shot, preferably before they

RANA RAMA

Players/£2.99

Rich "Mervyn the Sorcerer's apprentice is trapped in a Dark Dungeon – and has inadvertently changed himself into a frog! Help Mervyn defeat the warlocks and turn him back into a human.

At the beginning of the game you are transported to one of the rooms in the top level of the dungeon. Your aim is to explore each room in turn and defeat each warlock that you encounter. Each room lights up as you enter it. Some rooms also have mysterious symbols embedded on the floor, called Floor Glyphs, which are used to either weave magic spells, destroy enemies in the room, reveal a plan of the level or transport you to new level.

When you locate a warlock, leap on top of him and you will lock him in ritual

combat where you have to unscramble the letters making up the word R-A-N-A-R-A-M-A before the time runs out." Well, that's the general gist of the game, and conveniently copied straight out the instructions too.

instructions too Of course, things are far more complicated



further

shoot you. If you crash or your energy runs out then you lose a life – which is rather disgruntling as you get plonked back miles. You do fortunately have a gun, which can be upgraded to multi-fire guns and bombs, but the better the weapon, the faster it uses up your ammo so for this reason you can swop between the add-on weapons you've picked up to choose when you want to use which one.

In its day, a mere two years ago actually, fact-fiends, this one was a bit or a corker, and a YS Megagame to boot. But today, and today being Tuesday, I can't help finding the whole thing just a little too boring – and getting sent back miles when you die is extremely frustrating. A definite "Try before

TIGER ROAD

Rich If you walked into a Chinese take-away and asked for a Ryu Ken Oh, then you'd probably get a reply something like "Eh?" (or the nearest equivalent in Chinese). You see, Ryu Ken Oh has in fact kidnapped all the children from the 'local' village, leaving you, Lee Wong, to go and get them back.

than that. Take that screenshot below, for

Gauntletish to you, but only the parts of

extremely easy to get lost, especially as

seemingly dead ends may well not be so.

There are spells too, which you need to

The thing's a pretty cunning mixture

between a shoot-'em-up, maze game and

keep you hooked for quite a long time as

initially too addictive, and does look a bit

out of date in this day and age. However,

since, so despite the fact that it's coming

very highly. Oh. and many happy returns

if it's your 4th birthday too.

up to its 4th birthday, I'd still recommend it

there hasn't really been anything like it

increase during the game to progress

logic game, so I would imagine would

it is so complex, even though it's not

actually visited are displayed so it's

the maze, or indeed screen, that you have

example. It probably looks a bit

The thing's basically a continuous left to right scrolling hack-'em-up - to tell you the truth it would be a lot better if it wasn't so crap. It's not the graphics or anything they're quite adequate enough (though the scrolling's a bit jerkily) - it's just that there's not enough to do despite its variety. Firstly you have to make your way into the building

WEC LE MANS

Hit Squad/£2.99

Jon Ahal This is the driving game that's my barg of the month, if not the year. Like most coin-ops, it's simpler than Simple Simon's simpler brother – just complete 4 laps of a course without running out of time between the checkpoints. But, it's the kind of game that once loaded is harder to get off your Speccy than fluff stuck under the ENTER key! Unusually for the Ocean conglomerate, the 128K sound is rather (hem hem) 'dubious', though the graphics are top-notch. The road has more twists and dips than a '50s dance craze! The other cars progress from puttering L-plate drivers to speed maniacs who hog the inside lane of vicious curves before ganging up to box you in! The clock never reaches zero unless the checkpoint is just too far away, and the playability leaps so far off the top of the scale that you could give it a brush and get it to paint the ceiling! My only quibblette is that, no matter how slow you're going, whenever you hit something you skid to a complete halt. WEC regains some brownie points by politely stopping the clock as it scrolls you back onto the road.

What else can I say? It's better than Chase HQ. (Blimey! A complete barg and some controversy thrown in for free. Service or what?!)



Feel the need, the need for going very quickly in a blue Le Mans car in France.

where the children are being held by jumping about and slashing all the baddies - far too easy because you can just jump over everybody and avoid any fighting whatsoever. Then it's inside - more dashing about left to right (and also a bit of up and down levels too) slashing more people. including these big geezers who pick you up and throw you about, but who can be killed far too easily. Other bits include jumping over barrels, wrestling a lion and avoiding killer bees. Quite a variety as I've said but there's a distinct lack of action as almost all fighting can be avoided, and when you do fight, you can just do one move all the time to win. One for the bin



Tiger Road sounds like a Chinese sit-com (only it doesn't contain enough violence!).

8

WACKY DARTS CodeMasters/£2.99

Rich Rather spookily, Mastertronic 211 released a game uncannily similar to this one back in 1986 - 180 it was called. and I loved it, despite the fact that it was far too easy. This one is a bit harder, and so, I'd say, the betterer one too.

The same concept for gameplay is used in both - a hand is moved about over a dart



Urgh! That spooky hand isn't connected to anything! I didn't know darts was so scary.

board, with a strange sort of gliding effect (so you only have minimal control), and Fire throws the dart. In this one, you also have the angle of the hand to worry about. And that's it really - as with most things in life, the more you practice, the better you get.

So, to practice you can arrange a friendly game against an opponent - playing the best of three of either 'proper' darts (counting down from 501 and finishing on a double or a bull) or 'Round The Clock' (Hit 20, 19, 18 etc in the right order down to 1) however the biggest fault has to be that it doesn't give you a running total, only your total at the end of the last three darts, so you have to be pretty quick to work out what you need to finish or your time will be up and you'll throw the dart automatically.

