

# SINGLAIR

USER

NOVEMBER 1986 No. 56 £1

MORE  
SOFTWARE  
REVIEWS

DRUID'N'DANDY  
THROW DOWN THE  
GAUNTLET



128K+2 CODING ★ JOYSTICK ZAP TEST  
MOUSE WORK ★ CHEETAH SAMPLER ★ DAN DARE DUO  
DUCK MOVIE COMPO! ★ HIGHSOFT COMPILER  
URIDIUM ★ PRODIGY ★ GALVAN

MICROE  
★ In The ★  
MOVIES

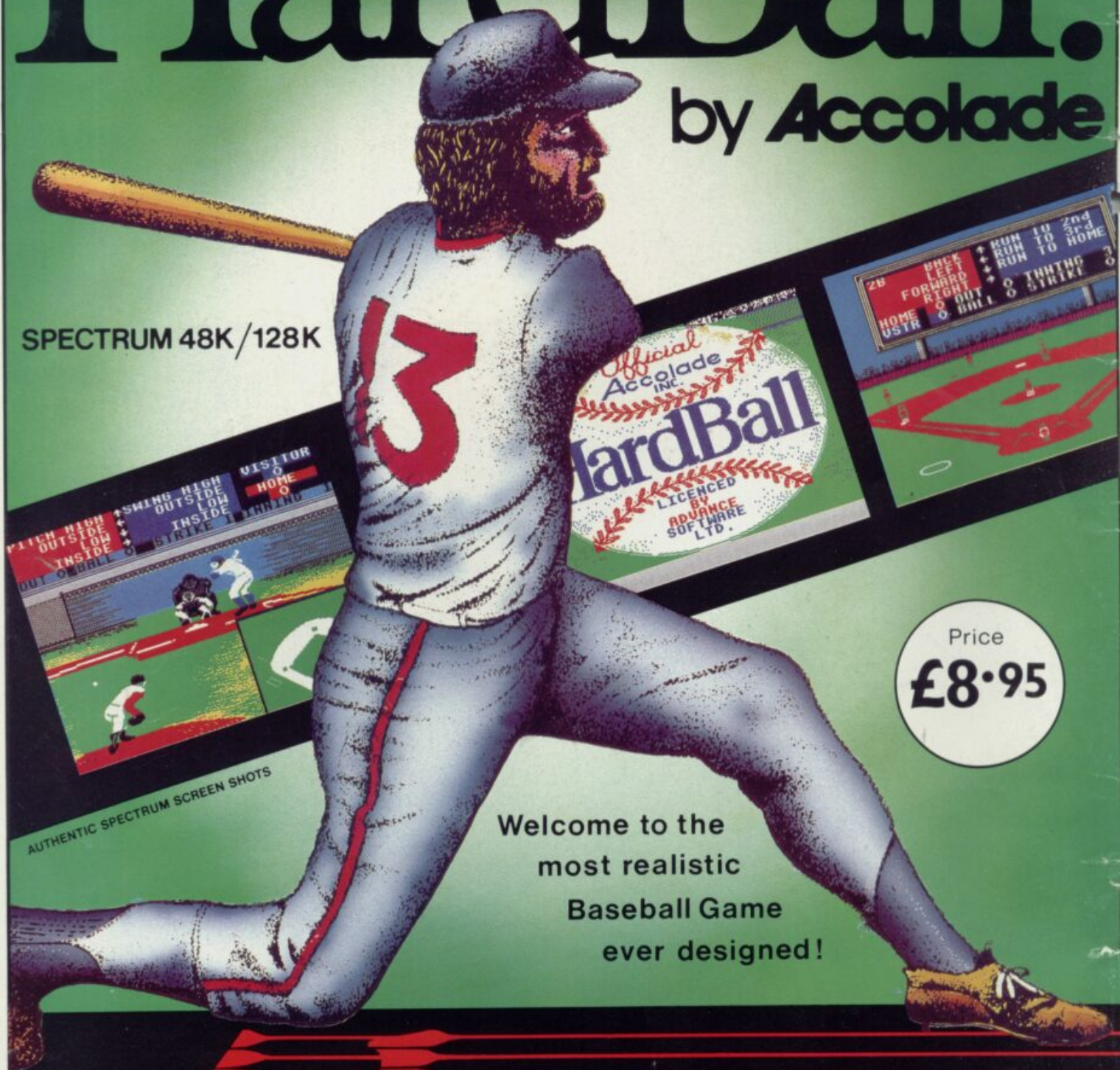




# HardBall!

by Accolade

SPECTRUM 48K/128K



Welcome to the  
most realistic  
Baseball Game  
ever designed!

