A Future Publishing Book



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YOUR SINCLAIR



# TIPSHOP TIPTIONARY



(Really rather a lot of tips and things.)



EXIT

# The Complete YS Tipshop Tiptionary

**The complete *YS* Tipshop Tiptionary**

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# THE BORING INTRO BIT

Congratulations, dear reader! What a wise decision you've made purchasing this book! If you're a Spectrum gamesplayer (and for the sake of argument let's assume you are) you hold in your hands an astoundingly useful little tool. Packed to the rather nifty spring-binding thingies with hints, tips, cheats, POKES and maps on the best Spectrum games around – coupled with brand-new reviews of many of those games – it'll prove to be of invaluable reference whether you're wanting to buy new software, or simply get the most out of the ones you have.

Or at least, that's the theory. This volume is the result of a couple of ideas that have been flying around the *Your Sinclair* office for quite some time. Wouldn't it be nice to do a *YS* book, we kept saying. And wouldn't it be great to keep a sort of file of all the tips we've printed in *Tipshop*, so we could lay our hands on them again at a moment's notice? Put the two ideas together, as we eventually did, and nine months later (spookily enough) this bouncing baby book was born.

But that's not all – because then we went and came up with a third idea! As you may have noticed, there's a rather nifty-looking cassette attached to the book's front cover. And guess what it's packed with. Even more POKEs, that's what. Over 150 of the blighters! All in all, it's rather a handy little package to have sitting next to your computer, I'm sure you'll agree.

A couple of quick points. First off, for those who don't know, *Tipshop* is the section of *Your Sinclair* where hints, tips, POKES and all the rest of the stuff sent in by the *YS* readers are printed. The vast majority of the material that appears in these pages has already appeared in some form in Britain's best-selling Spectrum magazine.

The majority – but by no means all! Some cheats have in fact been culled directly from the programmers or software houses, while others have been worked out by the *Your Sinclair* staff themselves, so there's plenty of new stuff in here too. Add to this the brand-new reviews that accompany all the major tips (along with an up-to-date star rating system at the end of each one), and hopefully you'll get a book that's not only of invaluable reference when playing games, but entertaining to browse through in its own right too.

Secondly, despite the new stuff that we've come up with, *Tipshop* (and so this book) couldn't exist without the contributions of you, the *YS* readers. I'd just like to take this opportunity to thank all the people who've sent in the tips we've reused in this volume, and indeed anybody who's ever written to *Tipshop* at all – there are far too many of you to name, but you know who you are. And while we're in the business of thanking people, how about a big hand for Jonathan, Andy, Gordo, Simon and Jon who've put in a lot of work on this book while I've swanned around doing nothing very much at all. Cheers, guys!

And that's about all I have to say. If you've any comments about this book – positive or negative – why not drop us a line at the usual *YS* address? We'd be interested to hear your views. (I don't know why I'm asking, actually. *YS* readers are such a vocal bunch you're sure to do it without my encouragement anyway!) Alright, that's enough of this boring waffle stuff. On with the show!

**Matt Bielby**
Editor, ***Your Sinclair***

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# THE TIPTIONARY

## *ALIENS US*

### ELECTRIC DREAMS

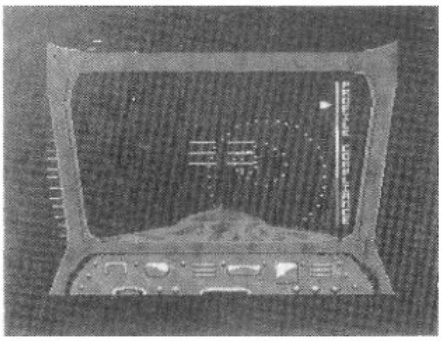
**_YS_ JANUARY 1988 – 9/10**

Aliens are tricky little things, aren't they? And games called Aliens are even trickier. The main reason for this is that there are two of them. The first to arrive on the Speccy scene (Aliens) was a nifty-looking and extremely spooky maze game. And the second (Aliens US) is even better. As you probably spotted from the title, it's the American version of the game, and so is on a much larger scale than the original. It's split into lots of different parts (six, in fact). You're probably wanting to know what they all are, aren't you? Groan. Well, first off is a landing sequence, then there's a bit where you have to guide the marines to their command car, then there's a battling-with-the-aliens bit, and then... well, that'll do for now. You probably won't get that far anyway, 'cos it's such a bloomin' hard game. It's also a very neatly programmed one. In between each level there's a little scene-setter to keep you up-to-date with the movie's plot. This means there's loads of atmosphere (very handy with this sort of game). So, what've we got then? Well, a handy little spook-'em-up with plenty of playing hours left in it really. Well worth a gander.
★★★★★

***Drop Ship Manoeuvre*** You're in control of the drop ship, trying to keep in the 'pipe' (the guidance circles on your head-up display). If you can't keep in the pipe, the drop is aborted and you have to start again. The trick is to anticipate the twists and turns of the pipe, because it's almost impossible to react to some of the tighter bends. Make some sort of map (or just play it over and over and over and over and over...).

***APC Rescue*** The marines are trapped inside the catwalks under the atmosphere processor. You have to guide them back to the APC. To do this you must switch quickly between them, shooting some aliens and switching back again. When a screen flashes red, get to the trooper as soon as you can or he'll be chomped.

***Operations Room*** You are left to fend off the swarming aliens as the rest of the team cut through a door. Go for the fast-moving aliens first, and just bump off the slower ones. (If you don't then the fast ones will get through and kill your team.)

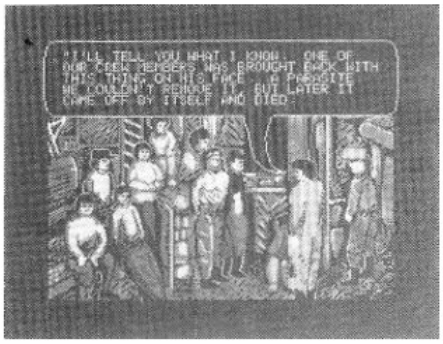


***Aliens US*: In space, no-one can hear you, erm, you know.**

***Air Duct Maze*** Getting to the drop zone through the ducts is a hazardous business. The aliens will follow you, so use this to your advantage and lead them where you want and run the other way (You'll see what we mean.) When an alien disappears, run for it, 'cos it'll pop up somewhere else almost immediately.

***Newt Rescue*** Back to the catwalk again, this time to track Newt on her locator band. Glance at the range locator but don't stare at it. You've only got a couple of seconds to shoot the aliens before they pounce at you, so stay frosty and keep your eyes glued to that catwalk!

***The Queen*** Box the queen's ears with the loader arms to soften her up a bit, then grab her with one of the claws and hold her over the hatch. It will then open and you can drop her through it. And that's it! Game over man!




***Aliens US*: Oo-er. It's a bit 'intimate' in here. Almost as crowded as the _YS_ office, in fact.**

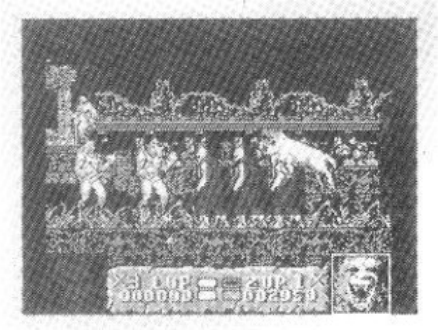
***NB*** If you play the game all the way through without using the skip mode, you'll then see the final screen.

## *ALTERED BEAST*

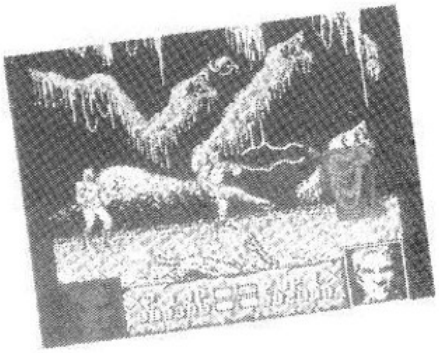
### ACTIVISION

**_YS_ NOVEMBER 1989 – 80°**

This is one of the 'new-generation' of Speccy coin-up conversions, the ones at the head of this colour revival we seem to be going through at the moment. 'Out' are weedy monochrome backgrounds, wishy-washy masked sprites, and hopelessly over-the-top attention to detail. 'In' are massive, garishly coloured characters, leaping about and clashing cheerfully with everything around them. Whether you think this is a good or a bad thing is really a question of taste, but it has to be said that Altered Beast looks great (from a distance) and it plays extremely well too. Speed is everything in a game like this, and this one's got plenty of it. What's it all about? It's a beat-'em-up of course. Lots of levels, heaps of giant nasties to mash and all the usual sort of things to collect. The only real niggle is the animation, which looks a bit crap, but everything else is fine. A lovely game.
★★★★



***Altered Beast*: I haven't a clue what's going on, but this is jolly good fun, eh?**



***Altered Beast*: Maybe I should kill him or something.**

A cheat mode? Yes indeed. All you have to do is press down all the keys while playing (you might be able to single out the actual ones you need) and you'll be able to load up any level you like.

## *ARKANOID*
## OCEAN IMAGINE
### *YS* JANUARY 1987 – 9/10

Cor, and to think that the first-ever game on the Speccy was 'inspired' by Breakout too. Come on, you must remember *Thru The Wall* – it was on the tape that came free with your Speccy back in '82! The idea, for the terminally uninformed is that you move a little bat backwards and forwards at the bottom of the screen. While you're doing this a ball bounces around above it, knocking bricks out of a wall at the top. The trick is to knock all the bricks out of the wall without letting the ball disappear off the bottom of the screen. *Arkanoid* has all this and (of course) more. Improvements include bat add-ons, bricks that do special things (like take lots of hits to disappear) and wacky wall designs that get increasingly tricky. Even all these years later, it's simple, fun and still hugely addictive. (Not as good as *Batty* though, which was free with the October '87 *YS*.)
★★★★

On the high score table use the name 'PBRAIN'. Press Space to return you to the board you last visited.

## *ARKANOID II*
## *THE REVENGE OF DOH*
## OCEAN IMAGINE
### *YS* APRIL 1988 – 9/10

Erm, well, basically just take everything we said about *Arkanoid I* and multiply it by ten. Ten times the playability, ten times the addictiveness, ten times the graphics and, um, twice the number of screens (64). There are lots more things to collect, heaps more different sorts of bricks, piles more aliens drifting about and even moving bricks. In fact, Marcus got so carried away that, once he'd been carried back again, he gave it ten out of ten for graphics and addictiveness, and nine for the rest. Praise indeed (with Thora Hird). Lt's still not quite as good as Batty, but then we would say that, wouldn't we?
★★★★★

Same as the original but use the name 'MAAAAH' on the high score table.

## *ASTRO MARINE CORPS*
## DINAMIC
### *YS* JULY 1990 – 75°

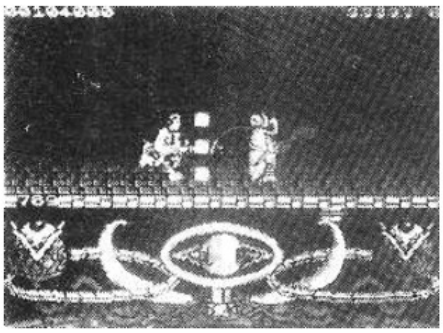
Dinamic, that Spanish-based bunch of key-prodders, are renowned for producing big, colourful but fiendishly difficult shoot-'em-ups. This one, their most recent to date, is in much the same vein as *Army Moves* and *Navy Moves* – it's a horizontally-scrolling shooter, with big, colourful but slightly rough-edged graphics, add-on weapons and two multiloading parts (with a password to get into the second). The plot? The usual sort of thing – you're protecting the planet from a typical alien invasion. The one improvement over previous Dinamic offerings is that it's actually possible to get past the first screen, as they've sorted out some of the problems with the playability. The result is an attractive-looking but very ordinary scrolling shooter.
★★★

And as this point we'll launch straight into the complete (and utter) solution...

Go right and shoot men. Keep on going until you reach a tree. Jump over it. If you don't you'll be eaten alive. When you reach the concrete floor jump over the green and red parts except for the third, fourth and fifth one, as these are lifts. When you are on the fifth one, go to the bottom and jump the gap. When you reach the second concrete floor drop off the right edge. Go left, jump over the gap, shoot the enemy twice, shoot the box, collect the item and drop down the gap.

Keep on travelling right until you reach a strange thing in the floor. Stand facing it so it's just on the bottom of the screen, then drop four grenades down the centre. A creature will come up and explode. When this happens, go to the edge and jump the pit. Go right. Shoot jelly monsters by ducking and pressing Fire. Jump over all trees with green leaves. Jump little gap with water in it and go right onto the red and green floor (a lift). It will take you down. Then jump the gap and go right. Jump the big gap and you'll land on some grass. To get to the other piece of grass do a little jump. To get onto the red and green floor when you land, keep pressing up.

Shoot the robots' heads and then their legs. When you reach the



***Astro Marine Corps*: Take that! Eat little red square things with yellow bits in, alien scum.**

concrete floor jump onto the green thing and keep pushing up. Get onto the lift, collect the items in the boxes, go right and drop off the edge. To get across the red and green floor jump onto them and then keep pushing up and do another little jump. Do that on each one. When you're across don't shoot the men, just walk through them – but when one turns into a dragon shoot the head. Go right and there will be robots and men. Jump over the big gap.

Go right and walk up to the spaceship until a troll comes. Keep your finger on Fire and the grenade key. When you've killed the troll go right. You'll be beamed up. And there you go – all eight zones completed. Hurrah!

(The password is DAGOBAH.)

## *ATF*

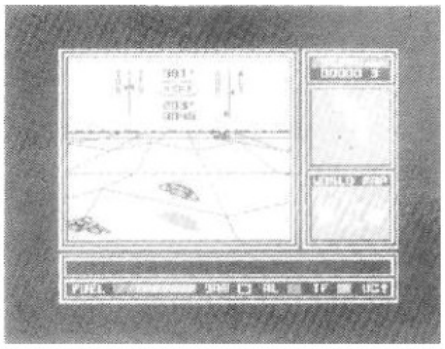
### DIGITAL INTEGRATION

***YS* APRIL 1988 – 8/10**

Even people who normally shy away from flight sims might find it worth their while to take a peek at *ATF*, a little-known arcade jobby from the people who brought us *Fighter Pilot*, *Tomahawk* and lots of other things besides. There are no awkward controls to get to grips with, and the manual isn't too gigantic. The view you get is of your little stealth plane bobbing up and down over a rapidly-scrolling 3D landscape (with the help of terrain-following radar if you're a bit chicken). You're meant to shoot things, of course – mainly buildings and other planes. It's got plenty of complicated strategy, but should be accessible enough for most arcade game fans. Nice really.

★★★★

When the map is shown, study where the red dots are and jot them down somewhere. Next, when you select your weapons, don't bother with ASRAAMS because your cannon is likely to prove a lot more useful. When you take off go to maximum thrust and climb to maximum height. This will gain the advantage when you're being chased by enemy aircraft, because you can then go up and down rather than relying on your terrain-following radar.



***ATF*: Anyone for a game of frisbee?**

After you've destroyed the two targets listed in the database, use the world map to try to identify where the red dots were. If you destroyed more than four targets you'll get a report telling you about your excellent performance. You'll only have to land if your thrust is less than 50% too far out from your base, or your fuel gauge goes into the red.

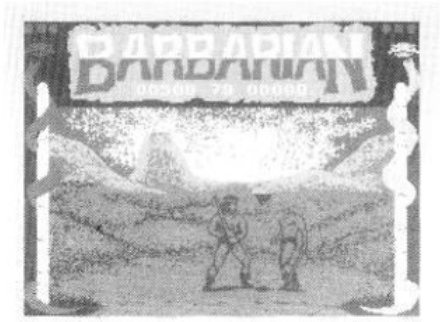
## *BARBARIAN*

### PALACE

***YS* JULY 1987 – 7/10**

Whoever said beat-'em-ups are all the same obviously hadn't played *Barbarian* (but other than that he was probably quite right). It must be the only game (ever) in which you get to chop off the other bloke's head, as well as headbutt him, prod him in the stomach and do a somersault into him. It really is pretty violent, with a range of little 'humorous' touches and the option to have a straight two-player head-to-head or take on the forces of Drax (who's captured a princess you rather fancy) singlehanded. There's some corking animation and a wide range of moves with which to assault the foe. For those in the market for a bit of blood and gore, *Barbarian*'s still as fresh and glistening now as it was then.

★★★★



***Barbarian*: Hi ya! (Lunge.) Schtick! Erm, what you mean it was meant to be a friendly?**

There's a cunning combination of moves that'll let you beat most opponents – knock him into a corner using forward rolls, then repeatedly do two rolls and one kick, and you should wear him down eventually without him being able to do an awful lot about it. When you reach Drax, jump over his first thunderbolt and then roll into him.

For the sake of completeness, here's the cheat – hold down Symbol Shift while fighting and the game will slow down, making those tricky sword-thrusts a little easier to judge.

## *BATMAN THE CAPED CRUSADER*

### OCEAN

***YS* JANUARY 1989 – 9/10**

This was actually the second Batman game (the first being Jon Ritman's 3D job years ago), and it snuck out quietly a few months before Batmania started to grip the nation (which was quite handy for Ocean really). And it's quite simply brilliant. No, it's better than that. It's complicatedly brilliant. Complicated because it's an arcade adventure (two, in fact), in which Batman has to solve a couple of crimes. The graphics are, well, words fail. But they're very good anyway. As you move from room to room, the old room fades out while the next one appears in a little rectangle somewhere else on the screen. There are plenty of other nice little touches, like the huge Bat-logo which pops out of the screen at you at strategic moments and, ooh, lots of other things. It's a really great game, ideal for both Batmaniacs and the Bat-shy alike.

★★★★★

So here's the solution to *A Bird In The Hand...*

First of all get the nose (which makes you invisible), then the Batarang and the lock pick. Leave the cave, go right and get the sweet and the shoe. Go back to the ladder and get the rope. Go along and open the door that says

'Take Your Pick' with the lock pick. Go right until the end, and go through the door. Go left, then go through the first door. Get the lift key then go back to the entrance. Go through the door and to the right, use the lift key and go through the bottom door, right and through the door. Go left and through the door then left and pick up the toast and dart. Go right and get the game disk. Go through the door and through the next one. Turn left. Get the egg and use the rope. Go up the rope and get the magnet. Use the dart and get the pass. Head back to the rooftop. Then go right down the ladder and up the other one. Get the pop and the torch and go back down the ladder. Go right and get the door key and go back to the door that says 'Don't Pass Go'. Use the pass. Then use the torch inside. Go left and get the tape. Go right and through the last door, then left and through the first door, then left again and up the stairs. Go right to the end and through the door, turn left, through the door then right to the end and use the door key. Go through the door, turn right to the end, through the door and right. To complete the game use three items – the tape, the disk and the magnet – and that's it.

And here's the lowdown on A Fete Worse Than Death...

Get bulb, use in dark room. Get mask, wear it. Get torch and use in sewer. Get Batarang and use it. Go to sewer. Get ears and use them. Get roll. Get all food (fish and carrot). Get shades. Use in Joker's Funhouse when it's too bright. Get false teeth. Take to false teeth room (in Joker's house and above sewer) and use them. You can now eat food. Go to ghost train and get wire clippers. Defuse all ten bombs with them. Go to fair. Get Coke if needed. Get cash and use. Get Joker's card. If you use the dog, it gives you more energy but slows you down. Use card in Funhouse when you see the caption 'card trick'. Get camera. Use it. Drop it. Tadaaahhh!

## *BATMAN THE MOVIE*

### OCEAN

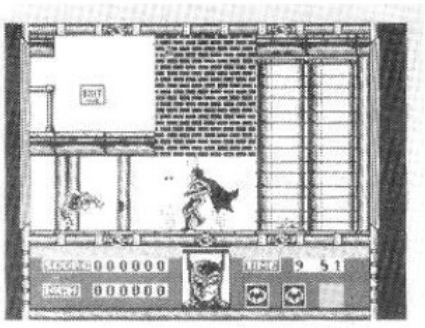
***YS* NOVEMBER 1989 – 91°**

So, *Batman* Game Number Three, and whomph! Batmania! Everyone was into the Caped Crusader all of a sudden. (He's a bit unhip these days, of course.) The game of the film is one of those "Oh crikey, how on earth are we going to turn this into a game? I know – let's do a multi-parter, taking various scenes from the film and turning them into arcade games, just like everyone else does'" sort of things. They took the easy way out then, but what they did come up with was generally pretty impressive. There are walking-around-a-bit sections, along with driving and flying sequences. The walking sections are the best (predictably, they're beat-'em-up style), while the other parts are lacking a certain something (like things to do). If Batman wasn't so untrendy at the moment it would be whole-hearted recommendation time. As it is it only gets a seven-eighths- hearted one. But we'll round it up to five stars.
★★★★★

And now (drum roll) the complete solution...

### *LEVEL ONE*

Wherever possible use a map like the one provided. Don't lose your way and go up all the time. Wait for the thug to go downstairs then fire the Batarang at him. Next go to the right as far as you can, then shoot the Batrope up and climb. Shoot the thug as he enters the screen. Then fire the Batrope diagonal up-right and, as you swing, kick the thug on the screen. Then climb up. Walk away from the thug until he has thrown his bomb, then turn around and hit him with a Batarang. Go far left and fire the Batrope up and climb it. Go left until you reach the gap, then fire the rope up left and climb. Walk left to the edge of the platform, then shoot the rope up-left and climb. Fire the rope to the top and climb. Walk left to dodge the bomb. Walk right until you see a thug. Shoot him then turn left and fire, then turn right and fire again. Walk right 'til you see another thug then shoot him. Go down a level and shoot both thugs. Walk right and drop down a level. Walk right dodging the acid drops. Shoot the rope up and climb. Walk right and shoot the thug. Go down a level and shoot the thug. Walk right onto the platform and go down a level. Walk to end of the platform. Fire the rope up right and swing to the next platform and release the rope. Walk right then shoot the rope up and climb. Shoot the thug and walk right. Wait until the steam has gone through the tube, and go down two levels. Wait for the thug to walk right. Drop down a level and shoot the thug. Walk right to just out of range of the steam. Shoot the thug as he climbs the ladder. Walk right. Fire the rope up-right and swing into the thug. Turn left and fire up-left. Climb the rope. Fire up rope and climb. Fire up rope and climb again. Walk right and drop a level. Fire at thug. Walk right and drop down four levels. Walk right and shoot thugs. Walk far-right, turn round and drop two levels. Shoot thug, walk right to just before the drops. Fire up-right and climb. Walk left then fire the rope and climb. Shoot thug as he enters the screen, fire the rope and climb. Fire the rope and climb again. Walk left 'til just before the acid drops. Turn around and shoot the thug. Turn around and fire up-left. Let go when you are past the rope. Fire the rope up and climb. Fire the rope up and climb. Walk right to the edge of the platform, fire the rope up and climb. Walk far-right and drop onto the thug. Drop down another level. Walk right to the edge and fire the rope up-right. When you are above the opposite platform let go of the rope. Fall down three levels and shoot the thug. Climb ladder and walk right to the edge. Fire the rope up-right and climb. Walk right to the edge and shoot the thug. Drop down a level and walk far-right. Fire rope up and climb. Walk left a little and fire the rope up. Climb up the rope and walk a



***Batman the Movie*: The Crêped Crusader (well, he is getting on a bit) works himself into a flap.**

little right to dodge the bomb. Walk left and shoot the thug. Walk far-left and shoot the rope up. Shoot the thugs. Fire the rope up and climb. Fire the rope up-right and climb. Shoot The Joker.

### *To Avoid Grenades*

1 Stand still.
2 When he chucks his grenade bung up your rope and shoot up.
3 When he lobs another grenade leg it out of the way.
4 Turn round and smack him in the gob with a Batarang.

### *LEVEL TWO*

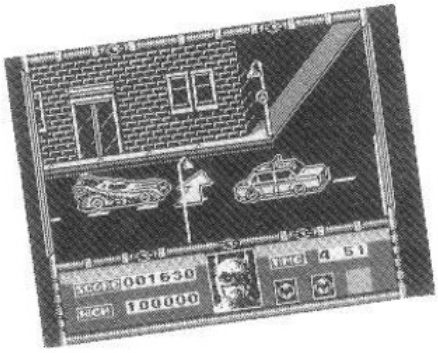
Always try to stay near the middle of the left-hand side of the road. Always use the Batrope to turn corners. Beware if you mess up at a corner – be as quick as you can to set yourself right (there's always a crazed lunatic in a van right behind you). Never try new ways of turning on this level. Master the use of the grapple unit. Keep your finger on Accelerate all the time. The entrance to the Batcave looks like a wall, and you must drive into it.

### *LEVEL THREE*

Make a chart with a tick at the top of one column and a cross at the top of the other one. First off, find two objects that do not contain any Smylex compound. Put their numbers in the cross column. Then test all the others by selecting the two you know contain no Smylex, then another one. If it does contain Smylex, put it in the tick column. If not, put it in the cross column. When you have three in the tick column select all three and you'll have finished the level. Always pick the GEL, as it appears in every set. Don't panic – as soon as you have the first two items the rest is easy.

### *LEVEL FOUR*

Try to stay near the middle of the screen and tear the ropes of the Smylex balloons, but when the helicopters come in go to the bottom left-hand side of the screen then zoom up to the right, then back to the bottom left-hand side. Watch your shadow and their shadow. Don't avoid the balloons as they will burst and you will lose lots of energy. With moving balloons, go




***Batman the Movie*: Yeah, I got the droop snoot and the x-pack fitted. Goes like anything, 'ee does.**

right to the back of the screen, wait 'til the balloons are just starting to move up then cut their strings.

To avoid helicopters swing in and out.

### *LEVEL FIVE*

Beware of rats, hand grenade throwers and especially watch for the disappearing floors. When you are on one run quickly to a fall (never use your Batrope here). If you are too slow the worst that can happen is you'll fall to your death, or fall onto spikes and die. Always go up, only go down if necessary. When you get out into the open, shoot The Joker before he gets to the top of the ladder and watch him fall!

Having got through all that you'll probably go and jump off a cliff when you hear that there's a cheat. But here it is nonetheless – press W, A and S after the game has loaded until you hear a beep. You'll now have infinite lives. And you may be interested to learn that ducking down when approaching the three acid drops on Level One makes them go away.

## *BIONIC COMMANDO*

### GO!

### *YS* JULY 1988 – 9/10

Having problems reaching the oxtail soup on the top shelf of your local supermarket? Perhaps what you need is a telescopic bionic arm. (Or maybe not.) But if you were a commando making an assault on an enemy base, and having to clamber up and down all sorts of platforms and things, such a prosthetic limb would come in pretty handy wouldn't it? And to prove the point, in *Bionic Commando* you are indeed a commando with an extendable arm, and you've got five levels of baddie-infested platforms to swing through. You've got to make it through by shooting out your arm, grabbing onto things and winching yourself up. It sounds fiddly, but it becomes second nature after a bit. You're hindered by a wide-ranging assortment of nasties, most of whom are best shot. Not only does *Bionic Commando* play extremely smoothly but it looks great too – lots of colour and variety in the graphics – and it sounds superb as well (on the 128K at least). It's a darn good coin-up conversion.
★★★★★

A baddie guide is definitely what's needed. And so (spook!) here it is...

***Bee Hive*** Don't shoot or touch this, or a swarm of killer bees will attack and probably kill you. You can shoot them with just one shot if you're lucky though.

***Flying Creature*** Climb up trees and shoot you after a while. Get level with them and shoot them before they take off. They only need one shot.

***Electronic Cage*** These kill you when you touch them. Shoot them about four times and they'll blow up.

***Soldiers*** These shoot, throw bombs and land on you. One shot.

***Large Soldiers*** These follow you with grappling hooks and charge at you. Shoot four times.

***Giants*** Two big horrible giants which fling bouncing boxes at you. Twenty shots needed to kill them.

***Kamikaze Soldiers*** These appear from behind the giants and charge or drop on you. Shoot them once and they'll blow up.

***Half-Functional Robot*** You can't destroy these, just duck under the hands and feet at the right moment.




***Bionic Commando*: Oi! Don't you know it's rude to poi... yowch!**

***Spikes*** These will kill you if you land on them, and you can't zap them so steer clear.

***Whirly Things*** Dodge 'em.

***Jumping Machines*** Shoot the legs before they crush you. They'll blow up and throw the driver clear. Shoot him.

***Goblins*** Crouch down to shoot these before they bite the platform away and crush you. Just one shot will do.

## *BLOODWYCH*

### IMAGEWORKS

### *YS* JUNE 1990 – 94°

This is one of those huge *Dungeon Master*-style role-playing arcade adventure jobbies, this time boasting a simultaneous two-player option as well, with each player controlling four players. It really is a corker, if a little on the extremely complicated side, with a map so large it's almost embarrassing and, as you'd expect, extremely easy to get lost in. Of course, there's also your usual dose of baddies who you can chat to, buy things from, sell things to or even, erm, kill via this easy-to-use icon system thingy. Other features include casting spells, hand-to-hand combat, reasonable 3D graphics and more, but space is short so you'll have to guess the rest. Or get the game. Probably the best of its kind to date.
★★★★★

It would take a 14-storey library to hold enough tips to get you through this one, but here's a brief smattering anyway...

- Always recruit two warriors and two wizards (if in one-player), namely Zothen, Murlock, Blodwyn and Ulrich. If you do choose Blodwyn, don't bother getting her any chainmail as her skin is just as tough already. (She obviously hasn't discovered the secret of Ulay.) If playing in two-player mode, player two should take the other two wizards and warriors.
- Don't attack other champions – it wastes time and food.
- Conserve food – it's very important later on in the game. Keep your food level at half-full or less.
- Never even try to communicate with a group of monsters, monsters with more than two legs, monsters with no legs, or girls.
- Don't keep buying cheap spells – save up to get expensive but more effective ones.
- Get chainmail for the warriors but not the wizards.
- Save the game every so often, just in case anything tragic happens.
- If you want to put up your levels and get more spells you have to buy a spell, namely Summon (yellow). Then just cast it at a dead end. It will come back and you can attack it, thus gaining levels.
- A way of cheating, POKE-free! (This only works if you offer common keys. Just one, mind.) Click on the following when facing a merchant – Communicate (change menu), Trading, Buy (when you click on Trading it goes to another menu, then when you click on Buy it goes back to the Trading menu). Now, if the item you require is offered then click quickly onto the Pockets section and click on a key so it appears in the Trade/Use slot, go back to the Conversation menu, click on offer and then, again quickly, change menus to the Communicate one and click on Yes before the merchant can reply. You should have the stuff you wanted in your Trade/Use slot instead of the key. If you don't get offered the thing you wanted in the first place just keep clicking on Trading, Buy etc until you're offered what you want.
- Here are some decent Spells to get...

| | |
|---|---|
| ***Green*** | Paralyse |
| | Compass |
| | Firewall |
| | Warpower |
| ***Yellow*** | Antimage |
| | Alchemy |
| | Spelltap |
| | Summon* |
| | Vivify |
| | Disrupt |
| ***Red*** | Fireball |
| | Firepath |
| | Blaze |
| | Vitalise |
| ***Blue*** | Confuse |
| | Conceal |
| | Vanish |

- The monster you summon will fight you, so watch out!

Tips for players further(ish) into the game...

- In the serpent you'll find three green pads in front of a locked door. Move across all the pads yourself and then sit on the middle one. Tell one of your champions to Wait on one of the pads. The door should now be unlocked. Call, then View. Soon your champion will rejoin your merry band.
- When you find the stairs leading to the maze (the ones with the 'Welcome Back' cloth) you will be turned through 180° by a spinner on your sixth and seventh steps, so use the following moves – forward, forward, forward, forward, forward, forward, step back, forward lots. This should get you past the spinner.

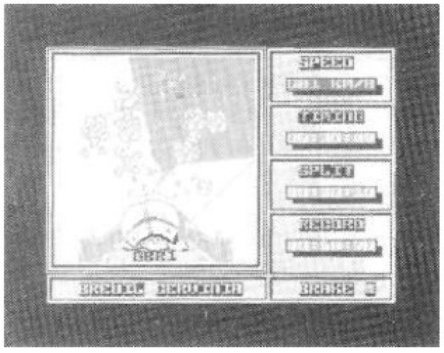
## *BOBSLEIGH*

### DIGITAL INTEGRATION

### *YS* FEBRUARY 1988 – 9/10

Well, that says it all really. Bobsleighs are what it's all about, but this isn't just a simple lots-of-snow-coming-towards-you-pretty-quickly sort of game. Oh no. There certainly is lots of snow, and it does come towards you at a heck of a rate, but there's an awful lot else to think about too. (The name Digital Integration should have told you that anyway.) Before you can bob, or sleigh, or whatever the appropriate verb is, you've got to do a whole load of

strategy-type things, like fitness training, choosing things to buy and generally worrying about money. Sounds boring? Well, it is a bit, but the action part more than makes up for it. The feeling of speed is quite breathtaking (well, a bit) and it really is loads of fun. A very tasty bit of stuff indeed.
★★★★



***Bobsleigh*: Yummy, mine's a raspberry ripple with a Flake!**

When each run begins, instead of running towards the start line with the bob, jump into it straightaway and keep either Right or Left keys pressed down. This forces the bob to smash into the side of the slope. Then, just before you reach the start line, press and hold the Fire key and hey presto! An ultra-fast time is achieved. The game can be completed in this manner but be warned! Keep a fresh set of runner blades handy or the game will go haywire.

## *BUBBLE BOBBLE*

### FIREBIRD

### NOT REVIEWED

You have to seriously wonder about the Japanese when they come up with things like this. Not only has it got a suspiciously cute-sounding name, but it's really, really weird. About as weird as a French game, in fact, but in a different sort of way. You (and a friend too, if you like) are a kind of dinosaur, a cute one of course, who runs around the screen blowing bubbles at equally cute nasties which run around trying to catch him. Mighty peculiar. The fun starts when a nasty gets hit by a bubble whereupon he gets trapped inside it and floats around the screen. If you then burst the bubble it'll turn into a piece of fruit (as if you hadn't already guessed) which can be picked up for extra points. There's lots more to collect, such as giant bits of fruit and other food, and letters for a mega-bonus. It's all very, very strange. And there are 100 screens of it too. And the weirdest thing of all is that it's brilliant fun to play. No, it is. Each screen takes no time at all to clear, especially with two players, so you can go racing through them without a chance to get bored. Its lasting appeal is questionable, but in the short term Bubble Bobble is 100% addictive and generally rather good.
★★★★

***BUBBLES***

***Water*** Sends stream down screen.
***E.X.T.E.N.D.*** Extra life.
***Lightning*** Sends bolt across screen.
***Pulsing*** 10,000 + fireballs.
***Fire*** Sends flame down screen.

***BOBBLES***

***Candy*** Large bonus.
***Hearts*** Indestructible.
***Orange Sweets*** Firing speed.
***Cyan Sweets*** Weapon speed.
***Purple Sweets*** Weapon distance.
***Shoes*** Speed up.
***Umbrella*** Warp.
***Ring*** Points.
***Silver Ring*** Stars down the screen.
***Purple Kettle*** Full firepower.
***Blue Kettle*** Points.
***Red Kettle*** Explodes.
***Skull*** Kills all baddies.
***Seckrit Door*** Secret 100m.
***Spell Book*** Explodes.
***Bomb*** Explodes.
***Clock*** Resets times.
***Watch*** Freezes bullies.
***Potion*** Fills screen with something.
***Red Cross*** Fireballs.
***Cyan Cross*** Fills screen with water.
***Yellow Cross*** Zaps lightning.
***Fruit*** Paints screen.
***Necklace*** Ball bouncing.
***Green Potion*** Lightning bubbles.

And now some tips...

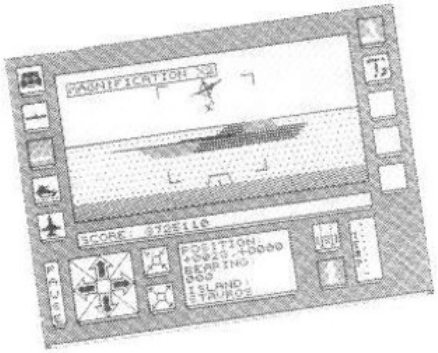
- On the first levels bubble the nasties, but don't burst them, as this gives you more time.
- Don't worry about Count Van Blubba. He moves fast but not very often, and is easy to avoid.
- When confronting the cookie monsters, always fire and then jump to avoid any cookies. Get them from behind if possible. Don't wait for them to speed up, as they then become rather deadly.
- On Level Three trap the monsters quickly then go to the bottom of the screen and collect any letters for EXTEND. When the monsters flash keep firing to trap them again. When HURRYUP appears, burst them all and go to the bottom. If you're lucky a big diamond will appear.
- Don't be greedy and try to get fruits in dangerous places.
- There is a way round every screen – try to look for ways to do it. Level 32 is a hard one, but keep at it.
- When playing two-player, work as a team.
- Watch the meanies' patterns – they're predictable.
- ***BIG TIP*** You have six credits at the start, so if you lose all your lives you can press your Fire button and 1 or 2 giving you three or more lives. You lose your score but not your letters!

## *CARRIER COMMAND*

### RAINBIRD

### *YS* JULY 1989 – 94%

Now here's one that definitely should have been impossible on the humble 48K Speccy. It's an absolutely gigantic Atari ST game with more knobs and bells than H Phillips & Sons (Knobs and Bells) Ltd, a shop just round the corner from the *YS* offices. Actually, it is impossible. The game only runs on the 128K Speccy, and even that's pushing it a bit. All the same, Carrier Command is a beads-of-sweat-breaking-out-on-the-foreheadingly impressive achievement, what with those (gasp!) solid 3D graphics and that (clonk!) amazingly deep underlying strategy. So what've you got to do? Well, you're in charge of a futuristic aircraft carrier and all its planes and amphibious vehicles, and you've got to sail around

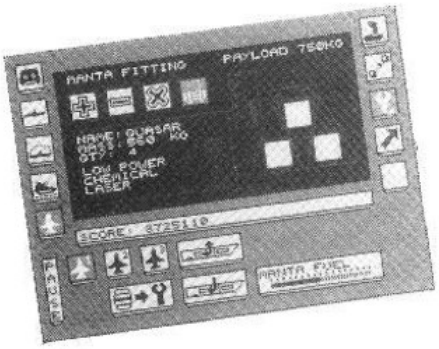


***Carrier Command*: We are sailing, we are sailing... but let's kick in the nuclear reactor and get outa here!**

a series of islands, capture them and set them up as bases of various kinds. Competition is provided by the computer's carrier, which is trying to do exactly the same. There isn't room here to explain the enormous number of different things you can do (taking control of one of the planes is a mini flight sim in itself), so you'll just have to take our word for it that *Carrier Command* is one of the best games ever. An essential purchase.
★★★★★

If you take your carrier close to the island and launch the two drones at either side you can send out a Manta. Fly the Manta at top speed towards the command centre, really low, and just as you're about to hit it, drop a bouncing bomb and pull up. The command centre explodes every time, and the missiles and stuff will soon stop being fired at you. Then bring back your Manta and send out a Walrus with an ACCB. It's usually better to turn the ship around before you launch the Walrus so the back is facing the island. The easiest way to do this is to go to the map, put a cross at the back of the ship and press Program. The ship will turn around.

Make Elwood a resource island and Socrates and Genetix factory islands. Before leaving Genetix set production targets as follows –
Fuel-50
ACCB-R-6
ACCB-D-6
ACCB-F-6
Hammerhead -30



***Carrier Command*: Okay, we'll have three of them and a couple of those.**

Then steam back to Vulcan (use time lapse) and load up three Walruses with the following – 1 x Atavar, 2 x 3 Harbinger and 3 x Virus Bomb. Don't give them any fuel. Launch them all, then get them to fire their weapons at each other. Use the carrier laser to finish them off. Launch three Mantas with no fuel, giving one of them an Assassin missile. Done that? Right, call up three Mantas and three Walruses to replace the ones destroyed. Fuel up all Mantas and arm them as follows –
Manta 1 – 1 x Quaker, 2 x Assassin
Manta 2 – As Manta 1
Manta 3 – 3 x Assassin

Fuel up all walruses and arm numbers one and two with an Avatar each and an ACCB-R on one and an ACCB-F on the other. Arm number three with a Virus bomb and 3 x Harbinger. Launch it and fire all weapons. Recall vehicle. Re-arm and repeat until all Harbingers are gone and no Virus Bombs are left. Refuel number three and give it the remaining Avatar and an ACCB-D. Doing this gets rid of stores you never use, and allows you to carry more ACC fuel, so there's no chance of you running out between islands. You can now start taking over islands (don't forget to refuel carrier first). Remember to keep moving the stockpile island forward. When the enemy carrier is nearby on an adjacent island DON'T PANIC. Make sure you have plenty of Hammerhead missiles and Quaker bombs. Sail towards it on autopilot. When you get near it, clear the autopilot and turn the carrier away from the enemy and reverse in. Once you come under attack turn the turret round and fire Hammerheads at the enemy. Oh, before you do, put the carrier in full-speed-ahead and steam away from the enemy while you blast it with Hammerheads, and watch out for enemy Mantas. Once you've destroyed the enemy carrier take over the enemy islands by dropping Quakers on the command centres then deploying your own ACCBs.

## *CASTLE MASTER*

### INCENTIVE

***YS* MAY 1990 – 93°**

It's another one of these Freescape™ games (see *Driller*, *Dark Side* etc), so brace yourself for a huge, awesomely 3D arcade adventure with lots of frightening puzzles and the odd thing to shoot. This time we're in a castle (hence the name, you see) and, while the plot is a bit hazy, it's got something to do with rescuing your twin who's trapped in it somewhere. There are loads of ghosts to shoot on the way round, so luckily you're armed with a gun (or something) to do it with. Continuing advances with the Freescape™ system mean that this (the latest offering as we write) has just about the most corking graphics yet, although they still suffer from that presumably unavoidable jerkiness. It's a massive game, and luckily the excellent graphics aren't covering up a lack of content underneath – there's lots of it.
★★★★★

So on with the solution, eh?

Go to castle, shoot block, enter castle, go to well, examine, take key, go to back of castle, unlock door of hut, enter, examine carpet, turn, stand on table, take key from chair, go to front of castle, go to stables, open door, enter, go to horse, crawl under, take key, go to side of stables, look up, shoot flag, shoot ghost, go to back of stables. Enter smithy take cheese from top of table and gold from beneath, exit smithy. Enter castle via lobby (tower in line with wall), shoot ghost, take key, open locked door, exit tower, enter other one, shoot ghost in water, go to other side, drain pool, exit via door behind you, now in main hall. Shoot ghost, take cheese from end of table, exit via other door, now in kitchen.




***Castle Master*: The Habitat table's nice, but Laura Ashley wallpaper is a bit iffy these days.**

Shoot flame on floor take food from table, exit via other door, now in lobby. Take door on left, now in stairwell, walk down steps into catacombs, walk to door on left, turn right, go down corridor, take door on left, crawl under block, take corridor on right, go through door in front of you, shoot ghost, now in room with hole in far wall. Go to junction, turn left, crawl under block, go through door, turn left, go up to next door but not through, turn left, go through door in front of you, now in stairwell. Exit castle, go round to wizard's hut, fall through hole in floor, crawl, shoot ghost, turn round, point cursor at bottle and take potion of revitalisation, turn to left, go to dark wall where dark meets light, take key, exit room, go to stairwell, now behind hospital. Turn to right, shoot at bat on roof, exit, return to stairwell, crawl under second stair on stairs, take treasure, exit tower via lobby. Go to other tower to hot baths, walk down steps, crawl through hole, shoot ghost, get cheese, exit room, go to stairwell, exit, fall down well, shoot ghost, examine chest, take square which is treasure, search again, take key, exit catacombs. Go to church and nose round the pulpit, shoot ghost, examine hole, exit catacombs, now at stairwell. Go upstairs, take first door on right, go through passage, now in library. Examine book on middle shelf (this opens secret passage), exit room, return to stairwell, follow path round, go through door shoot flame, stand on chair, take food from top shelf, exit through other door in stores, on table is strength potion (use when strength is low), crawl under table, take gold, exit




***Castle Master*: Right. Let's strike while the iron's hot. (Groan.)**

via other door, follow path around to ballroom, shoot ghost, go to other door, unlock it, enter, get potion (for faster throwing) from table, return to store, replenish energy (six rings each side), return to stairwell, exit castle. Go to block, push it, fall down hole, shoot ghost, go to chest, examine, exit catacombs. Go up stairs, take door on right, now in library, take thin door, go to chest, open, take treasure, return to front of castle, stand on edge of drawbridge, shoot block, now thrown onto top of church, walk up to steeple, turn around, take key walk out church. Enter tower, go to stairwell, walk up, go to room with axe on wall, exit, turn right, walk up stairs, walk around, take door on right, enter barracks, shoot ghost on ceiling, exit room via open door on other side, follow path, take cheese on path, follow path, walk through door which appears, open first door in corridor, enter king's solar, shoot flame on ground, exit. Open door on left, shoot ghost, stand on chair, take treasure from top shelf, go behind junk in corner, enter next room, shoot ghost on right, exit, return to barracks, open door on left, go down to hot baths, fall through hole, walk onto steps but don't get off, go as far along as poss, look up, get line above you, exit. Go to guard room (via carpenters, store, passage, main hall, ballroom and passage), open door, enter. Shoot ghost, shoot bat, look down to right, blow flame, look up, take cheese from shelf, return to stairwell, go up, cross small bridge, open door, enter. Shoot constantly at dragon until it disappears, go through hole it makes, now in magister, go to other end, examine box which disappears, return to door, examine other box, examine handle, door opens and er... end of game.

Of course, that was the solution assuming you took the part of the Prince. If you're going to be difficult and play the Princess then everything should be the same except...

- In the hot baths hole there is a block which, if you examine it, falls over to provide the stairway.
- The block in the main hall it too big. The only (painful) solution is this – when you go through the already-open door in the barracks, follow the path around and you'll find yourself on a high ledge in the ballroom. Then shoot the ghost, get the cheese, drop down and bingo! When you go back round, in the main hall, drop down again, go to the kitchen and go into the larder behind the cauldron and spit, and you'll replenish your energy.

## *CHASE HQ*

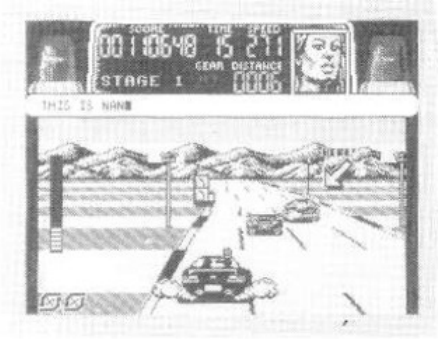
### OCEAN

### *YS* FEBRUARY 1990 - 94°

If there's one thing the Spectrum's not short of it's driving games, unless you really, really (really) like them, in which case you might feel a little hard done by. But most of us are pretty well-off where road-coming-towards-you things are concerned. So which is the best? Well, *OutRun* looked set to become the ultimate one, but they mucked it up a bit. In the end we had to wait for *Chase HQ* (which is what this is) to come out before we found ourselves with a real corker. As well as having some of the best graphics around, it's also got a darn sight more depth than most driving games. Well, a bit anyway. You're a police car driver (probably a policeman, in fact), and you've got to chase (but why 'HQ'?) a series of exotic cars, such as Ferraris, Lambos and Lotuses along the usual 3D scrolling road. Once you catch up with them the fun really starts. Your partner leans out of the car and slaps a flashing light onto the roof, and then you've got to knock the baddies off the road. It's beautifully polished, masses of fun and generally Number One.

★★★★★

Just redefine the keys as SHOCKED (Enter) and a test menu will appear.



***Chase HQ*: So this is Nan, eh? Well, p'raps she'd make us a cup of tea then.**



***Chase HQ*: I'll teach you to cut me up.**

Pressing 1 to 6 allows you to study the logo animation, and 6 allows you to put your name in the high score table. While playing the game, 1 lets you restart the level you're playing, 2 takes you to the next level, 3 shows you the end screen and 4 gives you an extra credit each time you press it. Snazzy or what?

## *COBRA*

### OCEAN

### *YS* FEBRUARY 1987 – 8/10

This one's a curious blend of Sylvester Stallone, hamburgers, headhunts and add-on weapons, all wrapped up in a scrolling beat-'em-up format. Your job is, essentially, to kill people, with the ultimate aim of rescuing a fashion model from the baddies (rather than doing the sensible thing and leaving her there). The keys are Left, Right, Up, Down and Murder and you'll need to use them all pretty frequently as the action's fast, furious and another word beginning with F that means 'blood-splattered' or 'gruesome' or something . It's also one of these 'timeless classic' things, so should give just as much pleasure now as it did all those years ago, although it's not the easiest game around.
★★★★

Hmm. Tips, eh? Well there is one actually – hold down the N and M keys while playing with a joystick. This slows everything down a bit, so you should be able to dodge those fists, bullets etc a bit more easily.

## *COMBAT SCHOOL*

### OCEAN

### NOT REVIEWED

Right, you 'orrible lot. Or something. *Combat School*, as this one's deceptively titled, is set in a combat school, where you (and a friend if you so desire) are meant to be training as a soldier. It's a bit like a cross between *Daley's Decathlon* and *Full Metal Jacket*, if you can imagine that. In other words it's a joystick waggler with firepower. Predictably enough it's split up into several sections – eight, in fact. There's the assault course, the firing range, the cross country, a tank shooting bit, arm wrestling, the firing range (again), karate training and chin-ups. Worse still, there are penalty pull-ups for anyone failing to meet the grade on any of these. And if you get through all that lot there's a real, genuine mission you can go on. Okay, so joystick wagglers have been 'out' for ages now, having taken most people's joysticks with them, but *Combat* is cleverly put together, a smooth coin-up conversion and a bit of fun. State of the art it isn't, but the two-player option gives it that competitive edge and rescues it from otherwise certain doom.
★★★★

***Assault Course*** Keep up a steady pace. When using the joystick, turn it around in a circle so you can walk faster, rather than waggling it from left to right.

***Firing Range*** If your joystick has autofire, switch it on and this will help your aim. (Who needs to aim with autofire? Ed)

***Iron Man*** Waggle joystick up and down, and when you get stuck just tap the stick left or right. When swimming, after you've got past the block in the water, do the same as you did in the Assault Course. Keep on the yellow bits, as the muddy bits slow you down.

***Firing Range II*** Don't use autofire, otherwise you'll miss some of the tanks. And don't stand still for too long either – as you'll get hit!

***Arm Wrestling*** Turn joystick around like in the Assault Course. After a long time you'll get tired, so stop and rest for about one second and your opponent's arm will go down.

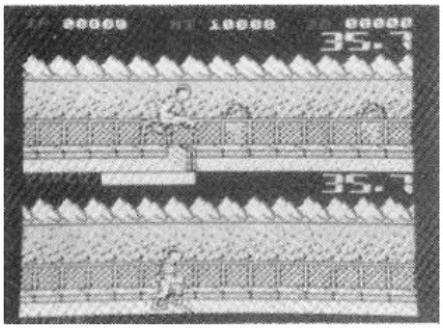
***Firing Range III*** Don't use autofire on this one either. Just tap the joystick left and right. And don't hit the red ones or your sight will freeze for the next round of targets.

***Fight Instructor*** Jump up and kick, then he'll fall down. (Boink!)

***Chin-Ups*** Push joystick in a circle again, like Assault Course.

***The Mission*** (Wasn't this a film with Jeremy Irons and Robert De Nero?)

Anyway, keep jumping and kicking, and don't be a chicken.



***Combat School*: Hey, that's not fair! Mine's bigger than yours!**

## *CYBERNOID*

### HEWSON

### *YS* MAY 1988 – 9/10

Hmm. It appears to be another game by that bloke who did *Exolon* and

*Cybernoid II* (but after this, of course), so it looks like we're in for another huge, colourful, explosion-packed shooting match. And, er, yes, indeed we are. *Cybernoid* has got more explosions and colour, and probably more shooting, than just about any game ever. It's got screens and screens full of deviously-placed guns, aliens and other bits and pieces, all of which would be virtually impossible to struggle through if it wasn't for the range of weaponry at your disposal. As well as straightforward bombs, handy for heaving at passing nasties, your ship is loaded up with impact mines which can be dotted about the screen at your leisure, a defence shield for particularly hairy moments, bounce bombs and the seeker which homes in on the foe. Between them they would probably suit most occasions, but, just in case, there are copious quantities of collectable add-ons too. AII very nice and pretty, but how does it play? Rather well, actually. As well as being zippy and action-packed, *Cybernoid* requires a certain level of planning if you're going to get through each screen intact. We're talking serious levels of addictiveness here, so handle it with care.
★★★★★

Here's a huge, wobbling pile of tips that should be everything you need to get through Level One...

- Switch weapons to mines (number two) and exit screen.
- Place ten mines across the top of the screen.
- The pirate ships will explode on contact with a mine, dropping their stolen cargo.
- Pick up the cargo and switch to heat-seeking missiles (number five).
- Exit screen and fire one missile at the yellow cannon.
- Switch to immortality shield (three) and exit screen.
- Use the shield to pass red balls. Switch to bombs (one).
- Bomb the two enemy missiles and exit the screen.
- Get through the passage and switch to bouncing balls. Exit screen.
- Use two sets of bouncing balls and switch to shield (three), collecting cargo. Exit screen.
- Use immortality shield to go through passage.
- Pick up the yellow cannister before switching to heat-seeking missiles (five). Exit screen.
- Fire two heat-seeking missiles and switch to bouncing balls (four) before exiting screen.
- Use all three sets to destroy pirates. Collect stolen cargo and exit screen.
- Switch to immortality shield (three) and wait until caterpillar is out of the way before using the shield to clear the passage. Exit screen and switch to bombs (one).
- Blow up two obstacles at the top of the screen and switch to immortality shield (three) before picking up the yellow cannister.
- Switch back to bombs (one) and shoot your way through the green blocks. Fire bombs to destroy green blocks stuck in exit.
- Switch to heat-seeking missiles (five) and exit screen. Fire a missile at the yellow cannon and switch back to bombs (one).
- Shoot pirate ships and collect cargo until you have at least 1,500 cargo points. Exit screen. Fire bombs to destroy the two missiles and the green boulder.
- Shoot your way through to the exit. Exit screen. Bomb the five enemy missiles and exit screen. Switch to heat-seeking missiles and shoot the yellow cannon. Lastly, sit on the platform between the green columns.

It's as simple as that, you see. Now the other levels should be a piece of cake too. What? Still having problems? Oh dear. Well, in that case try redefining the keys as Y, X, E and S, and then back to something more sensible, and you'll activate the cheat mode. And if you ever get as far as Cybernoid II, try the same trick with the controls as O, R, G and Y (hur).

## *DAN DARE II*

## VIRGIN

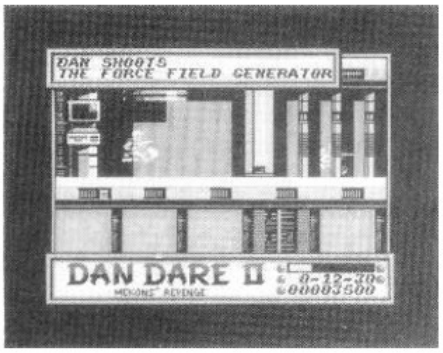
### *YS* MARCH 1988 – 9/10

Right, there've been about three *Dan Dare* games, and as space is short we can only cover one of them. So... eenie meenie mynie mo... *Dan Dare II* it is. And what a good choice. While the first *Dan Dare* was about as colourful and action-packed as it's possible to get on a Speccy, the sequel is even more so. There's just so much to tell you about. But first the plot. Dan, mounted on his jet bike, has got to destroy lots of Treens, particularly Supertreens, who are scattered around the Mekon's ship. Right, that's enough of that. Now the graphics. They're absolutely, utterly, really good. Some of the best ever seen on the Speccy. Colour is splashed about all over the place, the detail is phenomenal and the sprites are so smooth you could probably spread them on your toast. As for the action? Well, it's non-stop and thoroughly addictive. It's real quality programming this. An example to us all. A benchmark.
★★★★★

Firstly, get away from the Mekon as quickly as possible, 'cos he's indestructible. Don't blast your own men or the ship will suffer a Treen population explosion. Don't splatterate the Supertreens until you've cut off the force field, or you'll run out of time. If there's one of your men on one side of a door and a Treen on the other, head up and blast the top of the door and your man will give him what for. When you go over the first tube you encounter on Level One, push the joystick left and up so you won't get sucked in, trapped and zapped. Treens take more than a single hit, so blast away. Finally when you've destroyed all the Treens on a level, head towards the double doors. Blast one, whizz inbetween them and wait. If there's a Treen there you'll have to kill him.

To give you a fighting chance, here's one of those really interesting 'left, up, right etc' guides to the first couple of levels.

From the start go left, left, down, down, left, left, left, left, up, up, left, left, left, left, fire, right, right, down, down, down, fire, up, up, right, right, right, down, down, down, fire, down, down, left, fire, down, left, left, left, up, up, right, right, up, up, left, left, down, down, right, right, right and wait. Phew. Take a breather, not too long, and then dash for the next level. On Level Two go right, right, down, down, fire, left, left, fire, right, right, down, right, down, left, left, fire, down, down, right, right,




***Dan Dare II*: Hang on a minute! I've dropped Mekon-tacts! (How 'Dare' you! That's crap! Ed)**




***Dan Dare II*: Er, Dan shoots the control panel.**

down, right, right, right, down, down, left, right, up, up, right, right, down, right, down, right, right, up, up, left, fire, down, down, left, left, left, up, up, up, up, right, right, down, down, right, down, down, right, right and finally wait.