Anyway, you can chose your opponent each one with his own unique style and amusing way of throwing the dart, ranging from a grenade launcher to a bow and arrow. There's a nice animated sequence as your opponent throws - another bit rather like in 180, and also running commentary of the whole game from a TV reporter at the bottom of the screen. There's also a

knockout tournament you can enter - but probably won't win as the opponents are offputtingly good, but that's better than being a doddle to beat, I suppose, which was 180's main fault. The graphics are excellent too, and it's all a bit of a good laff, even if all in all it's nothing really like darts at all.

KENTUCKY RACING Alternative/£2.99

Rich They might very well be called Alternative", but this one really is a too weird for comfort. It's a horse-racing game against either a friend or the computer - which may well sound pretty normal, but how d'you reckon you move horse? By waggling the joystick? By banging the keys? Nope, by throwing a ball onto a table at the bottom of the screen and attempting to get it into a hole at the end. Strange or what?

Yep, strange it is, and also rather boring because this is all you get to do for the entire game. The ball is thrown by moving a hand about and then pressing Fire - the longer you keep your finger on it, the more powerful the shot and the further the ball shoots along the table. If it goes into one of the holes, either directly or after rebounding off the sides or the back, then your horse moves along a bit - the winner is whoever gets the balls into the holes the quickest. You have to get it into a specific hole to go over a jump - although this fails to add any excitement of course - and the prospect of "nine different exciting courses" seems more of a threat than a consolation. And it's all far more luck than skill anyhow. And the graphics and sound are crap. Nope, I'd leave this one on the shelf and quickly find an excuse to leave the shop if I were you.

MAGICLAND DIZZY

CodeMasters/£2.99

Rich Remember Dizzv? Remember Treasure Island Dizzy? Remember Fantasy World Dizzy? Well, you should. And now, here'd the 4th Dizzy game in the series (not counting Fast Food and Kwik Snax of course which were arcade games and so completely different) - Magicland Dizzy, which is simply more of the same, but what the heck, eh?

Evil Wizard Zaks is back, and has turned the Yolkfolk, Daisy, Dora, Dylan, Denzil and Grand Dizzy into strange creatures and has teleported them to

Magicland – a bit of a downer really because you, as Dizzy, have to go and get them back. Once again the game consists of you walking and jumping through a platformand-ladders flip-screen maze, solving puzzies to progress

further, this time with the added task of locating the individual Yolkfolk (who have been turned into everything from bushes to a huge block of ice) and working out how to turn them back to normal.

Predictably, this is no mean feat because if you're not careful, you'll impale yourself

on a nearby bat,

or accidentally fall down a well, or drown, or jump into a monster, or bump into a killer rat, or do something equally silly if you don't time it quite right on the old jump button. Fortunately, you do have three lives to begin

with, and your energy can be replenished by collecting diamonds on the way. Oh, I think you also need to collect enough

diamonds to proceed further into the game, but don't quote me on that.

The puzzles aren't overly complicated, being a case of using the appropriate object at the appropriate time - the tricky part is actually to have found and be carrying the correct object at the right time. As in Fant. World Diz, you can hold three objects at once - but this does mean you get an annoying menu system every time you want to do something and often spend hours piddling about with it trying to get it to do what you want. But that's a minor point, as the game really is a bit of a spanker.

Once again the graphics are cute city, and the overall gameplay is practically the same, although it's got a bit of a different feel' to it 'cos I think this one was written by a different bloke, although don't quote me on that one either. It's quite addictive

too as each go you usually meet your fate realising what you should have done instead to avoid dying, so you'll jump at the chance for another go. You can of course cheat and call the 0898 Dizzy helpline (33p per minute off peak, 44p

per minute at all other times), although I think I mis-dialed, because when Lusty Linda picked up the phone and invited to reveal all, I'm sure she wasn't talking about how to complete a computer game.

But anyway, if you're a Dizzy fan then you'll no doubt have bought this one already, but if you're not then go on - buy it anyway - it's a corker.





are the UK's No 1 Atari Specialists. We have been lished for over 12 years, and have an annual turnover million. With our experience and expertise, we can meet our customers requirements with an ding which is second to none. But don't just take n for

SHO

Opening Hours SIDCUP SHOP: Opening Hours	Mon-Bat 9.305m 1-4 The Mon-Bat 9.00am		Late Night heriey Rd, S Late Night			
To: Silica Shop,	and the second se	and the second se	A CONTRACTOR OF A DATA OF A DATA	and the second states in the	 and the second second	 the second second
Mr/Mrs/Ms:						
Address:					 	
Postcode:				k	 	
Which computer(s), do you own					





Oinfogrames/£12,99 cass £17.99 disk

11

Linda Cripes! This goes back a bit. Andy and Matt reckon everyone was addicted to the 16-bit game of North And South

when YS was still a sister mag to Zero. (Talk about a pair of old cronies, eh? That was over a year ago!) Anyway, here's the Speccy version, so let's jump straight in with the old funkometer and see what's what...

Basically, it's French, it's a sort of American Civil War strategy-cum-arcade game, and it uses characters from a comic strip called Les Tuniques Bleues (which is also from France, is supposed to very funny and looks a bit like Asterix in, well, blue tunics really). For those who are crap at History (like me), the Blue Tunics were the Northern, or Union, soldiers (the goodies who wanted to free

the slaves) and the Confederacy/Rebels/blokes in grey uniform were from the south (and wanted to 'keep' the slaves and make them pick cotton and horrible things like that).



Raaaaiiise muskets!

Right, so what've we got? Well, first there's the option screen (one or two-player, which side, whether you want some disasters thrown in take a look at the box-off below for more info), and then it's on to the map proper.

