Get A Tape!

## © $=$ ISINCLATB

 MAGNIFICENTZ
"There's no tape here then there jolly well should be. (Some brat procably stole if five minutes syo or something) But never mind. Wsat pep ower there to that nice-boking man tatind the counter and enqite atter a replacement. He's sure to hep il you ask poility (and put two pound coins in tils hand).

Liculdecer liludie LE-COLLLE G GUME? Litu! cuis wilh our 4 page blevilew of Ocean's timanaion 2
 Pif Fighter, Prince of Persin, Turican 2, spile in Iransilvanic, Sharkey's Molli; Manchester Uid Europe, Insector Hecti, Hobyobilin And Much, Much More!

PLUS!! Be a better Specey player with ten (count 'em! Ten!) pages of Tipshop! WIN! SAM Coupé equipment worth $£ 200$ I AND! Prepare yourself for Europe and 1992!


0

## ALL AVAILABLE FOR: SPECTRUM - COMMODORE • AMSTRAD

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एT $4 \square \square$

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10 Oh no，he＇s leaving us！It＇s totally unbelievable（but true）＇After years of loyal service MIKE GERRARD is finally upping sticks and stroiling off to pastures，er，somewhere else． Time to wave bye－byel

ct 6CHARTS Ir＇s countdown time with＇s the funkiest chartin Speccylandl Find out what＇s hot Pand what＇s not）in our Ftill Price and Budgie Top 20 round－upsl Plusl Brand－new reader＇s chart！

20LETTERS Satanic Speccies，gurfilas at the zoo，Harry Secombe＇s milkman，lots of SO personal problems solved（weir， one anyway），and a very strange Frenchperson on a bike who＇s actually a shop．Eh？Prepare to be amazed

12PSSST Find out what 1992 means for you and your Speccy． Plus！Lots of comings and goings in the shed．AndI YS takes a daytrip to Romford．

## 10 SAM COUPE PRINCE OF PERSIA COMPO

 SAM hits the jackpot with the brilliant Prince Of Persia，and we give away $£ 200$＇s worth of Coupé coupons．It＇s a corker compo and no messing（but you probably knew that aiready）！20TIPSHOP It＇s bigger and better than ever beforel LINDA BARKER presents TEN pages of the very best Speccy hints and tips，with maps for Night Shift CI＇s Elephant Antics，Quickdt McGraw and Hero Quest（and obviously quite a lot more

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 Illustration Clemn Fabry V ISSN 02696983 ₹ ABC JYy Dec 198060,368 ₹ YS comes to you from the same bods who prolish Commodore Format，ST Formit，Amba Format，Now


## From the designer of

- £300 in Prizes to be won every month!
- Lots of Free Telephone Time to be won!
- 3 Character Types! Play as a Hero, Thief or Guard!
- Caller Interaction! Make friends or enemies of other callers!
-the original telephone adventure game
- New Combat System!
- New Sound Effects!
- New Monsters!
- New Puzzles!
- No-Delay Play!

Faststarts! Fastsaves!

- Rules fed out only as you need them!


## Steve Jackson's Masterpiece of the Macabre

YOU can star in your own personal fantasy audio adventure. Tricks, traps and treachery await you in this, the ultimate telephone adventure game from GamesMaster Steve Jackson.

Heroes must try to escape from The Slaughterhouse in the fastest time possible. Hint - Talk to other players; they will help you to find the escape route.
Thieves must steal as much gold as possible from the game characters - and from other callers! Hint - Don't kill other callers unless absolutely necessary.
Guards earn money by extortion from game characters and by arresting other callers. Hint - Only arrest Thieves who have killed another caller or Heroes.

## Live Encounters!

You will regularly come across other callers. Is he Hero, Thief or Guard? Will you risk talking to him? Can you trust what he says? Or if you don't trust him, will you strike the first blow? Heroes need escape information from other caflers. Thieves need to appour friendly to get dose enough to pick pockets. Guards must find out about any strangers they meet - a wrongful arrest carries a heany penalty.

## New Combat System!

Outguess your opponent each Attack Round by dialling a number between I and 3. A 3 (Savage Attack) beats a 2 (Lunge) which beats a I (Guarded Attack) which beats a 3. Work out what happens when you both choose the same numbert Monsters fight to the death - but in recognisable patterns. But with LVE opponents, you can opt to either Plead For Mercy (dial a 9) or Spare his Life (dial a of.


## Silluli




## Gargoyle Games


triendship with a smelly litte bloke called Apex, who keeps following you around and knows all the dungeon gossip.) Everything's done using magic (including fighting and opening locks) and, as you might have guessed, if's text-led. Always type the 'keyword' first

Blimey! We're so good to youl Heavy On the Magick is an absobloomin' stonking YS Megagame from July 1986, and pretty similar to all those other Gargoyle adventures we've had on the tape (like Tir Na Nog). You play Axil, a
 magician who's
 been thrown into lots of dungeons by the evil Therion, with only a leather pouch and spell book to help him escape. Trouble is, the book doesn't have any pages (just the contents bit) - so you ve got to go off and find them all! Of course, the place is packed with rooms, baddies and objects (to pick up and keep, or use, or whatever


$$
185
$$ $110)^{3}$ 3

3
13
10
3
3


This rather aimilable (but stupid) looking troil is fust whout to kill you. Oh not (Whero's Apex when you need him, eh가



8 ctanta
(N. SW, F etc - see the Controls box), followed by the object you want to do something with. These objects are Asmodee (the Great Destroyer), Astarot (the Spirit of Assemblage) Axil (you), Belezbar (the Master of Flies), Book, Box Bottle, Loaf, Candle, Chair, Demon, Magot (the Diviner) Object. Table, Wall, Monster, Sword, Rock, Sign and Ruby.
If you want to bash something up (or get info on it, or whatever) you need to type "name, object. Name is whatever you're addressing, object is the thing you want to do something to. And that's it. There are three exits. Go $\square$ and find them!

## CONTROLS

| NS | North. | x | Examine |
| :---: | :---: | :---: | :---: |
| 1 | South ote | p | named obioct |
| R | Rioht | D | Dre |
| 2 | Swop into | 1 | lnwoke named |
|  | in Window 1 |  | demon |
| 0 | Rotum to | $\mathrm{B}$ | Blast monstor |

# CLLLLLEUS゙ 

 Simon and Julia Barnsley
## çmprity

0lympus isn't just good - it's. blimmin' undelievable! In fact, it's probably the biggest and bestest reader game we ve ever had.
In theory, the game's pretty simple
 -it's a strategy jobby set in ancient Greece played out on a map. In practice, it's a bit more tricky cos there are so many weird and wonderful characters to meet and things to dol
Basically, it's a contest between six gods (and gocdesses) to see who can get the most glory points. You and up to five friends choose which one to play and then run around the map controlling heroes and heroines (who we'll just call heroes from now on), Glory points are won when your hero destroys a monster (more on them later) or manages to capture a Quest (more on those tool). Cos it's a strategy game, you have to think out your moves and also try to sabotage the other coods' plans by taking control o their heroes or causing socalled divine
nccurences?
Right, that's all the intro stutf over. But before we get into playing the game proper let's introduce ourselves to some of the names and faces dotted around the map (basically everybody who was anybody in Greek mythology). First, here's who you can choose to be..

क

THE GODS AND GODDESSES
Aphrodite The goddess of love and beauty (pliwoart).
Apollo Prince of the Gods, and the most beaulifui bloke in the universe. Athene The goddess of war, Athene is actually rather merciful and heavily into peace.
Demeter The goddess of all growing things (Sine's obviously a bit of a farmer and wears wellies).

Dionysus The god of ecstasy and
需 drunkenness, foy, music and poetry and wine. (Wa-heyl Ed)

Atlanta She was warned by the gods that her mortal life would stop whenever she got married. So that's exactly what she did, and the silly giri got tumed into a lion.
Bellerophon He tamed Pegasus and tried to fly up to Mount Olympus which is where the gods live. They got a bit peeved and made him wander round the earth, lame, blind and Iriendless til the day he died. (Sob.)
 Heracles The strongest man ever, it was his job to protect men and gods from destruction. A bit of a yobbo from the word go, he strangled two snakes while he was still in his crade.
 Jason He was sent off to find the Golden Fleece and was killed by a beam from his old ship, The Argo (the same one that Ray Harryhausen used in Jason And The Argonauts) Medea Fell in love with Jase and helped him get the Golden Fleece.
Odysseus He tried to pretend he


was mad, but someone found him out and he was sent on the expedition to Troy Orpheus A very musical blokie who

46saved the Argonauts from the Siren: by playing his lyre.
Penthesilta An Amazon Queen who killed (almost) every Greek she fought
Perseus His grandfather tried lied the porgon, Medusa.
Theseus strong, intelligent. and famous for his monster-slaying skills. (He killed the Minotaur.)

## है?

 A-hal And now for the really interesting characters - the moristersi (Unfortunately we haventroom to tell you everything so youtl have to go and get a book from the library, or something.) Right, when you're ready, we'll work our way down the line..
## THE MONSTERS

Amycus A good boxer
with spikey gloves
Arachne A weaver who was tumed into a spider Cacus A giant three headed shepherd. Cerberus A threeheaded guard dog (wool)
Charybdis A whiripool that swallowed the sea. Diomedes' Mares Savage horses who ate men
Echidna Half
womanhali-serpent.
who ate erm, men.
Harpies Winged female monsters who snatched food from tables and made what was left uneatable
Hesperides Guarded the Golden Apples. Ladon A talking dragon with a hundred heads. Minotaur He ate children Yuml Nemean Lion He couldn't be hurt with weapons (but got a bit
irked It you lickled him)
(Stop lying. Ed)
Procrustes He chopped tall people's legs off. Python A tree-feller with a jolly big axe.
Sciron He kicked people off cliffs!
Scylla She had six dog heads around her waist. Eeki

## Sinis He catapautted

 peoplefiom treesTalos He ran around a iot and threw rocks at ships Typhon So big he could throw mountains about Right, thats
 (most off the characters out of the then? Quests are fought in the same way as monsters but are worth more giory points. So, strap on your sandles and come this way.


## A FEW COMPLICATED MATHY BITS

## Fighting Monsters

You dont actually get anything tor kiling a heroThey are simpy reboun somexhere else with all ther original amounts of strength and defence, but the controling god loses control of that character. It a monster kils another monster then no awards are given, but if a monster is killed by a hero then.

- You get a feu glory points if the monster is controled by another god (equal to $7.5 \%$ of the monster's polential strength and defence to be precise). It its uncontrolled then you get fewer glory points (equal to $5 \%$ ).
- The hero gains $7.5 \%$ or $5 \%$ (as above) of the monster's potential strengith antid delence and two extra movement points
-There's also a sort of balancing effect going on. So it the controling god (who's just won the fight) has loads of influence points (and is therefore very strong) then he gets less glory points. But if all the other gods are stronger than you then youll get more giory points. If you see what we mean.


## Fighting Ouests

When a hero defeats a quest..

- They get to 'carry' it (you can carry up to three at a time). Quests cannot be dropped or transferred. - The hero gains $7.5 \%$ of the quest's potential strength and defence and two extra movement points.
- The god in control of the winning hero is awarded glory points equal to $7.5 \%$ of the quest's potential strengtit and defence.
- When a hero relums to Mount Olympus the controling god is awarded 20 glory points for each quest the hero is carrying.


## DIVINE OCCURENCES

Each god has their own special trick.
Apollo-Storm Randomly moves any hero helpers in the affected area. Can only be used in land areas.
Athene - Tempest Randomly moves ships in the affected area and heroes aboard ships. Ships will always end up in water but heroes can end up either on land or in water.
Poseidon - Earthquake Randomly moves each hero in the affected sector. Can be used in land areas only.
Aphrodite - Beguilement Randomly influences heroes controlled by other gods in the affected area. Intuence points will be gained for each hero affected.
Dionysus - Plague Randomly reduces the potential strength, defence and movement allocation of controlled heroes in the affected area. Demeter - Famine Randomly reduces the life level of controlled heroes in the affected area.

## THE DYNAMIC DUO!

Olympus is the work of Julia and Simon Barnsley who've been foiling over it for Seven years. Simon is a very important chap in a bank and says he's really pleased it's finally found a home It's the same old story - we
simporls on the lef? sent it off to loads of companies, they all thought it was really good but couidn't fit us in. It's certainly been really popular with everybody who's played it (no matter how oid they werel) so you're in for a real treat." And never was a thuer word spoken.


wit taporer wis


## * $\underset{\sim \sim \sim}{\sim \sim}$

8THE QUESTS Cerynetan Hind She's Cornucopia Thist1 pive you Golden Apples Very powerful and very heavily guarded. Golden Fleece King Pelias wanted to get rid of Jason (v
should ve been kung) so he snout vim off to fetch the Goiden


Harmonia's Necklace This made the wearer really beautitul and lots of people
Helen The most beautiful woman in the Helios' Goblet ll belonged to the sun-god Hippolyte's Girdle A golden belt which proved that the wearer was the most dowerful woman in the world
Pegasus A winged horse, actually Persephone Hades (the King of the


Underworld) took
Persophone down to
his Kingdom and her
mum went looking fo
her and forgol ail about the


Speaking Oak Wowl A tree that speaks!
Winged Sendles These
make the wearer Iravel as

# cmin 



## TO LOAD

In 12aK mode, go to 48 Basic and enter Load ' (do not use Tape Loader). Atter loading. press the cursor key for laft ( $<$ ) to access the demonstration game.

## GONTROLS

And nor me come fo thi bit that youve all been waticg tor What kers 10 ameliveivil
The frse set ol keys 0 come by thme withare trope Which charge the site of the map wher you're iocing frough the wirmirg window (which a tho illte flating blact the cursor kers and, wit to move proeraty, pou nems mocursurnge ani

22 -Zoon in iout for magerifcation of Phoses $z$ hatce and 22- Zoon in out for maciflcation nt Phues z tivel wat of-Changed displey mode forward tachward The map can alew five difureit phoge.

## - PICTURE MODE Show Ioving

 of contriled heroph ase ihom in mie cobir of the
controling god ,
 movenent points mourwd ta move a hemo or monstirie
 Wonswers carnol the e hortas or shys our Bey can cuove take bein hortes and wipi bat ther dort tivet wery boag in
 movernent points rou noed to move a here or itip neth aim mother trpe of fernin (ixut onlyil ilm, we got a hister of

- TRAPUN woDE Shows ust be map (whout any flekens). The mup thom here Is on inaprilication xt and in plare mode.
xx -Exchange with camed Excharge in the ionly wiya ond ein move theo they control hour if she rey dint control onto adfacent land
nN-Find mext previlous controlled teken Speoks foe Mat (ve Pink)

Next up whe mens usad to pertorm nctums.
 Tou movt and pross it then poul has an acoending lound the sound ie a dewcenting one then it means thit another.

 somir boint, add awtrot one gorypoint The colyon one Win of geteng ofory point is to ford monstess and cuects in-5miton from NEW io WOVIE mocle
 enaryblil nuwtithep le ovelarge hemblupes wh another herd Hwo hopers are inings the hossh mouds


 map in matification as and d

f-Fight The goe whove him it is can ean a topt weith viter a montie or a hero. A hews can fort a monnter incther hero (as lorg as trierte contbuled by another good) af a quest A monitec can fot a condelied hero (unied Reymon a alipi b a conthlad worster Thatar a fight Hif rove over bo the character voive taten a corlike io (mide wey youve got onsuph movemert poith) and proce T. To caph a a ques sumply fotow the sume procodure "you warn to witidiaw from a light tiven prass ectare, It rau do w thctaw then youre a y ylow-bey, comandy. caterd wadewt sar mother lope wiri the rest pods fum Aiso: heroos cart be hawied yit the neif god shum o- Cause divine occurrence hiy poo cin cause a dive
 wincow to the propoted diviter aea and pressic lBat you carn orty do it onow per tert) Ench god hias Ther opn ppeciul rang - have a lock at the ber on page seven and your one ) whe what thyre capite of
u-Undo last acton (owovit Hoal of Ocourunce)
And trars soout h raty. Pty mboit net at fie kers and take your fine gertog uned to the garne Belore you start oliyng toe nol you shouid be tannur witin at tha five picture moder it exch of the laur magnilionten tactern Thire 20 difement continasons Offey)
Soti inpartinty don't be put off by the anourt of nuthetions. Once you pat he Naing of it Oy Opus reaty is Guitn may and sa itonking an a wry poorking bingl (Kond

 of the podo it makes a weed find ot upocty sempet Hof?


When you load the game up. you'll probably notice if's actualiy called Gods and not Oympus at alli But don't worry! You havent got the wrong game or anything, its just that there's already a couple of games called Gods so we had to, erm, change the name.

Sojovojut Image Works
panaber

You might remember Robozone
from Future Shocks a few montt back. We foid you how good it looked then- and now you can ve yoursell Hurrah

## You play the last-er



Wo'ra the niestaolking rebot, and the horrit Ionetegred things are the Peitutants: Kili
little robot whote been teff to guard New York while all the rich humians take an open-ended holiday away from all the smog. Originally you had some pals to hulp you out but theyve all gat bumped alt by a bunch of really nasty kiling machines called the Pollutants. (Pollutant. Would you like to

Blami) Your big job' is to ge to the furnace before the Poliutants do, con thatar where the last of your pais are about to pet smelted dow ovid better hurry up. ginormous levels. The bit yourve got sellotaped to the cover is the first one (well.


Eokt Its a namty, nozalo-heanted atick Insect. Wo'd better snap his legs.
Which takes place in the New York subway Inen you ve got a screen from the second
level (up on the streets), and lastly one from the third (in the furnace). Youll be shouting Bimming excethent shoot-6m-up, mates and thankyou very muchl" in no
(if your mother taught you any
CONTROLS
Joystick keys: Q, A, O, P, and Space.


Gavin Hamill and Richard Cranford


Yo, pop-pickers! Get ready to bopl In a break from tradition.
this month's Mag 7 sees the inclusion of a rather nifty ditty player. It's the work of Gavin Hamill and Richard Cranford and it's made up of six super-sexy tunes. each beautifully crafted to caress and delight your eardrums (so long as you're a 128K owner, hem).
 Thas tunce

 What a cholee, and overyonels a winner, bsbyt the wo say in showbiz.)

So what's on the tumtable? Well, first there's Axel F by the 1518 unforgettable Harold
Faltermeyer, then Take On Me (as originally pertormed by those Norwegian cuties, A-Hal), then Frankie And Johnny (which is a complete and utter classic and itII have you in floods of tears before you can say "Kleenex "I), then Deep Glue Sea and Gambler (which we've never heard of before actually) and finally le piece de resistance, Ungo Mungo - an instant hit written and performed by Mr Hamill himself. (Well, they re all performed by him actually -
and jolly well tool) We guarantee you'll never look at your Speccy sound-chip in quite the same way again!
CONTROLS
Press the number of the tune you want to boogie to, and away you go!

