

# SINCLAIR SPECTRUM PROGRAM

THE MAGAZINE OF THE HOME COMPUTER CLUB

## THE GOLD COLLECTION II

KUNG FU MASTER

BEACH HEAD II

PENTAGRAM

BOUNTY BOB

KNIGHTLORE

POLE POSITION

SPECTRUM 48K

### STOP PRESS

Orders received by  
20th October will  
be delivered in  
good time for  
Christmas

Celebrate in style  
with US Gold's  
Pick of the Year!

Your Christmas  
MAIN SELECTION  
See pages 2 & 3





# More incredible value with from US Gold!

## A chance to land six US Gold greats at once.

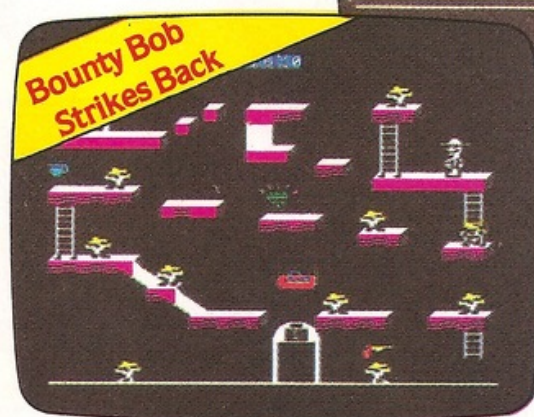
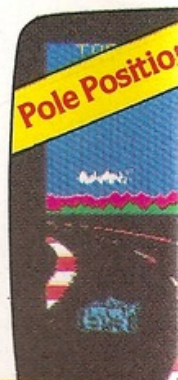
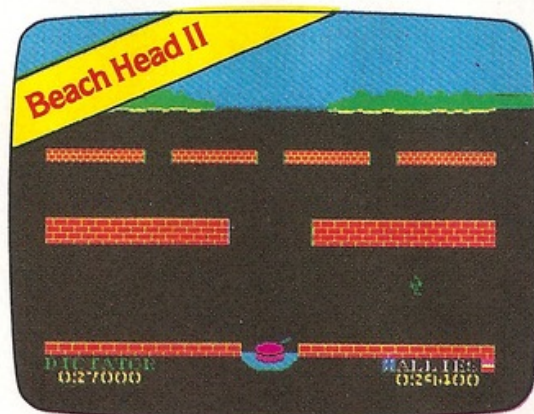
Here are some of the best games you've seen. And all for a fraction of the High Street price. Forget the £50 or more it could cost to buy these games separately from the shops. As a Home Computer Club member you can have them all for under £13 on this special compilation!

### Head-to-head combat in the action-packed Beach Head sequel.

The final assault in Beach Head drove the evil dictator and the remnants of his army deep into the jungle. But they took prisoners and now your mission is to deal the final blow as well as freeing the POW's. As in its predecessor, *Beach Head II* brings you multi-screen action with the added bonus of letting you play the role of the Allied Commander or the Dictator. Either way you can count on explosive action whether you're leading the grenade charge against the fortified bunker or defending the jungle camp from the raiders. Already *Beach Head II* has been hailed as one of the best games to make its way across the Atlantic. One taste of its superb graphics and sound effects and you'll agree.

### Get a real kick out of this martial arts winner!

Here's the official home computer version of the hit coin-op arcade combat simulation that will have you up in arms (as well as legs). You are the *Kung Fu Master* with the mission to break into the wizard's temple in order to rescue the captive maiden. But there are five levels to battle through and dangers that include thugs, guards, snakes, dragons, and some very nasty dwarfs. The deadline draws nearer as you punch and kick your way through these unsavoury and weapon-toting adversaries. Make sure each blow counts before your energy levels fall, leaving you vulnerable to defeat.

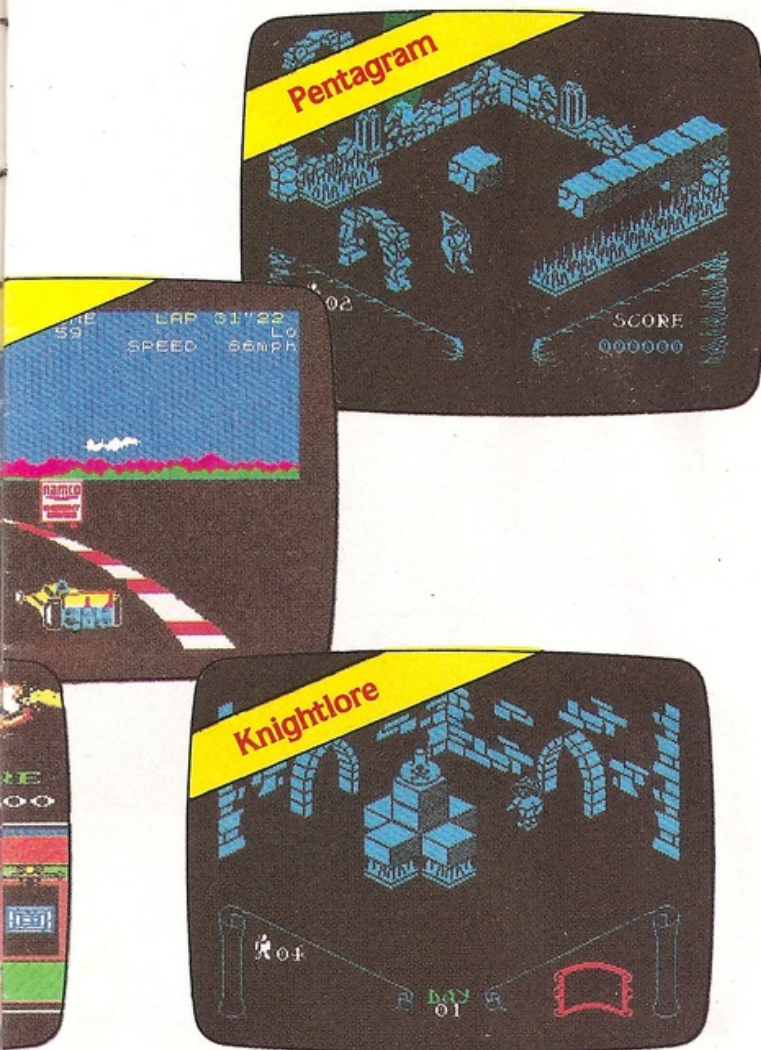


### 20 levels of subterranean shenanigans with Bounty Bob.

Here's the long-awaited sequel to Miner 2049er, and you'll find even more excitement down under than ever before. Help *Bounty Bob* down through the 20 levels and 25 caverns until he can claim the mine as his own. Throughout his dark and dank journey all manner of perils lie ready to thwart him on his travels; deadly acid rain, Nuclear Ned's awesome suction machine, and mutant organisms are just some of the dangers in this joystick-only ride into hell.