This is split up into states, and it's where you make all your strategy decisions. Armies are represented by single soldiers, with flags indicating which territories are held by which army (if an area doesn't have a flag then it's unoccupied and up for grabs). As for battles, those come about in one of two ways - either you attack your enemy, or, erm, they attack you. (Simple, eh?) The screen then does a bit of a

costume change and we're into... The battlefield. Hurrah! The best bit! It's a sort of oblique 'bird's-eye-view' jobby, with you looking down across either a canyon or a field, and your units (artillery, cavalry and infantry) shown up in little groups. It's basically a case of choosing which unit to fight with and then blasting the peanuts out of all the varmints who are trying to do much the same to you. The graphics are really nice and chunky, but smooth too (the horses are especially good), and when I went charging in over the bridges, well I could fair feel the wind flowing through my hair, I really could (and then I hit Retreat just as soon as General Wotnot came charging back at mel Aargh!)

Nope, it's certainly no picnic out there, which means after a few battles you're bound to want to stock up on some more men (well, I did anyway, but that's probably



Right, here's your strategy screen where you dire the war. And it's the Union to start! [That's me!] ct your side of

> 'cos I was so crap!). What you need is money, and this is where the towns come in. If you manage to occupy two towns that are linked up by railway (we're back to the map here, folks) then at the end of your move a train will run between



them with some gold. Get five bags' worth and blimey! If that's not a new army over there!

Oi! What about the other arcade bits?

Hold your horses (ho ho) - I was just getting to those! First there's one with you sprinting along the top of a train trying to get the driver's seat to stop it - it loads when you break up the opposition's railway line by taking over a state between two towns (actually it's rather similar to the bit in Back To The Future 3. Spooky, eh?). And then the other one happens when you snatch a town (which automatically happens when you snatch a state). Again it's a horizontal scroller, only this time you're in an enemy fort throwing knives and punches at the enemy, and scuttling along as fast as your merry heart will let you to get to the flagpole and raise your standard. (Phew!)

And that's it! Confused? (Well, go back and read it again then!) North And South really is the biz. Most people find straightforward strategy stuff a bit dull (like, say, Crete across the page) - what this game does is show how addictive it can suddenly get when you throw in some juicy arcade bits. (After all, if it's you who's actually doing the fighting then it's bound to hold your attention for a bit longer.)



Hurrahl The train sequence! (If that red boot at the bottom reaches the right-hand corner before the clock then you've done it in time.)

Here's what you get on the Option screen. Pick 'n' mix the various ingredients and, bingo, you've got your very own 'customised' game



If you're playing for the North then it's here you choose which character you want to be. There's Sergeant Chesterfield, Corporal Blutch and Captain Stark, Corporal's of lower Contains

the most difficult level, Captain's the easiest. (This chap here's Captain Stark - he lives for battle, a real blood-and-guts man. Chaaarrge!!)

You can change the date and fight at any point during the war (except 1865). The strategic map shows actual historical conditions - but y - but you can soon change that!



The Confederacy characters. Choose from Corporal Mathias, Sergeant Cancrelat (the most horrible man ever!) or Captain Philip.

The Union flag - this shows



which side I'm playing. Hurrah! Up the Union!

you're happy with all your choices then click on this! Simple really.)



The ship equals

reinforcements. Whoever owns South Virginia will receive an army from Europe If you're into a pure strategy game then click on this - it gets rid of all the arcade bits. (But we're on arcade

Storms - if a storm cloud settles above an army then it

The computer always plays the South. When you're in two-player mode this space is filled by the flag of your

TOGRA

- how jolly nice

opponent's team.

can't move.

Aha – disasters! If you want a more difficult and interesting game click here for Indians

who can attack and wipe out entire armies. (You know

when they're coming 'cos they send out smoke signals

of them!)





- the fort sequence! I'm the sweet-loc with the hunchback. (Knife aboy, Quo

And it's not just the gameplay that makes the game so spanky - the graphics are excellent! The fort and train bits, the loading and option screens, they're all really colourful and like the original 'strip'. It's full of really nice little touches too. There's the loading screen of a silhouetted tunique doing the bugle call and the crowd scenes at the end (if you win that is - lose and it's a carnaged battlefield). And when you fail in the arcade bits your man drops to the ground and starts crying, pummeiling the ground with his fists. Cutel

One of the last things we saw from Intogrames was Sim City of course, and, despite the arcade stuff in here, this has much the same quiet style (and value for money). Jolly highly recommended?





A field of mutilation, how lovely. (I've nearly won the battle - just got to get that horse...)



CCS/£12.95 cass £14.95 disk



Jonathan Crete 1941 it sounds suspiciously like one of

your Auntie Vera's holiday snaps albums, doesn't it? But in actual fact, Auntie Vera would have been pretty daft to have

holidayed in Crete in 1941. There was quite a serious battle

raging there at the time, you see, and she could easily have got caught in the crossfire between the

invading German paratroops and the defending Australian and New Zealand divisions under the command of General Freyberg. Bad news for Crete's tourist industry, then, but good news for CCS who've decided it was about time they simulated it.

Or perhaps not, if you've just joined me from 'that review on the other side of the page' and are casually expecting the same sort of running-about-killingpeople bits. This is just a simple strategy game, you see (which means lots of rather-dull-in-comparison squares, movement phases and morale levels).



paratroops (and



's a port there ero. (Sometimes my p prvation quite amaze



n season you choose to go in...

Um...

The great difficulty when it comes to reviewing a wargame is trying to work out how exactly it differs from all the rest of them. Well, I've examined this one in some depth and I've

ascertained that a) it's set in Crete, b) it's probably a bit more complicated than usual as you've got air attacks to consider, along with paratroop drops and capturing airfields, and c) it's got a few 'interesting' features like roads and troop evacuations. Graphically it's about as dire as these things always are, but the little coloured squares beloved of wargamers do their job reasonably well, I suppose. I have to take issue with the scrolling, though - it's just a bit too slow and jerky to be comfortable. Presentation generally is



unadventurous (wargame programmers still don't seem to have discovered that there are alternatives to the Sinclair character set).

