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

CHARTS

It's countdown time with the funkiest chart in Speccyland! Find out what's hot (and what's not) in our Full Price and Budgie Top 20 round-ups! Plus! Brand-new reader's chart!

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

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

SAM COUPÉ 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 already)!

TIPSHOP It's bigger and better than ever before! LINDA BARKER presents TEN pages of the very best Speccy hints and tips, with maps for Night Shift CJ's Elephant Antics, Quickdray McGraw and Hero Quest (and obviously quite a lot more besides)!

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Terminator 2 Tight fit! Arnie squeezes into the Speccy - and we show how!



Spike In Transilvania The Codies continue to conquer!

Turrican 2 Any cop? Or a load of old rot? The longawaited sequel from Rainbow Arts finally gets its joystick juggled.



Jones And The Atlantis The man t goes ing! (It's all sive US review.



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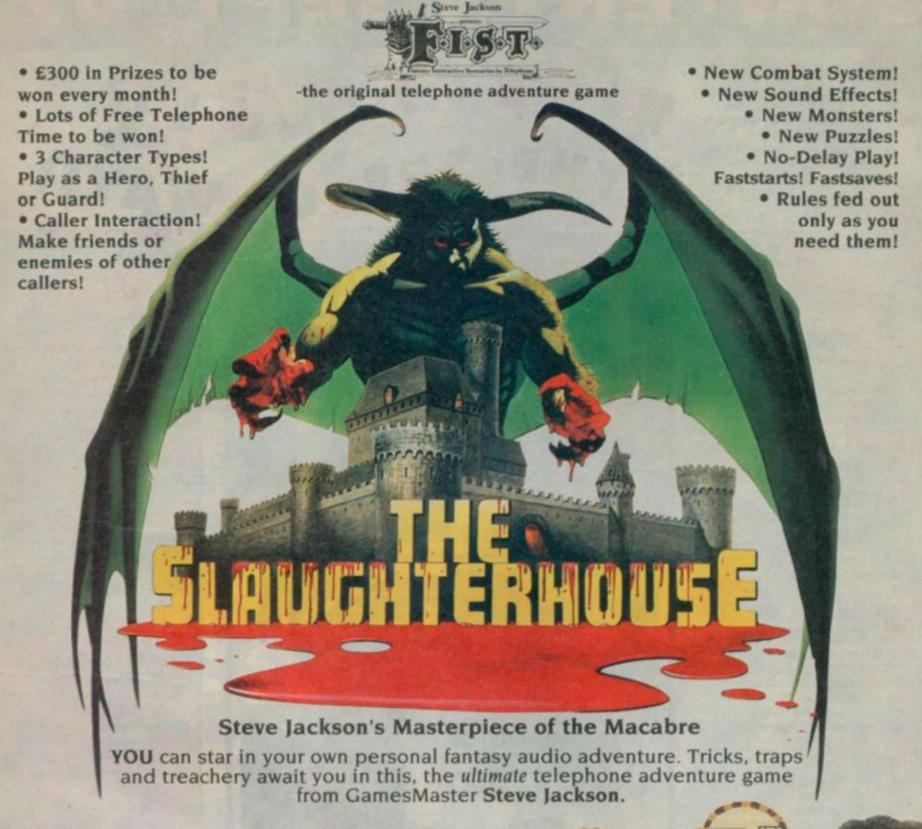
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From the designer of

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 callers. Thieves need to appear friendly to get close enough to pick pockets. Guards must find out about any strangers they meet - a wrongful arrest carries a heavy penalty.

New Combat System!

Outguess your opponent each Attack Round by dialling a number between 1 and 3. A 3 (Savage Attack) beats a 2 (Lunge) which beats a 1 (Guarded Attack) which beats a 3. Work out what happens when you both choose the same number! Monsters fight to the death - but in recognisable patterns. But with LIVE opponents, you can opt to either Plead For Mercy (dial a 9) or Spare his Life (dial a 0).

Cash Prizes to be Won! And Free Game Time!

The best Hero, Thief and Guard each month wins a prize of £100. Heroes must escape quickly; Thieves and Guards must collect Gold. In addition to these prizes, the computer will award free play time to characters who collect more than a certain number of Gold Pieces (the Gold required will vary from month to month and character to character).

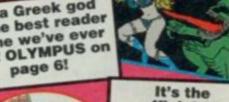
☎ 0898 10 10 50

Calls cost 33p per minute cheap, 44p per minute all other times. The Slaughterhouse can be played on ALL TYPES of telephone. Some callers may find that dialling a "1" will exit from the game and suspend the call. This occurs at BT exchanges and is not a fault of the game system. If you experience a problem, please call again with a touch-tone telephone. If you need more information send a stamped, self-addressed envelope to Computerdial, 7 Leapale Road, Guildford, Surrey GU1 4JU, marked "Slaughterhouse".



You're stuck in a dungeon and you want to get out. (Well, who Wouldn't?!) HEAVY ON THE MAGICK on page 5!

Be a Greek god in the best reader game we've ever had! OLYMPUS on





official 3D CONSTRUCTION KIT game from Domark - and it's on page 10!

Shoot to kill in our Image Works ROBOZONE demo on page 8!



It's business and pleasure in our FOOTBALL MANAGER 3 demo from Addictive! On page 10!

Bop 'til you drop with JUKEBOX on page 9!



Cheat to beat with POKERAMA 6! Page 10!

Gargoyle Games

friendship with a smelly little 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, it's text-led. Always type the 'keyword' first

limey! We're so good to you! 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.

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

Trouble is, the book



This rather aimiable (but stupid) looking troll is just about to kill you. Oh no! (Where's Apex when you need him, eh?)

UTH - FORGET IT.

(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 and find them!



What a stupid looking monster, he's nothing to be scared of! Erm, mind you, he is a bit on the big side. Eek!

you want).

You need to increase your skill and status levels as you go, having a jolly good natter with anyone (or anything) that comes your way. (You'll certainly want to strike up a budding



Pick it up

Invoke named

1000

Simon and Julia Barnsley

lympus isn't just good - it's blimmin' unbelievable! 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 goddesses) 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 gods' plans by taking control of their heroes or

causing socalled 'divine

Right, that's all the intro stuff 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 mythologyl). First, here's who you can choose to be...

THE GODS AND GODDESSES Aphrodite The goddess of love and beauty (phwoar)

Apollo Prince of the Gods, and the most beautiful bloke in the universe. Athene The goddess of war, Athene is actually rather merciful and heavily into

Demeter The goddess of all growing things. (She's obviously a bit of a farmer and wears

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

Poseidon God of the ocean. By banging his trusty trident on the sea bed he can raise islands or sink whole continents



What a spooky bunch, eh? But they're not as bad as this lot coming up! Here are all the 'little people' who the gods (ie you) can control.

THE HEROES AND HEROINES

Achilles Blimming fast and strong. He was dipped in the River Styx to make him immortal.



Theseus, she got her revenge by making his dad jump into the seal

Ariadne Abandoned by

by playing his lyre. Penthesilia An Amazon Queen no killed (almost) every Greek she Perseus His grandfather tried to

he was sent on the expedition to Troy

was mad, but someone found him out and

Orpheus A very musical blokle who saved the Argonauts from the Sirens

kill him but failed. Later Percy killed the gorgon, Medusa. Theseus Strong, intelligent.

and famous for his monster-slaying skills. (He killed the Minotaur.)



A-hal And now for the really interesting characters - the monsters! (Unfortunately we

haven't room to tell you everything so you'll 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 turned into a spider. Cacus A giant three neaded shepherd Cerberus A three readed guard dog woof)

Charybdis A whiripool that swallowed the sea. Diomedes' Mares Savage horses who ate

Echidna Halfwoman/half-serpent. ho ate, erm, men. Harples Winged female monsters who snatched food from tables and made what was left

Hesperides Guarded the Golden Apples. Ladon A talking dragon ith a hundred heads Minotaur He ate

Nemean Lion He couldn't be hurt with weapons (but got a bit irked if you tickled him).

This is the map where you alloe monaters hasds off, get on ships and, soh, loads of ether things flig just 167 And colourful? The red squares are monaters, the pink ones are quests, the whits ones are hero helpers and the diss ones are heroes. Murrint As you can see, there are loads of different types of landscape for you to explore, but its over to watch out for those boys and smelly maralles though. (Blought)

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 girl got turned 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 rander round the earth, lame, blind and

friendless '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

rom the word go, he strangled two snakes while he was still in his cradle

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 Procrustes He chopped tall people's legs off Python A tree-feller with a jolly big axe. Sciron He kicked people Scylla She had six dog heads around her waist Sinis He catapaulted people from trees! Talos He ran around a lot and threw rocks at ships Typhon So big he could row mountains about

Stop lying, Ed)

Right, that's (most of) the characters out of the way, now what about these quests then? Quests are lought in the same way as monsters but are worth more glory points. So, strap on your sandles and come this



A FEW COMPLICATED MATHY BITS

Fighting Monsters

You don't actually get anything for killing a hero—
they are simply reborn somewhere else with all
their original amounts of strength and defence, but
the controlling god loses control of that character. If
a monster kills another monster then no awards are
given, but if a monster is killed by a hero then...

You get a few glory points if the monster is controlled by another god (equal to 7.5% of the monster's potential strength and defence to be precise). If it's uncontrolled then you get fewer

precise). If it's uncontrolled then you get fewer glory points (equal to 5%).

• The hero gains 7.5% or 5% (as above) of the monster's potential strength and defence and two extra movement points.

• There's also a sort of balancing effect going on. So if the controlling 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 you'll get more glory points. If you see what we mean.

Fighting Quests

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

The god in control of the winning hero is awarded glory points equal to 7.5% of the quest's potential strength and defence.
When a hero returns to Mount Olympus the controlling 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. Influence points will be gained for each hero

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!



even years imon is a ery important ap in a bank d says he's ound a home.

sent it off to loads of companies, they all thought it was really good but couldn't fit us in. It's certainly been really popular with everybody who's played it (no matter how old they were!) so you're in for a real treat." And never was a truer word spoken.











THE QUESTS Ceryneian Hind She's

Cornucopia This'll give you oads of food and drink

Golden Apples Very powerful and very heavily guarded. Golden Fleece King Pelias wanted to get rid of Jason (who should've been king) so he sent him off to fetch the Golden



Harmonia's Necklace This made the wearer really beautiful and lots of people

Helen The most beautiful woman in the

Helios' Goblet It belonged to the sun-god. Hippolyte's Girdle A golden belt which proved that the wearer was the most powerful woman in the world.

egasus A winged horse, actually. rsephone Hades (the King of the



(III) 00

Underworld) took Persephone down to his Kingdom and her mum went looking for her and forgot all about the

Speaking Oak Wowl A Winged Sandles These make the wearer travel as fast as the wind (ie. pretty dam speedy)

- the things YS does or its Spec-chums! We don't to buy - we turn you into fully-fledged authorities on Ancient Greece tool (And if



know how to play the game, then have look at the

there.)





TO LOAD

In 128K mode, go to 48 Basic and enter Load *** (do not use 'Tape Loader'). After loading, press the cursor key for left (<) to access the demonstration game.

CONTROLS

lay made forward/backward The map

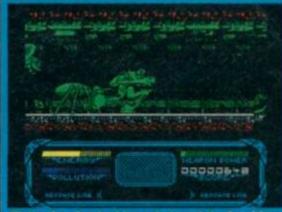
d Exchange is the only way a ontrol from a ship they don't

! But don't worry!

You haven't got the wrong game or anything, it's just that there's ady a couple of games called Gods so we

Image Works

back. We told you how good it looked then - and now you can yourself! Hurrah!



We're the nice-looking robot, and the horrid long-legged things are the Pellutants. Kill!

little robot who's been left to guard New York while all the rich humans take an open-ended holiday away from all the smog. Originally, you had some pals to help you out, but they've all got bumped off by a bunch of really nasty killing machines called the Pollutants. (Pollutant: Would you like to die? Wolverine: No. Pollutant: Tough! Blam!) Your 'big job' is to get to the furnace before the Pollutants do, cos that's

Pollutants do, cos that's where the last of your pals are about to get smalled down. So you'd better hurry up.

us levels. The bit you've got ed to the cover is the first one (wel



Eek! It's a nasty, nozzle-headed stick insect. We'd better snap his legs.

which takes place in the New York subway. Then you've got a screen from the second level (up on the streets), and lastly one from the third (in the furnace). You'll be shouting "Blimming excellent shoot-'em-up, maties, and thankyou very much!" in no time (if your mother taught you any

Joystick keys: Q, A, O, P, and Space.

Gavin Hamill and Richard Cranford

o, pop-pickers! Get ready to bop! 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).



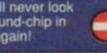
PRESS A NUMBER FROM 1 TO 6

So what's on the turntable?
Well, first there's Axel F by the unforgettable Harold



unforgettable Harold
Faltermeyer, then Take On Me (as originally performed by those Norwegian cuties, A-Hal), then Frankie And Johnny (which is a complete and utter classic and it'll have you in floods of tears before you can say "Kleenex"!), then Deep Blue 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 too!) We guarantee you'll never look at your Speccy sound-chip in quite the same way again!

quite the same way again!



CONTROL

Press the number of the tune you want to boogie to, and away you go!

01

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 £2 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, Telford, Shropshire TF7 4QD. You'll get a disk back within 28 days.





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3D CONSTRUCTION KIT



o doubt you read the review last month, so you'll know all about 3D Con Kit already. You'll know that it's not a game. You'll know that it's completely amazing and skill and a



computerised version of Lego, and you can create as many weird you can escape in this! Wonderful



Let's start at the very beginning (a very good place to start). This is, erm, a house.

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 we've got here. Basically, it shows you what the Kifs capable of. You

you've got to get off in order to return to Earth. You need to do lots of exploring and collecting, and, just to be on the safe 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 like to look for one of them. (Big clue alert!)

CONTROL

- Move back Face forward
- Sidestep left Sidestep right
- U-turn
- Move up (rise/stand)
- Move down (fall/crouch)
- **Turn right** Turn left
- **Activate object** Look down
- Look up
- Tilt right
- Tilt left
- Move forward Space = Fire

urrah! It's a footie management sim - and not just any old one either! As you might have athered, this is the 'trequel' to Addictive' Football Manager 1 and 2, and it's based on much the same premise as before (ie. hat you're a, you guessed it, manager).



here is that everything's modernised and polished

The demo

most of the options that you'll find in the omplete game. You get to sit behind a ovely desk in a nice big office and sort

even have a go on your personal computer, and arrange meetings and

ers and send out memos. It's

life in the fast lane and no mistakel
The finished game will be out in
the next couple of months, so start saving your pennies and get plenty of practice in!



Cursor keys or joystick.

e're not afraid of death! We stare it in the face and stick our tounges out at it. (At least we do when Jon North's 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 Infy 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 cheats!).



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

Vroom! Vroom! You can't catch us. (And even if you do it doesn't matter. Hal)

Riptoff Infy lives. R-Type Infy lives.

Spike In Transilvania Infy lives and

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.)



TCIF

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 piece 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.



"INDY HEAT" HAS TO BE THE MOST INCREDIBLE DRIVING ARCADE MACHINE IN THE WORLD! IT GIVES 3 PEOPLE THE CHANCE TO RACE EACH OTHER, AS EACH PLAYER HAS THEIR OWN STEERING WHEEL AND FOOT PEDAL TO DRIVE THEIR OWN CAR! PLUS THERE ARE 14 GREAT RACE COURSES ON WHICH YOU CAN TAKE UP THE CHALLENGE AND GO FOR THAT RADICAL RACING ACTION! BUT THE BEST THING ABOUT THIS PARTICULAR INDY HEAT MACHINE IS THAT WE'RE GIVING IT AWAY! YUP, THE WINNER OF THIS COMPETITION WILL GET TO HAVE THIS IN THEIR HOME - SO YOU CAN PLAY IT AS OFTEN AS YOU LIKE WITHOUT PUTTING A PENNY IN THE SLOT! SOUNDS GOOD? THEN CALL...

0898 404609

PLUS! WIN THIS HONDA RADIO CONTROL MOTORCYCLE! THIS HONDA G-CON BIKE IS READY TO RUN THE MINUTE YOU OPEN UP THE BOX! THE 1/5 SCALE MODEL IS SO REALISTIC THAT WHEN YOU TAKE CONTROL YOU CAN REALLY EXPERIENCE WHAT IT'S LIKE TO RIDE A REAL SUPERBIKE!! OROR 404607

Calls cost 34p (cheap rate) and 45p (at all other times) per minute incl VAT. For details of winners send SAE to:
Populuxe, PO Box 2065, London, W12 9JH. Average length of call is 5.5 minutes. 0898 calls are more expensive than
normal calls so please ask permission to call if you don't pay the bill.



Sal goes to hospital, and Graham Brant of Romford in Essex wins a 5x5 Bewdley shed...

With 1992 just... ooh... crikey, next year, VV you'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 draft of the Sinclair Bill, the document which will shape the future of its role in federal Europe. This month PSSST cuts through the red tape and shows you just what to expect...

Resolution 3112 (b)

EUROMINISTER

gle market. He II also have the bility of looking after the interests of you e Spec-chum, and sweeping powers to monitor and control the quality of the games you'll be tying. Needless to say, when we mentioned s vacancy to Andy he immediately rushed out the room and came back wearing a suit, a rosette and a big, cheesy grin.

Passt: So you'll be standing for election, will

Andy: Hey! That's right!

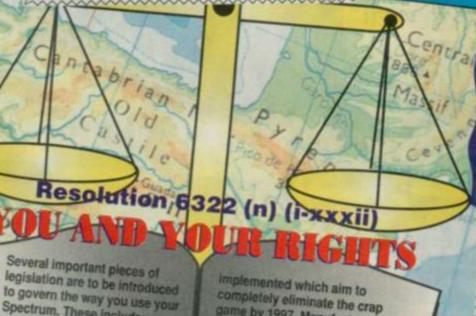
you think you'll be right for the

Andy: Well, my enthusiasm or the Speccy is second to people put me, kind of, like a position to get mings done And I've just bought a new

Pssst: it's very nice. So

Andy: My what? (Thumbs through dictionary) Oh, um, I thought red might look nice. And I'll ave my cuticles taken back, of course Pssst: No, 'manifesto'. It's just here. Look Andy: Ahl Erm... um... Oh look, what a beautiful baby! Do let me pick it up and kiss it. Minimmm...

Andy: So can I count on your votes: then? st: We'll think about it



Spectrum. These include: · A games-playing quota of seven hours per person per day. Exceed this and you may be liable to prosecution.

· Restrictions games can be. Measures will be

completely eliminate the crap game by 1997. Manufacturers producing games which score below 93° in YS face stiff

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



The Spectrum game of 1992 will be a far cry from the sort of thing eatured in this issue of YS

of massive instruction booklets in all sorts of wacky Instead of massive instruction booklets in all sorts of wacky foreign languages, all text will be in just one language: Esperanto.
French games will no longer automatically be weird. Instead, each country will be given a weirdness quota (a certain proportion of its games output must be a bit peculiar). Britain is no exception.
Games will be sold in smaller boxes. (This is because Spanish letterboxes are only four inches wide, which causes no end of trouble for mail order companies.)
Football management games will be strictly outlawed. (Hurrah!)