# our second Gold Collection



## Experience the thrills of Grand Prix racing.

The tension mounts as the starting lights change to green and you hurtle down the long straight balancing the car for the long sweep into the first curve. Road markings and sign posts flash by in a blur as you slipstream your opponent before moving out to overtake. Slick back the joystick control lever to work your way through the gears and watch your speed steadily rise well into three figures on the screen cockpit information display. Get it right and you'll be first past the chequered flag. But watch the corner line or you'll end up a mass of twisted metal before you can blink.

## Journey with Sabreman into a wondrous 3-D world of supernatural sorcery.

Once again the renowned Ultimate team have surpassed themselves with an interactive 3-D

graphic adventure that will draw you deep into mysterious jungles, caverns and castles populated by the strangest creatures yet seen in an arcade adventure of this type. You play the role of Sabreman in search of the mystical *Pentagram*. The challenges start from the first screen as weird beings scabble around and objects move to block your path. The enormous complexity of *Pentagram* will keep you entranced for hours with its superb detailed graphics as well as testing your skills of logic and trigger finger reflexes!

## Behold the curse of the Werewolf!

Yet another 3-D graphic adventure winner from Ultimate brings together all the classic elements of the genre. And there is the added bonus of Filmation, a unique process that gives you complete freedom to do as you wish with any of the objects found in the catacombs of the castle. Complete your quest to find the old Wizard Melkhior within the allotted 40 days and receive the spell that restores you to human form, but as the full moon breaks, the curse of the Werewolf transforms you into the dreadful monster doomed to roam the strange realms of *Knightlore* castle.

**1161** Released at £17.95   
**CLUB PRICE £12.95**

### Important

This issue of Program features 29 exciting items for your computer. To order, use the order form on the back of your statement. The Main Selection, The Gold Collection II, will be sent to you in two months' time unless another item is ordered. Remember you may order further items in addition to, or instead of the Main Selection.

### Explanation of Symbols



This symbol means the item on offer is a book.



This symbol means the item on offer is a cassette.



This symbol means the item on offer is a cassette and a book as one package.

**128**

This symbol means the item on offer is compatible with the Sinclair Spectrum 128 machine.



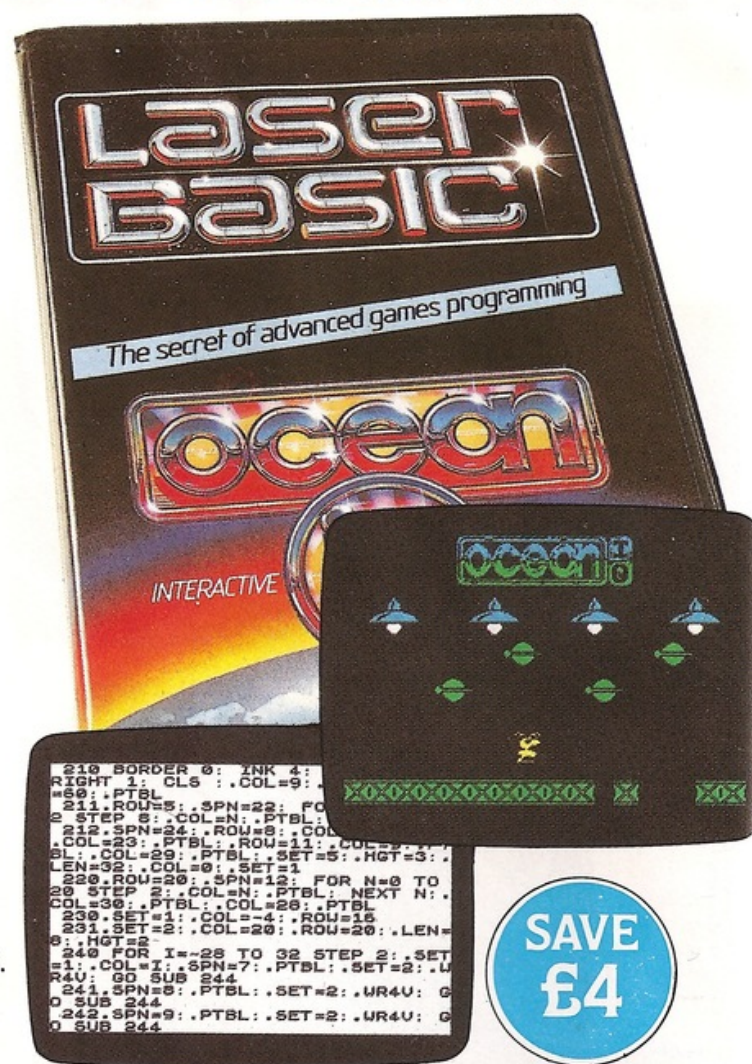
## One of the best games utilities available!

Offers the same technical specification as used by the pros!

Finally you have a chance to see what your Spectrum is really made of. *Laser BASIC* is the magnificent games writing utility that gives you the opportunity to join the ranks of programmers who have seen their games hit the charts. By adding more than 100 commands to Sinclair BASIC, *Laser BASIC* allows you to define up to 255 sprites (controllable graphics characters) with full rotation, animation and simultaneous horizontal and vertical scrolling attributes. You'll find *Laser BASIC* easy to use even though it offers the full technical specification required by professional games programmers.

*Laser BASIC* was designed specifically to enhance the speed and ease with which complex animated graphics can be produced. No longer is it necessary to painstakingly write line after line of ordinary BASIC code. *Laser BASIC's* enhanced 100 commands will let you manipulate sprites and screens to produce games software that looks as if it came straight from a commercial machine-code program.

Pack 230mm x 180mm includes 2 cassettes and 94-page manual.