## *DARK SIDE*

### INCENTIVE

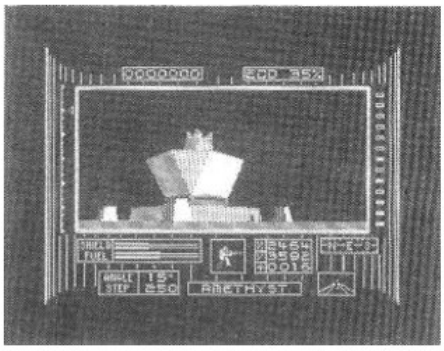
### *YS* AUGUST 1988 – 9/10

(This ought to come after *Driller* really, but that's the alphabet for you!) Continuing the Freescape™ tradition of grotesquely complicated games with corking solid 3D graphics, *Dark Side*, erm, does. Continue it, that is. This time you're a little chap within a space suit (equipped with a jet pack and a laser), and your mission is to halt an alien invasion of some sort (probably) by shooting a whole load of towers. This is meant to disconnect the power to a huge laser that will otherwise kill everyone. Or something. Once again, the graphics are absolutely wagga (© 1990 Jane Richardson) – even better than *Driller*'s – and the puzzles and adventurer bits are even fiddlier, they really are. If you liked *Driller* (or like the sound of it), *Dark Side* is more of the same.

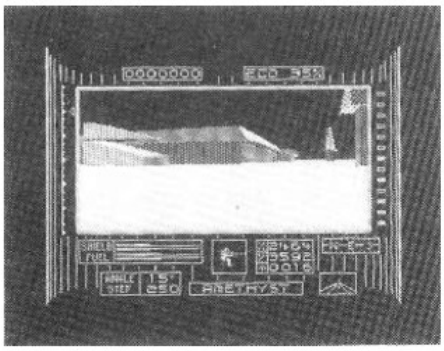
★★★★★

Tips are a virtual necessity, so here are a few...

- Disable three or four ECDs straightaway to slow the timer down.
- Make repeated contact with the fuel rods in the various stores.
- To enter the walkway shoot the rod repeatedly to open the door.
- Shoot radar beacons to prevent being thrown in prison.
- Make contact with telepod crystals. When these are positioned on the centre console in the telepod, shoot them and then leave the telepod. You will be in a new area.
- Buy your way out of confinement by shooting the slots in the pillars.
- To move forward faster, hold both forward keys down at the same time, or joystick forward and keys forward.
- In the Sirius sector, after you've shot the bar to raise the door you can then enter the walkway and find the first telepod crystal.
- Get arrested and you'll find the second telepod crystal in the prison.
- Enter the telepod and shoot the first crystal. Then fly into the letter D. Pick up telepod crystal three.
- Enter the telepod and shoot the second crystal. Fly into the letter A. Shoot the third crystal and fly into the letter R.
- Enter the Ganymede Stores in the Regulus sector. Turn left and crawl through the hole in the wall. Shoot the axe and go to Sirius sector. There will be a hole in the roof of the building there. Go through the hole and shoot the cube inside the building. Go to the equator tunnel and find a section with three lamps in it. Shoot the wire in the middle of the lamp and it will turn into telepod crystal four.
- Go back to the telepod and shoot crystal four, then fly into the letter K. Shoot the second crystal and walk through the gates onto the Dark Side. Then shoot the last ECD to finish the game.



***Dark Side*: And it's all made from old egg boxes and sticky-back plastic.**



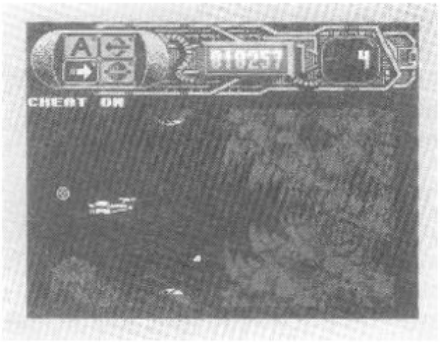
***Dark Side*: Ooh! It's been snowing!**

## *DOMINATOR*

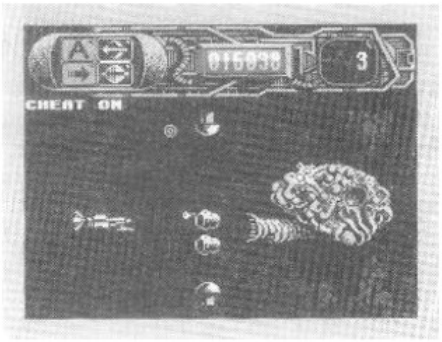
### SYSTEM 3

### *YS* JULY 1989 – 74°

When shooting the baddie from the outside fails there's only one alternative – try doing it from the inside instead. So, climbing into your specially shrunken ship (or perhaps the monster's really big – it doesn't say here) you grit your teeth, wish you'd held back on the lunch a little and plunge headlong into miles of squidgy pink tubing. And there's more than just yucky mucus and unspeakable wobbly bits to contend with. The alien's tummy is heavily guarded by a strangely familiar-looking collection of spaceships and missiles. Luckily (they think of everything) you're pretty heavily armed, so with a bit of deft joystick waggling you should make it through to the alien's brain, which needs to be blown up. So what's it like? Well, it's got 'going along' bits as well as going up' bits, and it generally looks very slimy and everything. The trouble is that it's too blooming difficult. One slip and kapoom! You're sent all the




***Dominator*: Yuck! That guy could do with some serious orthodontic work, by the looks of it.**




***Dominator*: Ho hum. Dakka dakka dakka... splat.**

way back to the start of the level. Nicely programmed then, but it'll take loads of patience.
★★

Press Z, X, M, V, N, J and H all down at once (you'll need lots of fingers for this) and you'll make yourself 'invisible' (ie your ship runs into things without getting killed). The same keys turn it off.

## *DOUBLE DRAGON*

### MELBOURNE HOUSE

### *YS* FEBRUARY 1990 – 8/10

It looks like we're in for another beat-'em-up. The standard formula applies to *Double Dragon* (lots of moves, add-on weapons and all the rest) but with the following exceptions – a) there's a two-player option, so you can get a chum to help you out, b) er, c) that's it. It really is pretty straightforward stuff. However, it's a bit of an important game, being a conversion of a v. popular arcade machine, so perhaps a closer look would be in order. (Peer.)

Hmm. Not too bad really. The graphics have got a curiously 'negative' look to them, even though they're not, but apart from that there are no major probs. It plays like the coin-up, which can't be a bad thing, and all the levels are there (they multiload, naturellement) along with the maiden you're meant to be rescuing at the end. It's not the inspiring beat-'em-up, and *Target Renegade* knocks the spots off it, but it's okay in a comfy sort of way.
★★★

- If you have a whip you can hit people directly behind you. In one swing you can hit the person in front and behind.
- The best moves are headbutts and flying kicks. With these moves you can knock an enemy over in one hit.
- When fighting the big men, watch out because they can hit you when you're not directly in front of them.
- When you knock a big man over, stand still and keep on punching – this way he won't be able to hit you and he'll die quickly.
- On Mission Five, stay on the edge of the walkway to avoid the statues with the spears.

### *CHARACTERS*

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

***Black Abobo*** Same as for Abobo.

***Lopar/Williams*** Kick or elbow them. If they do flying kicks then flying kick them back. They always have bats or barrels, and, on later levels, knives. And watch out 'cos they're handy with any weapon lying around.

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

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

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

### *YOUR MOVES*

***Kicks*** Good. Take away lots of your enemies' energy.

***Punch*** Good. Same as kicks.

***Elbow*** Good. Same as kicks.

***Hair*** Grab.

***Kick*** Really good. Take loadsa energy.

***Headbutt*** Not very good.

***Flying Kick*** Not very good.

***Whirlwind Kick*** Not very good.

### *WEAPONS*

***Rock*** Not good 'cos you have to be miles away to throw it.

***Barrel*** See rock.

***Throwing Dagger*** Good, but hard to position.

***Whip*** Okay, but not as good as the baseball bat.

***Baseball Bat*** Very good. But don't use it too much.

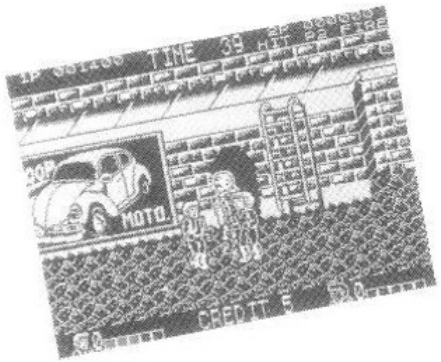
And now... The Complete Solution...

### *LEVEL ONE*

Keep going right, beating up the Lopars/Williams/Chintais until you reach the sliding doors. Stay right next to them, and as soon as they punch or kick Linda down, grab her whip and quickly lash her to death. Once you have done that, move a little bit to the right and left and wait for the Lopar with the bat to come to you. Kick, shoulder throw and whip him to death. Then climb up to the ladder next to the sliding doors. Walk along the platform until you see Abobo crashing through the wall. Jump down next to him (remember to jump or you'll land face-first)) and elbow or kick him to death as these are the most effective moves on him. After this go right and beat up the Chintai (try to get his knife) and finally the last Abobo.

### *LEVEL TWO*

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




***Double Dragon*: Tell you what, I'll give you five hundred.**

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

### *LEVEL THREE A*

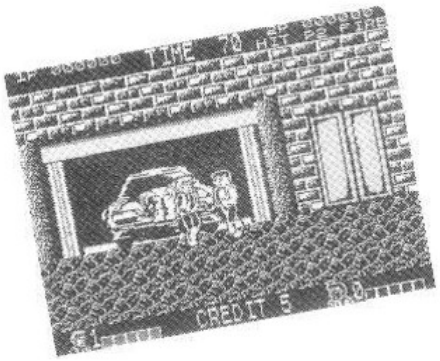
Beat up the first four men, grabbing a bar if you want to, and waste the Linda coming out of the sliding doors. Grab her whip if you fancy but make sure you aren't carrying anything first. Two dead men later you will be attacked by two Williams with knives. Stick really close to them so they can't throw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

### *LEVEL THREE B*

Quickly jump over the Chintai and Lopar at the start of this level. They will follow you, forgetting to use their knives. Elbow them both to death, grab a knife and chuck it at the Abobo. Then finish him off with kicks, or go to the end of the bridge (being careful not to fall in the river). It's easy from here. Pulverise the next four weaponless opponents, and then you'll meet a Williams with a barrel. Don't go too far away from him, or he'll bung it at you. Kill him using kicks and shoulder throws and don't let him pick it up again. Once you've done this repeat the process for the next Williams with barrel. In the last screen there are two Abobos. Beware – one will go higher than you, and the other lower, and they'll both punch you while you can't reach them. You can flying kick them over, one at a time, although this is time consuming, taking 17 flying kicks to kill each one!! Lure one of them to be level with the other by moving up and down. Once you've done this elbow them both to death. Finished.

### *LEVEL FOUR*

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




***Double Dragon*: Oh no! Attack of the Seventies Hairdos! Call Dusty Fleming!**

### *LEVEL FIVE A*

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

### *LEVEL FIVE B*

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

## *DRILLER*

## INCENTIVE

### *YS* JANUARY 1988 – 9/10

Freescape™, Incentive's custom-built 3D graphics system, caused quite a stir when it was first announced, although by the time the first game to use it appeared everyone had grown a little weary of hearing about it. It's certainly an impressive technique though. It basically means that you can 'walk through' an entire 3D world, into buildings, around objects and out again. This is all carried out in shaded 3D with perspective and everything, which tends to look a little more impressive on paper than the telly screen (it runs pretty slowly). The actual point of it all is to organise a gas-mining expedition, but this tends to be forgotten in the general awe, wonderment etc that surround the graphics. Games like *Carrier Command* have managed to carry off the 3D graphics idea a lot more successfully in recent times, but *Driller* still stands as an example to us all.
★★★★

Ready? Right. Here's how to crack each 'bit'...

### *AMETHYST*

Shoot the wall for extra points (worth up to 750 if shot in the right order). Inside the hut, if you shoot the shield crystals on the wall first, then the shield crystals in the air, you'll have maximum shield and more points. (The crystals on the floor will reappear.) Land on the slab in the jet for full replenishment.

- Drilling co-ords – X-6400, Y-6050, facing north.

### *LAPIS LAZULI*

Shoot pyramids for extra points and to create a path through the sector. Rise to maximum extent and locate and destroy small cube (switch) and the wall will disappear. Shoot cube again to make door visible.

- X-4096, Y-3746, facing north.

### *EMERALD*

To escape the notice of the laser beacons at each door you can move around the perimeter very close to the outside walls. Alternatively, keep out of range by moving diagonally across the sector. The south-facing laser has a block near it. It's impossible to get round it without being seen, so be careful.

- X-3746, Y-4096, facing east.

### *MALACHITE*

Shoot the eyes to stop them shooting you. A word of warning – once you've shot the eyes, don't shoot the nose. Inside there are four laser beacons which fire pretty fast. Shoot them. Shoot the large slab to turn off the force field in Trachite.

- X-5952, Y-5026, facing north.

### *RUBY*

Set angle to 90° and be exactly in line when you turn. Shoot the satellite and it will retaliate and start shooting back. Shoot it again to stop it.

- X-3746, Y-2550, facing east.

### *AQUAMARINE*

Shoot the left hanger to get to the reconnaissance jet. In the jet, fly to Amethyst and land on the slab situated at the top of the pole. Fly back to Aquamarine, go into the hanger and rise up under the excavation probe to transfer again. (Note – to get into the jet, go into the hanger, go under the jet and rise. You'll know you're in it when, um, you're in it.)

- X-5102, Y-2896, facing south.

### *BERYL*

Shoot all the wires on the pylon to disable the vicious downward-pointing laser beacon. Inside the room, on the north wall, there are three symbols. Shoot one and it changes shape. To open the north door set all the symbols to triangles. To open the west door set all the symbols to hexagons. If you find the door has disappeared then shoot the wall.

- X-7104, Y-3512, facing north.

### *TOPAZ*

Stand on the small platform on the east side of the wall and shoot one of the switches that make the lift rise. Once the lift has risen, do not move forward. Turn until you find the door and move into the complex. Shoot the east block five times to make any energy crystals appear. Behind this block is a hidden tunnel which you go down to find a door. Inside the tunnel go forward to gain access to the complex in Amethyst. Shoot the blocks in order from right to left in order to materialise the teleporters.

- X-3077, Y-1310, facing south.

### *NICCOLITE*

Shoot the switch on the wall (in conjunction with the ones in Alabaster, Quartz and Opal), to gain access to the Light Side. To get through the minefield with minimum damage move fast, close to one of the large blocks.

- See manual page 25 for co-ords and direction.

### *ALABASTER*

Shoot the switch on the wall (like the ones in Niccolite, Quartz and Opal). Shoot the water to make it evaporate. You must place a rig at the bottom of the pool. At this point, save the game by pressing 'I', then pressing the Save key. To get safely in the pool, wait until the water has evaporated and a set of steps will appear. Use them to get into the pool.

- X-4496, Y-4096, facing west.

### *OPAL*

Shoot the switch on the south wall (along with the ones in Niccolite, Quartz and Alabaster) to gain access to the light side.

- X-7394, Y-7744, facing east.

### *QUARTZ*

Shoot wire supporting block above laser beacon to kill it. Walk down the side of the fallen block to get to the other side of the wall. Shoot the switch on the south wall (and the ones in Niccolite, Alabaster and Opal) to allow you to enter the Light Side.

- X-2768, Y-1792, facing west.

### *DIAMOND – THE LIGHT SIDE*

Firstly, to gain entry to Diamond the switches in the surrounding sectors (Niccolite, Alabaster, Opal and Quartz) have to be set to a downward position with all four lights in Opal (south wall). Simply walk over to the other side of the sector to get into Diamond. Shoot the guards to make your entry to the tunnel.

When in the tunnel, shoot the crystal 25 times and then walk into it. The crystal will disappear along with the entire main building, leaving only the tunnel. This is logically so that you can place a rig there. Walk into the mega-crystal for energy and a shield. (You can do this about 50 times.)
X-4096, Y-3472, facing towards back wall.

### *OBSIDIAN*

Shoot the laser beacons on the posts. Knock over the slab to create a beacon over the crevass. You can shoot it down, but knocking it down gives you more points. To get into the hut you can go in the front way, to be confronted by a massive laser cannon, or you can use the back way. Find the way back via two 'lines'. Sneak up and destroy the laser. Shoot the crystals for energy and shield. Shoot the lights for points.

- X-6656, Y-6306, facing north.

### *BASALT*

Shoot the Christmas tree from top to bottom to gain maximum points. Walk to the end of the left tunnel (the left as you walk into the sector) to get into the hidden tunnel at the end of which you'll find a switch (see Entry To The Dark Side). At this point, save the game in case you fall off the end and die. Walk around the block and you'll find a hidden step – use it.

- X-0930, Y-2240, facing west.

### *OCHRE*

To get past the force-field you must activate the switches in Malachite and Graphite. You can shoot the laser to stop it attacking you but you've got to be good. Shoot the switch to activate it (see Entry To The Dark Side).

- X-1808, Y-2240, facing west.

### *GRAPHITE*

To cross the acid river you must use the platform. Set the angle to 90° and step to 50. Walk into the small cube (in conjunction with the switch in Malachite) to turn off the force-shield in Ochre. Line up the odd-shaped objects as if they were a gunsight and then shoot the wall to make the switch appear. Shoot the switch to activate it.

- X-1680, Y-6336, facing west.

### *ENTRY TO THE DARK SIDE*

To gain entry to the last sector you must activate the switches in Basalt, Ochre and Graphite. You must also have placed all the other 17 drilling rigs, hence the 17 on the wall in Obsidian. When you've done all these tasks the switch will appear on the wall in Obsidian. When you activate this switch the wall will disappear allowing access to Trachyte – the Dark Side.

### *TRACHYTE*

To get past the force-field you must find the weak spot by shuffling along at a 45° angle. When you hit the weak spot it makes a funny noise. Face forward and move forward and you should be able to walk through. Once through you must place yourself so the generator is in its original formation, with only the bottom crystal and the right crystal visible from the same square. Shoot the bottom crystals, then the central crystal, then the right-hand crystal, and finally the floor to destroy the generator to place the rig.

- X-4496, Y-6912, facing to the west.

## *ELITE*

**FIREBIRD**

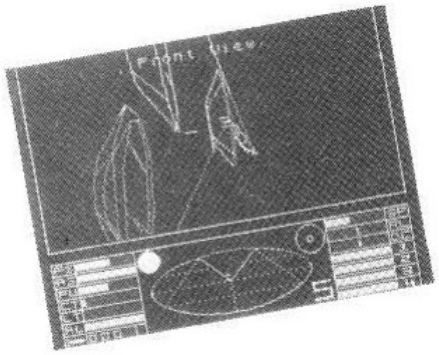
***YOUR SPECTRUM***

**NOVEMBER 1985 – 9/10**

After a best-forgotten start on the BBC Micro (circa 300BC), *Elite* found its true home on the Speccy and instantly became one of the most popular games around. It's a brain-blendingly huge combination of flying around, shooting things and trading, all wrapped up in some rather tasty vector graphics. The object is to slowly build up your Cobra MkIII into the most jazzy ship around, and in doing so to rise to the rank of Elite with as much dosh as possible. Not easy when you're being shot at from all sides, the police have put a huge price on your head and your shields are down to 'minimum'. Judging by the amount of post on it we receive at *YS*, *Elite* is still going strong. If you haven't already got it, do so. Tomorrow.
★★★★★

The first thing to buy once you've got a few credits together is a docking computer (unless you're completely ace at docking, of course). This will save loads of hassle later on. Then go for a military laser. The quickest way to get rich is to find two stable planets close together, one industrial and one agricultural, and then trade between them. An extended cargo bay will help here.

In a game as fiddly as *Elite*, you'd expect there to be loads of cheats. And indeed there are. The main one allows you to reach the rank of Elite with the minimum of fuss. The secret? Load the game and wait until it asks 'New Commander Y/N?' Press Y, and




***Elite*: But why are be supposed to be shooting at the principle cartilage of the larynx? Oh. ThARGoid.**

another menu appears. Press 2, enter your name and then press Space when it tells you to start the tape. And, er, that's it. You're Elite. The other cheat makes travelling between planets a lot easier. After selecting your destination and launching from the space station, press the Hyperspace button and then, when the countdown starts, turn round and fly back into the space station. You'll dock again, but at the planet you were heading for. Triff, eh?

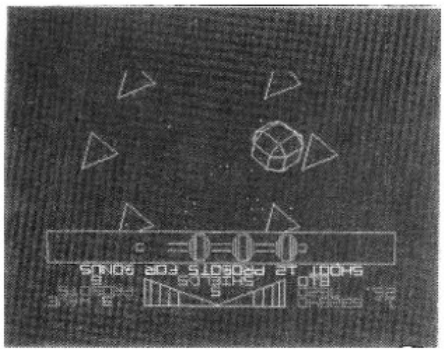
## *THE EMPIRE STRIKES BACK*

**DOMARK**

***YS* SEPTEMBER 1988 – 8/10**

This one needs no introduction. (Yes it does. Ed) Oh. Okay. Well the film of the same name was the second in the *Star Wars* trilogy, and was thought of by many to be the best of the three. (By about 33% of *Star Wars* fans, in fact.) The game is also the second of a trilogy, but this time it's Domark's series of conversions of the classic Atari

arcade games. Like *Star Wars* (the first one) it's a sort of pastiche (ahem) of scenes from the film, done out in 3D wire-frame graphics. First of all you're flying Luke's snowspeeder, blasting Probots before they can relay details of the Rebel position back to base. Then you have to take on AT-AT and AT-ST walkers (those big dog things), either shooting them or tying a rope round their legs, just like in the film. Then it's time to pilot the Millenium Falcon, first of all against a bunch of TIE-Fighters and things, and then through an asteroid field. If you manage that you pick up a healthy bonus and begin again, only this time it's harder (fnurk). The thing about this game is that, like *Star Wars*, it's really no trouble to keep looping through the stages over and over again, so repetition is obviously a problem. It's ace fun while it lasts though, and a competent conversion of the arcade machine.
★★★★



***The Empire Strikes Back*: Do people really prefer the green triangles? They're disgusting.**

### *STAGE ONE The Probots*
Shoot the Probots in the middle. Transmissions must be hit before they leave the screen. This level can be used to increase your score by destroying Probots and their transmissions for as long as possible. Once four transmissions have been sent you move onto Level Two.

### *STAGE TWO The AT-AT Attack*
Attack walkers head-on where possible. To destroy a walker, aim the gun at the port on its head. If you miss you can avoid the small walkers (or AT-ST) but you can destroy the big walkers (or AT-AT) by firing a tow cable at their legs. Be careful though, as you only have a few tow cables.

### *STAGE THREE TIE-Fighter Attack*
Just fire until Darth Vader's destroyer flies across the screen.

### *STAGE FOUR Asteroid Belt*
Steer the ship to the right and keep it there. Then move either up or down. When an asteroid moves into your sights, reverse direction.

### *SPECIAL FEATURE*
This allows you to start again on the previous attack wave. It doesn't work until wave three is completed.

Scoring is like this...

| | |
|---|---|
| Fireball | 3 |
| Transmission | 5 |
| Star Shot | 7 |
| Probot | 25 |
| AT-ST | 50 |
| AT-AT | 75 |
| TIE-Fighter | 100 |
| Wave Completion | 2500 |
| Jedi Letter | 5000 |
| Flying Bonus | 5000 |
| Jedi Bonus | 20,000 |

On completion of Level Two a 100,000 point bonus is awarded. On completion of Level Three and upwards the bonus is 250,000. Oh yes, give the cheat mode a try too. Press Caps, Z, X, C and V together for infinite lives.

## *ENDURO RACER*
## ACTIVISION
### *YS* April 1987 – 9/10

*Enduro Racer* was just about the first of the 'new generation' of driving games – the really fast ones with corking graphics, rather than lots of simulation-like dials and things. As well as just driving round and round in circles, like on other lesser driving games, you'll find yourself going round tight corners and up and down hills. While cornering particularly fast your leg sticks out to hold you up, just like the pros. There are also obstacles in the middle of the road which can be

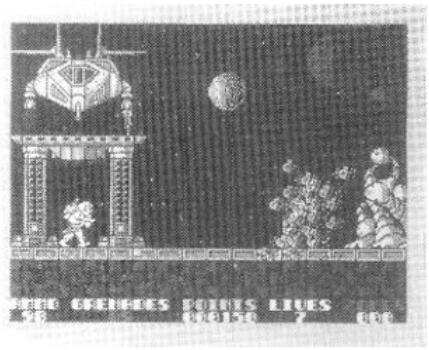


***Enduro Racer*: Brrrrrrm, brrrrrrrrm, eeeek brrrrrrm...**

jumped over, and really skilful/lucky drivers will be able to do wheelies to impress onlookers. Another nice touch is the dust that spurts out from your bike on the desert level. On top of all this, *Racer* is brilliantly playable. Everything's balanced perfectly – speed, difficulty and everything else that needs to be balanced – giving the game that "Oh, go on, just 18,734 more goes" feel. A classic in its own time, and this one too.
★★★★★

Cheat mode! Whoop! On Levels One, Two and Three, slow down to a standstill, hold down Caps Shift and press Forward at the start of each level. You'll whizz straight through, and should be able to complete Level Four with all the time you've made up. On Level Five go to the right of the screen and speed up. Hold down Right and you should make it all the way round.

## *EXOLON*
## HEWSON
### *YS* AUGUST 1987 – 9/10
Brilliant graphics, ear-shattering sound effects, compulsive gameplay. Nice, aren't they? *Exolon*'s not too bad actually. It's by the same chap who did *Cybernoid* and all that lot, so as you'd expect it's packed with colourful sprites, mega-explosions and lots of screens. It's a flip-screen shoot-'em-up thingy, where you're in charge of a little spaceman who runs from screen to screen shooting things. Unusual features? Well, there's the exoskeleton which you can pick up and put on for a bit of added protection. There's a



***Exolon*: I'll just see what happens if I press this button. FATOOOOM! Oops.**

superb grenade-launching sequence, where the little bloke crouches down and fires off a grenade from his backpack. There's, ooh, masses of things. The playability is perfectly balanced, but one does tend to grow a little weary of it sooner than one might expect.
★★★★

Even with all those huge explosions and massive baddies, there was just about room to squeeze in a cheat mode. And it is? Redefine the keys as Z, O, R, B and A and a little tune will play when you return to the menu. Redefine the keys again to something a bit more sensible and you'll find that when you start the game you have infinite lives.

## *FAIRLIGHT*
## THE EDGE
## *YOUR SPECTRUM*
### NOVEMBER 1985 – 9/10

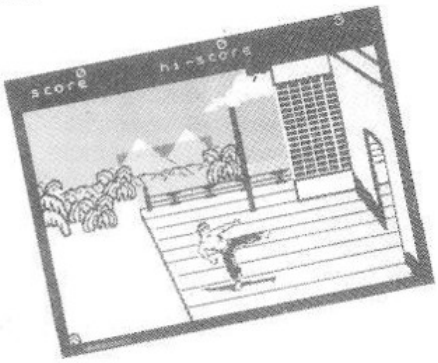
Written by a Swedish gentleman called Bo Jangeborg, Fairlight took the old lots-of-3D-rooms genre and, er, made it a lot better. Never before had this sort of thing been done in such detail. It plays just like an adventure game (zzz...) but with all the violence and pretty graphics that real gamers tend to prefer. And the graphics really are rather good. Loads of intricate little bits and pieces all over the place, and in perfectly smooth 3D too. The only trouble is that things tend to slow down a bit when a lot's going on. There are piles of little 'things' to discover (f'rinstance, if you kill a baddie he'll disappear, leaving his helmet. Pick this up, dump it in another room – preferably at the bottom of a deep pit – and the soldier will eventually come back to life). It's brilliant fun, but a bit on the creaky side.
★★★★

To finish the game you'll need the Scroll, one Cross, two Potions, the Crown, the Book and two Keys. The wizard is trapped in the tower from which you're looking on the loading screen (yes, the picture on the loading screen is of the actual castle in the game). To free him you've got to get the Crown and the Scroll from the courtyard. Get rid of guards by killing them, and then, to be on the safe side, drop them near a whirlwind which will then cart them off. Keep trolls out of the way by placing a barrel over them after killing them so they don't come back to life.

After collecting the Hourglass, cross the drawbridge (using, um, the Hourglass) and pass the troll. Follow the walls and you'll find a door hidden in one of them. Put the Crown on view and you'll be able to open it. In the tomb, push the body to one side and heave one of the slabs off. Dropping down into the next tomb, collect the Book and go through the door to appear beside the cliff-edge outside. Use the Scroll to get back to the courtyard and head for the room with the Cross. Collect the Cross and the Potion and kill the guard in the room of the deadly flowers. The key you'll find is the one for the keep. You can jump past the first monk, but you'll need to throw the Potion at the next one and the Cross at the last one. Kill one guard and climb the final stairs. Use the barrel from the ground floor, jumping on it to get you up into the last room. Give the Book to the wizard, making sure you collect the Key first, and he'll change into a monk. When he pushes you out you can then leave the castle, provided you've got the Crown and the key for the courtyard gate. That's it – you're out!

## *FIST II*
## MELBOURNE HOUSE
### *YS* MARCH 1987 – 9/10

While the original *Way Of The Exploding Fist* was restricted to one screen with a couple of different backdrops, *Fist II* is an altogether more ambitious beat-'em-up, It sprawls over dozens (hundreds) of mappable locations, each one packed with animals and people to fight, things to collect and absolutely atrocious backgrounds. The oriental gentleman under your control can perform a massive selection of movements, so your joystick will never have seemed so versatile. The trouble is that these days it doesn't look too good. Those backdrops really are a bit dodgy and the characters, although nicely animated, seem horribly crude. But it's perfectly playable and pretty challenging if you feel like having a good crack at it.
★★




***Fist II*: Har har! Who needs ninja skills with feet this smelly?**

Okay, let's go...
Right, down, right, up, left, pray, right, up, right, up, right, down, right, get scroll, right, down, left, pray, right, right, down, left, jump hole, get scroll, right, down, left, up, right, up, right, up, right, down, right, down, left, jump hole, pray, right, down, right, get scroll, left, pray, right, down, right, get scroll (hidden behind panel in hut), down, right, down, right, up, left, pray, right, up, right, up, right, up, right, up, right, down, right, down, left, pray, right, down, left, down, left, up, right, down, right, down, right, down, left, pray, right, down, left, pray right, up, up, right, down, right, down, left, pray, right (when you go in to the cave to the right of the ladder you must somersault or you fall down a hole, right, fight warlord. And, assuming you win, that's it.

## *FREDDY HARDEST*

### IMAGINE

**_YS_ JANUARY 1988 – 8/10**

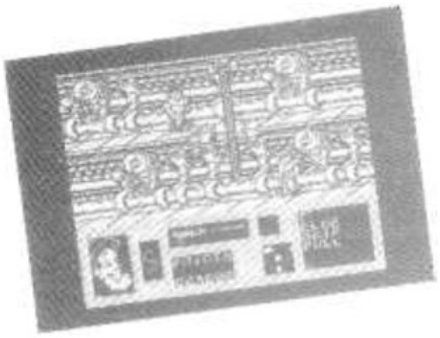
These Dinamic people (the Spanish ones) certainly get about a bit. They seem to have written loads of stuff and, although most of it is pretty similar (*Army Moves*, *Game Over*, that kind of stuff), they have done one or two different(ish) ones. And, luckily for this intro, *Freddy Hardest* is one of them. Okay, it's not radically different. It's in the usual two halves, for starters, with a code to get into part two. The first chunk is a familiar-looking scrolling walker, with lots of aliens to kick/shoot. Hardly marvellous. Part two is a bit better however. Freddy finds himself in a building of some sort, with lots of rooms to explore and aliens to beat up. Somewhere in it there's hopefully a spaceship he can use to escape (he's stranded, you see). This section is deceptively complicated – you've got to collect various items needed to get the ship started – and very neatly programmed. It's got a more cartoony look than other Dinamic stuff, and the restrained use of colour eliminates the graphical mess often found in their games. It's also a lot more playable than the likes of *Army Moves*. So we've basically got one slightly knob game and one pretty good one, all in one package. Can't be bad.

★★★★

And here's what to do...

### *LEVEL ONE*

Move as far as possible in one go, but, as soon as you see an alien, shoot it and check the other direction before continuing. Kill the flying robots if you can, but, if it's a choice between them and the walking aliens, shoot the walkers and duck the flyers. When you approach a volcano, get as close as possible so you can shoot the antoids on the other side before they take off. When you get across, move away quickly or you'll get an antoid in the head. If you think you're going to go over the edge of a platform, pressing Left will stop you moving horizontally. Getting past the ant-hills is harder. If the antoids are being fired your way, get as close as you can and shoot the



***Freddy Hardest*: You might be down there, but I'm up here.**

ants as they appear, taking care to watch behind you. As soon as the area is clear, walk forward, jump and hold the Jump button. Don't worry about the uniformed antoid. If the ant-hill is firing away from you, walk up so you are level with it and shoot the antoids as they walk away. Again, watch out behind you and, as soon as the coast is clear run, turn, shoot, run, turn, shoot etc, shooting the ants and they appear behind you. At the end of Level One you'll jump down the manhole and be given an access code. (It's 897653, to save you jotting it down.)

### *LEVEL TWO*

The Micro-Sounders can be disposed of with an attacking kick or punch. The Gabarda robots can be shot or kicked. The inhabitants aren't worth bothering about. Give them a punch as you go but otherwise forget about them as they're slower than you and not deadly. If a Micro-Sounder is approaching at the same time as an inhabitant, firing your laser at this will delay the inhabitant and allow the Micro-Sounder to pass overhead. If you're at a computer console and a baddie is coming your way the only thing you can do is duck. This will allow you to move freely and dispose of whatever is causing the trouble. Once you have the Captain's Code, Hyperspace on and fuel enough for one ship, make your way down to Level Four of the station. (Each level is split so there are in fact eight levels.) Once you've found your ship, get to the gap in the rail and jump. If everything's okay you'll be given a multiple choice for the Captain's Code. Get this right and off you go.

## *GAME OVER*

### OCEAN

**_YS_ SEPTEMBER 1987 – 9/10**

If you're wrinkly enough to have been around in 1987 when this one first appeared you can't have failed to see the ads for it – fleshy bits everywhere. To emphasise the point (ahem), *YS* gave away a giant poster-sized version of it (the unexpurgated version, of course). But enough of that. Let's take a look at the game. Yikes. Its distinguishing feature is the fact that it's practically impossible to get anywhere in. It really is blooming difficult. Which isn't to say that it's no good. The graphics, for a start, are colourful, detailed and only slightly crap. They couldn't be described as slick though. And the bloke you control (it's a flip-screen walk-around-shooting-things job in case you were wondering) is neatly animated and a versatile little fella. It's also got giant end-of-level baddies, which were something of a rarity all those years ago. So what

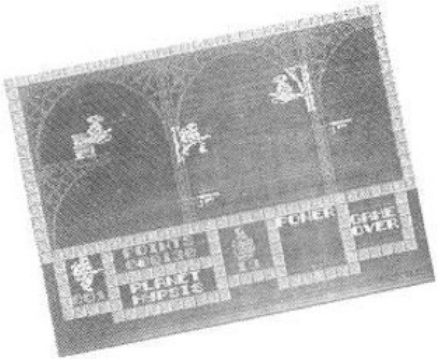


***Game Over*: Have we not met somewhere before? I don't think so. Oh.**

we've got is a good-looking but sadly unplayable shooter for which Father Time has done no favours.

★★★

Some general tips could be useful, but don't hold out too much hope. Jump to the far side of barrels, in case when you zap them they turn out to be mines, or jump on top of them so you can shoot the laser turrets. If you find your passage blocked by a mine you ought to be more careful where you sit. Either that, or shoot other things in the room until you're about to run out of energy



***Game Over*: Hold still – I'm trying to kill you.**

and then sacrifice your bloke by walking over it. Then it won't be there on your next life. When you get to the giant Orko, make sure you have shields. Run through him whilst firing and lobbing grenades and you should get past. This also works with robots.

As the chances of getting through Level One are pretty remote, here's the code for Level Two – 35861. Actually that's a lie. It's 18024. Oh, and the code to part two of *Army Moves*, which is much the same sort of thing, is 27351. And, while we're at it, the code to part two of Game Over II is 18757. Hmm.

## *GARFIELD*

### THE EDGE

**YS MARCH 1988 – 7/10**

*Garfield*'s not exactly at the height of fashion these days (only the most unstyle-conscious Cortina driver would stick one in his window these days), but he seemed pretty trendy when The Edge did the game of the cartoon of the birthday card of the slippers of the etc. And they made a pretty good job of it too. The graphics are absolutely excellent, capturing the various bits of the cartoon perfectly (including Garfield's cheesy grin). They're in black and white, brilliantly animated and are really what make the game. The rest of it (a straight arcade adventure) is okay, but a bit too slow-moving to really make an impression. And once you've solved it, well, that's it really. Garfield fans (at least, those who are prepared to 'come out of the closet') will absolutely lap it up (geddit?), but the rest of us, erm, probably won't.

★★★

Being an arcade adventure, Garfield is just crying out for a complete solution. Good heavens! Here it is...

Firstly remember to drink Jon's coffee to prevent yourself from nodding off. Go down to the cellar, stand right on the left edge of the trunk and kick it. Having done this, pick up the key and run out of the cellar pronto. Drop the key in the fridge room and wander to the room outside with the spade. Get the spade, take it to the hardware store and press Up and Fire. The shopkeeper will drop a $10 bill. Take this to the health store and drop it. You'll get some breadcrumbs. Go back to the house and pick up the rubber bone. Put it beside the bouncy wall. Wait until Odie touches the bone and the wall will open. Get the key and go through the now-open wall. Drop the key in the park and trot back. Get the breadcrumbs and drop them in the park too. When you do this a bird will fly past, so pick up the key quickly and jump onto the bird. Press Fire/Jump into the room that you land in and walk to the other wall. You'll get a big slobbery kiss from Arlene, and there you are.

And, would you believe, there's a cheat mode! On the menu screen, press Caps Shift, 0, O, K, M, 1, Q, A and Z down together. Start the game and you'll be able to teleport from one screen to another by pressing Caps Shift and Y, plus a couple of numbers from 1 to 5, or just Caps Shift and one number from 1 to 5.

## *GAUNTLET*

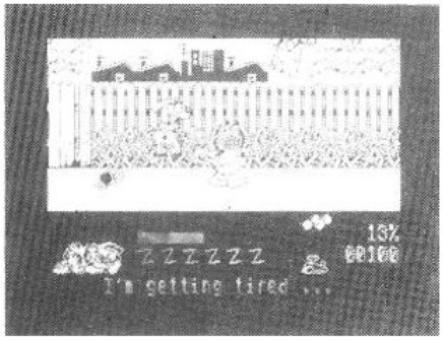
### US GOLD

**YS FEBRUARY 1987 – 9/10**

Probably about the first four-player game on the Speccy (except you can only actually have two), *Gauntlet* is an excellent conversion of the smash hit really-rather-good arcade game. It features Questor, Thor, Merlin and the aptly-named Thyra and 'happens' in a series of huge mazes, packed out with horrible monsters, potions, treasure, teleporters and all manner of nasty slimy things. If played properly, with one of your best chums, a single game can go on for hours as you slowly get through level after level (they multiload in, of course). It's one of those games that you've just got to have. Don't be fooled by any of the many pale imitations – this is the real thing! An all-time Super Corker.

★★★★★

Before you dash into a room full of baddies, stand outside and pick off as many as you can first. Go for the generators as soon as possible,




***Garfield*: Hurry up and take that flipping photo, will you?**

otherwise you'll be there all day. Dodge Death whenever you can, otherwise use a potion on him. When 'doing it' with two players, select Thor and Merlin. Let Merlin take all the potions, apart from extra magic which Thor should have. In a one-player game choose Thor.

Food is marked XXX and poison is marked OXO (or is it the other day round?), so be careful. If your score gets to the top of the table you'll get a 1,000,000 bonus.

And there's a cheat too – press the Shift Shift key and you'll be able to the walk through walls.

## *GEMINI WING*

### VIRGIN MASTERTRONIC

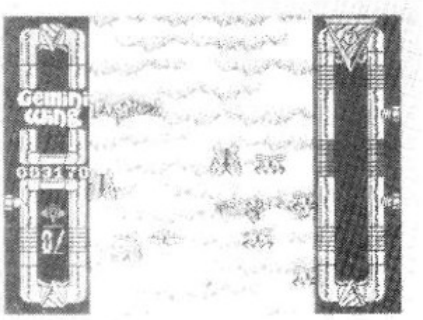
**YS SEPTEMBER 1989 - 43°**

This one looks as if it might be a really useful little scrolling shoot-'em-up. But it's not. It's crap. The plot is some strange thing about aliens getting really annoyed about the way they are being portrayed in the newspapers, and deciding to invade the Earth. So they do. But rather than send the entire planet's defences up against them what does the Earth decide to do? Use the Gemini Wing fighter. And how many of them? Ten squadrons? Twenty

squadrons? No. One. One fighter, that is. The result is a very ordinary vertical scroller with all the usual alien formations and add-on weapons (but these are pretty useless). The real problems are with the graphics. They're so bad that it gets practically impossible to tell what's going on at times. The Gemini Wing thingie keeps getting lost in the background, and frustration leads to manic depression, relieved only through the services of the Reset button.
★★

Here are the passwords for the various levels...

| | |
|---|---|
| Level Two | EYEPLANT |
| Level Three | WHATWALL |
| Level Four | GOODNITE |
| Level Five | SKULLDUG |



***Gemini Wing*: Er, this is all a bit confusing. Why is everyone trying to kill me?**

| | |
|---|---|
| Level Six | BIGMOUTH |
| Level Seven | CREEPISH |
| Final Message | FINALFXS |

## *GHOSTBUSTERS II*
## ACTIVISION
### *YS* JANUARY 1990 – 62°

Right. We all know about the original *Ghostbusters* game. It was a bit on the ropey side, but sold in massive numbers, mainly because the film was so (inexplicably) popular. *Ghostbusters II* (the game) is rather different. It's still crap, mind, but in a very different way. While *Ghosties I* was graphically pretty grim but partially made up for it in the playability dept, the sequel is the other way round. It's... wait for it... a multiloading multi-parter, and perhaps that's where the probs start. In Part One you've got to collect bits of a slime scoop from a manhole thingie while dangling on the end of a rope and avoiding ghosts. Nice graphics, but hmm... Part Two, and you're inside the Statue of Liberty shooting ghosts with fireballs. And the other bit? Um... So, all in all, an attractive- looking but rather content-free licence. Further unnecessary hassle is created by a very shoddy multiloading system that leaves you fiddling with your tape deck more often than your joystick.
★★

### *LEVEL ONE Van Horne*

It's important that you don't swing too far left or right, or you might get grabbed by the hands or the ghoulies. You will have to collect all three parts of the scoop. They are placed on ledges, so you will have to be careful when collecting them. If your courage is waning you'll need to collect the bottles of elixir – they look like skittles. Also hanging on the sides are extra ammunition for the proton beam, bombs and shields. Proton beam top-ups look like Coke cans.

A major problem at first are the ghosts that attempt to saw through the cable, so you must use either a proton bomb fired upwards or fire the proton beam upwards.

When you eventually reach the bottom of the pit, activate a bomb and the shield. You need the shield because the scoop will not automatically take up slime, therefore your shield protects your botty from the hands that reach upwards.

### *LEVEL TWO Broadway*

When you start this level, always move your fireball to the middle of the screen, as later on waves will split up and move for the head and foot of the statue. You should always keep an eye on the men collecting slime, as whenever the statue is hit the slime goes down. The same thing happens when your fireball is regenerated. A useful tip is if your fireball energy is very low, finish it off and top it up with a new one so when the next wave arrives you'll have a full fireball.

When you eventually reach the end of this level you'll be faced by four large guardians, so it's important to keep firing and intercepting the guardians' shots with your fireball. When destroyed, you'll be prompted to load up the final level.

### *LEVEL THREE The Museum*

Pay attention to what it says on the loading screen to this level – that anybody will do for Vigo, not necessarily baby Oscar.

The level starts when you abseil your four ghostbusters into the museum, and although you have to lower them gently it's best for you to kill Winston, the reasons for which will be explained later. When all the ghostbusters have entered the museum you must take one of them to the screen on the right. In this screen is an altar containing baby Oscar. Walk up to the altar and press Fire to pick him up and then transfer him to the dead Winston so he is no longer in any danger.

With baby Oscar out of the way you can destroy Jonosz simply by firing at him with the proton gun. Vigo will then come out of the picture, and so to destroy him you must select Peter and Egon because they will both have proton beams. Position either of them in front of Vigo and fire the beams – this will stun him. While you're doing this, select the other, move him to one side of Vigo and fire. Vigo will now be trapped in the beams and his energy will go down rapidly until he is destroyed. (Important – you must use proton beams for this 'cos the guns Ray and Winston use will have little effect.)

However, it's not over yet. Remember on the loading screen how it said 'anybody will do'? Vigo will now come back as the dead ghostbuster and may kill the others. To finally destroy Vigo you'll have to force him back into the picture. To do this, remember that he'll follow any ghostbuster who attacks him, so you must use a proton beam again. The proton guns used by Ray and Winston will only stun him on the spot.

To finally complete the game you must stand in between the picture and the altar and lure him to you. Do not move. When he's standing directly in front of you, fire your proton beam. The beam will push him backwards onto the picture and his energy will go down until

you're told how he turns to slime.

***NB*** It doesn't matter if your characters with the proton packs are dead. Simply go to the weapon selection screen and swap them to the live characters.

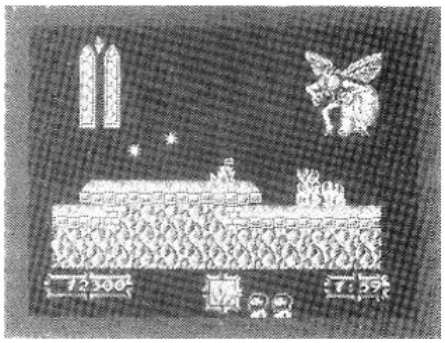
## *GHOULS AND GHOSTS*

### US GOLD

***YS* DECEMBER 1989 – 91°**

Sounds a bit like *Ghosts 'n' Goblins*, eh? Looks a bit like it too, in fact. Both games feature a little knight chap (called Arthur) who dashes about all over the place throwing knives/spears/whatever he can get his hands on at people. Most of the time he looks a bit exposed (if you'll pardon the expression) wearing only his underpants. But if you're careful, and look after it properly, his magic armour covers up most things. The games go for a tasteful monochrome look, which means smooth, detailed but, erm, monochrome sprites set against a smoothly scrolling, attractive but, again, monochrome background. These similarities aren't entirely surprising, as *G & G* is actually the sequel to *G & G* (or is it the other way round?). And the differences? Well, this is a lot newer (*Ghosts 'n' Goblins* came out ages and ages ago) and a lot harder too. The original was never the easiest game around, but this is enough to make you tear your eyebrows out in frustration. It's also got some huge great big sprites, as is the trend these days, and is generally a bit better all-round. A tricky but challenging little scroller.

★★★★★



***Ghouls and Ghosts*: Crikey! Those are some of the biggest ghoulies I've ever seen!**

Apart from a good stiff drink (a Vimto or something), tips are the thing that'll come in most handy. So here's a guide to some of the yucky baddies you'll bump into (or not, hopefully)...

***Grim Reaper (Levels One & Four)*** These are easy – one hit and they're dead.

***Vultures (Level One)*** Go underneath them and fire up.

***Imps (Level One)*** Shoot them before they turn into a tornado.

***Skull Plants (Level One)*** Shoot them before they start firing skulls at you.

***Headless Giant (Level One Guardian)*** Jump his bullets and shoot his head to kill him.

***Trident Man (Levels One & Five)*** Don't run from him 'cos he's fast. Face him and keep firing.

***Bouncing Stone (Level Two)*** Run under them when they bounce.

***Lava Flies (Level Two)*** No problem. Destroy or dodge them.

***Flying Demon (Levels Two & Five)*** Before he swoops down, jump up and keep firing.

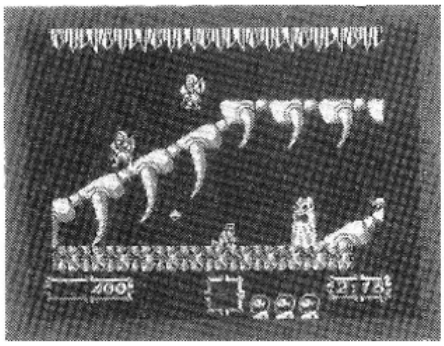
***Venus Fly Trap (Level Two)*** Shoot it before it fires at you.

***Deadly Bird (Levels Two, Three, Four and Five)*** One shot to kill.

***Fire Dog (Level Two Guardian)*** Keep shooting it when it runs towards you, and when it's in the air duck under it and shoot its behind.

***Flying Cow Heads (Level Three & Five)*** Just dodge their bombs and jump up to shoot them.

***Whirly Head (Level Three)*** As soon as this comes into sight, stop, wait



***Ghouls And Ghosts*: Trick or treat!**

for two to three minutes and it'll go away!

***Cloudy Eyeball (Level Three Guardian)*** This one's quite easy. Just keep dodging and shooting him when you can.

***Firing Hand (Level Four)*** Shoot them before they fire balls at you.

***Slug (Level Four)*** This appears out of thin air, so shoot it while it flashes.

***Firing Stone (Level Four)*** Shoot his head to kill him.

***Stone Knight (Level Three)*** Go under him and keep jumping up and firing until he disappears.

***Giant Sea Monster Carcus (Level Four Guardian)*** Go across into the middle of his body and all the maggot holes will appear. Shoot the holes and all the maggots you can.

***Firing Skulls (Level Five)*** You can't kill these – just dodge their bullets.

***Moving Heads (Level Five)*** Jump and duck their bullets. When you've killed them a door opens.

***Big Strong Man (Level Five)*** Duck the bullets that the head he holds fires and keep firing.

## *THE GREAT ESCAPE*

### OCEAN

***YS* OCTOBER 1986 – 9/10**

Achtung! (Etc.) We're in wartime Germany, Colditz to be precise, and,

belonging to the other side, the logical thing to do would seem to be to escape. But how? And where to? There are guards, barbed wire and dogs everywhere (nearly), so a simple 'hop over the wall and take a leisurely stroll over to the lines' plan would be pretty unworkable. No, it's going to have to be an arcade adventure-style escape, probably featuring finely-detailed 3D graphics. It would probably scroll rather nicely, but be a bit on the black-and-white side. And it would probably be one of those 'timeless classic' escapes that people would want to play for years to come. Probably.
★★★★★

Sssh! Okay, here's the plan...

***Clothes*** Using these disguises you appear as a German soldier. You can go into places where you wouldn't normally be allowed.

***Dogs*** Kill them by collecting food and poison. Use the poison on the food, and then drop it in front of the dog. It'll eat it and, er, die.

***Red Cross Parcels*** There's a new parcel every day. Pick it up and use it and then pick up the item inside. Go and put this in the tunnel. If you're being followed, jump down the tunnel to shake them off.

***Sleep*** You'll need lots. And food. This will increase your morale, as will finding items.

***Escaping*** This needs to be organised. Put all the items you need in the tunnel. You should have clothes, a passport, wirecutters, a spade and a torch.

Put these down by the entrance in the exercise area. First poison the dogs, 'cos they might raise the alarm. Steer clear of the spotlights.

Hide in the tunnel until dark, change your clothes, carry the wirecutters and the passport.

Once you've cut the wire, drop the wirecutters and walk away. You should be able to escape to freedom.

## *GRYZOR*

### OCEAN

### *YS* MARCH 1988 – 9/10

If there was ever a game that summed up 1988 perfectly, it's... um, er, um, oh yes... *Gryzor*. It's one of an apparently huge (but probably tiny) flood of multi-part multiloading arcade conversions that streamed out during that year, but it stands out from the rest of them by actually being quite good. Let's go through the stages, shall we? First one – run along a scrolling thingamy and shoot lots of people. Second one – run down a series of corridors and shoot lots of people. Third one – climb up a cliff face and shoot lots of people. Er, the one after that – shoot some bits and pieces. Last one – run along, shoot lots of people and kill the alien at the end. Lt's not in the least bit original, but it's very playable indeed and a triff rendition of the coin-up with only slightly crummy graphics and some superb music and effects.
★★★★

There's a rather cunning cheat/bug, if you know how to activate it. But we're not telling you. (Oh, all right then...)

1. Load Level One and complete it. (No problem.)
2. Load Level Two, but deliberately lose all your lives. (That's your excuse, anyway.)
3. After the Game Over message, choose the Restart option.
4. Rewind to the start of the tape and load.
5. Play to the Load Error message, but ignore it.
6. You'll start the game with 55 lives. When you lose them all it'll give you 99!

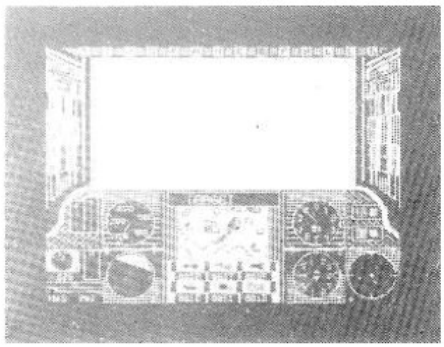
## *GUNSHIP*

### MICROPROSE

### *YS* JANUARY 1988 – 9/10

While the Speccy's attracted plenty of flight sims in its time, helicopter sims for our rubbery buddy are a bit thin on the ground (or in the air for that matter – ho ho). In fact, there are only about two – the aging *Tomahawk*, from Digital Integration, and this one. And *Gunship* is by far the better in most respects. As well as being a full-scale AH-64 Apache sim, with the full range of controls, heaps of weapons and all the trimmings, it's also got a large strategy element with lots of missions and things to go on. And on top of all that it's also got corkendous solid(ish) 3D graphics with plenty of scenery to fly over/take out. The only trouble is that it's not quite 'right-on' ideologically – you spend the whole time beating up Reds, who are now our chums again, of course. Apart from that, though, *Gunship*'s got it all (including an enormous manual) and might even hold its own (titter) against the latest crop of flight sims which we're about to be submerged under. We'll just have to wait and see, eh?
★★★★★

- Keep your altitude down to below 80 feet virtually all the time and fly round hills rather than over them.
- If you spend more than about 15 seconds above 100 feet in Western Europe, you'll get clobbered good and proper (and it'll serve you right too).



**Gunship: What a lovely day. Shame we have to keep killing people.**

- You can climb occasionally to 150-200 feet to get a look round by flying one complete circle. Ignore all TADS 'target' prompts and drop back to 70 feet. On your map will be all the targets TADS spotted when flying the circle, so you can plan your attack.
- When attacking known targets with cannons, point the helicopter towards the nearest target using your map and compass (because the compass is more accurate than the helicopter sprite on the map). Charge in at 70 feet, lock the TADS box onto the target and line up your crosshair on the TADS box. Go to level bank and dive to 20 feet. Fit will lose your TADS lock but the helicopter will be pointing at the target. The TADS will re-lock in a

few seconds at about 0.4-0.5 km range. Open fire at 0.3-0.4 km and they'll be eating 30mm HEDP for lunch. The cannon will destroy anything (including bunkers) at 0.3 km.

- Hellfires are best used whenever the opportunity presents itself. Destroy SAMs first, then other vehicles. You should be able to fire three or four off from 100 feet before they see you. It's important not to lose slight of the target before the Hellfire hits, but you can be turning to engage the next target while the missile is in flight whilst guiding it through the side view. It's also possible to 'ripple fire' two or three Hellfires at targets which are close together at about 1.2 km range.
- Fire missiles at the same target with a two or three second spacing between them. When the first missile hits, the TADS should lock onto the adjacent target in time for the next missile to track and hit it. This is a standard real-life Apache tactic which works quite well for *Gunship*.
- Hind helicopters are better dealt with by sending them an AIM-9L, free of charge, at long range. If you've no sidewinders left then you'll have to cannon them. Charge head-on with your cannon armed, and as soon as the range drops to 0.5 km, open fire and keep blasting until it disappears. The Hind won't explode, it will just disappear. But don't let it get any nearer than 0.5 km or you'll take a clattering – three damaging hits is standard value for money here. Sometimes you can scare a Hind off using the head-on method, but watch your threat display as he'll be back.
- Generally the 'search and destroy' type missions are the most dangerous, as there will be lots of SAMs backed up by masses of heavy flak, bags of cucumbers, stacks of lettuce and lashings of ginger beer. Lt's best to sneak up on these guys slowly at 15-20 feet and clout them with your cannon at 0.3 km. If you find the situation getting out of hand (and enemies in previously hidden positions are firing at you by surprise), then pile on the collective, pitch down and fly a jinking course away at 10 feet and 170 knots. You can then come back in slowly again under your own terms, knowing where the hidden boys are this time. The helicopter is really frisky in the fast, low escape as the collective is so high, so be careful as one slip in a downward direction will be immediately fatal. You must be a top-class, slightly crazed pilot to perform this trick properly.
- Finally if your ECM detects an incoming heat-seeking missile, hit both your jammer and your flare dispenser, turn, dive and accelerate away 20 feet. That should shake off any missile. If you're being chased by a radar-homing missile, it serves you right and you deserve to have your tail shot off, as you should never have let them see you for long enough to lock on and fire in the first place.

## *HAMMERFIST*

## ACTIVISION

### *YS* JUNE 1990 – 87°

Poor old Hammerfist and Metalisis, eh? They're in rather an unfortunate position. Exactly the same position, in fact, because they've become fused together into one person. Hammerfist by the way is a big bloke with a robotic arm and goodness knows what else, while Metalisis is more of a female sort of person (very athletic). At first this state of affairs was quite handy (no more having to search for the Ladies or the Gents – either would do) but eventually they got a bit fed up and decided to do something about it. As you can probably guess, 'doing something about it' means a multi-screen arcadey beat-'em-up thingy, outstanding features of which are excellent graphics and the ability to flip between characters at will to use Hammerfist's macho abilities or Metalisis's leaping skills. The result is a super-corker of a game which only missed being a Megagame by... that much!