T 2 YOUR SINCLAIR Sept 1991

allesan of the Shared

INDUSTRY REACTION

ut the proposed legislation, we phoned up a Industry-Type Person to ask for his opinions

TITP: Yol How's it going? Say, have you seen a copy of Super Farm Hand 4? It's, like, really great, and if you don't give it at least 95° PL.

Passt: What we were really hoping for was your reaction to the new European bill. The stuff about TTP: The what?

Passt: Um, bye then.

Sinclair and Domark's

lots of pre-constructed

not for a hammer and

nails, which Andy

thoughtfully brought

along to help him put

the thing up. Well done, Andyl) And well done,

Graham! May you and

your shed live happily

ever after

pieces). Needless to say he's lost for words. (But

HTP:

Pssst: Okay, we'll fax you a copy

TITP: _gulp, Er, well, we might just be okay with Dekuse Robot Massacre Simulator. ide! The face of a brighter future!



Hero Questers Gremlin are planning a science fiction/fantasy game called *Space Crusade*. It too started life as a boardgame and will use the same game system, but Sheffield's finest point out that the graphics will be enhanced and the presentation'll be better. Expect to see it around October.

▶ Stop press! CodeMasters are delving into the realms of management sims! First Division

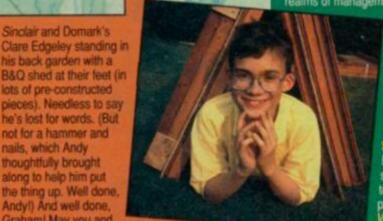
Manager should be out at the beginning of September, closely followed by Mountain Bike 500 (which doesn't actually sound much like a management sim at all, so it's probably just your standard CodeMasters fare).

Domark don't seem to have been too subdued by the sleepy summer months - they're about to release two more compilation packs in the shapely form of Virtual Worlds and Grandstand.

The first is an Incentive collection boasting Castle Master, Driller, Total Eclipse and the previously unreleased Crypt (subtitled Castle Master II). And on Grandstand you'll find Gazza's Super Soccer, Pro Tennis Tour, World Class Leaderboard and Continental Circus. Sporting stuff

➤ Hot on the heels of Hi-Tec's Wacky Races (which we still haven't seen because they ve totally scrapped it and started again from scratch) come three more rib-tickling Hanna-Barbera cartoon conversions. Datty Duck, Roadrunner and Bugs Supply will if all onces emportable the released in the Bunny will, if all goes smoothly, be released in the months leading up to Christmas.

And talking of Christmas, Mirrorsoft are already gearing up for Yuletide with their purchase of the Allen 3 licence and the conversion of Konami's Turtles. There's no news on what Alien 3 will look like, but the Konami coin-op's the same horizontal beat-em-up that's been stuck in the arcades for a year and a half now



Lucky man! This is tham sitting in his d. Sort of.

ILL YOU TAKE Meet Graham



Brant of Romford. He's just had the shock of his life. It's a Friday afternoon, he's just come back from his paper round and editor of

> decided to launch a new Future mag called PC Format (or help cock it up anyway). We won't miss them at all (hal).

So who's gonna fill the space? Well, we've got two more girties! (Hurrahl) On the art side we've got Maryanne Booth. She's going to be

Sal being all maternall 'Art Assistant' and she likes crisps and Diamond White(!). And over in the advertising den we've got Cheryl Beasley (who sounds like one of those singers from Bucks Fizz but isn't) and she

likes nothing better than a good bop. Linda's already made them a welcoming cake, Andy's blessed their desks with his magic beads, and James has been offering to take them to the pictures. We're sure they'll feel right at home.

> Which she will Regularly.



COMING AND GOING

It's all go in the shed! First, it's Sal's last month on the mag because she's off to have her sprog (so it's bye-bye Sal, sniff,

ta very much, snort, and pop back in for a cup of tea any time your want, luv *). And then it's the turn of Simon and Phil, our YS advertising yobbos. Seems they've had their eyes on a couple of dodgy deals over in the PC market and

DEFORE

Come on, admit it. From what you've seen of this month's YS, you like it. In fact, you like it so much that you've already decided to buy a copy of next month's issue. And your mind wouldn't be changed in the slightest if we told you that, um (how shall we put this), it's going to be a bit more expensive. Only a teeny bit, mind. 25p more. So it's still a barg at £2.20. (It's the shed, you see - the felt's all gone on the roof, and someone's nicked the padlock off the

Twelve of these for £23,40. Worra barg, eh, Spec-chum

has to stand guard all night.)
But there's a way to beat it! Simply turn to page 43 and fill out a subscription coupon – due to a loophole in the system you'll be able to get the next 12 issues at the old price of £23.40! (You door so Andy can't say we don't try.)

12:30

Rainbow Arts/£9.99 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 - I tell you it's fair worn me out! I'm a mere shadow of the incredibly good-looking and eligible bach... (Get on with it! Ed). Oh, okay. If you don't know Turnican 1, hang your



head in shame. It's only one of the best horizontal 8way scrolling shoot-'em-ups ever to appear on the surface of this planet. It was fast, it was slick, it was mega-playable and it had brilliant graphics. So the big question is whether *Turrican 2* is better. And it's one I don't think I'll answer just yet. (Ha!) Nope, first I think I'll just tell you about it and build up the suspense.

You start off 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-thing who's been trying to wipe out all the people on the



planet and take it over (the rotter!) But before you even get close to it you're going to need to hack your way through seven levels of

complete anarchy (see box). Ulp! Sounds like a tough job, eh? So, first off, let's have a quick look at the size of Turry's equipment (if you see what I mean).

LIVES Turry only has three, so you've just got to them.

TIME COUNTER Ticks horribly towards zero (when I'm afraid it's 'game over' time!). As it says above, some gems will give you extra time.

GEMS COLLECTED These gems occur throughout the game, and as well as giving you a rather nice points bonus they also occasionally give you other spin-offs like increased weapons power weapons power or extra time.

really got to keep your eye on this. It drains away at an alarmingly fast rate whenever a nasty comes into contact with

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 way through and you'll reach a shaft leading deep into the bowels of the world.

Level 2 You come across the first nasty traps and pitfalls here. Oh, and your trigger finger will probably be aching already (as you're under continuous bombardment from nastles).

Level 3 Oops! You seem to have fallen into a large amount of water. If you can't swim, now's the time to learn because there are a lot of shark-type nasties swimming your way.

Level 4 Phew! Dry land again. But we're still deep inside the planet. Here you'll need incredible timing to get onto a lift which whisks you into the reaches of the Machine (shock horror!).

Level 5 Hmm. It's time for some thievery. You'll find a spaceship sitting around with the doors unlocked and the keys in the ignition, so what do you do? Nick it! (Oh, and kill all the baddles which flock around, trying to stop you.)

Level 6 The spaceship bit continues. There are waves of aliens to fly through and blast, so you're getting two games for the price of one!

Level 7 As you get out of the Mechine you

Level 8 Arroghh! The Machine! It's sure to be a lough cookie, so open fire without delay? Keep firing for a few weeks and you might just

01 705 0

a titchy laser thing and a 'Lightning Beam'. These have been upgraded, so now he's got an improved lightning laser (which sprays electron death like a hose) and a blaster gun which fires blobs of electricity at everything in its way. Also available are pick-up weapons such as extra-wide blasters (to hit more aliens) and special long-range lasers. In fact, you couldn't ask for much more firepower in a shoot-em-up. Everything looks incredibly mega-destructive and mean (except the lightning gun which looks a bit crap on the screen, de

like it's been programmed in BASIC).
As you blast your way through the swarms of mutant baddies you realise just how huge the playing area actually is. It's not just right to left scrolling we've got here – you can go up into higher spooky unexplored caverns, or drop down a waterfall or something to visit the nether regions (ooer!). Of course, you don't need to go through every screen to get to the end of each level but it's great

knowing they're there (to visit on a return trip if the

fancy takes you!).

WHAT'S

GOING ON

But it's not just the number of screens that's so impressive (900 at the last count!) - it's how much programmers Enigma Variations have been able to cram into them all. Every step of the way you come across absolutely loads of

aliens, pick-ups and new and weird

HERE, THEN? Here's a typical screen, somewhere deep under the planet's surface. Let's see what we can see.

TURRY Note the rather swank armour he's got. Looks good, Doesn't need cleaning and will protect him from baddies (up to a point).

obstacles

overcome. I

SCORE You get points for everything you kill, but wasting an end-of-level guardian gives you bonuses like telephone numbers!

couldn't believe my peepers! In fact there's almost too much going on because everything's so colourful, our old friend Mr. Attribute Clash rears his many-coloured square heads again and some of the sprites sort of mix together a

bit. It's a pity, but a small price to pay for the generally stonking graphics. Billions of baddies

Turry moves very much as he did in the original, but

Armed and dangerous, is he?

Yep! Turry's got new weapons! Cast your mind back to the original game, and you'll remember he had

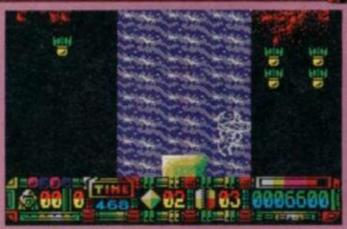






this time a bit faster and smoother. He's still got the ability to jump huge distances (blasting as he goes), but on the ground the sheer weight of baddies makes it difficult to zip quickly through the game. So to win you'll have to be really on your guard – rush in and you're gonna get ambushed and wasted real quick!

There are just so many different types of baddies I'm not even going to bother describing them all. Basically, though there are the small ground-crawling types which just get



under your feet, there are the flying-and-need-to-be-zappedquickly types and there are the

you'll-need-loads-of-shots-to-kill-me guardians, who block vital routes under the surface. If you wipe out all the baddies in one section you'll have time for a breather before any

others wander over to attack (and boy, will you need the breather!), and all in all they look great and move really well.

You'll probably have realised by now that I'm rather a fan of Turnican 2. It's a lot better than the first version (as well it should be. seeing as it's a couple of years on). The graphics have improved, and the sound's nearly up to Dolby standards (well, sort of). But best of all is that it's ridiculously play-

able and whoppingly huge I'm going to be plugging away at it for a long time and I'll be lucky if I can get through to the Machine in 6 monthal If all this doesn't make it a Megagame then I'm an Icelandic fisherman named Susan. (Hiya Sue Ed) Oh do be quiet Andy. O



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 are 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

Goldfish are the most relaxed creatures in the universe. Because they only have three second memories, they never worry about anything. Have you ever watched a goldfish? I often spend up to four hours in front of the goldfish bowl. It's so soothing to watch that streak of orange go round and round and round and round..." We get the drift.



James Leach James is a modern kinda guy - the kinda guy who steers clear of

goldfish (hopefully). I actually find it quite hard to relax so I've cleared a corner of the shed and taken up standing on my head. It's great – you get a rush 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 it's going to explode. It's all incredibly laxing." What a strange boy!



Linda Barker Linda's fairly laid back, except when she's excited. We toddled over to see how

restful she was feeling. "I'm doing breathing exercises with Sal. They're 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 it long enough you can almost feel the baby moving." But, Linda, we said, 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 asleep as well - I tried but I think I forgot 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 piano. If I'm in a bad

mood, I play something very fast and tempestuos like Wagner. Then when I've calmed down I move onto a bit of Chris De Burgh. But my piano's far too big to fit into a mere shed. Linda suggested I buy a toy piano. It's a good idea, isn't it?" Hmm, that's an opinion



Jonathan Davies It's very hard to tell whether Jonathan's relaxed or in a foul 'n'

furious temper.
Beneath that pleasant exterior lurks a monster. (Honest.) So how do monsters relax, JD? "Eh? Monsters? Erm, well I don't know any. Farty used to like sleeping in front of the TV. Does he count as a monster?" Yep. But what about you? "Oh, I like pulling the legs off wasps and eating witchity grubs. Bool" Eek! Spook!

HIGH SCORE

90 - 100 Getting up to fever temperature! Miss a game that's this redhot and you'll get the blues - we guarantee it! Any game that rates an overall score of 90 or above gets the esteemed YS Megagame rating! It's a happening piece of software!

80 -89 PDG! (ie Pretty Damn Good!) A game well worth digging deep into the old dosh bucket for!

70 - 79 A very enjoyable game, but might not be of lasting appeal to everybody.

60 - 69 A few niggles. Lacking in certain areas. Think before you buy!

50 - 59 40 - 49 Pretty average. Very average in fact. Actually, it's a bit crap.

Um, below average (believe it or not).

30 - 39 So sick it's due to be hospitalized. - 29 20

Very poorly indeed.

Critical – not expected to last the night. 10 - 19

0 -9 Clinically dead.

Indiana's at it again, giving the different rooms) in order to get onto the next level. And

giving the
Germans grief and
playing with his whip.
JAMES LEACH gets his
map out and follows him.

Indy, eh? What a starf You thought you'd seen the last of him, didn't you? Well, you were right. The Last Crusade was the very final whip-cracking episode of the life of the Man with the Hat that we'll ever see at the movies. (Sob.) But blubber not – because now he's back (back! Back!). This time they haven't bothered immortalising his antics on film. Nope, they've just gone straight to the sort of fun that really counts – and made a Speccy game out of it! Hurrah! It's a horizontal-scrolling platform shoot-'em-up puzzle game, it's by LucasFilm (it's supposed to have been written by, among others, George Lucas and Steven Spielberg!), it's released through US Gold, and it's waiting down here for us to have a rather exclusive peak at. So let's say hello, shall we?

Hellol It's 1938, and Indy's just uncovered evidence that Atlantis, that spooky old lost world that sank beneath the waves years ago, really did exist. Apparently, it contains a mysterious metal called Orichalcum which has the power of a thousand atomic bombs (or five strong curries)! And now for the bad news – the Nazis know about it too. Oh no! Obviously they were in the next room listening through the keyhole (the scamps!) because the next you know everyone's racing off to the underwater city to indulge

in a spot of deep sea metal mining. Mind you, Indy's not on his own this time.



Completion of the game's quite a long way off, so there aren't any finished screens yet (sob!), but here's a few Indy sprites to keep us going!

Being such a drink of water, he's had to enlist the help of a pal called Sophia, who claims to be a bit of an expert on Atlantis (but we know she's there just to hold his hand when things get a bit rough!). In

the game, you control both characters, although not at the same time (use one, and

the other will probably wander off somewhere). You might need Indy's brawn for a 'physical' bit or

brawn for a 'physical' bit or something, or Sophia's expertise for a puzzle (or both).

Of course, there are nasty Nazis all over the place, so there's a fair amount of shooting going on – but that's only one half of the game. It's also a puzzler, with you having to work out problems (like finding bits of map, solving codes, locating

different rooms) in order to get onto the next level. And watch out, because it's very easy to find yourself on one level and suddenly realise you're missing a vital object that you should have picked up on the one before and can't progress without. (Also, you'll want to pick up as much Orichalcum as you can, cos you'll need to use this in various ways all the way through.)

Right, that's the overall picture. Now let's take a look at the levels in a bit more depth – or at least as much as we can without giving away little hidden secrets which you've got to find out for yourself!

LEVEL ONE Monte Carlo

We start in a multi-leveled club in Monaco, where Indy and Sophia are looking for a bloke called Monsieur Trottier. He's a bit of a dodgy character who'll sell them lots of Atlantis-related stuff (like a special compass to find all that lovely Orichalcum!), so the idea is to win lots of dosh at the roulette table, find his office and get lots of clues and items off him (and be on your guard cos his prices change all the time!). There's also

another puzzle in which you've got to get a morse code decoder, and after a while you'll start noticing a Nazi or two in the background who you've got to bump off. Get yourself a map and you'll be able to

move onto...



Blimey, what's this!? An ancient relic? We'll have to wait and see the finished game to find out!

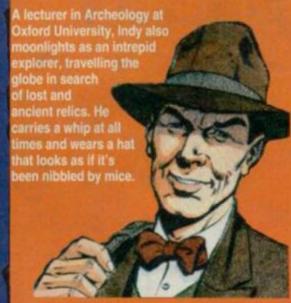
LEVEL TWO Naval Base

Here you're greeted by spotlights, and you've got to work out how to get Indy and Sophia in through the

THE CAST LIST

Here are the main characters in The Fate Of Atlantis, neatly split up into goodies and baddies (although you won't get to see the last two unless you open the right doors on the right levels)...

Indiana Jones



Sophia Hapgood



The mystic, psychic-type Atlantis expert who Indy recruits to take on his quest. Sophia tends to wear strange, old-fasioned clothing and jewellery (she probably drinks herbal tea too), but makes up for it by being the world's foremost expert on Orichalcum.

ONES

gates without being spotted. Once inside you need to search through all the huts, trying to find the armoury and research lab, and hopefully picking up a knife on the way (not to mention lots of Orichalcum!). To complete the level you need to locate a hidden lift which'll 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 baddles baying for your blood. Indy and Sophia then need to find the bridge to take control of the sub and steer it to Atlantis, but first they'll have to find out directions (and there's another little room they'll need to discover if they want to get onto the next level, but I'm not going to tell you about that!).

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 turn you into little cubes of barbeque meat. Your job is to fight your way through the fray and locate the entrance to Atlantis.

LEVEL FIVE Atlantis

A-ha! 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 excellent for destroying Aryans in one fell swoop, and there's one that's particularly 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 turn them into gods. Instead it transforms them into a bunch of horrible gloopy mutants (!) who wobble dangerously towards you just asking for a slug in

ACHTUNG STATIONS!

Here's what pops up on your control panel (if you've got enough time to look at it, that is!)...

INVENTORY Shows what the chosen character's picked up during the game. You can also USE the objects (including Indy's famous whip, which he hangs onto all the time).

STATUS OF OTHER CHARACTER Tells you the health of the non-selected person, so you've got time to switch to them and give them a mouthful of grub if their health really starts to fail.

compass Once you've picked this up it'll appear on the display at all times. It tells which direction you need to take to get to Atlantis.

TIMER If this reaches zero either the sub blows up or Atlantis self-destructs.

HEALTH Drops if you get injured or shot.

the face. Once you've got past them, all 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-booom!).

So there you go. If the truth be told, I've missed out a really big chunk, but then if I'd let on about it it'd have really spoilt things. And anyway, that's one of the nice things about *Atlantis*. Because it's not based on a

movie, nobody really knows anything about the plot 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 we've 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 talk 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)?

FAX BOX

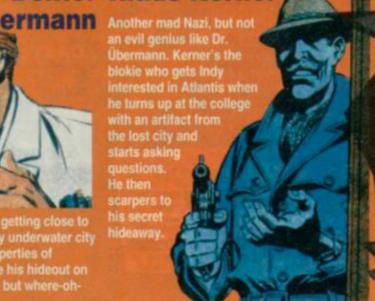
FAA	DUA
Game	Indiana Jones And The
	Fate Of Atlantis
Publisher	US Gold / LucasFilm
Original Programmers	PMC
Price	To be confirmed



The mad genius evil Nazi who's getting close to the hideous secret of the spooky underwater city of Atlantis (ie. the explosive properties of Orichalcum). Indy's got to locate his hideout on one of the levels and stop him – but where-oh-where can he be?