## D GET • $\because$ \&

Fancy making a copy of the tape on disk? Or even getting someone to do if for you? Then this is the offer for you. Simply write a cheque for $\mathcal{E}$ made out to Ablex Audio Video Ltd slip it into a Jiffy bag alongside a) your cassette and b) your address and then send it off to YS Mag 7 No.6, Duplication Dept, Ablex Audio Video Ltd, Harcourt, Halesford 14, Tellord. Shropshire TF7 40D, You'll get a disk back within 28 days.


## A<<laim <br> entet101nmentint


yombiament oc



## $\Sigma$ celis <br> Domark <br> 

 Y20)o doubt you read the review last month, so you'll know all about 3D Con Kit already. You'll know that its not a game. You'll know that it's completely amazing and skill and a (8) bit like a
computerised version of Lego, and you can create as many weird and
$\sqrt{1}(1): 1: 1$
 Addictive

## urraht it's a footie management sim - and not just any old one ethert As you might have gathered, this is the trequel' to Addictive's

 Football Manager 1 and 2, and it's based on much the same premise as before (ie. that you're a. you guessed it, manager) out fixtures and training
even have a go on your personal computer; and arrange meetings and
 The finished game will be out in the next couple of months, 50 start saving your pennies and get plenty of practice in

## CONTROLS

Cursor keys or joystick.


Lefls start at the vary hepinning (a very good Pince to ctim). This in, crm, a houro-
landscapes and games as your imagination will let you. But unless you've actually gone out and bought it you won't know nuffink about the 3D Kit Game, which comes boxed up with the proper thingy itself - and is rather mega fantastic in its own right!
And that's what weve got here Basically it shows you what the Kif's capable of. You

## Lelt

find yourself on a spooky planet which you've got to get off in order to return to Earth. You need to do lots of exploring and collecting, and, ust to be on the sate side, quite a bit of shooting (at anything that moves). Oh, and one last point - a space vehicle would be a handy thing to get hold of so you might iliso to look for one of them. (Big clue alert)

## GONTROLS

W Turn right
a Turnleft
A Activate object
L. Look down

P Look up M Tilt right N Tilt left - Move forward Space $=$ Fire
 around, hem hem. And talking of our resident infy lifer, let's take a look-see at this month's line-up...)

Bubble Bobble Infy lives, immortality Dirt Track Racer Infy damage and fuel. Downtown Inty lives, time and ammo. Hobgoblin Infy lives, time and no loss of glowing thingies.
Insector Hecti In the Interchange Infy lives, time and ammo (plus passwords and cheatsl).


Wa-hey! We're Just bashing into whatever crosses our patht We Just don't care.

Vrooml Vroont You can't eatoh usi' (1) Vroom! Vroom! You can't catch us. (And even If you do it doesn't matter, Hal)
Riptoff Inty lives.
R-Type Infy lives.
Spike In Transilvania Infy lives and energy.
Stack Up infy credits and something to stop the screen blacking out when you pause it.
Star Raiders 2 Infy lives, energy and no laser overheat.
Super Monaco Grand Prix No fatal crashes, always qualify.
Tempest Infy lives for both players and infy use of super zapper.

Blimey, it's too good for words! (So we'll stop right there.)


No matter how hard we try, no matter how long we struggle, there always seem to be a couple a dud tapes that slip through the YS Dud Tape Alarm System. But if you're a victim, help's at hand. Just send the offending plece of plastic to YS Magnificent 7 No. 6, Tape Returns Dept (Oct ish), Ablex Audio Video Ltd, Harcourt, Halesford 14, Telford, Shropshire Tf7 4QD, and you should get a
replacement within 28 days.


This month - the Speccy goes to Europe,
Sal goes to tho Sal goes to hospital, and Graham Brant of
Romford in Esser Romford in Essex wins a $5 \times 5$ Bewdley shed...

## MOD.YOIR N L SPRCTREWI AND 1892 <br> $W_{\text {yound }}^{\text {th }} 1992$ better wis. ooh... crikey, next year. Wyou'd better wise up on just how European integration will affect the Spectrum scene. And the news is that you can expect sweeping changes. That's right, the Spectrum has been singled out for special attention by the Eurocrats who, even as we speak, are hammering out the final dratit of the Sinclair Bill, the document which will shape the future of its role in tederal Europe. This month PSSST cuts through the red tape and shows you just what to expect..

 Resolution 3112 (b)(vii)

## DUTIOVIINISTITR For spictiruins

Treans that the appointment of a seneciat profle Whe be necessary fo overvee its intionecial minister Ife single market Hoversee its integration into the Socionity of looking after the the f and control ine and smeeping powersts of you fplaving Nescis qually of the pames upu monito this vacancy to Andy hery when we mourtion of the room to And came he immedately nushediou rosette and a big, cheeng orin wearing a suit, a Pesst: So youl be standinnifor you? Andy: Iteyl Thats nonti

## Pssit



Ander if Manifesto? woym mmetto have mu theoght red ithoht inouph dichartary Pssemy cuticies taken back of nice, And fill Pssst: No, ins nifesto back of eourse
Andy. Aht firet heuen
Andy Ahi Eminnesto ifsiugt here took oaby! Do iet me pick if un arok ic, ahat a beatsh. squeich Rich: Of

## legislation are to be introdur

 to govern the way you use yout Spectrum. These include: your - A games-playing quota of seven hours per person per do Exceed this and you may be liable to prosecution.- Restrictions on how crap
games can be. Measures will be

HUGBENIMN
implemented which aim to completely eliminate the crap game by 1997. Manufacturers producing games which score Delow $93^{\circ}$ in YS face stiff penatiles.

- A contribution to the Common Agricullural Policy each time you load a game. (Amount to be


## Resolution

921 (k) (xxyii)

## SPICTIRUM GAVIXS AND

 DUROPEThe Spectrum game of 1992 will be a tar cry from the sort of thing featured in this issue of YS.

- Instead of massive ingt - Instead of massive instruction boot tets foreign languapes, att text will be in tist one lat sorts of wacky - French games wil no lonoer automationly tanguage: Esperanto each country will be given a weirdnass ousta (a weird. Instead, of th games output must be a bi peciliar) Br a certain proportion - Games will be soid in smit br peculay. Britain is no exception letlerbores are only tour inches with. This is because Spanch trouble for mail order companies.)
- Football management games will be lic
- Football management games will be



## H R R <br> 都c A <br> 

## Rainbow Arts／ 89.99 cass £14．99 disk（128K only）

 James Gosh，I＇ve waited a long time for this．You wouldn＇t believe the number of sleepless nights I＇ve had wondering when it was gong to pop through the letterbox and how good it was going to be．I＇ve tossed and turned and stared at the ceiling －Itell you it＇s fair worn me out！I＇m a mere shadow of the incredibly good－looking and eligible bach．．．（Get on with itt Ed）．
Oh，okay．Il you donit know Tumcan 1，hang your


> Yeurge roally deep underthatmat now, and $\begin{aligned} & \text { the allone aro alf over the ancp, keop inat } \\ & \text { fire button held down and wati for therm to }\end{aligned}$
head in shame．It＇s only one of the best horizontal 8 － way scroling shoot－em－ups ever to appear on the surface of his planet．It was fast，it was slikk，it was mega－playable and it had briliant graphics．So the big question is whether Turrican 2 is better．And it＇s one I don＇t think fil answer just yet．（Hal）Nope，first I think III Wust tell you about it and boild up the suspense．

You stat olf on the surface of a weird planet called Landorin．You＇re there（out of the kindness of your heart）to trash the Machine，a big robot－ting who＇s been trying to wipe out all the people on the （a）

complate anatchy（see box）．Ulp！ Sounds the a tough job，eh？So，first ofl，iers tham a quck fook at the size of Tury＇s equipmant（f）
you see what I mean）．
13 （he rotteri）．
But bafore you
even gat close to it youre going to need to hack your way through seven levels of


Armed and dangerous， is he？


## AND HERE ARE THE EIGHT（COUNT ＇EM！EIGHT！）LEVELS！

Level 1 You really get chucked in at the deep end here－there are tons of aliens on the surface of the planet Fight your woy through and youll reach a shatt leading deap into the bowels of the world．


Level 2 You come across the first nasty traps and Fit：pitaliss here．Oh，and yout trigger finger will 3T F probably be aching arrendy（as you＇re under continuous bombardment from nasties）．

Level 3 Oops！You seem to have tallen into a large amount of water．Il you can＇t swim，now＇s the time to learn because there are a lot of shark－type nasties swimming your way．
Level 4 Phewl Dry land agnin．But were still deep \＃inside the planel．Here youll need incredible timing to get onto a litit which whisks you into the reaches of the Mactine（chock hortor）．

Level 5 Hmm ．If＇s time for some thievery
Youll find a spacestip siting around with the doors unlocked and the kers in the ignition，so what do you do？Nick ill（Oh，and kill all the batdies which flock around，trying to stop yori．）
Level 6 The spacestip bil continues．There
视艮
$\rightarrow$ are waves of aleans to fly through and blast，so
fin yotres geting two games for the price of oriot
Level 7 As you ger out of the Itachine you 榙帘

 Level 8 Arrexhithe Unchingivs surf to be $\rightarrow$

 damage ita bite

GEMS COLLECTED HEALTH You＇ve These gems occur really got to keep throughout the game，and as well as giving you a rather nice points bonus they also occasionally give you other spin－offs tike increased woapons power or extra time．
really got to keep
your eye on this．It your eye on this． 11 drains away at an alarmingly fast rate whenever a nasty comes into contact with yout
back to the cirgnal game，and youll remember he had

 rovith hls heret and mop aliens in any direction?
this tme a bit faster and smoother. He's stll got the ability to jump huge distanoes (blasting as he goes), but on the ground the sheer weight of badies makes it dfficult to zip quicky through the game. So to win yout have to be realy on your grand - nch in and youre gonns gat ambushed and wasted real quick
There are ust so many diferent types of baddes Im not even going to boither describing them all Bascally, though. there are the small ground-craving types which just gat

formenalts cun bouneful ways of dropeing down an
under your feet there are the llying-and-need-to-be-zapped quicily types and there are the
youl -need-loads-ol-shots-to-kil-me guardans, who block sital routes under the surface. It you wpe out al the baddes hone scction youl have time for a breather betore any others wander over to atthck (and boy, wil you need the breather), and all in all they look great and move really welt
Youll probathy have renlsed by now that Im rather a tan of Turican 2 . If's a lot better than the first version (as wel it should be. seeing as ifs a couple of years on). The graphiss have improved, and the sounds nearly up to Dobly standards (well. sort of). Brt best ct all is that its ndicutcusy play-
atie and whopenoy hige!
Imgaing to be pligging
away atit tor a ang ime -
and III be tuaty II can gat
through to the Mactine in
6 morthsi il al this doesn't
make ta Megagame then
Im an loctandic fisheman
named Susan (Hya Sue!
Ef) Oh do be
quitandy 0


About this time of year, the British go on holiday. You can see them in the Costa Del Sol, Tenerife and Cricket St Thomas Near Chard. And are they enjoying themselves? No, they're not. By the time they get home they need another holiday to recover. So the YS team have decided that holidays ara a bad thing, and come up with ways of relaxing without even leaving the shed.

©Andy Ide The big Ed couldn't possibly get any more laid back. but we thought we might as well ask. "Goidfish are the most relaxed creatures in the universe. Because they only have three second memories, they never worry about anything Have you ever walched a goldfish? I often spend up to four hours in front of the goldfish bowl. If's so soothing to watch that streak of orange go round and round and round and round.." We get the dith.
James Leach James is a modern kinda guy - the kinda guy who steers clear of goldish (hopefully). 7 actually find it quite hard to relaxso IVe cleared a corner of the shed and taken up standing on my head. If's groat - you get a reah of blood to the brain and then you start to feel really laid back. Then when you stand up, the world starts spinning round and your head feels like its going to explede It's all incredibly relaxing." What a strange boy!
 Linda Barker Linda's fairly laid back except whon she's excited. We toddled over to see how restul she was feeling. Tm doing breathing exercises with Sal. Theyre ace - you can really feel the
air rushing about in your lungs. And when you breathe in your eyes go all poppy. And if you do tlong anough you can almost feel the bahy moving": But, Linda, we sald, Sal's the pregnant one. 'Yes, I know, but it's all a matter of empathy. It's good to do just as you're falling asloep as well - 1 tried but 1 think 1 forpot cos when I woke up in the morning I was breathing normally. Oh dear.


Jon Pillar Jon's been working far too hard recently -At home I play the plano. if Im in a a bad mood, I play something very fast and tempestuos like Wagner. Then when Ive calmed down I move onto a bit of Chris De Burgh. But my piano's far too big tolit into a mere shed. Linda suggested I buy a toy piano. It's a good idea, isn't it? Hmm, that's an opinion

(2)Jonathan Davies its very hard to tell whether Jonathan's relaxed or in a foult $n$ ) furious temper
Beneath that pleasant exterior lurks a monster. (Honest) So how do monsters relax, JD? "Eh? Monsters? Em, well I donit know any. Farty used to like sleeping in front of the TV. Does he coint as a monster? Yep. But what about you? 'On, I like puling the legs oft wasps and oaling witchity grubs. Bool' Eek! Spook!

## 

$90^{-100}$ - Getting up to tever temperaturel Miss a game thats this redhot and you'll get the blues - we guarantee itt Any game that rates an overall score of 90 or above gets the esteemed YS Mtegagame ratingl Its a happening piece of softwaret
$80^{-}-89$ PDG: (le Pretty Damn Goodi) A game well worth digging deep into the old dosh bucket fort
$70-70^{\circ}$ A very enjoyable game, but might not be of tasting appent to overybody.
$60-69$ A tew niggles. Lacking in certain areas. Think before you buyt
$\begin{array}{lll}50 & -59 & \text { Pretty average. Very average in tact. Actually, it's a bit crap. } \\ 40-49 & \text { Um, below average foelleve it or not.) }\end{array}$
$40-49 \quad$ Um, below average (belleve it or not).
$30-39$ So sick irs due to be hospitalized.
20- -29 Very poorly indeed.
$10-19$ Criticat - not expected to tast the nipht.
$0-9 \quad$ Clinically dead.


ACHTUNG staroms
Here＇s what pops up on your control panel （if you＇ve got enough time to look at it，that isi）． INVENTORY Shows what the chosen spotted．Once inside you need to search through all the huts，trying to find the amoury and research lab，and hopetully picking up a knile on the way（not to mention lots of Orichalcum！）． To complete the level you need to locate a hidden lift whichll take you along to the submarine base．

## LEVEL THREE The Submarine

It＇s dead claustrophobic in here，with lots of tiny passageways and rooms everywhere，and an army of baddies baying for your blood．indy and Sophia then need to find the bridge to take control of the sub and steer it to Allantis， but first they／l have to find out drections（and there＇s another little room theyII need to discover If they want to get onto the next level，but I＇m not going to tef you about thatt）．

## LEVEL FOUR The Island Above Atlantis

A bit of a short level，this one．The sub docks at an island and a load of irate natives do their best to tum you into inte cubes of barbeque meat．Your job is to fight your way through the fray and locate the entrance to Altantis．

## LEVEL FIVE Atlantis

A－hal This is more like it A lift takes indy and Sophia down to the Lost City（underwater，but obviously well sealed against the sea），where they＇re instantly attacked by bus－loads of Nazis．The trick here is to use your store of Orichalcum to operate a load of ancient machinery and weapons．Some are excollent for destroying Aryans in one fell swoop，and there＇s one that＇s paricularly useful for carving out great big holes in the wall！

That done，the dynamic duo press onwards deeper into Atlantis until they discover a huge machine which the Germans think can tum them into gods．Instead it transtorms them into a bunch of horrible gloopy mutants（i）who wobble dangerously towards you just asking for a slug in

## 泉 3 3

 the face．Once you＇ve got past them，ally you＇ve got to do is set the remaining Orichalcum to detonate， rush to the sub and zoom off back to the surface （and away from the huge explosion which is just about to happen．Ka－boooml）．So there you go．It the truth be told，Ive missed out a really big chunk，but then if＇＇d let on about it it＇d have really spoilt things．And anyway，thar＇s one of the nice things about Allantis．Because it＇s not based on a movie，nobody really knows anything about the plo and so Lucasfilm have been able to go to town on it．（In fact，if you＇re really into Indy then you could do worse than pick up the Dark Horse comic book that weve reprinted bits of on the page．It＇s based on the gamel）indy And The Fate Of Atlantis should be bobbing into view around November，which is far too long to wait for something so funky．Mmm．All this tak of underwater cities，submarines and Nazi mutants fair takes me back to my archaeological days．Did I ever tell you about the time I was（Sniipl Ed）？


## 16 5 5 <br>  James When life gets you down, when you want to escape (and can't afford a holiday) you can always depend on Freescape. Just dive in and fade away - it's the perfect 'virtual reality'. And now thanks to Domark, you don't even need to jump from box to box, because they've very kindly squashed four of these Incentive titles together in one pack, under the rather mesmeric titte of Virtual Worlds. <br> 

 decis locked - so the (Actualy, I wont realy be givg anything away if say heres a key in one of the cotins - so have a peok in therel) Escape out of your pison and youre faced with the usval latryinth of unnelis and rcoms - press the action key now and again to examine, sat, push or shoot al the things you ceme

## Slice

## of cheese, sir?

And is incrediby meoastoriaingy tabl of course you have to stop ail the ime to scrbble down diterent bis of map and solve puzzes, but thars hall the tun. And you have to be prepared for making some drasty matakes teo-1 wandered into a reom called me Morsetrep. found some cheese on a lable and ate it What an lool The screen flached hidsousy for a mo and then I collapsed and died. (So, erm, the moral of the story is dont eat any cheesel)

The Crypt is certainly large encush to keep you wandering around tor months, and easly as big as Castle Mastec The locatons have an even more menacing look, and the puzzles are pertaps even more fendishy diftcult than they were belore Finding the hidden objects to help you escape stethed my logcal powers turther than l ever expected. (Just make sure you look on top of all the objects)
Of course, the graphics are ust what yourd expect from the people who brought us 30 Constuction $K$ KIoventhing's beautitly designed and postioned, and as usual you got totaly caught ip in the atmosphere of the whole thing and forget you're siting at your telly. If ony I could make games live this with my copyil It not that far removed trom Gaste Master - so dont erpect to see something complately difterent (to coin a


In tho corxidor mow, and you can lump up on the table (and off if agaln) to your iltile heart's content. fWhatever turns you onf
pluase)-but ots of weaksh mite improvenents make Teven better -Solm going to ove it a whopping
Ieven bettor So Im going to gue ta
199 y


Ceoret Amyone hempl Youll find a key in one of the coffingy but I don't think it/s this one. flietter tw the othert then, oh, Spienchumitil


- 8 YOUR SINCLAIR Sept 1991



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## Lefters

## WRITE TO THE ED, YS, 30 MONMOUTH STREET, BATH BAI 2BW <br> Star Letter winners receive three free games! All letters win a YS hadge!

'm feeling a bit tired after all that horseriding last month so I won't keep you long. Apart from finding it very difficult to sit down at the moment, I think all that fresh air's done me good. The others were definitely right to send me out of the shed, but perhaps I need something a little less energetic, something that doesn't make me ache so much. Linda suggested butterfly catching but I don't think that running along waving a littie net in the air is really quite me. I need something more earthy. I want to express my affinity with the soil. Maybe III take up pig-wrestling, or welly-tossing, or something (Or maybe III just have a quick look at your letters first.)