Price  
**£8.95**

# Advance

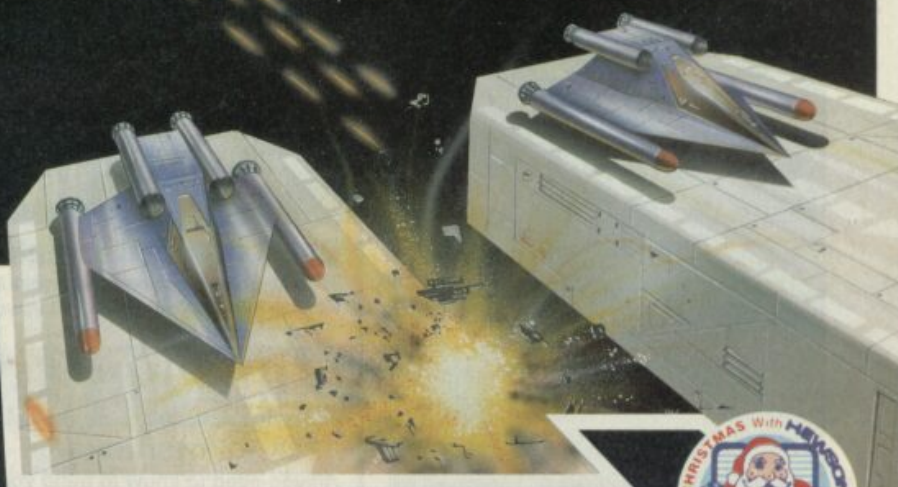
SOFTWARE PROMOTIONS LIMITED

17 STAPLE TYE, HARLOW, ESSEX CM18 7LX TEL.(0279) 412441



# URIDIUM

NOW  
AVAILABLE  
FOR  
SPECTRUM



## TURN ON TO URIDIUM THE ARCADE SPACE COMBAT GAME

Feel your adrenalin pulse as you throw your Manta fighter through its heart-stopping sequence of dives, loops and spins. Thunderous rocketry and shattering canon shells batter your senses. Screaming enemy fighters fracture your nerves. Cool crisis control rips you through the mobile and surface defences of the alien Super-Dreadnoughts to the confrontation with Uridium itself.

Uridium... the Spectrum version of the Commodore mega-hit by Andrew Braybrook. Programmed by Dominic Robinson

**For Spectrum**

**Cassette £8.95**

For Mail Order send a cheque/P.O. to Hewson Consultants Ltd. Order by Credit Card sending your Access/Barclaycard number and a specimen signature. Don't forget to enclose your name and address

As part of our continuing development of innovative software we are always happy to evaluate software sent to us with a view to publication

**FREE GIFT**  
with every purchase

Offer closes 31st December



# HEWSON

56b Milton Trading Estate, Milton, Abingdon, Oxon. OX14 4RX



## SINCLAIR user

**Editor**  
David Kelly  
**Deputy editor**  
John Gilbert  
**Senior staff writer**  
Graham Taylor  
**Staff writer**  
Jim Douglas  
**Designer**  
Gareth Jones  
**Editorial secretary**  
Norissh Fenn  
**Adventure help**  
Gordo Greatbelly

**Zapchat**  
Jon Riglar  
**Helpline**  
Andrew Hewson

**Hardware correspondent**  
John Lambert  
**Contributors**  
Brendan Gore  
Richard Price  
Rupert Goodwins  
Andy Moss  
Gary Rook  
John Pope