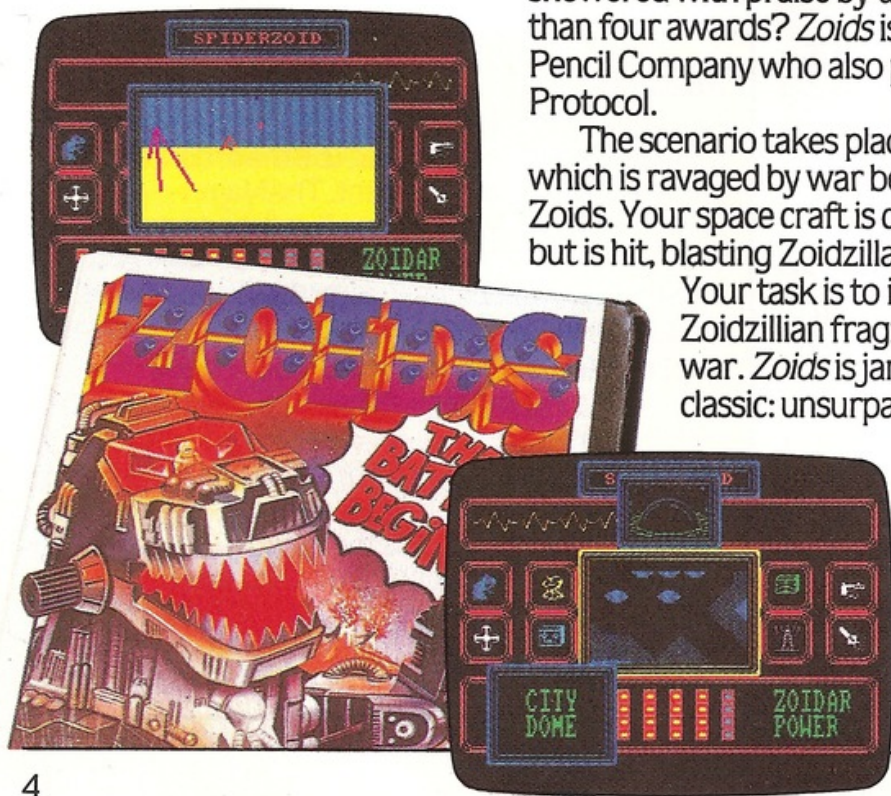
**9025** Released at £14.95  **128**  
**CLUB PRICE £10.95**

## Winner of four major awards including Newsfield Publications "Best Game of the Year on the Spectrum"

What can you say about a magnificent game that has been showered with praise by the reviewers and has picked up no less than four awards? *Zoids* is a masterpiece from the famed Electronic Pencil Company who also produced the smash hit, *The Fourth Protocol*.

The scenario takes place in the future on the planet Zoidstar which is ravaged by war between the good Blue Zoids and evil Red Zoids. Your space craft is carrying the Zoid leader Zoidzilla into battle but is hit, blasting Zoidzilla to pieces that land in hostile territory.

Your task is to infiltrate the enemy, track down the Zoidzillian fragments and reassemble them to win the war. *Zoids* is jam-packed with features that mark it a classic: unsurpassed graphics, icon-driven commands, fabulous on-screen presentation, and challenging complexity of plot.



**8998** Released at £7.95  **128**  
**CLUB PRICE £5.95**

"Zoids is simply the best game I've played on the Spectrum... not to be missed" *Crash*

"Martech's Zoids: it'll blow your mind" *Your Sinclair*



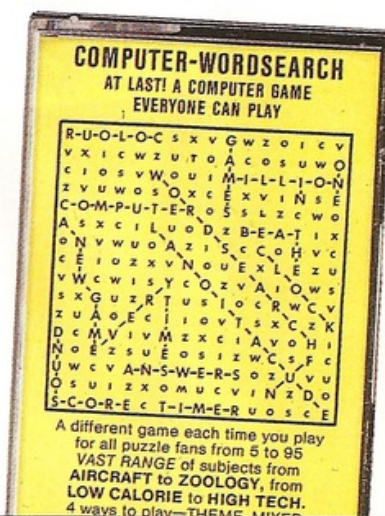
# Great fun for all word puzzle fans from five to 95!

## A new game each time you play!

Is it a crossword puzzle? Or is it Scrabble? In fact *Computer-Wordsearch* is a new computerised word game that takes the best elements of both Scrabble and crosswords to present an exciting new concept in electronic gaming.

Watch as your computer screen fills with a seemingly random array of letters. Then get to work with your cursor to strike out the hidden words before time runs out. The more words you can identify and delete, the higher your score will rise.

Each time you play the game, a different word list will be generated from a vast range of subjects from Aircraft to Zoology. It's up to you whether to play with words from one theme or choose a mixed bag. Or you may want to play your own word list or take chances with a Lucky Dip selection. Either way, *Computer-Wordsearch* is fun for all the family and will improve your vocabulary, whatever your age!



**8428** Released at £7.95   
**CLUB PRICE £5.95**



## Arcade action with the cult character of the year.



"The game is excellent with a mixture of code-cracking, shoot-em-up, and mapping to delight even the most hardened adventurer." *Computer Trade Weekly*

### Help Edison Carter to crack the mystery of Level 210.

This is the game that all Max Headroom fans have been waiting for. Based on the original TV film, this graphic arcade adventure recreates television reporter Edison Carter's perilous mission to uncover the secret of the sinister Network building and rescue the trapped Max Headroom. As in the TV plot, Edison is helped by his controller Theora Jones who monitors the building's cameras for the guards lurking around each corner. But before Edison can get access to Level 210, he has to crack the security codes and short circuit the automatic lift. You'll be playing against the clock. Unless Edison completes his all-night mission by 6am the Network workers will

return to overpower him. The key to the game is to solve the codes that control entry to the various levels of the building

starting with the sequence that short-circuits the elevator. Succeed in rescuing Max in time and you'll be rewarded with a personal message from the great man himself! Fail, and Edison Carter will be eliminated.

**8270** Released at £9.95  128  
**CLUB PRICE £6.95**





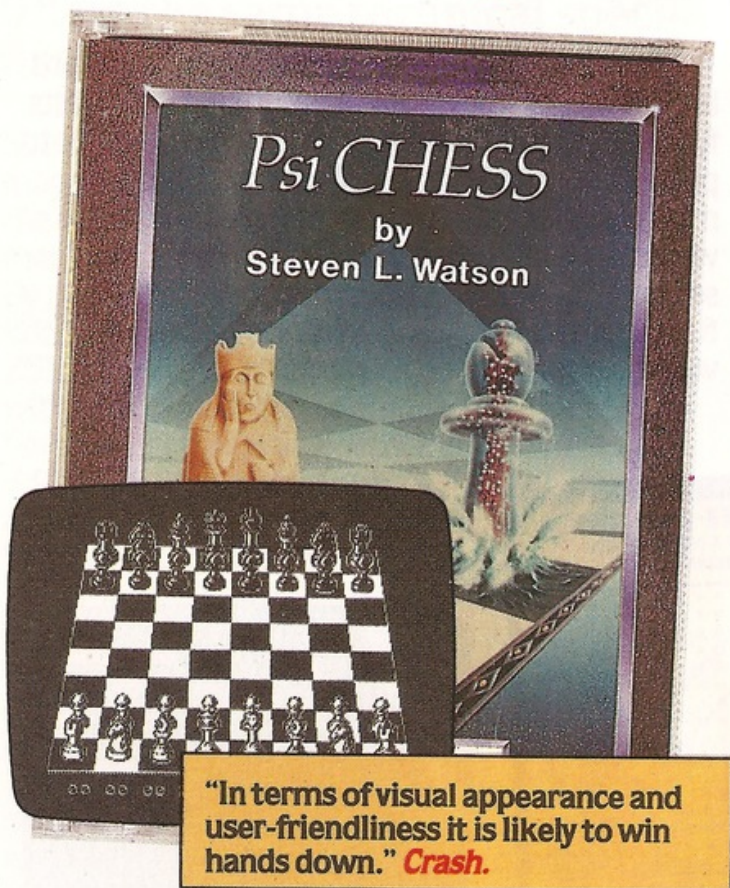
# The first chess game of its type for the Spectrum


Whichever way you look at it, Psi Chess is a masterpiece.