## SPOOK!

Can you help me? My Speccy has become possessed by Satan and I really don't know what to do! In recent months, IVve witnessed (with my own eyes) a mysterious power cut (which, spookily enough, happened whilst I was having a nosey about in the fuse box), a joystick that inexplicably broke whilst playing Daley Thompson's Olympic Challenge and numerous games that just refuse to load! My chum, Bertie, reckons Im locked in mortal combat with the devil himself! (And he should know, his dad knows someone who knows

Harry Secombe's milkman. And he's got a TV in his bedroom.) Is it possibie to have my +2 exorcised? Graeme The Troll

## Aberdeen

Well, Graeme The Troll, we've been having exactly the same problem. In fact, ever since we did that spooky Speccy spread in Pssst we've been positively inundated with letters like yours. Across the nation, Speccies are behaving in the most untoward manner. We got the local Father in to sort ours out but it didn't seem to do much good. Some holy water dripped down through the keyboard
and our Spec refused to work for ages.

Father O'Myne was quite upset that we'd called him in and insisted that our Speccy's actions had nothing whatsoever to do with the Devil and everything to do with transistors, plugs and chips. We remained unconvinced.
(By the way, who's got a TV in their bedroom? Bertie, Bertie's dad, Harry Secombe or Harry Secombe's milkman?) Ed.

## A WAR-CRAZED <br> YOUTH WRITES

Do you realise that us kids who play computer war games and shoot'emups are turning into a war-crazed generation of kids? (What a lot of rubbish!)
Well, that's what the people who were being interviewed on a radio program said. The thing which offended me was that they did not interview anybody who actually played the games. So I wrote and told them so. I was very surprised

when I had a letter from them inviting me to go to the station with some of my friends to put our case over. It was great fun.

A lot of people actually phoned in to ask us questions and I think we changed a lot of people's minds. This all goes to prove that you've got to stand up and speak out if you want to get anywhere, don't you agree?

## Paul Caister

Hastings, East Sussex
Oh, I agree! I'm always standing up and speaking and it's done me the world of good. I think young people should be made to speak in pubtic it's a learning, growing experience. When I was first made Ed I thought that James and Linda should be taught to overcome their natural shyness so I made them get up on the desk and talk for five minutes every day on a certain topic. They're very good at it now - they could go into a room full of people they've never seen before and talk about


I've gone for a couple of 'personality' pics this month. Little Andy was seriously chuffed with Richard Bain's little doodle (can't think why), but
interpretation. You too could find your artistic creativity splashed all over the page ( $00-\mathrm{er}$ ) by sending it in on a piece of paper to Doodlebugs, YS,



## SPOTT - ED! (ALMOST) Did you go to the

 Sunerwest World in Minehead because if you did then I was the idiot that kept staring at you. You can hardly blame me for staring - the shock of seeing a world wide star disturbed me! Darren Calafato Eastleigh, HampshireSorry, Darren, Im alfaid you got the wrong mant Ive never been to

Minehead in my Iffe and fm not likely to start now. Not now that I'm so rich and famous and charming and everything.
I am actually incredibly famous, in a subtle kind of a way. I always get people staring at me whenever I walk past the computer mag bit in WH Smiths. But I do wish you lot would be a bit more adventurous you can come up and talk to me if you like It's very lonely being famous. I was talking to Mads on the phone just the other day and she said she felt the same way. It's not all games and parties you know, Specchums (atthough, of course, a lot of it is.
So, next time you see me alone amongst the supermarket sheves or walking through the sundappled streets of Bath (all by myself, sob) be sure to come up and tap me on the shouider and we can swop a few pleasantries. (And you can thank me for sending you three free games for no disceerible reason whatsoever. . Ed.
any subject whatsoever, like a match, or an aubergine, or anything! Of course, they're best at talking about things like shooting drug pushers and blowing up tanks. (Cos that's what they do all day.)

And your letter just goes to show that it's talk which really changes things - not force. Unless of course you want to invade another country or kill a tot of people - in cases tike that it must be said that actions speak louder than words. Ed.

## OH, MONKEYS!

Last week I went to the 200 and I took my briliant YS. Halfway round I was just reading the preview of Toki when a monkey swiped my mag. I watched while it got ripped up. crying my eyes out. When we got home, I begged my mum to get me a new one and, of course, she did. Andy Kelly
Manor Green, Birkenhead
Your sad tale had us all in tears but we all cheered up at the happy ending. Im sure there must be a morat in there somewhere and I looked and looked but I couldn't find it. Erm, maybe all YS readers have lovely mums, or maybe you should never read about monkeys in front of other monkeys.
Anyway, thankyou for sharing such a lovely story with us all. Now go away. Ed.

## A CHALLENGE FOR CHIP

My name is Chip. I have a problem and I wonder if you could help. Here is an example.

Once, while holidaying in France, I befriended a chap called Pierre Cardin. He rode past every day on his bicycle. "Bonjour" he would call. "Bonjour" I would reply. But it wasn't
until eight days of this that I realised that he was a furniture shop from Dunfermline. I was so shocked | boarded the nearest plane to Heathrow and when I got back I instantly bought a copy of Delta Charge by Thalamus.

Is there any cure for my ailment? Ive done this 18 times. (Ohn, and Linda Barker used to be Harold Wilson's pocket Welshman. She would scream every day: "Hello, boyo! Fancy a leek" He would then go the toilet.)
Chip
Peterborough, Cambridgeshire
Crikey! How strange. You really should lie down more often, Chip. You know what the doctor said plenty of rest and no excitement.

Also, make sure that you sleep well away from any draughts. Those naughty little winds can get into your head through your ears or nostrils and, once they're in, they run around wreaking havoc.

So you've got 18 copies of Delta Charge? Maybe you should give your analyst more money - he's obviousty doing a dangerous job. Was he the one who told you about Linda? (I) can't think of anywhere else you could have heard it from.) Ed.

## MY MATE <br> FANCIES YOUR MATE

Hippies know all about love, so I was wondering if you could give a friend of mine some advice.
We both work in a shop and one of the girls I work with has told me she fancies him. He is 18 and has never had a girlfriend so, when I told him, he didn't know how to handle it. I advised him to ask her out for a drink but he made up some excuse. He's really shy cos once he was told that the prettiest girl in the class fancied him. But it was a joke and when he plucked up the courage to ask her out she told him to go away.
Any help you can offer will be greatly appreciated.
As to my own taste in men, you can forget the Rich Pelleys of this world. Damien Boater (from Letters, June 1991 ish) sounds much more interesting! Do you happen to know if he's got long hair? I do prefer men with long hair who like peace and do a lot of those Churchill V -signs.
Annabel Lafyette
Frimley, Surrey
It's tres strange, my little Annabel, that you should come from the same county, nay, the very same village. as Damien Boater. In fact, I think that either you are Damien Boater or you fancy Damien Boater (and you want him to know it). But well ignore this for the moment and settle down

## SMALL <br>  <br> PRINT

Personally, rd blame it all on the repeal of the com laws
The Mad Black Pudding of Bury
Tsk, them blimn rodicas I wort
throw them as tar as I cord smel em. Ed.
This letter has noting to do wh ponk
A Peparple Piece of Orange Peel
A Purple Plece of Orange Peel
Thar's a shame. My first thought on Waking this morning was thope I get a letter about pirk elephants? Youve runed my doy, Ed.
Nursel is diner ready? My foots geting better.

## Ooh, Mr kember, you na whty man. Take that themometor oit of there. Iake that thermometer oit of there. irs time for your bedbath. Ed. <br> I an witing on bethat of the Lincoh Chimey Spotters' Associtition  bave my last 20 pee to some Masing

We must keep the Lord God Ve fieves from students and schooleits. He oustreman pure bretren Archbishop Brown, Tefitord Its probady a sood ionel if you keep him out of YS' way too. (INel, we dont want tim nicking any of our ideas, do wen Ed.
to the advice bit
Obviously, fear is a big factor here and your friend must be

## of McAlpee Centre?

Htac Gistiano
Bucharest, Romania
I have a similar tale to tell. Im just a normal guy from Yorkshire and a few years ago I had a toy mogazine. Y̌ou know - one of those where you put all the little letters into a groove and press it on an ink pad and then onto the paper. ) My mum was so impressed with my inky efforts that one day she said: "Son, I am proud of yout You have made progress, so I thought you might want a word processor." "It sounds like something from a fairytalel I knew this would be better for my writing sol accepted her kind offer.
Our tales are so similar that I think we must be related. Or maybe we're from the same planet But I still haven't heard of the McAlpee Centre. Ed.
better not touch the place with a bargepole. Here's why.

## PRIDE (IN THE

## NAME OF LOVE)

Hello! I am a guy from Romania. A year ago I had a Speccy and so I bought your mag lof course not from Romania). I found it very good.
But now let's get to the point. I said I had a Speccy. My father was proud of my skills in programming 0 was programming in machine code and in Basic, of course). And so he told me one day: "Son, I am proud of youl You have made progress, so I thought you might want an IBMAT." It sounds like the reply from a fairytale.) I knew it was a powerful machine, 501
approved... It goes on a bit, so we'll get to the point. Ed)

Can you send me the address

Those Romanians, eh? They're completely mad. In fact it's probably safe to say that, if you want to remain sane, you'd


Talk about surreal. Here's Siadwell of Mars..

Q: What do an apple and orange have in common? A: Neither of them can drive tractors.
And if you had trouble understanding that then you'd be best off skipping the next bit. The following 'jokes' are from Bogdan Horotan (from Romania)... Two eagles were sitting atop a mountain. One was bald and one was about to fall! See? And what about this one... Three horses were crossing the street. One was black, one was white and one was too slow to jump out of the way! Personally, I think the name was the funniest bit. Bogdan indeed.
keep me in stitches (il don't think) keep me in stitches (I) don't think).


THE STAGE
convinced that girls are nothing to be afraid of. Now obviously you're his friend and you're a girl, so he can't be petrified of them.
Why not arrange for a large party of friends from work to go out together - to the pub, or the cinema? The two will meet, get on incredibly well and then you can so and see to Damien. If you find that his locks aren't long enough then why not pop round to the shed for tea? Ed.

## 'S NOT FAIR

I'd just like to say that I read your mag every month and I think it's really cool. But what I am really writing for is to tell you all about my older brother. He's always boasting about his games as he calls them. I like playing on the Speccy a lot but hardly ever get a chance to cos it's in his room and he always gets there first. Another thing that isn't fair is that he gets $£ 3$ pocket money and $I$ get $£ 1.50$ just because he's
two years older than me. (Everybody say "Ahh". Ed)
So, he buys a game every week and it takes me two weeks to get one. So he's got twice as many games as me and he does go on about it. Could you please print this in the next issue and send me a game sol can boast to my brother? Peter Andrew Davies Caerphilly, Mid-Glamorgan

Life's not fair, Peter Andrew. Take it from one who knows - it can be a right bast. Just when you think everything's going right Lifell turn up with an uninvited dinner guest Iso to speak).
But don't let Life get you down. Just remember that when you're grown up you can buy as many computer games as you want and five on Angel Delight and Maltesers. I do. Ed.

## YOU WHAT?

Gor blimey! Mr Sugar, Sir, please, gw, please don't invest in Tottenham, Sir, 'cos if yer do ${ }^{\text {Thz', well 'ave that bleedin' Gazza }}$ all over the Speccy advertisin', probly, won't we, an' we don't want that now do we, eh? Eh?
The Man With The Stick Port Talbot, West Glamorgan

Wuzz Eh? Ed.


## BRAINSPOTTER

I claim a Trainspotter cos in issue 67 you said Amo Van Der Hulst's game on the tape was called Brainstorm but in the mag you called it Brainsport. So please send me a Trainspotter. Richard Joiner London

You're so right We had a bit of a problem with this one cos no-one could remember which name was right. Being incredibly organised and together I tidied Amo's letter into one of my filing cabinets. It was filed away so brillantly that I couldn't find it again (hem). Over in this month's Tipshop, Linda's called it Brainsport so we III pretend it was called that all along. If don't want to upset her, she can get quite nasty')
But caling a game by two names is hardly a mistake - we were pust covering ourselves.

One of those names is definitely right and seeing as nobody lapart from Arnol knows which one it is then you're not really entitted to a Trainspotter Ed.

## FAIR'S FAIR

I am claiming a Irainspotter for a mistake in ish 67 . (Oh, nol Not another one! Ed)I am of course referring to page six. On the Hiack bit it says by CIA 7F there's anything you want to know about a crim... What's a crim? If you don't know then I want a Trainspotter. Now, you can't get much fairer than that, can you? Scott McKay
Lochgelly, Fife
What a fairminded chap you are. And what a stupid one. Of course I know what a crim is! As Editor it is part of my job to make sure that every word printed is understandable to our readers (or most of them anyway).
How can you not know what a crim is? Surely you could guess? Okay, RII put you out of your misery. A crim is a criminal. Sol know what a crim is and you can't have a Trainspotter. You can't say fairer than that, can you? Ed.

## AD INFINITUM

I demand a Trainspotter (or even two) because...
On page 32 (ish 67) in the

Bxolands' tip it said you could get almost infinite sparners. How did Kerran work that out? (for the hard of thinking, it's impossitie to have almost infinity.)
On page 39 you said that 'moutans' are usually worth a climb. What, pray tell, is a moutain? I think perhaps you may have neglected to put an 'n' in between 'mou' and 'tain'.
Whatever a Trainspotter is, send it to.. Richard Copley Stourbridge

Almost infinity, eh? Well, that's not our mistake and only our mistakes deserve Transpotters. Im afraid that Linda took your letter to heart - like Keiran she was convinced that you can have almost infinity. James spent ages trying to explain that infinity is not a number and therefore you cannot have nearly infinity - you either have it or you don't. Linda refused to be convinced, James got very annoyed and the whole thing ended in tears. And it's all because of you.

A Trainspotter is a week old curry with nice green floaty bits and a few slugs thrown in for decoration and one will be speeding its way to you pretty soon. (Ha)

Oh, and a moutain is almost a mountain lexcept it hasn't got an $n$ and it's not quite as big). Ed.


CLEVEREST SCIENTIST ON EARTH
There was quite a fuss down at the Neon Tepee in Penge the other week - Julia Roberts, surrounded by security guards, had jumped onte a table and was causing quite a fuss about something, It was horrific! The awfulness of it all can't be described. But well let Femto try.

I was shocked. Ive secn some thirss in my time but this takes the biscuit the whole packet of Custand Creams, actuelly) Julio, who'r normally a dear, sueet girl, had leapt onto a table and, withouf prococation, informed the asembled danoers and drinkers that Einstein had heen fundamentally incorrect in his premine that nothing tan ecoud the spad of light: Ste daimed she had etidence that sub-atomic particles called tachyons regularly whipped past her $\$ 2.65 \mathrm{~m}$ Hollywood manaion (with heated pools af ever friet thit sperd.

I war outside, deing a spot of
bouncing, when the furrose started. The manager summoned me quichly Anowing that my scientific background was nended. I punched my may pait Mis Roberts' (franhly puny) bodyguards, then explained to the cacited, pouting Pretly Woman' that the eristence of tachyons is ar yet unprocen land if they do exit, the're what we scientiats call tinyl, 10 if she's been sexing them in Beverly Hills she ought to take a quiet holiday

Unfortunately at that moment the table collapsed and Julia fell at my fot, Breating three of ny tori and iprathity my ankle.

So you see, ift not all glits and glamour rubbing shoulders with the famous. Somatimes inptraiant actencenelated things hare to be said, and if there are teans, well, we're all itronger and better people for shedding them. I know that Julia has more reipect for high speed sub-atomic physics and I fol her career can only besefii.

Time for a quick letter.

## Dear Pemte

I am studying Higher
Geonavigationalatronauticalthermicastr okineticalquantuminorganiqplatonichom ogenourgravitationalneuclonparticleaccel eratormonoatomicchromatographicsemic onductalelectrolycity
Bert Astard, Windemere
I had to cut Mr Astard't letter there becasse he's obriously lying. There'। patently no such dikcipline. Go away, Mr Astand, you sad, sad individual, and stop wasting my time Or FII rip off your nostrils and use them as a putting green. Bye!
Femto


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e will calculate
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\begin{aligned}
& \text { - UNDUE CO } \\
& \text { SUCCESS }
\end{aligned}
$$

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# CHAOS EDITOR 

\author{

- <br> by Ian Gledhill <br> 
}

There are no fancy names for lan Gledhill's masterpiece - it's a plain and simple editor for Chaos, the groovy game which, as regular viewers will remember, was given away with YS57. Crumbs, that's a year ago today! If'll let you alter everything from the graphics to all the numbers and things, and lots more besides.
The first thing to do is type it all in. No problems there - it's all in Basic, but if you do come a cropper then try switching to 48 K Basic as 128 K Basic can get a bit tied up in itself sometimes. When you've finished, save the program by typing SAVE "CHAOSED" LINE 2.
Then it's time to try it out. Reload the program with LOAD - as usual, and, when it's finished, slip in your copy of Chaos. This'll then load in and you'll be ready to roll. A list of five options will pop up, the capital letter in each corresponding to the letter you've got to type to activate each choice. They're as follows.
Change Text All through Chaos there are lots of text messages, which you may like to alter to give the game that personal touch. Type in the message you want to change, and then, once the computer's found it (if it exists), the text you want to change it to. Not much use really, but at least it's there if you need it.

View This one lets you hunt through the Spectrum to find Chaos's graphics. Type in the address you want to start searching from (the one the program suggests is probably sensible) and graphics will be displayed one by one (or just a load of mess if you've picked the wrong area of memory). Press Z to exit.
Change Name Here's where you can alter any of the characters' names. Just type in the old name and the new one.
Change Statistics Type in the name of a character and a massive list of numbers will appear on the screen. These are its statistics, which you can now change at will by typing in the new ratings when prompted. Having done so you can then save your modified version of the game (although you might want to change a few other things first).
Edit This is about the most complicated option. It's where you can change the graphics about (having located them with the View option). Move the cursor around the grid using the keys it tells you to, and press all the other keys it tells you to to make it do various other things. (Sorry, but they're all pretty self-explanatory.)

Once you've tweaked everything to your heart's content, and saved it with the Change Statistics option, you'll probably be wanting to know how to play it, won't you? Well, just load the first block of Chaos as usual (the Basic loader) and once that's gone in swop the tapes over so that your version of the code loads in instead of the orginal.
Writing Chaos 2 this way is obviously going to be a pretty laborious process, but stick with it, eh?

think of an intro for Program Pitstop. There's only the one program this month. But it's very, very long so it should keep you occupied for a while. It's by lan Gledhill and it's called Chaos Editor. And that's about it really. So III leave you in the capable hands of, um, me.