Doktor Klaus Kerner

Release Date





VIRTUAL ופתנענט

Domark (Incentive) £14.99 cass



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 title of Virtual



Driller, Total Eclipse and Castle Master have all been out before of course, so rather than giving them to Jon for Replay I've written a quick round-up in that box over there, but The Crypt is a newle. And it's this one that I'll be concentrating on in tonight's lecture. So dim the lights please, Miss Jones, and let's take a look at the first slide...

Who writes these crypts?

The Crypt is the sequel to Castle Master, but instead of starting off outdoors, we're stuck down in the depths of, erm, somewhere rather dark and damp and horrible. The game's got the same spooky claustrophobic feel (like one of the old movies where you see everything through the monster's eyes as he shambles around eating people or whatever) and looks just as stonkingly brilliant! As before, this restricted viewpoint means you've got to be careful where and how you move around, in case you get trapped or bash into anything! Right, as I said, you start off in a crypt. (You didn't actually say that. Ed) Oh. Well, you do anyway. There are two closed coffins keeping you company, and the



door's locked – so the
first puzzle is how to escape!
(Actually, I won't really be giving
anything away if I say there's a key in one of
the coffins – so have a peek in there!) Escape out of
your prison and you're faced with the usual labryrinth of
tunnels and rooms – press the action
key now and again to examine, eat,
push or shoot all the things you come
across.

Slice

of cheese, sir?

And it's incredibly megastonkingly tabl Of course, you have to stop all the time to scribble down different bits of map and solve puzzles, but that's half the fun. And you have to be prepared for making some phastly mistakes too – I

that's half the fun. And you have to be prepared for making some ghastly mistakes too – I wandered into a room called the Mousetrap, found some cheese on a table and ate it. What an idiot! The screen flashed hideously for a mo and then I collapsed and died. (So, erm, the moral of the story is don't eat any cheese!)

The Crypt is certainly large enough to keep you wandering around for months, and easily as big as Castle Master. The locations have an even more menacing look, and the puzzles are perhaps even more fiendishly difficult than they were before. Finding the hidden objects to help you escape stretched my logical powers further than I ever expected. (Just make sure you look on top of all the objects!)

Of course, the graphics are just what you'd expect from the people who brought us 30 Construction Kir – everything's beautifully designed and positioned, and, as usual, you get totally caught up in the atmosphere of the whole thing and forget you're sitting at your telly. If only I could make games like this with my copy! It's not that far removed from Castle Master – so don't expect to see something completely different (to coin a



In the corridor now, and you can jump up on the table (and off it again) to your little heart's content. (Whatever turns you on!) phrase) – but lots of tweakish little improvements make it even better. So I'm going to give it a whopping...



DRILLER



Obviously, windscreen wipers are optional

The original Freescape game (reviewed by Phil 'Snouty' South in January 1988, who gave it 9 out of 10), *Driller* was a complete sensation when it came out. Basically it sees you wandering around a planet, trying to mine valuable gases (which is easier said than done). The brain-tingling puzzles certainly hit the mark (as do those bast laser beacons) but the graphics jerk a bit and detract from the game. Still, it was the first Freescape game out so what do you expect?

TOTAL ECLIPSE



Reviewed in July 1989 by that complete looney "Macca", this got 90" (as well it might). The game is subtitled Sphinx Jinx and sees you excavating a pyramid in spooky Egypt. Roots collapse, stairs lead nowhere and there's a time fimit hanging over it (which adds a certain 'frisson').

CASTLE MASTER



Crikey, it looks a bit ominous, doesn't it?

After Total Eclipse, Incentive introduced the action key (to open, eat, push and so on). Before Castle Master you could only shoot things to make atuff happen, but this addition meant that the adventures became deeper, slicker and more playable. It's smooth, it's fast and it got 93' when Matt reviewed it back in May last year (which means now it's out at barg price we can give it a whopping...)



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WRITE TO THE ED, YS, 30 MONMOUTH STREET, BATH BA1 2BW Star Letter winners receive three free games! All letters win a YS badge!

'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 little net in the air is really quite me. I need something more earthy. I want to express my affinity with the soil. Maybe I'll take up pig-wrestling, or welly-tossing, or something. (Or maybe I'll 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, I've 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 I'm 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 possible 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 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!)

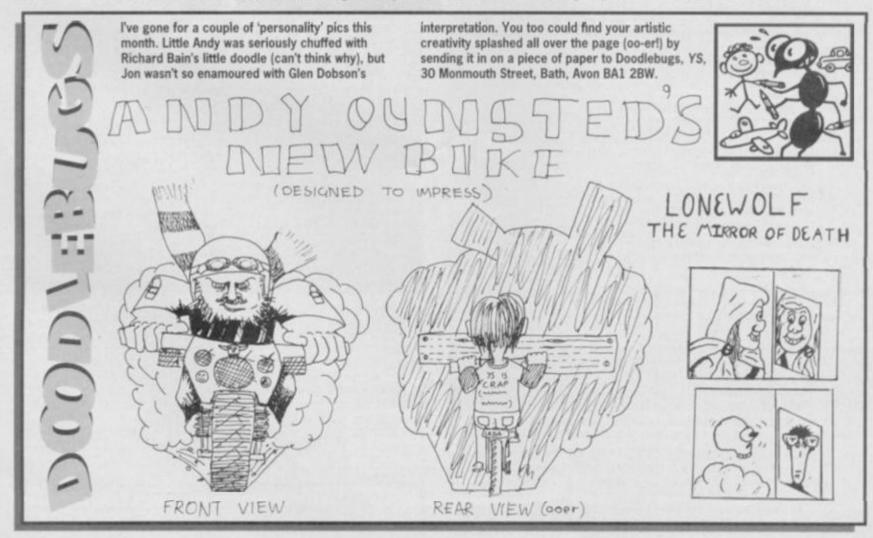
Well, that's what the people who were being interviewed on a radio program said. The thing which offended me was that they did not interview anybody who actually played the games. So I wrote and told them so. I was very surprised

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 public—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







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, Hampshire

Sorry, Darren, I'm afraid you got the wrong man! I've never been to Minehead in my life and I'm 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, Spec-chums (although, of course, a lot of it is).

So, next time you see me alone amongst the supermarket shelves or walking through the sun-dappled streets of Bath (all by myself, sob) be sure to come up and tap me on the shoulder and we can swop a few pleasantries. (And you can thank me for sending you three free games for no discernible 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 lot of people – in cases like that it must be said that actions speak louder than words. Ed.

OH, MONKEYS!

Last week I went to the zoo and I took my brilliant 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. I'm sure there must be a moral 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!" 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 I 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? I've done this 18 times. (Oh, 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 obviously 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 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 we'll ignore this for the moment and settle down

HA HA

PKINT
Personally, I'd blame it all on the

repeal of the corn laws.

The Mad Black Pudding Of Bury
Tsk, them blimmin' radicals. I wouldn't
throw them as far as I could smell
'em. Ed.

This letter has nothing to do with pink elephants.

A Purple Piece Of Orange Peel That's a shame. My first thought on waking this morning was "I hope I get a letter about pink elephants". You've ruined my day. Ed.

Nurse! Is dinner ready? My foot's getting better.
Scott Kember, Gwent
Ooh, Mr Kember, you naughty man.
Take that thermometer out of there, it's time for your bedbath. Ed.

I am writing on behalf of the Lincoln Chimney Spotters' Association... Jason Robinson, Lincoln Sorry, I haven't got any change. I just gave my last 20 pee to some juggling bloke. Ed.

We must keep the Lord God Vic Reeves from students and schoolgirts. He must remain pure brethren. Archbishop Brown, Tetford It's probably a good idea if you keep him out of YS' way too. (Well, we don't want him nicking any of our ideas, do we?) Ed.

to the advice bit.

Obviously, fear is a big factor here and your friend must be

WONDERFUL WORLD OF



SPECCY

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

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 (of 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 II was programming in machine code and in Basic, of course). And so he told me one day: "Son, I am proud of you! You have made progress, so I thought you might want an IBM-AT." (It sounds like the reply from a fairytale.) I knew it was a powerful machine, so I approved... (It goes on a bit, so we'll get to the point. Ed)

...Can you send me the address

of McAlpee Centre? Htac Gistiano Bucharest, Romania

I have a similar tale to tell. I'm just a normal guy from Yorkshire and a few years ago I had a toy magazine. (You 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 you! You have made progress, so I thought you might want a word. processor," (It sounds like something from a fairytale!) I knew this would be better for my writing so I 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.



Ooh, I do like a laugh, and you lot keep me in stitches (I don't think).

Talk about surreal. Here's Siadwell of Mars.

Q: What do an apple and orange have in common?

And if you had trouble understanding that then you'd be best off skipping the next bit. The Horotan (from Romania)...

mountain. One was bald and one was about to fall!

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.

A: Neither of them can drive tractors.

following 'jokes' are from Bogdan Two eagles were sitting atop a

See? And what about this one...

'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 I 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 so I 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 Life'll turn up with an uninvited dinner guest (so 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 live on Angel Delight and Maltesers. 1 do. Ed.

YOU WHAT?

Gor blimey! Mr Sugar, Sir, please, guy, please don't invest in Tottenham, Sir, 'cos if yer do, "wuz", we'll 'ave that bleedin' Gazza all over the Speccy advertisin', prob'ly, won't we, an' we don't want that now do we, eh? Eh?

The Man With The Stick Port Talbot, West Glamorgan

Wuz? Eh? Ed.

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 go 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.

BRAINSPOTTER

I claim a Trainspotter cos in issue 67 you said Arno 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 Arno's letter into one of my filing cabinets. It was filed away so brilliantly that I couldn't find it again (hem). Over in this month's Tipshop, Linda's called it Brainsport so we'll pretend it was called that all along. (I don't want to upset her, she can get quite nasty!) But calling a game by two names is hardly a mistake – we were just covering ourselves.

One of those names is definitely right and seeing as nobody (apart from Arno) knows which one it is then you're not really entitled to a Trainspotter, Ed.

FAIR'S FAIR

I am claiming a Trainspotter for a mistake in ish 67. (Oh, no! Not another one! Ed) I am of course referring to page six. On the Hijack bit it says by CIA "If 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 fair-minded 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, I'll put you out of your misery. A crim is a criminal. So I 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

Badlands' tip it said you could get almost infinite spanners. How did Keiran work that out? (For the hard of thinking, it's impossible to have almost infinity.)

On page 39 you said that 'moutains' 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 Trainspotters. I'm 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. (Hal)

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

FEMTO PICO

CLEVEREST SCIENTIST ON EARTH

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

I was shocked. Foe seen some things in my time but this takes the biscuit (the whole packet of Custard Creams, actually). Julia, who's normally a dear, sweet girl, had leapt onto a table and, without provocation, informed the assembled dancers and drinkers that Einstein had been fundamentally incorrect in his premise that nothing can exceed the speed of light. She claimed she had evidence that sub-atomic particles called tachyons regularly whipped past her \$2.65m Hollywood mansion (with heated pool) at over twice this speed.

I was outside, doing a spot of bouncing, when the furore started. The manager summoned me quickly (knowing that my scientific background was needed). I punched my way past Ms Roberts' (frankly puny) bodyguards, then explained to the excited, pouting Pretty Woman' that the existence of tachyons is as yet unproven (and if they do exist, they're what we scientists call tiny), so if she's been seeing them in Beverly Hills she ought to take a quiet holiday

Unfortunately at that moment the table collapsed and Julia fell at my feet, breaking three of my toes and spraining my ankle.

So you see, it's not all glitz and glamour rubbing shoulders with the famous. Sometimes unpleasant science related things have to be said, and if there are tears, well, we're all stronger and better people for shedding them. I know that Julia has more respect for high-speed sub-atomic physics and I feel her career can only benefit.

Time for a quick letter ...

Bert Astard, Windemere

Femto

Dear Femto I am studying Higher Geonavigationalaeronauticalthermicastr okineticalquantuminorganicplutonichom ogenousgravitationalneuclonparticleaccel eratormonoatomicchromatographicsemic onductalelectrolycity.

I had to cut Mr Astard's letter there because he's obviously lying. There's patently no such discipline. Go away, Mr Astard, you sad, sad individual, and stop wasting my time. Or I'll rip off your nostrils and use them as a putting green.



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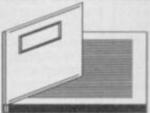
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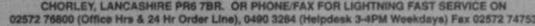
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PROGRAM



It's an oasis in a barren desert! It's what the world's been waiting for! It's the dead gurt lush JONATHAN DAVIES with his lovely listings!



here 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

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 I'll leave you in the capable hands of, um, me.



by Ian Gledhill



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 YS 57. Crumbs, that's a year ago today! It'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 48K Basic as 128K 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

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?

O)REM ***CHAOS EDITOR*** *** V 3.1 ***IAN GLEDHILL*** 1 GO TO 10 2 CLEAR 31999: CLS : PRINT "P lease rewind tape to beginning o f 'chaos'": LOAD "CODE"CODE

10 OVER 1: BORDER 1: PAPER 1: INK 7: CLS : LET h=16405-3: LET x=1: LET y=1: DIM c\$(16,16): FOR +=1 TO 16: LET c*(+)=*000000000 0000000*: NEXT f: DIM d(40)

20 PRINT FLASH 11 PLEASE ENGA GE 'CAPS LOCK'": INPUT "change ext, View, Change name, change tatistics, or Edit?"[v#: CLS : VS="V" OR VS="V" THEN GO TO 510

30 IF vs="T" OR vs="t" THEN

O TO 870

40 IF vs="S" OR vs="s" THEN

O TO 600 50 IF Vs="C" OR Vs="c" THEN

0 SUB 1340: RUN

60 INPUT "Address (NOTE: Anima tions start at 60273)?"IG

70 LET addr=9: LET FR=4: GO SU

B 80: GO TO 90

80 LET h=16402: FOR z=0 TO fr-1: LET h=h+3: GO SUB 100: NEXT I : RETURN

90 GO TO 230

100 FOR f=addr+(z*32) TO addr+(z*32)+31 STEP 8

110 GO SUB 120: GO TO 160

120 FOR 9=0 TO 7

130 POKE h+g#256, PEEK (#+g)

140 NEXT 9

150 RETURN

160 LET h=h+1: LET f=f+8 170 GO SUB 120

180 LET h=h+31: LET f=++8: GO S UB 120

190 LET h=h+1: LET f=f+8: GO SU B 120

200 LET h=h-33

210 NEXT 4

220 RETURN

230 LET ad=16384: GO SUB 250

240 GO TO 350

250 FOR #=0 TO 16: PLOT 0, ##8: DRAW 128,0: PLOT +*8,0: DRAW 0,1 28: NEXT

260 PRINT AT 10,0," "1 OVER 0;" PRESS: 1 OVER 1,. " : OVER 0; "0 , A, O & P"; OVER 1., " "; OVER 01"TO MOVE, "; OVER 1,, " "; OVER 0; " F' TO FINISH"; OVER 1,, " "; OVER 0; "'S' TO SAVE"; OVER 1,,"
"1 OVER 0; "'N' FOR NEXT"; OVER "I OVER OI"FRAME, "! OVER 1

270 PRINT OVER 0; "Z" TO QUIT" ; OVER 1,, " "; OVER 0; "C" TO CL EAR"; OVER 1,, " "; OVER 0; " " T D TOGGLE* 280 LET is=INKEYS 290 PRINT AT Y+5, X-1; OVER 1; "-320 LET x=x+(is="P" AND x<16)-(is="0" AND x>1): LET y=y+(is="A AND y(16)-(is="9" AND y>1) 330 IF 18="C" THEN CLS : GO SU B 80: 60 TO 250 340 IF Is-* * * THEN PRINT CHR# 81 OVER 11"-"1 350 IF 19=" " THEN GO SUB 420 360 IF 19="F" THEN GO SUB 1080 : GO SUB 500: GO SUB 620: RUN 370 IF 19="S" THEN GO SUB 580: STOP 380 IF : = "N" THEN PRINT AT Y+ 5,X-1; OVER 1;"-"; GO SUB 500: LET addr=addr+32: OVER 1: GO SUB 80: GO TO 260 390 IF 18="Z" THEN RUN 400 IF 18<>" " THEN PRINT CHR\$ 8; OVER 11"-"1 410 GO TO 280 420 OVER 0: IF c#(y,x)="0" THEN GO TO 460 430 LET c#(y,x)="0" 440 INVERSE 1: FOR z=1 TO 7: PL OT (x+5) #8+z-48,128-(y#8)+1: DRA W O.6: NEXT z 450 PLOT 200+x, 191-(50+y): OVER 1: INVERSE O: RETURN 460 LET c#(y,x)="1" 470 FOR z=1 TO 7: PLOT (x+5)#8 z-48,128-(y*8)+1: DRAW 0,6: NEXT 480 PLOT 200+x, 191-(50+y): OVER 1: RETURN 490 GO SUB 500: RUN 500 FOR #=1 TO 8: LET d(f)=VAL ("BIN "+c\$(+, TO 8)): NEXT + 510 FOR +=9 TO 16: LET d(+)=VAL ("BIN "+c#(f-8,9 TO)): NEXT # 520 FOR #=17 TO 24: LET d(#)=VA ("BIN "+c\$(#-8, TO 8)): NEXT # 530 FOR #=25 TO 32: LET d(#)=VA ("BIN "+c\$(+-16,9 TO)): NEXT 540 FOR +=1 TO 32 550 POKE addr+f-1,d(f): NEXT f 560 RETURN 570 STOP 580 LET as="CODE": SAVE asCODE 32000,65535-32000: INPUT "Verify 7";vs: IF vs(1)="Y" THEN VERIFY a#CODE 590 PRINT "All saved.": PAUSE 0 : RETURN 610 INPUT "Character (3 letters min.)?";t#: GO SUB 1260 620 CLS : PRINT OVER 01 **Chara cter Sheet of "its;" #": LET us=t 630 LET tsets(TO 3) 640 PRINT : PRINT "Combat ";PEEK (h+13): PRIN T : PRINT "Ranged Combat "[PEEK (h+14) 650 PRINT : PRINT "Range "(PEEK (h+15): PRIN T : PRINT *Defence * | PEEK (h+16) 660 PRINT : PRINT "Movement All "(PEEK (h+17): PRIN OWANCE T : PRINT "Magic Resistance "(PEEK (h+18) 670 PRINT : PRINT "Manoeuvre Ra ing ":PEEK (h+19): PRIN ting T : PRINT "Law/Chaos Rating 680 INPUT "Combat7" | b: POKE (h+ 13),b 690 INPUT "Ranged Combat?" | b: P 700 INPUT "Range?" | D: POKE (h+1 5),b 710 INPUT "Defence?";b: POKE (h 720 INPUT "Movement Allowance?" 1b: POKE (h+17),b 730 INPUT "Magic Resistance?" 1b POKE (h+18), b