There's nothing new about chess-playing computer programs. But what will captivate you is the incredible 3-D representation of both the board and chess pieces in this great offering from Softek, makers of The Artist and Fairlight.

Unlike lesser chess games, which just give you a static birds-eye view of the board, Psi Chess portrays a lifelike simulation of the game. Not only can you view and play in three planes, but the 3-D board can also be rotated, providing a different perspective of the play.

Whether you are a Grand Master or just learning the basic skills of the most challenging of all board games, Psi Chess is the perfect way to practice and perfect your chess abilities.



9266 Released at £14.95  128  
**CLUB PRICE £10.95**

**SAVE  
£4**

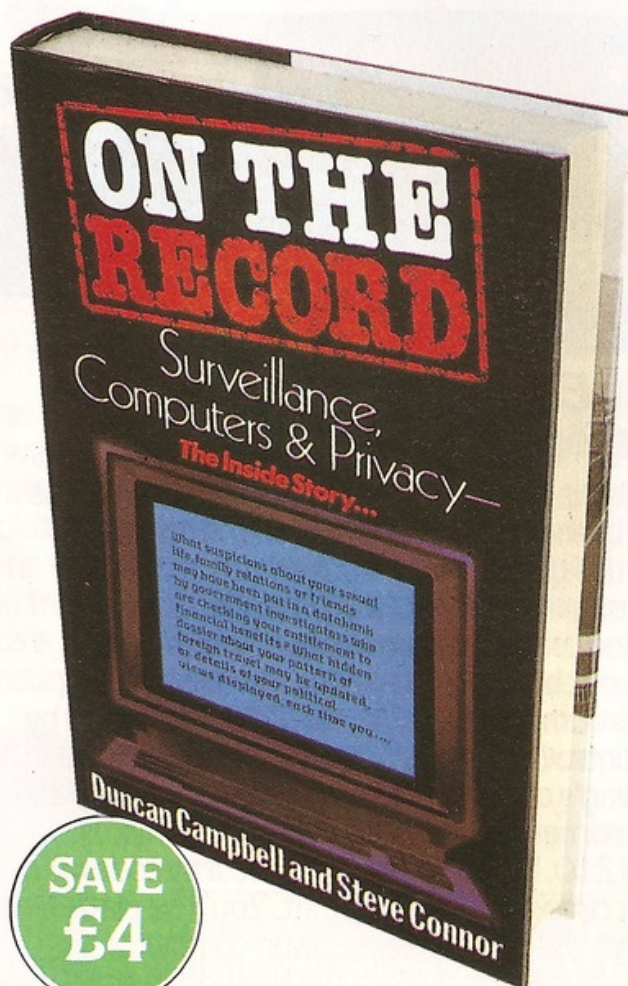
## Could Big Brother be watching you?

### A chilling exposé of the state control of private information.

So you think you're a law-abiding citizen with nothing to hide? But what if computerised state records of your private and financial affairs were hopelessly wrong or passed into the wrong hands? *On the Record* takes the lid off the major government data banks which hold personal files on a large proportion of the population. What suspicions about your sex life, family, relations and friends may have been entered by government investigators, checking your social security, passport or income tax entitlement? What does the Police National Computer say about your association with organisations such as trade unions or political groups? This book, written by respected investigative journalists Duncan Campbell and Steve Connor shows how near we all are to being under the watchful eye of a central computer. By revealing a startling variety of threats to our privacy posed by this probability, *On the Record* is essential reading.

Hardback 220mm x 150mm 347 pages

9107 Published at £12.95   
**CLUB PRICE £8.95**



**SAVE  
£4**



# Who is the infiltrator?

## Multi-screen action with the coolest secret agent around.

There's not much Captain Johnny "Jimbo-Baby" McGibbitts can't handle. He's a super-soldier, ace helicopter pilot, movie actor, rock star, karate expert and all-around nice guy. And he wears bullet-proof designer jeans. So maybe that's why Brigadier General Bunson Blood and Guts O'Shaughnessy has called him back to active service to save the world from the Mad Leader.

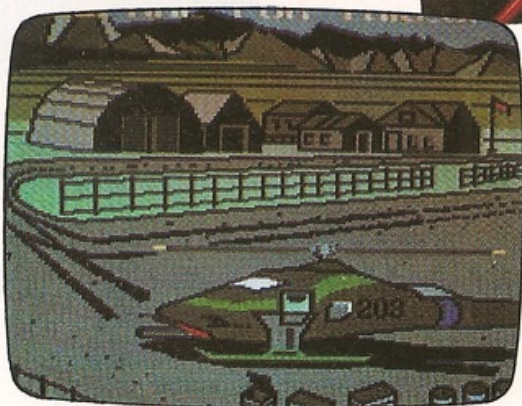
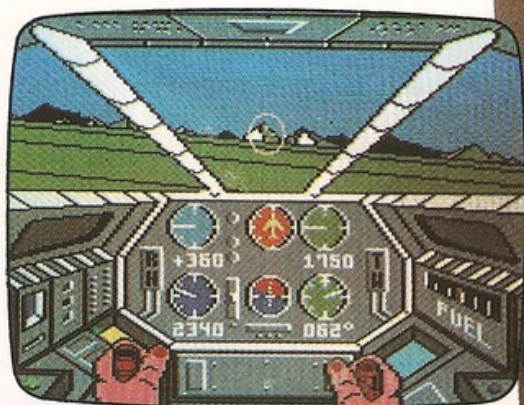
The mission is to fly the new Whizzbang Gizom DHX-1 Attack Helicopter through enemy airspace, infiltrate the Mad Leader's ground installations, destroy the lab and return with the war plans. And all this without being detected!

With one bound you're in your fully-armed chopper confronted by a complex control screen to monitor weapons, course, and communications. As your mission begins you encounter other aircraft. Some

will be friendly. Some will be loyal to the Mad Leader. And others will attack no matter what code name you use in response to requests for identification.

If you do make it to your destination in one piece, enemy guards will be standing by ready to quiz you. Use your fake ID papers. Should they fail, try a sleeping gas grenade. If alarms do go off you only have one chance to silence them. Stepping on a mine in the forest is also a dumb thing to do.

Inside the building you'll begin a frantic search for the entrance to the security room. And then the fun really begins!