There are something like $10,000,000,000$ galaxies in the universe, and each one of those contains about $100,000,000,000$ stars, each of which must have at least as many planets orbiting it.
And I had to be on this one. Trying to
＂270 PRINT OVER OI＊＊Z＇TO QUIT＂ I OVER 1，＂＂I OVER OI＂C．TO CL EAR＊I OVER O TOGGLE＊
$2 \theta 0$ LET I＊＝INKEY＊
290 PRINT AT $Y+5, X-1$ S OVER 13＂－
320 LET $x=x+\left(1 s=* P^{*}\right.$ AND $x(16)-1$
$s=0^{\prime \prime}$ AND $\left.x>1\right)$ ：LET $y=y+(i s=* A$＊ AND $y(16)-\left(18=* Q^{*}\right.$ AND $y>11$ B 日0： 00 TO 250
J40 1F IE＝＊＊THEN PRINT CHR＊ 81 OVER II＊＊＊
350 IF $18=*$＝THEN 00 SUE 420 360 IF $18=*$ FF N THEN GO SUB $1080^{\circ}$ GO SUB SOO：GO SUB 62O：RUN 370 1F $18=* \mathrm{~S}^{\circ}$ THEN GO SUB SeO： STOP
380 IF $18=* N *$ THEN PRINT AT $Y$ LET addrmaddr＋32：OUER i：GO SUB BO： 90 TO 260
390 IF ism＂Z＂THEN RUN
400 IF IS $\mathrm{S}^{\circ}$－THEN PRINT CHRE 8！OVER II＊＊＊
410 G0 TO 280
420 OVER O：IF $c \otimes(y, x)=* 0$ ．THEN
GO TO 460
430 LET ce $(y, x)=* 0^{*}$
440 INVERSE 1：FOR $x=1$ TO 7：PL OT $(x+5) * 8+z-48,12 \theta-(y * B)+1:$ DRA W 0， 6 ：NEXT $z$
450 PLOT $200+x, 191-\{50 * y 1$ ：OUER INVERSE OI RETURN
460 LET $c *(y, x)={ }^{*} 1^{*}$
470 FOR $z=1$ TO 7：PLOT $(x+5) * 8$＊ $z-4 \theta, 128-(y * 8)+1 t$ DRAW 0,6 ：NEXT

480 PLOT $200+x, 191-(50 * y)$ ：OVER RETURN
49060 SUB SOO：RUN
500 FOR $t=1$ TO B：LET $d(f)$ eVAL
（＊BIN＊＋cs（t，TO E））：NEXT \＆
510 FOR $f=9$ TO $16:$ LET $d(4)=V A L$
（＂BIN＊＋CS $(4-8,9$ TO ））：NEXT＋
S20 FOR $4=17$ TO 24：LET $d(f)=$ VA
（＂BIN＂＋CS（4－8，TO B））：NEXT＋
530 FOR $f=25$ TO 32：LET $d(f)=V A$
（＂B1N＂＋CS（ $\ddagger-16,7$ TO ））：NEXT
540 FOR $4=1$ TO 32
550 POKE addr＋4－1，d（t）：NEXT 4 S60 RETURN
570 STOP
SBO LET as＝＊CODE＊：SAVE asCODE 32000，65535－32000：INPUT＊Verify ＊；vis；IF vis（1）＝＊Y＊THEN VERIFY ascODE
590 PRINT＊A11 saved．＊：PAUSE 0 RETURN
610 INPUT＊Character $t 3$ letters
min．3？＊）te：GO SUB 1260
620 CLS ：PRINT OVER Of＊\＃Chara cter Sheet of＂itsi＊＊＊：LET us＝t
$*$
640 PRINT ：PRINT＊Combat
＊IPEEK（ $h+13$ ）：PRIN
PRINT＊Ranged Combat
－IPEEK（ $h+14$ ）
650 PRINT ：PRINT＊Range
＊IPEEK $(h+15):$ PRIN

## $T$ ：PRINT＂Defence

G 60 PRINT ：PRINT＂Movement A1I
owance＂IPEEK $(h+17)$ ：PRIN
T ：PRINT＂Magic Resistance
FIPEEK（h＋IB）
670 PRINT ：PRINT＂Manceuvre Ra ting－iPEEK $(h+19)$ ：PRIN
T I PRINT＂Law／Chaos Rating
TIPEEK（h＋21）
680 INPUT＊Combat？＊ib：POKE in＊ 13），b
690 INPUT＊Ranged Combat？＊Ib：$P$
OKE（h＋14），b
700 INPUT＂Range？＊ib：POKE（ $\mathrm{h}+1$
5），b
710 INPUT＂Defence？＊ib：POKE（ $h$
+163 ，b
720 INPUT＊Movement AII owance？＂
720 INPUT＂Movement AIIסwance？＊
ib：POKE $(h+17)$ ，b 730 INPUT＊Magic
POKE $(h+1 \theta)$ ，b
740 INPUT＂Manoeuvre Rating？＊ib POKE $(h+19), b$

750 INPUT＂Law／Chaos Rating？＊ib
POKE（h＋21），b
760 CLS ：PRINT＂＊Character She
et of＂Fusi＊＊＊
770 PRINT：PRINT＂Combat
IPEEK（ $h+13$ ）：PRIN
T ：PRINT＂Ranged Combat
＊IPEEK（h＋14）
7BO FRINT ：PRINT＂Range
＊IPEEK（ $h+15$ ）：PRIN
PRINT＂Defence
O PRINT I PRINT
owance $\quad$－PPEEK（h＋17）：PRIN
T I PRINT＊Magic Resistance
－PPEEK $(h+18)$
800 PRINT ：PRINT＂Manoeuvre Ra ting＊IPEEK（ $h$＋19）：PRIN

$$
\begin{aligned}
& \text { PRINT "Law/Chaos Rating } \\
& \text { "IPEEK }(h+21)
\end{aligned}
$$

B1O PRINT AT 21，OI＊DESIGNING IS NOW COMPLETED．＂
B20 PAUSE O
B30 INPUT＂SAUE？＊ 1 as
 RUN
850 OD SUB 580
860 STOP
aso INPUT＂What text is letters min，l？＊its：LET us＝ts
890．PRINT＂Searching．．．＊：FQR＋ ＝53227 TO 54165
900 IF PEEK＋＝CODE tS（1）THEN
GO SUB 920
910 NEXT 4
911 GO TO EBO
920 FOR G＝1 TO LEN TE－1
921 IF PEEK $(F+G)<>C O D E ~ T * ~(0+1)$
THEN RETURN
922 NEXT 6
923 00 TO 940
930 RETURN
940 PRINT OUER OI＊Found＂IU＊I＊
at＂IF
950 INPUT＂What Text To Replace it with iJ letters min．ip＊iTs 960 IF LEN $\quad$ LSELEN U＊THEN $Q 0$ T － 1020
970 IF LEN TESLEN U＊THEN GO T － 1000
980 INPUT＂That is too long．Sh all I truncate 1 I？irsi LE T rsises（1）：IF rs＝＊N＊THEN CLS 90 TO 940
990 LET temts（TO LEN u＊）： 00 T － 1020
1000 INPUT＂That is too short．S hall I add some spacen？＂Irs：LE T rsmers（1）：IF $r s={ }^{*} n$＂THEN CLS

60 TO 940
1010 LET $28 \mathrm{~m}^{*}$
＂；LET t＊＝t＊＋z＊i TO（LEN u＊－LE
1020 FOR GwO TO（LEN U＊－1）
1030 POKE $F+G$, CODE $(T *(G+1)\}$
1040 NEXT $G$
1050 PRINT＂A1I DONE．＂：INPUT＊S ave？＊iSs：IF S＊（1）＝＊N＊THEN PAU SE O：RUN
1050 GO SUS SBO：RUN
1070 sTOP
1080 CLS
1090 INPUT＊Character？＊tTe：INPU T＂How many frames（with body）？＂ itr1 GO BUB 1350
$1: 00$ IF FRく4 THEN LET FR＝4
1110 BORDER 7：PAPER 7：INK O：C LS ：LET $4=0$
1120 FOR $4=0$ TO 255
1130 IF F＝BO THEN GO TO 1170
1140 IF $f=B 0$ AND $d<>1$ THEN PRIN
T ：PRINT ：BRIGHT i：LET $d=1:$
1150 PAPER INT $t+/ 8)-t 10$ AND $d=1$
）：INK $(f-(I N T(+/ 8) * B)):$ PRINT
＋i＂－ $\mathrm{i}^{\circ}$ TO 4－LEN STR +31
1160 NEXT 4
$1: 170$ FOR $f=1$ TO fr
1180 PRINT＂Which colour for fra
me＊i＋i＊？＊：INPUT col：IF colco
OR col＞79 THEN GO TO 1170
1190 POKE $h+22+(+* 3)$ ，col
1200 NEXT 4
1210 INPUT＂Delay（255－1 ongest）？
＊1d：POKE $h+22$ ，d
1220 CLS ：REM PRINT＊Designing
completed
1230 BORDER 1：PAPER I：INK 7：C
123
L

1240 RETURN
1250 CLS ：INPUT＂Character（ 3 ） etters min．）？＊）LINE ts：LET ts－ tei TO 3）：QO SUB 1260 ：PRINT＊T ext at＊iht PAUSE 01 GO TO 1250 1260 PRINT AT O，O1＊Searching．．．
1261 FOR F＝58467 TO 60303
1262 LET A－PEEK F
1263 IF A＝CODE（TE（1））THEN GO TO 1290
1270 GO TO 1320
1280 LET $h=4$ ：RETURN
1290 FOR $9=1$ TO LEN E8－1
1291 LET B＝0＋F
1292 IF PEEK B $\langle\rightarrow$ CODE $(T *(1+G)) T$ HEN GO TO 1320
1293 NEXT 9
1294 GO TO 1280
1320 NEXT＋
1321 INPUT＂Couldn＇t find name．
New name？＊ite： 00 TO 1260

## 1330 STOP

1340 OVER O：INPUT＊Character i3 letters min．）？（INE t s：LET
1360 GO SUB 1260
1361 LET Us＝T＊
1370 IF $t:={ }^{1}$ end＊THEN STOP
1380 PRINT AT O，O1 OVER OI＊FOUND AT＂Ih：INPUT＊What to be repla ced with is letters min．ク？＊ins
1390 TF LEN ns－LEN Us THEN 00 T

## O 1460

1400 IF LEN n＊CLEN US THEN OO T $0 \quad 1440$
1410 INPUT＂That is too long．Sh
ali I truncate it？＊irsi LE
T rswrs（1）：IF rsw＝＊N＊THEN CLS
60 TO 1380
1420 LET nsuns（TO LEN us）
1430 GU TO 1460
1440 INPUT
1440 INPUT＊That is too short． 5
hali I add spaces？＊
hali I add spacen？＊Irs：LET raw rs（1）：IF $r s={ }^{*} N^{*}$ THEN CLS ： 90 TO 1380
1450 LET z＊＊＊
＊：LET nswn＊＋zs）TO GLEN us－LE
N n＊） 3
1460 FOR F $=1$ TO LEN NW：PONE＋＋H
-1 ，CODE NS（F）：NEXT F
1470 CLS ：LET TS＝NS：RETURN
1480 STOP
1490 OO SUB 250：FOR $x=0$ TO B：$p$
LOT $x$ ，O：DRAW 0，B：NEXT $x$
1500 INVERSE i：FOR $x=1$ TO 72 PL
OT $x, 1$ ：DRAW $0,6:$ NEXT $x$ ：INVERS E O
1520 OVER O：LET $h=16384$
1530 INPUT Address（NOTE：animat
lons start at 60273）？＊ig：LET a
ddr＝g
1540 PRINT AT 5,101 ＊PRESS $* 2$＇YO EXIT＊：FOR 4 ＊addr TO 65535 STEP
1550 LET $n=16384$ ：GO SUB 1560 ： 9 （O TO 1600
is60 FOR $9=0$ TO 7
1570 POKE $h+9 * 256$ ，PEEK $(+* 9)$
1580 NEXT 9
IS90 RETURN
1600 LET $n=h+1$ ；LET $+=4+8$
1610 GO SuB 1560
1620 LET $h=h+31$ ：LET $4=4+8: 00$ s
UB I560
1630 LET $h=h+1$ ；LET $+=+$＋8：GO SU B 1560
81560
1640 PRI
 1641 LET ISNINKEY\＆：IF 1s＊＊＊THE N OO TO 1641
1642 IF $14 \omega^{*}$ 2．THEN RUN $^{1650}$ THEXT
1650 NEXT
1660 STOP
1670 STGP





CALL 0839550019


CALL 0839550010

JOIN TLELATEST TREND WIITA PAROF ROLLERBLADESII C.LIL 0839550078



# HINTS'N'TIPS 15 tIPSHop 

Hello and welcome to the biggest and bestest tips bit in the whole wide Speccyverse! This month I've been completely inundated by lots of big bits of paper with maps scrawled across them, so I've decided to clear the decks and bung them all together in a sort of oneoff super spesh! Not a bad idea, eh? And guess what? l've just had another one! Do you ever play games, er, differently? Say you've played some-thing all the way through - how can you make the gameplay completely different from
before, so you can start it all again, but this time just dodge aliens instead of
 killing them (or something)? (She's fliped! Ed) Take James - he sticks his left hand over his right eye (it might not sound too impressive but seeing as he's left-handed it does make things that bit more difficult!). Anyway, put your lateral thinking caps on, get wacky, and drop me a line...

The spooky chick's back, so get ready to rock! Yep, it's that LINDA BARKER, carrying enough tips to fill anyone's stockings. (So there!) TIP O' THE MONTH
\& KEGAAAP
NICHT SHIFT ... 34

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Vindicator
PRACTICAL POKES .... 37 featuring Ad Astra, Empire, Escape from The Planet of The Robot Monsters \& Slightly Magic

## MERCENARY

A timely bit of help for this recent mega Megagame ( $99 \%$, no less!) from a chap called A Taylor. (Of course, he could be a chappess, but I'm willing to place my bets!)
Blimey! I've just discovered this really weird fact. If you find the cheese (which is in one of the underground complexes) and take it outside you can board it and fly around in it. (Seriouslyl) Not only is it a spaceship, it's also a very fast one - you don't need the power-up to reach the sky city. Amazing but true.

Also, if you're ever in trouble (for shooting someone's house) and someone's threatening to shoot you then crash your ship and walk ? away from it. The enemy will fire his bullet at you, rather than the ship, thus saving the ship (and a long walk).
There's nothing wrong with long walks. In fact they're very good for you. You know what they say - a long walk a day keeps the doctor away. And there's morel This time from Stephen Ollett, who's about to show us lots of little things that might come in handy. Sit back, we have take-off...


Dominion Dart You can find this at the airport, location 08-08, max speed $4950 \mathrm{~m} / \mathrm{s}$. This will get you to the colony craft if you carry the power amp.

Shuttle Type Plane At location "." (red location readout in game) beyond the city. If's stored in a hanger at this location. Max speed $7400 \mathrm{~m} / \mathrm{s}$. No power amp necessary.

Saucer Type Vehicle Find at hanger $03-00$ (mechanoid complex). The saucer is the type used as a pursuit ship. Quite slow ( $1650 \mathrm{~m} / \mathrm{s}$ ) and doesn't handle very well.

## Cheese

Max speed $9900 \mathrm{~m} / \mathrm{s}$, no power amp needed. Find at location 11-13 in the underground complex.

Interstellar Ship Can take you home. Hire it when you have enough cash and find at location 08-08. When if's launched, the game is over.

Small Car
Parked at the airport. location 12-13. It's not very fast $(820 \mathrm{~m} / \mathrm{s}$ forward, $123 \mathrm{~m} / \mathrm{s}$ reverse) but it's better than walking.

Larger Car
Parked in underground hangar at 09-05. It's max speed forwards is $3837 \mathrm{~m} / \mathrm{s}$ and $126 \mathrm{~m} / \mathrm{s}$ backwards.

That should help you get past those pesky Palyars. Get to it, oh brave young things!


# DR BERKMANN'S <br>  <br> CLINIC 

Got a gamesnag? See a specialist!

Right, where were we?
SEABASE DELTA
Whar? Someone else called Swann? No, this one's apparently called
'Swan' - Matthew Swan, in fact and he's got the answers to Terry Erington's mourntul pleas from ish 66 (tyy saying that after a few Tizers). How do you wake the hen? Simple Get the bubble gum. CHEW GUM and then BLOW BUBBLE. Don't dispose of it afterwards, as it has a use in the lift." And the see-saw what do you do with that? "Try LEVER CANNON." Theyre clever bighters, these Swan(n)s - but Richard's still got a tew more badges than you, Math..

other four crowns, he won't even let you in the room. Ii you do have them all, heill merely chase you relentlessly, so send in Heels first to freeze the guard. Then bring Heels in and send Head out. Line up Heels with the hole marked 'IN, run in, and inside youll find the crown. Now turn left and come out through the OUT hole, and git the hell out of therel it's very hard indeed, so make sure youve got loads of lives in hand before you attempt it.

## TEENAGE MUTANT HERO

 TURTLES Loads of letters for this too, so Peter Barnes should finally be able to jump the last space betweer buldings on Level Three. To get past the big gap." says Cinic regular Steven Clappison, * you need a rope. There's one in the large green bulding with two doors, jusi past the Irst barricade.' Approximately $81 / 2$ milion readers confirm this finding (including A Jones, James Henson and Mark Noble) but one reader has difterent ideas. Who? Why, Richard Swann of course. Well, actually it's much the same as any other plattorm game, which is a matter of taking a very long run-up and jumping at the last possible moment without falling over the edge. Your best bet is to be Rataele cos he can jump pretly damnhigh. Practice the jumping on something like Manic Miner (thars what I did)
Dr Berkmann's Clinic two solutions for the price of one!

## VINDICATOR

Speaking of which, Dicky's added another one to his collection with an answer for Ben Croucher. who, if you remember, wanted to get onto Level Two of this corky old spanker. Well, Ben, there's always the radical method of getting to the end of Level One, but as a doctor, I understand that time is limited, and so, happly, does Dicky Swann. You bet. Dr B. After all, last month I was supposed to be revising, but instead made an electric guitar. (Eh? Dr B) As for Vindicator, select the Load Part Two option, and type VALSAVA MANOEUVRE', Oh, and the code for Level Three is EUSTACHIAN TUBES: I should know - it came up in my GCSE Biology exam last year. Eh?

## HEAD OVER HEELS

Meanwhile, Andrew 'Rastus' Caims has taken me back a few years with his letter about 'our mutual favourite game", the final screen of which, the notorious Emperor's Throne-room, continues to fox him. I think I know why, Andrew - ifs ss\&@ing dificicul! Sti, here's my old solution trom the YS snagfles.

Your main adversary is the Emperor's Guardian, a bubbly thingy that can't be kiled, so don't bother trying. In fact. unless you have the

HAYLP!
Simon Clark: "Im having trouble with three Dizzy games. In Dizzy please could you tell me how to get in and out of the Crazy Labyrinth without getting killed? In Treasure Island Dizzy what is the toothpaste used for? And in Fantasy World Dizzy how do you get the coin in the warehouse? Graham Fraser: "In Sightly Magic! can get into the water as the fish and get the explosive spell, but I'm damned if I can get back out. Any ideas?
Michael Williams: Where do you get the bucket on Level Three of Top Car?
Robert Challis: "In Level Three of Rick Dangerous, how do you get past the suit of armour that fires at you, after you've gone past the bulldogs? Jamie Llewellyn: "In Sighily Magic, how do I get the magnet without falling onlo the spikes? Dominic Rackstraw: "In Jet Set Wily 2, how do you negotiate the Nightmare Room? And where's the Rocket Room?