**Advertisement manager**  
Louise Fanthorpe  
**Deputy Advertisement Manager**  
Jacqui Pope

**Production assistant**  
Alison Morton

**Advertisement secretary**  
Linda Everest

**Subscriptions manager**  
Carl Dunne  
**Publisher**  
Terry Pratt  
**Telephone**  
01-251-8222

Sinclair User is published monthly by  
EMAP Business & Computer  
Publications

**Cover illustration**  
Stewart Hughes

If you would like to contribute to Sinclair  
User please send programs or articles to:

Sinclair User  
EMAP Business & Computer  
Publications  
Priory Court  
30-32 Farringdon Lane  
London EC1R 3AU

Original programs should be on cassette  
and articles should be typed. Please write  
Program Printout on the envelopes of all  
cassettes submitted. We cannot undertake  
to return cassettes unless an SAE is  
enclosed. We pay £20 for each program  
printed and £50 for star programs.

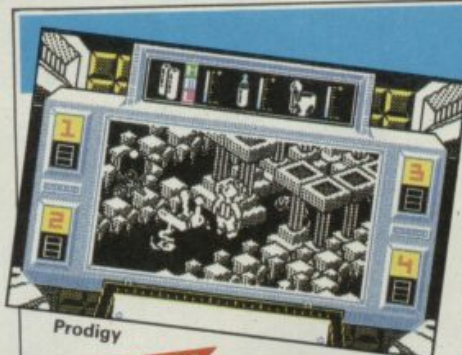
Typeset by Saffron Graphics Ltd,  
London EC1

Printed by Nene River Press,  
Woodaton, Peterborough.

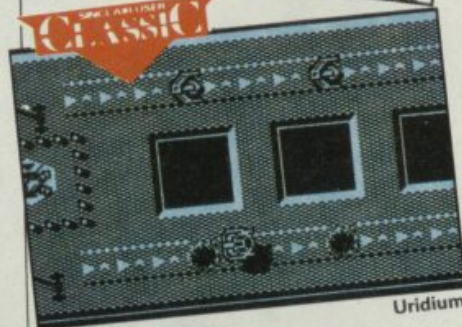
Distributed by EMAP Publications Ltd.

© Copyright 1986 Sinclair User  
ISSN No 0262-5456

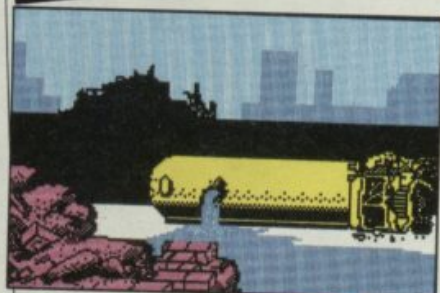
ABC 90,215 July-Dec 1985



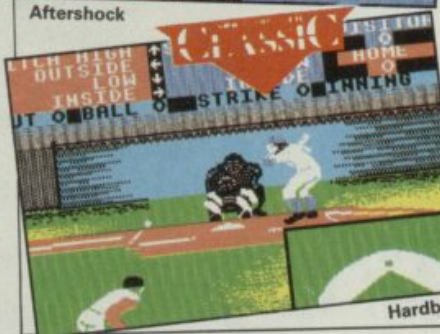
Prodigy



Uridium



Aftershock



Hardball

## SOFTWARE

### ARCADE

ASTERIX  
FIRELORD  
GALVAN  
CONQUESTADORE  
CAPTAIN KELLY  
DRUID  
DANDY  
NIGHTMARE RALLY  
PRODIGY  
URIDIUM  
SCOOBY DOO  
STRIKE FORCE COBRA

### STRATEGY/SIMULATION

HARDBALL  
TT RACER  
ROOM 10  
PUB GAMES  
IT'S A KNOCKOUT

### TOOLKIT

BASIC COMPILER

### WORK OUT

ARTIST II

### BUDGET

CAPTAIN SLOG  
KAI TEMPLE  
BUMP SET SPIKE  
BOMB SCARE  
OLLI AND LISSA  
OLYMPIAD '86  
VIDEO POKER  
VIDEO OLYMPICS  
SBUGGETT JUNCTION  
OUTWORLD  
ZACARON MYSTERY  
SHREWSBURY KEY