★★★★

How would you like a complete, step-by-step guide to completing the game? You would? Wonderful. Here you go then...

### *LEVEL ONE*

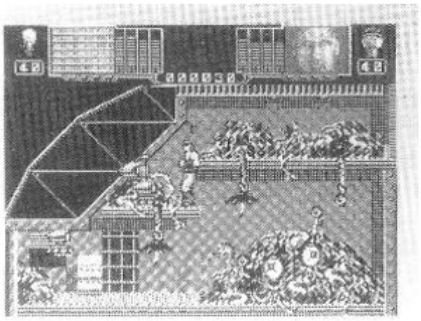
- Start as Hammerfist. Headbutt the screen to the far right and shoot the circle things above the starting cabinets. When the security systems are breached, exit to the right.
- Go to the far right and destroy the console. Change to Metalisis and do a large flic-flac up onto the high ledge. Smash the console up there and then flic-flac back down and change to Hammerfist. When the security systems are breached, go through the grille that opens.
- Go left and destroy that eye. Shoot the thing that hangs to the right and then keep shooting the mount until it no longer moves. Walk until you're under the other hanging bit and shoot up to destroy it. Change to Metalisis and flic-flac onto the mound. Change to Hammerfist and shoot the last hanging bit. Change to Metalisis and flic-flac to the ledge in the middle of the room, and then onto the top ledge. Kick the door to the right and then go through.
- Change to Hammerfist. Smash the console to the right. When all the systems are breached you have two options. If you change to Metalisis and flic-flac to the top door you can go in and get more piston fist by destroying the robots. To continue, go to the right and smash down the door.
- Smash the bubbles as Hammerfist. The large bubbles give you lasers and the small ones give you more energy. When the systems are breached smash down the door to the right. The flashing thing on the wall is a recharge point. To get out, headbutt the grille and go through it.
- Hammerfist makes the pistons go down and Metalisis makes them go up. When you are level with a door, hit it and it will open – either character can do this. The objects will deposit skulls unless you shoot them, in which case you get other icons. Exit to the bottom right.
- Kill the robots that attack you to get more lasers. The boxes must be destroyed in the order bottom, top, bottom, top. If you destroy the fifth

crate, bubbles will come through the hole in the wall. The crates that come along will fall to the ground if you shoot them. If you leave them they'll leave skulls. If you shoot them again they'll produce useful icons. To leave, headbutt the door behind the boxes and go through it.

- Smash the door to the left and keep shooting the robots. When security is breached, smash the door to the far left.

### *LEVEL TWO*

- Fall down and destroy the boxes, top first. The thing on the wall is a recharge point. The things that fall down leave lasers when you shoot them. Knock the train back into the next screen. Exit to the left.
- Destroy the train. This is quite easy to do using flic-flacs or lasers. When you've done that, get the icons and change to Metalisis. Flic-flac onto the white box and then onto the ledge above it. Change to Hammerfist and destroy the console. Go left and destroy that console before going back to the right. Drop down, destroy the boxes and go left.
- Destroy all the boxes. The pile has to be destroyed in the order top, bottom, top, bottom. When you've done that, stand just next to the door and fire up until the spark stops. Headbutt the door and go through.
- Smash down the door and go to the right.
- If you let the cannisters fall down they'll leave skull icons, so shoot them to get lasers. To destroy the stump, shoot it many times with lasers. Exit to the right.
- Change to Metalisis and flic-flac until you're on the highest ledge. Change to Hammerfist, stand on the far left of the highest ledge and face right. Shoot up until the top of the stump is destroyed. After this, keep shooting the stump until it goes, and then go right.
- Change to Metalisis and flic-flac up onto the ledge. Change to Hammerfist and shoot the barrier until it goes. Change to Metalisis and flic-flac up onto the next screen.
- Flic-flac onto the ledge and change to Hammerfist. Shoot right to destroy



***Hammerfist*: And just wook at aw this luvwee compost. It weewy is maaarvewous!**

the claw. When that is destroyed shoot down to destroy another claw. Shoot the mouth and then the tentacle on top. To kill the creature, shoot its eye.

### *LEVEL THREE*

- Change to Hammerfist. Position yourself under the rock that is hanging over the floor. Shoot up until two parts of the rock are destroyed. Then shoot to the right until all the rock has gone. Change to Metalisis, flic-flac onto the ledge and exit to the right.
- Change to Hammerfist and destroy the growths in the order of height. Change to Metalisis and flic-flac all the way to the top of the screen. Headbutt the door and go through.
- Kill all the people that come from the left. The squiggly lines that fall leave lasers even if you don't shoot them, and always fall from above you. Flic-flac to where the lamp is and change to Hammerfist. Destroy the rock to the right and then go down and right to exit. Don't go onto the grey patch at the bottom as you'll fall through into the previous screen.
- Shoot the white mouth and then step forward and shoot up to destroy the next part. Step back and shoot up. When that part has gone, step as far back as possible and shoot up. Change to Metalisis and flic-flac up to the next head. Change to Hammerfist and destroy the head, and then change back to Metalisis and flic-flac into the next screen.
- Change to Hammerfist. If you shoot the small rocks you get lasers and the big rocks give you a lot of bonus energy. Shoot up to destroy the first lump of rock, step back a step and shoot up to destroy the next rock. Go down and keep firing right until the two rocks are destroyed, and then fire down to clear the screen and go to the right to exit.
- The bottom light is a recharge point while the top light will open a door if it's headbutted.
- Change to Metalisis and stand on the piston. Destroy the screen and change to Hammerfist. Stand on the right piston and go down, and then go left and down. Smash the screen and shoot the wall until there is a hole in it. Walk onto the far right and stand on the piston. Change to Metalisis. You must now destroy some sparks. To do this you must go up, change to Hammerfist and shoot the spark. When you go down, change to Metalisis to go up and then change to Hammerfist and shoot the spark again. When you've destroyed this spark, go down and onto the piston to the left and destroy the spark above in the same way. Go down and destroy the last spark to the right. Carry on going up as Metalisis.

### *LEVEL FOUR*

- Break the door to the right using the laser as Hammerfist. Keep changing character as this will make the tank go back. Advance and keep changing. Change to Metalisis and flic-flac onto the top of the cabinet. Let the tank drive into the cabinet and then flic-flac down onto the floor. Change to Hammerfist.
- Shoot the barrier with the laser. If you shoot the bullets you'll get lasers. Go off to the right of the screen.
- Shoot all the lights on the screen, destroy all the boxes and generally kill everything you see. When you get to the far right, change to Metalisis and stand still as you rise. Keep flic-flacing to the left over the platforms. This will take some practice to do properly so be patient.
- The flashy thing on the wall is a recharge point. Shoot the two lights on the ceiling and a hole will appear in the ceiling. Flic-flac on top of the box under the hole, stand on the far right of the box and face left. Do a

large flic-flac to the top of the screen. Turn to the right and change to Hammerfist. Shoot up until the bottom of the gun stops flashing and then keep shooting right until the bottom of the gun is destroyed. Change to Metalisis and do a large flic-flac onto the opposite ledge. Exit right.

- This screen is a bit of a problem. If you smash all the screens and put down the security systems there's still no way out! Well, there is a hole in the ceiling, but if you try to flic-flac through this to the left you'll find you can't. To the right, and the game crashes. This means that you can't finish the game. Or maybe you can. If you know how, write and tell us!

### *GENERAL TIPS*

- To destroy security systems, shoot lots of people and headbutt screens.
- The recharge points will restore energy – face and headbutt them. Do not headbutt for long 'cos too much energy will kill you.
- Remember which screens contain which icons, as you can go back for more weapons.

### *ICON GUIDE*

***Skulls*** Lose energy if picked up, Master loses energy if left.

***B*** Both characters gain energy if picked up, Master gains energy if left.

***E*** Character in use gains energy if picked up, Master gains energy if left.

***P*** Gain piston fist if picked up, Master gains energy if left.

***L*** Gain laser if picked up, Master gains if left.

## *HEAD OVER HEELS*

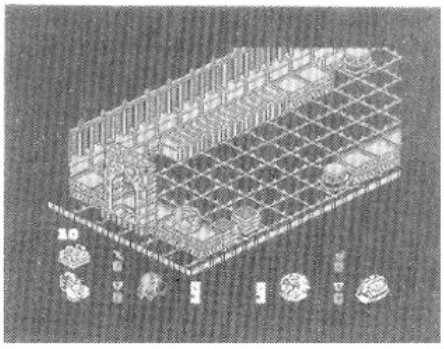
## OCEAN

### *YS* JUNE 1987 – 9/10

You must have heard of this one. Surely. Sigh. Right, well it's an isometric 3D job and it's totally brilliant. Okay? You're in control of two separate characters (for a change) who can be swapped between at the press of a button. There's Head, who can jump for miles and fire doughnuts, and Heels who has a fair turn of speed when it comes to legwork and is handy for humping things around the screen. If necessary they can join forces (with Head on top, would you believe) and their abilities are combined. This makes for some pretty cunning puzzles, as does the fact that there are absolutely loads of screens. The graphics? Well, they'll make your jaw hit the floor at a pretty high velocity, they really will. It's enormously, overwhelmingly unputdownable and an absolute, no-doubt-about-it 'must' for everybody. And that means you.

★★★★★

Not a lot of people know this, but you don't have to go to the market to join Head and Heels together. Just flip to Heels when you start and get the bag. Then come back to the start and bring Head in. Position Head in the opposite direction to the teleporting thingy (face the wall), stay in Head Mode and press Swap and Jump at the same time. Heels should jump as high as Head. Keep doing that and Heels should get over that barrier.



***Head Over Heels*: Fetching sticks is so much easier.**

## *HEAVY ON THE MAGICK*

## GARGOYLE GAMES

### *YS* JULY 1986 – 9/10

This time you're a little chap called Axil with stumpy legs and an enormous cloak. This wouldn't be so bad, but unfortunately you've been thrown into a dungeon. Naturally you're quite keen to escape, so it's probably just as well that you're a bit of a dab hand at Magick (with a 'k'). This is a brilliant game, it really is. Far better than practically any other game ever, in fact. It's a cross between an adventure game (stop yawning), an arcade game, a beat-'em-up (sort of) and a role-playing game, and it really is excellent. Your orders to Axil are typed in at the bottom of the screen, and his responses can be seen in huge, animated and brilliantly drawn graphics in the top half of the screen. As well as walking about and moving objects around, Axil can battle with the many monsters that are dotted about, ask for help from a large character called Apex and also cast spells. These can be used to kill baddies, invoke helpful demons and lots more. While all this is going on you've got to keep an eye on Axil's stamina, skill etc. Ingenious puzzles, awesome graphics – the game's got nearly as much depth than a pint of Murphys. A must. An absolute must.

★★★★★

Get Grimoire, E, N, N, E, E, E, "DOOR, SILENCE", N (You will now be granted the Magick grade of Zelator), S, W, W, W, N, E, BLAST, BLAST, BLAST (as many as it takes), N, NE, PICK UP NOUGAT, SE, S, S, SW, SE, BLAST, BLAST, BLAST (as many as it takes), PICK UP SCROLL, TRANSFUSION, TRANSFUSION, NW, NE, N, N, NW, SW, S, W, W, BLAST, BLAST, BLAST (or as many as it takes), PICK UP CLASP (this enables you to walk through the fire), E S, S, E, E, E, PICK UP SCROLL, W, W, W, N, N, E, N, NE, SE, N, S, W, SW, SE, EXAMINE TABLE, PICK UP NUGGET, DROP NOUGAT (you can now destroy werewolves just by walking through them), NW, NE, W, N, SW, SW, E, S, S, NW, "DOOR, WOLF" (the door opens), N, NW, W, W,S, E, E, PICK UP GARLIC, PICK UP BAG, W, W, N, E, NE, SE, NE, SE, SW, E, NE, E, S, S, PICK UP LOAF, W, "DOOR, LUNACY" (the door opens), N, DROP CLASP, PICK UP KEY, SW, W, SW, S, S, NW, EXAMINE TABLE, DROP KEY (the door opens), N, W, EXAMINE TABLE, DROP BAG (the door opens), N, SW, SE, SW, E, EXAMINE CHEST, PICK UP SLAT, W, NE, W, N, N, PICK UP KEY, E, S, SE, NE, DROP SLAT, SW, N, N, NE, E, NE, S, E, N, N, W, SW, W, NE, NW, SW, NW, W, PICK UP KEY, E, SE, NW, SE, SW, E, NE, E, S, S, W, N, SW, W, SW, S, S, NE, EXAMINE TABLE, DROP KEY, SW, NW, N, W, RIGHT, PICK UP BAG, E, SE, NE, DROP NUGGET, DROP GARLIC, SE, E, RIGHT, DROP BAG, N, SE, S, S, E

(the slat kills the cyclops), W, W, LEFT, DROP KEY (the door opens), N, SW, W, "DOOR, ELEVEN", N, DA DAA!

## *IMPOSSIBLE MISSION II*

### EPYX

**_YS_ SEPTEMBER 1988 – 9/10**

Now then, *Impossible Mission I* was a pretty popular game, especially on other computers, but it came out absolutely ages ago and looks a bit ropey these days, fun though it is. So to be any good *IMII* would have to improve on it quite substantially. And does it? Well, sort of. But let's take a look at 'what you've got to do' first. So what have you got to do? Well, you're Agent 4125 and your mission (the impossible one) is to get Elvin Atombender before he gets us. This has to be done by working your way through his 'complex'. Along the way you'll need to go into various rooms, solve a few puzzles (with lifts and platforms) and avoid the robot guards. And while you're doing this you're meant to be collecting bits of a tune that'll open Elvin's door. Let's hope he's in, eh? The graphics are, to be quite honest, very pink and dated-looking, but that doesn't matter too much as it's what's underneath that counts. And while the solving-lots-of-puzzles idea isn't exactly innovative it's certainly amusing for a while. A bit behind the times then, but no less enjoyable for it. ★★★

### *TOWER ONE*

Go to terminal. Select time bomb and robot off. Jump gap and search safe. Leave room.

### *TOWER TWO*

Fall down and search locker. Take lift up and search locker. Take lift down again and jump off about a third of the way down, avoiding the robot's laser bolt. Search object. Jump onto lift and jump left twice. Search plant. Go to terminal. Select time bomb and robot off. Jump left and then jump on lift. Take lift to middle level and search locker. Take lift to the top and search safe. Leave room.

### *TOWER THREE*

Take lift to top. Search four chairs. Drop to lower level. Search machine and cupboard. Wait until lift is at the bottom. Just after the robots blast the lift passageway, take the lift up. Before you reach the top jump right. Go to terminal. Select time bomb and robot off. Search safe. Take lift down. Jump left onto middle platform. Search two office chairs. Leave room.

### *TOWER FOUR*

Enter from left entrance. Jump over gap and jump left again. Search tube. Jump right and search both tubes. Wait until robot is just about to turn away from you, then jump left twice. Search object. When robot is facing the other way, jump right and then left. Jump over gap to left. Search gadget. Fall to left. Go to terminal and select time bomb. Search safe. Fall to bottom level and search both plants. Leave room.

### *TOWER FIVE*

Fall down and search machine. Jump right and search both machines, avoiding the mines. Jump left. Go to edge of platform and jump right. Move left a bit then jump right. Access terminal and select time bomb. Move left a bit and jump right three times. Jump left then move a little bit to the right. Jump left and search the sage. Jump left twice to leave.

### *TOWER SIX*

Jump gap and then jump left. Search cupboard and jump right. Wait until the lift comes down before jumping onto it. Take lift to the top. Search three cupboards. Take other lift down. Go to terminal, select time bomb, lift reset and robot off. Jump left. Move to robot and then jump right. Fall down to safe. Search safe, leave room.

### *TOWER SEVEN*

Search box and cupboards. Take lift down. Search box and cupboards, avoiding mines. Wait until left comes down and then jump on it. Take lift up. Search box and cupboards. Wait until robot is near the safe and facing left before taking lift down. Go to terminal. Select robot off and time bomb. Search safe. Leave room.

### *TOWER EIGHT*

Enter top left, jump robot and go to terminal. Select normal bomb. Wait until robot destroys itself. Search motorbike. Go to terminal. Select time bomb and robot off. Fall right, then fall left. Search plant. Jump right and search gadget. Jump left and search gadget. Jump left and search gadget. Fall left and then jump left. Search gadget. Plant time bomb. Fall right and go to terminal. Select robot off. Jump right twice and search gadget. Leave room. Re-enter top left. Go to terminal. Select time bomb. Fall right and jump left. Fall left them jump left. Fall through hole. Search safe. Jump right. Go to terminal. Select robot off. Jump right twice. Leave room.

### *GENERAL HINTS*

***Robots*** Contact with these is fatal. Must be avoided, disabled or destroyed.

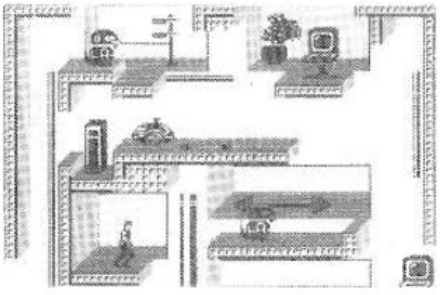
***Mineboats*** They won't kill on contact, but their mines will.

***Pestbots*** Harmless, but do mess up lifts.

***Bashbots*** Will try to shove you off platforms or into walls. Use normal bombs instead of 'robot off' where possible.

- Search as many objects as possible.
- Check tape when leaving safe room.
- Always tape sections back to back.
- Tape over duplicate sections.
- Check tower codes after leaving each section.
- The tapes are as follows...

- You will be the life of the party
- Don't give up!
- She walks holes in the floor.
- An old flame may return.
- This is the time to devote to charities.



***Impossible Mission II*: That chair looks a bit uncomfy. Look at all the knobbly bits on it.**

- You radiate a special kind of excitement.
- Don't miss the tower safe. You can't go back once you've left the tower.
- And be careful of your time, as you only have a 30-minute lifespan in each tower.




***Indiana Jones*: Ow. Ow. Ow. I'll tell you one thing, though – it's a good job I grow my hair long.**




***Indiana Jones*: Ooh, you kinky thing.**

## *INDIANA JONES AND THE LAST CRUSADE*

### US GOLD

***YS* SEPTEMBER 1989 – 92°**

Whips might have a bit of a dodgy reputation these days, but to Indy they're a way of life. In this multi-part walk-about-a-bit and beat-'em-up arcade adventure his whip comes in pretty handy as you guide him through various scenes from the film (as in most of these film games). There are train bits, castle bits, Zeppelin bits and all sorts of other bits, making six in total. In the end you'll hopefully find the Holy Grail, but first you'll need to collect up various items (shields, diaries, you know the sort of thing). Graphics? Pretty good really. Indy's a large sprite, as sprites go, and the monochrome graphics are nice and atmospheric. Fun factor? It's brill! There's plenty to keep your mind occupied as Indy swings from ropes, leaps chasms, fends off rats and decodes hieroglyphics. Another fab film licence which'll keep you coming back for more (or something).

Hold down O, T and D on the title page. Then press Shift and a number to take you to that level.

## *INFILTRATOR*

### US GOLD

***YS* JANUARY 1987 – 8/10**

Although you may well have been informed differently, you're Johnny McGibbits, the pilot of a Gizmo DHX-1 Attack Chopper. And your mission in life? To fly around really. Having flown around (quite a lot), and avoided (or shot down) as many enemy helicopters as possible, you'll arrive at the enemy headquarters, where you've got to search it and hopefully blow it up too. The graphics and general presentation are, quite frankly, pretty tatty, but that often tended to be the case with these conversions of American games. Underneath, though, is quite an appealing little number, a cunning blend of flight sim, shoot-'em-up, strategy game and typing tutor (?).
★★★

Here are a few general hints for the flying section with which, to all intents and purposes, it's impossible to get anywhere with.

As fuel is pretty tight, don't attack or fight with other aircraft, and keep airspeed between 250-300 or the battery will overheat. Apply turbo as soon as possible, and turn it off when it begins to overheat, turning it on again as soon as it's cooled down.

Proceed in this way to the enemy HQ. Then set whisper mode, slow down to zero airspeed and descend to 100 feet, making sure you get the chopper level before you go any lower. Then drop down very slowly – just nudge the joystick. If you go too quickly you'll crash (obviously), but get it right and you're there.

It's decidedly handy to have a Who's Who of other chopper pilots, so...

| ENEMY | FRIEND |
|---|---|
| BOOMER | WHIPPLE |
| ZIPPY | HAYMISH |
| RHAMBOW | NAPPLES |
| SCUM | GIZMO |
| BUZZ | SETH |
| RATTIE | GOMER |
| KOMIE | GEOFF |
| WEASLE | DWEEZIL |

## *INTO THE EAGLE'S NEST*

### PANDORA

***YS* MAY 1987 – 9/10**

Sounds a bit like a dead rabbit simulator, eh? (You're its prey, and you're being carried... erm, maybe not.) But it's not. Actually, despite all the evidence to the contrary, World War II is in full swing and you've been sent in to sort out the enemy a bit. The action takes place in a large castle, the architectural style of which anticipates *Gauntlet* with astonishing accuracy. So it's maze time again, with all the keys, baddies to shoot, food and collectables that normally adorn such things. But, as *Gauntlet* clones go, this one's got rather a lot going for it. For a start it looks jolly attractive – very German castley. And its also a bit less hectic than *Gauntlet*, with more thought and planning ahead needed. If it came out today *Eagle's Nest* would probably slip past unnoticed, but it's still piles of fun.
★★★★

Cheat? You? Surely not. But just in case, try typing the following into the high score table – DAS MAP for map mode, MAP OFF to turn it off again, DAS CHT for cheat mode/infinite lives, DAS NME for no enemies.

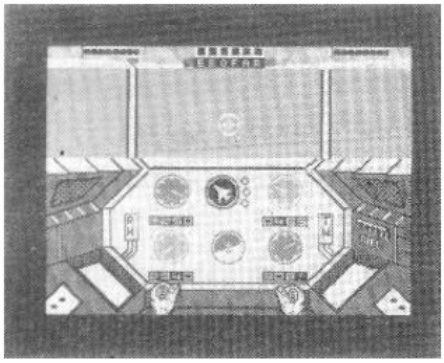
## *JACK THE NIPPER*

### GREMLIN

***YS* SEPTEMBER 1986 – 9/10**

The *Jack The Nipper*-type will probably strike a chord with everyone – either you were one, you've got one or you still are one. Whichever category you fall into, this game should relieve your frustrations with the minimum of damage to your surroundings. The whole object of it, you see, is to be naughty. Or, rather, to get Jack to be naughty. Jack is a sickeningly cute toddler in a romper suit whose

favourite, indeed only, pastime is making other people's lives a misery. So off he goes (in an arcade adventurey sort of way) scaring cats, shooting peas at people, blowing things up, just about anything. Success means solving various puzzles to achieve each naughtiness, and that means a bit of brainwork. Failure means an increase in your 'nappy rash' – not very nice at all. Apart from a lack of colour, it looks brill, with big, clear sprites. It sounds good too – plenty of spot effects. Along with the sequel, *Jack The Nipper* is well worth a nosey.
★★★★★



***Infiltrator*: Oh darn it. I've dropped the soap again.**

So what you've got to do is be as naughty as you possibly can. But how? This is how...

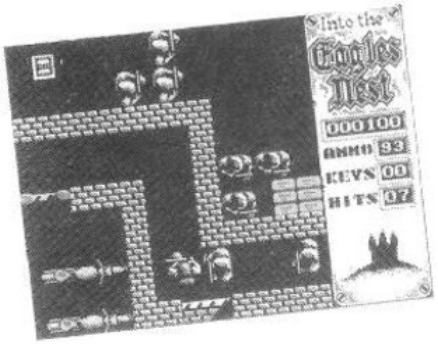
Start in the bedroom by jumping onto the chest of drawers, and from there onto the cot and then onto the shelf to get the peashooter. Then it's off to the police station where you'll find the battery. Go into the computer shop and wait until the shop keeper has gone into the left-hand corner. Now quickly walk past the mirror to make the computers explode and get out as fast as possible. Next go into the flower shop, climb onto the shelf on the right and pick up the weedkiller. Use this to kill the flowers in the garden, after shooting them for extra points. To the launderette next. Get the pot of glue from on top of the machine and take it to the false teeth factory. When the guard is at the far end jump onto the conveyor belt nearest the door and then leave as fast as poss. Now go to the cell in the police station. Get the weight and take it to the sock factory. Jump onto the end of the conveyor belt and then clear off and head for the bank. By the right of the screen is a key. Take it into the bank, wait for the guard to move and drop it. Enter the safe, make it to the top of the screen and take the soap powder. Press Enter and go through the door. You'll find yourself on top of the wardrobe where you'll be able to get the credit card. Now go back to the bank and fetch the key. Take it to the museum and drop it. Go into the room with a horn on a shelf. Get it and leave it near the door. Go right and you'll be attacked by ghosts. Three rooms later you'll find a bomb which you should take and go through the door where you left the horn. Take the bomb to the police station, drop it in the cells and the prisoners will escape. You'll need to escape from the policemen at this point. Go and fetch the horn, creep up behind the cat and blow it. Result – one alarmed puss. Now go to the bank and drop the key. Get the floppy disk when the guard moves out of the way. Now go to the computer factory and jump onto the table containing one computer. Then fetch the soap powder and take it to the launderette. Jump onto the socks for a few more Naughty Points. Take the credit card to the bank and jump up at the cash dispenser to make it explode. Go and get the fertiliser from the graveyard and drop it on the remains of the flowers. Now wander along to the school, get the clay and take it to the room full of children. Finally take the potty from the school, take it to the china shop and smash it.

## *KARNOV*

### ELECTRIC DREAMS

### *YS* JUNE 1988 – 9/10

So who's Karnov, then? Actually he's a chubby fire-breathing chap with red trousers, and the star of this rather fab 4-way scrolling multiloader. The plot's a pretty limp affair – some gibberish about the Lost Treasure of Babylon – but no matter. This is quality stuff, distinguishing features of which are loads of colour (a bit of a rarity in this sort of thing), nine levels, all of which are very different, some highly imaginative adversaries and a choice of routes through each level. It has its down side too though. The presentation is very scrappy (the




***Into the Eagles Nest*: Can you spot the one who's different?**

programmers haven't even taken the trouble to eliminate the Sinclair character set), sound is minimal and the dollops of colour do lead to the odd nasty clash. But the overall effect is that of a very tasty arcade conversion indeed. *Karnov* is extremely playable and the sort of game where it's possible to work out a way past each obstacle that you'll remember next time round and be able to get that little bit further. You'll need to as well, because with only five lives to last for all nine levels you won't want to take any chances.
★★★★★

If you're feeling a bit naughty it's worth knowing that the old 'header' trick works for this one. When asked to load in Level One, wait for the header to go in (the share bit) and then fast-forward to the level you'd like to have a crack at. It should load straight in. And now, for more respectable gamers, here are some tips for the tricky bits...

### *LEVEL ONE*

#### *To kill the big fish at the end*

- Plant your ladder at the end of the buildings just as the fish comes into view.
- Climb up to get a boomerang.
- Activate it, run at the fish until she moves towards you, fire at her and duck.
- This will kill her, but watch out for further shots before she dies.

### *LEVEL TWO*

#### *To kill the towers at the start*

- Shoot them as quickly as possible. Double or triple firepower are better than any of the icon weapons.

- Don't scroll on any extra towers.
- Try to kill the head as soon as possible.
- If you get behind a head it won't fire at you.

### *To kill the Lion and Arabs*

- If you're flying, drop bombs on them.
- If you're walking, wait until they come into view and duck and fire quickly. When you've shot the Lion the Arabs will throw daggers at you, so be careful.

## *LEVEL THREE*

### *To kill the birds at the start*

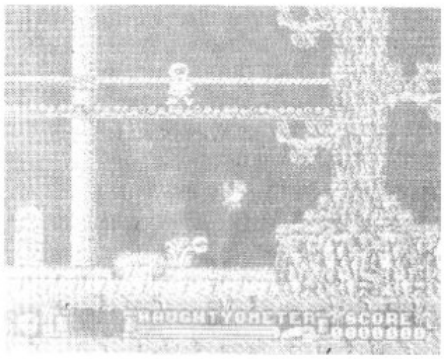
- Run underneath them firing and get to the tree.
- Run up the tree and keep firing.

### *To avoid the next birds*

- Jump by the tree and an icon should appear ahead of you.
- Jump onto this icon, turn around and fall off the edge.
- Run left along this ledge.
- Jump off left here, go back to the start of the screen and kill the birds.

### *To kill the Mud Men on the ledges*

- Run underneath the bottom ledge,



***Jack the Nipper*: Har har. And you thought there were only seven deadly sins. (I make it 438 so far!)**

wait a while, then jump and duck and shoot them quickly.

### *To kill the T-Rex*

- Jump on the ledge before you get to him and you'll get a boomerang.
- Kill the birds when you jump off the ledge. There are plenty of power pills around here to help you.
- Activate your boomerang and fire at the T-Rex when you see it.

## *LEVEL FOUR*

### *To get past the volcanoes*

- You can bomb.
- They flash red just before exploding, so you can time them before jumping.
- You can always shoot the lava balls, so fire at them as they come towards you.
- Remember, practice makes perfect.

### *To kill the Jumping Jacks*

- Shoot with double or triple firepower at the top of the stairs.
- Activate the Kart icon (you must have one by this stage).

### *To kill the Medusa*

- Run quickly and drop a bomb under her.
- Using a boomerang or multifire can help.
- Shoot the Medusa and, when she starts to shoot back at you, just jump up and continue firing quickly.
- You can run through or jump over her spit if necessary.

## *LEVEL FIVE*

### *To kill the underwater men with spears*

- Try to outswim them.
- If this fails, swim up to the surface and fire.

### *To kill the clams*

- Wait until they open and fire quickly.

## *LEVEL SIX*

### *To get past the fish at the towers*

- Try ignoring them and run up each ladder, but jump when you reach the top to avoid the last fish.
- Kill one at a time, and place a bomb at the base of the tower.

### *To kill the owls*

- Keep firing at him and avoid his shots.
- Jump by figurehead to get a power pill/apple.
- Trigger the last Medusa, get the power pill and jump backwards to avoid the figurehead firing.
- Kill the last Medusa to finish the level.

## *LEVEL SEVEN*

### *To kill the Hydra*

- Activate the Hydra and go down the steps as far as possible.
- You should be able to stand still without being shot, jump between the Hydra's bullets and kill him. A lot of shots are needed to do this.
- Watch out for the floor disappearing after you've shot the Hydra.
- You can also kill the Hydra by standing just to the right of the spinning floor, but you have to jump to miss one of its shots.

### *To kill the T-Rex*

- Trigger the T-Rex, kill the bat and fire, trying to avoid the flames.
- Go to where the Hydra was and drop a bomb through the hole just before you drop through.
- Avoid the T-Rex flames and the bat.

### *To get past the Boulder*

- Crouch on step to avoid being hit.

## *LEVEL EIGHT*

### *To kill the stone figures firing at you*

- Shoot their eyes while jumping or crouching and avoid the flames.

### *To kill the Ents (treestumps)*

- Fire at them but watch out, 'cos they occasionally fire a streak across the floor.

## *LEVEL NINE*

### *To get to the Wizard*

- The way to the wizard looks sealed, but don't be fooled. A bomb in the right place or a closer inspection of the ground might be useful.

### *To kill the Wizard*

- Forget using your icons – they'll all be taken off, leaving you with Single Fire Power.
- Fire quickly at him when he's appearing.
- Remember, if you get killed just rewind the tape and go again.

## *KNIGHTMARE*
## ACTIVISION
### *YS* FEBRUARY 1988 – 7/10

You've probably seen the telly program. A bewildered-looking young person with a funny hat on wanders around a computer-generated 'place' while his/her (you can't tell because of the hat) chums shout encouragement from behind the scenes. To be quite honest, it's crap. The game is along pretty much the same sort of lines, but without the shouting. You've got to give instructions to the little bloke on the screen as he trundles round the castle (or whatever it is) doing adventurey sorts of things. There are also beat-'em-up bits (in case you hadn't already guessed) which will tend to make puzzle-solvers frown a bit. All in all it's a bit of a dodgy blend of adventureyness and arcadeyness that just doesn't quite come off. Not totally awful though.

★★

Escape from the dungeon by giving the old gentleman food and water, and then ask him. He'll give you a spade. Go east and dig the ground, and then go south a few times until you meet the sentry. Kill the guards with bricks and nobble the sword. Go down to the lower bit and then to the outer sanctum. Solve the puzzle (easy peaky – it's all to do with the way the stripes face), then go south, nobble everything and get out. Drink the potion and then go full steam ahead to the scullery. Cast the casper spell and then go south. Take the spade and go north, then west. Give the maiden a few nodules of gold and take her locket. Get the fat from the kitchen, go upstairs again to the courtyard bit and past the sentry. Go east, then up to the top. Dig here and get the pitch. Now scamper along to the king, go north and down the trapdoor. Go west and you'll find the dragon. Chuck the pitch, fat and the locket at him and that's it.

## *LASER SQUAD*
## TARGET GAMES
### *YS* NOVEMBER 1988 – 9/10

The population of Britain can be neatly divided into two groups: those who think that strategy games are the best thing since Wash 'n' Go shampoo, and those who really don't like them at all. Unfortunately for games like *Laser Squad*, the latter group is by far the larger. Which is a shame, because *Laser Squad* really is loads of fun. You're presented with a team of little characters who need to be armed and then sent on a series of missions. The game's superbly written, with simple but clear graphics, nifty scrolling and zappy sound effects that make it feel more like an arcade game than a boring (only kidding!) strategy game. There's lots to think about and, while it'll take an hour or two to get to grips with what it's all about, you're guaranteed to be hooked in no time.

★★★★★

Here are a few general hints, tips, clues and things...

- The price of the weapons on each level doesn't vary, so you can calculate how many credits to spend on armour to have enough money left over to buy weapons.
- Don't go on a spending spree if you have money left. Carrying too much reduces the action points available to a man.
- Weapon choice, listed by cost:

***Heavy Laser*** Powerful, with loads of ammo, but heavy and burdens its carrier, reducing action points.

***Marsec Autogun*** Best all-round weapon.

***M4000 Autogun*** The best budget gun, but lacks the accuracy of the Marsec.

***L50 Las-gun*** Not very powerful or accurate.

***Sniper Rifle*** Lacks autofire, but is cheap, powerful and the most accurate.

***Marsec Pistol*** Has autofire, but lacks any power.

***Dagger*** Very good for close combat, if you can ever get it.

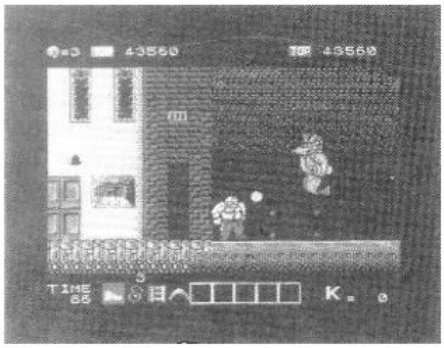
***AP50 Grenade*** Good for blowing up operatives who are waiting on autofire round a corner. Get out of range before it blows, and remember to prime it before you throw it.

***Rocket Launcher*** A luxury for the early levels. Power is awesome but it lacks ammunition and has a nasty habit of blowing up the user if he's too near the target.

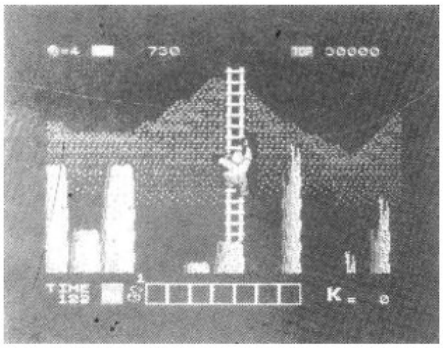
- Take your time – you always have plenty of turns. Explore the area carefully and always leave your men on autofire.
- Use a couple of men to guard the rear of your squad.
- On higher levels always scavenge the dead operatives for weapons. They always seem to carry valuable ammunition.

***The Assassins*** On the first skill level you can equip your men with rocket launchers and blow up the house (and Sterner Regnix) without even entering the building. On later levels, better progress can be made if you split your squad into two parts, one at each end, and explore the building carefully.

***Rescue From The Mines*** Before you use the explosives, which you need to blow up the prison door, move the prisoner away from the door as he will be caught in the blast. When blowing the door remember to prime the explosive before dropping it, but make sure you allow enough time to get clear of the explosion. As previously



***Karnov*: But he Karnov! Oh yes he can. And he did too.**



***Karnov*: 'Scuse me, missus. I've come to clean yer windows.**




***Knightmare*: There's one thing they always forget in these dungeons. And I'm bursting.**

mentioned, try to get the video key as this will allow you to ambush the enemy.

## *LAST NINJA II*

## SYSTEM 3

### *YS* SEPTEMBER 1988 – 9/10

There are loads of 3D games, piles of beat-'em-ups and heaps of arcade adventures. There are also lots of 3D arcade adventures, tonnes of arcade adventure beat- 'em-ups and quite a few 3D beat- 'em-ups. But, you've got to admit it – 3D arcade adventure beat-'em-ups are pretty thin on the ground. And, of the few that exist (it's probably just the one, actually), *Last Ninja II* is definitely the best. It's a huge six-parter, very ninjary, with 3D graphics. They're beautifully drawn, they really are. And the adventure side of things hasn't been forgotten either – there are hundreds of complicated puzzles (as you'll see from the solution below). It's one of the all-time classic Speccy games, that's for sure. (And, in case you were wondering, there never was a *Last Ninja I*. There was a bit of a cock-up, and it never appeared.)
★★★★★

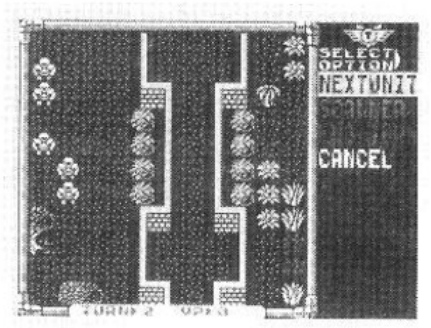
A complete solution is definitely in order. So feast yer peepers on this...

### *LEVEL ONE*

Go behind the curtains and punch the box that flashed as you entered. Return to the first room and fall down the open trap door which will put you in a room with a key in it. Pick this up and leave. In the next screen leave by the bottom of the screen. In the next screen there are some shurikens in a box. Pick them up. Go through the gap in the wall and into the next room, where you will see the knife juggler. Get past him and into the next room. Throw a shuriken at the man here and pick up the map. Then climb the wall bars and leave by the left of screen. Next jump the gaps and pick up the pole, then jump back into the next room. Walk backwards into the wall bars and you will climb back down them. Leave and go past the juggler, and in the next room leave by the right-hand exit. Go through the gap in the wall and enter the next room. Throw a shuriken at the man and pick it up whilst in the women's toilets. Retrace steps to the hole in the wall and leave by the top exit. Go through the gap in the wall and into the next room. Throw a shuriken at the man and pick it up again in the women's toilets. Leave the room and pick up at the hot-dog stand. Leave by the top exit and you should be in the gate room. Go into the middle of the gate whilst holding the key, pick up, leave the room by going through the gate. Jump the river by using the boat (this needs practice) and leave. In the next room are some killer bees. Avoid these and go up the winding path. Get to the middle of the path and run and jump onto the Island. Go to the bushes and poke the boat with the stick. It should move away. Then get onto the bottom edge of the island, and run and jump back onto the path. Now cross the river by using the boat. Leave the park to access the second load.

### *LEVEL TWO*

Leave by the bottom exit and cross the road, although never cross when the lights are flashing. Cross the road again in the next screen and run along the street in the next and into the next one. Here pick up a hamburger and go into the next screen where you pick up the bottle. Cross the road and follow the pavement around until you reach a dead end. Here you will see an open door. Pick up when you are in the door. Now retrace to the Eats shop and cross the road. Follow the pavement round into the next screen, go around the corner and leave by the bottom exit. Pick up a hot dog and carry on running in the same direction – you should enter a room with a manhole cover in it. While you are holding the object from the open door, pick up when on the manhole cover, and fall down this to access Level Three.




***Laser Squad*: And here's the ornamental goldfish pond. Yes, the neighbours are a bit nosy.**

### *LEVEL THREE*

In the first room ignore the door and leave by the top exit. Go through the door into the next screen and stay close to the wall. Leave by the door. In this room pick up the key and leave by the door. In the next room stay on the paving stones nearest the door and run and jump the gap into the next room. Be careful in this room as the hole in the room you have to jump looks like a step upwards. Jump the hole in the next screen and fight the man. Follow the pathway round the outside into the next room. In this room you will see a grate – use the key on it and walk backwards down the hole. Walk into the nearest room and leave by the farthest exit, walk through the next screen and in the screen after that leave by the middle door. Don't use the doors here, follow the path around the side, when you reach the next set of doors use the door nearest the ladder. Run through the next screen into the alligator screen. To get past the alligator go to the right and the side of it and when it comes out dash behind it entering the fourth level.

### *LEVEL FOUR*

Go through the boxes at the top of the screen and climb the ladder on the next, returning to the first room to pick up the credit card. Follow the catwalk around until you see gap. Enter this and pick up the chicken leg off the plate. Retrace your steps and go down this backwards. Leave by the top of this

screen, and go around the corner in the next screen. This takes you to a screen with carts in it. To get past these go right to the boxes and just run across the tracks. In the next screen go round the corner into the next, where you will have to jump the electric wires and walk into the next screen. Go around the corner and you should be in the room with pillars in it. Jump from one pillar to another until you are on the pillar opposite to the man. Move close to him until he moves into action and fight him. Once you have killed the enemy jump onto the rest of the pillars and on into the next screen. Go round the box in this room and into the next room which should be inside a building. Leave by the right hand side of the screen and you should see a panther in the corner. Hold the chicken leg and go to the panther. When he raises his head, pick up and he will start to chew. He will then get up and lunge at you. Just as he is about to lunge, move away. The panther should have moved forward and you can walk behind him into the next screen. Flight the woman here and hold the credit card. Go to the control panel on the wall and pick up – the lift should come down. Get into it. Now load Level Five.

### *LEVEL FIVE*

Leave the first room and enter the door in the next. In this room pick up at the computer terminal facing forward and you should be given a number. Leave and follow the corridor around until you come to the room with two doors. Enter the first door and pick up the shuriken off the table, leave and enter the second and while holding the number picked up at the computer terminal a door will open. Enter this and you will see a ladder in the next room – climb this and go through the door at the top. Go through the door in the next room and you should be in a room with a giant fan. This next bit is tricky. You have to position yourself right up close next to the fan so you're not being blown away then move to the far left of the fan shaft and throw a shuriken. The fan will stop. Move to the grate, pick up and the grate will pull away. You will be on a ledge. Run and jump off the left-hand side of the screen onto another ledge, fight the man and then go round the corner into the next screen. Fight the man here and climb the ladder. Avoid the man in the next room and leave by the top of the screen. You will now see a helicopter. Go to the very top corner of the building and move about a centimetre to the right. Face the helicopter and pick up. You should now take off with the helicopter and access the following level.

### *LEVEL SIX*

Drop the helicopter onto the nearest pillar, then jump to the pillar which is on the slanting bit of the roof, walk left onto the walkway and onto the next screen. Fight the man here and walk backwards into the skylight – you will fall into the mansion. Do not use the door in the first room but walk into the second screen and use the door there, pick up the object from the wall and return to the first room, using the door. In this room you will see a hole in the wall and fall down into the kitchen. Doing it this way prevents you from setting off the alarm, which you would do if you went down the stairs. But if you do set the alarm off, go to the room next to the kitchen and pick up at the control panel in the bookcase (this will turn the alarm off). In the hallway at the bottom of the stairs look carefully behind the plant and you will find a door. Go through there, down the steps and pick up at the control panel in the wall. Enter the door and get through the barriers into the steam room. Open the second door last and the steam will move so you can get past. Walk through the next room and into the room with the giant star on the floor. Pick up at the picture and this will reveal a wall safe, pick up again and you will have to enter a code. This is the code from the terminal in Level Five. The orb will now be revealed. Now all you've got to do is work out how to beat Kunitoki (the big baddie). Good luck!

Er, perhaps this isn't the best time to mention it, but there's a cheat. When someone's trying to 'do you in' hold the Pause button, push the joystick down and hold the Fire button. The enemy's power will be reduced to zilch. No worries.

## *LICENCE TO KILL*

### DOMARK

***YS* SEPTEMBER 1989 – 79°**

Domark's previous Bond offerings were all pretty dismal, so it came as quite a surprise to find that Licence To Kill is (gasp) not too bad actually. Rather than try to be clever or anything the lads have gone for a straightforward scrolling shooter, and have at last managed to come up with a game that is both Bondy and fun to play. It is, just for a change, a multi-parter, so obviously you'll want to know exactly what the parts are. Groan. Okay, first off is a helicopter bit, where you've got to chase one of the baddies who's in a jeep. Having done that, you find yourself on foot, dashing about *Commando*-style trying to clobber baddies and avoid all the mega-explosions, death and destruction going off all around. Then you're hanging off a piece of rope, trying to attach it to a baddie plane. And then... and then... It's all good stuff, and manages to tie in closely with the film without going all crap like other licenses tend to.

★★★★

### *STAGE ONE*

Pull down diagonally left and shoot the four gun emplacements. Next move to the bottom middle of the screen and shoot at Sanchez's jeep. When you have passed the tall building on the right move right and shoot the gun. Stay at the back and shoot the second gun when you have passed the wall. Move forward a bit and shoot the two guns which are next to each other, whilst dodging the wall. Go on to the road and fly forward. Stay on the road and dodge enemy fire. Shoot at the jeep when it is in sight. To avoid damage, slow down when a gun fires at you. At the first crossroads move left staying on the road and shoot the gun. Get back to the middle of the road quick. Go forward. At the second crossroads, move left staying on the road and shoot the two guns. Move back into the middle of the road and move to the top of the screen. Dodge enemy fire. Pull back quick when you get to the end of the road.

### *STAGE TWO*

This stage changes every time you play it, but the idea is to choose a man to shoot, get in a safe place, line your sight up at the right angle to hit him, then move forward and fire. Do this with every man. Don't waste ammunition. Always pick up magazines. The enemy's shots are quite slow so you can dodge them. If you have already got three magazines, and some shots, waste the shots and pick up the magazine. This way you have more bullets. Shoot the oil drums to blow up men. After you have completed the game once, not all of the oil drums will blow up.

### *STAGE THREE*

Keep firing and guide James to the back of Sanchez's plane.

### *STAGE FOUR*

Only go underwater when James is about to be hit by bullets, and when he gets a harpoon off a diver. Do this by firing when he is on top of you. Go under divers to get the harpoon, line James' right arm up with the right-hand float on the plane and fire. You will now be pulled along by the plane. Push forward and dodge the boats and rocks. When you catch up with the plane this stage will end.

### *STAGE FIVE*

Push forward to get up to full speed with your tanker. Tap your stick or key backwards, so you get near the bottom end of the screen while still travelling at top speed. Move to the left of the road but don't hit the side. When the tanker comes on let it get just in front of you then move right and up to get past it. Don't hit the side of the road. When you're past the tanker, hit its cab with the back of your tanker 'til it blows up. There are five tankers and the fifth one is Sanchez's. He may fire stinger missiles. Dodge them.

## *MATCH DAY II*

### OCEAN

### *YS* FEBRUARY 1988 – 9/10

The odd thing about footie games is that, despite the fact that absolutely no-one likes them, they sell by the million. Spooky, eh? But if an award had to go to the absolute, complete and utter best one on the Speccy, it would pretty definitely be picked up by *Match Day II*. It's a standard side-view one, but has the advantage of being the sequel to *Match Day* (the previous holder of the title). Not only does the ball bounce around about as realistically as it could be expected to, but you've got a variety of ways of kicking the ball (with the help of a kickometer), just about all the rules of footie are there and there are several different ways of organising the matches (between you and up to seven chums). Although *Match Day II* has been improved upon in some areas by other games, at the end of the day it's still the best all-rounder.
★★★★★

When taking a corner on the right, press Left and Fire, and you'll have a player at the far post from the corner and you've scored. When you're playing the computer and have the ball near your goal, make the ball roll over the line beside the corner spot and, when the computer takes the throw, the ball will be thrown off and you'll get a goal kick.

## *MAZE MANIA*

### HEWSON

### *YS* OCTOBER 1989 – 70°

Maze games are about as un-hip as it's possible to get these days, so it came as a bit of a surprise when Hewson came up with this one last year. You probably thought that everything possible had been done with mazes? One look at *Mania* and you'll realise that you're completely right. The maze is larger than the screen, so it scrolls to keep your little character (called Flippo) in the centre of the screen. As Flippo runs around he treads on tiles which flip over (with a delightful flipping effect) to reveal a different colour on the reverse. Once he's done this to all the tiles on the level , that's it. Time for the next one. It hardly needs to be said that there are baddies chasing you around who can be nobbled by collecting power pills. Variety is added by special tiles which are more awkward to flip, and by things to collect. The graphics are excellent, but they seem to be where all the effort's gone as *Maze Mania* very quickly loses its appeal. It's just not exciting enough.
★★★

Here are the passwords to access each level...

| | |
|---|---|
| Level One | NONE |
| Level Five | HARLECH |
| Level Nine | JUPITER |
| Level 13 | STAYPUFT |

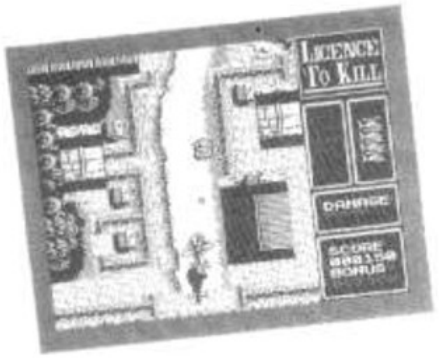
## *MERCENARY*

### NOVAGEN

### *YS* NOVEMBER 1987 – 9/10

Here's a game that's been around for ages (even longer if you include the crappy C64 version), but, being a bit of a 'timeless classic', *Mercenary* still looks absolutely brilliant. The story is that you've crashed on the planet Targ (which is 'Grat' backwards), and found yourself in the middle of a battle between the native Palyars and the attacking Mechanoids. Not much fun at all, so an attempted escape would appear to be your next move. This means tackling a vector graphics arcade adventure of awesome proportions. There are loads of puzzles to solve, lots of places to map (both above and beneath the ground), and generally lots to do. Although the graphics and presentation look a bit simplistic these days, the game certainly isn't – it's brill.
★★★★★

For a start you need the photon emitter to see when entering dark rooms. You'll also need the six keys to get various




***Licence To Kill*: And it folds up into a cigarette lighter.**

useful objects. The shape of the doors refers to the shape of the key needed, except rectangular doors which don't need a key. The power amp allows you to reach the Palyar Colony Craft when using the Dominion Dart space craft. Here's a short list of useful reference numbers (all of the following numbers are positive)...

03-15 Hanger (interstellar craft)
03-00 Hanger (Mechanoid craft)
09-06 Hanger
09-05 Hanger (GBV craft)
81-35 Hanger (gold is near)
11-13 Hanger
12-13 Jordan Airport (with GBV craft)

If you want to blow away a Commie 64 (*C=*) sign, there's one at 13-04. To earn money, take the energy crystal to either energy room, take the useful armament to the armoury, take the large box to the stores, take 93921 supply to the conference room, take the catering provisions to the kitchen, or take a Mechanoid to the interview room.

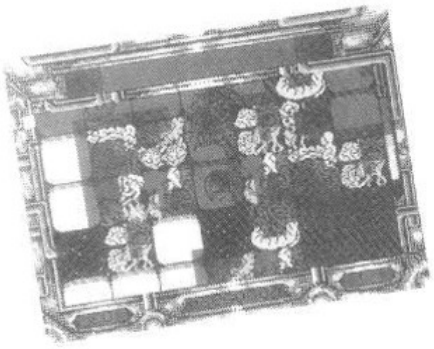
## *MOLEY CHRISTMAS*

**GREMLIN**

***YS* JANUARY 1988**

**FREE ON THE FAB SMASH TAPE**

There've been, ooh, lots and lots of Monty games, but how many came exclusively attached to the front of your copy of *YS*? Only one. It's called *Moley Christmas*, and it's quite possibly the best Monty game ever. (Only 'quite', mind.) It's a platform game of course, and what you've got to do is get this game called *Moley Christmas* (?) from Gremlin HQ, via the duplicators and the luxurious *YS* offices, onto the shelves ready for you to buy. Hmm. There are six screens altogether, each one packed with the kinds of things you'd normally expect screens to be packed with, and plenty more besides. As you'd expect, *Moley Christmas* is an absolutely corkstrous little platform game. As well as fabulous graphics and an almost immeasurable fun-factor, it possesses a strange Tardis-like quality – those six screens go a lot further than you might imagine. It's definitely one of the best games



***Maze Mania*: Flippo being chased by yesterday's lunch.**

ever (in the world), and shouldn't be missed by anybody. Straight up.
★★★★★

### *ROOM ONE Gremlin HQ*

Go up to the left side of the screen and collect the disk. Come down the ladder and go right, picking up all the objects on the way and avoiding the creepies. Go to the place where the ladder goes up to the top of the screen. Climb this ladder and go right, avoiding the monster. Get the final object and drop off the end of this platform and wait for the gateway to the next room to fall on you. Okay? That's Room One.

### *ROOM TWO The Mastering Plant*

Go right, avoiding the spool which is rolling towards you. Jump on the chairs and get the first object. Climb the ladder to the first platform and go left until you're between the two control boxes. When the wire which you are standing on begins to flash, go left and up and jump onto the conveyor belt. Drop off the edge and wait for the spool to fall on you. There goes another room.

### *ROOM THREE The Duplication Plant*

You should now be carrying the spool from the last room. Go up the ladder avoiding the crusher. Go to the black box and STOP!!! Very quickly to right, then left, and the spool should appear on the black box. You must not touch this as it'll kill you. Drop down, go right to the platform just above the tape dispenser and wait. When the eight tapes are piled up, drop down and walk into them. And so ends this easy room.

### *ROOM FOUR The M1*

You should now be carrying the tapes. Go right until you arrive at the bottom of the screen. Go towards the little car that has the teeth. Slowly walk about half-way into it. The teeth should chomp, and as soon as they've done this, walk past the car into the *YS* Offices. Easy so far.

### *ROOM FIVE YS Offices (Quiet Please)*

Okay, now go collecting everything, avoiding the *PacMan* Monster. When the flying cassette at the top is left on the screen, go up and right. Get the last object and walk onto the pile of tapes. Right? That's another room done – you should still have all your lives left.

### *ROOM SIX The Newsagents*

Collect one tape and take it across the road to the shop. Do this until all the tapes are gone. And that's it. You've done it. Well done.

## *MONTY ON THE RUN*

**GREMLIN**

***YOUR SPECTRUM* NOVEMBER 1985 – 9/10**

This was the third(ish) Monty game, Monty being a mole as we all know. This time, Monty is trying to escape the long arm of the law by fleeing the country (to France). Before you start you'll have to make up a survival kit from an absolutely huge range of objects with which you're presented at the start. Not easy. The rest is even more tricky though. There are loads of screens, all packed out with platforms, baddies and things to collect. You're helped by Monty's sneaky somersaulting ability, but hindered by flashing transporters and horrible coal-crushers. As platform games go (which is usually pretty well), *Monty On The Run* is one of the top-notch ones. It might be just a little too difficult for its own good, though.
★★★★

To complete that game you'll need the following freedom kit: 2 – Jetpack, 4 –

rope, 9 – grenade, 13 – gas mask, 17 – axe. Collect all items apart from the teddy bear, dynamite and those little mine-like thingies (but you realised that anyway of course). On the second room, once you've got the items from the room underneath, go to the top of the rope under the kettle. When a cloud passes across, jump left onto it and hold down the Up key. At the top, take a few steps to the left so that you don't fall down and drop off (the edge, not to sleep, tempting though it may be). Go to the edge of the platform and wait until the yellow chap with the big nose gets under the train. Then drop off again. Very quickly go left, get the coin and then jump left into the room. Go halfway up the rope and jump at the first-aid kit for extra life. Then go back and jump on the cloud.

Go along the top of the next two rooms. When you get to the room with the bubbles and the posts in the water, go through to the right into Pye Are Square. Don't go into the teleport yet, but go under it and onto the purple platform. When the blue pudding bowl has gone past, jump two or three times into the next room. Get all the items except the teddy, go back to Pye Are Square and jump into the teleport. Go down the rope and jump off the left end of the platform at the bottom of the rope and get that purple item. In the Hall of Jow-an, don't go on the lift as it needs to be mended. The next lift's okay. When you're at the bottom of the last green room, try treading on the white button if you want to go up in the world. Left, down and right from that room is a hard one (chortle). To get the item at the top, wait at the entrance until the pudding bowl has gone back. Then go to the top of the green rope, not standing on the yellow platform. When the pudding bowl has gone left and the bubble is going up, jump tight twice. To get back, jump over the bubble.

In the sewage works, follow this route from the first pipeline room – left, left, up, down, right, bottom left, left, down, left, through teleport, down, right, bottom left, left, down, left past teleport through to the Ultimate Experience. Use Up to fly. Try to get all the items.

When you get to the tree stump, go right and up twice. You'll come to a room with a petrol can marked 'P'. Get that, and then go back down and left. Now edge to the left-hand side of the screen, where you'll find Drive Sir Clive's C5. Do so, and you'll arrive at Das Boat. Go down and left until you get to the end where there's a key. Get it, and go back to the stationary head and chuck your grenade at it. And you've done it.