Know the answer? Or you've got a knotiy snag of your own? Write to Dr B's Clinic, YS, 30 Monmouth Street Bah BAt 28 W . Anyone mentioned wins a badgel



# CJS ELEPHANT ANTCS 

As if last month's Slightly Magic Megamap wasn't enough, Michael

Robinson's come up trumps again! (Onty this time I thought I'd leave his map intact
rather than give it to Sal to do on her computer, cos I'm really nice like that!)




$$
\text { LEVEL } 3 \text { - EGYPT }
$$

+ 



## THEIE ENRD-OFF-LENEM EADDIES

## The Hewnchbloack

To kill the hunchback drop to the bottom of the belltower and bomb him as he comes down. Go left and jump on platform. When he climbs up to your level he will shoot. Drop down out of the way and bomb him again. Repeat til he dies.

## The Yeti

To kill the yefi enter the room when there aren't many icicles on the roof and shoot him a bit. When he's in the air run under him and go to the far right. He will jump across but he can't get you. Bomb him til he dies.

## Volcamoes

These are quite hard to deal with. Walk under the first one and chuck loads of bombs in the top. Destroy the lava with bombs or dodge it as it falls by walking left or right. If you die, do what you do with the sphinx.

## Splaifex

Enter the room and edge right 'til she appears on the screen. Blast her continually with bombs and peanuts. Hopefully you can kill her before she kills you with the bombs. If you do die, walk into her straight away (she'll be flashing) and shootbomb her til she dies.

Numalber of
shoots to kill
Natives -2 shots Lions -2 shots
Frogs - 3 shots Ape -1 bomb

# QUICKDRAW McGRAW 

And those maps just keep on coming! Here's some stuff for that Hi-Tec fave, courtesy of Anthony Green...

| y |  | \#no | = Bullets | 二 ${ }^{\text {a }}$ | - Joni (ump over) |
| :---: | :---: | :---: | :---: | :---: | :---: |
| * | = Start | m | = Dynamite (smart bomb) | $\square$ | = Ten gallon hat (point |
| [3. | - Horseshoe (points) |  | - Apple (restores energy) | 5 | for subg |

LEVEL 1


LEVER 3

 Oh, no! Dissension in the
ranks! None of you seem to
agree on the cheat for Oh, no! Dissension in the
ranks! None of you seem to
agree on the cheat for Oh, no! Dissension in the
ranks! None of you seem to
agree on the cheat for Quickdraw immunity. So here's a selection. According to Paut Finn it's F, A, R, T and S (no joke), John Charles thinks it's holding down S, E, T, U, I, I,

O, P, Nicholas Luff suggests we "hold down the keys M, C, G, R, A, W, S where it says 'published under licence by...' (but watch out for the clouds on the train level and don't shoot innocent people at the shooting gallery!)" and Craig Kirkham screams "Rubbish! It's A, Z, C, R, T. All of which are probably true so you might as well try them all. Have fun!





Body Ptench


## NIGHT <br> SH

What's all that colourful stuff down there, then?" I hear you yell. Well, it's a completely and utterly luvverly-wuvverly map of Night Shift. it was all done by Richard Lane and IVe had a word in the big Ed's ear and he said you could have a whole load of lovely money. So there you go. (Basically.)

Riquta Concentrate
Supplier
The map by Richard lane

The Warning tights
1 The Three Rasi Mate the Resinnifer ani condeyar belts
2 The Faint Nhowers
3 The Drying Fans an next to Bonding lue
4 The Power Generatol controller

The Dolls \& Fruit

## 

 Code-Each no. stands for Frutt symbol (see qbove) o21801st no-No. of dolls letter-The doll's colour ind no-Doll no-(See above)hts
atersal suppis ers,
and the tory two
and the convegors Unit and the Qualuty

Syabsls:


Using the mable:
Code Dolls Features
1.1111 5*1
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$4.4244 \quad 485$
$\begin{array}{ll}5.4425 & \begin{array}{l}481 \\ 486 \\ 287\end{array}\end{array}$
6.5334 2 218 289 2710
7. $5421 \quad 387$
$8.4145 \quad 389$ 366
9.4225. 4811 :Spring Hat Cowiters
10.2133 565
3RB
$11.1453 \quad 914$
$\begin{array}{ll}12.5313 & 6 p 12 \\ & 6 P 5\end{array}$
$\begin{array}{cc}-13.3514 & 788 \\ & 8 \mathrm{P} 4\end{array}$
3.1543 5R4 Paint Vat, Jodee Zenoing
Paint Vat, Jodee Zenoing
Quality Controller
Paint showers
Eans
$19.2453 \quad 8 \mathrm{Y} 4$
$\begin{array}{rr}14.4531 & 566 \\ 363\end{array}$
$\begin{array}{ll}15.3344 & 5 Y_{1} \\ & 5610\end{array}$
16.1141
$\frac{462}{386}$
18.3223
$3 R 2$
4,96
$3 B 10$ 5G1

## Fackaging, Cliff \& Jodee

17. 1353 481 4810 $4 R 3$

Code Dolls Featurn
20.5445385
$3 R 6$
362
21. 2554166 Stock checker $3 \mathrm{P}^{2}$ 412
$22.32515 R 5$ $4 \times 11$
23.3552386 482 4111
24. 3422 2R1 Liquid Concend

Manual Hicat \& Body Mould Devices
$3 R 12$ 267 369
25.1442 4R8 4 P1 4812
26:3551 3 39 368 481
5 P 7

$$
27.15215 y^{5}
$$

- Expander Supp
supplier
28.3114 .561

588
5P12
29.5354578

587
5 G 1
599
$30.55135 R 9$
5B12. 568

## $5 P 1$

## 547

...... and that's alı folks!
see left for key to this table
The rempings:
Jodee
Cliff
4ै3
letacér


#  

## SINCLAIR qUALITY AUTHORISED REPAIR CENTRE



# PRAGTIGAL POKES 

Oooh la la! Funny how we always fancy a POKE when that JON NORTH'S about!

A new face in the column, another Blecpload crack (can't be many left now) and a long-awaited Slightly Magic hack amongst other things. Lef it roll

## Empire

This one appeared on a covertape a few months back, and the listing earns sender John Hooper the coveted Hack Of The Month tille. (Only next time you send stuft in, John, make sure its in Basic and not 280 codel)

10 REM Empire by John Hooper15 CLEAR 27e3: LOAD -CODE 20 FOR $1-27377$ TO27454
30 READ a: POKE fa: NEXT I 40 RANDOMIZE USR 27377 50 DATA 33,84,218,54,205 60 DATA 35,54,035,54 70 DATA 107,195,0,218.0 80 DATA $50,21,110,25,126$ 90 DATA 43,254,27,200,33 100 DATA $84,218,54.50,35$ 110 DATA 54,21,35,54,110 120 DATA 33,50,108,54,201 130 DATA 20,205,0.108.33 140 DATA $50,108,54,33,38$ 150 DATA 112,108,54,201,205 160 DATA $50,108,175,33,220$ 170 DATA 176,119,35,119,35 180 DATA 119,33,32,177,119 190 DATA $35,119,35,119,243$ 200 DATA $195,113,108$

Hackers Anon
That's what Gerard Sweeney's caling his latest collaboration, this time with Jamle Murray. I always thought 'anonymois' referred to spook letters with no signature at the bottom, but apparently not. This month they ve done Escepe From The Planet Of The Robot Monsters: Sighty Magic and one of last month's Covertape games, Ad Astra las well as countless other routines). Cheers, guys!

10 REM EFTPOTRM by Hackers Anont5 REM Ignore screen corruption 20 LET A=6E4
30 READ B: IF B=999 THEN GOTO 50
40 POKE A. B: LET A=A+1: COTO 30 50 RANDOMIZE USR 6E4
60 DATA 221,33,32, 142, 17,0.27 70 DATA 62,255,55.205,86.5 80 DATA
$210,96.234 .33 .26 .64 .34 .53 .142$ 90 DATA
$34,42,145,33,146,234,17,58,142$ 100 DATA $1,15,0,237,176,33,32,142$ 110 OATA
17,0,64,1,0,27,237,176,195,0,64 120 DATA 175,50,120,170: REM INFY CREDITS
130 DATA $175,50,107,179:$ REM NFY BOMBS (BOTH PLAYERS)
140 DATA $195,246,121,999$ : REM

END MARKER (DONT DELETE)
10 REM Sightly Magic by Hackers Anon
20 CLEAR 24969: LET A $=24500$
30 READ B: IF B 9999 THEN
RANDOMIZE USR 24500
40 POKE A. B: LET A=A+1: GOTO 30
50 DATA $221,33,138,97,17,214,15$
60 DATA $62,255,55,205,86,5$
70 DATA 210,180,95,33,205,95
80 DATA $34,145,97,195,138,97$ 90 DATA
$175,50,15,160,195,158,102,999$
10 REM Ad Astra by Hackers Anon
20 CLEAR 24420: LOAD -CODE
30 POKE 65149.251: POKE

## 65150,201

40 RANDOMIZE USR 65136
50 POKE 35645,0: POKE 35646,0: REM INFY LIVES (BOTH PLAYERS)
60 POKE 28727.0: POKE 28728.0: POKE 28729.0: REM 1 HIT KILS SHIPS
70 RANDOMIZE USR 24428
Looks flike Hackers Anon are out to take over the world, using this column as a starting line. So send your stuft to me, Jon North, at PP, YS, 30 Monmouth Street, Bath, Avon BA1 2BW and do your bit to save world domination. See you in the scrolly.

## F16 COMBAT PILOT

A faithful flight-sim if ever there was one. I even had a sick bag close at hand just in case! Stili, these tips from Craig Thornton should make for an easier flight.

When planning your flight route
select a waypoint directly
north/south of your airfield so you approach the runway on the correct heading. Always take one external fuel tank so you can fly with your afterburners on for some of the flight. Also take one lot of AMRAAMS on the outermost hardpoint in case of enemy interceptors.

The best target to go for in Operation Conquest are. 1. Military bases $\cdot 2$. Ccubed centres - 3 .
Tank Battalions $\mathbf{~} 4$.
Factories * 5. Power

## Stations.

Fly below 500 t' 'til your selected round targets are destroyed then if you feel a bit daring/mad pull up and fly around at about $18,000 \mathrm{ft}$ and wait for an enemy jet to appear. Select TWS mode on your MFD and consult your RWR to find out the approximate bearing of the MiG.

AMRAAMs are the best weapons to use, especially if it's cloudy. If the enemy MiG fires at you proceed as follows - pull back on the joystick until you've flipped right over and
can see the horizon. The enemy will be directly behind you. Roll left or right until the horizon is vertical then pull back on the joystick so you are in a high G-turn. You should release chaff and flares the whole time during this manoeuvre.
Destroying enemly interceptors reduces the enemy's strength considerably, so the more you get the better.

Once you've decided that you've blown enough enemy aircraft out of the sky get down below 500ft again. If you don't do this an enemy interceptor is likely to send a missile up your tailpipe just as you're landing.

Try to perfect your manual landings, because you can stay betow 500ft for these, but if you use autoland you may climb above 500 ft resulting in you being tracked by an enemy EWR installation.

Whon flying below 500 ft check your altitude every few seconds because one accidental nudge on the joystick could be fatal.

If your navigational alds fall then finding an allied base can be a bit of a problem. So here are the coordinates of all allied bases for the cifferent squadrons you join during Operation Conquest...

## WILDCATTERS <br> $0405 \cdot 0812 \cdot 1909 \cdot 2606 \cdot 36$ <br> $02 \cdot 4511 \cdot 5312+60.01$

DAWNRAIDERS
$0402 \cdot 1902 \cdot 52$

```
\(05 \cdot 4304 \cdot 1311\).
\(2610 \cdot 3312 \cdot 56\)
```


## 12

## GLADIATORS

## $0408 \cdot 1208 \cdot 20$

$02 \cdot 2911 \cdot 3712$
$4401 \cdot 4912 \cdot 5904$

## GHOSTRIDERS

$0309 \cdot 1006 \cdot 2112 \cdot 2801 \cdot 36$ $12 \cdot 4501 \cdot 5206 \cdot 6008$

## SKYFIGHTERS

$0302 \cdot 1010 \cdot 2006 \cdot 2808 \cdot 35$ $09 \cdot 4206 \cdot 5212 \cdot 6101$

## SUNDOWNERS

$0512 \cdot 1201 \cdot 1712 \cdot 2704 \cdot 36$ $06 \cdot 4408 \cdot 5109 \cdot 58$ 06

## Oooh, my

 stomach! Must rush...

## Tiny tip time

 courtesy of one Paul Hancock. Hold down HELP on the tite screenthe border will go white and youll thave infinite ives.

Good-o! Now I can get caught as often as I tike and still rescue Scoob. (The old codger!)


Colin Spiers's sent in this smidgen for D\&H's latest pitch outing..

Choose four teams at the beginning. If one of the other three feams has a good player then go onto that team. Check that they have at least 14 players. If they have then go onto 'sell player' and sell the player that you want, you'll then be A shown all the bids for that * player. Il you're clever you'll - bid nothing for him. Then using the up and down icon thingies you can choose who to sell to. Obviously you can sell him to your primary team.

Also if you have a crap player and the other teams have plenty of money then bid the lof for him. The manager will be sacked and given a new team. He's also given another $£ 325,000$ so you can do the same again.

Okay, so it's cheating, but it's better to cheat in a computer game than in something really important like, erm, Monopoly.

## TOP FRUTI MACHINE



Here, before your very eyes are maps of the first five levels of Hero Quest (and what a good game it is too). Keith Darlington's the


2-Thae Prescume Of Siv
Fancy mat
RKEY

[1] = Door

= Secret door
$\mathrm{G}=$ Goblin (2 dice attack, 1 dice defend)
$\mathrm{O}=\operatorname{Orc}$ ( 3 dice attack, 2 dice defend)
$\mathrm{A}=$ Chest. Contains a potion of healing and 50 pieces of gold.
$\mathrm{B}=$ Chest: trap.
$\mathrm{SR}=$ Sir Ragnnar ( 0 dice attack, 2 dice defend). He can only defend, not attack. When he is found an alarm rings and all the monsters become active.
Wandering monster = Orc.
happy mapper - and he's promised more levels when he gets a new art pen!

## - TM M Maze

RCEM
$S=$ Start
(1) $=$ Door
5il = Rock fall trap
fa = Secret doors
$0=$ Orcs
$=$ Exit (stairs)
Wandering monster $=$ Orc




Wandering monster $=$ Orc

$5-M \in$ Harns $^{\prime}$ Maze

## RくE



 $\mathrm{A}=$ Melar key. Search for treasure and you will find the key. It with make the throne move and reveal a door.
$\mathrm{B}=$ This door is a trap. If you open it the Gargoyle will come to life. $\mathrm{C}=$ Talisman of Lore. Search for treasure to find it.

- Secret door

Wandering monster $=$ Zombie

## 4 - Primee Magmuss Golld HCEY

= Start/exit $=$ Pit trap. Can be jumped.
Rock fall trap $\quad \rightarrow=$ Spear trap. Can be
deactivated
$\mathrm{O}=\operatorname{Orc}$ (3 dice attack, 2 dice detend)
$\mathrm{G}=$ Goblin (2 dice attack, 3 dice defend)
$\mathrm{F}=$ Fimir (3 dice attack, 2 dice defend)
$\mathrm{C}=$ Chaos warrior (3 dice attack, 3 dice defend)
$\mathrm{A}=\ln$ this room there are three furniture chests. They contain 250 pieces of gold each and can only be carried one at a time. If a player decides to keep the gold for himself then he will never become the Champion.
Wandering monster = Fimir


## RCODAIICRXOS 2

The nicest things come in small packages: bubblegum, $7^{\prime \prime}$ singles, everlasting life...
For endless lives, enter your name as JE VEUX VIVRE. (Plus the full stop.)
Thanks to Scott Lambert for that one.

Oh nol It's the end already! (And lust as I was getting into it as well.) Guess I'll just have to think of something else to keep me amused, eh? Perhaps I'Il go and look at James' knee - he had it cut open the other day! Or shall I make some jelly? The thing I like about life is that it's full of possibility.

I'd like more maps for next month, please. And I want to know about all those weirdo ways you play games (like never firing, or stupid things like that). The address is the same and my name's Linda B. Byel

Blimey! A questionnaire! What's this all about then? Well, the main iden is that you tell us what you I think, we have a think about what I you think, and then we throw all I the forms in the bin (and completely change the mag). Hurrah! Here's the first question..

I 1. Which of these I machines do you own?
I Speccy 48K $\square 128 \mathrm{~K}$ I SAM Coupé a Amstrad CPC
a Atari ST
I A Commodore $64 \square$ Amiga
I Nintendo
I
2. Is YS good value for money?

1 Excellent value
a Good value
I Reasonable value
a Poor value
I Rip-off

3. How much do you like the
cover of this issue?
/10
4. What do you think of the issue overall?...................................... 10
5. How does it
compare with previous ones?
O Much better
$\square$ Slightly better
$\square$ The same standard
$\square$ Slightly worse
$\square$ Even worse than that
6. Give the mag a rating out of ten, plus any other computer mags you read regularly..
YOUR SINCLARR..................... 10
7. And lastly, what do you reckon's the best thing about this ish, and what's the worst? Mmm. Well, I really went a bundle on

L-ー- - - - - - - - - - - - - - -

## YSSAM COMPUTERS COMPO

## Win <br> 

SAM Computers must be pretty chuffed with themselves - Prince of Persia is looking. dashed superb and no word of a llel it's got five mega-huge levels packed with traps, tricks. tracks and, er, frucks (actually that is a le), and a mery ittle chappy with a sword called the Prince (ei. you) who's the most briliantly animated spite you've ever seen' He's Just like a real|lfe blokie (well, some weird person running around a castle In a rightshirt anyway). Add to this a host of swordifighting Arabs (with just as good graphics), some fiendsh pumles and 512 K worth of explorable castle and you can't really go for wrongl (Unless you go down a dodgy cortidor.)


Stop molesting that young lady immediately, matey!


## Roll Out The Barrel

## Arabian fights

The normolly serene and peaceful Shed was rocked to its very wooden slats by arguments about who'd get to review PoP. Only when violence occurred was it all resolved. Andy refused to hit anyone, so was knocked out easily and linda 8 wasn't strong enough to do any damage to James, making him the obvious winner. Which just left SAM Computers (who were rather pleased with their efforts) to ring us up and offer to do a compo. And just as we were about to say "Robinson Crusoel" (for no particular reason) they did. So what's up for grobs?