740 INPUT "Manoeuvre Rating?" 1b

: POKE (h+19),b

750 INPUT "Law/Chaos Rating?" | b POKE (h+21), b 760 CLS : PRINT "*Character She 770 PRINT : PRINT "Combat * | PEEK (h+13): PRIN T : PRINT "Ranged Combat "IPEEK (h+14) 780 PRINT : PRINT "Range *IPEEK (h+15): PRIN T : PRINT "Defence * : PEEK (h+16) 790 PRINT : PRINT "Movement All * | PEEK (h+17): PRIN owance T : PRINT "Magic Resistance *; PEEK (h+18) 800 PRINT : PRINT *Mandeuvre Ra ing *iPEEK (h+19): PRIN ting T : PRINT "Law/Chaos Rating ";PEEK (h+21) 810 PRINT AT 21,01 DESIGNING IS NOW COMPLETED. 820 PAUSE 0 830 INPUT "SAVE?" | a# 840 IF as = "n" OR as="N" THEN 850 GO SUB 580 860 STOP 880 INPUT "What text (3 letters min.)?"|t#: LET u#=t# 890 PRINT "Searching...": FOR # 53227 TO 54185 900 IF PEEK +=CODE t#(1) THEN GO SUB 920 910 NEXT # 911 GO TO 880 920 FOR G=1 TO LEN T#-1 921 IF PEEK (F+G) (>CODE T#(G+1) THEN RETURN 922 NEXT G 923 GO TO 940 930 RETURN 940 PRINT OVER OI "Found "IU#1" 950 INPUT "What Text To Replace it with (3 letters min.)?"[Ts 960 IF LEN tS-LEN US THEN GO T 0 1020 970 IF LEN t#KLEN U# THEN GO T 0 1000 980 INPUT "That is too long. Sh truncate it?";r#: LE all I T rs=rs(1): IF rs="N" THEN CLS GD TO 940 990 LET ts=ts(TO LEN us): GO T 0 1020 1000 INPUT "That is too short. S hall I add some spaces?":r*: LE T r*=r*(1): IF r*="n" THEN CLS GO TO 940 1010 LET z##" ": LET t#=t#+z#(TO (LEN u#-LE 1020 FOR G=0 TO (LEN U#-1) 1030 POKE F+G, CODE (T#(G+1)) 1040 NEXT G "All Done.": INPUT "S 1050 PRINT ave?"(S#: IF S#(1)="N" THEN PAU SE O: RUN 1060 GO SUB 580: RUN 1070 STOP 1080 CLS 1090 INPUT "Character?": T#: INPU T "How many frames (with body)? i+r: 00 SUB 1350 1100 IF FRC4 THEN 1110 BORDER 7: PAPER 7: INK 0: C LS : LET d=0 1120 FOR #=0 TO 255 1130 IF F=80 THEN GO TO 1170 1140 IF f=80 AND d<>1 THEN PRIN : PRINT : BRIGHT 1: LET d=1: 1150 PAPER INT (#/8) - (10 AND d=1): INK (#-(INT (#/8) *8)): PRINT * (TO 4-LEN STR# +) [1160 NEXT f 1170 FOR f=1 TO fr 1180 PRINT "Which colour "|+| "?": INPUT col: IF col(0 OR CD1979 THEN GO TO 1170 1190 POKE h+22+(+#3),col 1200 NEXT 4 1210 INPUT "Delay (255=longest)? "Id: POKE h+22,d 1220 CLS: REM PRINT "Designing completed"

1230 BORDER 1: PAPER 1: INK 7: C

1240 RETURN 1250 CLS : INPUT "Character (3 1 etters min. 17"; LINE t#: LET t#= t#(TO 3): GO SUB 1260: PRINT "T ext at "Th: PAUSE 0: GO TO 1250 1260 PRINT AT 0,01 Searching ... 1261 FOR F=58467 TO 60303 1262 LET A=PEEK F 1263 IF A=CODE (T\$(1)) THEN GO TO 1290 1270 GO TO 1320 1280 LET h=f: RETURN 1290 FOR g=1 TO LEN t#-1 1291 LET 8=G+F 1292 IF PEEK B()CODE (T#(1+G)) T HEN GO TO 1320 1293 NEXT 9 1294 GO TO 1280 1321 INPUT "Couldn't find nam New name?":t#: GO TO 1260 1330 STOP 1340 OVER O: INPUT "Character letters min.)?"; LINE t \$: LET Us=Ts 1360 GO SUB 1260 1361 LET US=TS 1370 IF t#="end" THEN STOP 1380 PRINT AT 0,0; OVER 0; FOUND AT ";h: INPUT "What to be repla ced with (3 letters min.)?"ins 1390 IF LEN n#=LEN u# THEN GO T 0 1460 1400 IF LEN n# (LEN u# THEN GO T 1410 INPUT "That is too long. Sh all I truncate it?";r%: LE T r*=r*(1): IF r*="N" THEN CLS GO TO 1380 1420 LET n#=n#(TO LEN u#) 1430 GO TO 1460 1440 INPUT "That is too short. hall I add spaces?*;r\$: LET rs= r#(1): IF r#="N" THEN CLS : GO TO 1380 1450 LET z#=* ": LET n#=n#+z#(TO (LEN u#-LE N n#33 1460 FOR F=1 TO LEN NS: POKE ++H 1, CODE n#(F): NEXT F 1470 CLS : LET TS=NS: RETURN 1480 STOP 1490 GO SUB 250: FOR x=0 TO 8: P DRAW O,8: NEXT x 1500 INVERSE 1: FOR x=1 TO 7: PL OT x,1: DRAW 0,6: NEXT x: INVERS 1520 OVER 0: LET h=16384 1530 INPUT *Address (NOTE:animat ions start at 60273)?*ig: LET a ddr=9 1540 PRINT AT 5,101 PRESS '2' EXIT*: FOR f=addr TO 65535 STEP 1550 LET h=16384: GO SUB 1560: G O TO 1600 1560 FOR 9=0 TO 7 1570 POKE h+g#256, PEEK (++g) 1580 NEXT 1590 RETURN 1600 LET h=h+1; LET +=++8 1610 GO SUB 1560 1620 LET h=h+31: LET 4=4+8: GO S UB 1560 1630 LET h=h+1: LET +=++8: GO SU B 1560 1640 PRINT AT 0,1014-241" 1641 LET IS=INKEYS: IF IS="" N 00 TO 1641 1642 IF Is="Z" THEN RUN 1660 STOP

GOSH

Doesn't time fly when you're typing in programs, eh? I'm already on the look-out for some goodies for next month though, so if you've got anything suitable, pop it onto a tape or disk and send it to me at Program Pitstop, YS, 30 Monmouth Street, Bath BA1 2BW. There's £50 for the best program each month, remember.

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	15	(20)	Cavemania Atlantis	70" YS	48
	16	(11)	Quattro Adventure CodeMasters	95" YS	58
	17	(15)	Scooby And Scrappy		este.

Blimey! The totally impossible's just happened – the Turtles have been toppled from the top spot! Hur-rah! Gremlin's Hero Quest is the game we ought to be donning our caps to, which is a bit of a surprise in itself, since it's been hanging around outside the Top 20 for quite some time now, minding its own business and

Kick Off 2

18

19

20

(17)

(NE)

(20)

in Hero Questi

not doing an awful lot. Probably like Shadow Dancer which makes a belated entry at No.10. Spook, eh?

Super Monaco Grand Prix US Gold 82" YS 65

Skull And Crossbones
72" YS 67

80° YS 61

18

19

20

(13)

(NE) Kick Off

Cult score with
Professional
Football at 12, and
Arnie elbows in
with the rereleased
Red Heat at 11, it's
all go in Barg City!

HeTec Treasure Island Dizzy 90° YS 63

Dizzy Collection



74° YS 68

90° YS63

80° YS 50

v appeared in. NR means that we've never reviewed it but we probably will!). And finally, the YS Charts are d for us by Gallup (so ta very much to them).



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HINTS'N'TIPS

ello 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? I'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 eve (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...

TIPSHOP

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 & MEGAMAP NIGHT SHIFT 34

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DR BERKMANN'S CLINIC 30 featuring Head Over Heels, Seabase Delta, Teenage Mutant Hero Turtles & 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. (Seriously!) 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.

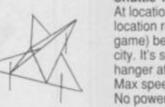
Also, if you're ever in trouble (for shooting someone's house) and someone's threatening to shoot you then crash your ship and walk away from it. The enemy will fire his bullet at you, rather than the ship, thus saving the ship (and a long walk).

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 more! 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...

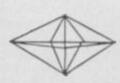


Dominion Dart

You can find this at the airport, location 08-08, max speed 4950 m/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. It's stored in a hanger at this location. Max speed 7400 m/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

is the type used as a pursuit ship. Quite slow (1650 m/s) and doesn't handle very well.



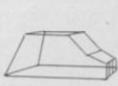
Cheese

Max speed 9900 m/s, no power amp needed. Find at location 11-13 in the underground complex.



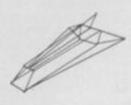
Interstellar Ship

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



Small Car

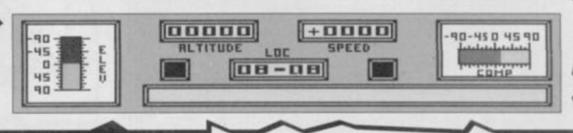
Parked at the airport, location 12-13. It's not very fast (820 m/s forward, 123 m/s reverse) but it's better than walking.



Larger Car Parked in

underground hangar at 09-05. It's max speed forwards is 3837 m/s and 126 m/s backwards.

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





Got a gamesnag? See a specialist!

CLINIC

Right, where were we?

SEABASE DELTA

What? Someone else called Swann? No, this one's apparently called 'Swan' – Matthew Swan, in fact – "Swan" – Matthew Swan, in fact – and he's got the answers to Terry Errington's mournful pleas from ish 66 (try 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." They're clever blighters, these clever blighters, these Swan(n)s - but Richard's still got a few more badges than you, Matt...

VINDICATOR

aking of which, Dicky's added another one to his collection th an answer for Ben Croucher, 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, happily, does Dicky Swann. "You bet, Dr B. After all, last month I was supposed to be revising, but instead I bel, Dr B. After all, last month I was supposed to be revising, but instead I 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' Cairns
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 – it's \$£&@ing difficult!
Still, here's my old solution from the
YS snagfiles...

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

other four crowns, he won't even let you in the room. If you do have them all, he'll 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 you'll find the crown. Now turn left and come out through the 'O'. left and come out through the 'OUT' hole, and git the hell out of there! It's very hard indeed, so make sure you've 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 between buildings on Level Three. To get past

the big gap, says Clinic regular Steven Clappison, you need a rope. There's one in the large green building with two doors, just past the first barricade." Approximately 81/2 million readers confirm this finding (including A Jones, James Henson and Mark Noble) but one reader has different ideas. Who? Why, Richard Swann of course. "Well, actually it's much the same as any other platform." much the same as any other platform 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 Rafaele 'cos he can jump pretty damn high. Practice the jumping on something like *Manic Miner* (that's what I did)."

Dr Berkmann's Clinic – two solutions for the price of

HAYLP!

Simon Clark: "I'm 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 Slightly Magic I 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

Ca?"
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 buildogs?" Jamie Llewellyn: "In Slightly Magic, how do I get the magnet without falling onto the spikes?"
Dominic Rackstraw: "In Jet Set Willy 2, how do you negotiate the Nightmare Room? And where's the Rocket Room?"
Know the answer? Or you've got a

Know the answer? Or you've got a knotty snag of your own? Write to Dr B's Clinic, YS, 30 Monmouth Street Bath BA1 2BW. Anyone mentioned wins a badge!



SHA

Stephen Hancock's mapped his way through Levels One and Two (ta to him!), so if there's anybody out there who's done Three and Four then bung 'em over to me and I'll slap them in next month (if they're as good as Stephen's!).



If in an awkward position, stand by the dog to stop him firing and then kill the bloke.



Knifemen

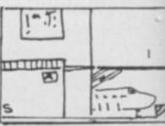
There are tonnes of these. Just duck their shots.

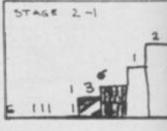


Blade Thrower

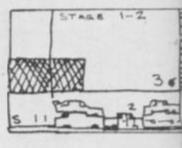
Duck and fire. But if he's on a ledge above you jump right up next to him and he won't be able



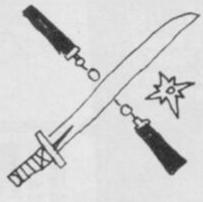


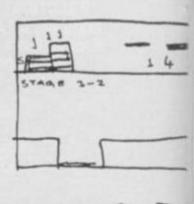






1 = KNIFEMAN 2 = GUNMAN 3=BLADE 4=NINJA





ANCER

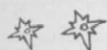


These are very fast and jump about a lot. You'll have to crouch and shoot to get him.



Petrol Bombers

Send the dog in and shuriken 'em!



Level One



Mr Fireball He throws fireballs so jump and fire at him. As soon as he fires, run away and the fireballs will disappear.



B ARE

Level Two



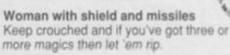
Level Three

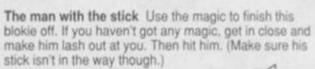


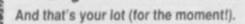
Level Four

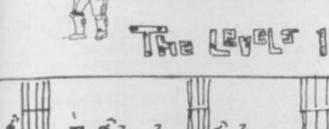


The train Jump and fire avoiding fireballs.

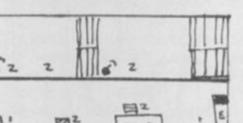


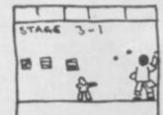




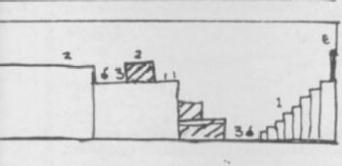


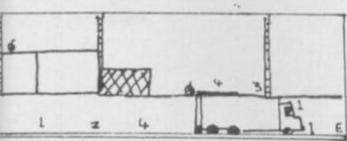
THE END-OF-LEVEL BADDIES

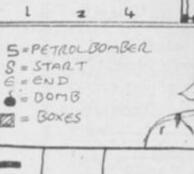


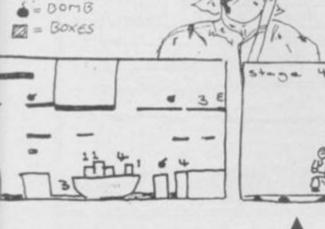


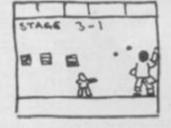












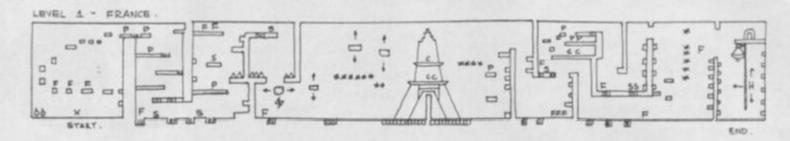


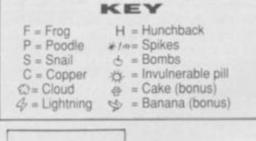




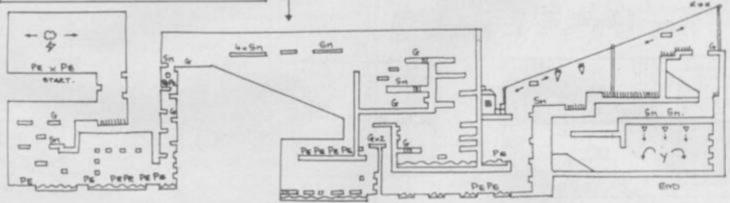
As if last month's Slightly Magic Megamap wasn't enough, Michael this time I thought I'd leave his map intact

Robinson's come up trumps again! (Only rather than give it to Sal to do on her computer, cos I'm really nice like that!)







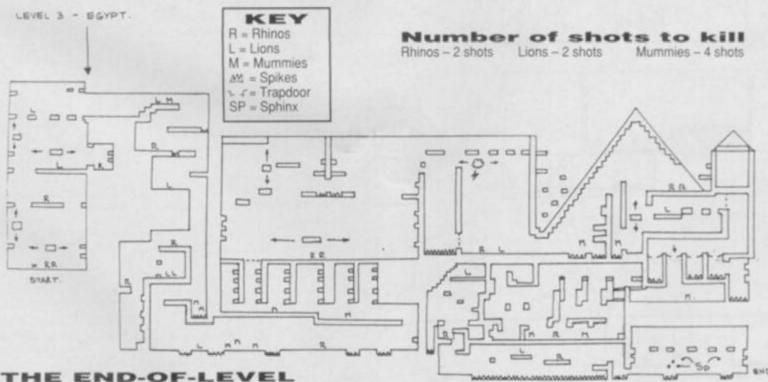


LEVEL 2- SUISS

shots to of

Frog - 3 shots Yeti - 5 bombs Poodles - 1 shot Snails - 3 shots Penguins - 3 shots Hunchback - 5 bombs Copper - 2 shots

Snowmen - 3 shots Clouds - 1 bomb Girls - 4 shots



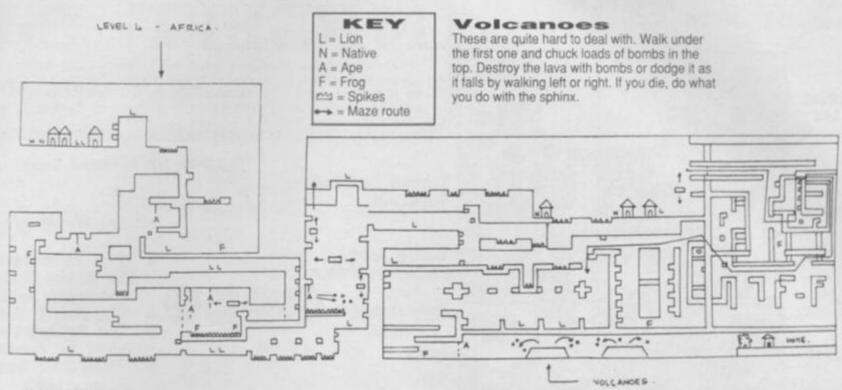
THE END-OF-LEVEL BADDIES

The Hunchback

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

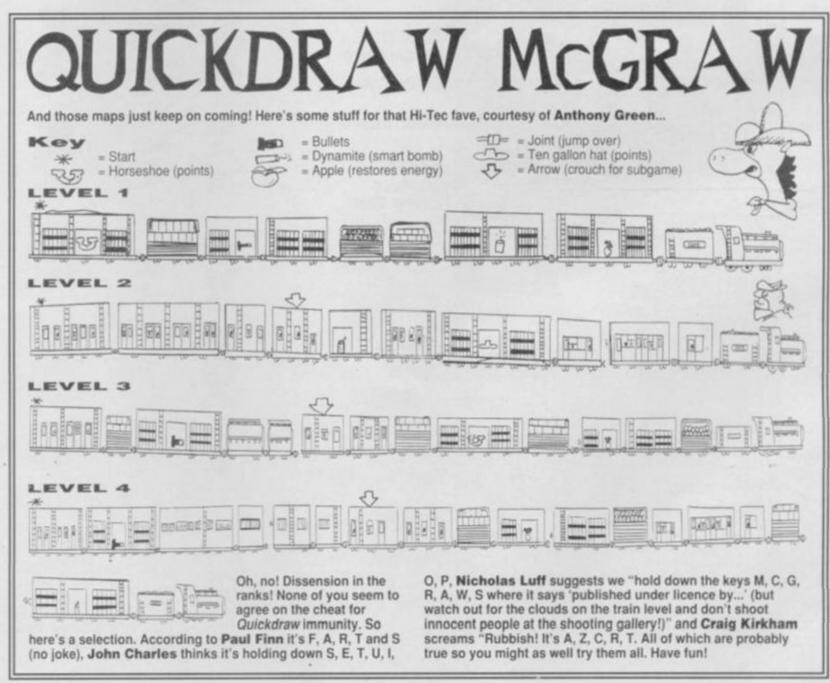
To kill the yeti enter the room when there aren't many icicles on the roof and shoot him a bit. When he's in the air run under him and go to the far right. He will jump across but he can't get you. Bomb him 'til he