So if wargames feature highly on your list of pleasurable activities you'd be daft to miss out on Fallschirmjager (as it's cryptically subtitled). After all, new ones are pretty thin on the ground these days and this one's got some pretty devious strategies and things lurking in there somewhere. Now where did I put that SdKfz 2? (Eh? Ed)





PBT ELECTRONICS LIMITED	PORT TALBOT WORKSHOPS, Unit 17, Addison Road, Port Talbot SA12 6HZ TEL: 0639 885008 FAX: 0639 887170
SAM COUPE COMPUTER + 1 drive	UHF leads TV to Computer (BBC/
SAM COUPE COMPUTER + 2 drives £275.99	Spectrum)
SAM DISC DRIVE	Cassette leads (88C/Spectrum)
SAM 256K RAM EXPANSION	SAM Scart cables (connects to monitor) £9.99
SAM COMMS INTERFACE	SAM Scart cables for Microvitec cub
SAM DISC INTERFACE	monitor
VOICE BOX allows SAM to speak	SAM dual joystick adaptor (connects
SAM COUPE COMPUTER PACK	2 joysticks)
SAM COUPE COMPUTER PACK (51 2K + DRIVE)	2 joysticks). £7.99 SAM Midi cables. £6.49
SAM Advanced Technical Manual	3.5 inch DS/DD disks box of 10
Citizen 120D printer parallel	Plus D/BBC Dual Disc drive connectors £14.99
Mannesman MTB Parallel Printer	Spectrum 48K power supplies
Parallel printer cable SAM/BBC/+D type £7.99	Spectrum 128K power supplies
Parallel printer cable Spectrum +3 type £7.99	A4 Printer Paper 2000 Sheets
Citizen 180E printer	For full price list of other products please ring.

3 MONTHS GUARANTEE GIVEN ON REPAIRS. Please telephone before sending repairs anytime until 8pm

 SINCLAIR SUPPLIES
 4 x CF2 blank discs

 Spectrum +2 Computer
 \$124.99

 Spectrum +3 Computer
 \$169.99

 Spectrum power supply
 \$12.99

 Spectrum +2A/+3 power supply
 P.O.A

 Membrane (GL. Spectrum 48.+)
 \$9.99
 \$7.00 \$9.99 \$24.99 \$24.99 \$134.99 \$134.99 £19.99 SPECTRUM REPAIRS ONLY \$14 FOR 48K or Spectrum + Machines. (phone for +2/+3) includes P&P, insurance etc. Send computer with covering letter Cheque/P.O to Omnidal Supplies, 23 Curzon Street, Derby DE1 2E5 VISA Tel 0332 291219 (24 hour credit card line)

REPAIRS AND SPARES

SINCLAIR REPAIRS & SPARES Spectrum 48k, + ... £16.00 Spectrum 128k, +2£22.00 SPECTRUM OL .£27.00 Prices are inclusive of labour, REPAIRS parts and postage. Many spares and leads in stock. £16.95 inclusive of labour, parts ACE REPAIRS, Dept YS, Outways Farm, Pelynt, Looe, Cornwall, PL13 2NW and p&p. Fast, reliable service by qualified Tel: (0503) 20282 VISA engineers. Average repair 24hrs. COMPUTERS WANTED 3 months guarantee on all work. For help or advice - ring: ALL HARDWARE AND **H.S. COMPUTER SERVICES** SOFTWARE WANTED Unit 2, The Orchard For cash or exchange: Warton, Preston Music & Video Exchange Lancs PR4 1BE 56 Notting Hill Gate, London Tel: (0772) 632686 W11 (Tel: 01-727 0424) SPECTRUM REPA

	the state of the s
48K Plus	216.50
48K Rubber	215.50
48K Plus membranes	
48K Rubber membranes	
4116 memory IC	
4164/4532 memory IC	.£2.60
Z80 CPU	£2.60

1

Minimum order £5 Other spares stocked. Prices include VAT and post.

> **RA Electronics** 133 London Road South, Lowestoft, Suffolk, NR33 OAX Tel: 0502 566289