## Piles of loot, that's what

Well, not loot exactly - but certanly the nexd best thing' Cos we've got $£ 200$ worth of exclusive SAM coupons to give oway - the perfect prize for just about anybodyl If you've got a SAM you can get yourself every add-on you could ever think of the Messenger, a mouse, another disk dive, whatever you wantl). And if you haven't got a SAM, then here's the chance you've been waiting for to pick
$\qquad$
YYo, YSI I know who's who and what's what, so I think.
A links with $B$ links with
D links with


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The early blue and yollow stripes filt by: I do not get "PROGRAM: ? 2n? 2? ?2" on the screen; I even get the message "OK" but nothing has gone into the machine. 1 should add that my tape of EFil and the other tapes do load without any problems. Please help! What can I do to make full use the magazine.

## Geoff Beyson

Welwyn Garden City
As with everything. including ilie, the occasional tape on the front of YS will be unrelitble. But not all of them. Whats more likely is that thore's a problom with your tape recorder; the head allgiment's the culprit, rdsay.

So how have I deduced this? Well let's take a look at the facts:

1. None of the covertapes load.
2. EFIL loads without trouble.

Okay, take number one. As none of them load, then we must assume that they do work; the chances of them all being faulty are next to nothing. This suggests that there is something wrong with your equipment.

However, EFll does load. This is a program you typed in and saved yourself. This brings us to the conclusion that the problem is only with programs that have been saved on someone else's machine.

The allgnment is the angle botween the cassette head and the tape. For perfect resulls it should be at 90 degrees. But should it be off the

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signais recorded with it as they are both saved and loaded wint the head at the same angle.
So, all the evidence points to this. But how do you fix it?
You could take a 121 b claw hammer and beat the cassotto recorder into a milion pieces. This wouldn' actually fix it, but it might make you feet better.
Or, you could get hold of a watchmaker's screwariver (the type you tighten the arms of your shades with). Get a music tape, something Ike Louls Amstrong, and play it. Tharc should be a tiny hole just above the play bution. Just inside that should be a tiny scrow. Insert the tiny screwdiver into this, while the tape is playing, and rotate it, ust a traction. It the sound gels worse, then rotate the other way. When the sound is at the crispest, then you ve got the alignment just

Now your tapes should work just fine. The only problem may be that the tapes that worked with the
previous, badiy set allgnment, may no longer work.

I told you lifo was unreliable. Ad.

## JM GAME

1 am making a game, sorry, I'm trying to make a game, but with very litile success. Is there a game maker going cheap for the Speccy? If not, could you send me as much into on machine code that you have in your brains.
Peter Hazell
Bristol
Depends very much on the style of game that you want to write. Peter. It you had in mind a sort of SD Frooscape type of game


(8)then Domark's 3D Construction Kit would be night up your street. On the other hand, you may decide an adventure is more your type of game. Then you'd find that The Quill or PAW from Gilsoft is better suited to your needs.

A shoot-em-up kit was made by Molboume House many moons ago But they went bust, and I don't think you'd have a lot of luck tracking a copy down. Give Input Output a try. and soe if anyone is willing to part with their copy. Ad.

## PAPER CHASE

For the benefit of any readers unable to obtain printing paper for the Alphacom Printer. This can be obtained from Tandy Shops, cat no. 26-1332, priced $£ 3.99$ for a pack of two rolls.
This paper is non-fading, unlike 'official

## Alphacom paper

## L Simpson

Mansfield
Thanks, for the tip. As you know, all tips get a small reward from the Spec Tec. I know how to keep my contacts sweet. Ad.

## SELF ASSEMBLY

I would like some advice. (You've come to the right place then. Ad) What function does a z80 assembler perform? And, more to the point, would I need to know any special kind of programming tanguage, or would a general knowledge of BASIC do? Is it easier to write programs using a 280 assembler? Are there any books I could buy from which I could learn to write programs for the Speccy?

Last of all, if you write a program and SAVE it, is it possible to write another program and then merge the two together, without any problems, so the programs work as one?

## Bobby Murphy

## Stockport

Assemblers, huh? Nothing but trouble if you're asking me, Bob. To answer your questions though - an assembler is a program that allows you to develop machine code programs. A general knowledge of BASIC most certainly would not do - you'd need to leam machine code. No, it wouldn't make it easier to write programs, machine code is about a zillion times more dilficult to learn than BASIC. Not surprisingly, there are books that attempt to make the road to toaming machine code an easier one to follow, though you may find that many of these are out of print nowadays.
However, if you're not put oft, there are plenty of advantages to leaming machine code. For a start. programs run lar more quickly, often by factors of a thousand fold. If's only possibie to write commercial quality games in machine code.
I can offer more positive news about your second query. Two BASIC programs can easily be merged together with the spookily named MERGE command. Simply load in the first program in the normal way. Then type MERGE "filename". The programs will combine into one listing.
One waming, though. It the line numbers are the same, then the first clashing lines in the first program will be overwitten by the second program. It's a good idea to give programs that you may want to merge into others high line numbers to avoid this possibility. Ad.

# SAM NEWS 

SAM MOUSE

Take a look round the back of the SAM Coupé, and you'll come across a round DIN socket, labelled 'mouse'. But we've yet to see anything to plug into the thing until now.

SAM Computers have just announced a mouse package, which comprises of a mouse, an interface, and software. The interface fits between the computer a standard ST compatible mouse. The one supplied with the interface is the popular Contriver mouse, but may be replaced with another make should you have a particular fave.

Software-wise there's a mouse driver

## BREAKING OUT

I write adventure games and would like to ask you 2 questions.

1. What do you do to stop people being able to break into your programs by pressing the BREAK key?
2. Did you write Ninja Massacre? James Taylor
Chesterfield
What does any of this have to do with adventure games? Anyway, to answer your questions:
3. One way is to alter the error stack, so that when a break is detected the computer Jumps to the incorrect address, causing the whole thing to crash. But any error,
not just a BREAK error will cause such a crash. Make sure that your program is completely bug-free before you protect it.
This isn 7 the friendiliest way to disable the BREAK key, but it's the one I remember. At the start of the program insert the line:

## 5 POKE 23613,0

2. Okay, okay. You've sussed me out. It was a long time ago, and I needed the cash.
Anyway, CodeMasters have since released the game on the value packed Quattro Combat tape, a barg at only $\$ 2.99$ and available now! (I'm still getting paid off for it now, see.) Ad.

## KEY QUESTION

Is it true that at one time new keyboards were available for the Spectrum 48K? I believe they were white and resembled the Amstrad keyboard. The reason I am asking is that some of the keys on the top left hand side of the keyboard are only working now and again, which clearly hampers programming and the playing of adventure games. I think that it is the metal casing peeling away from the keys that is the trouble. Please, please could you tell me where I could get one from.
Paul Ely
Oldham, Lancs
A number of replacement keyboards have been available for the Speccy in the past, but you may find them difficult to get hold of nowadays.

It is possible to replace the worn parts. though. What's most likely to have gone is the keyboard membrane - 2 sheets of contacts separated by a layer of plastic with holes where the keys meets. After years of use, these tend to lose
which can be included in your own programs. A simple sliding puzzle game is also included, and a mouse-compatible version of the classic SAM package Flash allows you to vent you're artistic bent.
SAM Computers say that they'll be producing mouse-compatible software in the future, starting with their series of midi programs coming soon. Watch this space.

The mouse and interface package costs £39.95 and is available from SAM Computers,

## Lakeside, Phoenix

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700300.

conductivity, Look through the small ads in the back of YS for a suitable replacement. They don't cost too much, and can be fairly easily fitted yourself. Ad.

## PRINT OUT

Through your magazine I bought a printer for my Speccy +2 . The printer was plugged in and then the screen was attacked by loads of little squares. When the BREAK button was pressed nothing happened except a gush of smoke came out the back and I quickly turned it off. I tried the printer on my friend's +2 and now the power doesn't work at all. My parents and my friend's parents are not amused. Could it be coincidental that our computers have taken a holiday or have we been sold a computer destroying printer?

Please help. Will I need to repair my computer or chuck the printer in the bin? What could possibly have gone wrong? N Weaver
Mansfield, Notts
Whatever you do, don't attempt to 'test' the printer on anybody else's computer - it looks very much tike the printer has a very serious failt.

Get in contact the company who supplied the printer. It isn't fit for the purpose it's sold for, and under the sale of goods act you're entitled to a refund for the faully product and compensation for the repair of the equipment it damaged. For further advice, you should get in contact your local Trading Standards Department - you'll find them listed under Nottinghamshire Counly Council in the phone book. Ad.

## YOU KNOW WHERETO FIND ME

Honestly officer, I can explain everything! Oh, what's the use? Chief Eagleburger's had me banged up in the clink. How was I supposed to know that it was his
house house.
I'll never afford the ball. Tell you what get some letters into me - that's the only Way I can get enough bucks together to buy my way out of this joint. Write to Adam Waring, Spec Tec, YS, 30 Monmouth Street, Bath BA1 2BW.
My secretary will pass the mail on to the county jail. (And hurry, I'm already getting sick of bread and water.)


# HOW TO DROP YOUR KNICKERRS 

Wharis this? Has charming mild- numbered starting one higher than the mannered Mike al last fipped his lid and gone into adventure-pom? No, ifs just a pathetic way of attracting your interest to a twopartarticle explaining how to imanipulate objects and containers using Gisofts PAWS

Adventure author Mark Cantrell has agreed to reveal some more of his secrets especially for YS, explaining the clever way he uses it to produce serne of the effects in his games Ilke Diablo. Jester Ouest and cods Of War. all pubished by Zencbi Soltware. This month he shows how to put objects into containers (Im saying nothing), and neat month how to get them out again and then drop them (without smashing everything inside). Over to you, Mr Cantrell

PAWS makes file easier in obaling with objects by the way it uses condacts (conditional actions) which automatically put objects into containers, or remove them. However. you stili have to arrange the containers yoursell and see it they are present or not.

Each container must have an emply room of the same reference number as its object text, to use as its inside. So, in effect, when youre placing an object inside another object Which youve specified as a container, What youre actually doing is placing it in an emply room somowhere in the adventure map - but a room that has no paths into it or exits out.

One suggestion is to arrange all your containers in the object table so that they number from one onwards. The actual rooms that the player can enter - the ordinary locations - can then be
last container number. All the previous rooms therefore form the insides of all your containers - bags, sacks, pockets or whatever you want. Object zero is, of course, the source of light, and room zero is your title page
An oblact is specfied as a container In the ob,ect attributes table $(X)$ - the table where you also specify whether an objoct can be worm, and its weight. Each object must have attributes entered for it. These are its weight (1 use a weight of zero to indicate that an obiect cannot be carried, e.g. an elephant) and its status. This can be either no further aitribute (zere), a container (one), a weareble item (wo) or a container that can also be
wom, lke a rucksack (three) According to the PAWS technical gude. if you give a container a weight of zero then the sum weight of
everything in that container will not be taken into account when the program determines how much weight the player is cartying in total. This way, you can carry an unlimited amount of weight. You dont have to do this, ils just one possibility for you. Of course if you do do it, and want to use a partev lar weight to spectly an object that cannot be carried, then youll have to use a weight other than zero.

## Putting Objects

 into the Container Because PAWSuses special condacts to take the work ouf of moving objects in and out of containers, these commands are quite easy. For example. it we have a bag as obiect number one, then in the atributes table we enter its weight and an atribute ofone (to indicate a container, as shown above). We then enter condacts as tollows in the response table...

PUT NOUN2 BAG: Specily the bag? PRESENT 1: Is the bag present?
AUTOP 1: Put object in bag DONE: Finish command

PUT NOUN2 BAG; As above ABSENT1: No bap around? SYSMESS 26: TEil plajer There isn' one?
DONE: Finish command

PUT SYSMESS 60 ; "Put it where?'
DONE:Finish command DONE, Finish command

PUT ALL NOUN2 BAGAsabove PRESENT 1; is the bag here?
DOALL 254: Process all carred objigets
DONE, Finish command
These example lines show how easy it is to make use of contaners. The first Ine checks the LS (Logical Sentence beyond the simple verb houn to see which container the player means. II your game only has one container, then you woutdn'1 need this condact. If you have more than one bag then you can distinguish them by using adjectives (green bag, large bag, laather bag etc). The ine then checks that the
appropriate bag is present, and the AUTOP condact AUTOmatically Processes the specifled objicct. II the object is being carried then its put inside the bag. Otherwise, the condact reports the status of the object (youre not carying it, it isnt here, youre
wearing if etc). DONE then finishes off that itite command, so that the program doesn't automatically po on to he next in line. Don't forget your DONES!
The next ine processes the command it the bag is absent letting the player know. The SYSMESS (SYStem MESSage) can of course be any number (you dont have to use 26 for There isnt onel., just as long as you specily the right number for hat messane (a bit cowous tor emperenced users 1 know, but something novices need to be reminded off.
The next Ine would follow all the extended LS commands, and is used to ask the player whare they wish to put an object t they havent specifed a container. Atternatively. you can ust arrange for the object to be dropped, to let the player know he forget to say IN THE BAG.
The last line cbviousy pertorms the PUT ALL option. Again ichecks which containet the player is relering to, and that it is actualy here. it then intiates a DOALL loop which looks for carred objects and processes the following ines in tum tor each object if finds. Although irs listed last here, in PAWS Ifs among the firs lines to be scanned for this command. You must check that the bag is present because if you dont youll get There isnt oner pinted onscreen for each object. instead of just the once.

And there you have it. Swift and sweet and straigit to the point (and probably totaly incomprehensibie in the process). But if it tckled your taste buds then be sure to come back next month when we l be fristing things off. See youl

## THAT'S ALL FOLKS!

$T$ his is probably the hardest Lit of writing I've ever had to do for the spankiest mag in the known universe, Y8. It's to say goodbye, after five and a half years. Yup, the time has come, the walrus said, to love you and leave you (please form an orderly queuc by the door). It's been a difficult decision to make, but Ive been offered vast wealth and untold riches by a publisher to write a book, which will keep me fully occupied for the next three months, and then I have to start work writing
no way I can combine the two.
I suppose the best way to finish is by repeating the opening words of my very first column, back in May 1986 (then we can pretend it was all just a dream): "Right, to begin let me say that these are going to be some of the best adventure pages around, so keep reading'em." That'll still be true, thanks to the Ed and his team of mighty
minions, therell just be a prettier face at the top of the page - that of Tim Kemp, the splendidly talented editor of fanzine From Beyond. So the best of luck to him, and in the meantime III bid you farewell, sniff, sob, boo-hoo.. something for the radi
Aside from doing the
 adventure section in my sleep - and Tve

Axe Of Kolt?
Well, at the time of writing, the £50 prize
going begging in the compo is still unclaimed, despite zillions of copies being sold. So it could be worth that extra little bit of effort if you think you're partway to solving it.
Get a move on though, cos FSF's next few games will soon be out now that programmer Larry Horsfield's finished converting Magnetic Moon and The Axe Of Kolt for the Amstrad CPC and PCW machines. (The Axe Of Kolt is also being converted for the Atan STremember, you played it first on your cuddly little Spectrum!' The next Speccy release will be Grue-Knapped, written by Bob Adams, a regular
contributor to the Adventure Probe fanzine, closely followed by The Krazy Kartoonist Kaper, written by that Krazy Kartoonist Kez Gray. My mind boggles at what that one will be like! be like!



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$\mathbb{R}_{1}$
So, um, here it is. On hand to help is a blokie called Kevin Bulmer, who's the boss of Dementia Solwware, the programming house that devised the game. In a moment hell be laking us through all the everyday things that a licence converter needs it he's going to mudde through alright, but in the meantime ett's dim the lights and take a look at the movie itself..

## Brilliant! Tell us the plot and completely ruin it for us!

As if lid do such a thingl Terminator 2 Judgment Day is, of course, the sequel to Temminator 1. Basically, the first movie was just an excuse to blow up lots of cars and buildings, but it was very cleverly made and had lots of quite funny bits in it. The new film is similar. Sarah Connor's given birth to her son John who, later on in life, becomes the leader of the rebel forces intent on toppling some post-apocalyptic dictatorsh'p for something). Having failed to kit her in the first movie, these fuluristic baddies now send back a newly. improved robot, the T1000, to finish off the job. Enter Arrie, who starts the movie as the same baddie robot he was before (except that he's not quite the same because he's a 'copy' of the same model - which explains how he can pop up in this movie atter getting killed in the first). Anyway, he soon gets turned into a goodie by the rebels and sent back to protect Sarah and John.

And the chase is ont Of course, the odds are completely against our Am - this new T1000's a nastier piece of work than Jeremy Beadle and Norman Tebbit put togather. Oray so the 's tindestruct the, buthan-Amitis too. No, the trick is that he can rather cleverly furm himself into any object (or being) that he wants to. One minute he's a postman, the next he's cunningly disguised himself as the floor and he's about to gobble you up. And in between he turns all blobby and watery. just like those underwater alien thingles in The Abysst (Which sort of makes sense because both movies share the same director, James Cameron, who also

made the lirst Termy and Aliens.) Anyway, as anyone who's seen the trailer will know these bits look absolutely amazing. They're computer-originated and apparently cost a cool $\$ 17$ milition. (Thar's more pocket money than Prince Harry getsh)

And that's it (just about). Suffice to say, I's full of lots of chases and fights and gleaming bits of metal and neon and stuff, and you can be sure the YS crew/s going to be right at the front of the queve the day it opens! Right. let's go and find Kev...

Ooh! I've got so many ideas I don't know what to do with them!
You probably wont have heard of Dementia. They did a lew of the Golden Axe corversions (but not the Speccy one) and they 're pretty famous for a 16 -bit pame called Corporation, which thay wrote and designed themsetves, and released last yuar to some generally loud "Hurrahs". So what are they doing writing an Ocean movie licence? Cue Kevin Bulmer,

## SPECCY TALK

15ey's obviously the mastermind behind Terminator 2 but he's by no means the only. AThielinvolved. Once he's devised his iltie bils on the ST he then sends them off to other
programmers so they can create the differont lormated versions. Gary Priest's the bloke responsible for the Speccy version, so we had a quick natter with him.

Wotcha, Gary|
Wotcha,
So quickly, fell us how the Speccy version's
shaping up.
Really well. We haven' got as much space as me aere hoping for, so we've had to throw our all the piccles we were going to slot in between the levels, but all the fighting and chasing and stuff's running justas well as on the other versions. The animation's certainly spot on.

I suppose ifs 128k?
who, for all intents and

Sadly, yes. And even then we had to compress everything in real light to get. If to fititrs like a tin of sardines in thereitly you can Imagine it, you ve got lots of
 bits of legs chopped up and tucked under arms in the memery, fust waling to be senf out Into the game to do their little bit and join up with the rest of their bodies:

Bimeyl Er, right, Gary. 1
think we got that. And finally, tell the readers at
home what you've written before.
Basil The Graat Mouse Detective, Mickey Mouse TechnoCop, and Foothaller Of The Year 2 is ihat it? Yep.
Trera then!
Byel (That's what we like. Short and straight to the point, eh, Spec-chums?)

III-ENDRGY ANIMATION
oot up the beat-'em-up bits and you're in for
treat. The animation's is totally gurt lush! According to Kev, this is the Key to all good character computer graphics, but how does he go about achloving it?

Im always standing up and walking round the room, going through the movements with my own body to get it right Thar's a digitised version of my hand in one of the purzie bits!
Crikey! And what about actually making the screens up?