Commodore screen shots

*Infiltrator* will call upon all your abilities of stealth and deduction as well as testing your helicopter flying skills. There are a total of three missions, each progressively more difficult to match your growing skill and stature, not to mention worldwide acclaim!

**9555** Released at £9.95  **128**  
**CLUB PRICE £7.45**



# ONLY THE BEST—

## Ribald Rhymes and Groovy Games with *The Young Ones*.

Play the computer game that features Neil and his lentils, Mike and his stained duvet, Rick and his dresses, and Vyvyan and his edible rats. Nothing has gone into this electronic adaptation of the famous TV series without the approval of *The Young Ones* themselves. And it's quite a challenge. The Fab Four are moving out and you have to collect all their belongings. It sounds simple — but there's more to it than meets the eye. If the game gets too bizarre, relax with the best-selling hardback book *The Bachelor Boys*, but hide it from the kids or other sensitive members of the family. *The Young Ones* are not known for the delicacy in describing bodily functions!

**7438** Released at £14.90 for the two  128  
**CLUB PRICE £10.90 for the two**

SAVE  
£4




## Fly back to 1940 in the legendary Spitfire.

It's back to the grim days of the Battle of Britain. But this time you're at the controls of the most famous fighter the world has seen. Suddenly the sky is filled with planes and the dogfight is on. Choose from three levels of difficulty, the last of which requires you to take off, engage the enemy, and return to base without running out of fuel.

"The cockpit is a very realistic representation of a Spitfire ... it's a bargain at any price" *Home Computing Weekly*.


"One of the most enjoyable I have played ... a graphically excellent game that allows the chance of a flight in a Spitfire without having to pass an exam in reading a badly-written instruction booklet."

*Computer and Video Games*.

**4702** Released at £9.95  128  
**CLUB PRICE £7.45**

## Great time-warp excitement with the WW1 flying ace!

You'll need all your computer gaming skills and tactics to help Biggles succeed in his mission to destroy the deadly German sonic weapon. Every arcade trick in the book is included in the scenario that is closely based on the hit movie. Before the game is through you will have helped Biggles escape from German soldiers, guided him through perilous underground tunnels and undergone a death-defying chase over the rooftops of present day London pursued by the SAS, and back through time for the final assault on the German terror weapon.

**5699** Released at £9.95  128  
**CLUB PRICE £7.45**






# THE CLASSICS OF '86!

Another chance to pick up this fantastic **US Gold** compilation.

No less than six of US Gold's all-time greats are featured in this twin-cassette compilation. Purchased separately from the shops, this line-up could cost you more than £50. But as a valued Home Computer Club member you can have the lot for under £12! There's actions stations with the battle simulation *Beach Head*, space encounters of the thrilling kind with Sega's arcade classic *Zaxxon*, danger and espionage in *Spy Hunter*, crazy bar room antics with the soda slingers of *Tappr*, cosmic combat in the 25th century with *Buck Rogers*, and World War One 3-D flying thrills with *Blue Max*'s peril-packed bombing mission.

**4787** Released at £16.95   
**CLUB PRICE £11.95**




**SAVE  
£5**

Continue the extraordinary story that began with ***The Hobbit***

Based on *The Fellowship of the Ring*, this great Melbourne House adventure allows up to four people to play at the same time. Or two players can take on two roles each. Single players can adopt one of the main characters and even swap characters in mid-game. The amazing vocabulary of 900-words lets you issue instructions to your characters in full sentences while on-screen narratives give you a chilling sense of atmosphere as you carry the mystical Ring further into the worlds of Rivendell, Mordor and Middle Earth.

Pack 205mm x 135mm contains 530-page paperback, two cassettes and instruction manual.


**4376** Released at £15.95   
**CLUB PRICE £11.95**

**SAVE  
£4**

In the depths of ***Marsport*** only the brave survive.

Four thousand years into the future the Earth is threatened by the Sept race who have infiltrated the central computers of *Marsport*, the domed city that is essential to the protection of the Earth from invasion. As commander John Marsh of the Terran underground liberation movement, you must break into the complex and seek out the information that will defeat the Sept. As you explore the catacombs of corridors and rooms of *Marsport*, aliens and Sept warriors will do their best to destroy you.

"Another excellent game from Gargoyle Games and definitely worth buying ... an excellent contribution to the arcade adventure game genre" **Crash**

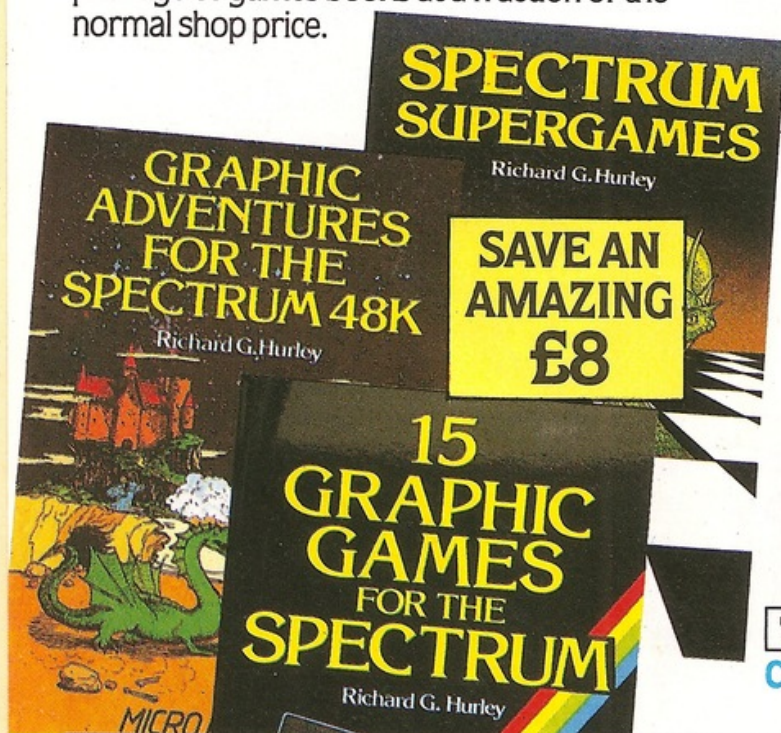
**5300** Released at £9.95   
**CLUB PRICE £7.45**





# A grand total of 35 fabulous games to stretch your skills and imagination!

Here is a great games package to delight every Spectrum owner. No less than 35 wonderful adventure, arcade and puzzle programs ready for you to type in and run. Never before has The Home Computer Club offered such a varied and exciting package of games books at a fraction of the normal shop price.



*Graphic Adventures for the Spectrum 48K* gives you seven adventures including Nightmare Park, Supertank, 3-D Maze, and Dragon all complete with explanations on the programming techniques used to help you improve your own adventure programming.

Turn to *Spectrum Supergames* for a treasure trove of arcade-style winners such as Canyon Bomber, Missile Attack, Road Racer and Shootout. Each program is accompanied by a description of the methods used in games programs; high score routines, joystick control, and memory saving methods.