	SOFTWARE
6	SAMTAPE3 Makes Sam act as a Spectrum - load in then save
NEW FO	most programs to disk/tape + peek/poke, etc. Takes snapped files from +D and disciple. All keys work, LPrint, LList + much more! Tasword, 48k DTP by PCG. Easy to use. Thousands of Spectrum programs will run on your Sam. E10.99 for TAPE or DISK version - state which!
R S A M	SAMDISK A 1st Class disk utility - will copy many files in one go - V. fast. Erase, Protect, Unerase, Repair Tracks. Disk Catalogue, Special Format, and Verify. Auto Detects 256/512K, +1/2 drives. Uses own code - No DOS - £10.99
M O N E Y B	SAM ASSEMBLER3 Contains assembler, plus a disassembler and a monitor/single step program to debug M/code - 1st rate full screen editing, 64 column, scratch/help page, multiple source files - 256 + 512K versions. Tokenised, HEX/DEC/BIN, V. Fast, printer etc. Complete manual - everything you need for M/code on a SAM. £9.99
BACK GUARANTE	SAM ADDRESS/PHONE MANAGER Save addresses of friends or customers. Prints labels, M/code search, amend (to disk), 5000 addresses per disk. Alphabetic sort. Can input cash + product code. In phone mode, can list names, phone numbers, etc. Unsecured - £8.50. HARDWARE - WE SELL SAM, DISK DRIVES, INTERFACES ETC, SAE FOR SPECIAL DEALS.
TE	
E S P	TAPE UTILITY D - Tape to tape backup of most Spectrum programs - even converts many for reliable loading! Unsecured £8.50 (program included in Transpack2)
PECTR	TRANSPACK2 - Unsecured + copies to disk. For tape to disk transfer - manages 1000s of programs including clicky + fire*, + countdown loaders - not for novice. £11.99. Information books 1.2.3 £2.50 each - gives details of 100s of transfers that TP2 can't do automatically. Z80 TOOLKIT2 - "Brilliant package" - YS 7/88. Unrivalled M/Code package
T R U	similar to SAM assembler but has in addition, a reverse assembler. A must for all (8.99 PLUS3MATE and MICROMATE - similar to SAMDISK described above but for +3 and M/Drive respectively. Will also clone +3 disks/cartridges. Includes sector
M	editor, + manual. M/Mate formats to approx 100k. PLUS3MATE £12.99 on disk, MICROMATE £11.99 on cartridge A must for +3/MD owners.
QUALI	OST FREE +£1 EUROPE, +£2 REST. SAE FOR DETAILS. HIGH TY DISKS: +3 DISKS £2.20 EACH, 3.5 INCH DISKS 70P EACH - LL MIN OF 4 POST FREE. UPDATE SERVICE AVAILABLE.
LERM	DEPT YS, 11 Beaconsfield Close, Whitley Bay, Tyne and ar. NE25 9UW. Tel (091) 2533615. Prop L. Evans.
-	EECITD
~	EEC LTD. SINCLAIR PRODUCTS & PRINTERS
<u>• OI</u>	
	SINCLAIR PRODUCTS & PRINTERS £125 SPECTRUM +2 £110 SP+3 £135 "INCLUDES FREE QUANTA MEMBERSHIP <u>MICRODRIVE EXPANSION KIT</u>
Include	SINCLAIR PRODUCTS & PRINTERS <u>£125</u> SPECTRUM +2 £110 SP+3 £135 *INCLUDES FREE QUANTA MEMBERSHIP <u>*MICRODRIVE EXPANSION KIT *</u> s microdrive, interface 1, booklet, introduction cartridge & flex
Include	SINCLAIR PRODUCTS & PRINTERS £125 SPECTRUM +2 £110 SP+3 £135 *INCLUDES FREE QUANTA MEMBERSHIP <u>MICRODRIVE EXPANSION KIT</u> * s microdrive, interface 1, booklet, introduction cartridge & flex lor
Include connec As abov	SINCLAIR PRODUCTS & PRINTERS £125 SPECTRUM +2 £110 SP+3 £135 *INCLUDES FREE QUANTA MEMBERSHIP <u>*MICRODRIVE EXPANSION KIT *</u> s microdrive, interface 1, booklet, introduction cartridge & flex tor
Include connec As abov	SINCLAIR PRODUCTS & PRINTERS £125 SPECTRUM +2 £110 SP+3 £135 *INCLUDES FREE QUANTA MEMBERSHIP <u>*MICRODRIVE EXPANSION KIT *</u> s microdrive, interface 1, booklet, introduction cartridge & flex tor
Include connec As abov 4 new c Box of 3 10 new	SINCLAIR PRODUCTS & PRINTERS £125 SPECTRUM +2 £110 SP+3 £135 *INCLUDES FREE QUANTA MEMBERSHIP <u>*MICRODRIVE EXPANSION KIT *</u> s microdrive, interface 1, booklet, introduction cartridge & flex tor
Includer connect As above 4 new of Box of 2 10 new Spectrue 128k Pla	SINCLAIR PRODUCTS & PRINTERS £125 SPECTRUM +2 £110 SP+3 £135 *INCLUDES FREE QUANTA MEMBERSHIP <u>*MICRODRIVE EXPANSION KIT *</u> s microdrive, interface 1, booklet, introduction cartridge & flex tor
Includer connect As above 4 new of Box of 2 10 new Spectrum 128k Plus 2 10 Plus 3 12 MANNE	SINCLAIR PRODUCTS & PRINTERS S125 SPECTRUM +2 £110 SP+3 £135 *INCLUDES FREE QUANTA MEMBERSHIP <u>MICRODRIVE EXPANSION KIT</u> s microdrive, interface 1, booklet, introduction cartridge & flex for <u>£59.95</u> re with extra microdrive <u>£59.95</u> * CARTRIDGES * artridges <u>£12.00</u> 20 <u>£55.00</u> program cartridges <u>£18.00</u> * POWER SUPPLY UNITS * m 48k £8.95 <u>128k £9.95</u> is 2 (Not 2A) <u>£14.95</u> 24.95 <u>QL £19.95</u> * BOCOL PRINTER FOR SPECTRUM & QL *
Includer connect As above 4 new of Box of 2 10 new Spectrum 128k Pile Pilus 3 £ MANNE Heavy of 130 cps	SINCLAIR PRODUCTS & PRINTERS E125 SPECTRUM +2 £110 SP+3 £135 "INCLUDES FREE QUANTA MEMBERSHIP <u>MICRODRIVE EXPANSION KIT</u> s microdrive, interface 1, booklet, introduction cartridge & flex tor
Include connec As abov 4 new of Box of 3 10 new Spectrui 128k Plu Plus 3 £ MANNE Heavy of 130 cps QL & Sp 1Mb 3.5 EXTER! Comes	SINCLAIR PRODUCTS & PRINTERS E125 SPECTRUM +2 £110 SP+3 £135 INCLUDES FREE QUANTA MEMBERSHIP <u>MICRODRIVE EXPANSION KIT</u> s microdrive, interface 1, booklet, introduction cartridge & flex tor. <u>£59.95</u> with extra microdrive <u>£59.95</u> <u>* CARTRIDGES</u> <u>* CARTRIDGES</u> <u>* CARTRIDGES</u> <u>* 12.00</u> program cartridges <u>£12.00</u> <u>55.00</u> program cartridges <u>£12.00</u> <u>* POWER SUPPLY UNITS</u> <u>* POWER SUPPLY UNITS</u> <u>* 128k £9.95</u> <u>128k £9.95</u> <u>* 80Col PRINTER FOR SPECTRUM & QL</u> <u>* 30Col PRINTER FOR SPECTRUM & QL</u> <u>* 130.00</u> <u>* 6 cps NLQ. Epson & IBM compatible</u> . <u>* Cartridge</u> <u>* UNIVERSAL' 3.5" DISC DRIVE</u> * cased, complete with built-in PSU, mains switch & 13 amp plug. NL dip switches adapt drive for Spectrum, QL, PC, Atari, Arniga etc. with full instruction book, plastic cover and free DS/DD disk. Spectrum
Includer connect As above 4 new of Box of 2 10 new Spectrum 128k Plus 128k Plus Plus 3 E Heavy of 130 cps QL & Sp 1Mb 3.5 EXTERM Comes to & QL ne Lead for Bare 3.5	SINCLAIR PRODUCTS & PRINTERS E125 SPECTRUM +2 £110 SP+3 £135 INCLUDES FREE QUANTA MEMBERSHIP <u>MICRODRIVE EXPANSION KIT</u> s microdrive, interface 1, booklet, introduction cartridge & flex for <u>\$59.95</u> we with extra microdrive <u>\$59.95</u> <u>*CARTRIDGES *</u> artridges <u>\$12.00</u> 20 <u>\$55.00</u> program cartridges <u>\$12.00</u> 20 <u>\$18.00</u> <u>*POWER SUPPLY UNITS *</u> m 48k £8.95 <u>\$128k £9.95</u> is 2 (Not 2A) <u>\$14.95</u> dut printer, Centronics <u>\$130.00</u> 26 cps NLQ. Epson & IBM compatible. ectrum Interface for the above <u>\$24.00</u> OTHER PRINTERS AVAILABLE PHONE FOR DETAILS <u>*UNIVERSAL 3.5" DISC DRIVE *</u> *cased, complete with built-in PSU, mains switch & 13 amp plug. NAL dip switches adapt drive for Spectrum, QL, PC, Atari, Amiga etc. with full instruction book, plastic cover and free DSiDD disk. Spectrum ed VFace <u>\$24.90</u> T 1Mb dridrives <u>\$25.00</u>
Includer connect As above 4 new of Box of 2 10 new Spectrum 128k Plus 128k Plus Plus 3 £ MANNE Heavy of 130 cps QL & Sp Comes to & QL new Bare 3.5 UK de Out	SINCLAIR PRODUCTS & PRINTERS £125 SPECTRUM +2 £110 SP+3 £135 "INCLUDES FREE QUANTA MEMBERSHIP *MICRODRIVE EXPANSION KIT." s microdrive, interface 1, booklet, introduction cartridge & flex tor
Includer connect As above 4 new of Box of 2 10 new Spectrum 128k Plus 128k Plus Plus 3 £ MANNE Heavy of 130 cps QL & Sp Comes to & QL new Bare 3.5 UK de Out	SINCLAIR PRODUCTS & PRINTERS 125 SPECTRUM +2 £110 SP+3 £135 INCLUDES FREE QUANTA MEMBERSHIP <u>MICRODRIVE EXPANSION KIT</u> s microdrive, interface 1, booklet, introduction cartridge & flex tor