## *MOONWALKER*

### US GOLD

**_YS_ JANUARY 1990 – 75°**

Let's face it, Michael Jackson's a bit crap, eh? His music's bad enough, but when he starts making films and 'writing' books then it's really time to take cover. At least he didn't have much to do with the computer game though. At least it doesn't look like it, otherwise it would be crap too. Which it's not. In fact, it's really quite good. It's got pictures of Mr Jackson all through it, of course, but it still manages to be quite a nice multi-parter. There are four bits. The first two are slightly repetitive overhead-view maze games, the second is a nice scrolling shooter and the last part is a weird shoot-'em-up thingie featuring a 'willy laser'. While it does get a bit samey a bit too quickly, this is partly compensated for by a series of nice animations which crop up throughout the game. It's not one of the most successful film conversions of recent times, but then they didn't have much to go on in the first place, eh, Wacko-loathers?

★★★★

### *LEVEL ONE*

Guide yourself through the map. Moving dots are enemies, fixed dots are objects or pieces of rabbit costume. Always run, and to avoid other characters try to select big 'roads'. Don't worry about the time – you should waste about three disks loosing time. When you've finished with all you've got to catch, the bike is in the upper-right corner of the maze.

### *LEVEL TWO*

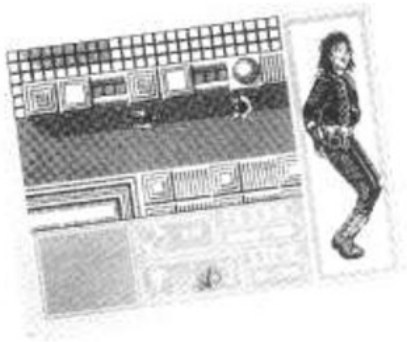
Same as Level One, but with bikes and many sub-levels. And tougher enemies. To avoid them select a big 'road', put yourself on one side (eg left), and when he gets near you press down, down/right, right, right/up and up and you should make it. Guide yourself through the map as in Level One, but here you've got a line on the map which is the ramp you're supposed to jump over. When you catch the ten orbs and mutate into a car it disappears from the map, so it's best to leave the orb nearest the ramp until last or you'll die losing time. On the last sub-level you turn into a car and have to run in a road without enemies. It's really easy and you've got enough time to make it.

### *LEVEL THREE*

Run left, catch weapon and ammunition, then stop, press Fire and wait for an enemy to appear. You should now be able to kill him without letting go of the Fire button by leaving the sight on the windows. To avoid their shots, as soon as you hear the noise run towards the shot and jump, thus avoiding it. From time to time you'll lose ammo – you'll have to run and get more (avoid shots as above).

### *LEVEL FOUR*

Shoot everything on sight, and don't wait for the cannon to get big. Shoot it as soon as it appears. Keep shooting (if you've got autofire, use it) and from time to time have a look at the list of enemies you've still got to kill. This is easiest level of the lot, and if you've got this far you should finish it without losing more than one disk.



***Moonwalker*: Ooooh! It's these trousers – they're soooo tight!**

## *MOVIE*

### OCEAN IMAGINE

**_YS_ MARCH 1986 – 9/10**

Not only was this a Megagame all those

years ago, it was also stuck onto the front of issue 37. This means that, in its day, *Movie* was a pretty fab game. Detectives is what it's all about. You play the part of a bloke in a trenchcoat and one of those hats that they wear, and you've got to solve some sort of crime. The impressive part is that it's done in this 3D perspective, with some particularly nice graphics. Not only that, but there are other characters wandering around who you can chat to/kill. This is all controlled by a rather splendid icon interface, which means that you can do a lot more than in your average 3D-type game. The years haven't been too kind though. *Movie* certainly looks as old as it is, and perhaps doesn't have quite the glue-like staying power you may be after.
★★★

Loads of tips for this one. First of all, go to the parrot room. To move the knight guarding the door simply say 'OPEN' and he'll shove off. Quickly walk in and take the money and the bomb. Now go to a good guy and say 'TELL ME PASSWORD FOR MONEY' and, if you're lucky, he'll say 'PUZZLE'. If he does, give him the money. The word 'puzzle' is used in a room with a knight guarding the door and two rolling balls. Say 'PUZZLE' and the knight will move.

Now go into the room with the moving jukebox and go behind the bar. Here there is a bottle. Look for one of the girls. When you find her say 'FRIEND OR FOE'. If she repeats it she's a goody. If she says 'KILL KILL KILL' she's a baddie. Oo-er. Kill her quickly. (Whatever you do don't ask her for a kiss. As if. If you do she'll stop helping you for a while.) When you find the gun, use your bullets sparingly.

When using the bomb, throw it in the longest direction, as this gives you more time to get away. As soon as you've thrown it, leg it (get hit by it and, predictably enough, you're a gonner). In one of the alleys there's a knight guarding a door which blocks about 70 rooms. To open it, drop a bottle between you and the knight and walk forward, pushing the bottle ahead of you. When you get to the next door, take the bottle and go through the door.

When you meet a good guy, keep saying 'GOD BLESS YOU' and, because they're so stupid, they'll give you some important info. Although you might know most of what they tell you already you get a few points for doing this.

## *THE MUNSTERS*
## AGAIN AGAIN
### *YS* MARCH 1989 – 6/10

Hands up who likes the Munsters, then. They're okay, aren't they. Herman's good for a laugh, and Marilyn's a bit scrummy (although she's probably a great-granny by now). But who's seen *The Munsters Today*? Oh dear. 'Nuff said. And the game? Not a resounding success really. It's a shame, 'cos the series could have made quite an interesting little number if Again Again had put a bit of effort into it. But instead they went for a slickly-put-together but uninspiring arcade adventure. The idea (if you can call it that) is that all the proper ghosts and things have got a bit teed off with the Munsters being so nice and un-ghostly, and have tried to straighten them out by kidnapping Marilyn (boo hiss!). You get to control each Munster in turn as they wander around 1313 Mockingbird Avenue, zapping ghoulies and trying to rescue Marilyn. As you might expect, it looks very pretty and Munstery, but it's all been done before many, many times.
★★

Here's how to suss the first two levels...

From the start, go far right and stop at the top of the stairs. Keep shooting the ghosts until the spell bottle fills up, then descend to the stairs and collect the object to the left. Shoot the ghoul to the right, then walk right to collect the cross. Go left, up the stairs, then walk left until another flight of stairs is reached and walk down. Go left, shoot three ghouls and collect the object. Keep walking right, collecting another object and then head left and back up the stairs. Go far right and down the other stairs. Head left, shoot the ghoul and go down more stairs. Quickly shoot the three ghouls, collect the object on the left and then go right to meet Herman and Grandpa. Collect the object, go up the stairs and wait for the vampire in the middle of the room. When he arrives, blast him and then go right to the end of the graveyard and collect the object. Walk left killing the zombies, then return to Herman and Grandpa, who are now under your control. Go right across three screens without stopping and then wait at the edge of the fourth. When the hands appear from the second, fourth and fifth boxes walk right and underneath the fourth box. When the hands appear from the first and fifth boxes, head right and then climb the stairs. Grandpa now transforms into a bat and flies off. With Herman in tow, go upstairs, shoot the ghoul guarding the right door and go right. (Don't worry about the ghoul – he doesn't attack unless attacked.) Go right, collect the object, then meet Eddie in the next room, where the next stage starts.



***The Munsters*: I don't know what's up there, but that doesn't look like a stairway to heaven.**




***The Munsters*: Energy? Who needs it, eh?**

## *MYTH*
## SYSTEM 3
### *YS* JANUARY 1990 – 95°

Given the huge possibilities suggested by the Greek Gods, it's surprising just

how few Greek Gods games there actually are. Okay, there are quite a few, but *Myth* is definitely the best of the bunch. The graphics are the first thing that'll strike you when you load it up. They're small but perfectly formed, and superbly animated too. There's also masses of variety, with something different cropping up on practically every screen and hundreds (roughly) of puzzles to solve and things to kill. And everything's been rounded off with a lovely spit-'n'-polished look that'll make you feel proud to be a Spectrum owner. A huge amount of thought has gone into the design of *Myth*, making it one of the very best arcade adventures around.
★★★★★

### LEVEL ONE

Kick open the objects on the first screen and collect the icons. Go left and open the objects. Kill the skeletons by using the fireball icon. Collect the skulls they leave behind and go left. Kill the nasty on the left (using fireballs) and collect the bead. Go right four times and open all the objects on the screen. Go right, kill the nasty and collect the bead. Go left twice, down and then right. Destroy the hanging skeletons (they sap your energy), go right and collect the bead. Go left four times killing and collecting as you go. Go down, then left. At this point you must have ten skulls. If you haven't, go right and wait for the skeletons to appear. Blast them with fireballs, collect their skulls, then go left. Throw the skulls into the flames slowly (If you throw too many at once they won't all be registered.) With each skull thrown in, the eyes of the skeleton above light up. After throwing in ten of them a large phoenix-like skeleton rises from the flames. Destroy it with the fireballs and collect the trident left behind. Collect the bead on this screen and go right six times. Use the trident to kill the dragon. Collect the key it produces. Go left five times and up. Use the key to open the door. Use the heart icon (it protects you) and fall straight down. Collect the bead and go left. Go down, right twice and collect the icon. Go right twice, up, right twice, left onto the platform and left again. Select the teleport icon and stand on the slab.

### LEVEL TWO

Open the vase and collect the bead. Hack at the statue and collect the icon. If ghosts appear either ignore them or destroy them with fireballs. Go right and hack the statue six times. Collect the icon it leaves. Go right and open the pot. Quickly jump up and catch the dove – an extra dove will be your reward. Go right and approach the woman. When she turns into a monster run back to the left of screen and wait there. The monster will fly up and disappear. Go right, collect the bead, go right again, collect the bead and go right. At the entrance, crouch down and stand back up. You will enter a room with a monster in it. Jump towards her. Stand directly in front of her and hack her head off. Use the sack icon to collect the head. Collect the bead and exit left. Go right three times, taking the top platforms on each screen. Use the medusa icon to destroy the first of the hydra's heads. Go left twice, down and right onto the top platform. Destroy the second head. Drop down onto the bottom platform and destroy the third head. Collect the icon and go left six times. Use the teleport icon.

### LEVEL THREE

Keep killing the vikings until the fireball icon appears. Collect the icon, go left and collect the bead. Open the vase and go left, collecting beads as you go. To kill the trolls fire six fireballs at them. Go right four times. Use the scroll to force the rain. The fire will go out, so walk towards the stone which will disappear. Collect the icon it leaves behind and go right. Collect the bead, then go right twice. Use the knife icon to kill the dragon – get as close to it as you can without damage. Go right, collect the bead, go right again and use the key icon to open the drawbridge. Use the lightning icon to kill the large god thingy. Collect the teleport icon and go left six times. Go up to the top platform and use the teleport icon.

### LEVEL FOUR

Go right and walk into the first block at the bottom of the pyramid. Fire the gun once. Go into the pyramid and down. Walk left. This level is divided into four separate sections. To access these crouch down in one of the four spaces between the pillars. Take them in order, from left to right. Crouch down in the first space. Go right – watch out for falling pillars. All the hazards in this level are activated by standing on a certain stone. To avoid the pillars, keep moving. Go right again and collect the bead. The floor in this room is rigged with spikes, so keep moving and jumping. The axes in the next room are triggered by two pressure pads – they are the third and eighth from the left, so jump over them. Go right again and collect the objects and icons. Go left twice and exit by crouching down. Go to the next space on the right and enter. Go left – watch out for the falling pillars. Stand on the right and fire at the bead. It will drop down as normal and the floor will cover up. Collect the bead and go left. Jump the gaps – the axe's pressure pad is the right stone in the middle, so avoid it. Go left and collect the icon. Go right three times and exit. Go to the next space on the right and enter. Go left and collect the bead – watch out for pillars on each side of the bead. Go left. All the axes are activated by six pads – the third, fourth and fifth from the left and the third, fourth and fifth from the right. Jump them, collect the icon and go left four times. Collect the ankh icon and stand between the two mummy cases. The ankh above your head will glow and your lives will be replenished. This can be done at any stage in this level. Go left twice and exit. Go into the last space. Go right twice, collect the bead, go right, collect the icon, go left four times and exit. If the eye is not flashing in this room then go back and check each level carefully. Stand on the eye and use the eye icon. Use the head-dress icon to destroy the mummies. Go right three times. Jump right and use the vase-like icon. The four similar icons at the bottom of the screen will flash. Go right and use the head- dress icon to destroy large pharaoh. Collect the bead. Go right and collect the teleport icon while standing on the slab.

### LEVEL FIVE

In order to destroy Dameron you must shoot at the part of him which is firing, like his mouth or eyes. Once he's defeated that's it. A pushover.

### *HINTS AND TIPS*

- Open all objects you come across. They may contain valuable energy.
- If you still don't have all the beads, go back and check the levels carefully.
- Watch out for water (except in Level Two).

## *NEBULUS*

## HEWSON

### *YS* JANUARY 1988 – 9/10

Hurrah! An original game! Well, originalish, anyway. Here's the plot – you've got to destroy a series of eight towers which have popped up from the sea by climbing up them. Luckily, they've been handily equipped with platforms around the outside, so getting up there shouldn't be a problem. But – oh no! They're surrounded with baddies who'll do everything they can to knock you off. There are things to collect, though, so you might be in with a chance after all. So what's so good about it? Well, you view the tower from the side, and as you walk round it, it rotates with unbelievable smoothness so you always stay in the middle of the screen. And as you walk up it the screen scrolls vertically to keep up. It's a lovely effect, but that's not all. In addition, the game is extremely good fun and highly addictive, if a bit hard. Okay, so it's really just a platform game, but it's an excellently put-together one all the same.

★★★★★

### *LEVEL ONE Tower Of Eyes*

Right, through door, go left under eye, jump on lift and wait for spiral to come from the right, lift up, through the door, left onto lift, lift up, shoot ball on left, go right onto lift, lift up, go left and shoot two flashing blocks and bouncing ball, go left up stairs watching out for spiral and eye, through door, shoot bouncing ball on the right, walk right, jump on lift, lift up, walk left, drop down left and shoot bouncing ball, walk left, drop down onto lift, watch for spiral, up, jump one block right, through door, go left, wait for eye to go then jump on lift, up, through door, and right through the door.

### *LEVEL TWO Realm Of Robots*

Walk left, jump over two gaps, wait on lift for spiral to appear then go up, jump left over face onto lift, up, through door, left, lift up, left through door, right, jump on lift, turn left, drop down, left onto lift, up, left, jump down onto lift, up and through door.

### *LEVEL THREE Trap of Tricks*

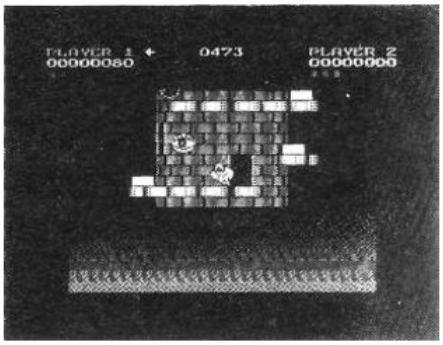
Walk left, shoot ball, through door, left onto lift, up, right and wait for spiral to knock you off onto lower level, shoot ball, right onto lift, up, left through door, drop down onto lift, go left onto lift, up, left, shoot two flashing squares, take lift, left through door, left into lift, up and right through door.

### *LEVEL FOUR Slippery Slide*

Right jump, jump onto lift, wait for spiral, up, shoot flashing square on the right, left, shoot two squares, left onto lift, up, left through door, left again through door, left onto lift, up, left through door, turn right, shoot flashing square on the right, go left, walk along, shoot block on left, go back through same door, right, jump down onto lift, up, shoot ball, right, right, up, left and wait for lift to go down, jump down, right and jump through door, go left up stairs, jump and shoot ball, lift up, right, wait and jump down, shoot two balls, right and wait to drop down one level, lift up, turn left and through door.

### *LEVEL FIVE Broken Path*

Right onto lift, up, right, walk under eye and jump next block, shoot flashing brick and drop down onto lift, up, right through door, right again, up stairs to




***Nebulus*: Ever get the feeling you're going round in circles?**

lift, up, left, jump twice, drop down, shoot two floating squares, onto lift, up, turn right, jump down onto stairs to lift, up, jump three times, jump eye and shoot flashing brick on left, turn back, jump over eye, drop down onto lift, up, jump left on top of lift, drop down to next lift, turn right onto one single brick, drop down, left, jump over gap, keep left, take lift through door, turn right, take fourth door, watch out for eye, turn right, take third door left onto lift, up, left, shoot ball, onto lift, up, and left through door.

### *LEVEL SIX Shimmering Delight*

Walk right, take lift up, jump gap, go right past two heads, turn left, shoot flashing brick above lift, turn right onto lift, up, shoot flashing brick on right, jump right off lift onto next lift, up, right, shoot flashing brick and drop down, walk right and take lift up, walk right and take lift again, turn left, take lift, walk right through door, go left, jump up stairs, jump over head, go through door, left onto lift, turn right, jump onto four blocks which collapse onto lift, up, right, shoot flashing brick, go back to lift, go down, turn right, take second lift up, right, up lift, turn right on lift, left to three heads, lift up, turn right, keep jumping and go through the door.

### *LEVEL SEVEN The Nasty One*

Walk right, drop onto lift, up, drop down onto lift but don't use it, jump right, turn left and jump left, take lift, shoot flashing brick on right, walk left, drop down onto lift, right and drop onto other lift, go right, take lift, go right, jump four times onto lift, up, walk right, take lift, right onto lift, up and shoot balls, left, drop down right onto lift, up, take third lift up, right, drop down taking one block off, drop off, take fourth lift, walk right, knock bar off, take first lift, walk left, take lift and go through the door.

### LEVEL EIGHT Edge Of Doom

Walk, wait for the four diamonds to be in a line, walk under them and take lift up, left, shoot four balls, watch out for spiral, shoot flashing brick, go back, right, jump through door left, jump up and drop onto lift, up, left, through door, right up stairs, jump four times avoiding four diamonds onto lift, up, left, jump, jump, jump, over four diamonds and

onto lift, shoot flashing brick on left, take lift up, through door, jump left twice, through door, right, shoot flashing brick, right back through door, jump down, left onto lift, up, jump left four blocks, take lift up, right onto lift, up, shoot two flashing bricks above, lift up, left through, shoot flashing brick on right, left, drop down, shoot flashing bricks on left, back right, lift up and take the third door! (Phew!) The screen flashes red and 'Congratulations' comes up.

## *THE NEW ZEALAND STORY*

### OCEAN

### *YS* SEPTEMBER 1989 – 93°

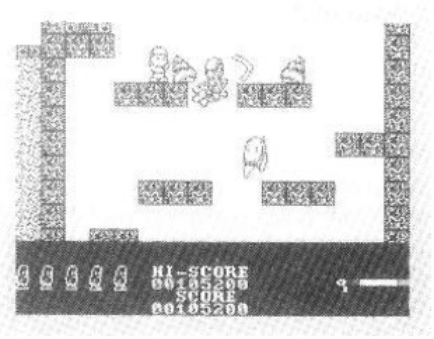
Games for girls are a bit thin on the ground, so it's nice (for them) when one does crop up. And *The New Zealand Story* is certainly a girlie game. It's about as soppy as they come – everything's fluffy, furry or feathery and inevitably a younger member of the family. As a Kiwi (a baby one, of course) called Tiki (heave!) you've got to rescue all your kiwi chums from the clutches of an evil seal (?) by battling through several levels of rampant sheep, frogs, penguins and other nasties. The projectiles fly thick and fast. The music is 'cute' (double heave!). There's lots to collect, lots to jump up and down on and lots to go 'Ahh' at. So if all this namby-pamby business sounds like your cup of Ribena, you're welcome to it. It's horrible!

★★★★

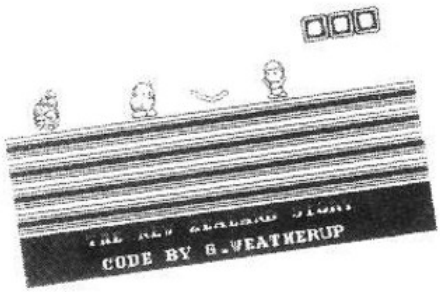
On the menu screen type FLUFFY for infinite lives (everybody knows that one) and PHILLIP for extra firepower. Also, try pressing ENTER during any level and you'll skip onto the next one.

### *GENERAL TIPS*

- When in the water try to find a horizontal wall with air above it. Find the corner and you should be able to walk through the wall and your air goes up, but you stay in the water!
- Shoot flying things from below.
- On Level One/Three you should be able to find your friend through a brick wall. The floor below him is double, a space inbetween. Mount a duck (honk!) and fly back to this space. You should be able to fly through the wall to your friend.
- On Level Two/Two when you are below the water you should come to a platform like this. You can dive into the water without having to go the long dangerous way.
- The rock octopus is one mean mutha. Instead of hitting it anywhere you have to rapidly shoot its eye, just above its nose. If you have bombs, dive off the top of the platforms and lob some bombs in its eye. (Dodge the bats!) If you have a laser gun, use it like a bow and arrow. If you actually have a bow and arrow... well, you'll get killed.
- When you are on the ice whale, make sure you put a metal balloon on your head (get one from an axe cat!) because it protects you from his icicles.
- You can go through the corners of walls to get to your friends using strong balloons.
- To protect yourself from blasts, use a metal balloon on your head.
- When there are spikes on the roof which have a kiwi or something good above, jump up and bash your head on the spikes then hold on Jump. You'll go right through the ceiling. (Make sure you have a life to spare for this trick.)
- Use the map and avoid confrontations with megabaddies.
- To get past the end of Level Two/Three, when you have to jump over a pit of spikes drop a balloon on the platform above. Then jump up so you're hanging on the balloon, but still on the platform below. Then fly over the pit and fall into the water below. Easy!
- Always sit on top of balloons unless you need their protection on your head.
- Make your own routes. The arrows can lead to death on later levels.
- You control the strength of your jump by the time you hold the jump key.
- To beat the Level Three guardian (robot doll) shoot into its stomach when it opens to shoot missiles. It's easier when you have a flying machine.
- When you dive into the water on Level Four, swim along the surface until you come to an air pocket with a teddy in it. Shoot the teddy and steal his flying machine. Then let yourself drop. Your air doesn't go down and you go through the floor, where you should be.
- To complete Level One go right as far as you can (jump over all the spikes) then go up as far as you can. There are some spikes above your head. Now use tip number nine. Fall down. When you get to the bottom you should find a duck nearby. Mount it. Fly up until you find the place where your friend is captured. Find the bottom right-hand corner. Now use tip seven. Then fly up and get your friend.




***The New Zealand Story*: So cute you could knock the 'T' out of it and play snooker with it (Eh? Ed)**




***The New Zealand Story*: It's probably a banana or something.**

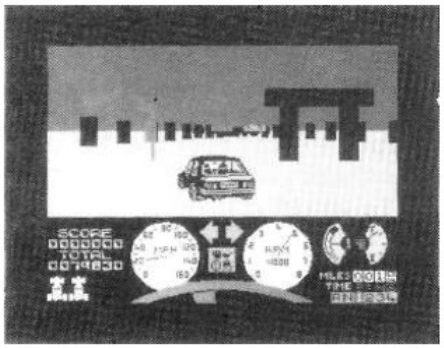
## *NIGHTMARE RALLY*

### OCEAN

### *YS* NOVEMBER 1986 – 9/10

If you thought driving games were all exactly the same, take a look at

*Nightmare Rally* and think again. Okay, so it is practically the same as any other driving game, but there are some differences. F'rinstance, you drive an Escort XR3i with furry dice, static strips and spots. What's more, there's no road! Nope. You can drive absolutely anywhere, and that includes through trees, over mounds of earth and across fields. Everything moves knee-tremblingly fast, and there is even a decent line-up of knobs and dials to keep your eye on. So if you fancy tearing up some turf, but ain't the ruminant type, *Nightmare Rally* is probably the game for you.
★★★★



***Nightmare Rally*: Oh dear, Vera, this on't look like the Little Chef at all.**

What you really need in a game like this is a cheat mode or two, so it's probably just as well that *Nightmare Rally* has got it covered.

Pressing Q to accelerate and then holding Symbol Shift puts you into Super Bored Out Twin Cam Turbo Injection mode, which could be quite handy, and you'll find that if you type in a level name instead of your name at the beginning you'll jump straight to that level.

Handy or what?

## *OPERATION WOLF*

### OCEAN

### *YS* JULY 1988 – 9/10

Here's another game that absolutely everyone will have seen in the arcades, and even more people will probably have seen the Speccy conversion as it was a huge mega-hit. Non-stop violence is the name of the game, and to this end you're presented with a gunsight which can be moved around the screen. And, of course, lots and lots of ammo. The entertainment is provided by enemy troops, helicopters, tanks and all sorts of other things which run across the screen in front of you just crying out to be shot. So naturally do. Six levels and several million dead bodies later you'll arrive at the airport, hopefully with the hostages you're supposed to have been protecting still with you. It's a decent copy of the coin-up with neat (but monochrome) graphics. Generally one to, erm, play.
★★★★

Here's a list of all the things you may be confronted with, and what to do if you are...

***Helicopters*** Big boys, these. Bullets take too long, so use a grenade to sort them out, and try to get them as soon as they come trundling onto the screen.

***Armoured cars*** Don't bother with grenades. Just keep your finger on the Fire button as soon as they come on screen.

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

***Normal soldiers*** These throw knives and grenades at you, but they're pretty easy meat – you only need one shot to kill them.

***Flat heads*** These Arnie types need to be shot in the head once, but do it quick.

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

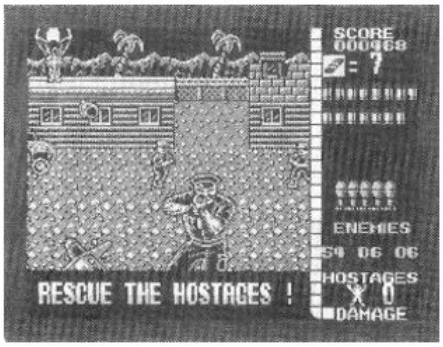
***Hostages*** These appear on Levels Five and Six. You must let them pass, gaining you points.

### *GENERAL TIPS*

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

There's also a cheat – load the 128K version into a 48K machine, and all the levels will load in and overlay each other. The sixth level ends up at the top, so that's where you'll start!

And there's another one! Press down all the keys on the left-hand side of the screen when the communication set-up screen comes up. Now wait until the game comes on and press T – it'll whizz you through the game. Keep pressing until the desired level is reached.



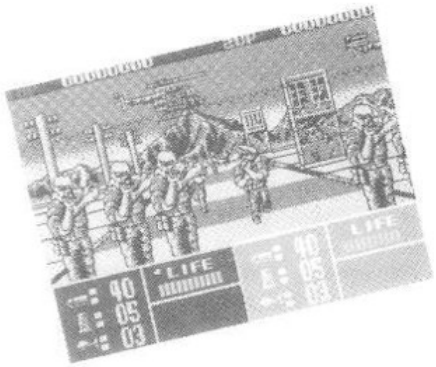

***Operation Wolf*: Yes, fill her up please. And could you check the oil while you're at it?**

## *OPERATION THUNDERBOLT*

### OCEAN

### *YS* DECEMBER 1989 – 93%

This time, instead of operating on a wolf, you're doing it on a thunderbolt. But apart from that this is pretty similar to the game above, except that it isn't. *(Look, is it or isn't it? Ed)* No. *(Right. Ed)* For a start, Level One is a lots-of-things-coming-towards-you 3D jobby. Then there are some *Op Wolf*-style left/right scrollers, then another lots-of-things-coming-towards-you one, and it sort of alternates like that *ad infinitum* (well, *ad levelus eightum* actually). The plot is the same old business about hostages and everything, but the game itself is a fair bit more complicated than Op Wolf, with extra things to collect and miles better graphics. Oh, and there's a two-player option for those lucky enough to have the odd friend. It's




***Operation Thunderbolt*: Death on a zebra crossing.**




***Operation Thunderbolt*: Couldn't we just ring the doorbell?**

non-stop violence all the way (or something) and highly recommended.
★★★★★

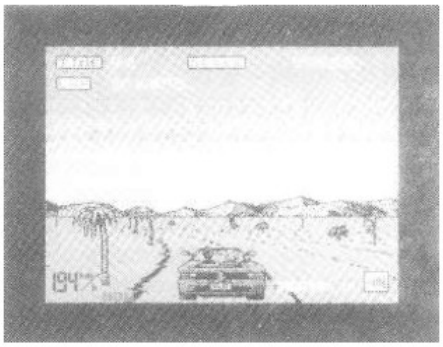
When you reach the high score table type in EFI, then when playing type in KEV to skip through the levels.

## *OUTRUN*

### US GOLD

#### *YS* MARCH 1988 – 8/10

Everyone's played *OutRun* in the arcades. If you didn't, you can't have helped but seen it in all its hydraulic glory through the window. It really was (and still is) a corking coin-up, with fingernail-bitingly fast driving action and all the rest of it. Not the sort of thing you'd expect the Speccy to excel at, but US Gold had a good go at it all the same. It's all there – the undulating hills, the forks in the road, the dusty bits, the little map between levels and even the tunes (on 128K) – but they didn't quite manage to get it all working



***OutRun*: Darling, you're driving too fast! Mind that car! Left here! You're still going too fast!**

together at the right speed. It slows down horribly when you're going under the 'tunnel' parts. And the multiloading is hardly endearing either. All the same, it's perfectly playable, but things like *Chase HQ* have cruised past it (in the overtaking lane probably).
★★★

When pulling away from a standstill (at the start or after a crash), accelerate nearly to top speed, then decelerate back down to half speed and change to top gear. This should improve your acceleration quite drastically. Keep your speed up by accelerating round corners and only changing down when you really have to. Keep on the inside lane round corners. You'll accelerate very fast on desert roads, so be careful.

By the way, on *Turbo OutRun*, the sequel, try pressing P and the Space bar together for a bit of extra time.

## *OVERLANDER*

### ELITE

#### *YS* OCTOBER 1988 – 9/10

Broom. It's another road-coming-towards-you driving game, but this time it's got an environmentally aware plot. Yes folks, it's the future, and the ozone layer has been destroyed by aerosols. The planet's surface has taken on the texture of a large Ryvita and humanity has retreated underground. Only a foolish few remain, and they devote their time to zooming round in customised cars smuggling things. They're called Overlanders. Anyway, it's a driving game, so there's lots of driving to be done. Once you've run a few errands and built up a decent wad of dosh you'll be able to afford a few add-ons. These are mainly weapons for taking out other road-users, but petrol also comes in handy. There's no skidding off the road to worry about, as it's actually impossible, but you will need to keep an eye open for other vehicles and either avoid them or blow them away. It's one of the best driving games around (easily within, say, the top 100) and the financial side of things adds an extra dimension.
★★★★

#### *MISSION ONE Devil's Straights*

Select your chosen controls and start. Choose the Crimelord's cargo – $12,000 worth of counterfeit money. It's worth choosing the best-paid mission as this allows you more money up-front to finance your task. There doesn't seem to be any difference in difficulty between the Federation's and the Crimelord's missions. Buy only 14 units of fuel, which ought to be plenty to see you through the level. Then buy a Turbocharger, three Bulletproofing options and six Flamethrowers if you think you'll need then for the 4WDs. This will leave you with nothing, but you'll make money destroying baddies along the way. You can now begin the mission.

#### *MISSION TWO Snake Canyon*

Choose the Crimelord's cargo, the kidnapped official ($16,000). Provided you take heed of the tips below on how to cope with the various gangs, along with the $6,000 bonus from the last level and the $8,000 you get up front from this one, you should have enough to purchase the following – 20 units of fuel, armour plating and superbrakes, and spend the rest of your money on weapons, extra lives, bulletproofing and/or battering rams at your leisure. Choose wisely, and then drive.

#### *MISSION THREE The Darklands*

Choose the Federation's offer of $34,000 to transport plutonium. (It's not as bad as it sounds!) Half of this, along with your previous missions, should give you $25,000. You should have enough for the following – 20 units of fuel, a leanburner, wheelblades and

once again a selection of extra bits and pieces. Off you go...

***MISSION FOUR The Gutter***

Choose the Crimelord's cargo of illegal drums in return for a whopping $60,000. Now that you've bought all the permanent items illuminated on your dashboard, all that remains is to buy all the goods you use up, like the weapons, lives, rams etc. (I'm not going through them all again.)

***Roadhogs*** Bump them off the road into the wrecks, or wait until they get ahead and blast them.

***Kamikazes*** You'll be okay on the left-hand side of the road, but watch out for corners. Also watch out for the bikes, 'cos they sometimes brake when you're behind them. As you gain more money you can buy armour plating to stop them.

***Crawlers*** Try to stay on the opposite side of the road to them, weaving in and out of their shots. Or slow down and shoot them.

***Offroaders*** As soon as these Four Wheel Drives appear, start firing your gun and quickly sweep across their path. As you progress through the levels they get tougher. Try to avoid them or take them out with special weapons.

***Roadblocks*** These start appearing on Level Two. Slow down and weave to avoid them.

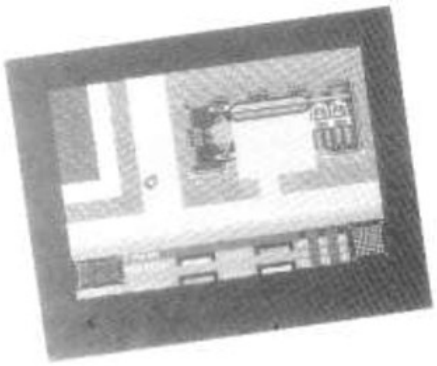
## *PANZADROME*

### ARIOLASOFT

### *YS* JANUARY 1986 – 7/10

It's a maze game, really, with tanks. The trouble is that yours is a bit crap, and unless you find some decent add-ons for it pretty sharpish you'll probably get wiped out by the baddies. The first thing to get hold of is a good dollop of Polycrete, which will repair holes in the road left by the enemy. Weapons also come in handy against the Reds. Although it was pretty well received originally, and may still provide amusement for a short while, *Panzadrome* looks a bit on the chronic side right now.

★★



***Panzadrome*: It gets through petrol a bit, but parking's a cinch.**

The cheat? Put Caps Lock on and load the game as normal. Then type TONE THE BONE on the title screen. There will be a beep after each keypress. You'll then start the game with, well, everything really.

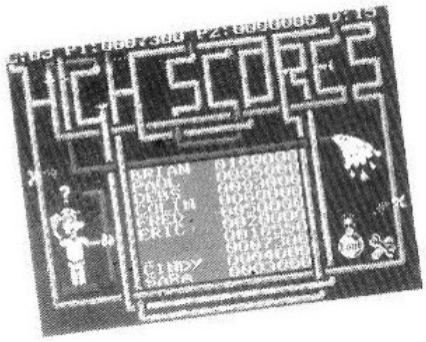
## *PIPE MANIA*

### EMPIRE

### *YS* JUNE 1990 – 90°

Pipes are pretty exciting things anyway, but once they're used as the basis for a puzzle game they get really thrilling. *Pipe Mania* is one of those pretty simple puzzle games where you get a grid which you have to fill with squares. The squares in this case come from a dispenser to the left of the grid, and they contain sections of pipe which can be joined up to make one long pipe. The longer you make the pipe the better, as after a while 'flooz' starts flowing along it. The further it gets, the more points you get. On later levels other bits and pieces begin to crop up – one-way pipes , reservoirs (which delay the flooz), bonus sections and, erm, loads of things. There's also a two-player option where you've got to work together (if possible). It's fast, frantic fun. Honest.

★★★★★




***Pipe Mania*: Well, here's the high score table, anyway.**

Here are some passwords (probably all of them, in fact)...

| *LEVEL* | *PASSWORD* |
|---|---|
| Five | DISC |
| Nine | NAIL |
| 13 | ONCE |
| 17 | ROPE |
| 21 | PENS |
| 25 | SLIP |
| 29 | EACH |
| 33 | RISE |

And here are a few general tips...

- Change the mode to One Player Expert, as you can use the lower dispenser repeatedly without wasting time bombing.
- Don't panic! Take the time allowed to construct masses of pipeline. Then panic when the flooz starts to flow.
- Don't use Enter to speed up the flow as you may wish to change some piping when you thought you'd finished.

## *QUAZATRON*

### HEWSON

### *YS* JUNE 1986 – 9/10

Strategy and blowing things up always make a winning combination, all the more so if they're done in 3D with lots of little robots and things. So it's lucky for Quazatron that that's what it's all about. You control a little dustbin-like robot called KLP-2 (or Klepto as he's known to his mum) who's got to clear the city of Quazatron of hostile robots. There are add-on bits to collect and you can even 'grapple' with other robots. This is not as suspect as it sounds, and involves a little puzzley sub-game with lots of coloured things. The graphics are detail-packed, there's blasting a-plenty and it's almost possible to forgive it for being a Commodore 64 conversion. It's great fun, but a bit tricky

to get into. If you've got an hour or two to spare, though, give it a go.
★★★★

To ease you into it a bit more gently, here's a comprehensive guide to, er, Quazatron.

If you start on the Yellow Level (at the top of the city) you'll find it easy to clear the whole level. In order to gain the advantage when grappling, switch to that mode once or twice. Then go to the green level which is below the yellow one on the right. Grapple with an R5 droid and nick its disrupter weapons (the ones that make a blue flash). On this level, try to grapple for a disintegrator. This weapon and the shield use loads of energy, so don't use them unless you really have to.

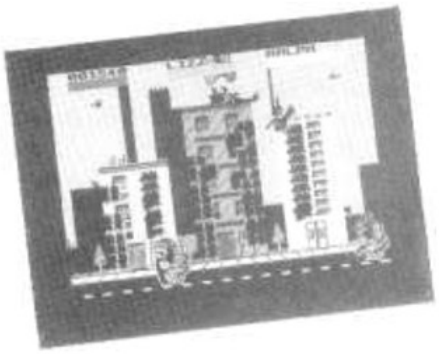
If you need a power top-up at any time, and there's none to be found, switch to grapple mode and grab the first droid you run into. Now take his power source. If you don't have a powerful gun and you find yourself on a crowded level, keep away from the edges, otherwise you'll get trapped there and run your energy down.

Grappling can take a while to get the hang of, so here's how it's done. Firstly, always choose the best side before you start. In the first grapple you only have three wedges to shoot. Wait until the droid you're grappling has as many wedges as you. When the timer reaches 50 secs, start shooting. The best side to choose is usually the one that has the more clear lines, with no 2 to 1s. Never choose a side with too many dead lines. Lines that split 1 to 2 are very handy, especially if the lines touch blocks of your opponents' colour. Let your opponent shoot and waste his shots before you start having a go.

## *RAMPAGE*
### ACTIVISION
**YS MARCH 1988 – 6/10**

It sounds ideal really – you're a giant gorilla (or a werewolf or a dinosaur), and to score points you've got to eat people and smash up buildings. Even better, up to two other people can join in, and you can tough them up a bit too. There are loads of levels (which get increasingly hazardous – watch out for helicopters and collapsing buildings).

So why does it get so boring so quickly? It's nicely programmed, the graphics are neatly done and it's generally a good conversion of the coin-up original. But perhaps that's where the problem lies. The whole concept of the thing means that there just isn't enough to, erm, get your teeth into. Once you've got hang of it, death is usually due to your joystick not reacting quite how you'd intended rather than a legitimate cock-up. Repetition sets in, closely followed by terminal tedium and a swift stab at the reset button.
★★



***Rampage*: Grr! Toothache makes me mad! (Erm, right.)**

On a one-player game, punch the open windows and then destroy buildings. On a two-player game, one player should attack the windows while the other concentrates on demolishing buildings. On a three-player game, one player takes the windows, another smashes up buildings and the last takes out helicopters, cars, tanks, etc. It's possible to jump and punch in mid-air, which is handy for getting low-flying helicopters.

## *RAINBOW ISLANDS*
### OCEAN
**YS APRIL 1990 – 94%**

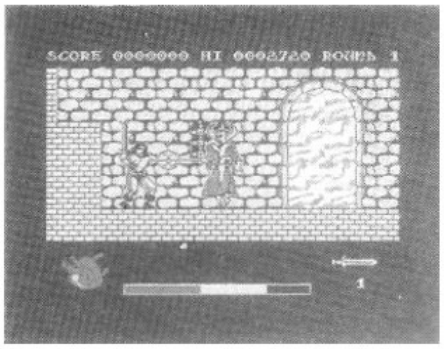
Whoever got the job of converting *Rainbow Islands* to the Speccy must have thrown a wobbler when they heard what it was all about. Rainbows? On a Spectrum? You've got to be joking. So what we've ended up with is a game called *Rainbow Islands* completely in colour – apart from the rainbows. Hmph. The game itself is a sort of sequel to *Bubble Bobble*. This means it's one of these weird cutsie Japanese games where it's a bit hard to tell what's meant to be going on. You work it out eventually though, and it transpires that you're a small (cute) character who bounces around the screen firing rainbows. These can either be used to kill baddies (of which there are loads) or to climb on to get higher up the screen (the object being to get to the top). There are plenty of different levels, each one with a definite 'theme' such as insects, monsters or toys. There's lots to shoot, masses to collect and plenty of fun to be had. It's a bit girlie, but, great to play all the same.
★★★★★

There's no real cheat in the game as such, but bear this in mind – when you reach a bonus stage, climb up a ladder of rainbows straight into the top left corner of the screen and jump around a lot, firing rainbows a-go-go. Your points will go shooting up.

## *RASTAN*
### IMAGINE
**YS JUNE 1988 – 9/10**

There are absolutely loads of these 'dashing about chopping people to bits' games around, but *Rastan* is probably the thingy of the roost. It scrolls in all directions and Rastan (the bloke you control) is pretty versatile, climbing up and down ropes, hacking things to bits with his sword (or a variety of other weapons), jumping over things and generally looking macho. The graphics are, well, really good – big and with heaps of colour. And the playing area is huge (the fact that it multiloads goes without saying, of course). *Rastan* just shows how successful a coin-up conversion (which it is) can be on the Speccy.
★★★★★

When you get to the wizard, wait until he stops flashing and then walk through him, firing all the time. Stay just out of range of his rod and, when you get to the other side, hit him three or four times. As if by magic, you're moved on to Stage two.



***Rastan*: Er, would you mind if I cut your head off? I thought you might.**

To do a downward stab, jump off a high platform and press Down and Fire. (This is handy for killing bosses.) If you find you can't pick up icons, this probably means you're invisible.

If playing fair sounds like too much hassle, how about a cheat? When loading the game, wait until it says 'Searching foreground A' and fast-forward the tape to any level you like. If you decide to start on Round A press BREAK when Rastan is falling, press BREAK again and restart. You'll have infinite energy but watch out for energy bolts as these will hurt you. And on the second part of Round A avoid getting any extra weapons as these will cancel out the cheat mode.

## *RENEGADE*

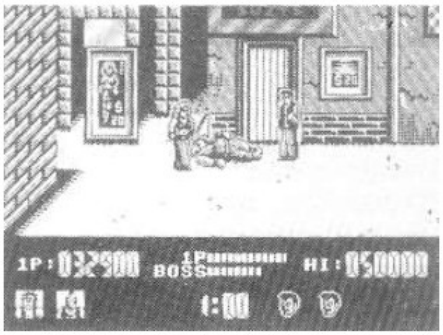
### OCEAN IMAGINE

### *YS* OCTOBER 1987 – 9/10

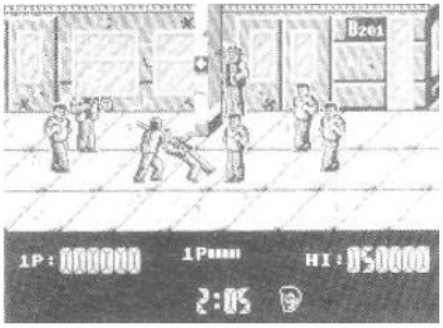
There are so many beat-'em-ups knocking around these days that it's practically impossible to pick an absolute, utter 'best' one. But *Renegade* (or one of its sequels) is probably the one that would spring to mind first. It's got lots of different levels, and each one is populated by a different breed of baddie. Some are relatively tame, and just sort of stand there waiting to be 'taken out', but that are some really mean ones too, some carrying whips and guns and others riding motorbikes and some particularly tough end-of-level baddies. As is usually the case with this type of thing, your mission is to rescue a female. Everything's brilliantly drawn and animated (especially the knee-in-the-groin move which is always a winner). If you only ever buy one beat-'em-up, erm, you're probably very sensible. But *Renegade* (along with its sequels) comes highly recommended.
★★★★★

#### *LEVEL ONE*

Pick a bloke and punch him three times, and then, when he bends over, walk into him and press Fire. You'll then grab him by the shoulders. Resist the temptation to plant one in his nether regions and then try to do a back kick. He'll be hurled into the air and will land on anyone standing behind.
Alternatively, lure people toward the edge of the cliff and kick them off it.




***Renegade*: Tsk! It's their own fault, you know. There are plenty of jobs around. They're just lazy, that's what I say.**




***Renegade*: Er, lads. Please. It was just a joke.**

#### *LEVEL TWO*

The quickest way to kill people is to knock them over with a flying kick, kneel over them and punch them a few times. Knock off the bikers with flying kicks.

#### *LEVEL THREE*

Hit everyone at least once so you can have a go at Bertha and then go back and finish them off. At the end, get as far back from Bertha as you can and then use a flying kick when she comes at you.

#### *LEVELS FOUR & FIVE*

Keep to open spaces as much as possible. At the end of Level Five, when the boss fires his gun, kick the man closest to you and sit on him. Punch him slowly until the bullet has gone over your head. Do the same for the rest of the men. There is an easier way – wait until the boss fires and pause the game. When you restart it the bullet will be stuck in mid-air.

## *ROAD BLASTERS*

### US GOLD

### *YS* OCTOBER 1988 – 8/10

The arcade version of this appeared in the arcades at about the same time as *OutRun* (or was it slightly afterwards?) and although it improved on *OutRun* by letting you shoot things it never really enjoyed the same cult status. In fact it hated it. The Speccy conversion fared in much the same way, becoming pretty popular but never really hitting the big time. It's got a slightly cobbled-together look about it. The graphics are all black on green, perhaps not the best choice of colour, and are a bit minimalist, but they're neatly drawn all the same. The road waggles around nicely, but scenery is a bit scarce. But it plays well, with the shooting and the collectables saving it from certain death. If you want flashy graphics and big names, go for *OutRun*, but those after a bit more action and speed would be better off with this one.
★★★

#### *VEHICLES*

***Stringers*** Line yourself up behind and blow them away or, if there are several, spray the whole road.

***Command Cars*** Don't bother to shoot then just zoom past.

***Rat Jeeps*** See Stringers.

***Cycle*** Spray the lane it's in or line up carefully behind it.

***Mines*** Just watch that warning light and keep your eyes open in the middle

lane (unlike the arcade on the first levels).

***Spikes*** Avoid them.

***Toxic Spill*** Just drive around it.

***Turrets*** Blast with the Uz cannon or try with normal laser.

### *WEAPONS*

***Cruise Missiles*** Line up behind a lot of cars and press the Fire button.

***Nitro Injectors*** Use them just before you're about to go into the reserve tank so that you get to some more fuel, hopefully before the main tank runs out.

***UZ Cannon*** Use to blast turrets and cars on corners.

***Electro Shields*** Only use when you're about to be mutilated or blasted.

## *ROBOCOP*

## OCEAN

### *YS* MARCH 1989 – 8/10

Well, the film was good, if a bit yucky. And the game's not too bad either actually. Not that it would have mattered much. It sold loads of copies, despite the film being a firm 18 certificate and the majority of impressionable Spectrum owners coming in at some way below that age. It's not quite the stunner of a game it could have been however. Whoever thought it up has gone for a bog-standard scrolling shoot/beat-'em-up, with you controlling Robocop as he blows away row after row of baddies. That accounts for about half of the levels anyway. The rest are bits from the film's plot – puzzley bits, shooty bits, that kind of thing. It's all very well put together, and very playable, but it doesn't really take full advantage of the licence. It might have been nice, for example, to have been able to take control of ED 209 (a serious fighting machine) for part of the game and try a bit of serious destruction. But no. All the same, you can't fault what's there, and it makes a tidy fillum tie-in.

★★★★

Let's have the cheat first, eh? Hold down the keys ED 209 to get to the next level.

And now here's a hefty battery of assorted tips that should have everything covered, starting with a guide to the range of baddies you're liable to run into...

***Kung Fu Punks*** These guys do flying kicks at you, which can be avoided by ducking when they jump at you. They'll land on the other side and you can shoot them in the back.

***Punks with Guns*** A real pain in the bot. They appear from windows or on the ground. Sometimes you can dodge their bullets, but watch out 'cos they fire low.

***Chainsaw Psychos*** These real mean dudes cut pieces outta you with their 'hedge trimmers'. Shoot them as soon as they come onto the screen, 'cos they need loadsa shots to kiss 'em goodbye. They hit you once and walk away. Shoot them in the back 'cos they come back.

***Bikes*** These appear on Level Three. They ride straight at you, so fire as soon as you see them. Just like the chainsaw psychos they come back, so finish them off early.

***ED 209*** This big boy appears on Levels Six and Eight. You have to punch him in the face, but time your punches 'cos he can remove your head quite easily.

***Clarence*** Spookily, there seem to be two Clarences on Level Eight. Still, he's quite dangerous as he carries one of those megaguns which takes a chunk out of your energy. You can't duck from a fireball but if you pop his clogs you can nick the gun.

### *WEAPONS*

***Normal Bullet*** Two shots to kill.

***Triple Shot*** Fires in two directions, two shots to kill.

***Fireball*** Megagun shots, one to kill.

### *GENERAL TIPS*

- Keep on the move.
- Aim before firing.
- On the hostage screen, shoot the baddie's arm. You'll know when you've hit him 'cos he'll flash. On the other hand, if you've got loads of energy you can blow away the woman then shoot the man (yuk yuk).
- Finish off the baddies quickly 'cos otherwise they'll come back.
- On the ID section don't panic, just look closely at the details.

In case you're still in any doubt, here's a level-by-level guide...

### *LEVEL ONE Street*

When starting, duck and fire, thus avoiding being shot by the first lot of thugs. The men with the big weapons are tough. Don't shoot all window thugs as this wastes time and ammo.

### *LEVEL TWO Hostage*

Shoot the mugger's elbows, whereupon he'll flicker.

### *LEVEL THREE Street*

Same as the first one. Don't shoot all window thugs, and conserve megabullets. If bikers get past you they come back on the other side of the screen.

### *LEVEL FOUR Photofit*

Mix Emil's face and make a match. Watch the chins because most of them look the same.

### *LEVEL FIVE Drug Factory*

Shoot all the thugs as quickly as possible and collect ammo and food.

### *LEVEL SIX ED 209*

ED shoots two round salvos and then pauses; get close to him and wait until he fires, then jump up and smack him in the gob twice and duck. Do this two to three times and he'll blow up.

### *LEVEL SEVEN OCP Lifts*

As in Level Five, shoot all thugs and move on.

### *LEVEL EIGHT Thugs*

Same as above. Shoot all thugs and use lifts. Then meet Clarence at the end. Watch out for his Megagun.

### *LEVEL NINE Dick Jones*

Same as Level Two – shoot at his elbows.

## *ROLLING THUNDER*

### US GOLD

**YS MARCH 1988 – 9/10**

Oh crikey. Another arcade conversion, this time of a fairly standard walk-along-and-shoot-people game. But it's been nicely done and met with much popular acclaim (from Phil, anyway). As usual, you've got to rescue a group of undeserving hostages from an underground fortress (proprietor – the evil Geldra). The only way to do this is to shoot hundreds and thousands of baddies. There are lots of different levels, obstacles, enemies and all that sort of thing and everything's fast, slick and groovy. It's p'raps not quite the Megagame it once was, but *Rolling Thunder* still looks very impressive, if a bit run-of-the-mill.

★★★★

Get the bullets at the first opportunity, as they certainly come in handy. Fire about six shots and follow them until they hit something. Jump or duck to avoid bullets, and don't fire wildly as you'll need to conserve ammo. Memorise the positions of guards, and what sort they are. Keep moving, otherwise you won't stand a chance.

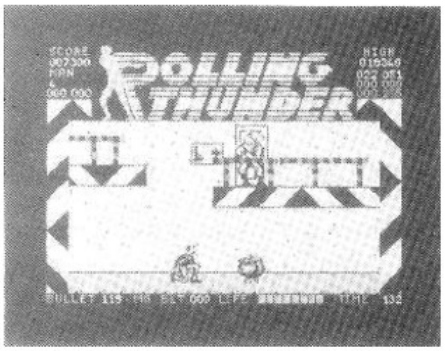
There is, of course, a cheat mode. To activate it, select Sinclair joystick and type in JIMBO. Then select keyboard or joystick and you'll be invincible when you start the game.

## *R-TYPE*

### ACTIVISION

**YS JANUARY 1989 – 9/10**

It's hard to come up with things to say about these horizontally-scrolling shoot-'em ups, as they're all very nearly the same. Apart from *R-Type*, that is, which is in a class of its own. The original arcade machine was an absolute cracker, the sort of thing that really ought to be impossible to squeeze into the Speccy. But, as always, they managed it and the results are really quite impressive. The graphics are so colourful and generally enormous that you could wallpaper your bedroom with them. All the add-on weapons from the original are there and, if you collect them all, you get to be about twice the size of the screen and totally invincible. It's also got that




***Rolling Thunder*: Romeo, oh Romeo! Wherefor art thou, Romeo?**

sneaky firing system where your shooting power gets greater the longer you hold down the Fire button (so you can either have lots of little shots or a few big ones, or something in between). A top-notch conversion of an even topper-notch arcade game.

★★★★★

For the most part, success is a question of keeping at it. But some tips for the end-of-level nasties may well be handy. So here are the first five...

***One*** This one is relatively easy – simply shoot the eyes for extra points. When the green head appears, shoot it repeatedly.

***Two*** Keep out of the way of the snake! Shoot the segments on its body until you come to the nest. On top of the nest a blue bubble expands and deflates. This needs to be shot. Or, better still, fire the add-on into it and hold it there until it blows.

***Three*** When you come to the end of the mothership there's a bit on top which moves in and out and then fires. Shoot the add-on out and guide it into the purple bit, and fire to your heart's content.

***Four*** This is pretty dangerous. When it separates into three, the green joining bulbs show. Shoot these to blow it up, but beware of the other parts as they can easily trap you.

***Five*** This is covered in balls of what looks like frog spawn, which explode when shot several times. The alien ship itself explodes fairly easily. The best way is to shoot the add-on into the middle of it and fire like crazy.

Righto, and now some general tips.

- Never stop blasting, but be careful not to crash into the scenery whilst whizzing around (but you probably guessed that anyway).
- Blue plasma bolts destroy enemy bullets.
- The probe and other add-ons can be released from your craft by hitting the space bar. This is useful for clearing out a path.
- Keep the probe behind you on Level Two to give the worm and blob a headache.
- Blast missile silos with the blue plasma bolts. (Hold down Fire and release.) Don't panic! If you have a lot of special weapons you should find the task a bit easier. If not, remember that you're equipped with a blue plasma ray anyway.
- Depending on whether your extra add-ons are in orbit on the probe or on your back or front, they do different things.

## *THE RUNNING MAN*

### GRANDSLAM

**YS JUNE 1989 – 90°**

Erm, it's a beat-'em-up. Mind you, so was the film, so maybe they've got an excuse this time. The plot's worth a quick peek, actually. Arnie (or whoever he's pretending to be in the film) is a helicopter-flying policeman in the future. After doing something a bit naughty (which actually wasn't, but that's the future for you) he gets to appear in a TV game show called *The Running Man*. And run he has to, because its not a very nice programme at all. The trouble is, he's meant to get killed. Naturally, Arn's got other ideas, so off he goes, beating up people and dogs, picking up things to hit them with and generally hoping he gets out alive. With a bit of help from you, he will, but you've got lots of levels to get through first, and between each one there's a logic puzzle to be sorted out. But does it stand up as a game? Yes, really. It's nothing new, but it looks a lot nicer than most other beat-'em-ups

and plays better than lots of them too.
★★★★

***Dogs*** These can be a real pain in the bum sometimes. Try jumping over 'em and legging it or kicking them in the mouth. The latter is best because you get some energy back.

***Sub Zero*** This guy's not too hard. All you have to do is run straight at him jumping the pucks, leap past him, turn around and kick him up the bum. Repeat this until he dies.

***Dynamo*** The hardest of the lot. If you want to blow the fuse on this scumbag you'll need the weapon that looks like an Olympic torch. Duck and jump over the electric bolts, get behind him and hit him to your heart's content. Or at least until he runs away or dies.

***Fireball*** No sweat. Just duck under the flames, beat the hell out of him or throw the brick at him.

***Guards*** These appear in the last level. What you have to do is pick up the gun and waste them. Just watch out for the bullets. Quite simple really.

- After all that hard slogging you'll come up to Kilion. All you have to do is kick him until he dies.

## *SABOTEUR II*

### DURELL

### *YS* MAY 1987 – 9/10

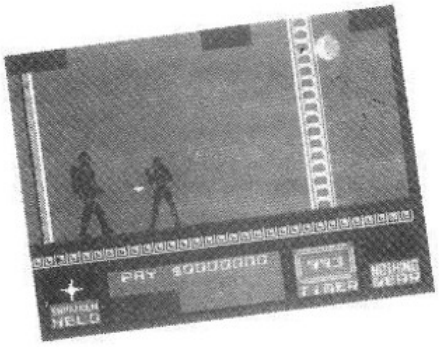
It's sequel time once more, and again there are no prizes for guessing the predecessor. *Sab II*, like so many other games, is a beat-'em-up, but it's a multi-screen one (there are 700 of the things) in which you're given a series of increasingly tricky missions to carry out. You're actually a ninja of the female variety who's set out to avenge the death of your brother who was killed at the end of *Sab I*. The obvious way to do this is through the use of violence, so you hang-glide into the enemy's base and begin beating up giant robot guards and pumas. The graphics are generally superb, especially considering the amount of them that're packed in there, and there's a corking 128K tune as well. And on top of all that, *Sab II* is massively playable. This is partly due to the enormous playing area, partly due to the smooth, non-stop action, and partly due to that certain intangible something which makes a great game truly triff. Along with *Sab I*, it's got to be given a go.
★★★★★

In order to get past Level One you'll either need to slog away at the game for hours, or cheat and find out the passwords from somewhere else. So what's your chosen course of action, eh? Thought so. Sigh. Here they are, then...