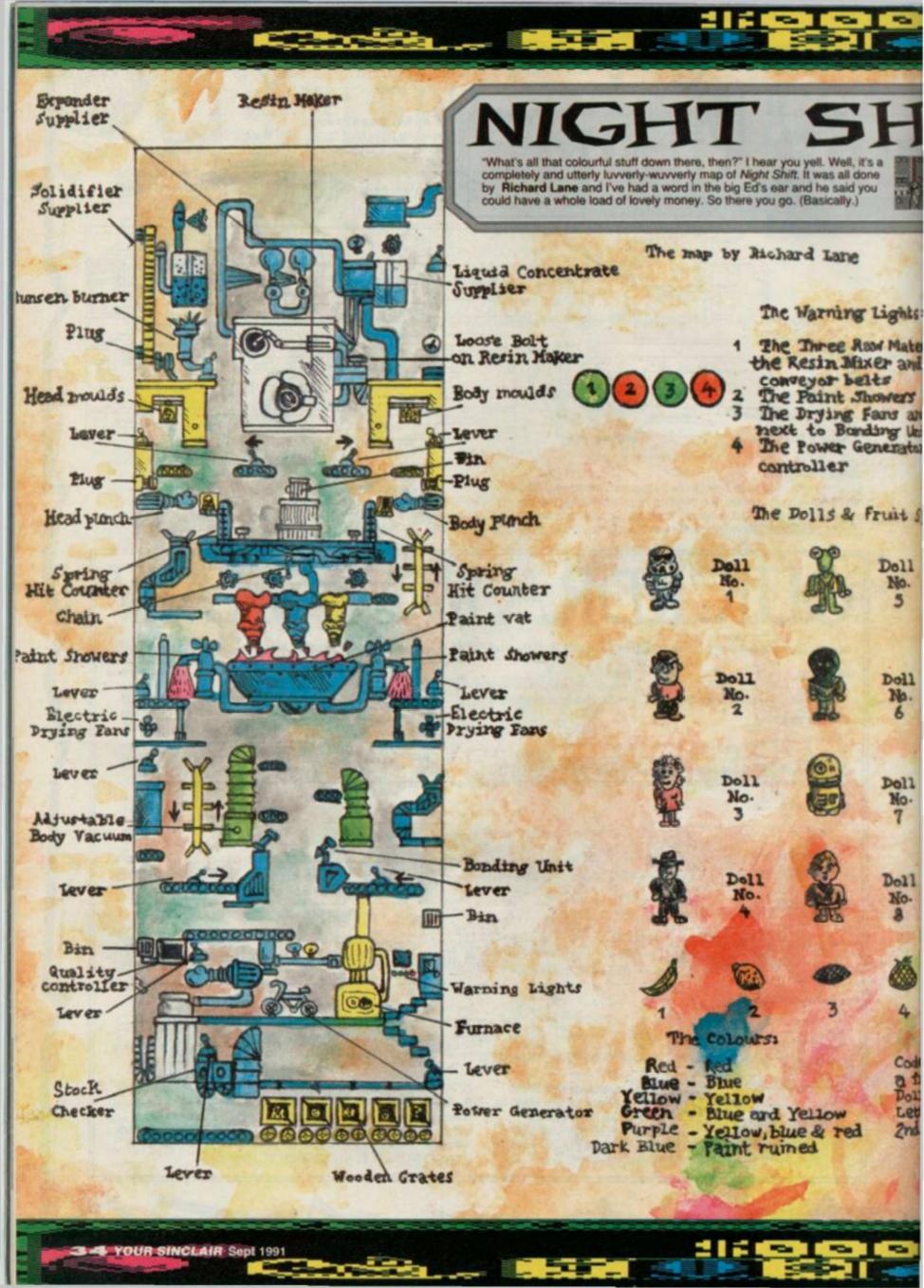


Sphinx

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 shoot/bomb her 'til she dies.

Number of shots to kill





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ACTICAL POKE

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

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

This one appeared on a covertape a few months back, and the listing earns sender **John Hooper** the coveted Hack Of The Month title. (Only next time you send stuff in, John, make sure it's in Basic and not Z80 code!)

10 REM Empire by John Hooper15 CLEAR 27e3: LOAD "CODE 20 FOR 1=27377 TO 27454 30 READ a: POKE 1,a: NEXT 1 40 RANDOMIZE USR 27377 50 DATA 33,84,218,54,205 60 DATA 35,54,0,35,54 70 DATA 107,195,0,218,0 80 DATA 50,21,110,35,126 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 50,108,54,33,33 150 DATA 112,108,54,201,205 150 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

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

10 REM EFTPOTRM by Hackers Anon15 REM Ignore screen corruption 20 LET A=6E4 30 READ B: IF B=999 THEN GOTO 40 POKE A.B. LET A=A+1: GOTO 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 34,42,145,33,146,234,17,58,142 100 DATA 1,15,0,237,176,33,32,142 110 DATA

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 INFY BOMBS (BOTH PLAYERS) 140 DATA 195,246,121,999: REM

END MARKER (DON'T DELETE))

10 REM Slightly Magic by Hackers 20 CLEAR 24969: LET A=24500 30 READ B: IF B=999 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 KILLS SHIPS 70 RANDOMIZE USR 24428

Looks like Hackers Anon are out to take over the world, using this column as a starting line. So send your stuff 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.

i more. Tamsyn Parns

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 teams 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

shown all the bids for that player. If you're clever you'll bid nothing for him. Then using the up and down icon thingles 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 lot 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

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

F16 COMBAT PILOT

A faithful flight-sim if ever there was one. I even had a sick bag close at hand just in case! Still, 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... Military bases • 2. C cubed centres . 3. Tank Battalions • 4 Factories • 5. Power Stations

Fly below 500ft 'til your selected round targets are destroyed then if you feel a bit daring/mad pull up and fly around at about 18,000ft 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 enemy 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 below 500ft for these, but if you use autoland you may climb above 500ft resulting in you being tracked by an enemy EWR installation.

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

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

WILDCATTERS

04 05 • 08 12 • 19 09 • 26 06 • 36 02 • 45 11 • 53 12 • 60 01



DAWNRAIDERS 04 02 • 19 02 • 52

05 + 43 04 + 13 11 + 26 10 + 33 12 + 56

GLADIATORS 04 08 • 12 08 • 20 02 + 29 11 + 37 12 +

44 01 • 49 12 • 59 04

GHOSTRIDERS 03 09 • 10 06 • 21 12 • 28 01 • 36 12 • 45 01 • 52 06 • 60 08

SKYFIGHTERS

03 02 • 10 10 • 20 06 • 28 08 • 35 09 • 42 06 • 52 12 • 61 01

SUNDOWNERS

05 12 • 12 01 • 17 12 • 27 04 • 36 06 • 44 08 • 51 09 • 58 06

Oooh, my stomach! Must rush...

Tiny tip time courtesy of one Paul Hancock... Hold down HELP

n the little screen – he border will go white and you

have infinite lives.

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

Martyn Cook has this incredibly vital question to Has it ever got up your nose when

you have a chance to win money on the flashing squares bit and you've lost the

Well, no. (Actually.) Well fret no

Well fret no more. Just press 0 (zero) key when the light is flashing between the two squares and you'll stically



automatically collect half of the money that's up for grabs.
Brilliant!



QUEST

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

happy mapper - and he's promised more levels when he gets a new art pen!

1 - The Maze

S = Start

= Door

= Rock fall trap

= Secret doors

= Orcs

= Exit (stairs)

Wandering monster = Orc



The Rescue Of Sir Ragnar

KEY

= Start/exit

= Door



= Rock fall trap



= Secret door



= Furniture

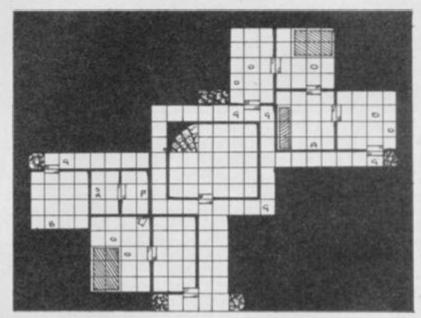
G = Goblin (2 dice attack, 1 dice defend) O = Orc (3 dice attack, 2 dice defend)

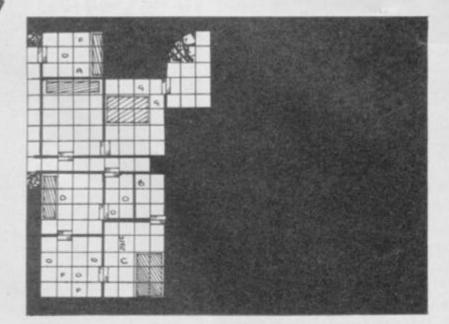
A = Chest. Contains a potion of healing and 50 pieces of gold.

B = Chest: trap.

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.





- Lair Of The Orc Warlords

O = Orc (3 dice attack, 2 dice defend)

G = Goblin (2 dice attack, 1 dice defend)

F = Fimir (3 dice attack, 3 dice defend)

C = Chaos warrior (3 dice attack, 4 dice defend)

A = Armoury. Search for treasure and you will find a spear.
B = Chest. A trap, deactivate it and you will find 100 pieces of gold inside.

D = Cupboard. Search for treasure and you will find 30 pieces of gold and a healing potion.

ULAG = The one you have to kill. His statistics are 4 dice attack, 5 defend dice, 10 movement, 3 mind points, 1 body point.



Start/exit



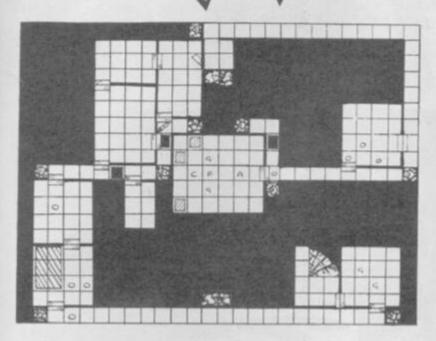
= Rock fall trap



= Door



Furniture Wandering monster = Orc



Prince Magnus' Gold

KEY



= Start/exit



= Pit trap. Can be jumped.



= Rock fall trap



= Spear trap. Can be deactivated



= Furniture



= Secret Door

O = Orc (3 dice attack, 2 dice defend) G = Goblin (2 dice attack, 3 dice defend)

F = Fimir (3 dice attack, 2 dice defend)

C = Chaos warrior (3 dice attack, 3 dice defend)

A = In 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



Melar's Maze

KEY



= Start/exit



Rock fall trap



= Pit trap (can be jumped)



= Spear trap (can be deactivated)



= Collapsing ceiling. If you step on the area the ceiling might collapse in front of you.

G = Gargoyle (4 dice attack, 4 dice defend) S = Skeleton (2 dice attack, 2 dice defend) Z = Zombie (2 dice attack, 2 dice defend) M = Mummy (3 dice attack, 4 dice defend)

A = Melar key. Search for treasure and you will find the key. It will make the throne move and reveal a door.

B = This door is a trap. If you open it the Gargoyle will come to life.

C = Talisman of Lore. Search for treasure to find it.



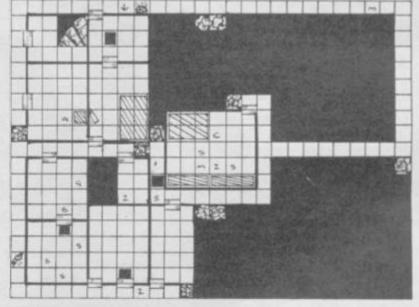
= Secret door



= Furniture

Wandering monster = Zombie





The nicest things come in small packages: bubblegum, 7" 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 no! It's the end already!
(And just 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'll 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

ways you play games (like never firing, or stupid things like that). The address is the same and my name's Linda B. Bye!

EXACTLY WHAT YOU THINK ABOUT YOUR SINCLAIR — SO WE CAN MAKE IT EVEN BETTER!

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

□ 128K

☐ Amiga

☐ Sega

1. Which of these machines do you own?

- ☐ Speccy 48K
- SAM Coupé
- Amstrad CPC
- Atan ST
- ☐ Commodore 64
- ☐ Nintendo
- 2. Is YS good value for money? ☐ Excellent value
- ☐ Good value
- ☐ Reasonable value
- ☐ Poor value
- Rip-off

3. How much do you like the cover of this

4. What do you think of the issue

overall?.....

5. How does it compare with previous ones?

- ☐ Much better
- ☐ Slightly better ☐ The same standard
- ☐ Slightly worse
- Even worse than that

6. Give the mag a rating out of ten, plus any other computer mags you read regularly...

YOUR SINCLAIR/	1	Ç
	1	Ę
	1	(

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

But I didn't fancy

at all. (Er, is that it?)

Il It certainly is! And you don't even need a stamp to post it! Just send it off to Reader Survey, YS, Future Publishing Ltd, Freepost, Bath, Avon BA1 1XY. (And to very much for your co-operation!)

MINI

£200 Worth of spanky SAM stuff 20 copies of the

AM Computers must be pretty chuffed with themselves - Prince Of Persia is looking dashed superb and no word of a liel It's got five mega-huge levels packed with traps, tricks, tracks and, er, trucks (actually that is a lie), and a merry little chappy with a sword called the Prince (ie. you) who's the most brilliantly animated sprite you've ever seen! He's just like a real-life blokle (well, some weird person running around a castle in a nightshirt anyway). Add to this a host of swordfighting Arabs (with just as good graphics), some fiendish puzzles and 512K worth of explorable castle and you can't really go far wrong! (Unless you go down a dodgy corridor.)



Stop molesting that young lady immediately, matey!



Roll Out The Barrel

Arabian fights

The normally 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 B 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 grabs?

Piles of loot, that's what!

Well, not loat exactly – but certainly the next best thing! Cos we've got £200 worth of exclusive SAM coupons to give away - the perfect prize for just about anybody! If you've got a SAM you can get yourself every add-on you could ever think of (the Messenger, a mouse, another disk drive, whatever you want!). And if you haven't got a SAM, then here's the chance you've been waiting for to pick



one up! Yep, you could win a Coupé for absolutely zlichol

Plus (plus! Plus!) there are 20 runner-up prizes of the game itself - the very incredible Prince Of Persial (So if you get a second prize and then suddenly realise you haven't got a SAM then you'll just have to go out and buy one, won't you? Hurrahl)

Well, yes. There had to be one. But it's not Impossible, so don't run off blubbing. Have a look at the four piccles and you'll notice that the people in them have all got something incredibly similar in common (well, hopefully you will). That's right - they're all called Sami What you have to do is link them up the songs that've got jumbled up below them and fill in the coupon (so write Candyman next to B if you think it belongs to Sam Malone from Cheers), stick it on the back of an envelope and send it in to Up, Up And Coupé On My Beautiful Flying Carpet Compo, YS Compos, Your Sinclair, 29 Monmouth St, Bath BA 1 2BW. And er, then you just wait.

RULES

- . If you work for SAM Computers or Future Publishing, congratulations. But unfortunately you're not allowed to enter this compo.
- · Andy has appointed himself Judge (jury and executioner), so his word is final (and there'll be no bickering).
- The closing date's 15th September 1991, so get your postcards into us by then (well, either postcards or sealed-down envelopes or bits of cardboard or whatever you want really. So long as we don't have to open it up!).

Yo, YSI I know who's who and what's what, so I think... B links with A links with D links with C links with My name is And I live atPostcode



e - Spectrum +2, over 50 games Tel 0602 862611 and ask for Shafig.

■ Spectrum +2A joystick, manuals, lightgrand games only 4 months old £125 one. T Andrew on 0260 261068.

■ For sale – Spectrum 128K +2A with over £400 worth of games, 3 joysticks, 1 lightgur all for £300 ono. Phone Wayne on 0388

B For sale – Sega Master System Plus with 5 games including *Great Football, Rocky, Afterburner, World Socoer* and *World Grand Prix.* Also QuickShot controller. All boxed. All for £140. Phone 0262 488972 after 6pm.

for £140. Phone Uzoz 466972 after opinion.

Spectrum 128K +2, RAM Music Machine, OCD Art program, Machine Code course, joystick, manuals, magazines and over £450 worth of games. £250 ono. Tel Rhyl 343997

worth of games. £250 one. Tel Phyl 343/r/2 after 4pm Mondays.— Fridays.

Spectrum +3 with about 120 games on disk and cass.— games like Rick II, Mari Utd., Rainbow Islands and Shadow Warriors. Also about 45 mags. Will sell for £350 one. Call 0775 87505 after 6pm.

0775 67505 after 6pm.

Spectrum +2 - still under warranty. All leads, manuals, Multiface 128, joystick, Interface 1, 2 microdrives, transform box 20 m/d carts. Echosoft full size keyboard, midlilead, interface and software. £150 for the lot or will split. Tel 377 70556.

or will spir. Tel 377 7056.

Speccy in Saga Emperor Pro keyboard (63 keys), UF one, microdrive, datacorder, all leads, manuals, reset adaptor and lots of

games and serious software. £80 for the lot or will split. Phone 0377 70556.

Spectrum 48K, joystick, twin port interface, cassiette recorder, leads, books, power pack, over 200 games including Pools And Horseracing Predictor, Football Manager and Director etc. £85 ono. Tel 0702 431428.

■ Spectrum +2, 2 joysticks (Cheetah and Konix Speedking), lightgun, over 30 games, eject button slightly damaged hence £150 for

eject button slightly damaged hence £150 the lot. Will not split. Phone 0242 516180.

Sinclair 128K Spectrum +2, £500+ of software, £60+ of mags, £40+ of hardware. Total worth £750+. Sell £350 one. Only 1 y mint condition. Tel Gramlington 734525.

■ For sale – Spectrum 128K +2A, Kemps ce, lightgun, anly £80 and, Phone 0953 718350 (nr Norwich).

48K spectrum, VTX5000 modern.

■ 48K spectrum, VTX5000 modern,
Microdrive, tape recorder, joystick, Interface
one, b'w monitor, books etc. Swop for gamer
for Spectrum +3 or Multiface +3 or Amiga
stuff. Phone Niall on 061 773 9989.
■ Spectrum +2A, joystick, £130+ of games
including Chase HQ, TMHT, Plang, Dizzy
Collection and Night Shift, Also £40+ of
Speccy mags — all for £180. Phone Roly on
0453 757926.

■ I will swop light gun and games for Multiface 128. Will pay postage plus a guid. Phone Simon on 0278 458363

■ Spectrum +2A with joyatick, over £400 worth of games, eg Rainbow Island, UN Squadron, Turtles and other new release.

in good condition, will sell for £160 or swop for in good condition, will self for £190 or self.
Nintendo Gameboy or Sega Megadrive,
one (must have 1 game or more if possi
Phone Jonathan on 0395 270159,

+ 2 interface for 48K, 128K and +2
Spectrum. It's in perfect working order if possible).

\$35. Phone Gerry on 0429 271663.