This great trilogy is rounded off with *15 Graphic Games for the Spectrum* which contains still more programs just waiting for you to type in and run. At less than 30p a program, we think you'll be hard put to find a more value-packed way of filling your Spectrum's RAM!

Supergames: 142 pages

Graphic Adventures for the Spectrum 48K: 194 pages

15 Graphic Games for the Spectrum: 128 pages



**7994** Published at £17.85 for the three paperbacks  
**CLUB PRICE £9.85 for the three paperbacks**

## Shoot-em-up space thrills as the hero of "The Eagle" enters the age of the computer game!

The missions of *Dan Dare* and his continual battle against the Mekon have delighted millions of Eagle comic readers. Now Dan makes the transition to computer video game in a desperate struggle to save the world from the Mekon's runaway asteroid which is headed straight for planet Earth.

This recreation of the old comic hero has been lovingly crafted to retain the spirit of the original comics. Dan's task is to penetrate the asteroid's defences and activate the self-destruct mechanism before the asteroid smashes into Earth.

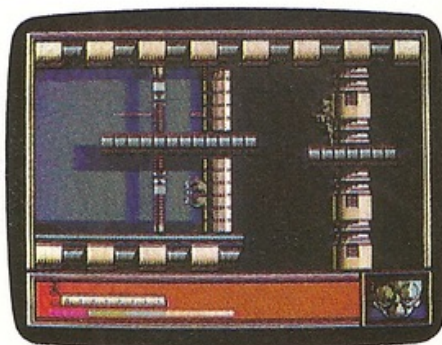
The action on the asteroid itself is fast and furious as our hero battles with the evil Treens and uses all his wits to find his way through the complex system of walkways and lifts. Dan will need every ounce of courage and cunning to reach the final confrontation with his arch-enemy!

**9575** Released at £9.95

**CLUB PRICE £7.45**



128





# Paint in pixels with one of the most powerful graphics utilities yet seen on a home micro!

**No programming experience necessary – just point, pick and paint!**

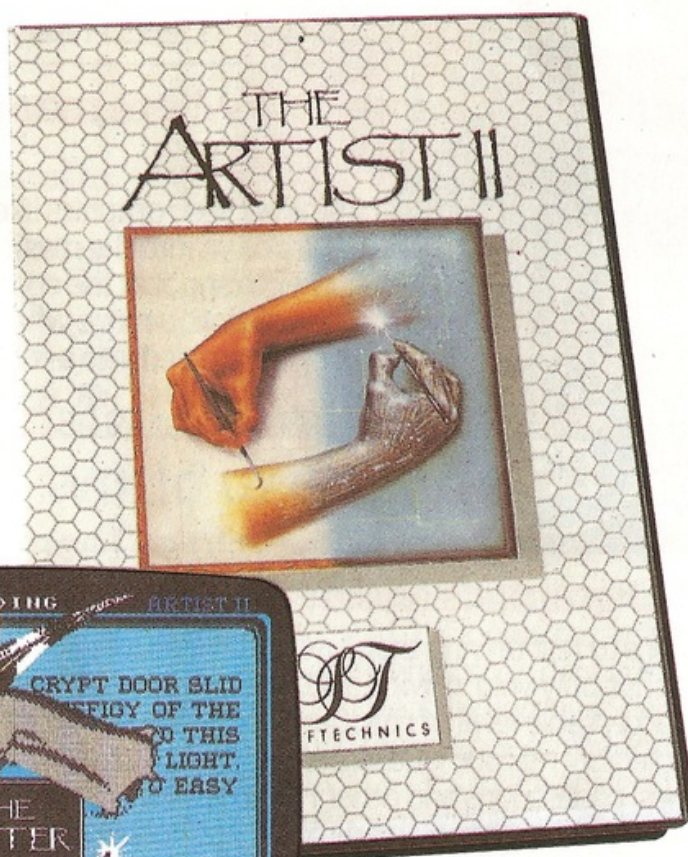
When The Artist was launched last year it was hailed as the most sophisticated and powerful graphics package you could buy for the Spectrum. Now even the wonder of that product has been surpassed with the incredible follow-up, *Artist II*.

Just look at the staggering new features that have been added. Now you can paint with lightpen or mouse as well as keyboard and joystick and see your masterpiece printed out in either shades of grey on virtually any dot matrix printer or in glorious colour on a variety of colour ink jet printer to produce a work of art ready to frame and hang.

Neither are you limited to the size of your monitor screen. *Artist II* gives you the ability to work on a picture several times larger than the display. And you can forget about having to learn complex keyboard commands or programming languages.

*Artist II* makes extensive use of icons and pull-down menus to let you pick, point, and paint in seconds.

Its ability to draw, spray paint, cut and paste, and produce elastic lines of boxes, triangles and circles is unrivalled on any other machine in its class. Electronic painting gives you the creative freedom that conventional brushes and paper



can't match, by letting you copy parts of a picture to another drawing, change colours at will, or alter brush and texture until you achieve the exact effect.

The recreational and educational possibilities offered by *Artist II* are limited only by your imagination. For example, create and design greetings cards and invitations for friends and family, produce detailed opening screen shots for your own programs or incorporate custom designed graphics into business presentations or academic work.

Let *Artist II* unleash your creative talents.

**9263** Released at £14.95  **128**  
**CLUB PRICE £10.95**





## Christmas Crackers!

### Nerve-wrenching excitement in the air traffic controller's hotseat!



An air-traffic controller's job is one of the most stressful occupations there is. Spend one session with this real-time simulation of the operation of air traffic control at London Heathrow and Amsterdam Schipol and you'll soon see why. Once you've learned the demonstration exercises, the simulation takes you to seven higher levels such as dealing with a mixture of aircraft types, and handling an unforeseen emergency.

8261

Released at £7.95 **CLUB PRICE £5.95**



### Enter a fantastic universe where magic crystals hold the key to the mystery maze.



SAVE  
£3

4741

Released at £9.95 **CLUB PRICE £6.95**

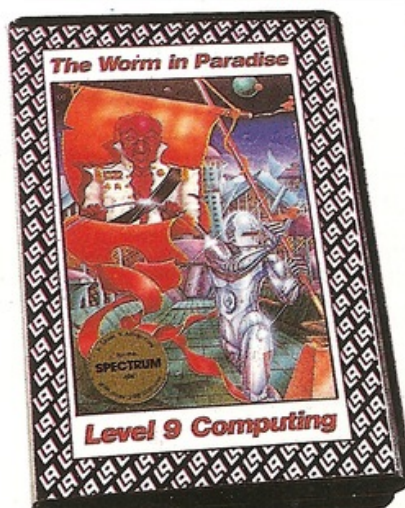
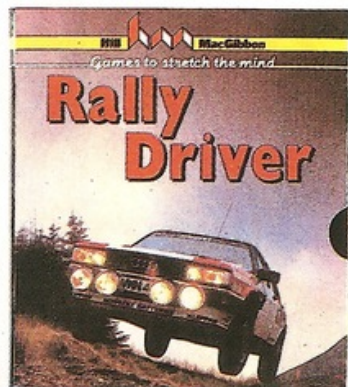


### Superb 3-D graphics and detailed maps to test your driving skill

There's more to fast driving than just putting your foot down. *Rally Driver* will test not only your driving skill, but also your abilities to map-read and assess an acceptable level of risk. Steer along the route of your choice through an incredibly realistic landscape. But watch out for tricky junctions, slippery patches, pedestrians and other hazards. *Rally Driver's* sophisticated complexities really do bring top arcade quality to home computer users.