AImm. Well, the first thing I wanted to do was get an Arnie sprite that actually did justice to the real thing. No-one's ever done that betore. The Red Heat one was pretty big and beefy, but for some reason they decided to chop him off from the waist down! Hot that I can acturly make Arnie's sprite look like him though..-


And here's the end resull. (Sadly ity an ST thot - he didn't have any Spec pics.)

Here wo are with the bare benes (ahem) of
our anlmated Arnis...

That's right. Ocean don't have any copyright over his features so we can't use them. Weird, isnt if? Even the movle company only owns his body teo to speak.) while it's actually in the movie."

But it didn't stop Kev making the sprite big and bullish. Starting with a sort of craphical matchstick man, he gradurily added bits of Tleshi, sorting eut how all the joints would move and muscles would ripple, and ending up with a proper moving 'Arnie'. He then worked out how many moves he was going to give him (eventualy if totted up to nine), and, atter that, drew up the T1000 using whatever space and memory was lefl.

So why didn't you do them at the same time, Kev?
"Cos it's hard enough dancing round the room trying to come up with one charactor, mate! Make me do another Id end up teeling completely carcsick Falr enough
purposes, is Dementia, le the main writer and programmer and graphic artist and managing director and whatever else you want to cat him.

Well, it dropped into our laps really. We went along to Ocean to see if they'd give us lots of money to do a D8D arcade advenlure, and they said tine' - so long as we did Terminato 2 first Originally, I wasn't too interested but then I read the script and I was completely hooked.
Kev started coming up with ioteas imimectately, searching for key bits in the plat that tright suggest a game The only troutie was that he only had six months to do it in, which severely restricted the type of game he could create.


Two briliant ideas
Kavin Butmer posen a modol rieoo. immediately went out of the window. The first was a similar thing to Corporation, using point-of view 3D graphics for a shoot'em-up. That wouldve looked really good on the Speccyl (In tact, Image Works are planning to use it for Alien 3.) And then there was the interactive communication' 16 .bit Monkay Ishand approach - animated graphics, arcade adventure action and lots of taking to the character bits. But, um obviously we couldn't have done that for the 8 -bits." (So thank blifney it was chucked, eh, Spec-chums?)

Not that Kev was short of other ideas of course and his first presentation to Ocean was completey off the wall As I said, in the move Amie guts turnod into a goody robot and sent back io the past. This means thal, theorelically, he's got to light his way trom the rebel base to the baddy area to get into the time machine - but none of this is actualy wnituen in the script. Kev wasnt phased - he spent three days: working of a shoot'rm up des, showed it io ite product manager blokle, and was promptly fold to go back and do something that actualy followed the plot!

Ho hum. Back to the drawing board.

Slimey! He can't make up his mind, can he?
Its called creative inspiration. And anyway, it wasnt long belore he struck gold, and opted for - a mixture of a vertically-serolling chase game, some beal-'em-up bits and a couple of puzzles slipped in between! Exactly the your usual Ocean fim ficence conversion!

Oh deat:
It तदs the ofly reasonable cotion we had open to usi Honest!

Explain yourselt, Mr Bulmer.
really weird thing is that none of us had ever played games like Robocop 2 and Total Recall - so we hadnt the foggiest idea that we were doing anything thard already been done betorel But overali it ust made sense. Essentally, the movie's built around a chase. If's a very simple concept and its very ettective. And when the chase bits aren't pummeling along full steam then youve basically got Amie fighting the T 1000 . So these bits had to make up the buik of the game il you wanted to folow the narative. (lis not our faut -blame it on the fact that Hollywood movie plots are all the



58 seconds? That's loges of timal (The ldea is to pot all tho wires in 85 seconds Thelre lese tike the ones in the bottom one.) (samel) And yes, we could have presented it in different waysbut only if we'd had more time: So what next? They knew what kind of game il was going to be but how were they going to convert the movie into il? There were inherent problems. The dynamics of a flim rest on the drama and editing of scenes; the dynamics of a game rest on the difficulty levels and playability of all the separate bits.

Not to mention the fact that both the robots are totally indestructible 50 they never diel In the movie that's fine because they chase each other ad infinitum (so it keeps the action going), but for a game it means you can never pop your clogs, lose a level or even face an opponent who you could actually beat and kill, which'd
 Ight, let's have a look at those levels in a bit more detail, eh? The usual way to do it is to go straight through from boginning to end, but since some of the bits and ploces are pretty similar। thought for a change we'd bunch them together-

- The Beat-'Em-Up Bits

Essentially, the movie's ali about Amle fighting the Tioco, and that's what we've got in Levels One, Four and Seven. Because so much memory's been taken up with the animation, you're just leff with a basic fight between the tro opponentsthere's no pretty scenery to flesh it out or big wooden boxes to jump up and down on. But It's not a handicap, soys Kev - Golden Axe was pretty much the same, and everyone thought that was great.

Here there's a similarly innovative approach to the gameplay. The moves you make depend on your distance away from your opponent and his relative strength. This isn't just to save you having to make lots of complicated hand positions with the loystick but to add a louch of instinctive' realism. So il you're three steps away from the Ti000 you can do a high kick, and II you come a


little closer you can give him a boot in the stomach. (Arnie's other moves are upper cuts, punches, knee and head-butts.)

The T1000's smaller in build, but a pretty ferocious little nipper all the same. He's got a punch and a poke (his hand turns into a spikel), but best of all is his head-butt fhis neck goes all watery and stretches out so the head gives Amle a good whack from a foot away!). Obviously, he can't be killed, so the general idea is to wear him out til he drops, or until you boot him off-screen (when he'll fly out of a window or something).

Level One takes place in a corridor behind the arcade where John Connor's been playing games, and Level Three's set in a hospital (where Sarah Connor's being treated because everyone thinks she's bonkers!) Level Five, the grand finale, sees the two robots lighting if out in a huge steel mill, although by this stage the T1000's become a bit more vulnerable for reasons best explained by the movie, and not by myself). So you actually get to kill him this time (or try to at least).

## - The Scrolling Chase Bits

 Both Levels Two and Five are straightforward verticat-scrollers, looked on from a bird'seye view. Take a gander at the 'Siver Screen To Speccy' box off for a more in-depth guide to Level Two, but Level Five sees Amie and Sarah in a van, dodging the oncoming traffic and being chased by the Ti000 in a helicopter. She's in the back shooting out and he's behind the steering wheel. Points are docked il she gets shot or he drives into something he shouldn't - and you've basically got to play both parts!- The Puzzle Bits In-Between This is where we get to see all the robotty bits of Amie. Level Three's a hand puzzie, and here you've basically got to untangle lots of tendons and nerve strings and link them up to
get Amie's fingers moving property within a time limit. (But don') panic - there's a diagram down at the bottom to help you out)

Next, there's the head puzzle (Level Six). Again, If's against the clock, and this time you've gof a fullfrontal of Arnie's pneumatic fizzog, with the metalic robotic side cut up into blocks and jumbled about. Swop them all around to get the correct Image.

Extra energy is allocated depending on how well youdo.
 and now the T1000 gets knackered if you bash it up enough. Not a perfect solution, but it was the only way. And it solved another problem too - the way scenes ended.

Because the T800 and T1000 cant beat each other in the movie, various plot devices are used to separate them fothervise they'd just carry on forever and evert By making the opponents talible, we completely hit that on the head.
The chase levels posed a simiar challenge fout without such an easy solution). For example, one of them's based on a bit where a helicopter's chasing Amie and Sarah Connor in a van. Eventually, the chopper slams into the back of it and blows up, and (somehow) the pair escape to salaty
If's obviously a big explosive ending but it doesn? ranslate 100 well into the end of a level - you can still have the helicopter getting blown up (ifs been put in the game), but it doe pointiess to tiy and incorporatie it
 into your gameplay and use it as some kind of big cimax (like an end-of-level baddy). A different impetus was needed, something that, basically, made the end of the level important. So Kev introduced a time limit -it was a very simple solution, but by having a dock ticking down all the way through he was able to introduce graduated tension, and finish the level on a definite tuil stop'.

## So what about the actual feel of the movie? How was that incorporated? Wel, not being able to see the movie tsoell was a blimming handicap,' mutters Kev.

Eventually he managed to get hold of pirate traler anvideo. That helped a bi - it showed me what the T1000 looked ike when it turns all watery, 501 incorporated that into the beat-'em-up bits (see box on opposite page). It also helped with some of the lighting and colours, but it wasnt really enough. And you're obviously going to make big, big mistakes. For example, we did the helicopter bit in daylightin the movie, it all happens at


Sarah Connor, with her very big water pistol. night (It simply hadn't been written into the script.) And I thought Arnie lost his leather jacket haltway through the movie, so in the game I made him wear this tattered top in the second halt. Again, I was wrong.

But it wasnt alf doom and groom. Some of the stulf Kev could do quite easily without seeing the movie at al.
"Take the puzzle bits, for example. They're not just inere to break up the action and add a bit of variety they're an excuse to get some of the gore in, and make more of the fact that Amie's a cyborg. (In one of the puzzlers you've got to match together lots of wires in his wrist, and in another you've got to slide fots of blocks around in his face.) I couldn't show this robotic side of him in the other bits - and it's vitally important to the piot and feel of the movie. Without it the game wouldve jusi feit like any otherf"

## And that's your lot

So there you go. Cast-iron proof that there's more to turning a movie into a game than meets the eye. As we sad, the movie's out in August, we should be having a gander at the finished game next month, and in the meantime don't try any of these tricks at home, kids. Dibdto


## 

H
ere's how Kev went about translating the motorbike truck chase into a proper working level.

1 Deciding what scene you want to do in the first place

Sometimes you can base a love on a big bif from the movie: other times you can col for something smaller, like a singl: incident. The motorbike truck chase is a case in point. In the movie, if doesn't last long Arnie scoots down into the mater channei on tiss thate(with John Connor on the back).
Calling Mr Universe: and the truck comes bombarding over the bridge and explodes: Its blg action stuif, but only lasts: couple of seconds. Still, the potentials there for some stribus funk - lat the tory live a litile longer and you can have it chasing Arnie down the llood channel hell for loather, And that's oxectly what they decided to do.

## 2. Develop it into a playable sequence - playable sequence

 $5=30+38$ up with more than fust two vehicles racing down the tarmac otherwise if d be pitifuly boring. So bung in some creative licence, and in no time you il come up with lots of things they ve got to duck and dodge and plek up and keep and fump ovit and stef on (AA tot like ths
 strip of tarmac at the side of thit page actually.

## 9 Choose how to

3 present it As we can see, they ve opted for a straightionward birdseve
 vertical scroller fobby. "Bimeyt you shout very foudly. "That s not tremendously original, is it, maties?" And you would (at a pinch) be correct. But then you ve gol to remind yoursell of the bther option, and realise there wasn't a whole load of room for manoevre... THE OTHER OPTION: THE OVER-THE-HANDLEBARS-AND-WTO-THE-SCREEN JoBSY You know the sort They re okey, but you'd end up with the lorry Eira behind you, and you'd have to kenp \#O-w) looking back in your wing-mirrors. Efer They might be oway for something Ilike Supar Monaco GP but, in that, the car sprites were less instrinsic to the gameplay. Anyway, IIf take up too much memory. And you wouldn I be able to see all those pesky puddies on the road either. So Captain Birds-Eye it is.

## Construct the 4 level

Start with main sprite (io. you, on the bike centrescreen), then the lorry chasing behind, and then all the peripherals that you've gol to jump and dodge. (And If you've got the time to spare at the and, then you can throw in a couple of bridges, the the PC programmer did.) You can also throw in a couple of red herrings - position a ramp lust in tront of a pick-up objact. for example, so when the player's llying up into the air he suddenly realises he can t get down to pick the obiect up (and so the smears very loudly)
5. Make it
work
This is where it all comes together. If migh sound a bit obvious, butits where you get all your speed sussed and set he difilicutly levels (and basicilly make the game). Everything thats come betore has been the trishe and chassls - now wo're adding the potrol to acturlly get the game up and running.



## Old games never die. They just sit around for years doing nothing, then come back in a smaller box. JON PILLAR inspects...

## MULTIMIXX 3

Kixx/£4.99
A three-pack (for a change!) as Kixx becomes the latest company to open its back catalogue and blow away the dust. Is this resurrection, or exhumation? (Eh? Ed)

Street Fighter Travel the world, meet top martial artists and then knock them down by waggling your limbs in an unfriendly manner. Repeat until you pass out. Brownie points for large sprites and optional multiload, but as a game it's stunningly average.

Blonic Commando Neat four-wayscrolling platform game which has you battling fiercely through five multiloaded levels on a world-saving mission. (A typical day's


Watch out for the sandstorms. surprisingly colourful, fast scrolling enhance the playability. There's many an afternoon to be wasted here.

## 1943

WW2 planes replace aliens in this very ordinary shoot-em-up. With power-ups, a dual-player mode and big mid-level baddies,
work for the Spec-chum.) the only new idea is "rolling" to Using your telescopic, bionic arm you can bift baddies from afar or swing around like an aluminium Tarzan. Very clear graphics and

## 

The Hit Squad/E3.99
Cute games, eh? What can you say about them, apart from -Aawwwr' (or possibly "Bleugh'). To be fair though, the simpering niceness of the cuties has often

> hidden a darn playable game - and as if to prove the point, here comes the grandaddy of them all. As Bob or Bub (or both if there's a pal
handy) you're out to bash up the
slightly evil Baron von Blubba. Your sweet little dinosaurs (aawwi) have to blow bubbles 69 at the nasties, then boot them around the screen untii they pop and disgorge score-boosting goodies.
Sprinkled around this (very) basic concept
are power-ups, oodles of hidden bonuses and a stonking 100 levels of play. All this adds up to a tasty barg, but (strangely enough) it doesnt work very well in one-player mode. The desire to get to the next level is

## THE GAMES

 (SUMMER EDITIONJKixx/ $\varepsilon 3.99$
This sports sim is way above average, with eight events that are well worth multiloading. Alongside the usual joystick-busters like Hurding, Velodrome Cycling, Hammer Throwing and Pole Vaulting, there are some nifty variations in gameplay. Archery is a

 5x: 3


 a riotl ©
still there, but to be brutally honest, it gets rather samey. With two different game (even though it's still exactly the same, if you see what I mean). The interplay between Bub and Bob is a delight, ranging from planned co-operation to open warfare. Lucklly, with extra lives and a continue option, there's plenty of time to make up! The smail but detailed monochrome graphics make the action easy on the eyes, and in the best tradition of cute games there are a whole load of surprises to discover. Yup, if you haven't guessed by now, this is Megagame material. On your own you'll find it playable enough team up with another Speo-chum and it's


Sharkt
bit like those barg darts game (only more dangerous to
 passers-by), while Diving, the Rings, and the Uneven Parallel Bars have you putting manoeuvres into medal-winning combinations. The graphics vary from the not so hot intro screens and backgrounds to the sizzling animation. The diver and the girt on the bars are particularly realistic, and the musclestraining antics of the guy on the rings is almost too painful to watch! The variety of 'camera angles' is another plus. With up to eight competitors you could hold your own toumament, but even taking on the Speccy alone, it's good fun. Don't be put off by the wad of instructions everything's easy to pick up and very playable. I doubt you'li still be playing come the autumn, but in the short term at least, the games of The Games are spanky, um, games. 0

## VINDICATORS

The Hit Squad/E3.99
A conversion of the arcade tank battle game where you play to vin (ahem). Trapped on an invaded planet, you (and a pal, if available) have to trundle through umpteen eight-way scrolling mazes,
shooting and dodging enemy tanks, laser bases, electric barriers etc. Your aim on each level is to grab the key to the next, but in the meantime you can snaffle stars to trade for power-ups.

## THE UNTOUCHABLES

## The Hit Squad/E3.99

The game of the film of the series
 of the book of the
period I never got to do in History pits you against countless gangsters over six meaty levels 1 (four Op Wolf variants, a vertical scroller and a platform jobbie). The idea is to blast away at loads of minions and close in on Al Capone. Graphics throughout are splendidly detailed
and atmospheric and atmospher (although the hyperactive jumping gangsters of Level One do jar a bit) and the gameplay reflects all those months of design and tweaking that went into it. The bit when you're blazing away with a shotgun in Level Three and have to keep ducking out of
the way to reload is great stuff! It isn't all manic action and gratuitous violence though. Well, yes it is, but you've also got to remember to grab the vital evidence as you go - in
level until they've finished the present one. All told, this is one heck of a barg. It's big, slick and addictive, so snap it up and go deal out some justice - the Chicago way, 0

Smooth graphics can't make up for dull gameplay, and to put
 it bluntly this game is as exciting as the original arcade game (ie. not at all). Controlling the tank is
by the rotate-and-move method (not altogether bad as you can reverse away and cover your escape) but, fatally, you can't move and change direction simultaneously. The two-player mode staves off the yawns a little longer - the one original feature (and a spanky one at that) is that you can shoot each other to transfer valuable fuel. A $\square$ the end of the day
 though, Vindicators can be summed up a two words - both dem 'boring'. 0

 Four you've got to protect a baby in a runaway pram as well. So it's a good job you can swop to another Untouchable fone's feeling a bit under the weather. As regards special atures, 128 K owners get ragtime funes to tap their feet to, while 48Kers benefit from not having to load another

Wobody move or I shoot the Britiah Rall announcer:

## QUATTRO

 COIN-OPS CodeMasters/E2.99 Here's another of those megasuccessful four-packs from the Codies. Apparently, they're releasing one a month now. Let's 'Insert Coin' and see what happens.Pub Trivia
Test your knowledge of completely useless facts with this Speccy version of the three-buttoned bandit. Choose from four categories and answer A, B or C to one of 2,000 questions. Get it right and... have another go. (Gaspl) With up to four players and spanky presentation (and about 1,500 spelling mistakes!) there's a lot of fun to be had if quizzes are your thang.
of colourfut, animated obstacles, and the realistio ball movement is commendably nippy. A neat afternoon-filier, but be warned-it's horribly. hombly frustrating.



Are you wizard enough to play Advanced Pinball Simulator?
Fruit Machine Simulator "The first true Fruit Machine Sim!' screams the blurb, and it seems a pretty good example of its type. Nudges, holds, double-or-nothing - it's all here. Fans will play until their eyes cross, but for everyone else fincluding me ) it's out of the window it

## goes!



U2T Eurght Cought Spilt Vomt
Fast Food Dizzy meets Ms Pacman in this maze chase game as the eponymous egg legs it away from the nasties and after his lunch. With 32 levels, cartoon interludes and dazzling polish it should be a winner, but the

Advanced Pinball Simulator Would you believe this has a plot? Some nonsense about evil wizards and oppressed peasants (or something). The pinball table has a good spread
multioad. Overall, The Final Chapter is a spiffy swansong for the firstflailing vigilante. The only question is, where does he go from here? (Home to bed, III be boundl) 0 flickery graphics and surprisingly repetitive gameplay mean it isn't.