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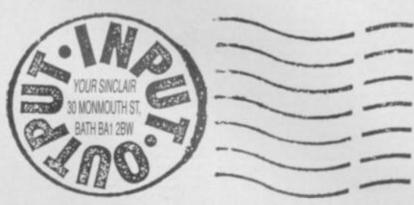


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■ Meekie's message for this month - if your bath plug gets clogged up with hair and fluff, use scissors to untangle the knottage and pull it out using your fingeral Remember – don't

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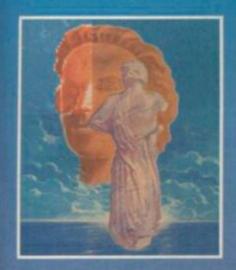


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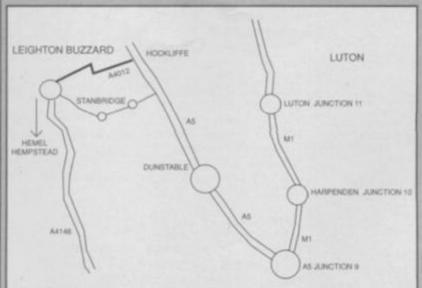
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Maps showing direct routes from the motorway and A5

TO PROTECT AND SERVE

Got a problem? Get it solved! With

ADAM WARING

His tips are the tops, and he's happy to help. (So long as it's cash in hand.)

Keep it down, will ya! I'm on surveillance. It's this dame, see. Her husband reckons she's cheatin' on him, and I'm the guy who's gonna find out. Ah. The bedroom light's just come on. Quick, c'mon, let's take a peek...
....Holy Moly! I think we've hit the jackpot. Just take a few snaps of this and we're in the money. Hold on a minute, who's that with her... it's Chief Eagleburger from down the precinct. Whoops! Time to make a discreet exit. Ah, I think I hear someone coming...

A LOAD OF TROUBLE

Speccy+2 which shows the year 1982 on the screen

when it is first on power.

NONE, not one, of the tapes I have collected with the issues of *Your Sinclair* will LOAD. I have tried MERGE but this doesn't help either.

help either.
The early blue and yellow stripes flit by; I do not get "PROGRAM: ????????" on the screen; I even get the message "OK" but nothing has gone into the machine.
I 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 life, the occasional tape on the front of YS will be unreliable. But not all of them. What's more likely is that there's a problem with your tape recorder; the head alignment's the culprit,

I'd say. 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.

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, EFIL does load. This is a

However, EFIL 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

The alignment is the ngle between the cassette head and the tape. For perfect results it should be at 90 degrees. But, hould it be off the

90 degree angle, it will still work weii with signals recorded with it, as they are both saved and loaded with the head at the same

angle.
So, all the evidence points to this. But

So, all the evidence points to this. But how do you fix it?
You could take a 12 lb claw hammer and beat the cassette recorder into a million pieces. This wouldn't actually fix it, but it might make you feel better.
Or, you could get hold of a watchmaker's screwdriver (the type you tighten the arms of your shades with). Get a music tape, something like Louis Armstrong, and play it. There should be a tiny hole just above the play button. Just inside that should be a tiny screw. Insert the tiny screwdiver into this, while the tape is playing, and rotate it, just a fraction. If the sound gets worse, then rotate the other way. When the sound is at the crispest, then you've got the alignment just

right.

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

I told you life was unreliable. Ad.

I'M GAME
I am making a game, sorry, I'm trying to
make a game, but with very little success. Is
there a game maker going cheap for the
Speccy? If not, could you send me as much
info on machine code that you have in your

Peter Hazell Bristol

Depends very much on the style of game that you want to write, Peter. If you had in mind a sort of 3D Froescape type of game



SPECIAL INVESTIGATION SOLVED!

PROTECT YOURSELF

In reference to Adam Gatward's problem in your Spec Tec column last month, I have rather kindly (though I say it myself) enclosed some methods of saving programs with protection.

The following listing will save a screen, along with a BASIC program attached to it. Add these two lines to the end of your program and type GOTO 9998 to save it:

9998 LOAD "<picture filename>" SCREENS: POKE 23613.0 9999 LET STKEND=PEEK 23653+256*PEEK23654:SAVE "<game name>" CODE 16384,STKEND-23500+7168

Reload the program with LOAD "" CODE. You may also save a BASIC program as a CODE file without a screen by omiting line 9998 and altering line 9999 to read:

9999 LET STKEND=PEEK 23653+256*PEEK23654:SAVE "<game name>" CODE 23552,STKEND-23500

Obviously there are ways of getting around these devices, but I hope they will be of some use to your readers, especially Adam Gatward.

Mark McCormack Lepton, West Yorkshire

Neat tip, kid. I take my trilby off to you. And remember, foks - there's a prize for all special investigations solved. Ad.



then Domark's 3D Construction Kit would be right 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

A shoot-'em-up kit was made by Melbourne 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 see 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 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 language, or would a general knowledge of BASIC do? Is it easier to write programs using a Z80 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 learn machine code. No, it wouldn't make it easier to write programs, machine code is about a zillion times more difficult to code is about a zillion times more difficult to learn than BASIC. Not surprisingly, there

learn than BASIC. Not surprisingly, there are books that attempt to make the road to learning 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 off, there are plenty of advantages to learning machine code. For a start, programs run far more quickly, often by factors of a thousand fold. It's only possible to write commercial quality games in machine code.

I can offer more positive news about your

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 warning, though. If the line numbers are the same, then the first clashing lines in the first program will be overwritten 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 -

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.

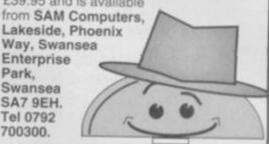
Software-wise there's a mouse driver

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

Lakeside, Phoenix Way, Swansea Enterprise Park, Swansea SA7 9EH. Tel 0792 700300.



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

 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't the friendliest 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

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 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?

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 like the printer has a very serious fault.

Get in contact the company who supplied

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 faulty 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 County Council in the phone book. Ad.

YOU KNOW WHERE TO 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.

I'll never afford the bail. 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



naced production of the second production of t



Pass the Kleenex - the end is nigh. MIKE GERRARD is making his excuses and about to (boo-HOOOO!!!) leave...



rom deep in the county of Shropshire, otherwise known as Salop for reasons lost in the mists of time, comes a new

adventure/fantasy/SF/RPG maggy-zine, called The Adventurer's Herald. I know nothing about it other than what I've gleaned in a news snippet in the ever-reliable ZAT Spectrum mag... which also comes from Shropshire! Spook! To find out what the Herald's all about, bung your SAE to the editor, Rik Jones, a Dungeon Master extraordinaire who lives in a PO Box (no. 522) in Tweedale, Telford, Shropshire.

Now this is what I call news (volume 17). Gordon Inglis has extended himself, so to speak. Having established his Spectrum adventure PD library, and his trade in second-hand

adventures, he's now going into the mail order market trading in new adventures too. Well, old but new. New but not second-hand, but not brandnew. Anyway, let me just tell you the first two he's got, then you'll know what I mean. They're two Level 9 titles, and they really are rather juicy. Ingrid's Back retails at £5.99, and Gnome Ranger stands at a mere £4.99, including postage. Crumbs, as the baker said to the actress. (No, I don't know what it means either.)

Gordon's also just acquired the rights to Energem Enigma and The Extricator, a couple of other golden oldies, and by the time you read this he'll probably have worked out what the price of them is. To find out, send your SAE's or cheques for the *Ingrid* games to GI Games, 11 West Mayfield, Edinburgh EH9 1TF Gordon points out that this

new company is a division of his main company, Sandven Ltd, which has been going since 1976, so he's no fly-by-night

operator. He's also looking for other titles to publish, either oldies that have already been out (but the authors would like to see them republished) or brand-new, unpublished titles

Before sending your games off to a publisher or a reviewer. you must get them heavily play-tested. It's amazing the mistakes you can miss in your own games because you're so familiar with them. I speak from experience. Someone who offers a play-testing service is

Gareth Pitchford of 45 Underwood Drive, Whitby, Ellesmere Port, South Wirral L65 9BH. He's done it for several excellent games that have been published recently. and offers to do it for you too (the little devil). All he needs is an SAE, solution, instructions and map. Oh, and a copy of the

Did any of you lot out there buy FSF Adventures' game



S FOR THE COST OF A STA

and carefree, I introduced the idea of the 'freebie' – a help sheet or solution, which you could get provided you sent in an SAE. I used to list what was available cos there were only a few, but bit by bit things got bigger, and I ran out of room. Now, of course, loads of people offer solution sheets, but they can't call 'em freebies cos they usually can't call 'em freebies cos they usually charge for them. So I thought I'd get up te a bit, and print out a nice long list of what I've got - and all for the cost of an SAE. The second half will continue next month when I won't actually be here, but my YS address will, so keep sending your requests into that and I'll carry on sending the solutions out even though I've stopped writing for the mag. (And for those of you who don't read introductions and don't understand what I'm talking about then perhaps you'd better hop over to that little section on the other side of the page called *That's All, Folks!* It should fill you in!)

4 8 YOUR SINCLAIR Sept 1991

Of Desna

se Of The Seven Faces n Everyday Tale Of A Seeker Of Out Of A Dark Night Sky

The Jolly Duplicato

Phew, eh?! (More next mo

HOW TO DROP YOUR KNICKERS

CARLOW AND A CONSTRUCTION OF A

hat's this? Has charming mildmannered Mike at last flipped his lid and gone into adventure-porn? No, it's just a pathetic way of attracting your interest to a twopart-article explaining how to manipulate objects and containers using Gilsoft's PAWS. Adventure author Mark Cantrell has

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 some of the effects in his games like Diablo, Jester Quest and Gods Of War, all published by Zenobi Software. This month he shows how to put objects into containers (I'm saying nothing), and next month how to get them out again and then drop them (without smashing everything inside). Over to you, Mr Cantrell.

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

Each container must have an empty room of the same reference number as its object text, to use as its 'inside'. So, in effect, when you're placing an object inside another object which you've specified as a container, what you're actually doing is placing it in an empty room somewhere in the adventure map – but a room that has no paths into it or exits out.

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

numbered starting one higher than the 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.

course, the source of light, and footh zero is your title page.

An object is specified as a container in the object attributes table (X) – the table where you also specify whether an object can be worn, and its weight. Each object must have attributes entered for it. These are its weight (I use a weight of zero to indicate that an object cannot be carried, e.g. an elephant!) and its status. This can be

either no further attribute
(zero), a container (one), a
wearable item (two) or a
container that can also be
worn, like a rucksack (three).
According to the PAWS technical
guide, 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 carrying in total. This way, you can carry an unlimited amount of weight. You don't have to do this, it's just one possibility for you. Of course if you do do it, and want to use a particular weight to specify an object that cannot be carried, then you'll have to use a weight other than zero.

Putting Objects into the Container

Because PAWS uses special condacts to take the work out of moving objects in and out of containers, these commands are quite easy. For example, if we have a bag as object number one, then in the attributes table we enter its weight and an attribute of

one (to indicate a container, as shown above). We then enter condacts as follows in the response table...

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

PUT NOUN2 BAG; As above
ABSENT1; No bag around?
SYSMESS 26; Tell player
"There isn't one!"
DONE; Finish command

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

PUT ALL NOUN2 BAG; As above PRESENT 1; Is the bag here? DOALL 254; Process all carried objects DONE; Finish command

These example lines show how easy it is to make use of containers. The first line checks the LS (Logical Sentence) beyond the simple verbinoun to see which container the player means. If your game only has one container, then you wouldn't need this condact. If you have more than one bag then you can distinguish them by using adjectives (green bag, large bag, leather bag etc). The line then checks that the appropriate bag is present, and the AUTOP condact AUTOmatically Processes the specified object. If the object is being carried then it's put inside the bag. Otherwise, the condact reports the status of the object (you're not carrying it, it isn't here, you're

wearing it etc). DONE then finishes off that little command, so that the program doesn't automatically go on to the next in line. Don't forget your DONEs!

The next line processes the command if the bag is absent, letting the player know. The SYSMESS (SYStem MESSage) can of course be any number (you don't have to use 26 for "There isn't one!"), just as long as you specify the right number for that message (a bit obvious for experienced users I know, but something novices need to be reminded of).

The next line would follow all the

The next line would follow all the extended LS commands, and is used to ask the player where they wish to put an object if they haven't specified a container. Alternatively, you can just arrange for the object to be dropped, to let the player know he forgot to say IN THE BAG.

THE BAG.

The last line obviously performs the PUT ALL option. Again it checks which container the player is referring to, and that it is actually there. It then initiates a DOALL loop which looks for carried objects and processes the following lines in turn for each object it finds. Although it's listed last here, in PAWS it's among the first lines to be scanned for this command. You must check that the bag is present because if you don't you'll get "There isn't one!" printed onscreen for each object, instead of just the once.

82/30

And there you have it. Swift and sweet, and straight to the point (and probably totally incomprehensible in the process!). But if it tickled your taste buds then be sure to come back next month when we'll be finishing things off. See you!



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

Atari ST –
remember, 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!

THAT'S ALL FOLKS!

This is probably the hardest bit of writing I've ever had to do for the spankiest mag in the known universe, YS. 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 queue by the door). It's been a difficult decision to make, but I've 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 something for the radio. Aside from doing the adventure section in my sleep - and I've .

43

been able to get the hang of that one - there's 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, there'll 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 I'll bid you farewell, sniff,

farewell, sniff, sob, boo-hoo...

YOUR SINCLAIR SEPT 1991 4 5 0



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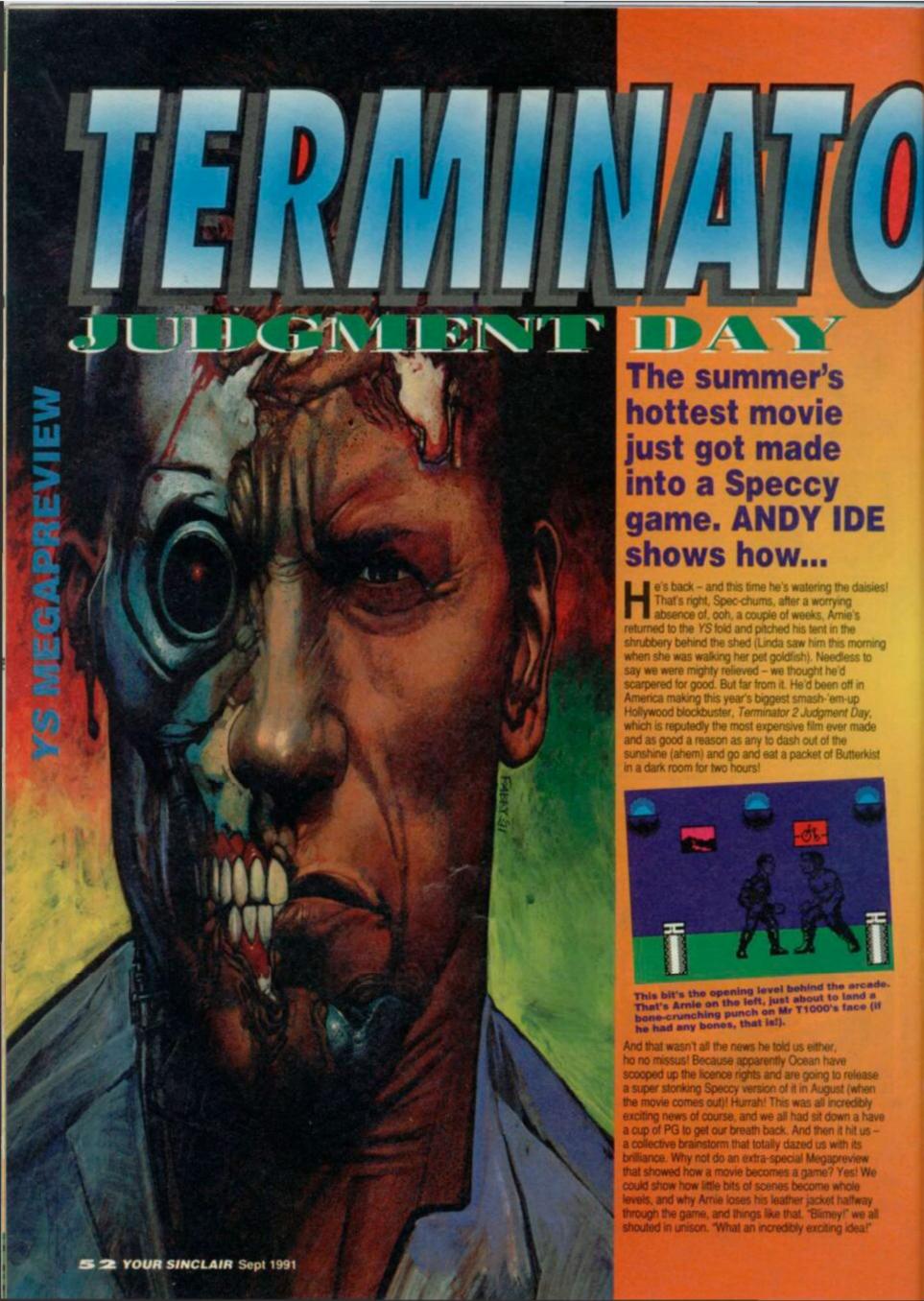
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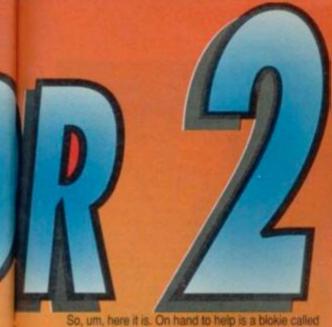


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So, um, here it is. On hand to help is a blokie called Kevin Bulmer, who's the boss of Dementia Software, the programming house that devised the game. In a moment he'll be taking us through all the everyday things that a licence converter needs if he's going to muddle through alright, but in the meantime let's dim the lights and take a look at the movie itself.

Brilliant! Tell us the plot and completely ruin it for

As if I'd do such a thing! Terminator 2 Judgment Day is, of course, the sequel to Terminator 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 dictatorship (or something). Having failed to kill her in the first movie, these futuristic baddies now send back a newlyimproved robot, the T1000, to finish off the job. Enter Arnie, 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 after 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 on! 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

together. Okay so he's indestructible, but then Amie is too. No, the trick is that he can rather cleverly turn 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 ust like those underwater alien thingles in The Abyssi Which sort of makes sense because both movies share the same director, James Cameron, who also

HI-ENERGY ANIMATION

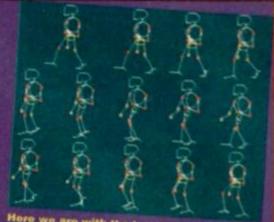
B oot up the beat-'em-up bits and you're in for a treat. The animation's is totally gurt lush!
According to Key, this is the key to all good character computer graphics, but how does he go about achieving it?

'I'm always standing up and walking round the room, going through the movements with my own body to get it right. That's a digitised version of my hand in one of the puzzle bits!

Crikey! And what about actually making the

Mmm. 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 before. The Red Heat one was pretty big and beefy, but for some reason they decided to chop him off from the waist down! Not that I can actually make Arnie's sprite look like

And here's the end result. (Sadly it's an ST shot – he didn't have any Spec pics.)



Here we are with the bare bones (ahem) of our animated Arnie...