ONLY POOLS AND HORSES

pass the test of time

that tail to pass the test of time. FOOTBALL BOXFORM Written by a former pools expert for Littlewoods. The program has forecast over 50% more draws than would be expected by chance. Homes, aways and draws shown in order of merit and true odds given for every match. Merit tables show at a glance the teams currently in form and those having a lean spell. Australian Pools program included in the price. POOLS PLANNER by the same author. Full details given of 369 easily entered block perms ranging from 9 to 73960 lines and from 12 to 56 selections. All are accepted by the pools firms and are backed to accepted by the pools firms and are

from 9 to 73960 lines and from 19 to 56 selections. Air are accepted by the polos mins and are checked in seconds by your computer. **RACING BOXFORM** Course characteristics (built into the program) as well as the form of the horses are considered to speedily produce an order of merit for each race. Designed for flexibility allowing users to amend the program if they wish. Price still includes the highly acclaimed **HANDICAP WINNER** - more than 1000 winners every year - over 25% of them at 5/1 or better. **PRICES** (Tape) £15.95 each. £25.95 any two. £35.95 all three. For discs please add £8 per program. Order two or more and receive **FREE** a program to work out almost any bet. So good it's and bookers. sed by bookies.

Advertised for six years in the sporting and computer press



BBC B & MASTER BOXoft CLEVER...GET THE BEST AMSTRAD CPC & POW BOXOFT (YS), 65 Allans Meadow, Neston, South Wirral, L64 9SQ Cheque/P.O./Access/Visa Tel: 051-336-2668 COMMODORE 64/128 SPECTRUMS



PO Box 36 LS1 4TN Call Charges 33P Per min Cheap Rate 44P all other tin

KOBRAHSOFT SPECTRUM AND SAM COUPE UTILITIES

SM1 M/F SUITE:- BLOCK LOAD:- Gives RELIABLE tape backup. 128K LOAD:-Gives a RELIABLE 128K TAPE backup. SPRITER:- Looks for Sprites and character sets. WINDOW LOAD:- Defines up to 50 windows-reload to give customised SCREENS. FANCY LOAD:- Design you own complex screen loaders. All programs will install in M/F Ram and reload WITHOUT M/F. For M48 and 128. PRICE:- £12.95