Nope, I didn't like this one. It's of limited appeal with no great games. A bit disappointing all round in fact, and the weakest Quattro so far. 0 of n -

# PRINCE OF PI 

Atlantis/\&2.99 cass


## Domark

ع14.95 SAM Coupé disk
 James Gordon Bennett: Look what's just dropped through the shed 's letterbox! A blue $3.5^{\prime \prime}$ disk with the letters SAM on itt My guess is it's some SAM software. Let's have a look. .1 is! II's Prince Of Persia (and I'm going to review itt).

## Sultans Of Swing

fight the pot You play the Pince himsell, who's
siling al the boltom of a huge castey-ingeen type thif Your $\rho$ ithends been Khayperd and beis
 goil bo woik your way up the teve surf you reach (and. I suppose rescue) her
So how come is soclassy then? WCl for a start theres he arinaton-wove never seen whyting. cese Vear riue chap rushes around in such an andaingy ife-like mamer that if wous there's a real blokey casting around the screen. is hands fly
 hecents io ant and when canseehimpitiohis moth anto his ebows to thimser upl
But if sol ust he graptics that male Pop so goceyoutsom get tooited exploring the caste, tying to find your way around all the condors to get to the next level A cirk thit- the first Thing to do is ind your swart. Once youve got that you stand a better ctance at detending yourselt against all the badilas who ump out af you looking tor a sifie of your flesh (see bor)

Oopel The Prince has olvicurily annoved thit durde, who\% thining to ttack. Quic ity unk entin your thaty oword ant ins time for chip chop, bit of gured an over the chop: Murtinh Noderbe you're a pros domer of one of those posh 16.bi machnes youl now al abouth's game bat lar mo others id bow flin the geps Buecty. Prinee Of Persia came out on the Amipa andST around oh smas and was generaly dochred to be the bet plattorm geme any tooy had seen in apos it apperes a couple of menths later
 bit noboby dream thay deer see tor hio Sproxy.
 shal we?
cy. make thirgs a bit more difficilt there are gates

## Mapping madness

Warooring around the caste is a mapper's dream. There are five levels, and each is a diferent floor
 these restore stengh, but be on your guard a couple will make you wey indeed) Jtst to they move jerky and are smal and
weecy. But then theyd have to be. as a large chunk of the screen is fled by a massive great Hobgoibin (see?) logo, restricting the action to the bottom twothirds. Couldn't be heped, I suppose. I did appreciate not being sent back miles every ime I ded though.
The dificulit's ust about nght and I sort of found mysell wanting to keep playing to find out what came next, but I ended up straghtening the bits of paper on my dosk instaad.


OHNO! HERE COME THE BADDES:
There are basically two sorts of evil baddies in PoP. The first lot appear throughout the game and are swarthy, baggy-trousered cut-

throats straight out of the Arabian Nights. They look as though they smell a lot and would stick their swords right
through you as soon as lookat you. Just approach them, press Fire, and a gleaming sabre will magically appear in your hand to thrust and
parry with. These swordtighting bits add a brilliant element of excitement and skili to the game they're done so well you actually feel you're leaming to fence! (Your opponents get more and more difficult to beat, so you've really got to stay on your toes and get better all the time.) On later levels you bump into a couple of horrible skeletons. Instead of just lying there doing nothing (like real skeletons do) they attack you in a rather vicious manner. And guess what? You can't kill them! Eek! All you can do is get them to any nearby high ledges and push them off (which is easier said than donel).


Ma hal You won't be able to get me down hero. Mr Cuardl (Im a bit stuck behind thig yeto.)
(which operate by presgure pads on the flock reste) and snapping gullotines fyoure going to need thin here). As you gat turther into the caste things of mive compicaled and a for halde Yout betocy to have any hair on your head lett by level Theel What ese? Oh yes, the sound's also pretly amazin Wror Eastem type tunes flow out land there are
THE START OP SOIIETHING BIG?
W e've seen quile a fow Coupt-specific
tities before, but this is SAM
Computer's first real tip for the top. So what about their other plans?

Well, the big news is Lemmings. They haven't signed a deal with publishers Psygnosis yet, but if they putl it off (which they think they will) theyll have the biggest-selling (and most critically acclaimed) 16 -bit game of the year on their hands. The game is a totally original puzzler (and cute to boot) in which you've got to steer hundreds of little, er, lemmings through various assault courses against a time limit, employing their various talents of bridge-building and digging (etc) as you go.

The company's also having "discussions" with
the Codies, so we may well see Dizzy popping up on a SAM screen soon too.

PNAME REVELATION I Everinet
Hmm. How jolly pretty. Sont of makes you
want to Hick the colours off the seresin, doesunt
it? (Erm, no. Ed)
it? (Erm, no. Ed)

## RHO:ESSONML FOOTBALLER

Cult/22.99 cass

.Jonathan it must be a nightmare for D\&H each time they have to come up with a new name for one of their football games. After all, once you've tried all the possible combinations of 'Soccer', 'Football', 'Boss', 'International' and 'Manager', where do you go next?
But it's certainly no nightrmare for the lucky $Y$
employee who gets to review the game. In tact I was al set to have a crack at their other fwo Cult budgie titles



As you can eee, I haven't metmelly atarted yot. Anhl Im not ture I want to.)
Striker Manager and 2 Pliyer Soccer Squad, but Andy wouldnt let me. (Liar. Ed)

The impressive list of features on the cassette inlay boasts 'Oftside Trap', 'Coach', 'Caps' and, of course, 'much more', so, eager to get stuck in, I loaded the thing up. The game's all about being a footballer, rathe than a manager, so the first step is to type in your name, your nationality and which position you'd like to play in. Out of sheer instinct I went for Detence, as it usually means you can hide down at one end of the

pitch chatting to the goalie and hoping the ball doesn'! come too near.
Once everything's set up the game proceeds, someWhat sluggishly, via the usual menus and lists of numbers, You star ofl as a substitute in the second team, and have to train yourself up to become captain of the first team and win cups and things. That means sitting through iots of matches' (ie textual descriptions of the games progress) selecting things from menus and tying to work out what the hell's
going on.
While football management can quite successtully be reduced to menus and lists of numbers, football playing is rather more action based, and this tends to show in PF's slight lack of depth. And one also has to question D8H's wisdom in releasing these broadly simfar footbalf games the others are of a very similar standard) when they might be better off pooling their resources into one or two really good ones.

 or two) and come up with something completely new - a puzzle game. They've even had a crack at writing their own plot! Here it is...


Quite nice graphlos actually. (t's Just a pity things get so muddled up in all that green.)
 You're Insector (sic) Hect, the world's first comput-erised detective (apart from Adam Waring, of course), and youve been assigned to the Interchange which has been invaded by Victor Virus and his deadly gang:

Crumbs. Now you can see why Messers Hanna and Barbera have got so much money. Still, not having had to lavish too much dosh on expensive cartoon characters means that H-Tec have had plenty to spare for coming up with a decent game. Or have they? (Thunderciap.) Well, yes they have actually. Its a puzzle game, as I may have mentioned already, and quite an original one at that. Like most puzzie games the screen is covered in coloured squares, only this time they make up a maze with lots of baddes rumning round it. Touch a baddy and lose a life. Okay, you might say, all tair and dinkum, but it sounds more tike a maze game than a puzze game. Can you slide the blocks around or something? Well no, but you can rotate them by standing on them and pressing Fire. This is handy because the maze isnt quite there' to start off with, and you can't get off the level untili it is. It's also handy because if you're getting chased by a baddy you can tip the walls round and block him off. Or shoot him. (You get a limited number of bouncing balls - 00 er - for this very purpose.)

And ifs really good, in a slightly crap budgety sort of way. Attribute probs make it hard to see what's what at times, but the overall effect is jolly addictive indeed. And with 50 screens, and things to collect too, we're looking at quite a barg. Go get it, I should 0


ass forlorn and forgotten in a corner, collecting dust and spiders. We just don't use it anymore. Last summer it was a very different story of course (we were tackling and dribbling all over the shop) but since then we've kind of lost the bug. Now Andy's got his horseriding, James has taken up jogging ( 1 ), and I , em, well, I don't do anything. So when Man Std Europe came along it was generally thought that I could do with a bit of exercise. So it looks like the ball's in my half (so to speak).
Let's get busy!
MUE (as I call it) is the follow-up to, em, Manchester United (actually). II you bought that game you might have filed in a report card telling Kfisalis what you tied about it and how they could make it better. Well, they read these reply cards very carefully, took note of all the remarks, and came up with what seems remarkably like the same game (except it's got the word 'Europe' stuck on the end).

Like its predecessor, MUE is a combination of management game and arcade action. In the first, you get to do all the run-ot-the-mill things that make managers such busy (and highly paid) chaps, 隹e sort out when's the best time for your team to go, and stand in a muddy field and get their shins kicked. Or you can tell your men the right way to tackle and then get them all to do 50 press ups! To do this you need to click on the various icon boxes that decorate the option screen. This is okay, but it's a bit sluggish when you're switching from one to the other, and personally I prefer the desktop approach of European Superleague, where you get to make your choices by picking up the phone and chatting to people.

Time for a quick kick about In contrast, the matches are pretty fast paced and furious! They look like any other arcade footie game you get an oblique view of



Even Splke＇s trusty wollige might not he enough to cope with the dreaded Pool of Mod Stuff．Boh，and It＇s all hubhly．

Hutersthat uven Something is innocuous as a chair represents an impenetrable barrier too him，and indeed chairs are often used fo mark the edges of the bits he＇s atowed to go in ：just looks a tot stiy，that＇s alt And tie other thing is that 10 piok somtting up youve got to be standing night over it－a fruction of a powelabove or below just won＇t do．

But as far as graphics，sound and gonernh presentation ge，Spiès the icing on the proverbial doughnut And i＇s fun to play too．Easy enough for hopeless cares tire me，but with enough of at chatenge，and erough screens ta map，to keep the migority of Speo－chums occupied for ages，Looks theiffed Tpshop in the nick of time－in a few weeks time irs firety to disappear under sachoads of Spretips．

honest footie game（and thar＇s a compliment）．The original was incredibly successful and，if any of the people who scribbled out their forms want to find out if Krisalis have listened to their advice，this will be too．0


Look at that ball gol If you want to score， you＇d better run after it，hadn＇t you？



Zeppelin／£2．99 cass


Linda Hey ho！Another day， another Op－Wolf clone，Yep， this one takes me back－all the way back to last month and LA Police Department actually．
Aargh｜I want something different，I want to load a game up that makes me gurgle with delighti I want to be knocked backwards by a game＇s sheer deverness and orginality！What I dont want is another aim－the－ cursor shoot－em－up．But beggars cant be choosers， so here I am witt Sharkey＇s Moll．Hey ho（I know Ive said it before but，heck，that＇s how I feell．


Pick up the ein for more ammo and firow a
molotov at that car．（Well，this is Chicagol） As you＇ve probably gathered，Sharkey＇s Moll is a monochrome，horzontally－scrolling． blast＇em－10－smthereens kind of a game．There are six levels which take you through downtown Chicago，the home of bathtub gin，speakeasies and gating guns．Unsuiprisingly，the city＇s funning alive with gangsters and illegal booze－bven the most innocent lookng building could hide a private club complete with leggy dancers，jazz bands and quite a few chaps with violin cases．Obviously it needs a good spring clean and，as sure as eggs is eggs，youtre the man with the feather dustar（so to speak）．

You＇te it Sharkey，the govemment＇s main man in Chicago，and you＇re just in time for a litle rendervous with the cily＇s undenword boss，the enigmatically named Rubbers Malone．To get to his warehouse hideaway youve got to race through six（extremely sinilar）jevels，shooting gangstors and avoiding informers，innocents and molotov cocktails．There are the usual pick－ups litered about the place，including machine guns which give you very odd spurts of fire－ one moment you＇re blasting away quite happily and the next your cursor＇s ali over the place leaving behind a trail of bullet holes and carnage．Its quite good actually．

What＇s there in Sharkeys Moll is quite playable． Irs just that there＇s not much to it，and its certainly nothing new or exciting．It＇s also one of those realy annoying games in which you suddenly die for no apparent reason．You didnt ruin out of ammo or molotovs and it certainly looked like there was a bit of blood left pumping round the old arteres．Hey hol $\theta$


PMif 10

$\square$ RM

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James l＇ve never understood these loonies who drive from Paris（in France）to Dakar（in，er， Africa）．I mean why take your car to the dustiest，sandiest，hottest place in the world？I prefer to race my red XR3i around somewhere more comfy（ike the Vatican City or Sark）．
Aryway，here＇s Pars To Dakar tom the Codes． and no．is not a sim instaad，is a 3 D sect ing avoideverthing as il comes oret the horton game You can chocse to drive a thok（utich s． rough but has a crap top speedi a Min Metro（？） which is quite fast and quite strong（Dont make me laugh Eof or a molotike which belts along （but wil tp you of it you bump rto anyting． －Wimererer you choose you got a i） $14+\mathrm{waj}$ ，back vew of your vehce on the 8 ci－19？road in frent of you and tre要＂直年 dashboad at the bottom third of the screen．This tells you your speed．


 klometres per stage and colect entra frel tmo borises and damage recovery points as you go．Oh，and youve also got to avocd al the trees．jmps and other vehicies．And thee are about eight stages（bit l couldn＇t be bothered to count them propery）．

And quess what？irs not incredily crapi its tast．ifs tary ficker chee and ifs yst aboit hard erough．Hyou want something mars $m$ sly in－ packed and isnt too taxing on the brain of is（or in the sightest bi revolitonary） then this one fits the blits certainly better than doing a Wark Thatcher in the mode of the Sahera and goting roasted tlie a peanit 0


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> It's
> tomorrow's world today! Time to peer into the crystal ball again and see what's brewing...

## Domark



I you know your arcades then you're sure to have played Pittighter already the original Atari coin-op was a blockhuster beat-'em-up that used digitised graphics of real people fighting. And now here it is on the Spec. "Blimeyl That's a bit posh for our rubber-keyed chum, isn't it? And so it is. But don't get too excited, because unfortunately (sob) Domark haven't quite been able to squeeze them in. Instead,

any of three fighters. Buzz is a wrestler who likes Body Slamming. Head Butting and Piledriving (oo-er). Kato is a

Eurgh! What a mess! (And I only washed my shirt this moming!)
surrounded by a frenzied, bloodcrazed crowd (who keep chucking bottles at them). The idea is fairly simple. Hit your opponent until his energy runs out and he dies. Knock him down, stamp on his face, throw motorbikes at him, gouge, kick (I say steady on. Ed) It's all jolly tunky.

The game has a neat two-player option. In the pit there are two or three other fighters - working with you pal, you can either fight everyone at once (and get your head kicked in) or gang up on some poor individual (and kick his they ve
come up with the next best thing and made the graphics look as though they're digistised! (Bravol) You can choose
third-degree Black Belt who uses the Combo Punch, the Flip Kick and the Backhand. And Ty is a Kickboxing champ who ispecialises in Flying Kicks, Roundhouses and Spin Kicks. They battle it out in a large pit head in). Who said life was fair, eh? If you manage to survive, you'll pick up some new combat moves (which you can bet your last penny you'll need), but also have to enter a grudge match every third round and try to bash up your partner (who'll be trying to do exactly the same thing to you)!

(so you're obviously on the look-out for, erm, 'humorous' stories) Tricks and traps block your progress (of course), as do a whole host of frolicsome friends from the show, like Bouncing Benny, Doc Croc and the Ninja Teddy Bears.
It's all very weird.
 Eventually you get four
characters to control, Looks a bit like Monty Python, doesn't it? (We who you can switch
between as they wander
There's no point in even trying
round. One of them's got to to explain what that's all about.
report on a story called
The False Teeth Vs
The Atomic Banana" $\qquad$ You'd be better off waiting for the full review (next month, with luck).

## Alternative

Naughty Norman. (Who deserves to die for his stupldity anyway.)
and he still manages to hold down a demanding jobl
In fact, Alternative were so impressed that they decided to make a game about him. In it, you've got to race along in a fire engine (against a time limit) irying to sort out lots of problems. It's not


Hore we soe the crew lining up to shoot
arsonist, as you calmly wait for the next emergency.

Phewt London's Burning's like a picnic compared to this! It looks like it's going to be aimed at a 'younger' readership, so keep an eye out for Rich's review in next I. month's ish. (Just a joke, Altemativel)
aiways a fire - there might be a little boy with his head stuck in some railings or someone with \& a broken shoe-lace (!). But if there is a fire then you'll need to do some serious
waggling to keep the hose pressure up and water flowing. of course, we're not talking about Steve MoQueen rushing round a skyscraper trying to rescue thousands of screaming women and babies here. Ho ho no. This is Greendale. Simply douse a few piddly flames and it's time for a nice cup of tea for a nice cup of the

## Audiogenic

Its said that rugby is a game played by men with odd-shaped b....Er. perhaps not. Rugby is a tough, demanding con
 tact sport which gives you an excellent excuse to roll around in the mud in the depths of winter. And if you're suffering from withdrawal symptoms you can now recreate the conditions on your Speccy (but without the mud) using Audiogenic's forthcoming titie, World * Class Rugby. II runs on similar lines to Anco's famous Kick Off little men charge enthusiastically around the field whilst you control one with a big arrow over his head and try to dodge (or foul) your opponents. The game looks tast and it's
World

rewat maso
e o
mustrane ro $\quad$, 0
Scrum? Bimeyt it tooks like a huge
free-torall to met
only a few colours), Also
got a clear display (albeit with around Octoter.


$\bullet$The wigglers don their dancin' shoes and step out in style to bring you the hottest reviews and Megapreviews this side of the planet Fiunk
efet ond ctawert
Every page is popping wth (hi) energy? Party animals Tipshop, Letters. Program Pitstop and Adventures strut their stuff to the Spectrum beat - and Adam Waring (Mr Teg, to youl) gets so excied he noarty spitis his trousersl Blimeyl

0Love traci como so rownt Jump and ive with our seventh Magnificent 7 covertapel It's packed to the hat with garcgantuan games, delenious demos and completely porkendous pyroloctinical POKEs! (Er. 1 think that's pushing it a bit, don't you? Ed) No, not at allt

$\bullet$PLUS: Thereill be a blimming enormous FREE GIFT sellotaped to the front cover tool (But you'l have to wait tif then before you tind out what it is.)

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(Care for a dance?) be bouncing all over the shop (newsagent, that is) from the 5 th of September! (So you'd. er, better go and buy it to calm the poor thing down then, eh?)

 -gme of the month, ithe Games Madine.

The mid betreen actoo amp reallan is terific'


-5 star gane - Va Compter Eppess.

In pirmed for action as my F. 66 leaves the runvay, This time my miss on is to destroy a battalion of tanks. Suddenly, theat uanning - interceotors closing fast: I quickly select dogfight node and am a Sidevinder. We both fire at the same time chaff and a high.g tum out manoeuves his missile. Aloud evocsiontells me hes not so luchy.



Fying fast and iow, I turn my F-16 towads my target. Tine to switch on the ground radar and arm the lasserguided Naericis Ifre sim missiles in quick siccession. Lantim aitomatically locking on to each tank Wh thaz busting around me I dive for cover and head for home. Approaching base, I contact the tower and request a takooun for my night landing.



W.16 Corbat Pind is a mestone in C34 progumnig a trut atienget
. We F You Commodve.