"That's right. Ocean don't have any copyright over his features so we can't use them. Weird, isn't it?

his features so we can't use them. Weird, isn't it?

Even the movie company only owns his body (so 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 graphical matchstick man, he gradually added bits of 'flesh', sorting out 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 (eventually it totted up to nine), and, after that, drew up the T1000 using whatever space and memory was left. memory was left.

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 character, mate! Make me do another I'd end up feeling completely car-sick!"

made the first 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 million. (That's more pocket money than Prince Harry gets!)

And that's it (just about). Suffice to say, it'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 queue 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 won't have heard of Dementia. They did a few of the Golden Axe conversions (but not the Speccy one) and they're pretty famous for a 16-bit game called Corporation, which they wrote and designed themselves, and released last year to some generally loud "Hurrahs". So what are they doing writing an Ocean movie licence? Cue Kevin Bulmer who, for all intents and

purposes, is Dementia, le. the main writer and programmer and graphic artist and managing director and whatever else you want to call him

"Well, it dropped into our laps really. We went along to Ocean to see if they'd give us li

D&D arcade adventure. and they said 'fine' - 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."

Key started coming up with ideas immediately searching for key bits in the plot that might sugge a game. The only trouble was that he only had six months to do it in, which type of game he could



with his pride and joy, a model TEGO.

"Two brilliant ideas

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 would've looked really good on the Speccyl (in fact, Image Works are planning to use it for Alien 3.) And then there was the nteractive communication' 16-bit Monkey Island approach - animated graphics, arcade adventure action and lots of talking to the character bits. But, um, obviously we couldn't have done that for the 8-bits."
(So thank blimey it was chucked, eh, Spec-chums?!)

Not that Key was short of other ideas of course and his first presentation to Ocean was completely of the wall! As I said, in the movie Arnie gets turned into a goody robot and sent back to the past. This mean nat, theoretically, he's got to fight his way from the rebel base to the baddy area to get into the time machine – but none of this is actually written in the script. Kev wasn't phased – he spent three days working on a shoot-em-up idea, showed it to the product manager blokie, and was promptly told to go back and do something that actually

Ho hum. Back to the drawing

SPECCY TALK

ev's obviously the mastermind behind Terminator 2, but he's by no means the only bloke involved. Once he's devised his little bits on the ST he then sends them off to other programmers so they can create the different formated versions. Gary Priest's the bloke responsible for the Speccy version, so we had a

So quickly, tell us how the Speccy version's

haping up.

Really well. We haven't got as much space as we were hoping for, so we've had to throw out all the viccies we were going to slot in between the levels, but all the fighting and chasing and stuff's running just as well as on the other versions. The animation's

suppose it's 128K?

we had to compress everything in real light to get it to fit. It's like a tin of sardines in there! If you can imagine it, you've got lots of bits of legs chopped up and tucked under arms in the emory, just waiting to be ent out into the game to do

their little bit and join up with the rest of their bodies Blimeyl Er, right, Gary. 1

think we got that. And finally, tell the readers at home what you've written before.

Basil The Great Mouse Detective, Mickey Mouse, TechnoCop, and Footballer Of The Year 2. Is that it?

Ta-ra then!

Byel (That's what we like. Short and straight to the point, ah, Spec-chums?)

Blimey! He can't make up his mind, can he?

It's called creative inspiration. And anyway, it wasn't long before he struck gold, and opted for – a mixture of a vertically-scrolling chase game, some beat-'em-up bits and a couple of puzzles slipped in between! Exactly like your usual Ocean film licence

I was the only reasonable option we had open to

Explain yourself, Mr Bulmer.



55 seconds? That's large of time! (The idea is to got all the wires in the top piccy looking like the ones in the bottom one.)

really weird thing is that none of us had ever played games like Robocop 2 and Total Recall -- so we hadn't the foodiest idea that we were doing anything that'd already been done before! But overall it just made sense. Essentially, the movie's built around a chase. It's a very simple concept and it's very effective. And when the chase bits aren't pummelling along full steam then you've basically got Arnie fighting the T1000. So these bits had to make up the bulk of the game if you wanted to follow the narrative. (It's not our fault - blame it on the fact that Hollywood movie plots are all the

same!) And yes, we could have presented it in different ways but only if we'd had more time."

So what next? They knew what kind of game it was going to be but how were they going to convert the movie into it? There were inherent problems. The dynamics of a film 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 so they never die! 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

Schwarz... oh no! It'z dat Your Zinglair compooda magazin agen! I vill not speak wiz you! Go avay. Oh you vont mein film knolledge now? Ja, vell making films iz not eazy you know. All dat violenz und blood makes you squeamish. I tell you I vos nearly sick on mein leather jacket vunce. After filming I go to mein
caravanette und look at pigtures
of kittens und flowers to calm
down. Underneath I am ein veally
senzitive perzon. It'z true. Ha! Bet
you didn't know zat, YS scumbags! Achtung! Uzi 9 millimeder! Arnie, on vacation from the shed.

make things really dull!! The whole concept of a game has to be based on a player either winning or losing.

So how did you get round

"We made Arnie mortal, 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.

Right, 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 beginning to end, but since some of the bits and pieces are pretty similar I thought for a change we'd bunch them together...

The Beat-'Em-Up Bits

Essentially, the movie's all about Arnie fighting the T1000, 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 left with a basic fight between the two opponents – there's no pretty scenery to flesh it out or big wooden boxes to jump up and down on. But it's not a handicap, says Kev – Golden Axe was pretty much the same, and everyone

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 joystick, but to add a touch of 'instinctive' realism. So if you're three steps away from the T1000 you can do a high kick, and if you come a

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

and head-butts.)

The T1000's smaller in build, but a pretty feroclous little nipper all the same. He's got a punch and a poke (his hand turns into a spike!), but best of all is his head-butt (his neck goes all watery and stretches out so the head gives Arnie 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 semathing).

Level One takes place in a corridor behind the 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 fighting it 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

The Scrolling Chase Bits

Both Levels Two and Five are straightforward vertical-scrollers, looked on from a bird's-eye view.

Take a gander at the 'Silver Screen To Speccy' box off for a more in-depth guide to Level Two, but Level Five sees Arnie and Sarah in a van, dodging the oncoming traffic and being chased by the T1000 in a helicopter. She's in the back shooting out and he's behind the steering wheel. Points are docked if she gets shot or he drives into something he shouldn't – and you've basically got to play both parts!

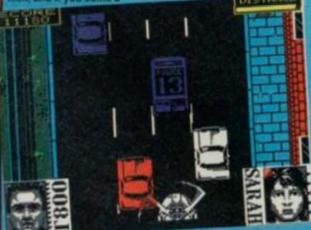
The Puzzle Bits In-Between This is where we get to see all the robotty bits of Arnie. Level Three's a hand puzzle, and here you've basically got to untangle lots of tendons and nerve strings and link them up to

get Arnie's fingers moving properly within a time limit. (But don't panic – there's a diagram down at the bottom to help you out!)

Next, there's the head puzzle (Level Six). Again, it's against the clock, and this time you've got a full-frontal 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

Extra energy is allocated depending on how well





The chase levels posed a similar challenge (but without such an easy solution). For example, one of them's based on a bit where a helicopter's chasing Arnie and Sarah Connor in a van. Eventually, the chopper slams into the back of it and blows up, and (somehow) the pair escape to safety

It's obviously a big explosive ending but it doesn't translate too well into the end of a level - you can still have the helicopter getting blown up (it's been put in the game), but it'd be pointless to try and incorporate it

into your gameplay and use it as some kind of big climax (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

clock ticking down all the way through he was able to introduce graduated tension, and finish the level on a definite 'full stop'

So what about the actual feel of the movie? How was that incorporated?

"Well, not being able to see the movie itself was a blimming handicap," mutters Key,

Eventually he managed to get hold of pirate trailer on video. "That helped a bit - it showed me what the T1000 looked like when it turns all watery, so I

incorporated that into the beatem-up bits (see box on opposite page). It also helped with some of the lighting and colours, but it wasn't really enough. And you're obviously going to make big, big mistakes. For example, we did the helicopter bit in daylight in the movie, it all happens at

night! (It simply hadn't been written into the script.) And I thought Arnie lost his leather jacket halfway through the movie, so in the game I made him wear this tattered top in the second half. Again, I was wrong.

But it wasn't all doom and gloom. Some of the stuff Key could do quite easily without seeing the movie at

"Take the puzzle bits, for example. They're not just there 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 Arnie's a cyborg. (In one of the puzziers you've got to match together lots of wires in his wrist, and in another you've got to slide lots 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 plot and feel of the movie. Without it the game would've just felt like any other!"

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 said, 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 Dib dib! 0

3OX
Terminator 2
Ocean
Dementia
hics Kevin Bulmer
Gary Priest
Jonathan Dunne
August '91 ce vet (128K disk only)

SILVER SCREEN TO

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

in the first place Deciding what scene you want to do



Sometimes you can base a level on a big bit from the movie; other times you can opt for something smaller, like a single incident. The motorbike truck chase is a case in point. In the

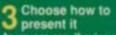
Catting Mr
Universe!

Arnie scoots down into the water channel on his Harley (with John Connor on the back), and the truck comes bombarding over the bridge and explodes. It's big action stuff, but only lasts a couple of seconds. Still, the potential's there for some serious funk – let the lorry live a little longer and you can have it chasing Arnie down the flood channel hell for leather. And that's exactly what they decided to do.

2 Develop it into a playable sequence Of course you've got to come

up with more than just two vehicles racing down the tarmac otherwise it'd be pitifully boring. So bung in some creative licence, and in no time you'll come up with lots of things they've got to duck and dodge and pick up and keep and jump over and skid on. (A lot like the

strip of tarmac at the side of this page actually.)



As we can see, they've opted

As we can see, they've opted for a straightforward birds-eye vertical scroller jobby. "Blimey!" you shout very loudly. "That's not tremendously original, is it, maties?" And you would (at a pinch) be correct. But then you've got to remind yourself of the other option, and realise there wasn't a whole load of room for manoevre... THE OTHER OPTION: THE OVER-THE-HANDLEBARS-AND-INTO-THE-SCREEN JORRY You know the sect

INTO-THE-SCREEN JOBBY You know the sort.

They're okay, but you'd end up with the lorry behind you, and you'd have to keep looking back in your wing-mirrors.

They might be okay for something like Super Monaco GP but, in that, the car sprites were less instrinsic to the gameplay. Anyway, it'd take up too much memory. And you wouldn't be take up too much memory. And you wouldn't be able to see all those pesky puddles on the road either. So Captain Birds-Eye it is.

4 Construct the level



Start with main sprite (ie. you, on the bike centre-Start with main sprite (ie. you, on the bike centre-screen), then the lorry chasing behind, and then all the peripherals that you've got to jump and dodge. (And if you've got the time to spare at the end, then you can throw in a couple of bridges, like the PC programmer did.) You can also throw in a couple of red herrings – position a ramp just in front of a pick-up object, for example, so when the player's flying up into the air he suddenly realises he can't get down to pick the object up (and so he swears very loudly). (and so he swears very loudly).



5 Make it
work
This is where it all comes together. It might sound a bit obvious, but it's bare you get all your



where you get all your speed sussed and set the difficulty levels (and basically make the game). Everything that's come before has been the engine and chassis – now we're adding the petrol to actually get the game up and running. game up and running.





tween the

TYRES Er.

BOULDERS

WEIRD KIND OF MINTY SWEET THINGS

Sort of mini hurricanes,

RAMPS Jolly good for racing up on and jumping off...

VW BEETLES

OIL BARRELS

PUDDLES low you

LORRY This stays at the bottom of the

HIT THE ROAD,



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.

Bionic Commando Neat four-wayscrolling platform

game which has you battling fiercely through five multiloaded levels on a world-saving mission. (A typical day's work for the Spec-chum.) Using your

telescopic, bionic arm you can biff baddies from afar or swing around like an aluminium Tarzan. Very clear graphics and



Watch out for the sandstorms.

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

WW2 planes replace aliens in this very ordinary shoot-'em-up. With power-ups, a dual-player mode and big mid-level baddies, the only new idea is "rolling" to avoid bullets. Otherwise you could be playing any of 60 other games (and probably not notice the difference).

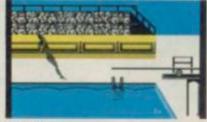
It costs a fiver, and two-thirds is crap- so work it out for yourself. You'd be better off checking out the Quattro range (then buying YS with the change)! O

THE GAMES (SUMMER **EDITION**)

Kixx/£3.99

This sports sim is way above average, with eight events that are well worth multiloading. Alongside the usual joystick-busters like Hurdling, Velodrome Cycling. Hammer

Throwing and Pole Vaulting, there are some nifty variations in gameplay. Archery is a



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 girl 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 tournament, 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'll still be playing come the autumn, but in the short term at least, the games of The Games are spanky, um, games. O

BUBBLE BOBBLE The Hit Squad/£3.99

Cute games, eh? What can you say about them, apart from "Aawwwl" (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



y doesn't come along and kill us or anything).

handy) you're out to bash up the slightly evil Baron von Blubba. Your sweet little dinosaurs (aawwwl) have to blow bubbles at the nasties, then boot them

at the nasties, then boot them around the screen until 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 doesn't work very well in one-player mode.

The desire to get to the next level is still there, but to be brutally honest, it gets rather samey. With two players though, it's a completely 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. Luckily, with extra lives and a continue option, there's plenty of time to make up!

The small 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 Spec-chum and it's a riot!

VINDICATORS

The Hit Squad/£3.99

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/£3.99 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 (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 (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.

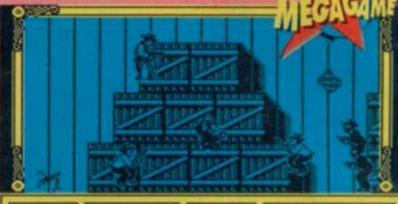
Well, yes it is, but you've also got to remember to grab the vital evidence as you go - in Level

Four you've got to protect a baby in a runaway pram as well. So it's a good ob you can swop to another Untouchable if one's feeling a bit under the weather. As regards special features, 128K

owners get ragtime tunes to tap their feet to, while 48Kers benefit from not having to load another

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.











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. At

the end of the day though, Vindicators can be summed up n two words - both un them 'boring'. O

QUATTRO COIN-OPS

CodeMasters/£2.99 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. (Gasp!) 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 colourful. animated obstacles, and the realistic ball movement is commendably nippy. A neat afternoon-filler, but be warned - it's horribly, horribly 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, doubleor-nothing - it's all here. Fans will play until their eyes cross, but for everyone else (including me) it's out of the window it

goes

Fast Food



U2? Euroh! Cough! Spit! Vom!

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 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 flickery graphics and surprisingly repetitive gameplay mean it

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. O

THE FINAL CHAPTER The Hit Squad/£3.99

Thanks to a ridiculous plot, Renny inds himself marooned at the dawn of time. Naturally this makes him a bit peeved, so he' out to bash, slap and poke his way back to the future quick as he can. The graphics are aultiess – probably the best cartoony graphics on the Speccy. On the first evel Renny faces demented Captain Caveman clones and oxing dinosaurs - so ou can probably guess
hat this isn't quite as mean and

uckily you an take a reather by crambling u traps (each level is kind of Sadly, unlike

Renegade there are no weapons to pick up. plus side it's extremely addictive, with long levels and blimming

the bonus of being able to rock along to the in-game music and avoid the

s, where

spiffy the firstonly question loes he go

Atlantis/£2.99 cass



Jonathan This game's annoying for two reasons. Firstly it's a

shameless rip-off of Ghosts 'n'
Goblins, and I reckon that if you're going to
do a copy of a game you at least ought to
try and make it a bit better than the original
(which this isn't). And secondly, every time

(which this isn't). And secondly, every time I try to type its name it comes out as Hobgolbin. Humph.

The storyline then. The land of Altoris (which spells 'Sirotla' backwards, to save you working it out) was once peaceful, its people protected by the Golden Orb. But it's been stolen (the orb, that is), and ghosts and hobgoblins are about to take over and beat everyone up. So King Garath has sent his only son, Zanock (you), to sort things out.

There's some other stuff about swamps and journeys being fraught with danger, but I'll spare you that and dive straight into the game. Needless to say, saving the kingdom involves trekking along a scrolling landscape, picking off baddies and collecting add-ons. The scrolling is of the 'walk along a bit and then wait for the next screen to scroll on' variety, the baddies are things like ghosts and the occasional stationary gun (being notoriously crap I didn't get very far, so there might be other things too), and the addons are power-ups and extra lives.

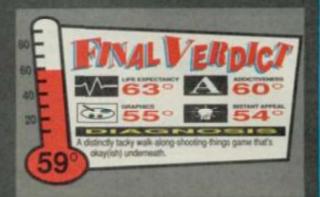
The graphics are nice and colourful, and attractively designed in places, but





they move jerkily and are small and weedy. But then they'd have to be, as a large chunk of the screen is filled by a massive great Hobgolbin (see?) logo, restricting the action to the bottom two-thirds. Couldn't be helped, I suppose. I did appreciate not being sent back miles every time I died though.

The difficulty's just about right, and I sort of found myself wanting to keep playing to find out what came next, but I ended up straightening the bits of paper on my desk instead.



PRINCE OF

Domark £14.95 SAM Coupé disk



James Gordon Bennett! Look what's just dropped through the shed's letterbox! A blue 3.5" disk with the

letters SAM on it! My guess is it's some SAM software. Let's have a look, it is! It's Prince Of Persia (and I'm going to review it!).

Sultans Of Swing

it, the plot. You play the Prince himself, who's ig at the bottom of a huge castley-dungeon type thing. Your girlfriend's been kidnapped, and being held at the top of the one of the towers. So you've got to work your way up the levels until you reach

(and, I suppose, rescue) her.
So how come it's so classy then? Well, for a start there's the animation—you've never seen anything like it. Your little chap rushes around in such an amazingly life-like manner that it looks there's a real blokey dashing around the screen. His hands fly

about and body jerks as onto his elbows to lift himself

But it's not just the graphics that make PoP so good – you'll soon get hooked you'll soon get hooked exploring the castle, trying to find your way around all the corridors to get to the next level. A quick hint – the first thing to do is find your sword. Once you've got that you stand a better chance at defending yourself against all the baddies who jump out at you, looking for a slice of your flesh (see box).



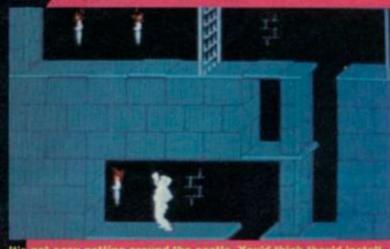
No doubt if you're a proud owner of one of those posh 16-bit machines you'll know all about this game, but for the others I'd better fill in the gaps. Basically, Prince Of Persia came out on the Amiga and ST around Christmas and was generally declared to be the best platform game anybody has

Obviously, those clever folks over at SAM HC were quick to realise this, and decided to upstage our numble rubber-keyed chum they ve had trying to get their blue and white baby taken seriously, this might just do the trick, it really is

So, erm, let's delve into the mysteries of the East, shall we?

Mapping madness

Wandering around the castle is a mapper's dream. There are five levels, and each is a different floor with secret rooms and potions to be drunk (most of these restore strength, but be on your guard — a couple will make you very ill indeed!). Just to make things a bit more difficult there are gates



OH NO! HERE COME THE BADDIES!