CD2 TAPE TO SAM DISC TRANSFER UTILITY: NEW! Transfer the VAST MAJORITY of your Spectrum tapes to Sam drive. Changes Sam into Spectrum - gives SUPERB Speccy tape compatibility. All types of programs can now be transferred to Sam disc - Fast Loaders, Pulsed, Countdown, Multi Block, most of the very latest pro-grams. VERY EASY to use. APPROVED BY MGT! PRICE:- £10.95 on Disc

disc - Fast Loaders, Pulsed, Countdown, Multi Block, most of the very latest pro-grams. VERY EASY to use. APPROVED BY MGTI PRICE- £10.95 on Disc SP6 TAPE TO +3 DISC UTILITY:- NEW Transfer tapes to +3 disc. NOW transfers the LATEST Pulsing, Countdown and Multi Block programs. FREE superb DISC CAT-ALOGUER. Now handles FULL 128K PROGRAMS. INCLUDES SP6 COMPANION which shows how to transfer many games. Supplied on DISC at:- £14.95. SP6 COMPANION VOL 2:- TRANSFERS 100+ GAMES. Needs SP6:- £4.95 DMS +3 DISC MANAGEMENT SYSTEM:- NEW Version 1.1 now with printout, high capacity formats AND extended directories. Organise all your disc files. Large database; FAST file search. MENU programs. Easy to use:- £14.95 on Disc. D.I.C.E:- NEW Version 3.0 +3 disc utility. Now with high capacity format, data printout and disassembler. Lock out faulty sectors; Recover erased files and much more. Easy to use. "An excellent package", CRASH Oct '88. £14.95 on Disc. SPECTRUM MACHINE CODE COURSE:- FULL course from beginner to advanced level. Applies to ALL Spectrums. Suitable for all. Free Disassembler AND Editor/Assembler:- £20.00. DB2 +3 DISC BACKUP UTILITY: NEW Backup +3 PROTECTED discs to DISC or TAPE:

DB2 +3 DISC BACKUP UTILITY: NEW Backup +3 PROTECTED discs to DISC or TAPE; Easy to use: Handles Multi-Loads and now even more discs.- £14.95 on Disc. PLUS 3 DIARY AND FILING SYSTEM:- NEW Version 1.1 with full printout. Superb filing system/diary for the +3 with LARGE database, fast search/retrieve, filing system/diary for the biorhythms:- £12.95 on Disc.

ALSO AVAILABLE: D TOOLKIT, SC6 TAPE UTILITY, SW1 TAPE TO WAFADRIVE, 12 SAM TAPE BACKUP UTILITY, Ring for FULL details

MONEY BACK GUARANTEE - BUY WITH CONFIDENCE UPDATE SERVICE:-SEND HALF NEW PRICE + OLD DISC FOR NEW VERSION

Send cheque/P.O to:- "KOBRAHSOFT", DEPT YS, "Pleasant View", Hulme Lane, Hulme, Longton, Stoke-on-Trent, Staffs. ST3 58H (Overseas:- EUROPE add £1 P&P PER ITEM, others £2) Send SAE (9" x 5") for detailed catalogue - mark envelope "ENQUIRY".

For more information please phone:- 078 130 5244. Access, Visa Welcome - please phone above number (24 Hour, 7 Day Service for FAST Mail Order) VISA

SPECTRUM UTILITIES, SUNDRIES, PC TRANSFER SPECCIFAX EASY TO USE GRAPHICS PACKAGE _ Tape 59.99, +3 Date 513.99, Microdrive 511.99 Tape £8.95 +3 Disc E12.75, Microdrive E10.75 COMPLETE MACHINE CODE PACKAGE MICRODRIVE MANAGEMENT AND RECOVERY - Copy RAMDOS MICRODRIVE OPERATING SYSTEM - Random access screen edit, sort, search E9,75 MICRODRIVE FREE TEXT DATABASE - mate purpose filing system with search (9,75 MICRODRIVE CARTRIDGES - New program canadges reformed for Spectrum 4 for £8, 8 for £15 SPECTRUM TO PC DATA AND BASIC PROGRAM TRANSFER SERVICE - Send SAE for details S.A.E for leaflets. Tel 0268 780663 for queries. Pay by cheque/PO, post free UK, £1 EEC, £2 world. Roybot YS, 45 Hullbridge Road, Rayleigh, Essex SS6 9NL



FIXED PRICES VISA SPECTRUM REPAI **FAST TURNAROUND**

- * Fast turnaround-typically 24 hour.
- Competitive fixed prices.
- * 20 qualified technician engineers at your disposal.
- * Commodore/Amstrad authorised and registered repair centre.
- * Spectrum 48k: £21.00
- * Spectrum 128K: £24.00
- * Spectrum +2: £29.00
- * All repairs covered by a 90 day warranty.
- * Simply send or hand deliver your machine to the workshop, address below, enclosing payment and this advert, and we will do the rest. (If possible, please include a daytime telephone number and fault description).
- * If you require 24 hour courier to your door, please add £5, else your computer will be sent back by contract parcel post.

(WTS reserve the right to refuse machines that in our opinion are beyond reasonable repair.)

WTS Electronics Ltd, Studio Master House, Chaul End Lane, Luton, Beds LU4 8EZ. Tel: 0582 491949 (4 lines).



Christmas is over but the games just keep coming! Here are a few gob-smackers to get your juices flowing (oo-er!) ...



ROBOZONE

Imageworks



redator 2 isn't the only game that D Image Works have got lined up for us. In Robozone we're off into the near

future again in another action-packed sideways scrolling shoot-'em-up. and things are just as horrible and bleak this ime round as well!