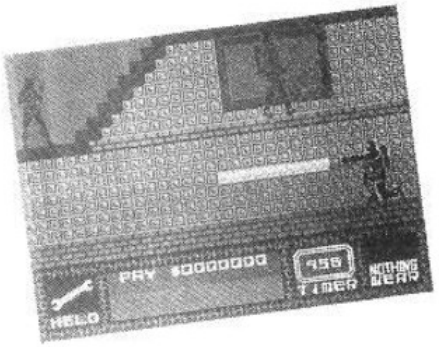
| | |
|---|---|
| Level Two | JONIN |
| Level Three | KIME |
| Level Four | KUJI KIRI |
| Level Five | SAIMENJITSU |
| Level Six | GENIN |
| Level Seven | MI LU KATA |
| Level Eight | DIM MAK |
| Level Nine | SATORI |

Once you've finished wrestling with your conscience over those, there's also a rather peculiar cheat as well. To activate it you'll have to go to a certain room and do a certain thing. Here's how...

Don't let go of the hang glider at the beginning. Hang on in there (groan) until she lets go by herself. Then go left, up, up, left, drop off the edge, left, left, down, down, down, right, drop off edge, left, down the stairs, kill the guard and walk left until half of your body is touching the first crate. If you now push down you'll enter a room with a sort of treasure chest. When you leave the room you'll be invincible, and the androids can do what they want to you without making a scratch.




***Saboteur II*: Er, excuse me. Could you tell me where to find the, erm, you know...**




***Saboteur II*: Ha. Missed.**

## *THE SENTINEL*

### FIREBIRD

### *YS* JUNE 1987 – 9/10

Very few Speccy games are truly spooky. In fact, there's only one – *The Sentinel*. It's this really weird strategy game where you've got to control a robot in a ghostly 3D landscape and try to get him to 'absorb' the Guardian on each level before the Guardian absorbs him. He can also absorb trees and rocks for extra energy. In order to absorb something, or move onto a new square, the robot's got to be higher than it. This can mean serious headaches, but a neat trick is to build up a pile of rocks and then stand on top of them. Having beaten the Guardian you move onto the next of the 10,000 (!) levels. The atmosphere is spine-chilling, helped mainly by the superb 3D graphics which should be enough to put the spooks up anybody. And the strategy element turns it into a mega-challenge which could last for months. They've even found room to squeeze in some nice multi-channel ditties!
★★★★★

It's a bit much, really, expecting you to struggle through all 10,000 levels all by yourself. So, as printing all 10,000 codes would be a bit over the top (and we don't know them anyway, being a bit crap), here's a selection from the full list...

Level 0110 – 55877549
Level 0502 – 79386674
Level 1007 – 38345983

Level 2013 – 69562723
Level 3013 – 70042997
Level 5012 – 56969520
Level 6020 – 41129009

## *SHINOBI*

### VIRGIN

### *YS* NOVEMBER 1989 – 71°

Encore un beat-'em-up, and it's getting very hard to come up with interesting things to say about them. *Shinobi* is particularly tricky in that respect as it's very run-of-the-mill indeed. Ooh, hang on – the plot. What you've got to do is rescue a bunch of trainee ninjas who've been captured and spread across five levels, each level being split into three or four stages. Apart from that, though, and the fact that it's not strictly left-to-right (you can go up and down as well), *Shinobi* is struggling to peer above the rest of the crowd. Graphically it's nothing special. The sprites are all a bit weird, to tell the truth, with appalling posture and dreadful animation. The backgrounds are only average. And the range of moves available is very limited, only helped by a never-ending supply of shurikens to hurl at people. Despite all this bad news, though, *Shinobi* plays okay, and rescuing baby ninjas actually gets sort of addictive after a while. So it's not as bad as some, but it hasn't got an awful lot going for it.
★★

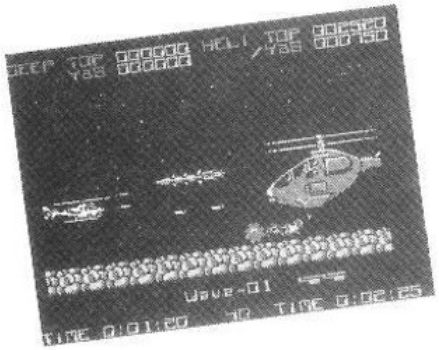
Nya ha! A sneaky cheat! Redefine the keys as G, R, U, T and S (which spells STURG backwards, in case you hadn't worked it out) and a message will pop up at the top of the screen saying 'Hello Cheeky'. Then redefine the controls again to your 'usual' and you'll have infinite lives!

## *SILKWORM*

### VIRGIN MASTERTRONIC

### *YS* JULY 1989 – 90°

Really, really, really good scrolling shoot-'em-ups are a bit scarce on the Speccy these days. No – really, really, really good ones. There are lots of really, really good ones, but only a handful of really, really, really good ones. Having got that straight, the next thing to point out is that *Silkworm* just about sneeks into the latter category.



***Silkworm*: Look, this is a one-way street. Yeh an' ahm only goin' one... ouch! Take that!**

While at first sight it looks a bit conventional (perhaps only really good, or maybe even merely good) it begins to grow on you when you realise that with the two-player option turned on you can fly the helicopter (which is the main shooting thing) while your chum takes control of a jeep that trundles along the ground underneath. The enemy consists of a vast array of wacky helicopters and things, the larger of which are very impressive indeed. There are extra weapons, of course, the majority of which are obtained by downing end-of-level baddies. An all-out corker, which only just falls short of being a really, really, really, really good shoot-'em-up.
★★★★★

Tips? You'll need 'em...

- For a start, don't use autofire 'cos it's far too slow and you'll have no chance against stubborn obstacles that take a while to blow up. Pounding as fast as you can on the Fire button is the only way to stay alive, and ten times more effective.
- When you shoot the flat saucer things with the helicopter a bubbly thing appears. Run through it for a temporary shield against missiles, or blast it for a smart bomb.
- When the big gooseneck helicopter is about to assemble, shoot the flashing propellor bit for another smart bomb. Shoot the 'copter from above and below when it's assembled. If you haven't already got double-fire, this'll get you it.
- The big 'mutha' of a helicopter at the end is no prob. Blast its weak spot, but watch out for massive missiles. If you just shoot the weak spot you can blast it before it's even fully on the screen. Keep the jeep firing straight ahead 'cos this monster fires bombs.
- Never have the jeep shooting itself or you're prone to anything.
- If the jeep and chopper stay in the bottom left-hand corner, keep firing. Nothing can get them. Beware of the jets on Level Five onwards.
- After the eleventh level you get a very nice display and a message about peace and peasants.

## *SNOOPY*

### THE EDGE

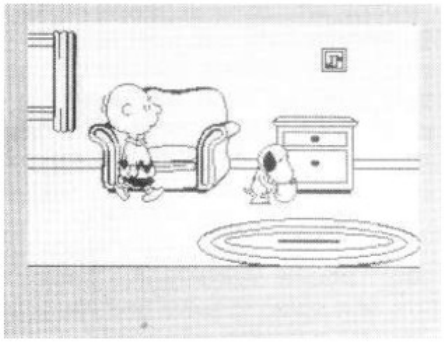
### *YS* MARCH 1990 – 88°

Snoopy, eh? To most people he's a loathsome fluffy relic from the 70s who's best avoided. But he's got his fans, and The Edge are (were) presumably among them. So in his honour (and in an attempt to make a bit of dosh) they created this. It's very much the same sort of thing as *Garfield*, another of their creations, which means monochrome piccies, lots of puzzles to solve and plenty of general cuteness. All your 'favourite' characters are there, whatever their names are, so you certainly won't be disappointed in that respect. And, really, things are pretty nifty. There's plenty to do, lots to see and overall it's damned close to the original cartoon. The only problem is that, as with *Garfield*, the game seems strangely 'devoid' of something.
★★★★

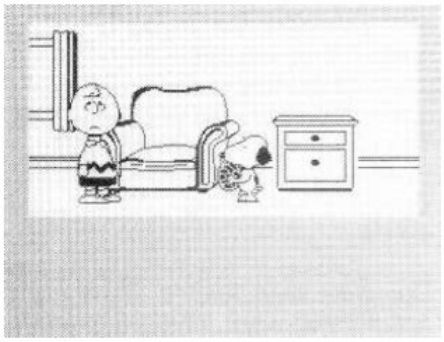
Complete solution time. There are actually two ways (at least) to finish the game. The first is this...

Pick up the bowl, eat the food and drop the bowl. Next, go into the kennel, pick up the typewriter, go outside the kennel, type a letter, put the typewriter back in the kennel, pick up the letter and give it to Charlie Brown. Pick up the cookie jar and eat the cookies. Make your way to the river bank, stand quite close to the frog and catch it in the jar. Drop the jar. (Notice the barrel bobbing up and down.) Next find the football (usually outside the school). Stand on the river bank and throw it in the water. Next find the catapult (usually under

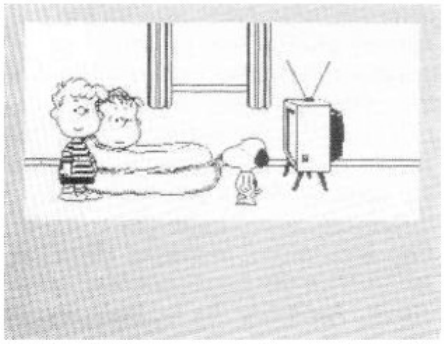
the apple tree). Timing is very important here. Jump from the bank onto the barrel and immediately jump into the next screen. Jump from the stump to the ball, then onto the barrel and then into the next screen and onto the river bank. (Phew!) Use the catapult to shoot at he balloons until you see the pump appear on the ground. Drop the catapult and pick up the pump. (Don't worry about jumping all the way back, just walk into the water...) Now drop the pump under the tree with the kite in it. Go to Linus's place and take the rubber ring from Lucy. Note – be careful not to drop the ring, as it can only be dropped once. Drop it just at the left of the tree and use the pump to inflate it. Go as far left as you need to, turn to face the ring and then jump, making sure you jump immediately as you land through the rubber ring. Now take the kite and either give it to Charlie Brown or, if that doesn't work, drop it by the scoreboard. When Charlie Brown flies the kite he will drop a key, which should be used to open the locker with the bit of towel showing. Finally take the towel to Linus and give it to him.



***Snoopy*: What plonkers!**



***Snoopy*: That ceiling needs painting.**



***Snoopy*: Okay, so Neighbours *is* boring...**

That's the first solution. To try it the other way, do everything in the first solution until you get to taking the pump. Drop the pump by the scoreboard. Get the rubber ring from Lucy and drop it between the raincloud and the scoreboard. Inflate it as before and drop the pump. Walk as far right as needed, face the cloud and jump, making sure you jump again through the rubber ring. Pick up the brick and throw it at the apple, which should be given to the teacher. Take the whistle and blow it to wake Peppermint Patty. Drop the whistle and pick up the scissors. Use them to open the parcel on Charlie Brown's doorstep. Take the bust and give it to Schroeder round at Linus's place. Walk towards Lucy and keep going until she disappears. Go back to the kitchen and you'll find the towel on the floor under the washing machine. Give it to Linus.

## *SOLOMONS KEY*

## US GOLD

### *YS* NOVEMBER 1987 – 9/10

It's not often that Snouty gets so worked up about a game that he forgets to eat for two weeks in a row. He was really getting quite serious about *Solomon's Key*. And it's not hard to see why. The concept's a bit tricky to explain, but it all revolves around making and destroying platforms, collecting things and avoiding baddies. On each screen there's a key which you must reach to unlock the exit (it's usually about as far away as you can get on a Speccy screen from where you start, of course). The screens are so cunningly designed that it takes absolutely ages to work out how to solve them, but once you've done them once you can rip through them in no time (apart from screen five, which is an absolute...). It's massively addictive, it really is, and another 'must'. Blimey, at this rate you won't have any money left to spend on Praline Crisp flavour Milka bars (which are really nice).
★★★★★

It's mega-tips time. Here's a complete guide to the first seven screens (after getting through those, you should have things pretty well sussed)...

### *SCREEN ONE*

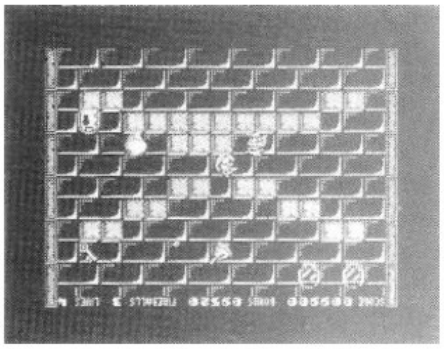
First whip the left-hand brick out from under the guard as he walks along the platform. Then duck/fire, fire, duck/fire, fire, duck/fire, fire. Get the key and work your way up to the exit. Get the gems on either side of the screen if you must, but don't worry about them. Enter the centre block from the side and get the three trinkets, not forgetting the other three hidden in the bricks underneath. Then wait for the bird to bounce off the wall on your side and pass you, and jump on the platform behind him and scoot to the exit.

### *SCREEN TWO*

Step forward one brick and fire. The animal will work towards you and drop down the hole. Duck/fire and step forward and fire. The same thing happens. Now duck/fire, step forward, jump/fire, fire and the creature will fall down again. Now repeat the last sequence and the creatures will begin falling down the centre of the screen. Cross the gap by placing a brick in it, stepping over and then removing it again. Then you're free to get the key and get out.

### *SCREEN THREE*

First place two bricks in the right-hand corner of the compartment. Wait until the fireball goes over your head. Jump, fire, jump, fire and you're through the next bit. Go through the wall and duck/fire, forward, duck/fire and jump over the first spider as it comes for you. Wait for the second one to go all the way round and through the tunnel you just came through, and then seal it. Jump down past the bird. Get the key and release the spider, jumping out of



***Solomon's Key*: Well, do you think we ought to give it back to him then?**

the way to let it pass. Jump down into the next bit and shoot a fireball at the guard. Get the bag and headbutt the brick under the bird. Get the trinket and climb up to the last bit. Wait until the llamas leave you enough space and then duck/fire, forward, fire, jump, duck/fire, forward and duck/fire. Then you're in!

### *SCREEN FOUR*

Well, yes. Okay, so you can just walk straight across. But it's a good idea to spend some time rescuing the angels at the top.

### *SCREEN FIVE*

Very tricky. As fast as you can, drop a brick in front of you, back up one and drop one beside it. (The devil will drop down and kill you if you don't.) Build a little staircase to the top spider and then build a bridge to his brick. Let him walk across it and jump over him, destroying the bridge behind you. Jump and steer yourself underneath to get the key. You'll probably get killed if you don't get off the floor level as soon as you can. Otherwise make a staircase again and this time go up and over the spider and drop down into the exit.

### *SCREEN SIX*

Gotta be fast. Wait until the birds bounce off the bricks and the devils drop. Duck/fire, forward, fire, jump, fire, jump, fire, jump, duck/fire. Wait until the birds are out and drop down, aiming for the key, then aim to miss the eagle. Turn and shoot it with a fireball. Get the bag and the gem and then make your way up carefully to the exit.

### *SCREEN SEVEN*

Get the fireball bug and make your way up to the key. Having got it you must place bricks repeatedly in the way of the fireballs being thrown up by the eagles and then leap up and headbutt the bricks in your way. Then, in between fireballs, jump up and over the devil generator and drop down behind the eagle to the exit.

The rest's up to you. Oh, all right then here's the cheat mode – redefine the keys as E, B, O, R and P, and then redefine them to something a bit more useable. Da daa! Infinite lives.

## *SPHERICAL*

### RAINBOW ARTS

#### *YS* December 1989 – 88°

They're brilliant, these sorts of games. You know, these arcadey puzzley ones where there are lots of blocks on the screen, monsters to watch out for and things to collect. They're even better if you can change the patterns of the blocks by destroying them and making new ones. *Solomon's Key* is a good example of this 'genre', as is *Spherical*. Lucky coincidence, eh? The story behind it makes strange reading. You (a wizard) and a chum were wandering around a castle when suddenly he got turned into a sphere of all things. This is dashed inconvenient, as it means you've got to clear a way for him to roll through 80 nasty-packed screens. Some sneaky strategy is therefore required. And if you choose to go for a two-player game you'll be presented with 80 completely different screens which require cunning cooperation between the two of you. Not only is it triffic fun to play, but *Spherical* also looks very pretty, with colour all over the shop and some giant monsters to kill. A veritable corker.
★★★★★

Surely you don't want to cheat and look up the passwords! You naughty person. Here they are then...

YARMAK
RADAGAST
ORCSLAYER
SKYFIRE
MIRGAL
GHANIMA
GLIEP
MOURNBLADE
JADAWN
GUMBACHACHMAL
ILLUMINATUS
SPACE

## *STARGLIDER*

### RAINBIRD

#### *YS* JANUARY 1987 – 9/10

If there was one game that made the Atari ST as popular (undeservedly, of course) as it is today, it has to be *Starglider*. All those slick vector graphics, sampled sound effects and huge, flappy Stargliders are only possible with the enormous processing power of a 16-bit computer. Except, erm, the Speccy can do it all just as well. You'll be amazed! There're hundreds (nearly) of different types of baddies to kill, and numerous ways of doing it (a laser and guided missiles which you can actually guide, to be precise). The Stargliders themselves are absolute barsts to kill. You have to fly up behind them (without getting shot) and launch a missile at them. And this has to be done twice! Load it on a 128K and it's even better, with a sampled voice-over (sort of), super-missiles and special missions. It's hard to believe that *Starglider*'s nearly four years old, but it's true!
★★★★★

Make a note of the map coordinates of your bases and the energy towers so you won't waste time looking for them. Use your laser to kill things whenever possible, saving missiles for Stargliders and those big walker things. There are lots of tips in the novella that comes in the box, so read it carefully (come on, be brave – you must have read worse ones!).

To prevent the enemy from shutting down the power lines, shoot the tops off the towers. Keep firing while refuelling by coming to a standstill and turning on the spot to take aim. Watch out for Walkers when at ground level as they'll do their darndest to tread on you. If you're having probs hitting things with missiles, aim to fly straight into them, and launch a missile just before you collide.

On the 128K version, once you get to 10,000 points you'll hit Level Two where you'll need two missiles. There's also a special mission to blow up an Egron Battle Crawler, for which you'll need two missiles. In return you'll get a super-missile. Instead of trying to find him, wait outside the base and he'll soon turn up.

And (fanfare) there's a cheat mode. First of all you'll need to get over 1000 points so you get into the highscore table. Type in your name as GBIO RGS and press Enter. The cheat mode will now be activated. To use it, go into pause mode and press any of the following keys...

**1** Jump to next level
**2** Invincibility on
**3** Invincibility off
**4** Gives you two missiles

## *STARGLIDER II*

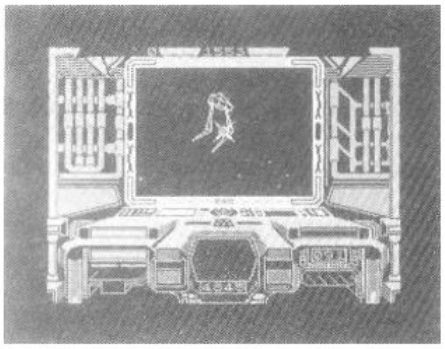
### RAINBIRD

### *YS* AUGUST 1989 - 85°

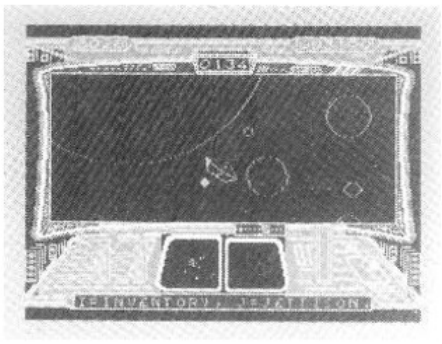
So you've read all about *Starglider* and this, as you'd probably guessed, is the sequel. The only real connection between the two is the plot. In the first game you were battling against the Egrons on behalf of the planet Novenia. You managed to beat them, but not entirely. Now they're back, and they're constructing a gigantic space station. When it's finished it'll blow up Novenia, so the idea is that you blow it up first. This means flying all around the Solice system (which is the collection of stars and things where the game's set), visiting planets, collecting things, blowing up things, exploring mazes, you name it. So as well as the usual lots-of-stars-coming-towards-you views, where you get to shoot spaceships and things, you get the *Starglider*-style skimming-the-planet-surface views and the going-along-tunnel views, which all adds up to a lot of different views. There's much more of an arcade adventurey feel than there was with the original, which was more of less a straight shoot-'em-up, but it doesn't look quite as earth-shattering these days. A superb all-rounder.

★★★★★

Okay, goggles in position, scarf secure, chocks away, let's go! (Ahem.)



***Starglider II*: Shall we let him go? Nah. Dakka dakka dakka!**



***Starglider II*: It may just look like lots of funny lines to you, but...**

When you start the game, immediately leave Apogee and Stardrive to Castron which is the moon to the Galactic Lensular south. When there, fly down a tunnel (there's one at 41-16) and turn left if you're heading north, right if south, to dock with a depot. Collect four Humbug bouncing bombs and exit the tunnel by the south opening. Refuel on the powerline nearby and stardrive to Broadway, a moon of Millway (to get there, Stardrive left past Synapse and turn to fly right of Wackfunk and you should hit it without coming too close to Millway). Once there you should spiral down to the ground at full speed (don't actually hit it) and pick up the first Emma II jetcar you see. This should be Professor Halsen Taymar who will give you the cuboid launcher which packs twice the punch of the gas lasers. If it's not him, jettison the car and destroy it and then, with or without the Professor, fly to 00-00 and drop a humbug on the projector.

If you haven't got the Professor, now is a good time to cruise around and get him. When you get him, or if you had him already, dock with a depot (41-16 or 42-77) and collect the particle lasers which use the Fire & Flee missile PicoChannel. Exit the network and fly to the same height as the Egron tugtrucks. Destroy these until you get a crate of Castrobars. Then go and drop another Humbug onto the projector and fly into space.

Collect an asteroid and Stardrive back to Apogee. Refuel (the powerline starts at 25-00 and go into the tunnel network (same coordinates as usual). Press Y straightaway (you don't need to run through the whole message), wait until the message 'Bomb under construction' appears on your Microscreen and leave. Jettison the Emma II and Stardrive to Vista.

Once on Vista cruise around picking up a cask of Vistan wine and a flat diamond and generally blowing the hell out of everybody. Use the remaining Humbugs to blow up silos. There are no silos on Vista, so leave the planet once you have the wine and diamond and Stardrive to Dante.

This place is a hellhole. Pick up a cluster of nodules (oo-er) and head for a volcano (one at 70-70). Hover over it to refuel. Fly to Castron and replenish your Humbugs. Stardrive back to Apogee, refuel on the powerline and deliver the wine, nodules and diamond. It should tell you that you now need the nuclear fuel, Minirocket and minerals.

Are you ready for the trip of a lifetime? Stardrive to Aldos, the most heavily defended planet in the Solice system. This is a very foolhardy thing to do, so quickly locate and collect a Minirocket, a lump of mineral rock and a case of nuclear fuel. Stardrive back to Apogee and deliver these objects.

Trem should now have everything Professor Taymar needs to build the bomb. Refuel over the powerline and Stardrive to the false moon orbiting Q-Beta. As you approach it, slow down so that you are approaching at significantly less than full Stardrive speed. Stop totally as soon as you see the ring of Minisentinels around the space station, and use the particle laser to destroy four of them. Be careful not to aim at the space station itself, as it is indestructible to everything except the neutron bomb and you will only waste a laser charge. Once you've done that, Stardrive back to Apogee.

Refuel.

Now it's a good idea to hang about nearby. First, however you must Stardrive to Broadway or any other of Millway's moons and collect four more laser charges. Return to Apogee, refuel and wait until the bomb is built. You will receive a radio message.

Now comes the bit which needs flawless execution. Collect the bomb from Depot One and knock out three projectors in quick succession (Esprit, Questa and Westmere would be suitable). Fly back to Apogee, refuel and Stardrive to the hologram moon, using the same technique as before. Knock out the other four Minisentinels and fly past the satellite without Stardriving until you can only just see it when you turn round.

Select neutron bomb. Don't be afraid, it won't go off unless aimed at the station. Aim at the station, go to full speed and fire at the Stardrive at the same time, swerving just afterwards so you don't hit the station. Aim the Icarus at Apogee and keep going! If you have outrun the neutron bomb blast you will see a victory sequence and receive a victory message. Be warned, though: the Imperial Prator never gives up!

## *STARSTRIKE II*

### REAL TIME SOFTWARE

#### *YS* JUNE 1986 – 9/10

*Starstrike* was a straight-forward *Star Wars* clone, and was a good substitute for the original until Domark came up with the 'official' version a few years later. *Starstrike II* is quite (quite) different. It's the same basic idea, fly around the usual lots-of-stars-coming-towards-you universe shooting things, skimming along the surface of the planet for a while and then plunging head-first into a duct thingy, flying along it and shooting the generator at the end. However it features what must have been the first-ever solid 3D piccies on the Spectrum, and very impressive they are too. There are also some extra bits, like moving gates to fly through and, um, some other things. It might look laughably primitive today (unlikely, though), but in its time *Starstrike II* was a right cracker. And, indeed, it still is.

★★★★

On the wheel stage, wait for the pentagon to be either upside-down or the right way up, then press D and it's much easier to align. On the fields, weave and dive a lot before coming near and then take your time dodging the obstructions. This way you can dodge the stars. On the next stage use the lasers as single-shot guns, as the fuel canisters will have less chance of being hit. Then wait for it to stop moving before going in on it. On the trench stage, weave a lot and blast everything.

You'll be relived to hear there's also a cheat mode. Pause the game and type HEAR AND OBEY (with spaces). Then press Q, W or E to top up your Laser, Fuel or Forcefields.

## *STORMLORD*

### HEWSON

#### *YS* JUNE 1989 – 93°

Hewson seem to have this knack of only ever producing utter corkers (apart from a few crappy ones that slip through the net). This is largely due to the fact that they've got Raffaelle Cecco, the chap who wrote *Exolon*, *Cybernoid* and all that sort of thing, chained up in the basement. And, in fact, *Stormlord* is one of his too. It's more of an arcade adventure than any of his previous stuff, but still has the stonkingly colourful graphics and finely tuned playability that Raff is known and loved throughout the world for (probably). It's all about fairies (naked ones, mostly), but don't let that dissuade you because it's an excellent game with plenty of puzzles to wrap your grey matter around. And once you've done that, how about moving on to *Stormlord II*?

★★★★★

### *LEVEL ONE*

Go left and collect the key. Go right, past the worms, open the door and use the first springboard. Get the fairy Use the springboard. Get the brolly and the second visible springboard. Go right through the rain and the dragons. Get the fairy, go left and use the springboard. Go left. Get the honey pot. Go right and swap the honey pot for the keys, diverting the swarm of bees. Get fairy from chamber. Go right, through the eggs. Open the chamber door, get fairy, use springboard. Go right. Get honey pot. Go left and swap honey pot for brolly, diverting bees. Get the key and go right. Ignore the first door and open the second. Get fairy.

### *LEVEL TWO*

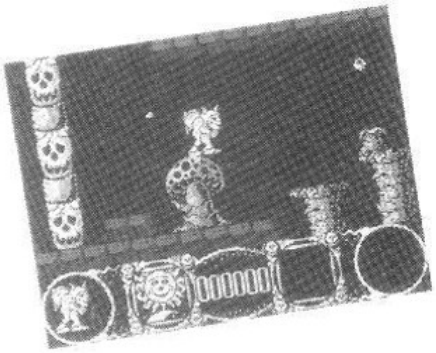
Go left and get the key. Go right, through pawns, and open chamber. Get fairy. Go right through second pawns. Get shoes. Go left. Use first visible springboard. Go left. Jump over high wall. Go left. Swap shoes for brolly. Use springboard and get the fairy under rain. Go right through dragons and disintegrate the platform that the key is on. Get key. Go left, open the door and use the springboard. Get the fairy, go right and use the springboard. Go right, through eggs and flies, to get to honey pot. Go left as far as possible and swap honey pot for key. Get fairy. Go right, open chamber door and get the shoes. Go left, jump onto the high ledge and get the fairy. Use the springboard while pressing to the right to avoid flytrap. Get fairy.

### *LEVEL THREE*

Go left through knights and get key. Go right through knights and use springboard while pressing Right. Open door and get fairy. Drop down and go right, through knights. Get shoes, go back and use springboard. Go left and jump over high wall. Swap shoes for key. Open chamber, get fairy and use springboard. Go left a bit, collapse chamber roof by standing on it and get the fairy. Get key, go right through files and open chamber doors. Get fairy, go left and get shoes. Go right and get fairy in high chamber. Use springboard, get fairy, use springboard and get honey pot. Go right through dragons and divert swarm. Get fairy.

### *LEVEL FOUR*

Go past eggs to springboard. Jump over springboards and onto platform with key. It will disintegrate. Get key. Jump the springboard and disintegrate second platform. Go left to chamber, open door and get fairy. Go right and use first springboard. Go left to chamber and jump on roof. It will disintegrate. Get key. Go left to large chamber. Jump on to first ledge and disintegrate it. Disintegrate the next



***Stormlord*: Oink. I've got this massive chip on my shoulder.**

platform, get the fairy and use the springboard. Go right past pawns and get fairy. Go left and use board. Go left and get honey pot. Go right and use springboard. Swap pot for key. Get fairy. Use board and go right all the way as far as you can, collecting shoes on the way. Jump onto the platform with fairy, disintegrate platform and get the fairy.

And if you really can't be bothered to plod through each level in turn (fun though they are), type BRINGONTHEGIRLS, and the game will freeze. Now press a number from one to four and you'll go straight to that level. Rather handy, that.

## *STRIDER*

### US GOLD

**_YS_ NOVEMBER 1989 – 90°**

The world's first leap-'em-up! *Strider* is a splendid conversion of an official *YS* Corky Coin-Op, so it must be good. And indeed it is. The idea is basically to leap about all over the place, with the odd somersault thrown in, and grapple your way through five levels. As you might expect, there are lots of monsters to leap over and smash up, and most of them are at least 500 feet high, filling up huge areas of the screen. They're also agonisingly well-drawn (in tasteful/boring monochrome) and overwhelmingly animated. There are quite a few screens (but maybe not quite enough), so you'll be waggling away at it for hours. But it is one of those games where, once you reached the end, you may not want to return to it. Overall, though, leaps and bounds (ho ho) ahead of the competition (whatever that is).

★★★★★

Here's the low-down on the various baddies you'll come across...

***Common Guard (all levels)*** One slash and he's done for. Watch out for his bullets, though, 'cos you can't duck them.

***Flying Guard (Levels One, Two, Three, Four & Five)*** A bit harder. Jump up and fire. Time your jump so when you jump he's to your right.

***Strong Man (Level One)*** Stay out of his gun's way. Use either a drone bubble or some long shot with your sword. Once he's dead, move right quickly or the Ceiling of Flame will get you.

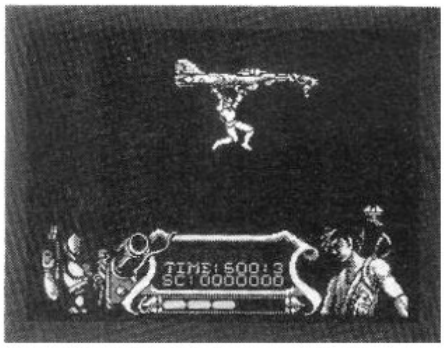
***Ceiling of Flame (Level One)*** After destroying the strong man, this thing will turn to flame and fall on you if you don't get out of the way.

***Amazon Warrior Women (Level Three)*** These women carry deadly boomerangs. But all weapons destroy them.

***Politbureau Snake (Level One)*** Stand as far up the slope to the right as possible. Let the snake's head pass you. Walk along just behind its head, standing on its tail. Blast it whilst walking along behind it. You MUST start blasting when it's passing you.

***Gun Emplacements (Levels One & Two)*** These are placed on slopes, usually in large numbers. They usually open fire on you all at once. Either jump 'em, use a drone or a bubble. Using a sword on them always loses you some energy.

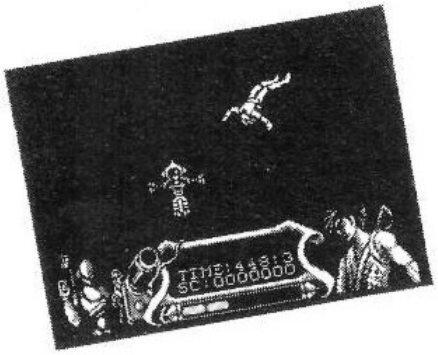
***Laser Pods (Level One)*** Kneel next to it. Get as close as possible. Do not stand up. Open fire and don't stop until it disappears. If you're close enough the lasers will miss you.




***Strider*: Er, nice doggy.**

***Robot Dog (Level Two)*** Just like the guards, only it doesn't shoot at you.

***Robot Gorilla (Levels Two & Five)*** On the one on Level Two just stay out of his reach and blast away. The one on Level Five is harder, so crouch down and stay still. Blast continually. You must have energy to spare to beat this mean ape.




***Strider*: Who moved the trampoline?**

***Ballet Dancers (Level Two)*** Blast 'em, bubble 'em, hit 'em with a drone... even touch 'em and they disappear.

***Triceratops (Level Three)*** Either use the same tactics as for the snake, or hit and run tactics. Again, have energy to spare.

***Floating Guns (Level Five)*** Fire at you constantly. Duck down, then stand and get them between bullets.

***Satellite (Levels Four & Five)*** Don't touch it, as this results in damage to your person. Jump up at it and fire.

Repeat this until it vanishes.

***Sickle Man (Level Four)*** Stay a fair distance away from him or his sickle will kill you. Blast at him from a fair distance too!

***Weapon Cannister*** Crouch down and blast them and they reveal a goodie. Gives you a drone which circles you and fires bubbles. Gives you a short period of invulnerability.

***Piranha Fish (Level Three)*** No real No real problems here – you can destroy them or avoid them.

***Parachute Bombs (Level Two)*** Avoid, or destroy using bubble, drone or sword.

***Water (Level Three)*** Deadly to touch (you lose a life), but easy to avoid.

Le mode de cheat – press Z and 0 while playing the game, and then Shift and 1 to take you to the end of the level.

## *STUNT CAR RACER*

### MICROSTYLE

**_YS_ NOVEMBER 1989 – 93%**

Road-coming-towards-you driving games aren't exactly state of the art these days, so what makes this one worthy of a rarely-awarded Megagame? Is it the scorching solid 3D graphics which wrap around the screen faster than most people's 2D ones? Nope. Is it the series of rollercoaster-style courses with their stomach-churning jumps and things? Nope. Is it the responsive controls with their flight-sim realism? Nope. Is it the fact that it's absolutely brilliant fun, the sort of game that's so unputdownable you have to take it to bed with you every night for a month? Could be... It's a totally new breed of driving game, a cross between *OutRun* (without the slowness), *BMX Sim* (without the Codies) and *Hard Drivin'* (without the crapness). It feels so utterly convincing that you'll run screaming from the room every time your car heaves over a lump on the track and crashes down the other side, skidding off the road and plummetting down to the ground before being winched back up again to try again. One of the best driving games around.

★★★★★

Here are some handy tips that should cover everything...

### *DIVISION FOUR*

***Hump Back*** Stay calm and you'll have no probs. Go as fast as possible over the hump.

***Little Ramp*** Take the ramp at 140mph and go full pelt afterwards.

### *DIVISION THREE*

***Stepping Stones*** This is a bit tricky. Maintain 140mph over the ramps and you'll be okay.

***Big Ramp*** Use 170mph for small ones and 210mph for the biggest.

### *DIVISION TWO*

***Roller Coaster*** Stay under 100mph until you reach the top and then burn rubber.

***High Jump*** This is one mean mutha. Stay between 200 and 220mph and you'll bounce in the middle. It might be wise to go faster however.

### *DIVISION ONE*

***Ski Jump*** This is another hard 'un. Drive at 140mph until you're at the top of the jump, then pile on speed.

### *SUPER LEAGUE*

Same tracks, different car, better opponents.

### *GENERAL TIPS*

- If you release your controls the car centres itself on the track.
- Turbos work in reverse.
- On sharp bends slow down. If you don't you'll get loads of damage.

## *SWEEVO'S WORLD*

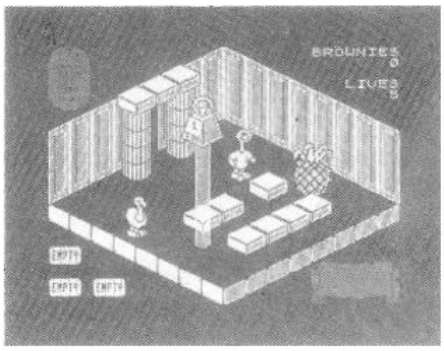
### GARGOYLE GAMES

**_YS_ MARCH 1986 – 9/10**

After years doing loads of boring (but actually extremely good) arcade adventure games, Gargoyle finally realised that what the world really wanted was a 3D collect –'em-up. So they did this. And very nice it is too. The emphasis is on 'humour', with the various 3D rooms being filled with giant pineapples, geese and brownies. There are piles of puzzles to solve and hundreds of hazards to avoid (walking under One Ton weights is definitely to be avoided). Although it was pretty well one of a kind when it first appeared, *Sweevo* has been bettered loads of times since then and, while this 'humour' business is a strong selling point, it doesn't look half so impressive these days.

★★★

There's a cheat! Choose Apple Pie on




***Sweevo's World*: Back home we got grapes bigger than that.**

the start menu. Then go north from the start room to the room with the four One Ton weights on poles around a boot on a lift. Walk into one of the poles and get flattened by the weight. Do this four times until you're on your last life. Now go west from this room into the room with the two fingers going up and down. Walk into a finger three times. You're now on the last part of your last life. Go back to the east, to the room with four poles. Wait for the lift to start rising, and then walk forward through the pole into the lift. You'll lose the last part of your last life. Oh no! But fear not. You'll then lose another life (that you haven't actually got) by being crushed by the weight. All sorts of wacky things happen at this point, with the end result that the lives indicator ends up reading '??' and you'll have loads of lives.

## *TARGET RENEGADE*

### OCEAN

**YS JULY 1988 – 9/10**

The sequel to the previously unsurpassed *Renegade*. The plot (as if it really matters) is that your brother has been bumped off by (the presumably 'evil') Mr Big. And will you simply let it lie? Nope. You're going to go and sort him out. As you might expect, Mr Big is to be found at the end of five heavily-guarded levels which you're going to have to stagger through. Everything we said about the original *Renegade* applies again, but multiplied by about fifty. The characters are bigger and smoother (and there are more of them), there are add-on weapons and there's even a two-player option. And the whole thing's even more payable (and, indeed, addictive) than ever before. A strong contender for Best Beat- 'em- Up Ever.
★★★★★

So, fancy a level-by-level guide? You do? Smashing. Here goes, then...

#### *LEVEL ONE*

In the car park, kick the bikers off using a flying kick. Keep kicking them down until they vanish. Move to Screen Two and wait in the middle until the biker with the mallet comes onto the screen. Kick him over and grab the mallet. Then swing the mallet at all the enemies until you get onto the next level.

#### *LEVEL TWO*

In the Seedy Street at Night, keep on the move but stay towards the right-hand side of the screen because the boss appears and shoots at you. When he runs out of bullets, go and kill him. Kick the woman with the weapon. Grab it and then kill everyone. Beware! If you let the boss go he'll return with more bullets.

#### *LEVEL THREE*

In the park use the flying kick, because they'll headbutt you if you punch. Otherwise use the same tactics as in Level One.

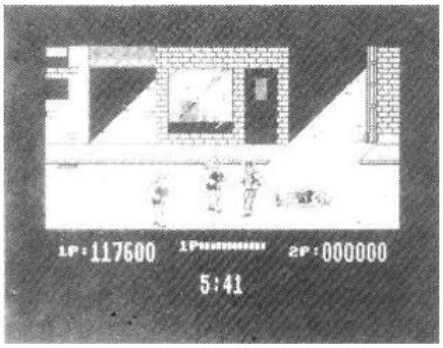
#### *LEVEL FOUR*

At the shopping mall just high kick the guys with bandages on their heads. But watch out – the chaps with the saucepans on their heads duck away from flying kicks. Jump past them and back kick them. There's no weapon on this level.

#### *LEVEL FIVE*

At last – the pub. This is the very hardest level. You can beat the baddies using back kicks/punch/knee/weapon combinations. When you reach the guy with the snooker cue, get it, but beware – if you get grabbed he'll headbutt you. You'll lose about three points of strength, so be careful. (You'll need the snooker cue for the games room!)
When you get to the games room you should be able to whip Mr Big with the snooker cue until he dies. If he knocks it on the floor, go to the bottom of the screen, wait until he follows you, then run to the top and grab it. Watch it – stay away from him because he'll grab you and shake you to death. And be careful, because if you beat Mr Big all the villains will avoid your flying kicks in Level Two.

There's also a cheat (of sorts). Get into the high score table and overwrite you name and your score, overflowing onto the next line. The game will then




***Target Renegade*: Blimey, it must be my all-over body programme or something.**

appear to crash, but after a couple of seconds normality will return and you'll have infinite lives.

There's a third game in the *Renegade* series too that's called, would you believe, *Renegade III.* And it's even got its own cheat mode: press Q and T on the menu screen to make the screen go all stripey. Then press the same keys during the game to complete the level.

## *TERRA CRESTA*

### OCEAN IMAGINE

**YS MARCH 1987 – 7/10**

Ever since the dawn of time (well, 1982 anyway), the race has been on to create the perfect vertically-scrolling shoot-'em-up. And, while there's certainly been no shortage of competitors, only a tiny minority of them have even come close to being up to scratch. And unfortunately *Terra Cresta* isn't one of them. It's certainly close, though. It looks like an absolutely brilliant attempt – nice, smoothly scrolling landscapes and detailed sprites (crammed into rather a small area of the screen, though). But sadly, when it comes to playability, *Terra Cresta* just hasn't got an awful lot. There are three main probs. Firstly, it's a bit slow. Secondly, it's far too difficult – there's no 'easing into it gently' or anything. And thirdly, it's impossible (almost) to see the baddies' bullets coming towards you. It's a nice try, but it's been crushed underfoot by more recent offerings.
★★

Don't fire like crazy, as you can only have two shots on-screen at a time. Try to shoot the small bunkers as quickly as possible, because otherwise they'll keep firing at you. The larger ones can only be shot as they open. When you come to a silo, shoot the bunkers around it, shoot any aliens and then pick up the extra, hardware. Beware of the aliens that come up underneath you on the first wave. Once you've got Terra Cresta (a very large bird) don't be afraid to go over the shots because they won't harm you. Use formation mode wisely, as the ship splits up – you mustn't allow the bottom ship to be hit as this destroys the whole ship. After the sixth stage when you get killed nothing comes at you (apart from the shots from the bunkers) and you can build up your ship to Terra Cresta and start the levels again but with better firepower.

## *THUNDERBIRDS*

### GRANDSLAM

**YS JULY 1989 – 85°**

F.A.B. Thanks to Grandslam pulling a few strings (yawn) across the pond we've got this lovely arcade adventure starring everybody's favourite marionettes and even a few fleeting glimpses of Thunderbirds 5, 4, 3, 2 and 1. But it's not all fun and games. There are four International Rescue missions that need sorting out – Mine Menace, sub crash, Bank Job and Countdown To Disaster. On each mission you get to control two characters and switch between them when necessary. On the first mission, for example, where you've got rescue some trapped miners before their mine floods, you have Alan and Brains at your disposal to sort things out with. From then on it's arcade adventure time which means puzzle-solving and object-juggling. *Thunderbirds* doesn't look too *Thunderbirdy*, but it's pleasant enough all the same. Everything's clear and visible, and the sprites are a good size. Overall, then, a useful licence just lacking a teensy bit of imagination.
★★★★★

#### *LEVEL ONE The Mine Rescue*

Give Brains the torch and the laser cutter. Give Alan the lantern and the grease gun.

Start with Brains. R, U, R, R. Drop the laser cutter and get the spanner. L all the way, get the hammer and drop the torch. R, U, U, U, U. Use the hammer next to the bucket lift. L. Drop the hammer. D, D, D, L. Get the torch. R, U, U, U, R. Go up to the top in the lift. R. Use the spanner next to the pump. Drop the spanner. L. Go down two floors in the lift and get the plunger. Go up to the top again. R, R, U, U, U, U, L, L, D. Drop the plunger. Retrace your steps back to the fuse-wire and return to where you left the plunger. Drop the torch. Get the plunger. With both the fuse and plunger walk into the rock with the dynamite in it. You will blow it up. Drop everything. L, L, D, L, L. Stand by the miners. Swap to Alan. D, D, D, R. Get the ladder and drop the grease gun. R. Use the ladder next to the hole. L. Get the grease gun. R, R, R, R, R, R, D, D, R, D, D, L, D, D, L, L. Use the grease gun next to the mine cart. R and get the pneumatic drill. L all the way and walk into the lift. D, R. Drop the lantern. D. Get the compressor cable. U, R, R. Use it next to the compressor machine and walk up to the door. Use the pneumatic drill. R, R. Congratulations, all you need to do now is return Brains to the Mole.

Password for Level Two – RECOVERY.

#### *LEVEL TWO The Sub Rescue*

Give Alan the radiation pills and an aqualung. Give Gordon the 'Shark-away' spray and an aqualung.

Start with Alan. Use the radiation pills. Swap to Gordon. L, D, R, R, R. Drop the 'Shark-away' spray. Get the radiation pills and use them. Get the spray. L, L, L, L, L, L, D, R, R, D, D, R, R, R. Get the yellow card. L, L, L, U. Swap to Alan. L, U. Walk up to the captain and get the blue card. D, D, L, L, L, D. Go all the way left, opening all the doors, then all the way right doing the same. Pull the middle lever, L, pull the middle lever, and watch the water drain. Swap to Gordon. R all the way, opening all the doors, then L doing the same. To get past the hole, first fall down it and then go up again keeping Left pressed. When all the doors are open, pull the three middle levers to drain the final level. Then go back U, L, L, U, R, R, R, R, R, R, R, D, R, R. Stand by the right-hand console. Swap to Alan and bring him to the console room as well, standing him by the other console. Then use the blue card. Swap quickly to Gordon and use the yellow card. Now return to TB4.

Password for Level Three – ALOYSIUS.

#### *LEVEL THREE The Bank Job*

Give Parker the clockwork mouse and the iron bat. Give Lady Penelope the 'Sleep-spray' and the dynamite.

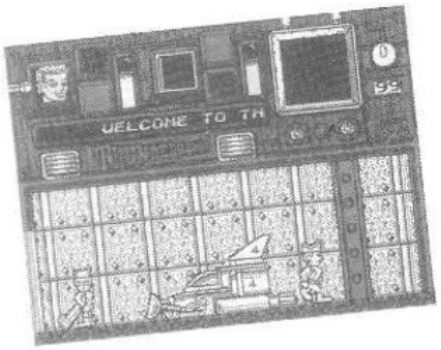
Swap to Lady Penelope. Walk to the guard with the 'Sleep-spray' and send him to sleep. U, R, R. Enter the lift. R. Swap to Parker and join him with Lady Penelope. Drop the iron bar. Use Lady Penelope to open and search the drawer, with Parker standing near her until he finds the key. Take them both. L, D, R, D, R and stand them both in front of the lift. Enter the list. Swap to Parker and push the gold trolley into the lift by standing to the left of it and pressing Right. Both enter the lift. D, D. Swap to Penelope. L. Drop the 'Sleep-spray'. Get the key. R. Enter the lift. D, D, D. Swap to Parker. L. Use the mouse to hit the switch in the bottom left-hand corner and turn off the laser. Swap to Lady Penelope. L, L, D, D. Wait at the top of the ladder until the robot guard passes from left to right. L, L, L, L, U, U, U. Use the dynamite next to the safe. D and wait on the ladder until you think the dynamite has blown up (this takes roughly ten seconds). U. Get the key. Swap to Parker. L, D, D, using the same trick to get past the guard. L, L, L, L, D, D, D, D, D, L. Get the key. R, U, U. Wait by the six levers. Swap to Penelope. D. Wait at the top of the ladder until the guard arrives. Follow him to the right until the ladder which goes up. Go up it and wait at the top of the screen until the guard passes from right to left. Descend the ladder. R, D, D, D and wait by the six levers. (You'll have to work out how to set the levers – Eddy's forgotten to put them in.) Take both players into the vault. Stand by the cupboards and use the keys.

Password to Level Four – ANDERSON.

#### *LEVEL FOUR Countdown To Terror*

Give Virgil the shades and the gun. Give Scott the other shades and the super-glue.

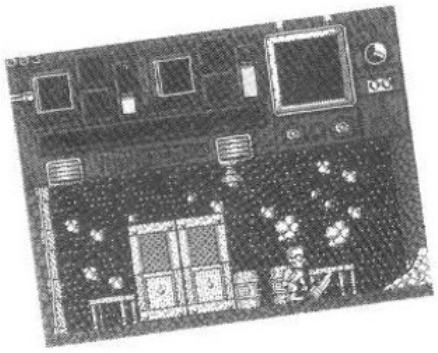
You start with Scott. Drop the shades next to the piano in Joe's Cafe. U. Get the key. D. Use the key behind the piano to unlock it. U, L. Pull the left-hand lamp to reveal the sheet of music. R, D. Wait behind the piano. Swap to Virgil. L, L. Wait behind the piano and swap back to Scott. Use the sheet music and, before you start travelling down, pick up the shades. When in the complex, R and use the glue. L, L, L, L. Get the limpet mine. R, R, R, R, R, R, D, R. Swap to Virgil. Bring him to the force field. Use the gun until three control globes are destroyed. R. Drop the gun. U, R, R, R, D, L, D, R, D, L, D, R. Pull the lever. Go up to the top of the silo and enter the control room. Pull the lever and get the film. L, L. Swap to Scott. R, U, R, R, U,



***Thunderbirds*: 'Do you think it'll be all right here?' 'Yeah, it's only a single yellow'. 'F.A.B.'**




***Thunderblade*: 'P'raps it was something I had for breakfast?' 'Shut up and keep driving.'**



***Thunderbirds*: I must remember to get a belt at some point.**

R, U, L, U, R. Use the mine next to the hole in the missile.

## *THUNDERBLADE*

### US GOLD

### *YS* FEBRUARY 1989 – 9/10

It's 'they said it couldn't be done' time again. *Thunderblade* in the arcades was an absolutely awesome spectacle – buildings and tanks rushing towards your helicopter extremely quickly, and wobbling up and down and from side to side at the same time. Not the sort of thing you'd expect the already overstrained Speccy to be capable of. But, thanks to a bit of nifty programming on the part of US Gold, it is. Everything's in monochrome, of course, but the buildings and things zoom about very successfully. It even manages to incorporate some of the playability of the original. Problems? Well, with all these massive bits of scenery hammering around it gets a bit tricky to see what's going on at times, so a little finger-crossing is sometimes called for. Apart from that, though, this is a bit of a classy coin-up conversion (allit.).

★★★★★

Load up the game, select your joystick and the screen will say...

**A** Keyboard Control
**B** Joystick Speed Control.

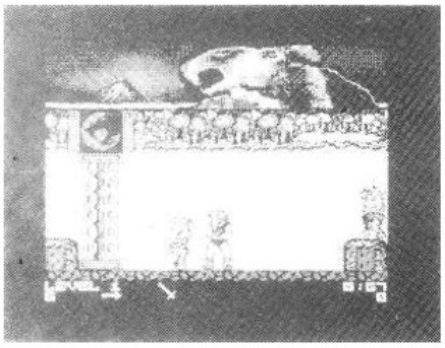
Press G and O at the same time and the border will go cyan for a few seconds. Carry on as normal, but when playing the game press Enter to skip the current level.

## *THUNDERCATS*

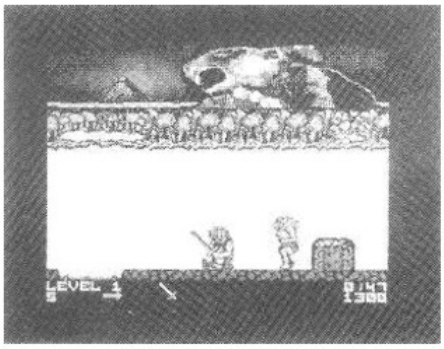
### ELITE

### *YS* JANUARY 1988 – 9/10

Whatever did happen to the *Thundercats*, exactly? Even if the crappy cartoon has long since disappeared, Elite's rather nifty game (put together by Gargoyle) lives on. It belongs to that rather unfortunate family of games, the beat-'em-ups, but all the same it manages to raise a



***Thundercats*: I'm warning you – this rolling pin's loaded.**



***Thundercats*: Could you spare a saucer of milk?**

respectable level of enthusiasm in the old joystick hand. Graphics are the area in which it excells. The sprites are large and decently animated and there are plenty of digitised pics and special effects. But it is really just a beat-'em-up underneath, which perhaps won't be everyone's cup of tea. And the range of moves is a bit restricted, so sameyness can be a problem. But, having said that, it's a class game which hasn't aged an awful lot (it's three!).

★★★★

On Level One it's best to duck down all the time and kill everyone. Jump up to get bonuses in the trees (the white 'L' gives you an extra life). If one of the small creatures gets stuck between two rocks, go off the screen and he'll have gone when you return.

On Level Two watch out for crumbling rocks. Obtain the fireballs at the first opportunity, and always keep running. On the bonus mission you must go to the left. Kill the rhino-like people and jump the block with the shield as you can't kill him. Watch out for the rivers which you have to jump because a big eyeball comes out of the river and attacks you.

On Level Four watch out for the fireballs and when you come across the small gravity craft, get in and blast to the end of the level.

On Level Seven look out for the chap with a snake around his shoulders. He fires little flies which circle and kill you.

On most levels the bonus items (lives, fireballs and so on) are white objects. Level One has white objects on trees, Level Two has skulls.

## *TOTAL ECLIPSE*

## INCENTIVE

### *YS* JANUARY 1989 – 9/10

Once again, Freescape™ (solid 3D graphics, puzzles etc) is upon us, so grin and bear it, eh? The setting this time round is Egypt (pyramids, camels), at a pyramid to be precise. As an Egyptologist you decide that 'going in' would be the sensible thing to do, so you find the door and do it. And there's a reason – the world is in terrible danger from some sort of ancient curse, and the only way to save it is to solve lots of puzzles. You also have to fight off a fair number of mummies and things along the way. As usual, the game looks pretty spectacular and the 3D graphics do actually play an important part in the way the game works. If you were impressed by the first two Freescape™ games you'll probably like this one too. Even if you weren't, perhaps *Total Eclipse* would be worth a go.

★★★★★

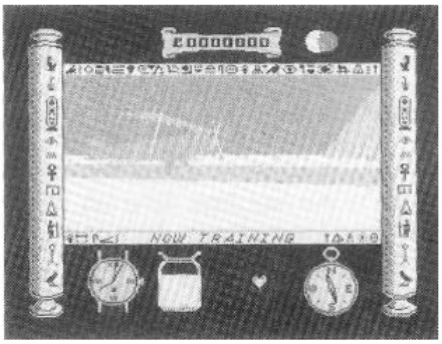
**1** Go onto plane's right wing. Turn left (facing the plane's body) and take one small step forward. Ankh acquired.

**2** Go around the back of the pyramid and enter through the back door into RAMESSES-B. Shoot door and enter RAMESSES-D. Take the treasure. Retrace your steps back to the main entrance to the pyramid. Enter.

**3** HORAKHTY-A. Take the Ankh on the wall and go through into HORAKHTY-B. Take treasure. Shoot the cube on the floor to produce a set of stairs. Climb them.

**4** HORAKHTY-D. Shoot the arrow symbol to make the match. Descend the steps, turn to the right. Shoot the barrier. Go to the right side of the door and touch it to open. Enter.

**5** HORAKHTY-D. Shoot the arrow symbol to make the match. Descend the steps, turn to the right. Shoot the barrier. Go to the




***Total Eclipse*: Roger, tower. Taxiing to runway 4, request clearance for takeoff. Over.**

right side of the door and touch it to open. Enter.

**6** ILLUSION-D. Descend the steps. Turn left and go through the window.
ILLUSION-A. Go through the window on the right.
ILLUSION-B. Go through the window on the right.
ILLUSION-C. Head forward.
ILLUSION-I. U-turn. Go through window.
ILLUSION-F. Climb the steps and exit into SAHARA-A.
South, then west. Shoot the elongated H-symbol to make the match. Return to ILLUSION-F, climb through the window.
ILLUSION-D. Exit up steps. Return to HORAKHTY-B.

**7** HORAKHTY-B. Shoot barrier on West Slopes. Climb them.
HORAKHTY-I. Turn left. Climb stone and shoot base of pillar to bring the treasure chest down. Take treasure. Heading South-East go through door to HARAKHTY-J. Descend steps. There is an Ankh under the stairs. Take it and return to HORAKHTY-I. Standing in a North-West position take the middle door. Walk ledge to HORAKHTY-C. Turn left. Go through door. HORAKHTY-F. Shoot the eye symbol to make the match. U-turn. Go through door by arrow symbol.

**8** KHEPRESH-E. Turn left and shoot at wall until it disappears. Take the Ankh and the treasure. Climb left stairs into KHEPRESH-B. Take the right door. KHEPRESH-C. Turn left. Walk to the end of the ledge and descend the stairs. Take the Ankh hidden under the steps. (You should now have all the Ankh symbols at the top of your screen in yellow. You will need these five to open door of shrine of Re. There are two other Ankhs to collect. Although you can pick them up, their possession will not show on the screen.) Return to HORAKHTY-C. Fill the water bottle from the pool in the floor. Retrace you steps back to HORAKHTY-B. Descend steps and climb steps facing you.