There are basically two sorts of evil baddies in PoP. The first lot appear throughout the game and are swarthy, baggy-trousered cutthroats 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 look at you. Just approach them, press Fire, and a gleaming sabre will magically appear in your hand to thrust and

parry with. These swordfighting bits add a brilliant element of excitement and skill to the game they're done so well you actually feel you're learning 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 done!).

A MEGAGANIE



Ha ha! You won't be able to get me do Mr Guard! (I'm a bit stuck behind this

(which operate by pressure pads on the floor nearby) and snapping guillotines (you're going to need timing here). As you get further into the castle things get more complicated and a lot harder. You'll be lucky to have any hair on your head left by Level Three! e? On yes, the sound's also pretty amaz-actern-type tunes flow out (and there are

THE START OF SOMETHING BIG

W e've seen quite a few Coupé-specific titles 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 pull it off (which they think they will) they'll 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.

some fabby sound effects) so it's all a million miles from the standard Speccy beeps and burps.

There's no doubt about it - Prince Of Persia isvery difficult, very addictive, and an awful lot of fun. And (sorry to go on about it) the graphics are so brill that I've simply got to give it a Megagame. Goodness knows it deserves it (just as the SAM deserves such a corking game to show off all its jolly clever talents).

Heartily recommended. ily recommended. O



Hmm. How jolly pretty. Sort of makes you want to lick the colours off the screen, dossn't it? (Erm, no. Ed)



PROFESSIONAL

Cult/£2.99 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 nightmare for the lucky YS employee who gets to review the game. In fact I was all set to have a crack at their other two Cult budgle titles



Striker Manager and 2 Player Soccer Squad, but Andy wouldn't let me. (Liar. Ed)

The impressive list of features on the cassette inlay boasts 'Offside 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, rather 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 Defence, as it usually means you can hide down at one end of the



pitch chatting to the goalle and hoping the ball doesn't

Once everything's set up the game proceeds, somewhat sluggishly, via the usual menus and lists of numbers. You start off 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 lots of 'matches' (ie. textual descriptions of the games' progress) selecting things from menus and trying to work out what the hell's

While football management can quite successfully be reduced to menus and lists of numbers, football playing is rather more action-based, and this lends to show in PF's slight lack of depth. And one also has to question D&H's wisdom in releasing these broadly similar football 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.



INSECTOR HECTI IN THE NTERCHANGE

HiTec/£2.99 cass



Jonathan Never ones to hedge their bets, Hi-Tec have decided to take a break from cartoon tieins (don't worry - only for a day

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





You're Insector (sic) Hecti, the world's first comput-erised detective (apart from Adam Waring, of course), and you've 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 Hi-Tec have had plenty to spare for coming up with a decent game. Or have they' (Thunderclap.) Well, yes they have actually. It's a puzzle game, as I may have mentioned already, and guite an original one at that. Like most puzzle games the screen is covered in coloured squares, only this time they make up a maze with lots of baddies running round it. Touch a baddy and lose a life. Okay, you might say, all fair and dinkum, but it sounds more like a maze game than a puzzle game. Can't 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 isn't quite 'there' to start off with, and you can't get off the level until it is. It's also handy because if you're getting chased by a baddy you can flip the walls round and block him off. Or shoot him. (You get a limited number of bouncing balls - oo-er - for this very purpose.)

And it's 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. O



SPIKE IN TRANSITVANIA

CodeMasters/£2.99 cass



Jonathan I was about to say that Spike the Viking couldn't possibly have been shipwrecked in Transylvania

shipwrecked in Transylvania (as the instructions reckon he has been) because Transylvania is right in the middle of Romania and covered in trees and mountains.

You can't even see the sea from it (unless you climb to the top of the tallest mountain and squint really hard). And anyway, what would the Vikings be doing raping and pillaging in Eastern Europe when they'd be lucky to get a longboat across the North Sea, let alone the Black Sea, Bilmey, eh?

Then I noticed that it's actually Transilvania with an T we're talking about here. Those canny Codies are one step ahead of me once again. Transilvania with an T is a completely different kettle of fish. Not only is it within a stone's throw of Norway, but it's also a whole lot more scary than Transilvania with a 'v'. So scary, in

tact, thirt all Spike's shipmates had been locked up in the dungeons a local castle and are currently undergoing the most horrible to imaginable. That's all right, the only weird thing is that the instructional an 0898 number for help Spike In Transitivania with a 'y

Here We Go (Again)

So, with lots of vikings who're scattered all round a large 3D(ish) castle, and a cute little character wandering about trying to rescue them, the scene is set for a traditional Codies walk-around-solving-puzzles game. It kicks off in a cottage in the village where Spike has been taken in by a friendly local. But the door won't open. Cripes, two femtoseconds into the game and a puzzle already! Tell you what, I'll tell you this one for nowt (just to prove I play these things properly) – pick up the door knob that's tying on the floor next to you.

As the game unfolds, and you get a bit bored of exploring the village, you'll find the main entrance to the castle. Hurrahl Trouble is, it's blocked by a guard with strict instructions to turn away anyone with homs sticking out of their helmet. Don't panic, though. There's a way in, only I'm not going to tell you it. (Although I do know honest.) The castle's a huge place, with

dark, smelly dungeons and territyingly high battlements. And lots in between too, like bedrooms, banquetting halls and staircases. What's more, most of them are haunted by ghosts, or rats and bats at the very least. Luckily, however, there's space left for all the objects and things you'll need to collect in order to solve all the puzzles. There are also 'characters' which you can 'interact' with - mainly a case of gwing them something and hoping it's what they're after. They tend to hint at what this might be when you bump into them. Eg. if someone won't let you past, but says 'Gosh, I'm hungry' (or words to that effect) he's sure to want something to eat.

The other thing you'll need to do as you're solving puzzles is collect keys. These are needed to let your



Yum! An impressive spread indeed, specially when you've been shipwrecked for goodness knows how long.

churas out of their cells, whereupon they'll thank you and scarper, leaving you to complete the quest on you own. Tisk

So what's the cop?

So, given that the Codies have written absoluted hundreds of these sorts of things before, and evisingle one of them (that) can think of) has been absolutely brilliant, what's this one like? Could the possibly have gone one walk-around-solving-puzzles game too far, and made a complete hash of it? In a word, no.

Spike in Transilvania is another cocker, just as good as Dizzy and friends. What a rolled en?

There are one or two minor problettes, though. For a start, Spike's a bit crap in that he can't importing.

made no oxide was a second oxide with a second oxide was a second oxide with a second oxide with a second oxide was a second oxide with a second o

ar af tishilan

Note all the nice-looking redpainted houses, which yeu Brain. HPIM Have

MANSUTDSEUROPE

Krisalis £11.99 cass



Linda The shed football lies 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 (!), and I, erm, well, I don't do anything. So when Man Utd 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, erm, Manchester United (actually). If you bought that game you might have filled in a report card telling Krisalis what you liked 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-of-the-mill things that make managers such busy (and highly paid) chaps, like 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 gameyou get an oblique view of a four-way scrolling pitch populated by blobby characters with beachballs under their shirt (well, that's what it looks like to me!) and that football sim way of running (ie. sort of inhumanly). There's all the usual moves, fouls, cautions, penalties and substitutions.

In fact, everything's as you'd expect. The thing with footie games is you can't really design one that's massively different from all the others. And, to be fair, that's not what people want. MUE is a good, solid,

Click en this to change the matc length an the manager name.

> Hit this to quit

Each cup represents a competition. Click on one to find out how you're doing.



Fancy a quick friendly? Click on here.

Shows all you need to know about any player.

This takes your nex

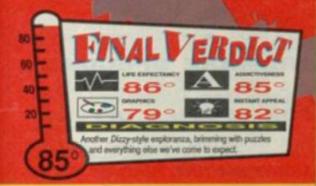
GO YOUR SINCLAIR Sept 1991



Even Spike's trusty wellies might not be enough to cope with the dreaded Pool of Red Stuff. Ooh, and it's all bubbly.

means that even something as innocuous as a chair represents an impenetrable barrier too him, and indeed chairs are often used to mark the edges of the bits he's allowed to go in. It just looks a bit silly, that's all. And the other thing is that to pick something up you've got to be standing right over it - a fraction of a pixel above or below just won't do.

But as far as graphics, sound and general presentation go, Spike's the loing on the proverbial doughnut. And it's fun to play too. Easy enough for hopeless cases like me, but with enough of a challenge, and enough screens to map, to keep the majority of Spec-chums occupied for ages. Looks like I fied Tipshop in the nick of time - in a few weeks time it's likely to disappear under sackloads of Spike libs. O



honest footie game (and that'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.



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



SHARKEY'S PARIS TO

MOLL

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 delight! I want to be knocked backwards by a game's sheer cleverness and originality! What I don't want is another aim-the-cursor shoot-'em-up. But beggars can't be choosers, so here I am with Sharkey's Moll. Hey ho (I know I've said it before but, heck, that's how I feel!).



Pick up the gun for more ammo and throw a moletov at that car, (Well, this is Chicagol)

As you've probably gathered, Sharkey's Moll is a monochrome, horizontally-scrolling,

blast-em-to-smithereens kind of a game. There are six levels which take you through downtown Chicago, the home of bathtub gin, speakeasies and gatting guns. Unsurprisingly, the city's

gatling guns. Unsurprisingly, the city's running alive with gangsters and illegal booze – even the most innocent looking 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, you're the man with the feather duster (so to speak).

cases. Coviously it needs a good spring clean and, as sure as eggs is eggs, you're the man with the feather duster (so to speak).

You're Lt Sharkey, the government's main man in Chicago, and you're just in time for a little rendezvous with the city's underworld boss, the enigmatically named Rubbers Malone. To get to his warehouse hideaway you've got to race through six (extremely similar) levels, shooting gangsters and avoiding informers, innocents and molotov cocktails. There are the usual pick-ups littered 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 all over the place leaving behind a trail of bullet holes and carnage. It's quite good actually.

good actually.

What's there in Sharkey's Moll'is quite playable. It's just that there's not much to it, and it's certainly nothing new or exciting. It's also one of those really annoying games in which you suddenly die for no apparent reason. You didn't run out of ammo or molotovs and it certainly looked like there was a bit of blood left pumping round the old arteries. Hey hold



PARIS TO BOUNDARIS TO BOUNDARIS

CodeMasters/£2.99 cass



James I'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 (like the Vatican City or Sark).

Anyway, here's Paris To Dakar from the Codies, and no, it's not a 'sim'. Instead, it's a 3D scrolling avoid-everything-as-it-comes-over-the-horizon game. You can choose to drive a truck (which is tough but has a crap top speed), a Mini Metro (?) which is quite fast and quite strong (Don't make me laugh! Ed), or a motorbike which belts along (but will tip you off if you bump into anything).

Whichever you choose, you get a back view of your vehicle on the road in front of you and the dashboard at the bottom third of the screen. This tells you your speed.



The motorbike doesn't hang around, but be careful you don't bump into anything at over 200meh.

revs, damage, fuel and position (usually about 800th in the race order)

Armed with these amazing statistics you have to race 99

kilometres per stage and collect extra fuel, time bonuses and damage recovery points as you go. Oh, and you've also got to avoid all the trees, jumps and other vehicles. And there are about eight stages (but I couldn't be bothered to

count them properly).

And guess what? It's not incredibly crap! It's fast, it's fairly flicker-free and it's just about hard enough. If you want something that's mildly funpacked and isn't too taxing on the brain cells (or in the click test bit repulsionary).

the slightest bit revolutionary)
then this one fits the bill. It's
certainly better than doing a
Mark Thatcher in the middle
of the Sahara and getting
roasted like a peanut. 0



On Spec





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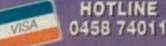
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UTURE

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

TFIGHTER

f you know your arcades then you're sure to have played Pitfighter already the original Atari coin-op

was a blockbuster beat-'em-up that used digitised graphics of real people fighting. And now here it is on the Spec "Blimey! 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,

they've come up with the next best thing and made the graphics look as though they're digistised! (Bravol) You can choose 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 morning!)

third-degree Black Belt who uses the Combo Punch, the Flip Kick and the Backhand. And Ty is a Kickboxing champ who specialises in Flying Kicks, Roundhouses and Spin Kicks. They battle it out in a large pit

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,

> face, throw motorbikes at him, gouge, smash, thump, kick (I say, steady on. Ed)

stamp on his

It's all jolly funky. The game has a neat two-player option. In the pit there are two or three other fighters - working with your pal, you can either fight everyone at once (and get your head kicked in) or gang up on some poor individual (and kick his 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)!



A-ha! There's a bloke lying on the floor - let's go across and jump on top of him for some extra points, shall we?



Pittighter looks ridiculously horrible and violent (just the way we like itl) and should hit the shops around November.

We might even get Arnie to review it (although we're not quite sure if he's hard enough) (Come here und zay dat! Amie)



It's a free-for-all!

UND THE BEND

Impulze

mpulze are obviously telly addicts. After last year's Edd The Duck licence. they've been zapping about with the remote control, and

popped over to Channel 4 to base a game on Round The Bend. You play a journalist and you've got to collect stories The game takes place in a huge sewage system (which gives a

whole new meaning to the term 'gutter press'l) and this is split up into four main complexes, each with three sections and loads of

junctions. Each screen is populated by squares which you've got to work your way round in order to get to punchlines which are waiting for you in the corner

Phwoar! These sewers stink a bit.

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, who you can switch

between as they wander round. One of them's got to report on a story called "The False Teeth Vs The Atomic Banana*



Looks a bit like Monty Python, doesn't it? (We haven't a clue what's happening though!)

There's no point in even trying to explain what that's all about You'd be better off waiting for the full review (next month, with luck).

ou only have to watch a couple of episodes of Fireman Sam on the telly to realise what a fearless dude he is. Let's face it, the guy's only got three fingers on each hand



always 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 McQueen 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 and a chat with the

arsonist, as you calmly wait for the next emergency. Phew! 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 month's ish. (Just a joke, Alternative!)



t's said that rugby is a game played by men with odd-shaped b... Er, perhaps not. Rugby is a tough, demanding contact sport which gives you an excellent excuse to roll around in the mud in the depths of winter.

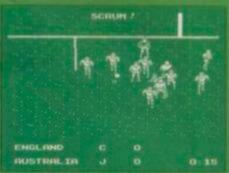
And if you're suffering from withdrawal symptoms, you can now recreate the conditions on your Speccy (but without the mud) using Audiogenic's forthcoming title, World

Class Rugby. It 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

that is) from the

5th of

The game looks fast and it's got a clear display (albeit with



rum? Blimoy! It looks like a huge e-local! to me!

only a few colours). Also included are all the

decent rugby teams in the world (and Wales), league games, cup matches and friendlies. And there'll be the obligatory two-player option as well. What more could you want? (Apart from being beaten up in the shallow end by 15 men with no necks.) It should

be kicking into touch around October



Here we see the crew lining up to shoot Naughty Norman. (Who deserves to die for his stupidity anyway.)

and he still manages to hold down a demanding job!

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) trying to sort out lots of problems. It's not



bring you the hottest reviews and Megapreviews this side of the planet Funk!



Every page is popping with (hi) energy! Party animals Tipshop, Letters, Program Pitstop and Adventures strut their stuff to the Spectrum beat – and Adam Waring (Mr Tec, to you!) gets so excited he nearly splits his



Jump and five with our seventh Magnificent 7 covertapel It's packed to the hat with gargantuan games, delerious demos and completely porkendous pyrotechnical POKEs! (Er. I s pushing it a bit, don't you? Ed) No, not at all!



pel USI. There'll be a blimming enormous FREE GIFT sellotaped to the front cover tool (But you'll have to wait 'til then before you find out what it is.)

Yo! Get down, Mr Newsie!

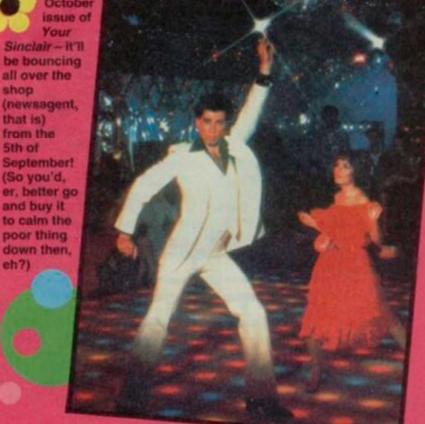
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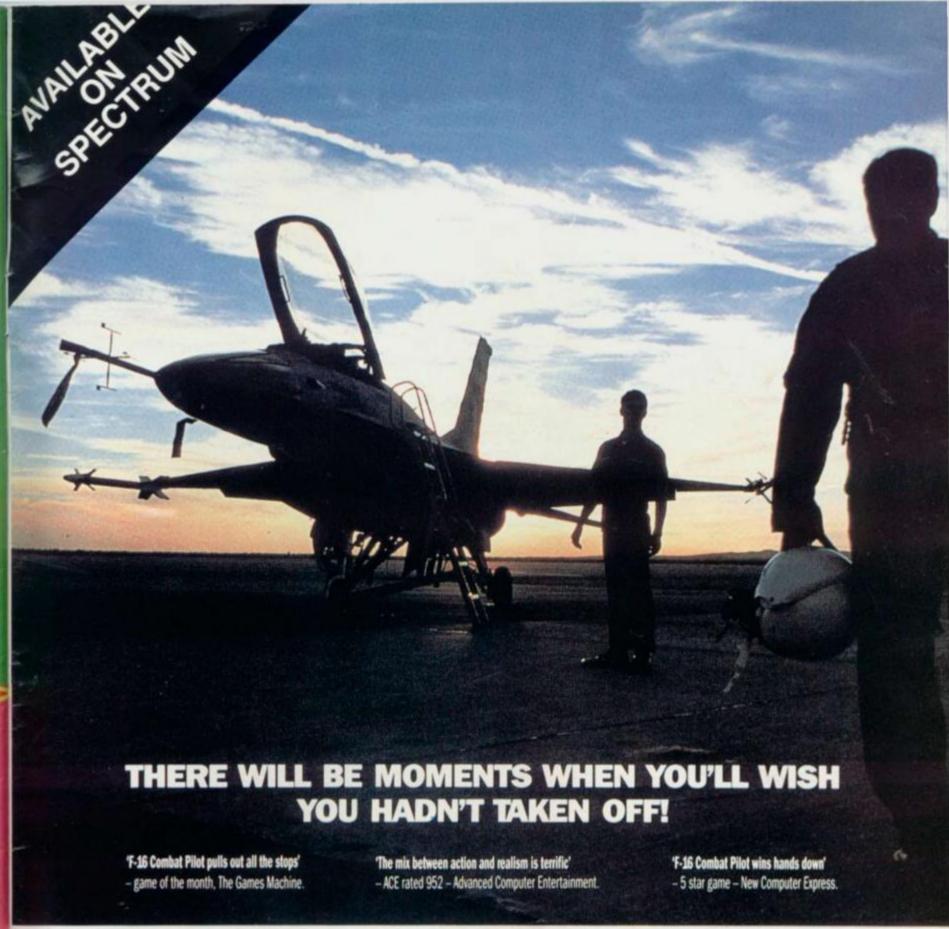
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(Care for a dance?)







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