1404

Released at £9.95 **CLUB PRICE £7.45**



### Will you become the worm that turns?

From the prestigious adventure software team, Level 9, comes what has been regarded as their best program ever utilising a vocabulary of more than 1,000 words and over 200 graphic locations. The scenario is the earth-like planet Enoch in the year 2344 AD. There are no taxes, crime, or pollution and the country is run by benign robots. But all is not what it seems, and like a worm in an apple, something is rotten in Paradise.

"It's superb" *Computer and Video Games*.

"An excellent adventure; atmospheric, devious and full of the ingredients that have established Level 9 as probably the best English adventure writing house" *Computer Trade Weekly*.

6108

Released at £9.95 **CLUB PRICE £7.45**





# An essential book for every Z80 machine code programmer.

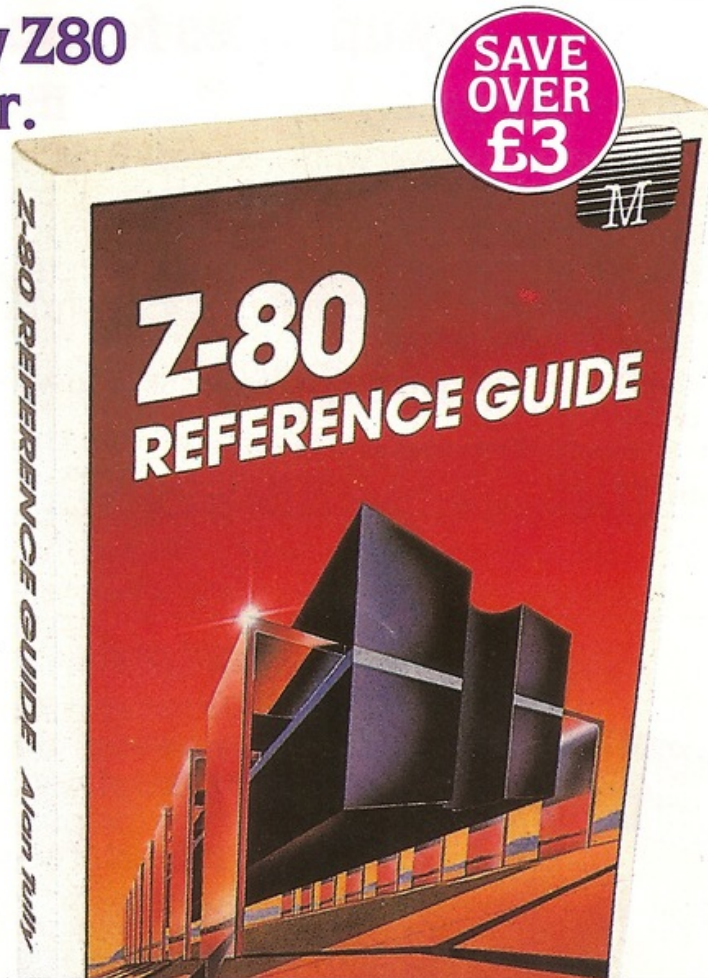
The *Z80 Reference Guide* will prove an indispensable aid for anyone interested in developing machine language skills. Author Alan Tully's clear and concise style cuts through much of the complexity of Z80 routines to show you the best way to implement this powerful low-level language. Six feature-packed chapters take you from an introduction as to how the Z80 executes instructions through to descriptions of various instruction groups and valuable hints and tips that are usually only known to experienced programmers.

Sections on actual Z80 machine code instructions cover details of each instruction in source code and decimal code sequences. An exhaustive appendix lists quick reference tables to help speed you on your way to developing powerful new programs for your machine that go well beyond the range of BASIC.

Paperback 394 pages 210mm x 140mm



**9455** Published at £12.95 **CLUB PRICE £9.70**



## Enter a whirling world of dizzy delights!

**"One of the most addictive games I've played on the Spectrum" ...Crash**

Here's the game that has had the critics raving! It may seem easy. Just guide Gerald the computerised mapping robot through a strange artificial world of ramps, towers, causeways, and jumps. But beware...one slip and Gerald will tumble spinning into space or smash to pieces on the levels below.

Gerald's task is to map around 385 different screens, each with their own hazards and traps. It's a tiring job and Gerald soon gets exhausted. So it's vital that you collect the energy jewels that are dotted around the strange dimensions of *Spindizzy*. Even so, it's a race against time and if you're not efficient enough in your mapping duties you'll be sent back to the start to begin the mission all over again.

**9691** Released at £9.99  128  
**CLUB PRICE £6.95**

**SAVE  
£3**

*"Spindizzy is brilliant – great graphics, very complex, a challenge to both thought and speed of reaction."*  
**Popular Computing Weekly.**

*"Brilliant...by far the best maze game I've played on my Spectrum. Buy it."*  
**Crash**





# Library updates for advanced programmers!

## Turbo-charge any BASIC Program to run 40 times faster!

Anyone who has ever written or used a BASIC program will find this incredible product a godsend. Normally a BASIC program is interpreted slowly by the computer one line at a time. But *BLAST* converts the entire BASIC file into machine-code. The result is an increase of 40 times normal speed. Unlike some other compilers, *BLAST* will convert all BASIC commands without fuss.

**"BLAST is the best compiler you're ever likely to want or need,"** *Home Computer Weekly*

Pack 230mm x 190mm contains 32 page booklet

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## A complete course in the living language of Forth.

Forth is being increasingly recognised as one of the most flexible and convenient ways to develop micro applications. The beauty of Forth is that it lets you design your own personalised language. This book pair takes you through the basics of Forth and then on to writing your own applications with the aid of working examples.

*Fundamental Forth* Paperback 230mm x 160mm 240 pages

*Forth Techniques* Paperback 230mm x 160mm 254 pages

**7538** Published at £13.90 for the two   
**CLUB PRICE £9.90 for the two**



## Essential Reading for ZX Interface 1 owners

If you use the ZX Interface 1 you need this book. It provides a complete listing of the 8K ROM with special extensions of Spectrum BASIC that will let you POKE characters into memory and speed up the microdrive file handling. A special appendix at the back of the book lists all ROM routines with their corresponding entry points.