**9** HORAKHTY-E. Climb steps by the eye symbol. Enter. PHARAOHS-F. Shoot rope attached to Ankh to bring it down. Take it. Go through the door in the south wall.
NEPHTHYS-F. Descend steps, U-turn and go through the door under the steps into NEPHTHYS-C. Carefully walk on the ledge and exit through the door at the other end into NEPHTHYS-B.

**10** Walk as quickly as possible through the chamber, because to linger can cause a heart attack. Turn left, take the treasure and head north up the steps into PHARAOHS-A. Climb over the stone, U-turn. Looking up, shoot the door. Wait for the steps to disappear. Shoot again. Climb the steps. They will disappear once they reach the top. Touch the barrier. (You will lose an Ankh but the screen won't register.) Enter.

**11** PHARAOHS-B. Climb the altar and take the treasure. Descend. Shoot at the bottom slab of the altar. A doorway will be revealed. Go through to PHARAOHS-C. Take the treasure and go back to PHAROAHS-B. Take NW door. Look down. U-turn, shoot door, U-turn, descend steps. Take South door.

**12** Descend steps. Turn right and go through door under steps to NEPHTHYS-A. Descend steps (forward, left, down, down). Take the steps behind the mummy.

**13** RAMESSES-C. Take medium-sized door to the right of the middle door. RAMESSES-A. Walk along ledge carefully to adjacent door. (This will bring you back to RAMESSES-A). Descend steps. Push block towards steps and then go through door under the ledge into RAMESSES-E. Shoot blocked door. Enter. RAMESSES-D. Walk through NE door into RAMESSES-B. Fill up water bottle and go out into SAHARA-B. Retrace your steps back to the main door of the pyramid. Enter HORAKHTY-A, then B. Turn left and climb steps North. HORAKHTY-E. Climb steps by eye symbol, PHARAOHS-F. Take the South door into NEPHTHYS-F. Descend the steps and go through the door under the steps. Walk the ledge again and into NEPHTHYS-B.

**14** Turn left to the end of the wall, then right. Go through the door into NEPHTHYS-A. Forward, left, down, down. Turn right and climb steps facing you. NEPHTHYS-C, NW, N, go through door into NEPHTHYS-E. Shoot the ledge. It'll turn. Walk on ledge until halfway across. Turn East, position yourself so you're facing the door head on. Look down, shoot ledge (it'll now swivel with you on it). Go through the door into NEPHTHYS-F. Turn right until you can see the cube on the floor. Take one step back and shoot it. You will now have made the match with the BIRD symbol. Return to NEPHTHYS-C via the ledge.

**15** Go through the NW door and climb steps behind mummy. RAMESSES-C. Take adjacent side door to the right of middle door. RAMESSES-A. Go through adjacent door. Climb steps over to ledge and shoot head symbol to make a match. Retrace steps back to NEPHTHYS-C.

**16** NEPHTHYS-C. Touch grille on the wall unit – it transports you to KHEPRESH-A. Go through door by Bird symbol into KHEPRESH-D. Climb steps into PHARAOHS-A. Climb over stone, turn to face South. Shoot top door's barrier (it'll disappear) then shoot at the door. Climb steps into PHARAOHS-D. Climb up the steps onto the ledge and down the steps at the other end. Go through the door into PHARAOHS-F. Carefully walk the ledge and emerge in PHARAOHS-G. Crawl under the trap, remove barrier with last spare Ankh. (You should still have five lit up in yellow.) Enter PHARAOHS-H.

**17** PHARAOHS-H. Climb down the steps to the last step. Turn left, climb off. Take the treasure. Turn right. Avoid blue square on the floor. Climb first step, turn right, then climb rest of steps and walk into PHARAOHS-E. Turn left and climb steps into SHABAKA-B.

**18** SHABAKA-B. Climb first step. Press H key. Climb second step. Touch H key twice. You will now appear in SHABAKA-A, the Shrine of Re. Avoiding trapdoor in the floor, turn left and approach statue until you touch it. Press the H key. Fire at statue non-stop.

**19** The statue will be destroyed, the curse overcome and you will be awarded £2 million. You will see the eclipse pass safely.

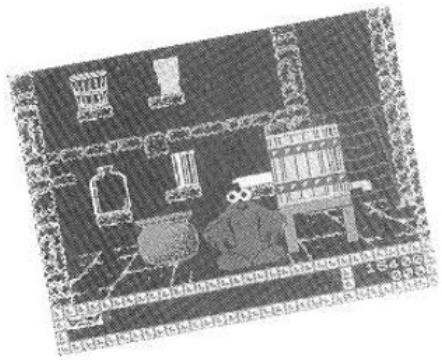
**20** GAME END. FINAL SCORE 5555,000.

## *TRAP DOOR*

### PIRANHHA

***YS* OCTOBER 1986 – 9/10**

This is probably the only game around in which you get to play a large, fat blue thing called Berk. In fact... yes, make that a 'definitely'. Unfortunately, however, you're the servant of the rather unsympathetic Him Upstairs, and have to spend the whole time



***Trapdoor*: What big hands you've got! All the better for... blimey, is that the time?**

rushing about trying to keep up with his continuous stream of orders. Your only compensation is the graphics, which are absolutely brill. They're huge, colourful, cartoony and superbly animated. What's more, the range of things you can actually 'do' is absolutely enormous. Everything can be moved around between the various screens, you can put things in things and tip them out again, and there's a range of other characters (some friendly, some a pain in the bot) to keep an eye on. The only trouble is that it gets a bit, erm, boring.
★★★★

Here's the fun-packed solution...

### *THE CAN OF WORMS*

Take the can out of the kitchen, and then open the trap door and let some worms out. Pick up the worms and put them into the can. If Drutt has eaten some of them, let a few more out. Collect three worms and, once the can's full, put it in the dumb waiter but don't send it up until the time has almost run out. In the meantime you can start some of the rest of the tasks.

### *FRIED EGGS*

Let the bird out from under the trap door. Take the basket and tip out the bullet. Put the bullet on the trap door. When the bird flies over the trap door open it so the bullet hits the bird, and close it so you don't lose the bullet down the hole. If you do you can use Boni the skull as a bullet instead. The bird's eyes will bulge, she'll hover and then fly into the next room. Grab the

pan and follow her. She'll then lay an egg which you should catch in the pan. Continue shooting the bird and catching the eggs until she hovers over the trap door waiting to get out. Now put the pan on the stove. First the pan steams, and then it flashes red hot. When this happens, take the pan off the stove (you'll drop it because it's hot). The moment it stops flashing, put it in the dumb waiter and send it up quick.

### *EYEBALL CRUSH*

Empty out the yellow beaker (next to the basket in the kitchen). Go to the room with the flowerpots in it. Tip the beaker onto the floor and a packet of seeds will come out. Tip out the eyeball seeds and put one in each of the pots. Let the plants grow until the eyes get really huge and fat. Collect them in the basket. Move the vat to the very top of the trap door room and empty the eyeballs into it from the balcony. Put the bottle under the tap. Now let the Crusher (big eyes and springy feet) out of the trap door. Push the vat and bottle so he jumps in the vat, and green liquid will pour into the bottle. Put it in the dumb waiter. Open the trap and the creature will fall down.

### *BOILED SLIMIES*

Take the beaker that had the eye seeds in it and go down to the cellar. Catch the four slimies. Put them into the cauldron. Go to the kitchen and push the cauldron to the top of the room. Empty the slimies into the cauldron from the balcony. Push the cauldron so that it's in front of the dumb waiter. Let the green fire-breathing robot out of the trapdoor. Stand in front of the cauldron and wait until the creature stops by you. Step out of the way before it fires, or you'll get roasted. The cauldron will steam, indicating the slimies are boiled. Push them into the dumb waiter before they get cold. To get rid of the creature, raise the weight and lure it under it. Then it'll drop and crush it.

### *TIDYING UP*

Basically throw everything down the trap door. This includes the pots used to grow the eyeball plants, the vat, Drutt the Spider and all the worms.

### *OPENING THE SAFE*

Raise the crusher so that it's three quarters of the way up the screen and push the safe under it. If you raise it too high, the safe will be crushed. If it's too low it won't open.

Quite an ordeal, eh?

## *TURBO ESPRIT*

**DURELL**

***YS* JUNE 1986 – 9/10**

Can't afford a real Lotus Esprit? Probably not. But don't fret – Durell came to the rescue with *Turbo Esprit*, a not-particularly-accurate-but-bloomin'-good-fun driving game. Compared with *OutRun* (even the 'crap' Speccy version) and its pretenders, this one appears at first glance to be horribly primitive. The view of the road only fills half of the screen, and all the roads are straight, with a flip-screen jobby being employed every time you go round a corner. However, where else are you likely to find pedestrians to run over, traffic lights and little blokes on ladders to mow down, eh? And it's wonderfully slick too. Okay, so it's old. And it looks it. But all the same, Turbo Esprit is brill.
★★★★

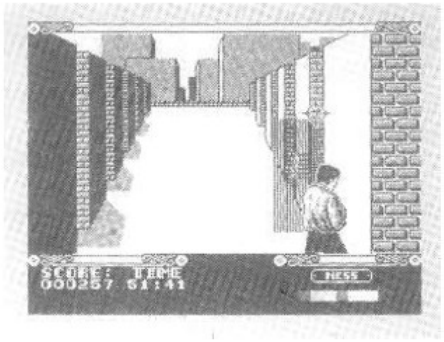
Isn't it annoying when you get a really high score, only to have it marred by a horribly high damage rating? Yes it is. Anyway, to sneakily get your damage to zero (or thereabouts) just drive down a dead end, line up in front of the wall at the end and hold down the accelerator. Bad move? Not at all. Your damage will start rising rapidly but eventually it will get as high as it can go and wrap around back to zero. Problem solved.

## *THE UNTOUCHABLES*

**OCEAN**

***YS* NOVEMBER 1989 – 94°**

If you're wondering where they got the idea behind *The Untouchables*, come and say hello to the security guards here at Future. You'll be equipped with a pair of concrete wellies before you can say, erm, hello. And, in fact, the game is set in an area very similar to Bath – lots of spooky back-streets, gangsters and violin cases. It comes in five multi-loading parts, which are a




***The Untouchables*: No, actually I'm trying to zip up my anorak.**

mixture of a strolling platform jobby, a top-view walking around bit and some *Op Wolf*-style shooting bits. They're brilliantly programmed, with beautifully drawn monochrome graphics (everything was black and white in those days anyway, of course) and just the right 'playability factor'. If you're looking for a good shoot, here's your game.
★★★★★

Tips? Yup. Here goes...

### *LEVEL ONE*

Collect as many first aid boxes and violin cases as possible. The best way to survive is to keep jumping about on the boxes. Don't bother following the arrow.

### *LEVEL TWO*

This level is quite hard. To survive you must keep swapping men. Don't bother much if Mallone and Wallis die because Ness and Stone are more important for later on (as in the movie). Try to memorise where the booze is – this'll help you in subsequent attempts.

### *LEVEL THREE*

It's important to know that you only have two bullets at a time so you have to reload behind the wall. Try to keep Stone and Ness alive as you can't complete the game without them. Keep swapping men 'cos when you get nearer the station you get your energy back.

### *LEVEL FOUR*

Capone's men come in the same order on every go so you must memorise this.

Never push the pram from the back as sometimes (most of the time, in fact) it'll go off-screen and 'die'. Whoever has the least energy must go over the first aid box.

### *LEVEL FIVE*

This level is easy. From Stone's starting position move his arm up until it's in line with the thug's neck (or as near as possible). Blast him when he walks back with the book-keeper and is in line with the gun.

### *LEVEL SIX*

Keep hiding behind the wall until Nitty runs behind the right-hand wall. Before this, move your cursor down a little bit. Nitty might pop out of the wall – if so, blast him. Otherwise wait until he does. Remember to fully reload bullets. When you progress to the end of the rooftop do the usual. Nitty will then fall off the roof and land in a car.

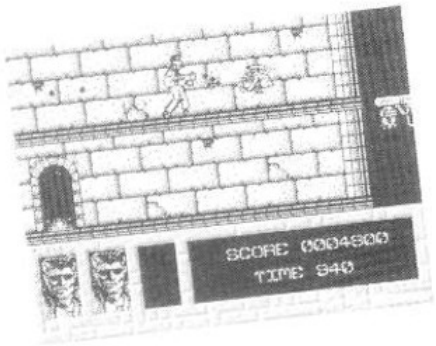
And the cheat mode? Get into the high score table (some effort is required here, cheat fans) and type in your name as HUMPHREY BOGART. When you next play a cheat mode option will appear – simply hold down the keys on the right-hand side of the screen to skip levels.

## *THE VINDICATOR*

### OCEAN

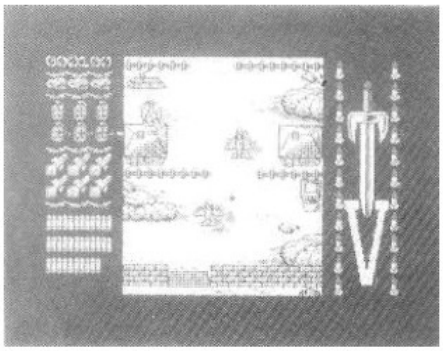
### *YS* NOVEMBER 1988 – 8/10

Sequels, eh? This is the one to *Green Beret*, which was a massive all-round




***The Vindicator*: Come one step closer and I'll... shine this torch in your eyes!**

success, and is nothing like the original



***The Vindicator*: Shall we land just here, then?**

(not that much, anyway). It comes in three parts. The first, and most boring, is a 3D maze-based collect-'em-up (and shoot-'em-a-bit too) in which you've got to find the parts to blow up some aliens. Then it's onwards into an excellent little scrolling shooter, where you're in control of a plane and then a tank. Finally there's a section where you walk around shooting things, probably collecting things as well, and hopefully ending up beating Gog, the chap in charge. Very standard stuff, but well programmed and good for an hour or two.
★★★

On Level One you'll have to solve a bunch of anagrams in order to get anywhere. So, here are the answers...

- LEON WUPAS = PAUL OWENS
- DAWN BARAMOAL = AMANDA BARLOW
- KEN JAMROS = MARK JONES
- NATHAN JUNNOD = JONATHAN DUNN
- ROBIN TUMSEL = SIMON BUTLER
- EMILE BAKMA = MIKE LAMB
- JOE HANGMEN = JOHN MEEGAN
- DR ANTONI CLAM MD = MARTIN MCDONALD
- SEAN JIM HAGGIS = JAMES HIGGINS
- RON H VAIN = IVAN HORN
- OLIVER DADI = DAVID COLIER

And you'll probably be quite keen to know the passwords to the second and third levels. So here are those too...

Level Two – VALSALVA
MANOEUVRE
Level Three – EUSTACHIAN TUBES

## *WAR IN MIDDLE EARTH*

### MELBOURNE HOUSE

### *YS* APRIL 1989 – 8/10

As far as huge, massive, big strategy games go, they don't come much huger, massiver or, indeed, bigger than this one. It's all about hobbits and things. Your sort of thing? (Weirdo.) What you've got to do is get together the most enormous army you can muster and use it to help you get rid of The Ring (a rather powerful little piece of jewellery which endows its wearer with the power of invisibility, but which is actually a bit nasty). It needs to be taken to the Crack of Doom and hurled in to stop the Powers of Darkness (or something) getting their hand's on it. You've got control over all the characters on your side (there are absolutely piles of them) and they can be ordered about either as parts of armies or as individuals. The presentation of the thing is pretty attractive, although not as thrilling as it might have been, and the game is most likely to appeal on its strategic merits rather that the way it looks. If you're prepared to stick with it, War In Middle Earth would probably last about as long as 341 arcade games, and therefore has to be good value.
★★★★★

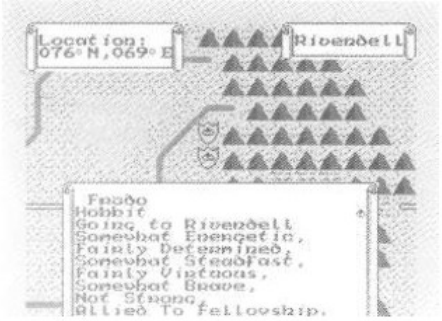
Here's a good-sized bunch of tips, starting with a look at the various types of characters...

### *THE FELLOWSHIP*

***Men*** Bog-standard troops. Mind you, they can fight off Orcs even at the odds of three to one or four to one against. Better at defending than attacking.

***Elves*** Elves are pretty mean, and they can kill an Orc quicker than you can reset your Speccy. In between games of *Jet Set Willy*, they can usually get rid of ten or 12 Orcs. Better at attacking.

***Dwarves*** These are the mean ones. They've got more iron than a bowl of corn flakes, and it shows on the battlefield. Good all-rounders.




***War in Middle Earth*: Here's a nice picture of some triangles and things.**

***Heroes*** These are characters whose names appear when you press the R key, except for the Hobbits and Denethos (they just can't fight!). They can deal with a load of the enemy quicker than you can say "Hello".

### *THE ENEMY*

***Orcs*** There are thousands of these. Thousands and thousands. A never-ending stream. But they are easy to kill. Very easy indeed.

***Black Figures*** Not as nasty as they look, these are only as powerful as Dwarves, and are probably Orc Leaders rather than Nazguls.

### *BATTLE TIPS*

- It may seem obvious, but keep as many troops as possible fighting.
- Even when the enemy is down to a handful of Orcs in the middle of about 30 Dwarves, keep bringing up troops.
- ALWAYS keep Halflings out of the fighting, and if the Ring Bearer has more than one Orc attacking him, get him to wear The Ring and disappear.
- Don't use Heroes like water, you'll need them more at the end of the game.
- You may notice that some Heroes will stand and even though they're being attacked won't fight. If this happens, don't worry Just move them to safety.

### *GENERAL STRATEGY*

- Start off by sending the troops in Bree south east to Isengard.
- Send the Dwarves and men in Dale south to Dol Guldor.
- Send the troops in Harlond and the Blue Mountains south east of Isengard.
- The party in Rivendell are to be sent to Lothlorien, to meet with Celeborn and the Wood Elves. But wait for this moment as you should leave Lothlorien for Fanghorn when the group of Dwarves and men are attacking Dol Guldur at around the same time.
- You will have noticed by now that the attacks on Isengard are beginning to soften, so hold back the Elves and party at Fanghorn Forest, and throw everything else at Isengard, along with the troops arriving from the north west. Apart from the heroes, that is, who should join the main party.
- While the fight for Isengard goes on, slip past and head on to Minas Tirith. Now comes the dodgy part. Wait outside the city, three or four squares away. The attacks on the city will pause for a while. Now comes the time. Throw absolutely everything at Mount Doom, even those at Isengard. Use all your humans as a battering ram to get the ring bearer to Mount Doom, then you've won. If you don't get it to Mount Doom they'll all die anyway.

### *GENERAL HINTS 'N' TIPS*

- Always defend with your troops, unless using them to carve out a path for the Ring Bearer.
- The Ring should always be carried by a Hobbit, and there should always be another Hobbit with him so that if the message 'The Ring is corrupting the Bearer' crops up you can easily pass it on.
- Four Hobbits should be enough for the journey.
- The game is mainly a case of timing, so you need to be swift. You may find that bringing the Elves of Lorien up to meet the Ring Bearer's partly helps. This general strategy doesn't guarantee a win, but it should certainly help.
- You may find that northern troops take too long to arrive in the south. If this is so then, instead of waiting for them to create a path, rush through at full speed.
- The party of the Ring Bearer tends to split easily.
- Do the journey in small steps. As you are waiting for a fair while in parts of the game this works fine, but in a rush it does tend to slow you down a bit.

## *WHERE TIME STOOD STILL*

### OCEAN

### *YS* AUGUST 1988 – 9/10

While sitting in a plane overflying a huge expanse of jungle, you've probably often been terrified that the plane would crash and you'd be stranded with nothing to eat or drink (and all those horrible snakes and things). But that would be nothing compared to what Jarret, Dirk, Gloria and Clive are faced with in their bit of jungle. Huge dinosaurs and things, that's what. And in order to get out they're going to have to solve an arcade adventure sort of thing, with lots of obstacles to cross, objects to collect and plans to, er, plan. The graphics are in the traditional 3D – nicely drawn in monochrome but not as slick as they might be. Bearing in mind that it's 128K only, so something pretty awesome is to be expected, *Where Time Stood Still* really is pretty horrendous and still comes highly recommended if you want a bit of a challenge to get your teeth into (obscure dinosaur pun).
★★★★★

Complete solution? You betcha!

Get the bag and all the other objects from around the aircraft. Head towards the bridge. When the fat bloke (Clive) falls down the hole in the bridge, get him out with the rope. Now head towards the swamp. Find the right path and don't stop walking or you'll sink. When you're safely across, go to the tribal village and you'll meet the head tribesman. He'll give you some grub and ask for something in return. Make sure you give him Gloria's stocking as he will give you some roast ham. Go south and you'll come to another plane wreck. Get the ammo and the dynamite. Go north. Just in front of the tribe is a slope. Go up until you reach a hole in the wall where you'll see a claw going in and out. Don't run past it or it'll

grab you and kill you. Drop the ham in front of it. It'll grab it and you can run past (you can jump off the waterfall here and sail down the river, but be careful to get out before you go over the second waterfall). When you reach the top watch out for the dinosaur. The villagers are nasty and will throw their spears at you. You can use the dynamite to blow up the hostile village, but you should be able to finish without. There is a small temple here where you can get a small rotating ball. But watch it here, as it saps your strength. Near the temple is another cliff. Now go down, watching for the turtles, until you find another slope. When you get halfway up (be careful to stay to the left to avoid rockfalls), turn left and then right at the rockface. You'll come to another slope. Go up and you'll find two rocks together. You can either squeeze between them, or use the dynamite if you're in a hurry (don't forget to drop the dynamite). Turn left and avoid the little dinosaurs on your way. You should find a cave. Enter it and you'll get the message of congratulations (which means you've done it).

## *WIZARD WARZ*

### GO!

***YS* AUGUST 1988 – 3/10**

This is one of those 'stamina points' and 'spells' games, so don't bother sticking around if that sort of thing isn't your forte. Actually, you may find it isn't worth sticking around at all, as Wizard Warz isn't one of the better magicky games around. The idea is that you're a novice magician, but you've been given the job of ridding the land of monsters and getting the treasure they swiped back off them, and then destroying seven naughty wizards. Something like that anyway. What this entails is casting loads of spells and trying to improve your casting ability to a high enough degree to take out the wizards. Along the way you'll be able to increase your magic repertoire by picking up add-on spells. There are three levels to battle through. The first pits you against the monsters, which shouldn't be too strenuous, the second is a series of bouts with a few more monsters (a taster for the last level), and Level Three is where you take on the wizards themselves, along with their guardians. So what's the problem, then? Well, there's not really enough to it. The graphics are better than you'd usually expect with this kind of thing, but nothing special. But apart from that it won't have a lot of appeal for, well, anyone really.

★★

### *LEVEL ONE*

- Try to remember where monsters and cities are, or draw a map. Don't bother making it too accurate, as the coast seems to change every time you load the game.
- As for the spells, take any three of them, then take Magic Missile.
- A magic ring is useful as long as the enemy doesn't have Neutralise Magic which removes them. No other spells remove them.
- Rings are rarely used by the enemy.

### *LEVEL TWO*

- The Sorceress, Unicorn and Sphere have the Items and Ratman.
- Dwarf and Minotaur have the Familiars (which do not work).
- Keep space by your foot for the objects or you'll be stuck on Level Two.
- The Vampire gives your Mental rating a boost, all others are Physical.
- If you wish to keep a spell for Level Three, keep it near the start of your spellbook or it disappears!

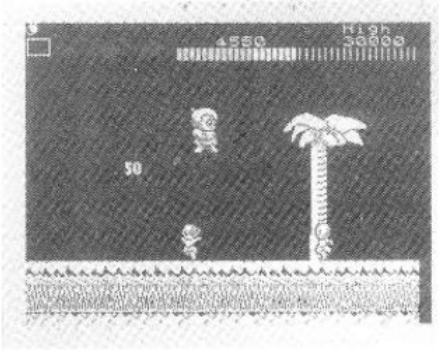
### *LEVEL THREE*

- Keep away from walls, doors and blank areas as these reduce your physical rating.
- There are four of the normal enemies on each sub-level, counting down to the one on the last. After defeating the last of these, the word 'Wizard' appears and you have to go to the top left of the playing area and defeat the Mage.
- Contrary to the instructions, the Mage's attributes are reduced by his own spell-casting.

### *THE SPELLS*

***Slow*** Not needed.

***Fireball, Iceball and Rock***



***Wonderboy*: Crikey, where'd the ground go?**

***Shower*** Half as useful as Magic Missile.

***Magic Missile*** The most effective physical spell.

***Rings*** See Level One hints.

***Far Vision*** Only needed if you get hit by blind.

***Fear*** Reacts as the instructions tell you it will, but reduces your attributes if it hits you.

***Evil Eye, Heavenly Bolt*** Helpful for Spiritual-only enemies.

***Protection, Evil*** As for other rings.

***See Invisible*** Not known.

***Invisible*** Does little or nothing. Never seen an enemy use it.

***Teleport, Fly*** Never obtained.

***Mindwrack*** Helpful for mental enemies.

***Stun*** More or less as for Slow. Avoid.

***Neutralise Magic*** Little use. Do not use to kill Mental enemies unless it is the Vampire, in which case you'll get a rejuvenation.

***Forget*** Not useful.

***Steal Spell*** Good if enemy has spell you want. Can take Evil Eye.

***Mirror*** As for other rings.

## *WONDERBOY*

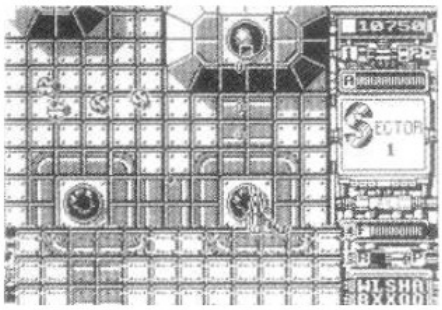
### ACTIVISION

***YS* AUGUST 1987 – 7/10**

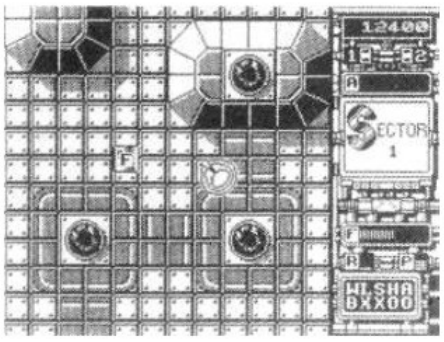
Wonderboy did pretty well in the arcades, and it is frequently held responsible for being the game that started all this 'cute' nonsense which seems to be all the rage these days. It's basically a sideways-scrolling

beat-'em-up with one big difference – you can't beat things up. Instead you have to jump over them, run under them or hurl an axe at them (if you can find one). Other features include a skateboard which you can hop onto and drive over things with. Rather handy, that. Graphically it's very green, or blue, or any one (but only one) of a number of different colours, depending on which level you're on. Not terribly inspiring really. Gameplay, though, is well balanced. Everything runs nice and smoothly, and it's not too difficult to start off with. The only real snag is the multiloader, which was a bit of a bind when the game first came out but is something we're all hardened to now. Not a bad little game then, just a bit old and a bit too cute for its own good.
★★★

This one's so sneaky it's, erm, very sneaky. Play the game in two-player mode up until you get the skateboard. Then quit by pressing Delete and Extended Mode. On restarting the game you'll find you still have the skateboard – very handy for those early bits!




***Xenon*: It may be a little hard to see what's happening here, but basically we're all going to die.**




**Xenon: Ever get the feeling that no-one likes you?**

## *XENON*

### MELBOURNE HOUSE

***YS* APRIL 1989 – 9/10**

While at first glance *Xenon* might look like a bog-standard vertically-scrolling shoot-'em-up, it is, in fact, a bog-standard vertically-scrolling shoot-'em-up. It's only distinguishing feature is the fact that it's a complete corker. *Xenon* started life as a huge ST/Amigary sort of game, and rocked the nation when it was squeezed into the Speccy. And it still looks just as swanky today, with its spooky metallic graphics and syrup-like scrolling. The cunning thing about it, you see, is that while you start out as the usual spaceship thing, a swift waggle of the joystick converts you instantly into a tank, with which you can take on the ground-based enemy. It's not for people who are a bit nob with a joystick, though – in fact it's really rather difficult.
★★★★★

Luckily, however, tips are the one thing *Xenon*'s not short of (not any more, anyway). The first thing you ought to be aware of is the cheat mode – after starting the game, press Break to pause it. Then hold down the keys TINY and press Fire. You'll now be completely invincible. Brill or what, eh? And there's more! When the game is loading, let it load in the header for the first level and then fast-forward the tape to the level you actually want to play.

For those preferring to remain on the straight and narrow, the trick is to learn the alien formations, and stick to flying mode unless you really have to go after something on the ground. Oh, and don't touch the left-hand side of the screen on Level Four – it'll kill you!

# THE TIPTIONARY FOR THE HARD OF SPENDING

### *AGENT X*

**MASTERTRONIC**

***YS* MARCH 1987 – 7/10**

Multiloading budget games are a bit of a rarity even today, but in 1987, when most budget games were totally crap, they were a real novelty. Good ones even more so. So *Agent X* was a bit of a hit, coming as it does in four slickly-programmed sections. And what are they all? Well, to start off with there's a simple driving game, which scrolls diagonally (in 3D!) while you try to avoid other cars and jump over holes in the road. After that it's time for a scrolling beat-'em-up. Again nothing impressive, but we are talking 50p's worth here. Then we launch into a shoot-'em-up – shoot the projectiles the baddy throws at you before they hit you. Nicely done in 3D. Finally there's another shoot-'em-up, a scrolling one this time, where you fly a helicopter to pick up a bomb and drop it on the enemy HQ. Nothing outstanding then, but it's a beautifully put-together game with plenty of nice touches (including an awesome five-channel tune which even works on the 48K). Excellent stuff.
★★★★

#### *LEVEL ONE*

Stay as far back as possible and jump only when the holes come.

#### *LEVEL TWO*

Move left. When someone comes along, jump up and give them a flying kick. Even use it when you jump over carts.

#### *LEVEL THREE*

If your joystick has an autofire option use it. Move your sight back to the middle between shots.

#### *LEVEL FOUR*

On this part you have to fly out to the sea, pick up a bomb, plant it and fly back again. For the land part, go along at the centre of the screen. When you reach a missile, stop just before it and wait for it to explode. For the opening doors, wait until they are just wide enough for you to get through and then go over the sea, fly as close to the surface as possible, firing all the time. At the oil rig, change direction to turn round and you'll fly past the rig. Land on the bomb, take it back to the beginning, land on the lab to place the bomb, return to the rig and land. And that's it.

### *BOMBSCARE*

**FIREBIRD**

***YS* NOVEMBER 1986 - 7/10**

We're in isometric 3D this time – in a research station on the planet Neptune, in fact. Sadly, however, an alien terrorist organisation has planted a bomb (of all things) in the base. Your job (would you believe) is to defuse it by guiding a little robot around the place and getting him to do arcade adventurey sorts of things. It's nicely put together, with smart graphics and everything, but a bit on the tedious side.
★★★

Here are the teleport codes...
ZEPHA
QUART
DELTA
XYLEM
NITRO
CRYPT
YTRON
ASTRA



***Bombscare*: Feeling a bit blue? Looking at this won't help much.**

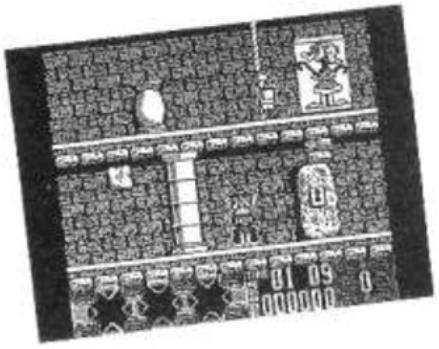
### *COUNT DUCKULA in NO SAX PLEASE – WE'RE EGYPTIAN*

**ALTERNATIVE**

***YS* MARCH 1990 – 73°**

Standard budget stuff, this. You're Count Duckula (star of the really rather amusing cartoon on telly) and you've got to wander around a pyramid (of the ancient Egyptian variety) collecting things, solving puzzles and avoiding baddies. An arcade adventure, in other words. Just for a change it looks very pretty – rather like the cartoon, in fact – and playability-wise it's just about 'there'. As well as being a tasty little cheapie, and a bit of an all-round quacker to (zzz... bonk), Count Duckula is also a bit weird. See below for details...
★★★★

Hold down all the keys on the keyboard and the 'Count Duckula' title changes to 'Revenge of the Banana Milk'. No,



***Count Duckula*: Keep finding little holes in your neck? Send Duckula the bill. (Bill? Geddit?)**

honest. And what's more, the Count himself changes into a Banana Milk Bottle. And on top of all that, you'll find that you only need to collect one key to open all the doors.

## *DIZZY*

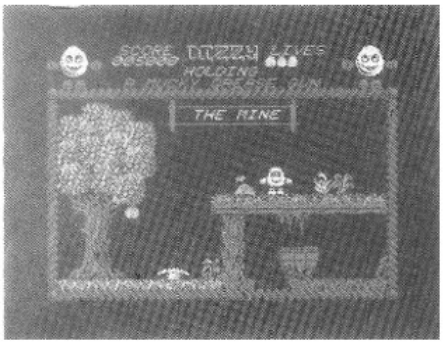
### CODEMASTERS

**_YS_ DECEMBER 1987 – 7/10**

As well as being one of the most popular budget games ever (in the whole world), *Dizzy* was slapped across *YS* issue 52 on a fabulous covertape. In other words it's quite a corker, despite being a pretty standard arcade adventure. Under the influence of your joystick is a small egg-shaped sprite (called Dizzy) who's probably got to rescue someone or something. This means solving a whole bunch of puzzles, avoiding things, making maps and all the rest of it. The definitive budget game really, worth a look if that sounds like your sort of thing.
★★★★

The complete solution? Why not, eh? Here's a list of all the objects and what they do...

***Flaming Torch*** Find this in the first screen, to the right. Drop it next to the cauldron at the start.
***Grease Gun*** In the first screen to the left. Drop it on top of the mining cart.
***Crow Bar*** In the cliffs. Drop it on top of the trap door at the bottom of the cliffs.
***Purse Of Gold*** Go into the screen on the right of the haunted chimney and then go into the cave. Get the purse and drop it on top of the bucket near the hermit's house.
***Laser Gun*** Pick it up and fall into the ghost at the haunted chimney.
***Miner's Hard Hat*** Destroys rocks that fall on you in various places.
***Broken Heart*** In the castle. Drop it on top of the statue where the broken-hearted woman stands.
***3-In-1*** In the room that's two screens away from the purse of gold. Drop it next to the drawbridge.
***Plastic Raincoat*** Protects you from raindrops which fall from clouds.




***Dizzy*: Our ovoid friend's about to do his Isaac Newton impression (under the tree).**

### *SPELL – THE INGREDIENTS*

***Clouds of silver lining*** Jump on top of hermit's house.
***Vampire dux feather*** Just outside castle.
***Troll brew*** Just inside castle.
***Leprechaun's wig*** In mine shaft, just near the bolt cutters.

Put all the ingredients in the cauldron, drop the bottle in, then get the potion. Go into the castle and drop the bottle next to Zax. And, er, that's it.

## *FANTASY WORLD DIZZY*

### CODEMASTERS

**_YS_ APRIL 1990 – 88°**

It's been a few months now since the Great *YS* Letter Box Disaster occurred, but it still seems as vivid in our minds as it did then, Shudder. *Fantasy World Dizzy* was entirely responsible, of course, along with the colossal tonnage of *Tipshop* correspondence it generated. It really was an enormously popular game, as were all the *Dizzy* games, and looking at it it's not hard to see why. Like the rest of the *Dizzy* pack and, indeed, virtually every other budget game ever, it's an arcade adventure. But unlike most it's been carefully designed, looks good and is a certifiable barg.
★★★★★

Give the apple to the troll, take the bread and jug, use the jug near the flames, go left, take the rock, exit top-right, drop the bread where the rat can get it, go up, drop the rock, exit top-left, use the switch, go up, go right, get key, go left, down, left, down, right twice, exchange the key for the rock, left twice, walk under the ledge and exchange the bone for the rock, jump onto the ledge before Armorog gets you. If done correctly Armorog should pause under the ledge and eat the bone. Go left. To avoid the bird, stand on the stump with one leg protruding off the edge. When the bird passes over your head you can go. If the bird attacks you, push the action button to bring up the menu. This should replace the bird at the top of the screen. Go left, drop both rocks at the edge of the cliff and they should fall into the water.

Go right four times, get the rock, go left four times, use the rock, walk off the cliff to land on the log, jump left onto the other cliff, get key, go left twice, go left avoiding the hole in the pier marked as a slanting piece of wood in between the crate and the barrel, talk to Dozy, take the potion, go right eight times, use the potion in middle of the screen, avoid fire (pressing Enter gets rid of the flames for a second). If the potion is used correctly then the dragon sleeps tonight. Go left, get the key, go right three times, exit bottom-left, use one key at the bottom-right machine and the other in the top-left machine. Remember that you can't touch the top of the lifts, you can't jump through the wires and if you wait the lift will arrive.

Go right twice, get the cow, go right twice, get the key, go left five times, use the key in the bottom-left machine, go right, go up, left, up-right, up, talk to the elder, get the crow bar, go down, left, walk left off the lift. You should land near the dragon, go right, use the crowbar next to the well, fall down the well, go left and wait, the shopkeeper will appear (notice that gravity holds you to the ceiling but his hat of corks defies it), give the cow to the shopkeeper and he'll give you a bean. Go right twice, get the key, go left, fall down the well, go right twice, exit bottom-left, use the remaining key in the remaining machine, go right twice, drop the bean, go left, go up, go left twice, go up-right, up, top-left, get the pickaxe, go right, go bottom-right, get the knocker, go left twice and fall off the lift to land next to the dragon.

Left three times, exit top-left, up,

right, up, use the knocker at the door, go left, get the bucket go right, down, left, down, right nine times, use the bucket in water, go left twice, use the bean next to the manure, use the bucket and a beanstalk should appear. If not you should not have used the pesticides, so try again. Climb the stalk (up), jump right, jump up to the clouds to leave the screen at the top-right. You should be on a cloud in the bottom right-hand corner of the screen. Stand on the far-left edge of the cloud and jump right. Go right, jump up the next two clouds and walk off right to land on the far-right cloud, exit right, jump over the gap in the cloud and get the egg. For a peek at who you're rescuing go right but don't walk into the spikes. You can walk down through the gap in the clouds but you must walk left. You will land near the volcano crater, go left, down, left four times, down, drop the egg next to the egg on straw.

The dragon will let you pass. Go right, use the axe on the ledge under the coin, go left, get the rug, go right, try to use the right exit to ensure the troll gets in trouble for letting you escape. (His body has now been replaced by a coin in the room where you started.) Go left, up, right twice, up, right three times, use the rug.

The coast is clear now to rescue Daisy. Just touch the switch at the top of the screen to bring the lift down. When you rescue her she'll ask you to find 30 coins to buy a home. Before you rescue her take the coin under the table and then go and find the rest of them. You want to know where they are? Sigh. Okay, let's go.

Go left, down the gap in the clouds, get the coin (2), left, down, jump left while standing on the grass to the right of Dylan. If done right you will land on a branch in the tree. Now move as far left as possible. Jump left to land on the other branch. Get the leaves and the coin hiding underneath (3). Drop leaves and go left, up, right, get the coin (4), up, right, get coin (5). Now position yourself on the cloud below and walk right. You should land on a cloud with a coin on it. Get coin (6) and walk left, go left until you reach the lift control room, go down. Get coin (7), down the lift, right, get coin (8), go left, up, right and exit middle left, get the coin hidden behind the fence (9), go right and then left over the lift control room.

Go down the well, go left and get the coin (10), go right twice, get the coin (11), go left, go up (or down), get the coin behind the leaves above the well (12), get the coin behind the railing (13), go left three times, get the coin behind the railing top-right (14), go right, get the coin (15), go down, left, top-left, up, get the coin (16), right, get the coin (17), up, get the coin (18), down, left, down, right, left, get the coin (19), left twice, get the coin (20), left twice, stand on the red box, jump right onto the red pillar, jump up, get the coin (21), down, stand on box next to the same red box as before and jump left. If done right you should fall in between the boxes. Now walk right and you will fall into an illusion.

Walk left and right until you have fallen to the floor. Now walk right until you are stopped. Jump onto this rock and then jump left to land on the ledge containing the coin (22), fall to the floor again and jump right, walk left and right until you find the rock lying lengthwise and stand on the very left of it. Jump right and you should fall into a space on the far right of the screen. Now jump right and left alternately until you reach the top of the screen. Walk as far right as you can and jump left. You will land on top of two rocks. The one holding you up is the left one. Go to the edge of this rock and jump left. Now walk as far right as the rock you are standing on will let you. Jump right and then left. You should now be in the screen above. Jump right and walk right until you leave the boxes.

Now go left. Stand as far left on the boxes as possible and jump right. You will land on top of the coin. Get it (23), go left and then over the boxes. Go right until you reach the portcullis and go right. Go down, left, down-right, get the coin (24), go left, top-right, up. Go right until you reach the lift control room and go right, up, left, left up the lift and right, up, up the lift again and right, get the coin (25), left and down lift, jump left off the platform into screen left, get the coin (26), now jump off the platform as far left as possible to land on the crafty cloud. Get the coin (27), walk left, go right to the room right of the lift control room, get the coin (28) if you haven't already.

At this point you should have 28 coins. If not, you're in trouble and had better sort things out quick.

Otherwise, go up, left and get the coin hidden behind the railing top-right (29). Go right, touch Daisy to read a typical argument of a happily engaged couple, go past Daisy without stopping and get the coin hidden behind the window on the right (30). Now touch Daisy to complete the game.

## *FEUD*

### MASTERTRONIC

**_YS_ APRIL 1987 – 8/10**

Feud was a hugely(ish) popular little budget game, and for good reason. It could almost be a proper full-pricer (but it's a bit too rubbish) with its big, colourful graphics and piles of strategy. You're Learic, he's Leanoric and you're both having a bit of a tiff. This is made all the worse by the fact that you're both into magic. You've got to collect ingredients for your spell-book at the same time as keeping out of the way of Leanoric's spells. Tricky. A bit slow-moving but otherwise quality stuff. ★★★★

The most effective spells are the missile type, like Fireball, Lightning and Sprites, so look for the ingredients to these. Having armed yourself with a spell, don't leave the spell-book open at the corresponding page or the spell will vanish. Be careful in the herb garden as it contains a guard who will chase you and drain your energy. To kill Leanoric, arm yourself with three missile spells and wait by your cauldron. Leanoric will appear after a while and will be completely vulnerable. If you find that Leanoric gets to a herb before you just move off the screen and wait for it to regrow.

### *SPELLS*

***Teleport*** This will teleport you from anywhere you like back to your cauldron.

***Protect*** This will make you invulnerable for a while.

***Sprites*** This is a missile spell.

***Zombie*** This will create a slow-moving zombie which will follow

you around. If Leanoric is on the screen the zombie will appear on top of him, draining his energy.

***Swift*** This allows you to move at double speed for a while.

***Freeze*** If Leanoric is on the screen, this will prevent him from moving.

***Doppelgänger*** Produces a duplicate of yourself which will distract Leanoric.

***Lightning*** A missile spell.

***Invisible*** Erm, makes you invisible.

***Reverse*** Makes Leanoric move in the opposite direction to the one he's after.

***Heal*** Er, heals you.

***Fireball*** A missile spell.

## *KNIGHT TYME*

### MASTERTRONIC

#### *YS* AUGUST 1986 – 9/10

Due to the unfortunate layout of the alphabet, and the fact that this is the sequel to a game beginning with S, you'll need a skip a page or two, read all about *Spellbound* and then come back. Done that? Right. Well, as you already know, this is the sequel starring, once again, Magic Knight and all that Windimation business. This time, though, it's set in space (A knight? In space?) with Magic Knight stranded on a spaceship. Not a very desirable state of affairs, so it's arcade adventure time again as he tries to escape. As you might expect, the graphics are excellent, the puzzles are well thought out and everything's generally triff.

★★★★★

Ah ha! I think we have the solution...

First unwear the invisible cloak, and drop it somewhere you can find it again. Command Derby IV to help. Pick up the blank ID card. Find the camera. Take the film of Gordon. Give the film and camera to SE-E3. Command him to help. Take the photo and the glue from SE-E3. Wear the valid ID card. Take the chocolate heart from Derby IV and give it to Sharon. Take the advert from Sharon. You can stand on the advert to get the starmap and the pewter tankard. Give them to Gordon. Take the food from Sarab. When your strength gets low the food will top you up. Move the ship to limbo and on to Eden. From Eden, move to Starbase One. Refuel ship and command Gordon to help. He'll fix the teleporter. You may now beam down.

## *LITTLE PUFF IN DRAGON LAND*

### CARTOON TIME

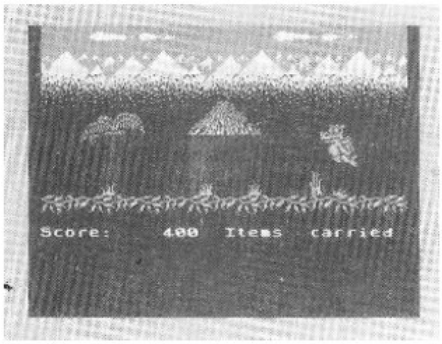
#### *YS* JULY 1990 – 83°

How come the only decent budget games seem to be the arcade adventure ones? Eh? This is another one, and is apparently designed for the 'younger player'. What this actually means is that it's 'cute'. You're a baby dragon called Puff who's got to escape from somewhere or other by collecting things and solving puzzles. The graphics are colourful and, yes, cute. The puzzles aren't too taxing. All in all it's a traditional barg at a traditional barg price.

★★★★

Take cherry, right, take potion, left, left, left, fire at tree stump, left, down, left, take box, left, drop box, take lifebelt, take box, right, right, right, right, take corkscrew, right, take envelope, right, right, drop corkscrew, take foot pump, left, down, take hamburger left, left, left, left, left, take hammer (hammer and box become a key), stand in doorway and press Up twice, left, down, take corkscrew, left, down, left, left, left, left, left, left, left, left, left, drop lifebelt and foot pump, take lampshade and bottle (corkscrew and bottle become part of pass), drop lampshade, take lifebelt and foot pump, right, right, right, down, left, down, take tin mat, left, left, left, left, left, enter doorway left, left, left, drop foot pump and lifebelt, take envelope, take coconut, right, right, right, right, jump onto plunger, drop coconut to hold plunger down, left, enter doorway, left, left, take banana, left, left, left, left, take envelope, take apple, right, take diamond, right, right, take coin, right, right, right, enter doorway, right, take coconut, drop diamond, drop coin, right, right, take saw (saw and coconut become gold coin), left, left, take coin, take diamond, right, right, right, drop gold coin by guard's feet to make him vanish, right, right, right, er, that's it.

But there's a cheat too, of course – on the menu screen hold down all of the keys and (hopefully) when the game starts you'll be immune. Also, you can travel around the game by pressing 1 and the appropriate cursor key.




***Little Puff*: It's tough being cute. You wouldn't believe the trouble I have getting served in the pub.**

## *ONE MAN AND HIS DROID*

### MASTERTRONIC

#### *YS* JANUARY 1986 – 6/10

A bit of a weird one, this. You're a sort of 'Shepherd of the Future' and you've got to try to persuade your robotic flock of Ramboids to herd together into a teleporter. While not the most technically advanced game around, this was quite a popular little budget game in its time and is probably still good for a game or two every now and then.

★★★

What you're probably after is the list of teleport codes that'll get you onto any level. And here they are...

| | |
|---|---|
| PREDATORY | CLOCHE |
| LEVEL | EMPIRE |
| BLIZZARD | UPANDAWAY |
| RASVOGEL | GRAVITATE |
| ECOLOGY | FUNCTION |
| RYEGRASS | COLANDER |
| GRAIN | GOOSEBERRY |
| RAGOUT | FETLOCK |
| VAMPIRE | FEROCIOUS |
| ENGAGED | VACUUM |
| ECTOPLASM | AUTOMATIC |
| RUMINATE | |

## *SPELLBOUND*

### MASTERTRONIC

#### NOT REVIEWED

Okay, Magic Knight is the hero once again, this game being the sequel to *Finders Keepers* (which was arguably

the first ever non-crap budget game). The problem this time is that MK's tutor, Gimbal the Wizard, has made a bit of a bish with one of his spells and has become trapped, along with seven chums, in the mythical Castle of Karn, which isn't a very nice place at all. So Magic Knight, would you believe, has got to rescue him. In other words, explore the castle, solve lots of puzzles, use the drop down menu system to 'do things' (like talk to other characters) and generally admire the nice graphics. It's a barg of a barg.
★★★★★

Crikey. Here's a list of every single object, where to find it, where to use it, why to use it, when to etc...

### *ROOF*

***Four Leaf Clover*** Part of Candellium Illuminatum spell.
***Bottle Of Liquid*** Give it to Florin and take it back again to restore your energy.
***Wand Of Command*** With this you can command people to do things.

### *FOURTH FLOOR*

***Red Crystal*** Part of Crystallium Spectralis spell.
***Ancient Scroll*** Read it for a big clue.
***Green Crystal*** Part of Crystallium Spectralis spell.
***Javelin*** Give this to Samsun and tell him to help when at the pit.

### *THIRD FLOOR*

***Engraved Candle*** The other bit of the Candellium Illuminatum. You must have the shield before you can cast the spell.
***Teleport Key*** You must have this to use the teleport pad.
***Red Herring*** Part of Fumaticus Protecticum spell.
***Teleport Pad*** Must be on the floor before you can use it. Keep it in the lift.
***Glowing Bottle*** Used to pass the bottle rooms. Drop it to release the banshee.

### *SECOND FLOOR*

***Book Of Shadows*** Give this to Orik.
***Gold Bar*** Give this to Florin.
***Lumps Of Brickwork*** Drop these, one on top of the other, to climb the Tower.
***White Gold Ring*** Part of Crystallium Spectralis.
***Blue Crystal*** Part of Crystallium Spectralis.

### *FIRST FLOOR*

***Tube Of Glue*** Give this to Florin.
***Trumpet*** Give this to Elrand. Summon him, using the Elf Horn, to the wall on the second floor and command him to help.

### *GROUND FLOOR*

***Shield*** Use this when casting Candellium Illuminatum.
***Strange Liquid*** Stand on it and cast Armouris Photonicus.
***Pocket Laser*** Summon Rosmar, give this to her and command her to help.
***Broken Talisman*** Give this to Florin if he has the gold bar and glue. Command him to help.

### *BASEMENT*

***Power-Pong Plant*** Part of Fumaticus Protecticum spell.

- In addition, Samsun carries an Elf Horn which you can use to summon characters, and Elrand has Miolnir, Thor's hammer.

### *SPELLS*

***Crystallium Spectralis*** Go to the most magic room (ground floor). Drop the three crystals on the floor. Summon Orik and give him the crystal ball. You must be carrying the white gold ring and the wand of command. Cast the spell and throw the crystals at Gimbal to free him.

***Candellium Illuminatum*** Drop four-leaf clover. To cast the spell safely you must carry the shield. When this is done, cast the spell and the candle will be lit.

***Armouris Photonicus*** This makes your armour shiny. Stand on strange liquid (on ground floor) and cast the spell.

***Fumaticus Protecticum*** To cast this, carry the red herring and the power-pong plant.

***Project Physical Body*** The broken talisman (repaired by Florin) and the crystal ball are needed to cast.

***Release Spell*** You must have the white gold ring and Gimbal must be free. Once this has been cast, summoning the characters in the right order completes the game. The order is the same as the pictures in the gallery on the second flood with Gimbal last.

## *STORMBRINGER*

**MASTERTRONIC**

***YS* JULY 1987 – 9/10**

Crikey, this Magic Knight fellow certainly gets about a bit, doesn't he? Here he is again in yet another David Jones budget extravaganza. Having narrowly escaped certain death etc in *Knight Tyme*, he's off again. This time he returns to his roots and finds himself in a castle with some quest or other to complete. It's basically the same sort of thing again – pretty graphics, Windimation (a sort of pop-up menu system of control), plenty of other characters to 'interact' with (snigger) and, of course, magic spells. It's a fairly standard arcade adventure at heart, but the added frills make it stand out as a cheapie.
★★★★★

There are two versions, one for 128K machines and one for, you guessed it, 48K ones. But unfortunately we've only got room for one solution. So let's have a show of hands. Who wants the 128K one? And the 48K? Hmm. The 48Ks take it by a whisker, by the looks of it.

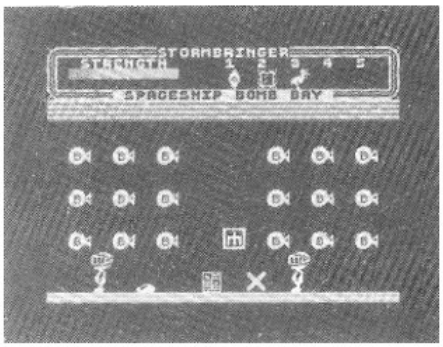
At the beginning, take the bottle of liquid from the room to the left of the start. Drink this when your energy gets low. Get the chicken and, if you wait, it will lay a golden egg, a bronze egg and a silver egg. Take the newspaper from Robin of Shylock (he'll take an egg in return) and read it. Wear the right disguise and the newspaper will get you into the castle. Walk to Entwood

and drop the advert. Barker the Ent lives here, but he's invisible. Take the brass ankh and the magic talisman from him and wear them. The talisman keeps your magic high whilst the ankh restores your energy to 60 when it gets down to 0, unless you're killed by an axe or the cloud. Go into the first room of the castle and you'll teleport to your pocket and into Limbo. Get and wear the boots. These allow you to jump chute. So go left, picking up the advert and pulling any levers you might find, until you reach the jump chute. Drop the teleport and jump up the chute to the top. Go left until you get to the big white statue. Pull the lever. Walk under the arrow and drop the advert. Jump onto the advert and get the arrow.

Pick up the advert and drop down the flashing hole. Find Rachael of Amazonia and command her to help. You must convert the number she tells you to binary. Go right (pull any levers you find) until you find the jump chute. Drop down the hole. Drop the advert and the arrow. Pick up the glow shield and wear it straightaway as it drains your energy at a startling rate if you don't. Take the teleport pad and go up one level to Main Lever One. The idea on this level is to enter the binary number on the levers. For example, if your number was 12 then the binary for that would be 0001100. So you'd pull Levers Three and Four. The room to the left is dark, so you must walk very close to the left-hand side of Main Lever One, unwear the shield, run left and drop it very quickly. To get past the wall in main Lever Four, throw the teleport pad at Reggie the Rat and teleport. If you have pulled the right levers the security door will be open and you can go through and the main teleport will have been activated. If you make a mess, cast Magic Fulcrum to restore the levers to their original positions. When you've finished, teleport, pick up the teleport pad, go right until you find the hole and fall down it. Make sure you have the silver arrow and activate the teleport. You'll go into Limbo. Find Robin and give him the arrow. Get the chicken and wait till it lays a golden egg. Give the egg to Robin. Now walk left till you find Bearwoolf. Then go right one screen and stand in front of the plant with the red flower. Cast Press Plant. Quickly go and pick up the elf horn, as this room drains your energy, walk back to the plant and cast Press Plant again. Walk left until you are about a centimetre away from Bearwoolf's hand. Then blow the horn and summon Robin. Command Robin to help and he'll shoot Bearwoolf who'll turn into a teddy bear. Find the advert and come back to the screen where Bearwoolf was. Just before you get to the edge of the screen, jump and you'll land on a platform. Go across five screens like this and you'll find Bearwoolf's hoard. Drop the advert under the magic missile, stand on the advert and pick up the magic missile. When you throw this missile at the Off-White Knight he'll go to sleep.

Rather than ruin the rest by telling you how to incorporate Magic Knight with the Off-White Knight, here are some hints...

- Rachael has the mirror.
- Don't drop the dynamite.
- Magic missile and crystal ball let you cast Travel to Person.
- Tickle people with horsefeather to make them happier.
- To read the list of clues, give it to Aramis le Peux and command him to help a few times.




***Stormbringer*: Perhaps this isn't really the best place to stand...**

## *THRUST*

### MASTERTRONIC

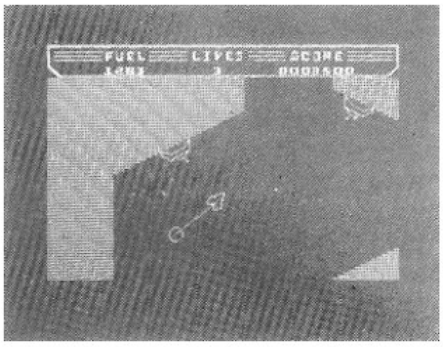
### *YS* AUGUST 1989 – 8/10

With a name like, erm, the one it's got, *Thrust* is bound to be a bit good. And indeed it is. It's based around a constant battle with the laws of gravity, with you in control of a little triangular spaceship which has to rescue even littler pods from a series of planets without getting shot or crashing into the planet's surface. It's a lot harder than it sounds, with the main problem being the awkwardness of controlling the ship. The scrolling's a bit flickery, but otherwise it's neatly executed and a definite 'must'.

★★★★

Only use the shields when it's really necessary – they use piles of fuel. Be careful not to shoot the pod while you're towing it, as it's easily done. Shoot all guns and pick up any fuel on the way into the planet, as you won't have a chance once you've got the pod. On Level Four there's a dead end. Shooting the switch opens a door for a short time.

So how about a cheat mode then, eh? Press the keys SOMANYWOMEN while the game is paused and a little C will appear by your score (which stands for 'cheat', most likely). Press S at any point and you'll jump to the next level.