According to the plot blurb, the cities in Robozone are so polluted that all the rich people have scarpered off to live on their vachts in the middle of the

things get nice again. But they never do! Along come some more robots (a bit more horrible and mutated this time and all of a sudden nearly all the Wolverine have been bashed up! You play the sole surviving Wolverine and you've got to get to some kind of furnace before these Pollutant chappies (that's what they're called) take over the city. Yikes!

27 24 2.1 24

- 6:160

10.000

a) the poor

people

and b)

a

robots called the

Wolverine who've got to guard everything until

bunch of

2-560

A Wolverine meets up with some hideous flying thing (Actually, it looks rather a cutey, doesn't it?) ocean. This leaves behind

We haven't got a release date yet but news has it that the three levels are absolutely humungous, and by and

large the whole thing's a bit on the atmospharic side Sound good to us!



SUPER MONACO **GRAND PRI** US Gold

e've been hearing about this Super Monaco GP lark for quite a bit now. haven't we, Spec-chums? And here it is! Hopefully we'll be able to bring you a review in the

screenshots and a bit of info to There's certainly one thing

you can be sure of Super Monaco Grand Prix is big There are 16 (count 'em - 16!) levels each one a complete race and driven round a

malanner

different World Championship track. You've got to complete each one in order (although

you do have a choice of rivals to compete against)

and if you're really hot with your gearbox then you get to race in the prestigious finale which takes place in Monaco. The game's been programmed by Probe and they've tried to keep all the race tracks and Monaco streets as close to the real thing as possible. Hurrah!

The other thing that's really authentic are the controls and the handling of the car. You've got the dashboard in front of you of course but there are lots of other spooky technical things you've got to come to terms with



steering, a pretty spanky comering device and ooh, lots more.



They've put a lot of the this. (Which means I ca erstand a word of it!)

C TRANSDESSON

According to US Gold this one'll "drive up your emotions'



Which roughly translates as "we think we're onto a bit of a winner here!" And we think they might be too. Yowsal





YOUR SINCLAIR March 1991 89

month or two (cross fingers) but in the meantime here are some

whet your appetite

a la Misisia ĩĩ

nd fast 3D views are the order of the day. At the top of the inror, which tells you that someone is belting up behind yo oot down and evertake the slowcoach in front on the corn

THE LIGHT CORRIDOR

Infogrames

ot on the heels of this month's North And South comes The Light Corridor, Infogrames' new "abstract arcade" game. And it's pretty spooky, we can tell you!



mound

8 15



Basically, you're travelling down some kind of never-ending passage trying to whack a ball away from you with a transparent racquet. Simple, eh? Well, it would be if it didn't keep on

bouncing back at you and there weren't so many horrible obstacles in the way all the time! Aargh! The game's split into 2 bits, each with 7 different-coloured



You must keep the ball bouncing down the never-ending passage. It's determined to bounce back whenever it can, so you'd best get that racquet in position early!

sections. After knocking the sphere about a bit (and picking up as many bonus points as you can) you encounter a challenge. If you're successful you get rewarded by a tiny bit of light showing at the end of the corridor. Hurrah! Apparently it's all something

Sale and

silence", but it strikes us as more of an addictive and quite endearing variation of a bat in ball game. Watch out for the review in next month's ish!

AN ANALAN

to do with "the

echo of light on

the walls of



THERE WILL BE MOMENTS WHEN YOU'LL WISH YOU HADN'T TAKEN OFF!

"F-16 Combat Pilot pulls out all the stops' – game of the month, The Games Machine. 'The mix between action and realism is terrific' – ACE rated 952 – Advanced Computer Entertainment.

I'm primed for action as my F-16 leaves the runway. This time my mission is to destroy a battalion of tanks. Suddenly, threat warning – interceptors closing fast! I quickly select dogfight mode and arm a Sidewinder. We both fire at the same time – chaff and a high-g turn out manoeuvres his missile. A loud explosion tells me he's not so lucky.

SPECTRUM: cassette £14.95, disc £19.95

ATARI SCREENS

CIRUM



ATARI ST, AMICA, EM CGA/HERCULES, EM EGA (available on 5.25' or 3.5' discs) £24.95 COMMODORE 054, SPECTRUM: cassette £14.95, disc £19.95

'F-16 Combat Pilot wins hands down'
- 5 star game – New Computer Express.

Flying fast and low, I turn my F-16 towards my target. Time to switch on the ground radar and arm the laser-guided Mavericks. I fire six missiles in quick succession, Lantirn automatically locking on to each tank. With flak bursting around me I dive for cover and head for home. Approaching base, I contact the tower and request a talkdown for my night landing.

Order your F-16 Combat Pilot now, simply telephone (0276) 684959 quoting VISA or ACCESS credit card number, name and address.



Digital Integration

Digital Integration Limited. Watchmoor Rade Centre. Watchmoor Road. Camberley Sumey GU15 34J

'F-16 Combat Pilot is a milestone in C64 programming - a true achievement' - 88% - Your Commodore.



0

AD THE G

TM & @ WILLIAMS ELECTRONICS GAMES INC

Arcade action and a BIG finish. Infiltrate the criminal underworld - your mission is to seek out and destroy the king pin of the MR BIG CORPORATION - if you get that far. You'll have to outwit his enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yappies, the psychotic clown with an evil sense of humour - you'll die, but not laughing! Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead. It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big? No, he's **MR BIG!**

0

SPECTRUM · AMSTRAD · COMMODORE CBM AMIGA · ATARI ST

CCCCCCC.

OCEAN SOFTWARE LIMITED 6 CENTRAL STREET · MANCHESTER · M2 5NS TEL: 061 832 6633 · FAX: 061 834 0650