**"Goes way beyond my original expectations and it's a darn good buy" ... Your Spectrum**

**4901** Published at £9.95 **CLUB PRICE £7.45** 

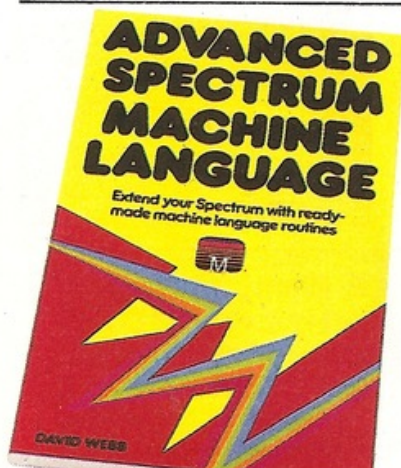


## Push to the frontiers of your Spectrum's display capabilities

Requiring some experience of machine code, this collection of professional quality routines offers spectacular effects including full screen images and horizon, interrupt driven sprite animation, and hi-res colour eight times the norm. Like the further routines of PRINT, PLOTTING, DRAWING, and KEYBOARD SCAN, these make no call to ROM giving dramatic increases in the speed of your programs.

Paperback 202 pages 205mm x 140mm

**1474** Published at £6.95 **CLUB PRICE £5.20** 





## The Fairlight odyssey continues. Breaks new barriers in 3D game design!

Fairlight was one of the best games of 1985 when its stunning 3-D graphics and animation set new standards of adventure gaming. Indeed many reviewers hailed Fairlight as a joy to both look at and play with its ingenious features that allowed objects to behave according to their real-life weight.

However the games producers Softek have not been content to sit on their laurels. And so we have *Fairlight II*, which again uses Softek's unique graphics language Grax to cram into memory all the details that other games cannot reach.

Here the adventures of Isvar the hero takes place in the enchanted land outside the castle Avars that featured in the original game. But now the mysterious castle rooms have been replaced by areas of woodland, heath and mountainside which have been reproduced in vivid 3D.

The plot takes over from where Fairlight left off. Isvar has inadvertently let the evil wizard of Fairlight escape. Now he must track down the escaped conjurer before he removes the last vestige of magic from the land. On his travels Isvar will encounter more foes than ever before – each one with a higher degree of intelligence than those he confronted in the castle.

As with its predecessor, *Fairlight II* lets you manipulate Isvar as in real life. So he can climb up and down steps, jump on and off ledges, and manipulate objects according to their size and weight.

Whatever your age, *Fairlight II* is bound to intrigue and entrance you with its amazing atmosphere and animation.

9264

Released at £9.95



128

**CLUB PRICE £7.45**





# Jungle mayhem with the indestructible Rambo!

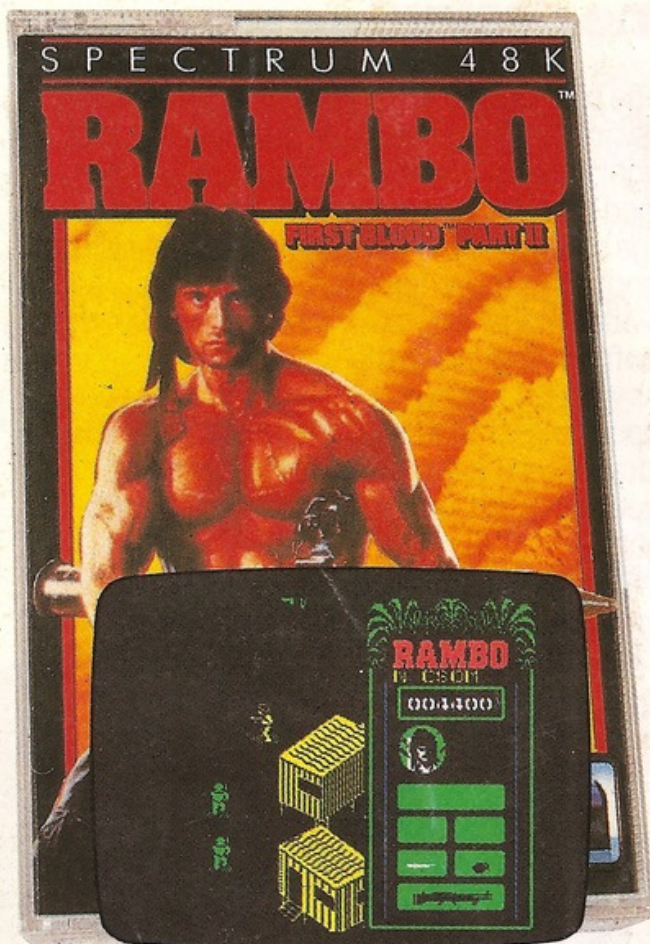
## The official computer game of the film.

There can't be many people who haven't heard of the human war machine John Rambo. If you've seen the block-buster movie you'll know what to expect from this explosive computer game adaptation. And even if you didn't see the film you'll soon be drawn deep into the scenario.

As Rambo you're on a mission in the jungle of Vietnam to search for and photograph evidence of missing American prisoners. Your orders are not to engage the enemy. But how can you ignore the cries of your comrades at arms? Soon you're fighting camp guards and helicopter gunships as you struggle to rescue the prisoners and make your escape to the Thailand border.

All the action of guerilla warfare is here; from silent assaults with arrows and knives to the firepower of machine gun and grenade launcher. Once you've begun the deadly adventure there is no turning back.

**8127** Released at £7.95  128  
**CLUB PRICE £5.95**




# The only poker game in town with hidden surprises!

Are you cool enough to beat Sam when the heat is on?

Ante up for the gambling event of the year. The game in this life-like poker simulation is seven-card stud and the stakes can get high. Don't worry if you aren't familiar with the rules; the two-player demo mode and tutor will soon have you betting, calling, passing and checking with the best of them. Your opponent on side one of the two-game tape is sensational pin-up and TV personality Samantha Fox who is no slouch when it comes to poker. In fact Sam is so confident you won't be able to beat her she's prepared to shed an item of clothing every time you knock 100 points off her starting total of 900. Succeed, and you'll be rewarded with a digitised photograph of Sam.

We're not giving the game away, but suffice to say you'll have to be an ace gambler to see everything she has to offer! If Sam does get the better of you, just turn the tape over to side B for a bonus four-player game of stud offering a choice of one, two, or three opponents, each with their own personalities and poker-playing characteristics.

**8997** Released at £8.95  
**CLUB PRICE £5.95**  128

**WARNING: This program is suitable for adults only**