***Thrust*: Oo-er.**

## *TWIN TURBO V8*

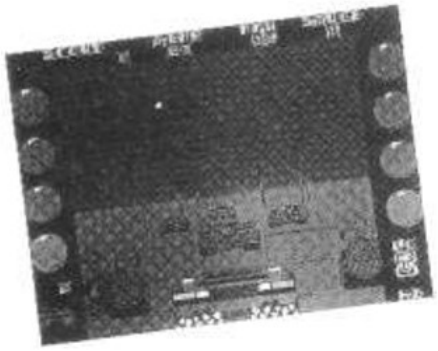
### CODEMASTERS

### *YS* AUGUST 1986 – 81°

Driving games. There are absolutely loads of them. Loads. So what do the Codies go and do? Yes, but as well as that? Yup. They do a driving game. And Marcus goes and gives it 81°. The chump. The truth is, of course, that *Twin Turbo V8* is rubbish. The graphics are terrible (only the bare essentials) and it's boring. The only good thing is the going-up-and-down-hills effect,

which is quite effective. Only for really impoverished driving game fans.
★

When you get to the main screen with the picture of the car and hear the snazzy music, type UNIVERSAL PEACE and you'll have infinite lives and infinite time.



***Twin Turbo V8*: Ah-ha. That must be the 'start'.**

## *ZUB*

### MASTERTRONIC

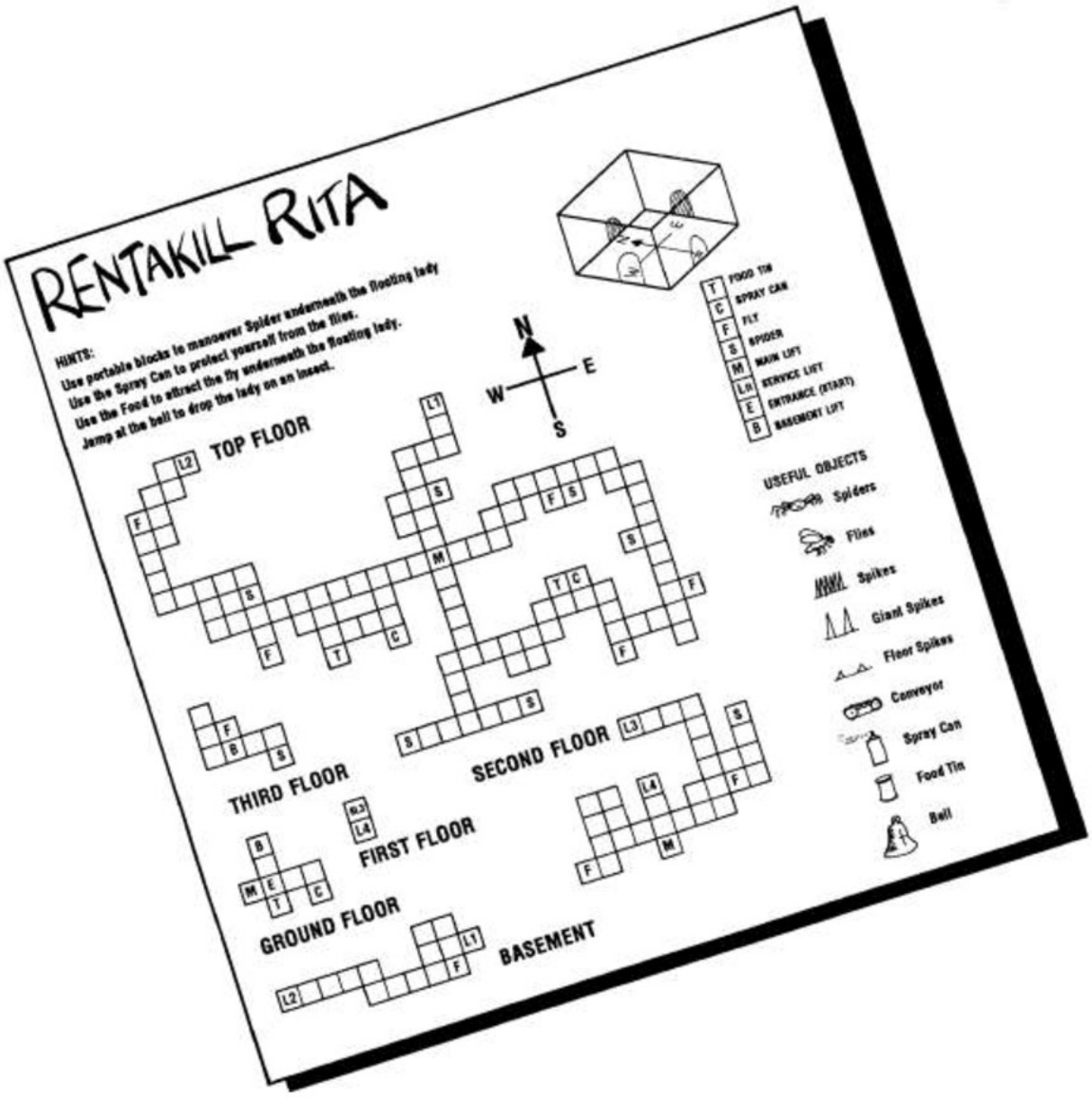
### *YS* FEBRUARY 1987 – 7/10

Some games are just too peculiar to categorise, and, as chance would have it, *Zub* is one of these (it was actually going to be called *Zob* until someone realised in the nick of time that '*zob*' means something rather rude in French). It's a weird sort of a platform game with so many special effects and things bolted on that you tend to forget just how simple it is. The graphics (or what there are of them) are attractively presented and added bonus is the possibility of getting a negative score. But it gets a bit boring a bit too quickly.
★★★★

If you do get bored of playing *Zub*, you'll be delighted to hear that pressing 1, 3, 5, and 7 together gets you into Lightfarce, an entire new game hidden within the main one. And it's really good! But it only works on the 128K. Alternatively, pressing 2, 4, 6 and 8 while playing *Zub* activates the cheat mode. Not bad, eh?

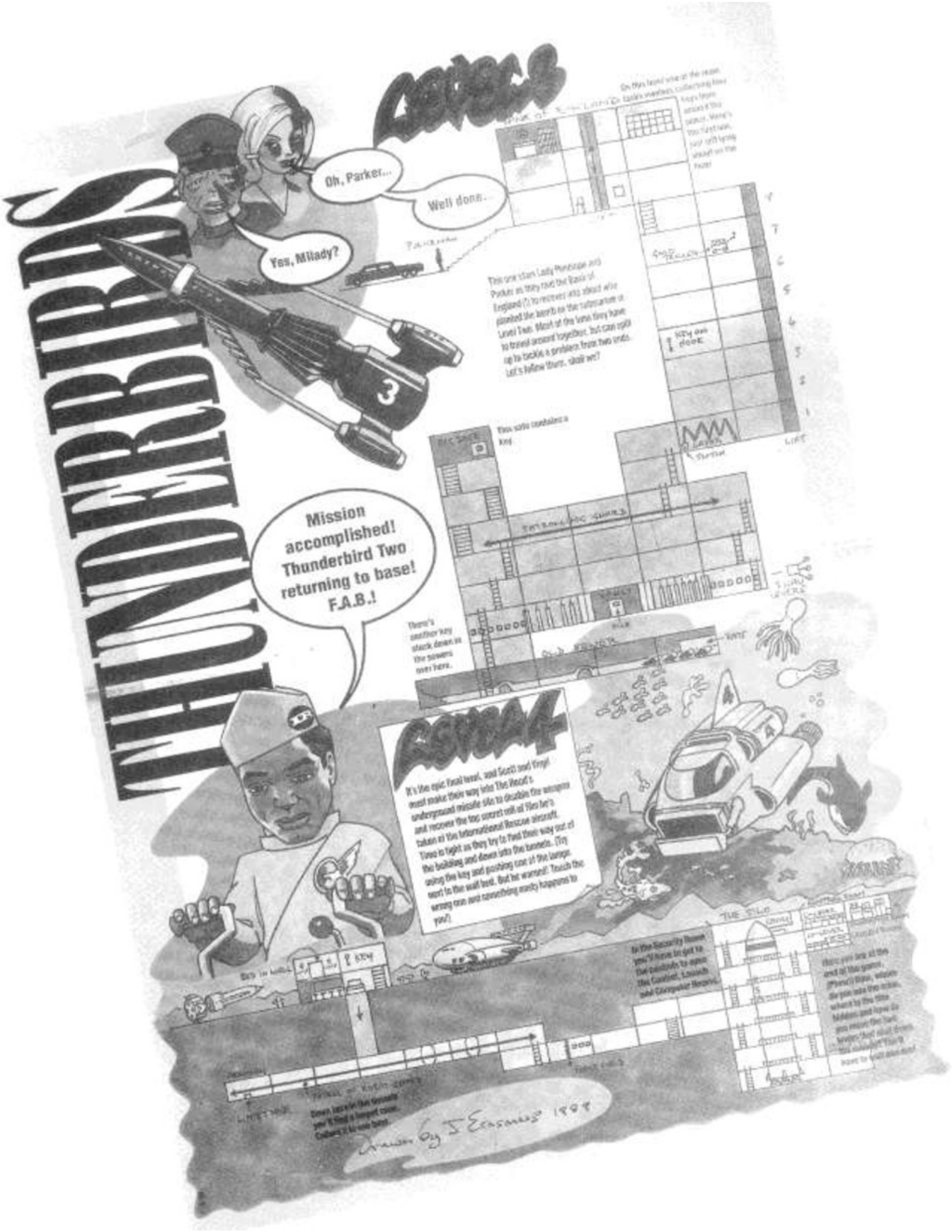
# WATCH WHERE YOU'RE GOING

**Maps, eh? Where'd we be without them? Well, in some place where we didn't, er, know where we were, for a start. Probably... Anyway, maps are pretty serious poop and no mistake. And to put together a fabby-wazzy *Your Sinclair* tips book and not include any, well, we reckoned that'd be nothing short of committing the ultimate Speccy sacrilege. So we did. And here they are. From *Black Tiger* and *Thunderbirds* to *Ghouls And Ghosts* and *Count Duckula*, they're all you need to find your feet (and then get them walking in the right direction). Nothing more to say really. It's all yours (but pleeease be back before tea-time.)**

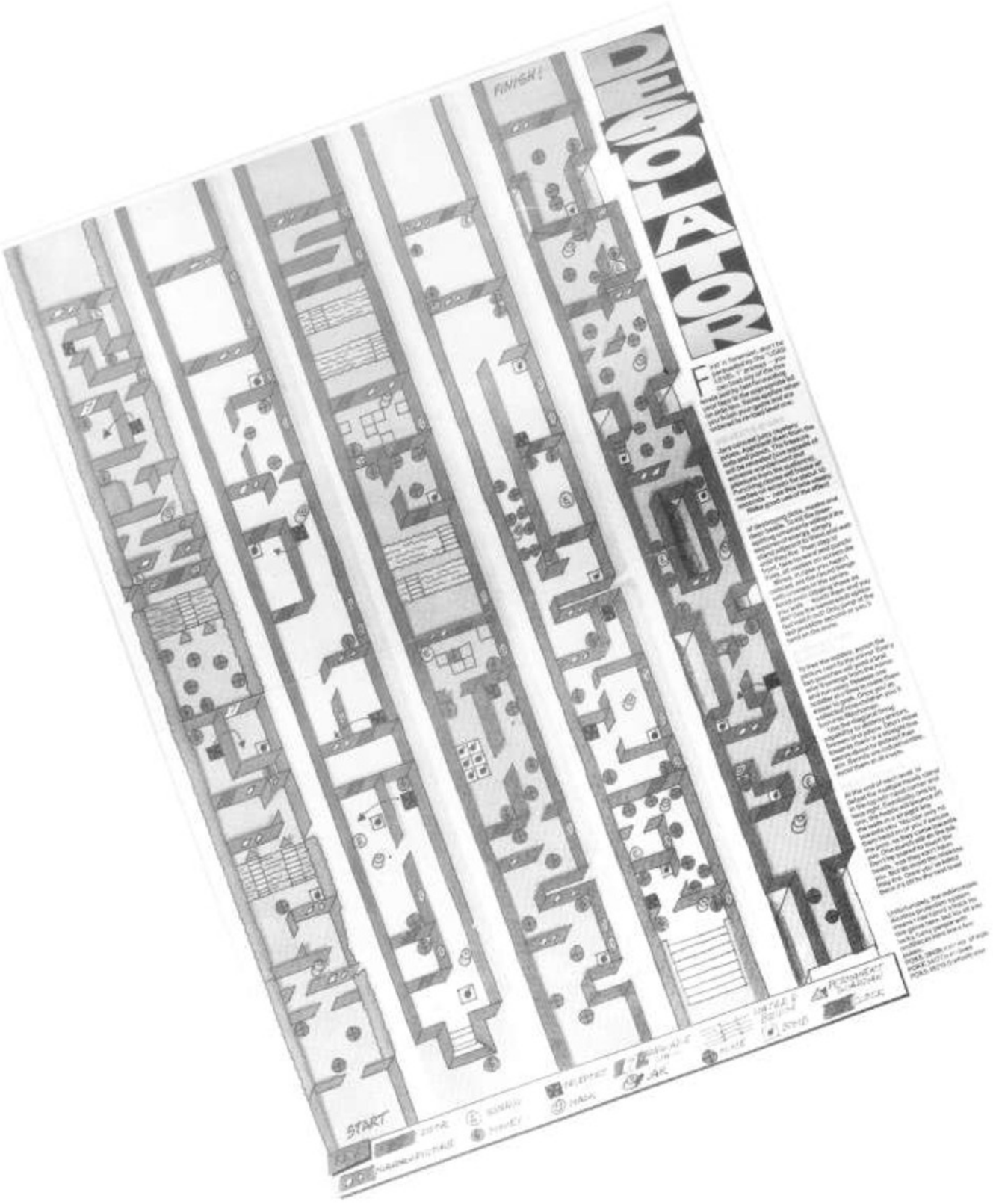


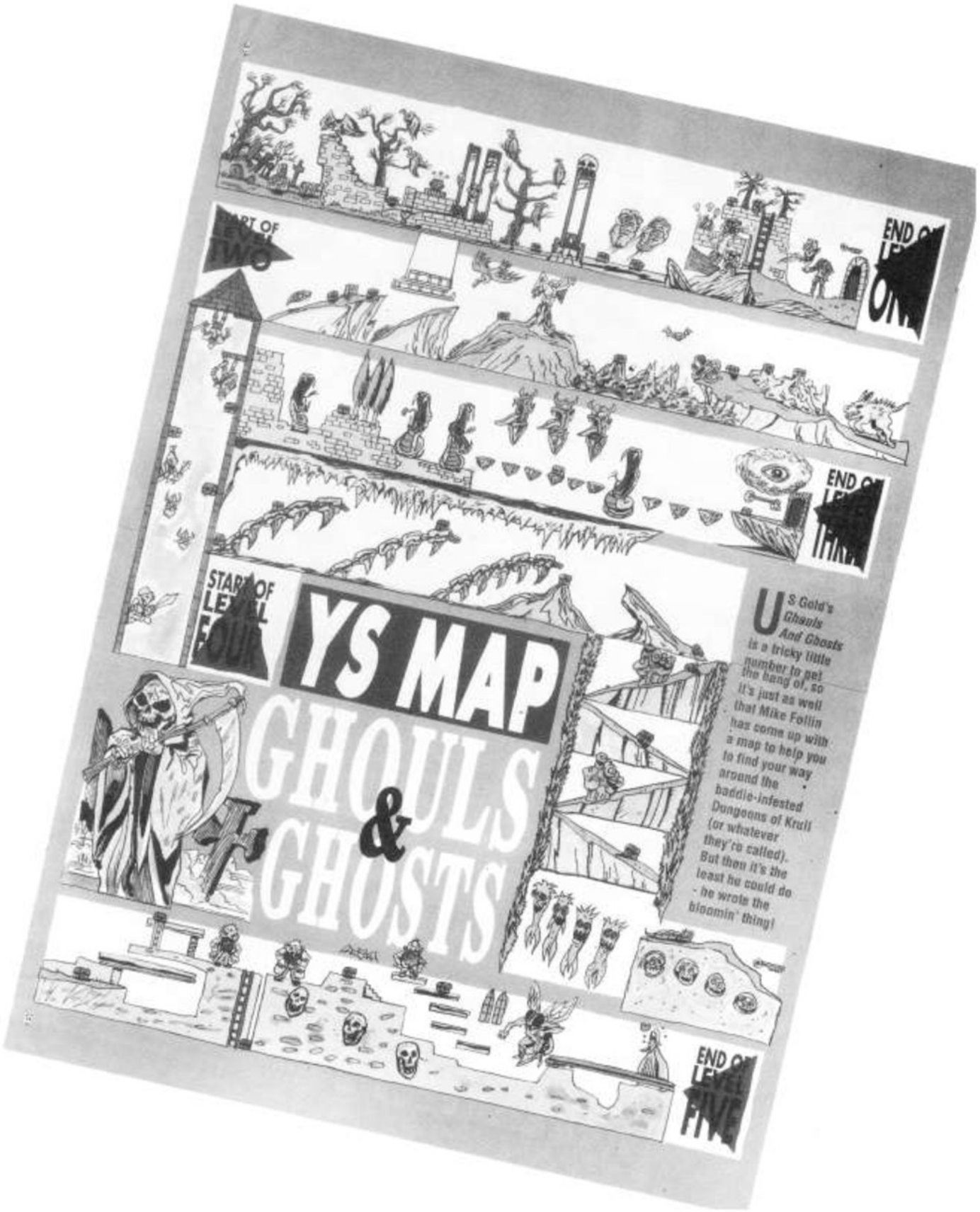
LEVEL ONE, STAGE ONE
KEY
END OF LEVEL ONE
LEVEL ONE, STAGE TWO
WEAPONS
DOUBLE SHOT
BOMB
HOMING MISSILE
LIFE FORCE
END OF LEVEL TWO
LEVEL TWO, STAGE ONE
LEVEL TWO, STAGE TWO
END OF GAME
LEVEL THREE, STAGE TWO
LEVEL THREE, STAGE ONE
NICK GRANT

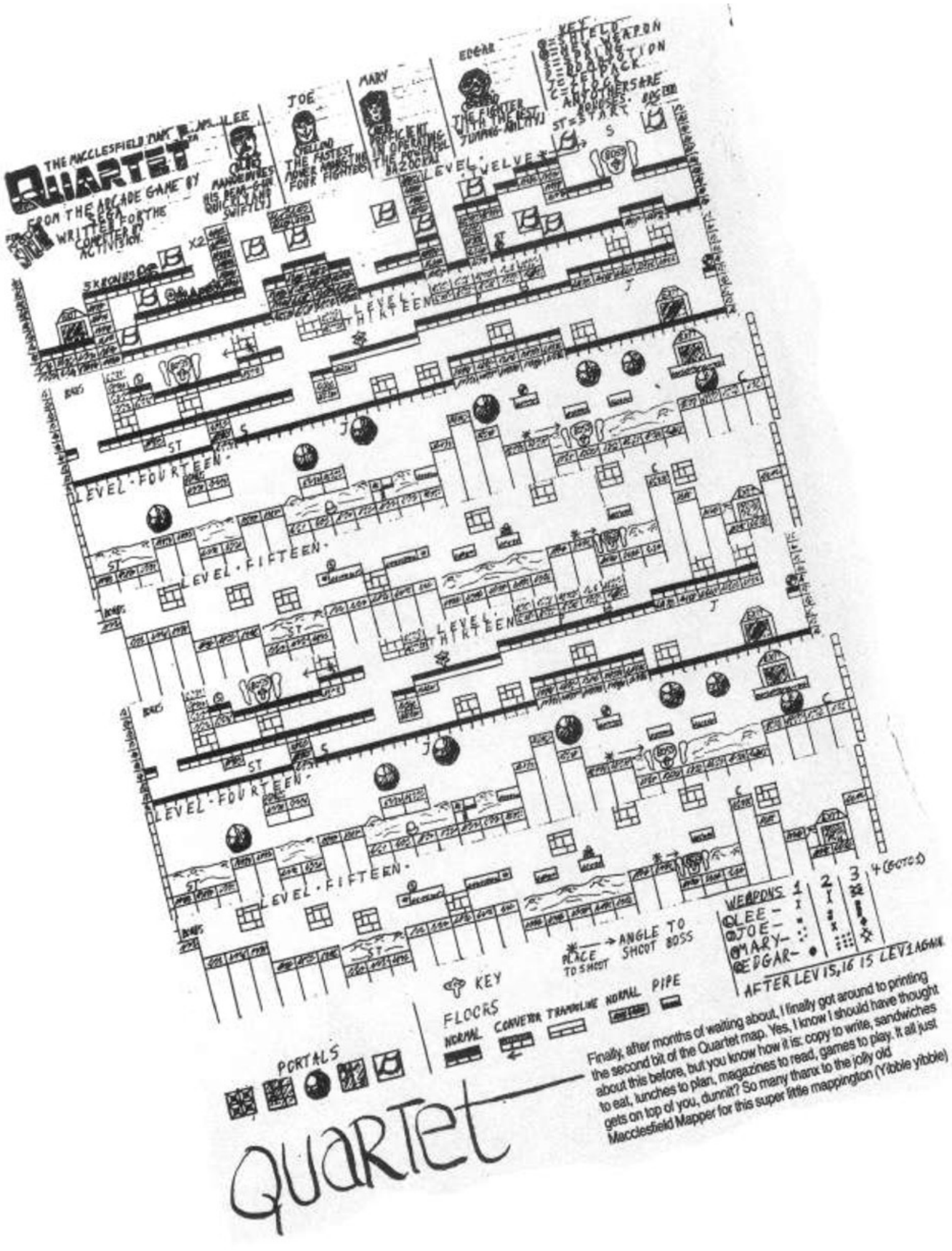

THUNDERBIRDS
ARE GO!


THUNDERBIRDS
CRASH
Oh, Parker...
Well done.
Yes, Milady?
Mission accomplished! Thunderbird Two returning to base! F.A.B.!
ASSIST
It's the epic finale level, and Scott and Virgil must make their way into The Hood's underground missile silo to disable the weapons and recover the top secret roll-out files he's taken of the International Rescue aircraft. Time is tight as they try to find their way out of the building and down into the tunnels. (Try using the key and pushing one of the large steel in the wall first. But be warned! Touch the wrong one and something nasty happens to you!)
Drawn by J Erasmus 1994

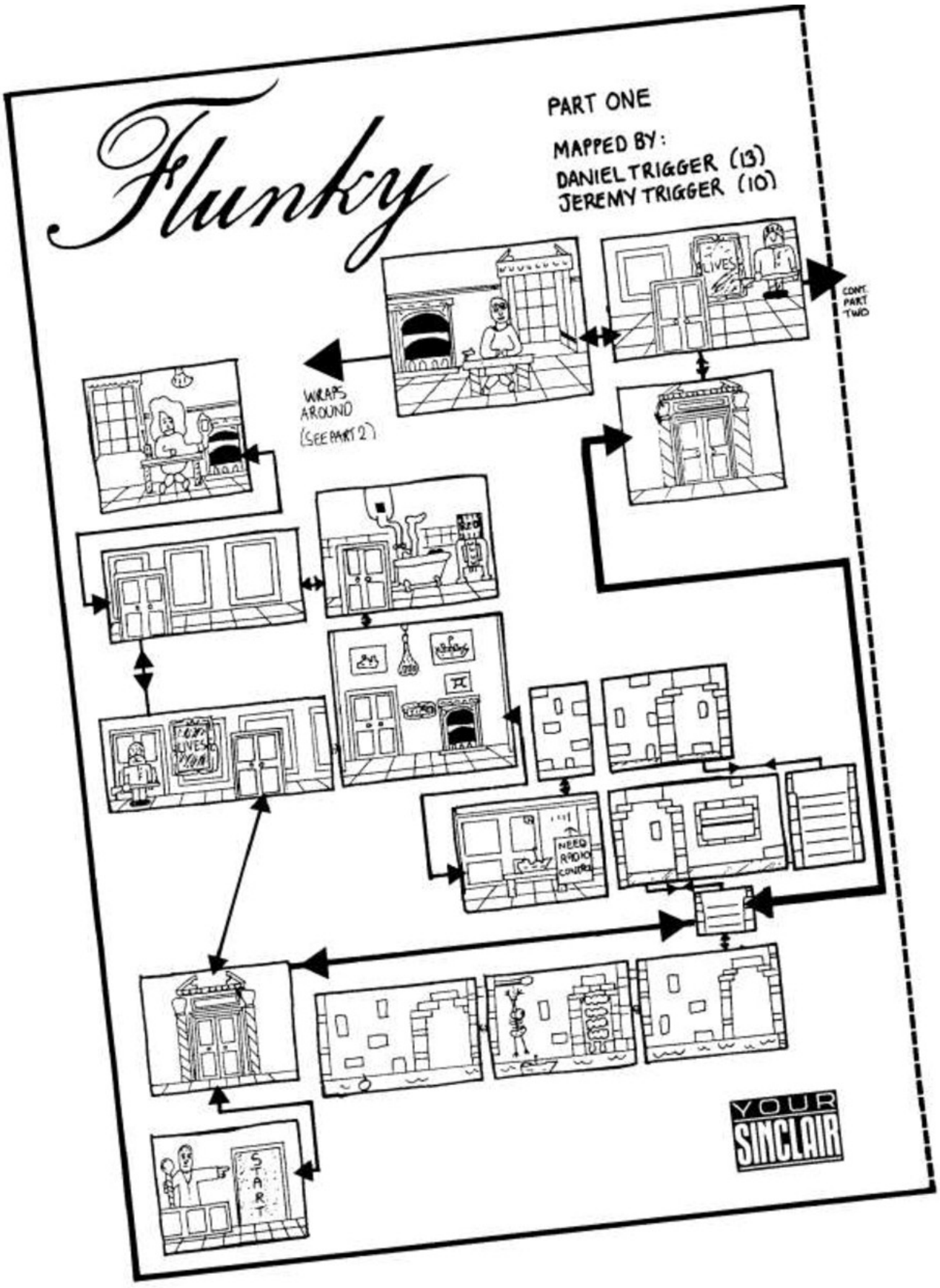

BLACK TIGER
Key
p pots
B blob
A axeman
S snake
t trader
L fireman
V plant
c chest
d skull coin
s – start
f – finish
› – direction
x die if touched

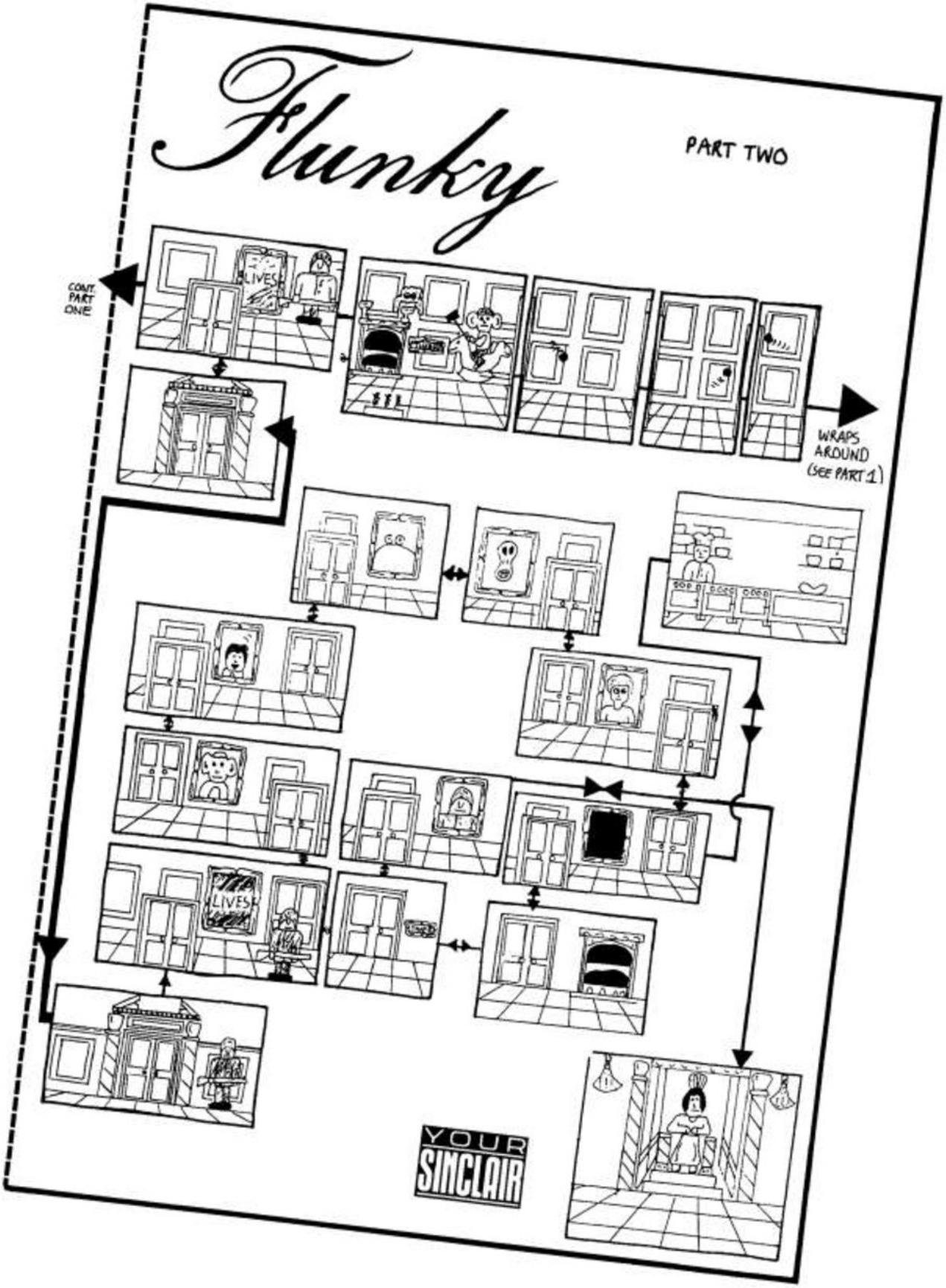

DEMOLATION
FINISH
START


START OF LEVEL FOUR
YS MAP
GHOULS & GHOSTS
US Gold's Ghouls And Ghosts is a tricky little number to get the hang of, so it's just as well that Mike Follin has come up with a map to help you to find your way around the baddie-infested Dungeons of Krull (or whatever they're called). But then it's the least he could do - he wrote the bloomin' thing!

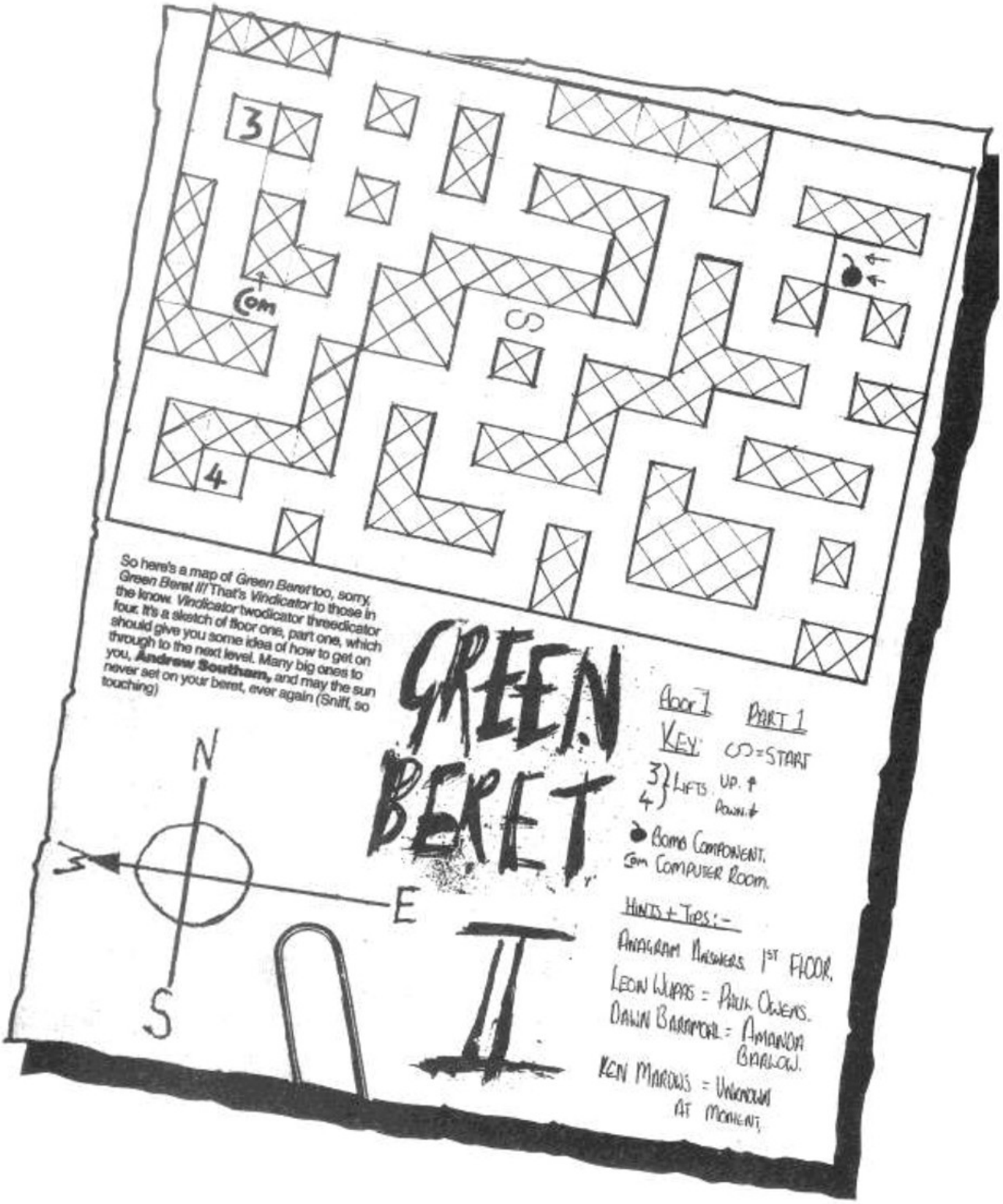


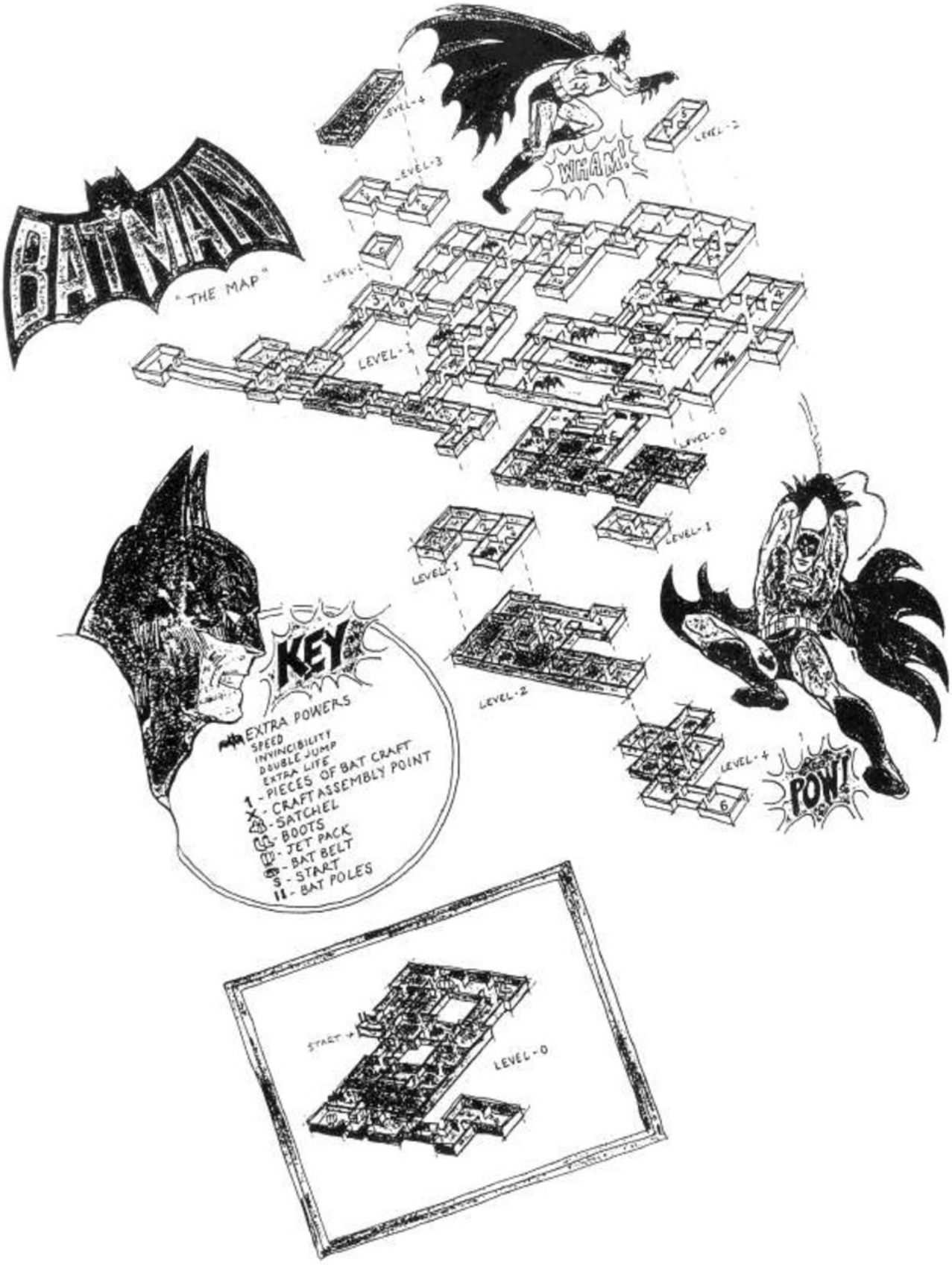

Finally, after months of waiting about, I finally got around to printing the second bit of the Quartet map. Yes, I know I should have thought about this before, but you know how it is: copy to write, sandwiches to eat, lunches to plan, magazines to read, games to play. It all just gets on top of you, dunnit? So many thanx to the jolly old Macclesfield Mapper for this super little mappington (Yibble yibble)


Flunky
PART ONE
MAPPED BY:
DANIEL TRIGGER (13)
JEREMY TRIGGER (10)
WRAPS AROUND (SEE PART 2)
CONT PART TWO
START
YOUR SINCLAIR

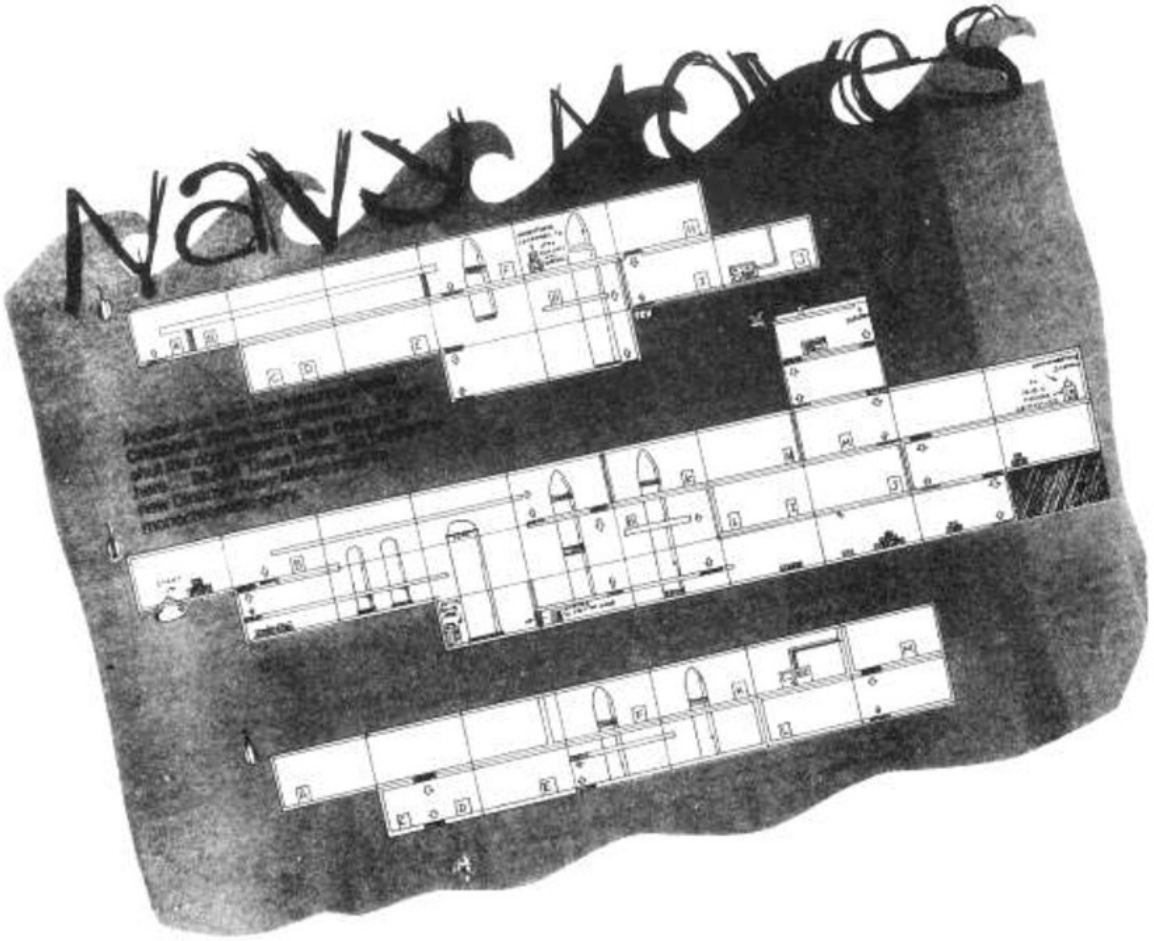

Flunky
PART TWO
CONT. PART ONE
LIVES
$$$
WRAPS AROUND (SEE PART 1)
LIVES
YOUR SINCLAIR

First Floor
Ground Floor
Basement
Fourth Floor
Third Floor
Second Floor
Fifth Floor
Sixth Floor
KL:PV1:MBW...
PASSWORD: ARE YOU A GOBLIN? STOP HAVE ENTERED TH
EAGLES REST STOP HAVE DISCOVERED EXPLOSIVES ST
WILL REPORT AGAIN WHEN PRISONERS FOUND STOP I HAVE
MAP AND PHOTOGRAPHS STOP I
Captain MISCHA WELSH
BRITISH PASSPORT

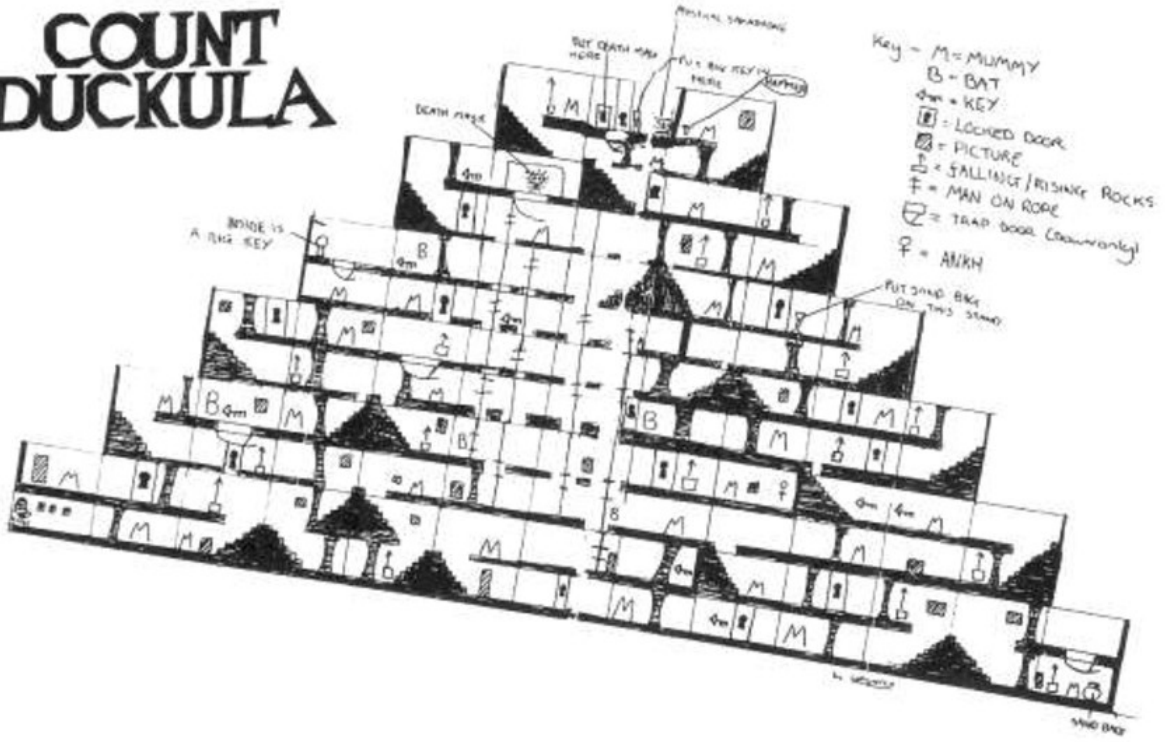

3
COM
S
4
So here's a map of Green Beret too, sorry, Green Beret III That's Vindicator to those in the know. Vindicator twodicator threedicator four. It's a sketch of floor one, part one, which should give you some idea of how to get on through to the next level. Many big ones to you, Andrew Southam, and may the sun never set on your beret, ever again (Sniff, so touching)
GREEN BERET
FLOOR 1 PART 1
KEY: CD = START
3 4 LIFTS UP. DOWN.
BOMB COMPONENT.
COMPUTER ROOM.
HINTS + TIPS:-
ANAGRAM ANSWERS 1ST FLOOR.
LEON WILKES = PAUL OWENS.
DAWN BARRATT = AMANDA BARLOW.
KEN MARRIS = UNKNOWN AT MOMENT.
N
E
S


BATMAN
"THE MAP"
WHAM!
LEVEL-4
LEVEL-3
LEVEL-2
LEVEL-1
LEVEL-0
LEVEL-1
LEVEL-2
LEVEL-3
LEVEL-4
POW!
KEY
EXTRA POWERS
SPEED
INVINCIBILITY
DOUBLE JUMP
EXTRA LIFE
1 - PIECES OF BAT CRAFT
X - CRAFT ASSEMBLY POINT
- SATCHEL
- BOOTS
- JET PACK
- BAT BELT
S - START
II - BAT POLES
START
LEVEL-0

LEVEL 1
KEY
250
25
100
500
LEVEL 2



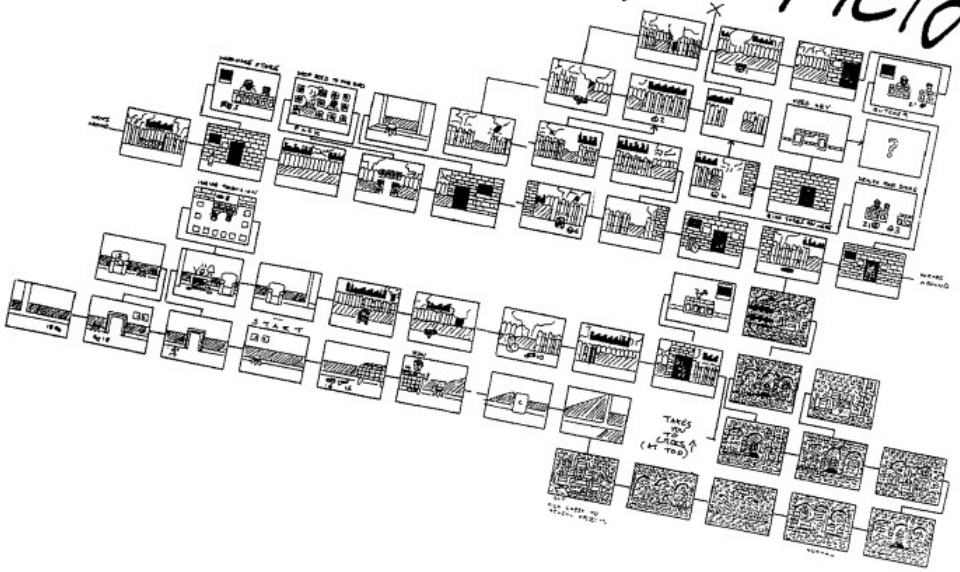

# COUNT DUCKULA



| | OBJECT | USE |
|---|---|---|
| 1 | BOUNCING FRUIT | FOOD |
| 2 | BLUEBERRY PIE | FOOD |
| 3 | BIRDSEED | TAKE TO PARK TO GET BIRD |
| 4 | SLICE OF CAKE | FOOD |
| 5 | MUSLI | TO TAKE TO HEALTH FOOD STORE TO BUY BIRD SEED |
| 6 | HAMBURGER | FOOD |
| 7 | SPADE | TAKE TO HARDWARE STORE TO GET MONEY |
| 8 | CHOCOLATE COOKIE | FOOD |
| 9 | FISH SUBSTITUTE | FOOD ! ? |
| 10 | EMPTY CAN | DROP INTO BIN FOR ITEM SCORE |
| 11 | LAMP | ALLOWS YOU TO SEE IN CELLER |
| 12 | WARM BLANKET | ? |

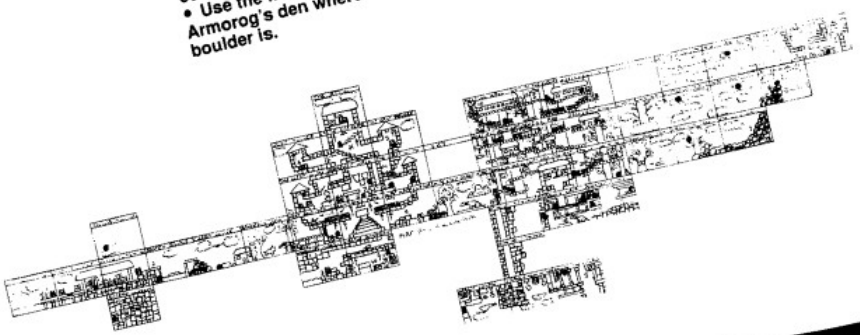
| | OBJECT | USE |
|---|---|---|
| 13 | CUP OF COFFEE | REVIVES SLEEP ENERGY |
| 14 | FISH | ? |
| 15 | NEWSPAPER | ? |
| 16 | ODIES BOWL | ? |
| 17 | MISSED BALLS | FOOD ! STOPS ODIE FROM DRAINING YOUR SLEEP ENERGY |
| 18 | RUBBER BONE | DROP AT PAK LEFT OF HOUSE TO MAKE HOLE IN WALL. |
| 19 | BONE | FOOD |
| 20 | KEY | NEEDED TO GET INTO THE POUND |
| 21 | SAUSAGES | FOOD |
| 22 | SPINACHE | KILLS RAT |

# Garfield



# DIZZY III

- Use the jug of water on the fire in the dungeon.
- Use the stale bread on the rat in the dungeon.
- Use the boulders at the broken bridge.
- Fill the empty bucket at the base of the volcano.
- Use the keys at the lift control.
- Use the meaty bone at Armorog's den where the boulder is.
- Use the pickaxe in the deserted mines.
- Use the old thick rug at Daisy's prison.
- Use the crowbar on the bottomless well.
- Use the door-knocker on the door at the castle stairway.
- Give the pigmy-cow to the shopkeeper at the market square to get the bean.
- Place the dragon's egg from Daisy's prison with the other egg in the dragon's lair.
- Put the bean in the cow manure at the smelly allotment.
- Use the full bucket at the cow manure.
- You can't get one of the coins 'til you get in the deserted mines, then the guard will move from the dungeon. Then you can go back for the coin.



KEY
1 Sleeping potion
2 Keys
3 Boulders
4 Empty bucket
5 Jug of water
6 Stale bread
7 Rope
8 Meaty bone
9 Bottle of whisky
10 Rusty pickaxe
11 Old thick rug
12 Crowbar
13 Door knocker
14 Pigmy cow
15 Dragon's egg
16 Bean
● Gold Coins
Torches

# A THING ABOUT THE CASSETTE

**Right, so we take it you've found the POKES tape (you could hardly miss it, could you?), so now you'll probably want to know exactly what's on it. Well, hold your horses! (Er, not there, missus, he's likely to get a bit agitated.)**

**First off, a quick word about the instructions. There aren't any. Well, not on this page at least. To find out how to work the cassette, simply load it into your tape recorder and read the relevant information that scrolls (rather nattily, we must say) across the screen.**

**Secondly, re-releases. Quite a few games get re-released and put out on budget. However, you will find that, unless a budget company name is stated, the routine is for the original release (with, naturally, the original protection system locked into it). It is possible that the hack you want may work on a re-released copy, but there's no guarantee.**

**And finally, we've got an insy-winsy word of warning for all you 128K owners out there (ho hum, you never seem to escape do you?) – a few of the hacks won't work on a 128K unless in 48K mode. And some won't work at all. Ahem. (Sorry about that.)**

**And that just about wraps it up. Time for some serious sabotage!**

**ACT – BUT**

***Action Force*** Infinite lives.
***Action Force II*** Infinite lives, energy.
***Agent Orange*** Infinite lives.
***Agent X*** Infinite lives, time.
***Andy Capp*** Infinite Alcometer, kisses.
***Anfractuos*** Infinite lives, energy, time, thrust.
***Arkanoid*** Infinite lives.
***Arkanoid II*** Infinite lives.
***Athena*** Infinite lives, time.
***Avenger*** Infinite energy, inner force.
***Ballbreaker*** Infinite lives, missiles.
***Ballbreaker II*** Infinite lives, missiles.
***Basil The Great Mouse Detective*** Infinite energy.
***Batman (the new one)*** Infinite energy, time.
***Batty*** Added cheat mode. When playing, Q gives infinite lives, W removes infinite lives, E gives three more lives.
***Beach Buggy Sim*** More fuel, infinite time.
***Black Magic*** Immortal.
***Blow Out*** Infinite lives, smart bombs.
***Bobby Bearing*** Time never goes below 9000.
***Bombjack II*** Infinite lives.
***Brainstorm*** Always complete the screen .
***Bride Of Frankenstein*** Infinite energy.
***Bubbler*** Infinite lives.
***Butch Hard Guy*** Infinite lives.

**CAB – DEA**

***Cabal*** Infinite lives.
***Catch 23*** Infinite time, bombs, ammo, soldiers/tanks don't shoot.
***Centurions*** Immortal to nasties (but not to landscapes).
***Chain Reaction*** Infinite jet, radiation, time.
***Chase HQ*** Infinite time.
***Chimera*** Infinite lives.
***Chronos*** Infinite lives.
***Cliff Hanger*** 100 lives.
***Cobra*** Infinite lives, weapons.
***Conquestador*** Infinite lives.
***Cop Out*** Infinite lives.
***Costa Capers*** Infinite energy.
***Crazy Cars II*** Infinite time, bonus.
***Crosswize*** Immortal.
***Cybernoid*** Immortal, infinite weapons.
***Cylu*** Infinite lives.
***Cyrox*** Infinite lives.
***Daley Thompson's Olympic Challenge*** Infinite lives.
***Dan Dare (Mastertronic)*** Infinite energy, ammo, time, fall any height, no prison when hit by a Treen.
***Dan Dare II*** Infinite lives, time, immortal, no Crunch.
***Darius*** Infinite lives.
***Day In The Life*** Immortal.
***Dead Or Alive*** Infinite lives, thirst, ammo.
***Deathscape*** Infinite fuel, lasers, power, shields.

**DEF – FLI**

***Deflektor*** Infinite lives, energy, overload.
***Deviants*** Infinite energy, time, ammo.
***Die Alien Slime*** Infinite energy, time.
***Dizzy*** Immortal.
***Double Take*** Infinite lives.
***Down To Earth*** Infinite lives, time, steps, bombs.
***Dragon's Lair*** Infinite lives.
***Dragon's Lair II*** Infinite lives.
***Druid*** Infinite weapons, energy.
***Dynamite Dux*** Immortal.
***Earthlight*** Infinite lives, fuel, ammo.
***Elevator Action*** Infinite lives.

***Eliminator (Hewson)*** Infinite lives, shields.
***Enduro Racer*** Infinite time.
***Exolon*** Infinite lives, ammo, grenades.
***Express Raider*** Infinite lives, strength.
***Fairlight II*** Infinite energy.
***Falcon The Renegade Lord*** Infinite time, stamina, power of will, Thinkstrike.
***Falcon Patrol II*** Infinite lives.
***Fat Worm Blows A Sparky*** Immortal, infinite Sparkies.
***Fire And Forget*** Infinite fuel.
***Firefly*** Infinite lives, always complete teleport, gamble zones always okay, gamble pods always okay, no need for four cloudy blobs.
***Fist II*** Infinite lives.
***Flintstones*** Infinite time.

## FLY – HOW

***Flying Shark*** 256 lives.
***Frost Byte*** Infinite lives, time.
***Full Throttle*** No deceleration from the side of the track or other riders.
***Galaxians (Atarisoft)*** Infinite lives.
***Galivan*** Infinite lives.
***Galletron*** Infinite lives.
***Garfield*** Infinite hunger, sleep.
***Ghosts And Goblins*** Infinite lives.
***Ghost Hunters*** Infinite Macho energy.
***Goonies*** Infinite lives.
***Great Escape*** Infinite energy, no guards, dogs, prisoners.
***Great Gurianos*** Infinite lives.
***Green Beret*** Infinite lives.
***Greyfell*** Infinite lives.
***Gryzor*** (original version) Infinite lives.
***Guerilla Wars*** Infinite lives, don't lose tank.
***Gunrunner*** Infinite lives.
***Gutz*** Infinite lives.
***Hades Nebula*** Infinite lives.
***Hammerfist*** Infinite lives.
***Happiest Days Of Your Life*** Infinite lives.
***Head Over Heels*** Infinite lives.
***Heartland*** Infinite energy, time.
***How To Be A Hero*** Only one pineapple loses energy.
***Howard The Duck*** Infinite time, nasties don't come out at you.

## HUM – MAR

***Human Killing Machine*** Infinite lives.
***Hunchback II*** Infinite lives.
***Hydrofool*** Infinite Rustometer.
***Ikari Warriors*** Infinite lives, fuel, ammo, grenades, tanks.
***Impossaball*** Infinite lives, time.
***Incredible Shrinking Sphere*** Infinite lives, ammo dumps.
***Indiana Jones*** Infinite lives.
***Into The Eagle's Nest*** Infinite hits, keys, ammo.
***Jack The Nipper*** Immortal.
***Jackle And Wide*** Infinite strength, time, no sudden death.
***Joe Blade*** Infinite strength, time when defusing bombs.
***Karnov (In Crowd re-release)*** Infinite lives, bombs, time, flame, no exploding nasties, one shot kills, load any level.
***Kat Trap*** Infinite lives.
***Kickboxing*** Infinite endurance, bonus.
***Kinetik*** Infinite lives.
***Kong Strikes Back*** Infinite lives, bombs, time.
***Krakout*** Infinite lives.
***Legend Of Kage*** Infinite lives.
***Licence To Kill (48K)*** Infinite lives.
***Mag Max*** Infinite lives.
***Marauder*** Immortal, infinite smarts, no gun jam, no loss of life, no control reversal.
***Mario Bros*** Infinite lives, time, Pow, time on bonus screen.
***Martianoids*** Infinite lives.

## MAS – ORI

***Mask III*** Infinite energy, can't drown.
***Merlin*** Infinite lives.
***Mermaid Madness*** Immortal.
***Metropolis*** Infinite energy.
***Mickey Mouse*** Infinite energy.
***Micronaut One*** Infinite energy, turn when you move, turbo acceleration, turbo deceleration, no deceleration when you hit a wall.
***Mission Jupiter*** Infinite lives, thrust, ammo.
***Moon Cresta*** Immortal (but you can still die if you fail a dock).
***Moon Strike*** Immortal.
***Mountie Mick's Death Ride*** Infinite lives, battery, ammo.
***Nether Earth*** Infinite credits when building robots.
***New Zealand Story*** Infinite lives.
***Nexor*** Infinite lives.
***Nightmare Rally*** Infinite lives.
***Ninja Scooter*** Infinite time.
***Obliterator*** Infinite energy.
***On The Run*** Infinite energy, time.
***Operation Thunderbolt*** Infinite lives, rockets, magazines.
***Oriental Hero*** Infinite lives.

## OUT – SHA

***OutRun*** Infinite time.
***Paperboy*** Infinite lives, papers.
***Parabola*** Infinite lives.
***Park Patrol*** Infinite lives.
***Plexar*** Infinite lives.
***Plot*** Infinite lives, energy.
***Power Drift*** Always qualify.
***Psycho Soldier*** Infinite lives, bombs.
***Pulsator*** Infinite lives.
***Rainbow Islands*** Infinite lives, no loss of rainbow power when you lose a life.
***Rana Rama*** Infinite lives, life force on rune screen.
***Rastan*** Infinite lives, energy.
***Red LED*** Infinite energy on all droids, time.
***Renegade*** Infinite lives.
***Revolution*** Infinite lives.
***Robocop*** Infinite lives.
***Rocman*** Infinite lives.
***Rogue Trooper*** Infinite kits (energy), ammo.
***Rommel's Revenge*** Infinite lives.
***Saracen*** Infinite lives.
***Sceptre Of Bagdad*** Infinite lives.
***Scooby Doo*** When loaded, press break then POKE 29614,0: RANDOMIZE USR 25e3 for infinite

lives.
***720°*** Infinite lives, tickets.
***Shadow Skimmer*** Infinite lives.

**SHO – TAN**

***Shockway Rider*** Infinite lives.
***Sidewize*** Infinite lives.
***Sigma 7 (128K)*** Infinite lives.
***Silkworm*** Immortal.
***Skool Daze*** Infinite lines.
***Slapfight*** Immortal.
***Soft And Cuddly*** Infinite lives, lasers don't overheat.
***Solomon's Key*** Infinite lives, time, fireballs.
***Space Harrier*** Infinite lives.
***Spitfire*** Infinite lives.
***Spooked*** Infinite time.
***Spy V Spy III*** Infinite strength, fuel, time.
***Stainless Steel*** Lives, shields, fuel.
***Starburst*** Infinite lives.
***Starfox*** Infinite fuel.
***Star Paws*** Infinite energy.
***Star Raiders II (original version)*** Infinite energy, lasers don't overheat.
***Star Runner*** Infinite time.
***Star Wars*** Infinite shields.
***Stormbringer*** Infinite energy.
***Super G-Man*** Infinite lives, fuel.
***Super Hang On*** Part One infinite time; Part Two infinite time.
***Tantalus*** Infinite energy.

**TAR – TRA**

***Tarantula*** Immortal.
***Target Renegade*** Infinite lives.
***Teladon*** Infinite lives, oxygen, laser.
***Tempest*** Infinite lives.
***Terra Cresta*** Infinite lives.
***Terramex*** Infinite lives.
***Thing Bounces Back*** Infinite lives.
***Thrust II*** Infinite lives.
***Thunderbirds (Firebird)*** Infinite lives, weight, time.
***Thunderbirds (Grandslam)*** Part One infinite lives, time; Part Two infinite lives, time; Part Three infinite lives, time; Part Four infinite lives, time.
***Thundercats*** Infinite lives, time.
***Time Flies*** Immortal.
***Time Scanner*** Infinite lives.
***Toadrunner*** Infinite lives.
***Top Gun*** Infinite lives.
***Tour De Force*** Infinite lives, heat.
***Trailblazer*** Infinite time, jumps.
***Transmuter*** Infinite lives.
***Trap*** Infinite lives, access all ships.
***Trap Door*** Infinite time.
***Travel With Trashman*** Lots of money.
***Traxx*** Infinite lives.

**TRI – ZYN**

***Triaxos*** Infinite time, dynamite, ammo.
***Tube*** Infinite lives, smart bombs.
***Turmoil*** Infinite lives.
***Tusker*** Infinite lives.
***Typhoon*** Infinite lives.
***Uridium*** Infinite lives.
***Vendetta*** Infinite lives.
***Vindicator (Ocean)*** Part One infinite lives; Part Two infinite lives, rockets; Part Three infinite lives, time.
***Virus*** Infinite lives.
***Wizball*** Immortal.
***Xarax*** Infinite lives.
***Xarq*** Infinite energy.
***Xecuter*** Infinite lives.
***Xenon*** Immortal.
***Yeti*** Infinite lives, temperature, grenades ammo.
***Zolyx*** Infinite lives, time.
***Zynaps*** 255 lives.

# MULTIFACE BONANZA

**Cripes – 884 POKEs for 320 different games. Big numbers, those. To use them you'll need a Multiface One, 128 or 3, or a Multiprint. If you don't have one of these tasty bits of hardware, and you've got a bit of dosh to spare, give Romantic Robot a ring on 081 200 8870 and ask them to tell you all about it.**

**Once you're all set up you'll want to know how to use the POKEs. It's a cinch. Load up the game and, when you feel ready, press the button on top of your 'face. A menu will pop up (but you probably knew that already). Press T for Toolkit and the menu will change. Now press Space and type in the address of the POKE (this is the five-digit number from the listing below). Now type in the second, shorter number (the one after the comma) and press Enter. If more than one POKE is required, repeat the process. When you've finished, press Q to quit the Toolkit and R to return to the game.**

**By the way, some of the cheats need more than one POKE to activate them. Where this is the case, the description of the cheat has been given next to the last POKE in the listing. (The rest have the right-hand column left blank.) So, for example, to get infinite lives on *Basil The Great Mouse Detective* you'd need to do 41296,0 and 41968,201. Simple, eh?**

| GAME | POKE | EFFECT |
|---|---|---|
| ***1943*** | 53158,0 | Rolls |
| | 57538,0 | Energy |
| ***19 – Shooting Range*** | 33849,0 | Time |
| | 33538,0 | |
| | 33539,195 | Ammo |
| | 35717,0 | |
| | 35718,0 | No weight limit |
| | 36451,62 | |
| | 36452,100 | |
| | 36453,0 | Always full speed |
| ***3D Starfighter*** | 35714,183 | Bits |
| ***720°*** | 40774,0 | Lives |
| | 40360,0 | Money |
| | 37357,0 | Tickets |
| ***Abu Simbel*** | 49290,x | x = no of lives |
| | 45877,201 | Transform objects |
| | 47656,0 | Transform yourself |
| ***Academy*** | 31378,225 | |
| | 31386,255 | No restrictions |
| | 32924,33 | Load any level |
| | 50584,201 | Immunity |
| | 44456,0 | Fuel |
| | 44831,0 | Bombs |
| | 44716,0 | Missiles |
| | 44752,0 | Flares |
| | 44794,0 | AMMS |
| ***Ace*** | 32506,0 | |
| | 32507,0 | |
| | 32508,0 | Immortality |
| ***Acrojet*** | 25148,10 | Infinite lives |
| ***Action Force II*** | 51904,0 | Lives |
| | 51455,201 | Energy |
| | 60579,49 | Tank hits ten |
| ***Agent X*** | | |
| **Part One** | 57776,0 | Energy |
| **Part Two** | 62499,0 | Energy |
| **Part Three** | 50561,0 | Energy |
| ***Agent X II*** | | |
| **Part One** | 57821,0 | Energy |
| **Part Two** | 62499,0 | Energy |
| **Part Three** | 50561,0 | Energy |
| ***Ah Diddums*** | 24942,x | x = lives |
| ***Airwolf II*** | 53471,0 | Inf lives |
| ***Alien 8*** | 43735,201 | Invincibility |
| ***Alien Highway*** | 39443,0 | |
| | 39142,0 | Immunity |
| | 35125,0 | Time |
| ***Aliens*** | 30768,0 | |

| | | |
|---|---|---|
| | 34484,195 | No capture |
| | 31014,0 | Ammo |
| | 30829,0 | |
| | 30830,0 | |
| | 30831,0 | No impregnation |
| | 31834,0 | Stamina |
| ***Alien Syndrome*** | 47503,0 | Lives |
| | 47984,0 | Immunity |
| ***Amaurote*** | 42506,0 | Money |
| | 42456,0 | No damage |
| | 38552,0 | Bombs |
| | 42974,175 | No city damage |
| | 38341,0 | No explosions |
| | 46192,0 | Bombs don't bounce |
| ***Amazon Women*** | 57690,183 | Lives |
| ***Anarchy*** | 42405,n | n = lives |
| ***Android*** | 52250,32 | Lives |
| ***Antiriad*** | 34270,0 | Lives |
| ***Arcadia*** | 25776,0 | Lives |
| ***Arctic Fox*** | 58309,0 | Missiles & mines |
| ***Arkanoid*** | 33702,0 | Lives |
| ***Arkanoid II*** | 37483,0 | Inf lives |
| | 40413,1 | Two bats |
| | 40413,4 | Catch |
| | 40413,32 | Laser |
| | 40414,1 | Next screen |
| | 40415,64 | Power ball |
| | 33423,0 | |
| | 33429,0 | No moving bricks |
| | 40443,n | n = no of bricks |
| | 40420,x | Ball speed |
| ***Arkanoid II* 128K** | 37586,0 | Inf lives |
| ***Army Moves*** | | |
| **Part One** | 54597,0 | Lives |
| **Part Two** | 53772,0 | Lives |
| ***Artura*** | 32138,182 | Energy |
| ***ATF*** | 35717,0 | |
| | 35718,0 | No weight limit |
| | 36451,62 | |
| | 36452,100 | |
| | 36453,0 | Always full speed |
| | 32815,n | n = lives |
| | 32990,0 | Lives |
| ***Athena*** | 50267,0 | Megajumps |
| | 51212,0 | Lives |
| | 55268,61 | Lives |
| ***Atic Atac*** | 36519,0 | |
| | 35353,0 | |
| | 39092,92 | Lives & energy |
| ***Attack Of The Killer Tomatoes*** | 25323,0 | Time |
| | 49433,81 | Lives |
| ***ATV Simulator*** | 60250,0 | Lives |
| | 53718,201 | Time |
| ***Auf Wiedersehen Monty*** | 47715,201 | Harmless crushers |
| | 42160,201 | Harmless aliens |
| | 41139,0 | Inf lives |
| | 37002,0 | Walk on water |
| ***Avenger*** | 41619,24 | Kwon-calls |
| | 58294,0 | Lives |
| ***Ballbreaker II*** | 35874,0 | Lives |
| | 39883,0 | Ammo |
| ***Ballcrazy*** | 28086,x | x = lives |
| | 28488,0 | Lives |
| | 32995,0 | Immortality |
| ***Barbarian*** | 51005,n | n = lives |
| | 50914,0 | Inf lives |
| ***Barbarian II*** | 40159,0 | Energy |
| | 38508,0 | Lives |
| **Basil, The *Great M D*** | 41296,0 | |
| | 41968,201 | Lives |
| ***Batman ('86)*** | 36798,0 | Lives |
| ***Batty*** | 47633,x | x = lives |
| ***Beach Buggy Sim*** | 45878,0 | Fuel |
| ***Bedlam*** | 58691,0 | |
| | 59430,0 | |
| | 59783,0 | |
| | 59972,0 | |
| | 60069,0 | Inf lives |
| | 30037,0 | Stop balls |
| ***Bionic Commando*** | 34690,0 | Inf lives |
| ***Blade Warrior*** | 39490,36 | Lives |
| | 39263,201 | Immunity |
| | 37135,0 | Time |
| ***Black Lamp*** | 33606,127 | |
| | 34487,127 | Lives |
| ***Blind Panic*** | 40596,201 | Energy |
| | 38688,195 | Keys |
| | 38929,x | |
| | 38930,y | Screen co-ords |
| | 41013,l | l = level |
| | 34513,58 | Autofire |
| ***BMX Kidz*** | 52108,0 | Energy |
| ***BMX Simulator*** | 49264,58 | Lives |
| ***Bobby Bearing*** | 28094,36 | Lives |

| | | |
|---|---|---|
| ***Bobsleigh*** | 43589,0 | |
| | 43549,0 | |
| | 43614,0 | Time |
| ***Bombjack II*** | 25379,0 | Lives |
| ***Bombscare*** | 56777,0 | Lives |
| | 54129,0 | Shots |
| | 56286,0 | Energy |
| | 57316,201 | Time |
| ***Booty*** | 58294,0 | Lives |
| ***Bounder*** | 36610,0 | Lives |
| ***Bounty Bob*** | 50155,n | n = lives |
| ***Brainache*** | 28064,0 | Lives |
| ***Bravestarr*** | 51803,24 | |
| | 51804,18 | Inf time |
| ***Bride Of Frankenstein*** | 40476,201 | Energy |
| | 37605,201 | No nasties |
| | 35486,201 | Life elixir |
| ***Bubble Bobble*** | 43871,52 | Lives |
| | 36854,255 | |
| | 36855,225 | |
| | 36856,195 | Press |
| | 37857,7 | pause for |
| | 36858,141 | next level |
| ***Bubbler*** | 57514,12 | Lives |
| | 52533,0 | Time |
| ***Buggy Boy* 128K** | 37966,24 | Inf time |
| ***Camelot Warriors*** | 53920,33 | |
| | 53921,6 | |
| | 53922,0 | Lives |
| ***Catch 23*** | 46813,0 | Cartridges |
| | 61635,0 | Bombs |
| ***Cauldron*** | 28602,0 | |
| | 34756,0 | Magic |
| | 40060,0 | Lives |
| ***Cauldron II*** | 52133,0 | Lives |
| ***Chiller*** | 34025,0 | Lives |
| ***Chronos*** | 53407,x | x = lives |
| | 26987,201 | Autofire |
| ***Chuckie Egg*** | 42873,0 | Lives |
| ***Chuckie Egg II*** | 35453,0 | Lives |
| ***Cobra*** | 36515,183 | Lives |
| ***Combat School*** | 37088,0 | Time |
| | 37088,53 | Normal time |
| ***Conquestador*** | 59490,0 | Invincibility |
| | 62370,0 | No nasties |
| ***Cop Out*** | 44929,0 | Immunity |
| ***Crazy Cars*** | 29403,0 | Time |
| ***Critical Mass*** | 56879,0 | Energy |
| ***Crosswize*** | 51617,0 | Immunity |
| | 33939,12 | Lives |
| ***Crime Busters*** | 46100,201 | Time |
| | 61012,201 | Lives |
| ***Crystal Castles*** | 63733,0 | Lives |
| ***Curse Of Sherwood*** | 64613,0 | Lives |
| ***Cybernoid*** | 34732,201 | |
| | 36156,201 | No guns shot |
| | 36928,201 | No tunnel aliens |
| | 37479,201 | No snake |
| | 38896,201 | No rocket attacks |
| | 39906,201 | No aliens |
| ***Cybernoid II*** | 34402,0 | Ammo |
| | 25427,s | s = speed (0-3) |
| | 26896,0 | Immunity |
| ***Cybernoid II* 128K** | 30548,0 | Ammo |
| | 36060,0 | Lives |
| ***Dan Dare*** | 23974,168 | Energy |
| ***Dan Dare II*** | 61827,0 | |
| | 61840,0 | No Treens |
| | 56382,201 | Immunity |
| | 60677,0 | Time |
| | 53778,0 | |
| | 63397,l | l = level |
| | 58278,62 | |
| | 58279,80 | |
| | 58280,18 | |
| | 58281,201 | Energy |
| ***Darkside*** | 45482,0 | |
| | 47924,0 | Shields |
| | 45436,0 | Fuel |
| | 47621,167 | Time |
| ***Deathscape*** | 50752,0 | |
| | 51186,0 | Everything |
| ***Death Wish III*** | 38678,183 | |
| | 39353,183 | Ammo |
| | 43301,183 | Inf injuries |
| ***Defenda*** | 37531,0 | Lives |
| | 34163,0 | Smart bombs |
| | 50584,201 | Shields |
| ***Deflektor*** | 34473,0 | Lives |
| | 42557,201 | |
| | 42627,201 | |
| ***Demon's Revenge*** | 30699,17 | Inf energy |

| | | |
|---|---|---|
| ***Denizen*** | 58594,0 | |
| | 56506,205 | Torch |
| | 61226,0 | Bullets |
| | 56355,0 | |
| | 60614,0 | |
| | 64053,0 | Energy |
| | 60822,0 | |
| | 60823,0 | |
| | 60824,0 | |
| | 61107,0 | |
| | 61108,0 | |
| | 61109,0 | Door passes |
| ***Desolator*** | 36770,0 | Flips |
| | 45205,201 | Energy |
| ***Deviants*** | 35272,0 | |
| | 35286,0 | Ammo |
| | 26575,0 | Time |
| | 61196,0 | Energy |
| ***Dizzy*** | 54216,0 | Immortal |
| | 62745,0 | Lives |
| ***Double Dragon*** | | |
| **Part One** | 37693,0 | Lives |
| **Part Two** | 37815,0 | Lives |
| **Part Three A** | 37813,0 | Lives |
| **Part Three B** | 37794,0 | Lives |
| **Part Four** | 37824,0 | Lives |
| **Part Five A** | 37818,0 | Lives |
| **Part Five B** | 37979,0 | Lives |
| ***Double Take*** | 40243,201 | |
| | 49022,0 | Lives |
| ***Down To Earth*** | 40141,182 | Missiles |
| | 38583,0 | |
| | 38911,0 | |
| | 39168,0 | |
| | 39387,0 | Bombs |
| ***Draconus*** | 64215,0 | Lives |
| | 62866,0 | Flames |
| ***Dragon Ninja*** | 43455,8 | Repulsion |
| | 38918,0 | Lives |
| | 38684,1 | Time |
| ***Dragon's Lair*** | 51867,0 | Lives |
| ***Dragon's Lair II*** | 35766,0 | Lives |
| ***Dr Destructo*** | 41763,n | n = player one lives |
| | 34837,n | n = player two lives |
| | 42517,0 | Days |
| ***Driller*** | 47882,195 | Time |
| | 48246,0 | Energy |
| | 49425,0 | |
| | 49022,0 | Shields |
| ***Droids*** | 34450,0 | |
| | 34548,0 | No. one passes |
| | 34499,0 | |
| | 34584,0 | No. two passes |
| | 31295,0 | |
| | 34248,0 | |
| | 34782,0 | Immunity |
| | 39866,0 | |
| | 39867,0 | |
| | 39868,0 | Code always right |
| ***Druid*** | 24890,201 | Energy |
| ***Druid II*** | 34639,24 | No nasties |
| | 30012,58 | Energy |
| ***Dustin*** | 52045,195 | |
| | 52932,0 | |
| | 52937,0 | Time |
| | 52939,0 | No penalty |
| | 52904,0 | Immunity |
| ***Dynatron Mission*** | 44969,n | n = lives |
| ***Earthlight*** | 50062,0 | Lives |
| | 51284,0 | Fuel |
| | 53143,0 | Ammo |
| ***Earthlight* 128K** | 9944,195 | Land = finish zone |
| | 51708,62 | Missiles |
| | 50607,83 | |
| | 50610,62 | Shields |
| | 50668,83 | |
| | 50671,62 | |
| | 50853,83 | Fuel |
| ***Eidolon*** | 41317,0 | |
| | 41318,0 | |
| | 36117,201 | |
| | 40232,78 | |
| | 41455,17 | Immunity |
| ***Elite*** | 39517,0 | Energy |
| | 39959,0 | Missiles |
| | 46848,0 | One hit kills |
| | 46759,0 | No overheat |
| | 56997,0 | Fuel |
| | 56280,0 | |
| | 56290,0 | Hyperspace |
| | 39987,0 | Escape pods |
| | 28820,0 | Energy bombs |

| | | |
|---|---|---|
| | 54261,0 | |
| | 54275,0 | Dosh |
| ***Elite* 128K** | 43071,3 | |
| | 43072,3 | |
| | 43074,3 | |
| | 43075,3 | Mining lasers |
| | 43078,1 | Large cargo bay |
| | 43079,1 | ECM system |
| | 43082,1 | Fuel scoop |
| | 43083,1 | Escape pod |
| | 43084,1 | Energy one bomb |
| | 43085,1 | Energy unit |
| | 43086,1 | Docking computer |
| | 43049,x | x = money |
| | 256000 | |
| | 43122,192 | ECM and Cloaker |
| ***Empire Strikes Back*** | 43624,0 | Shields |
| ***Enduro Racer*** | 43915,n | n = time |
| | 43651,0 | Time |
| ***Exolon*** | 33663,0 | Double fire |
| | 44074,0 | One shot |
| | 40110,0 | Mines don't hurt |
| | 37397,0 | Rockets |
| | 36831,24 | No cannon fire |
| | 42330,201 | No flying aliens |
| | 42330,0 | |
| | 42336,24 | Loadsa aliens |
| ***Express Raider*** | 60503,0 | Strength |
| | 60154,0 | Lives |
| | 61100,0 | Time |
| ***Fairlight II*** | 30429,0 | Energy |
| | 32027,24 | No locked doors |
| | 31341,0 | Carry anything |
| ***Falcon,*** | 33784,0 | Time |
| ***Renegade Lord*** | | |
| ***Fast 'n' The Furious*** | 59553,24 | |
| | 59554,75 | |
| | 59353,58 | |
| | 59526,58 | |
| | 60770,201 | Stamina |
| ***Fat Worm*** | 48861,0 | |
| | 30624,201 | Immunity |
| | 48856,n | n = spindles |
| ***Firefly*** | 44998,n | n = lives |
| | 43670,201 | Teleport |
| | 45889,24 | Time |
| | 45913,62 | Always correct |
| | 42877,24 | Yokas not needed |
| | 38720,201 | No aliens |
| ***Firelord*** | 34509,0 | Lives |
| | 34984,58 | Energy |
| | 39552,205 | |
| | 39777,24 | Barter energy |
| | 42900,201 | |
| | 22916,201 | No nasties |
| | 47110,201 | |
| | 39169,24 | Indestructible |
| ***Flash Gordon*** | 50732,0 | Time |
| | 49123,0 | Bullets |
| ***Foxx Fights Back*** | 48071 ,0 | Lives |
| ***Flying Shark*** | 54462,201 | Lives |
| | 54379,3 | Smarts |
| | 51631,201 | No enemies |
| | 48082,201 | All die |
| | 48114,0 | |
| | 48115,1 | Immunity |
| | 39997,3 | Go to next level |
| | 42464,n | n = lives |
| | 42490,n | n = bombs |
| ***Footballer Of*** | 50253,0 | Goal cards |
| ***The Year*** | | |
| ***Freddy Hardest*** | | |
| **Part One** | 63519,24 | Invincible |
| **Part Two** | 64011,24 | Lives |
| **Part Three** | 61607,183 | Lives |
| ***Frontline*** | 62499,0 | Lives |
| ***Fruit Machine*** | 49386,0 | Money |
| ***The Fury*** | 24525,255 | |
| | 24526,254 | Loadsa money |
| ***Future Knight*** | 31683,0 | Energy |
| ***Galvan*** | 23290,0 | |
| | 23414,0 | Lives |
| ***Game Over*** | 39333,0 | |
| | 38691,0 | Inf lives |
| | 39273,201 | |
| | 38631,201 | Inf power |
| | 32416,0 | |
| | 32378,0 | Inf grenade |
| ***Game Over II*** | | |
| **Part One** | 54216,0 | Lives |
| **Part Two** | 57606,0 | Lives |
| ***Garfield*** | 33595,0 | No hunger |

| | | |
|---|---|---|
| | 45335,201 | No sleep |
| ***Ghosts 'n' Goblins*** | 33352,201 | Lives |
| | 33433,201 | Extra speed |
| ***Goonies*** | 33400,183 | Lives |
| ***Grand Prix Sim*** | 53413,33 | No mud skids |
| | 53152,201 | No computer car |
| ***Great Escape*** | 41953,183 | Energy |
| ***Great Gurianos*** | 34962,0 | Inf lives |
| ***Green Beret*** | 42076,0 | Lives |
| | 46377,8 | More firepower |
| | 44607,0 | No mines |
| | 47183,0 | No mortals |
| ***Guerilla War*** **128K** | 48010,0 | No enemies |
| | 40593,0 | Don't lose tank |
| | 40872,0 | Lives |
| ***Gun Fighter*** | 58357,48 | |
| | 58358,118 | $30000 |
| ***Gutz*** | 38915,62 | Lives |
| ***Gyroscope*** | 53922,0 | Lives |
| | 54033,201 | Roam around at will |
| | 54354,201 | Immune |
| | 53887,201 | All of above |
| | 59149,0 | Time |
| ***Hades Nebula*** | 61998,0 | Lives |
| ***H.A.T.E.*** | 53246,14 | Lives |
| ***Head Over Heels*** | 36215,0 | Immunity |
| | 43127,62 | |
| | 43128,200 | Mega-jumps |
| | 42195,0 | Inf lives |
| ***How To Be A Complete Bastard*** | 65356,195 | |
| | 34582,62 | Energy |
| ***Human Killing Machine*** | 35061,0 | Never die |
| | 38647,0 | |
| | 38772,0 | |
| | 38748,0 | No attacks |
| | 39830,0 | Frozen enemy |
| | 40519,0 | Lives |
| ***Hydrofool*** | 25883,0 | |
| | 25887,0 | |
| | 25891,0 | |
| | 25906,0 | Immunity |
| ***I, Ball*** | 45188,0 | Missiles |
| | 49165,0 | |
| | 48790,0 | Lives |
| | 49781,33 | No gun overheat |
| ***I, Ball II*** | 35327,33 | |
| | 35338,33 | No time blocks |
| | 43384,n | n = lives |
| | 45392,0 | Lives |
| | 38009,0 | Time |
| | 39919,0 | |
| | 43714,0 | Bombs |
| | 65343,n | n = bullets on screen |
| | 45601,33 | No keys needed |
| | 36664,201 | |
| | 39674,201 | No nasties |
| | 43612,32 | |
| | 43619,33 | Immunity |
| ***Ikari Warriors*** | 39273,0 | Lives |
| | 39917,183 | Ammo |
| | 40076,183 | Grenades |
| | 40618,0 | Fuel |
| | 62384,190 | Tanks |
| ***Impossaball*** | 41185,0 | Lives |
| | 37706,0 | Time |
| ***Indiana Jones*** | 33948,0 | Lives |
| ***Inspector Gadget*** | 54993,0 | Inf energy |
| ***Into The Eagle's Nest*** | 36640,0 | |
| | 36641,0 | Ammo |
| | 40512,0 | |
| | 40513,0 | Keys |
| | 41136,0 | |
| | 41137,0' | No hits |
| ***Jack The Nipper*** | 44278,58 | |
| | 44285,58 | Immunity |
| ***Jackle And Wide*** | 45545,0 | Time |
| | 39248,0 | Strength |
| | 46029,0 | Immunity |
| ***Jailbreak*** | 50651,0 | Lives |
| ***Jet Bike Sim*** | 27156,201 | Always qualify |
| ***Jet Set Willy*** | 34785,x | x = lives (max 31) |
| | 35899,0 | Lives |
| | 34795,n | n = start room |
| | 41983,255-n | No. of objects |
| ***Joe Blade II*** | 58108,20 | |
| | 58109,225 | Complete subgames |
| | 59116,20 | |
| | 59117,225 | Lot of time |
| ***Kai Temple*** | 47783,0 | |
| | 47824,0 | Lives |

| | | |
|---|---|---|
| ***Karnov*** | 32968,0 | Keep weapons |
| | 24952,2 | Max firepower |
| | 24938,31 | |
| | 24949,15 | Have all icons |
| | 36847,201 | Start where killed |
| ***Kinetik*** | 61998,0 | Lives |
| ***Knight Lore*** | 53567,0 | Lives |
| ***Knightmare*** | 38686,16 | |
| | 38693,16 | Energy |
| ***Kokotoni Wilf*** | 28929,8 | |
| | 28934,8 | |
| | 28939,8 | Immunity |
| ***Krackout*** | 46565,0 | Lives |
| ***K-Ring*** | 33636,0 | |
| ***Last Crusade*** | 43076,0 | Lives |
| | 42596,x | x = lives |
| ***Last Ninja II*** | 36576,198 | Level One |
| | 35993,198 | Level Two |
| | 36751,198 | Level Three |
| ***Legend Of Kage*** | 30609,200 | Lives |
| ***Light Force*** | 40725,0 | Lives |
| ***Live And Let Die*** | 27261,201 | Fuel |
| | 43324,0 | Get killed |
| ***Living Daylights*** | 38913,201 | Inf lives |
| ***Mad Mix*** | 40296,0 | Lives |
| | 39947,n | n = lives |
| ***Mad Max*** | 58475,0 | Lives |
| ***Manic Miner*** | 36160,0 | No horizontal nasties |
| | 36106,0 | Immunity |
| | 35160,0 | Mystery POKE! |
| | 36150,0 | Alter nasties |
| ***Marauder*** | 35160,175 | |
| | 35161,50 | |
| | 35162,95 | |
| | 35163,250 | Lives |
| ***Mario Bros*** | 44079,0 | Lives |
| ***Martianoids*** | 46793,0 | Lives |
| ***Masters Of*** | 42173,0 | Energy |
| ***The Universe*** | 51406,0 | Lives |
| ***Mega-Apocalypse*** | 23578,0 | Lives |
| ***Merlin*** | 36561,1 | |
| | 36599,1 | Lives |
| ***Metrocross*** | 43006,195 | |
| | 44490,0 | Inf time |
| ***Mickey Mouse*** | 40814,201 | Water |
| | 36520,0 | Lives |
| | 40012,0 | Slow |
| | 40035,0 | Bolts |
| | 40058,0 | Shield |
| | 40091,0 | Bird's head |
| | 40114,0 | Glue |
| | 40137,0 | Repulsive |
| ***Micronaut II*** | 33370,n | n = energy |
| | 34650,0 | |
| | 34651,195 | Energy |
| | 34768,107 | Clouds = energy |
| | 52004,0 | |
| | 52005,0 | Turn whenever |
| | 52150,81 | Turbo speed |
| | 52163,62 | Turbo slow |
| | 52591,0 | Hit wall speed |
| ***Motorbike Madness*** | 33321,n | n = lives |
| | 33551,195 | Lives |
| ***Motos*** | 33288,0 | Start same level |
| | 42241,167 | Lives |
| | 33300,n | n = start lives |
| | 42462,0 | |
| | 33292,0 | |
| | 41966,0 | Power |
| | 42473,0 | |
| | 41967,0 | |
| | 33295,0 | Jumps |
| ***Mr Weems*** | 30742,2 | Potions |
| | 39973,0 | |
| | 40019,0 | |
| | 39974,0 | |
| | 41228,0 | Energy |
| ***Munsters*** | 37891,0 | Time |
| ***Mutants*** | 29667,0 | Lives |
| ***Navy Moves*** | | |
| **Part One** | 49962,0 | Lives |
| **Part Two** | 54047,0 | Lives |
| **Part Three** | 55790,0 | Ammo |
| ***Nebulus*** | 32921,0 | Lives |
| | 43650,0 | Time |
| ***Nemesis*** | 51949,0 | Lives |
| ***New Zealand Story*** | 50000,0 | Immunity |
| | 51732,201 | No nasties |
| | 51771,201 | Arrows |
| ***Ninja Commando*** | 29076,x | x = lives |
| ***Northstar*** | 48371,190 | Lives |

| | | |
|---|---|---|
| | 45283,0 | No aliens |
| | 43680,0 | Weapons |
| ***Nosferatu*** | 32499,0 | Time |
| | 39791,201 | No nasties |
| ***Operation Wolf* 128K** | 40840,0 | Lives |
| | 40756,183 | Grenades |
| | 40727,183 | Magazines |
| | 41150,0 | |
| | 41762,0 | Damage |
| | 40837,0 | |
| | 40838,0 | Continues |
| | 39728,0 | No enemy fire |
| ***Orbix The Terrorball*** | 32188,0 | Lives |
| ***Oriental Hero*** | 28995,12 | Lives |
| ***OutRun*** | 40623,0 | Time |
| ***OutRun +3*** | 39209,0 | Time (no music) |
| | 40628,0 | Time (music) |
| ***Overkill*** | 42968,0 | Lives |
| ***Paperboy*** | 49263,0 | Papers |
| | 50577,190 | Lives |
| | 50495,201 | Immunity |
| ***Parabola*** | 38303,0 | Lives |
| ***Park Patrol*** | 53949,0 | Lives |
| ***Pentagram*** | 49977,182 | Lives |
| ***People From Sirius*** | 31374,0 | Light |
| | 31473,0 | Bullets |
| | 31329,0 | Immunity |
| | 28505,0 | Weird! |
| ***Pinball Sim*** | 35237,0 | Balls |
| ***πR Squared* (ahem)** | 38752,0 | Lives |
| | 38481,0 | Energy |
| ***Phantom Club*** | 49803,237 | Energy |
| ***Platoon*** | 31138,0 | Grenades |
| | 31268,0 | |
| | 31269,0 | Hits |
| | 31270,0 | Morale |
| ***Project Future*** | 30147,x | x = lives |
| ***Pro Skateboard Sim*** | 34281,0 | Lives |
| ***Psycho Soldier*** | 41401,201 | Immunity |
| ***Pud Pud*** | 49287,0 | Lives |
| ***Qarz*** | 44996,x | x = lives |
| | 44991,l | l = start level |
| | 46064,0 | Lives |
| | 45944,0 | |
| | 45945,0 | Immunity |
| | 45370,183 | Time |
| ***Quazatron*** | 58238,0 | |
| | 58255,24 | |
| | 58256,65 | Energy |
| ***Rambo*** | 27401,52 | |
| | 30263,0 | Lives |
| ***Rambo 3*** | 57830,0 | |
| | 57831,0 | |
| | 57832,0 | Immunity |
| ***Ramparts*** | 43059,0 | Lives |
| | 35079,201 | Invincible |
| ***Rana Rama*** | 57463,205 | |
| | 59836,205 | |
| | 57572,201 | |
| | 59821,0 | |
| | 57421,0 | Lives |
| ***Rastan*** | 39895,0 | Energy |
| | 40269,5 | Lives |
| | 40790,0 | Megajumps |
| ***Rastan* 128K** | 39710,0 | Energy |
| | 40084,62 | Lives |
| | 39393,0 | Icons |
| | 40605,0 | Lives |
| ***Rasterscan*** | 39237,0 | Power |
| ***Rebel*** | 49958,0 | Immunity |
| | 51139,0 | |
| | 49239,0 | Energy |
| | 49249,0 | Time |
| ***Red Led*** | 32626,0 | |
| | 31928,0 | |
| | 41961,0 | Energy |
| | 32746,201 | Lives |
| ***Renegade* 128K** | 35094,0 | Don't fight back |
| | 39804,0 | Time |
| | 37666,3 | Hard punches |
| | 40455,195 | Lives |
| ***Renegade III* 48K** | 38459,0 | Lives |
| **128K** | 38457,0 | Energy |
| | 39085,0 | Time |
| ***Rentakill Rita*** | 57982,0 | Lives |
| | 58520,0 | Spray |
| | 58229,0 | Food |
| ***Return Of The Jedi*** | 46267,201 | No trees |
| | 52140,0 | Lives |
| ***Revolution*** | 35652,182 | Lives |
| ***Ricochet*** | 37385,0 | Lives |
| ***Road Blasters* 48K** | 48634,60 | Lives |

| | | |
|---|---|---|
| | 55214,0 | Fuel |
| ***Road Blasters* 128K** | 29261,0 | Lives |
| | 37100,0 | Fuel |
| ***Robin Of The Wood*** | 49111,0 | Lives |
| ***Robocop*** | 25917,0 | Lives |
| | 25424,0 | Time |
| | 25795,0 | No pause when shot |
| | 34039,0 | Turbo speed |
| | 31007,0 | No baddies |
| ***Rock 'n' Roll*** | 41423,0 | Lives |
| ***Rogue Trooper*** | 30942,0 | Lives |
| | 35091,0 | Firepower |
| ***Rollaround*** | 30900,0 | Lives |
| ***Rolling Thunder*** | 39792,0 | Lives |
| | 40013,0 | Energy |
| | 38909,0 | Time |
| | 40318,0 | Slow motion |
| | 43397,0 | Good laff! |
| ***R-Type*** | 37452,0 | Lives |
| | 38241,22 | |
| | 38242,154 | Weird |
| ***Run For Gold*** | 41097,0 | Energy |
| | 29866,60 | Extra energy |
| | 37278,60 | POKE |
| ***Sabotage*** | 43396,255 | Lives |
| ***Saboteur*** | 47009,0 | |
| | 47010,0 | |
| | 47011,0 | Everlasting clock |
| | 46558,0 | Energy |
| | 46998,0 | Stop the clock |
| ***Saboteur II*** | 37122,0 | |
| | 61340,201 | Lives |
| ***Salamander*** | 38498,0 | Immunity |
| | 35616,0 | Firepower |
| | 38592,0 | Bombs |
| ***Sam Fox Strip Poker*** | 23408,6 | Ahem |
| ***Samurai Warrior*** | 33013,0 | |
| | 37866,0 | Lives |
| ***Sanxion*** | 35028,0 | No aliens |
| ***Sarcren*** | 30066,0 | Lives |
| ***SAS Combat*** | 33034,0 | Lives |
| ***Sceptre Of Bagdad*** | 59858,0 | Lives |
| ***Scooby Doo*** | 29614,0 | Lives |
| ***Short Circuit*** | 52637,9 | |
| | 52647,9 | Immunity |
| ***Sidearms*** | 29411,127 | Lives |
| | 39511,24 | Immunity |
| ***Sigma Seven*** | 34202,19 | |
| | 58524,19 | |
| | 58852,19 | Lives |
| ***Skool Daze*** | 63935,255 | |
| | 63937,0 | Lines |
| ***Soldier Of Fortune*** | 46691,0 | Lives |
| | 45337,24 | |
| | 50175,24 | No need tablets |
| ***Space Harrier*** | 51755,194 | |
| | 51756,191 | Lives |
| ***Spitfire 40* (128K)** | 29030,201 | Any mission |
| ***Split Personalities*** | 54397,99 | |
| | 54398,2 | Lives |
| ***Slap Fight*** | 48872,0 | |
| | 48873,0 | |
| | 48874,0 | Inf lives |
| ***Stainless Steel*** | 40702,0 | Lives |
| ***Starfox*** | 35876,0 | Fuel |
| ***Starglider*** | 54647,201 | Fuel |
| | 54690,201 | Shields |
| ***Star Pilot*** | 44130,0 | |
| | 44393,0 | Lives |
| ***Star Raiders II*** | 44108,0 | Energy |
| | 46214,195 | Lives |
| ***Star Runners*** | 49560,0 | Time |
| ***Star Wars*** | 45268,0 | Inf lives |
| ***Stormlord*** | 55877,127 | Lives |
| | 56877,201 | Immunity |
| | 56890,255 | Invincibility |
| | 33251,61 | Autostart |
| | 33866,0 | No fire pods |
| | 34092,0 | Immunity |
| ***Street Fighter*** | 41740,24 | Time |
| | 35601,255 | Big bonus |
| | 41336,255 | Never lose |
| | 42348,201 | Immunity |
| | 37963,0 | Static enemy |
| ***Street Gang*** | 39254,0 | Lives |
| ***Street Hawk*** | 39990,91 | Energy |
| ***Strike Force Cobra*** | 48389,0 | |
| | 49568,0 | |
| | 48585,0 | Lives |
| ***Super Cycle*** | 43560,150 | Time |
| ***Supersprint*** | 40968,205 | Always 'add on' |
| | 49358,201 | Always qualify |

| | | |
|---|---|---|
| ***Super Stunt Man*** | 27262,0 | Time |
| ***Tantalus*** | 42826,0 | Energy |
| | 42228,0 | Lives |
| ***Target Renegade*** | 63797,n | Player two lives |
| | 62936,0 | Inf time |
| | 62765,0 | Turbo speed |
| ***Tarzan*** | 51002,183 | |
| | 51185,183 | Lives |
| | 52268,183 | Energy |
| | 51013,0 | Time |
| ***Technician Ted* 128K** | 43147,33 | |
| | 44485,24 | Immunity |
| | 43201,255 | Fall any height |
| | 44492,0 | Walk through walls |
| | 41067,0 | Time |
| | 43766,0 | |
| | 43788,24 | Lives |
| ***Terra Cresta*** | 37797,0 | |
| | 37798,0 | |
| | 37799,0 | Lives |
| ***Thing Bounces Back*** | 63852,107 | Oil |
| | 63853,175 | Lives |
| | 63855,145 | |
| | 63856,176 | Quits |
| | 63858,32 | |
| | 63859,178 | No doors |
| | 63861,205 | |
| | 63862,177 | No laser |
| ***Thrust II*** | 34200,0 | Shields |
| ***Thunderbirds*** | 62134,0 | Lives |
| ***Thundercats* 48K** | 31407,0 | Lives |
| ***Thundercats* 128K** | 30060,0 | Weird |
| ***Thunderceptor*** | 54487,201 | Lives |
| ***Tomahawk*** | 35508,n | n = lives |
| | 24601,0 | Lives |
| | 37140,167 | Rockets |
| | 37206,167 | Hellfires |
| | 37087,24 | Bullets |
| ***Toobin'*** | 61721,0 | Lives |
| ***Top Gun*** | 26460,0 | Lives (player one) |
| | 32646,195 | Fall any height |
| ***Tour De Force*** | 42062,0 | Cycles |
| | 45472,24 | Time |
| ***Transmuter*** | 28878,0 | Lives |
| ***Trantor*** | 56596,0 | Strength |
| | 56711,0 | Time |
| | 54236,0 | Ammo |
| | 52514,0 | No aliens |
| | 52221,0 | Lives |
| ***Typhoon*** | 39143,0 | |
| | 39303,0 | Lives |
| ***UCM*** | 27832,0 | |
| | 30884,24 | |
| | 34198,24 | Bazooka |
| ***Uridium*** | 55419,0 | |
| | 55420,255 | Immunity |
| ***Vatman*** | 56681,0 | Immunity |
| | 52134,0 | Autofire |
| | 55435,0 | No enemy |
| | 55445,0 | Single thug |
| | 56547,0 | Immunity |
| ***Venom Strikes Back*** | 45600,0 | Weapons |
| | 49941,201 | No nasties |
| | 45803,201 | Waterproof |
| | 42849,0 | |
| | 42831,0 | |
| | 44914,0 | Immunity |
| ***Vindicator*** | | |
| **Part One** | 33448,0 | |
| | 34064,0 | Lives |
| **Part Two** | 34139,0 | |
| | 34203,0 | Lives |
| | 38631,0 | Rockets |
| **Part Three** | 35055,0 | Time |
| | 34364,0 | Lives |
| ***Virus*** | 48128,n | n = lives |
| | 44912,0 | Lives |
| ***War*** | 37033,0 | Lives |
| ***WEC Le Mans*** | 26110,34 | Time |
| ***Where Time Stood Still*** | 54945,0 | Energy |
| ***Who Dares Wins II*** | 50833,0 | Lives |
| | 51847,0 | Grenades |
| ***Wizball*** | 37052,0 | Lives |
| | 48190,210 | Immunity |
| ***Wonderboy*** | 34362,0 | Lives |
| | 34338,0 | Axe |
| | 35305,24 | Load any level |
| | 34106,195 | |
| | 408167,195 | Immunity |
| | 41250,195 | |
| | 41870,195 | |
| | 38176,0 | Vitality |

| | | |
|---|---|---|
| ***Xarax*** | 41352,0 | Lives |
| | 50800,0 | Lives |
| ***Xecuter*** | 54017,0 | Lives player one |
| | 53538,0 | Lives player two |
| ***Xeno*** | 22225,1 | Lives |
| ***Xevious*** | 53756,58 | Lives |
| | 53592,n | n = start lives |
| ***Yeti*** | 47894,0 | Lives |
| | 49077,0 | Ammo |
| | 48328,0 | Bombs |
| | 56318,201 | Disable guns |
| ***Yogi Bear*** | 33912,24 | Immunity |
| ***Zolyx*** | 50476,0 | Time |
| | 50800,0 | Lives |
| ***Zynaps*** | 45424,0 | |
| | 45425,0 | |
| | 45426,0 | Lives |
| | 39775,201 | Immunity |

# A LITTLE BIT OF HISTORY

**They're all very well, these new games. But wouldn't it be nice to find out a bit about the games people used to play back in the good old days. Yes it would. Yes it would. Yes it would. Yes it would no returns with brass knobs. So let's take a look through a few back issues of everyone's favourite mag. Blimey. Ahem. Right, down to business...**

### 300,000 BC

Er, quite a long time ago. Such a long time ago, in fact, that the Speccy didn't actually exist. And neither did *YS*. A bit boring, really. So let's move swiftly onwards to...

### 1982

Still rather a long time ago. But at least there was bit of good news – the Speccy finally bounced onto the scene. Hip games of the year were *Hungry Horace* and *Flight Simulation*, which just goes to show how things can start to go to pieces without the inspiration and stabilising influence that only *YS* can provide. So on, on (on)...

### 1983

Well, *Horace Goes Skiing* came out, but apart from that things looked pretty grim. The Speccy was struggling. And why? Because there were no decent mags to keep it company, just nob ones full of listings and things (a bit like one big *Program Pitstop* – yikes!). What was going to happen? Would everyone just sit back and watch it shrivel up and shrink away (the Spectrum, that is)? It looked very much like it. But then...

### 1984

The rain stopped. The thunder died away. Slowly, the clouds parted. A dazzling light. An ethereal choir. *YS* had arrived! Erm, sort of, anyway. It was actually called *Your Spectrum*, and was full of incredibly technical things. But it was amazing! Suddenly, the course the Spectrum was taking changed. And on the games front, things looked especially bright. *YS* brought with it reviews of *Hunchback*, *Ant Attack* and *Spectrum Safari*.

So what was everyone actually playing back then? There was a right old mixture of stuff gushing out of the huge number of software producers, most of it utter crap. Platform games were definitely in, and *Jet Set Willy* was, of course, THE game, but Ultimate were doing quite a nice line in arcade adventurey things.

Here's a dubiously-compiled list of the top five hits of '84...

**1 - *Manic Miner* Software Projects**
**2 - *Jet Set Willy* Software Projects**
**3 - *Atic Atac* Ultimate**
**4 - *Lunar Jetman* Ultimate**
**5 - *Fighter Pilot* Digital Integration**

### 1985

A time of radical change as far as Speccies were concerned. Rubbery ones were out and the shiny new Spectrum + was revealed in the hallowed pages of the trendsetting *Your Spectrum*. *YS* also brought news of the new Speccy 128K, the first computer with a built-in toast rack.

This was the year that sent a million joysticks to an early grave. The joystick waggler arrived. *Daley's Decathlon* was the worst offender, closely followed by *Hypersports*. Continuing the sporting theme, *Match Day* proved to be a massive hit. And *Bruce Lee*, the first-ever (more or less) beat-'em-up leapt into the gaming arena. Ultimate also paved the way for a million isometric 3D games with *Knight Lore* (a bit of a corker, that one).

After a bit of distinctly ropey work with a calculator, here's '85's top five...

**1 - *Daley's Decathlon* Ocean**
**2 - *Jet Set Willy* Software Projects**
**3 - *Match Day* Ocean**
**4 - *Sabre Wulf* Ultimate**
**5 - *Underwurlde* Ultimate**

### 1986

Weird things were going on. *YS* hung itself upside down from a tree and wrapped itself in layer upon layer of silk. It then went very still and quiet for a few weeks. Then, suddenly, a slight rustling. Movement. A head popped out from the cocoon, followed by a massive, fun-packed new mag, the likes of which had ne'er been seen before! *Your Sinclair* was born! Yo! Get down!

It's pretty clear what this year was all about. The new Amstrad +2 was 'in'. And the coin-op conversion took off in a big way, as software producers suddenly realised that rather than making their arcade rip-offs a bit crap to get round the copyright laws, they could hand over a large amount of money and go for the real thing. Unfortunately the arcades were still full of joystick-wagglers, so that's what we got. A large batch of superb shoot-'em-ups were some consolation.

Via a large amount of very suspect mathematics, we've come with 1986's top five hits...

**1 - *Green Beret* Imagine**
**2 - *Commando* Elite**
**3 - *Hypersports* Imagine**
**4 - *Yie Ar Kung Fu* Imagine**
**5 - *Daley Thompson's Supertest* Ocean**

**1987**

Economic disaster! Recession! Nobody had any dosh to spend on games! At least, that's what it seemed like. Budget games took off in a big way. Their quality improved drastically and, as a result, full-pricers were all but forgotten. Fortunately some mega-arcade licenses held the fort against the 'simulator' onslaught, but the bargs gave them a run for their money and had to be given a chart of their own, the saucy things. *YS* was going from strength to strength though, wiping out the boring mags left, right and centre.

We put our heads together and came up with the following chart for 1987. Unfortunately we ran out of fingers and toes half-way through, so don't trust it an inch:

**1 - *BMX Simulator* CodeMasters**
**2 - *Olli & Lissa* Firebird**
**3 - *Enduro Racer* Elite**
**4 - *Gauntlet* US Gold**
**5 - *Paperboy* Elite**

**1988**

Success story of the year (apart from *YS*, of course) was *OutRun* by a mile, despite it being a less-than-perfect conversion of the arcade machine. However, a novel addition to the shelves was the 'compilation' – a bit of a novelty. And lurking at the bottom of the big names' minds was a new concept altogether that would have massive implications later on – the film licence. *Platoon* was just the beginning... (melodramatic chords).

There's no doubt that *OutRun* was the mega-seller of 1988, but as for the rest..?

**1 - *OutRun* US Gold**
**2 - *Platoon* Ocean**
**3 - *We Are the Champions* Elite**
**4 - *Target Renegade* Imagine**
**5 - *Combat School* Ocean**

**1989**

This was definitely the year of *YS* (as they all will be from now on). It shot up to the top, sending its rivals spiralling down under a plume of smoke.

The film licenses really began to hit hard this year, grabbing hold of the coin-up conversions, shaking them about a bit and refusing to let go. *Robocop* and *Operation Wolf* battled for the number one slot, which Ocean probably didn't mind about too much. Further down the sales tables, but not by far, the beat-'em-up had arrived in style. Again, arcade conversions were the big news, but the *Renegade* series did nicely, thank you very much.

We desperately tried to recall a bit of elementary addition and subtraction, eventually coming up with the following 1989's chart:

**1 - *Robocop* Ocean**
**2 - *Operation Wolf* Ocean**
**3 - *Afterburner* Activision**
**4 - *Dragon Ninja* Ocean**
**5 - *Double Dragon* Melbourne House**

**1990**

(Which is where we are now.) Smiling smugly, *YS* decided that London was getting a bit cramped for it, and the West Country was the place to be. So it pulled up its staples, strutted on down to Bath and chilled.

But... groan. World Cup Year and, although it's thankfully all over now, footie games were unsurprisingly the 'thang'. Not to worry though. *Batman The Movie* gave them something to aim for, and *Robocop* leapt back with a vengeance. So it's all a bit confusing really. Add in a good selection of strong-selling beat-'em-up titles and it's hard to see quite how this year's going to turn out.

In case you feel like working it out for yourself (our overstressed braincells really don't feel up to it just now), here's a blank 1990 chart for you to fill in as you see fit...

1 - .....
2 - .....
3 - .....
4 - .....
5 - .....

# HAVEN'T YOU GONE YET?

**A complete rundown of some of the crappest jokes ever printed in *Your Sinclair*.**

**Q** What's green, squashy and spends a lot of time underwater?
**A** An avocado with an aqualung.

**Q** What did Spock find when he went into the Enterprise's loo?
**A** The Captain's log.

**Q** What's pink, wrinkly and hangs out your underpants?
**A** Your Granny.

**Q** How do you turn a duck into a soul singer?
**A** Put it in a microwave and wait until its Bill Withers.

**Q** Why can't Frankenstein have children?
**A** 'Cos his nuts are in his neck.

**Q** Did you hear about the three Irishmen sitting on the ground?
**A** One fell off.

**Q** Why don't worms have balls?
**A** Because they can't dance.

**Q** What's pink and hard?
**A** Miss Piggy with a flick-knife.

**Q** How do you circumcise a whale?
**A** Send down four skin divers.

**Q** What goes in stiff and dry, comes out limp and wet and gives pleasure to two people?
**A** A teabag.

**Q** What do you do if an Irishman throws a pin at you?
**A** Run like hell – he's got the grenade in his mouth.

**Q** How does a squirrel keep its nuts dry?
**A** It swims on its back.

**Q** What is the unity between bat and a button?
**A** They can't neither sing like the Swiss do.
*(Er, it's a Finnish joke.)*

**Q** What do you do with 365 condoms?
**A** Make then into a tyre and call it a Goodyear.

**Q** What's green, has six legs, 26 balls and would kill you if it fell on you from out of a tree?
**A** A snooker table.

**Q** How do you sink an Irish submarine?
**A** Knock on the door.

**Q** How do you keep an idiot in suspense?
**A** Tell you tomorrow.

- There were seven dwarves in a shower all feeling happy. But Happy walked out, so they started feeling Grumpy instead.

**Q** What do you call a fly with no wings?
**A** A walk.

**Q** What do you call a sheep with no legs?
**A** A cloud.

DAY ONE A rabbit goes into a pub...
Rabbit: *Could I have a toasted cheese sandwich, please?*
Bartender: *Certainly sir. What flavour?*
Rabbit: *Cheese and onion, please.*
DAY TWO The rabbit returns to the pub...
Rabbit: *Toasted cheese sandwich, please.*
Bartender: *Yes, sir. Cheese and onion?*
Rabbit: *No, ham today please.*
DAY THREE The rabbit returns to the pub again...
Rabbit: *Toasted cheese sandwich, please.*
Bartender: *Ham? Cheese and onion?*
Rabbit: *Neither. Corned beef, please.*
Day FOUR The rabbit returns to the pub in a right old 'two and eight'. His ears are all mouldy, he's limping and his fur's coming out in clumps...
Bartender: *Blimey sir, what's happened to you?*
Rabbit: *I have mixed-a my toasties.*

**Q** What's pink and hard in the morning?
**A** The Financial Times crossword.

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

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

**Q** What's the definition of a drawing pin?
**A** An excited Smartie.

**Q** What's the difference between Kylie Minogue in a red light district and a bin liner in a red light district?
**A** The bin liner will eventually get picked up.

A monkey was trained to eat with a fork in a laboratory. He called it his four-point tool. One night he escaped back to the jungle and took his fork with him. However, it went missing.

So the monkey went to the hippo and said "Have you seen my four-point

tool?" and the hippo said "No."

Then the monkey went to the giraffe and said "Have you seen my four-point tool?" and the giraffe said "No."

Finally the monkey went up to the jaguar and said "Have you seen my four-point tool?" and the jaguar said "Yes – I've eaten it!" and the monkey said "Why?" and the jaguar said "Because I'm a four-point tool eater jaguar!"

**Q** Where do you keep your armies?
**A** Up your sleevies.

**Q** Where do you keep your buccaneers?
**A** (Cough.)

**Q** What do you have if you've got one green ball in one hand and another green ball in the other?
**A** Total control over the Jolly Green Giant.

**Q** What do you call a woman with one leg longer than the other?
**A** Eileen.

**Q** How do you make a dog drink?
**A** Liquidise it.

**Q** What do you call a man with three pieces of wood stuck on his head?
**A** Edward Woodward.

**Q** What do you call a man with four pieces of wood stuck on his head?
**A** Haven't a clue, but Edward Woodwood would.

**Q** How many Zen Buddhists does it take to change a lightbulb?
**A** Two. One to change it and the other not to change it.

**Q** How many folk singers does it take to change a lightbulb?
**A** Ten. One to change it and nine to sing about the old one.

**Q** What do you call a man who used to like tractors?
**A** An ex-tractor fan.

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