### ADVENTURE

H.R.H.  
AFTERSHOCK

### QL

QATS  
FRONT PAGE

## HARDWARE

### Cheetah sound sampler 73

Take a look at Cheetah's latest music  
aadd-add-o-o-on-n-n-n-n

## DIY PROJECT

### 128K+2 interface 103

All you need to know to build your own  
interface to connect a 'normal' non-  
Amstradified joystick to the new 128K+2

## SURVEY

### Joystick Top Ten (well, eleven) 50

Try the waggle test! We did. The  
cheapest. The strongest. The coolest.  
The fastest

## MICROS IN

### The Making of Aliens 23

Aliens the movie will soon be Aliens the  
game from Electric Dreams. Designer  
Mark Eyles gives away a few secrets





MELBOURNE HOUSE	31
HEWSON	32
IMAGINE	33
MELBOURNE HOUSE	38
QUICKSILVA	38
FIREBIRD	42
ELECTRIC DREAMS	42
OCEAN	46
ELECTRIC DREAMS	57
HEWSON	58
ELITE	59
PIRANHA	62

ADVANCE	36
DIGITAL INTEGRATION	41
CRL	41
ALLIGATA	92
OCEAN	92

HISOFT	110
--------	-----

SOFTTECHNICS	97
--------------	----

CRL	76
FIREBIRD	76
MASTERTRONIC	76
FIREBIRD	76
FIREBIRD	77
ATLANTIS	77
MASTERTRONIC	77
MASTERTRONIC	78
BUG-BYTE	78
DUROME	78
PLAYERS	93
PLAYERS	93

EIGHTH DAY	84
INTERCEPTOR	86

COPE	104
GAP	104

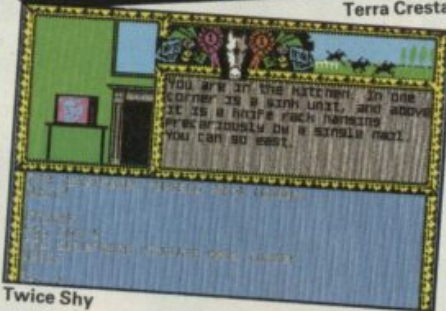
## PREVIEWS

### Digging up the hottest 111 software news first

Including Terra Cresta, Twice Shy, Cobra, Dante's Inferno, Tempest, Fairlight II, Academy, Tarzan, Terminus, Explorer...



Terra Cresta



Twice Shy

## COVER SMASH

### Dandy versus Druid 42



## FEATURES

### The complete mouse 28 survey

We take the meeces to pieces — both for the Spectrum and the QL — and trap the best ones

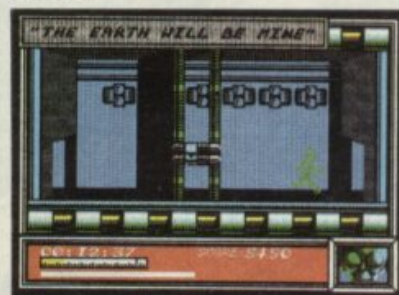
### 128K+2 programming 64

What's so good about the 128K+2's sound and Basic? All your important questions about the new machine answered

## NEW FEATURE

### Code Talk 55

Smart chaps from the world of hex addresses talk candidly about something else. This month: Dan Dare authors Dave Chapman and Martin Wheeler



## PRINTOUT

Axe Hero	105
Boggle	106
Mouse AI	108
Tree Builder	109

## REGULARS

News	7
Charts	12
Letters	15
ZapChat	18
Competition winners	48
Hewson's Helpline	80
Gordo's Adventure tips	87
Sinclair Surgery	96
Background Noise	
— Paperboy	98
Next Month	119
Gremlin	120

## THE MOVIES



### The movies whirled 66

If you're a software house and you haven't licenced a blockbuster movie for this Xmas then you're going nowhere. We've been grovelling around on the cutting room floor — and just look what we found!

## COMPETITIONS

### Howard the Duck 26

Now I know ducks tend to be dependable and doudy not dynamic and dangerous — but Howard's different. He's from another planet.

He's also in a big bucks movie — and we've got cinema tickets to win!

He's an Activision game — and we've got tapes to win!!

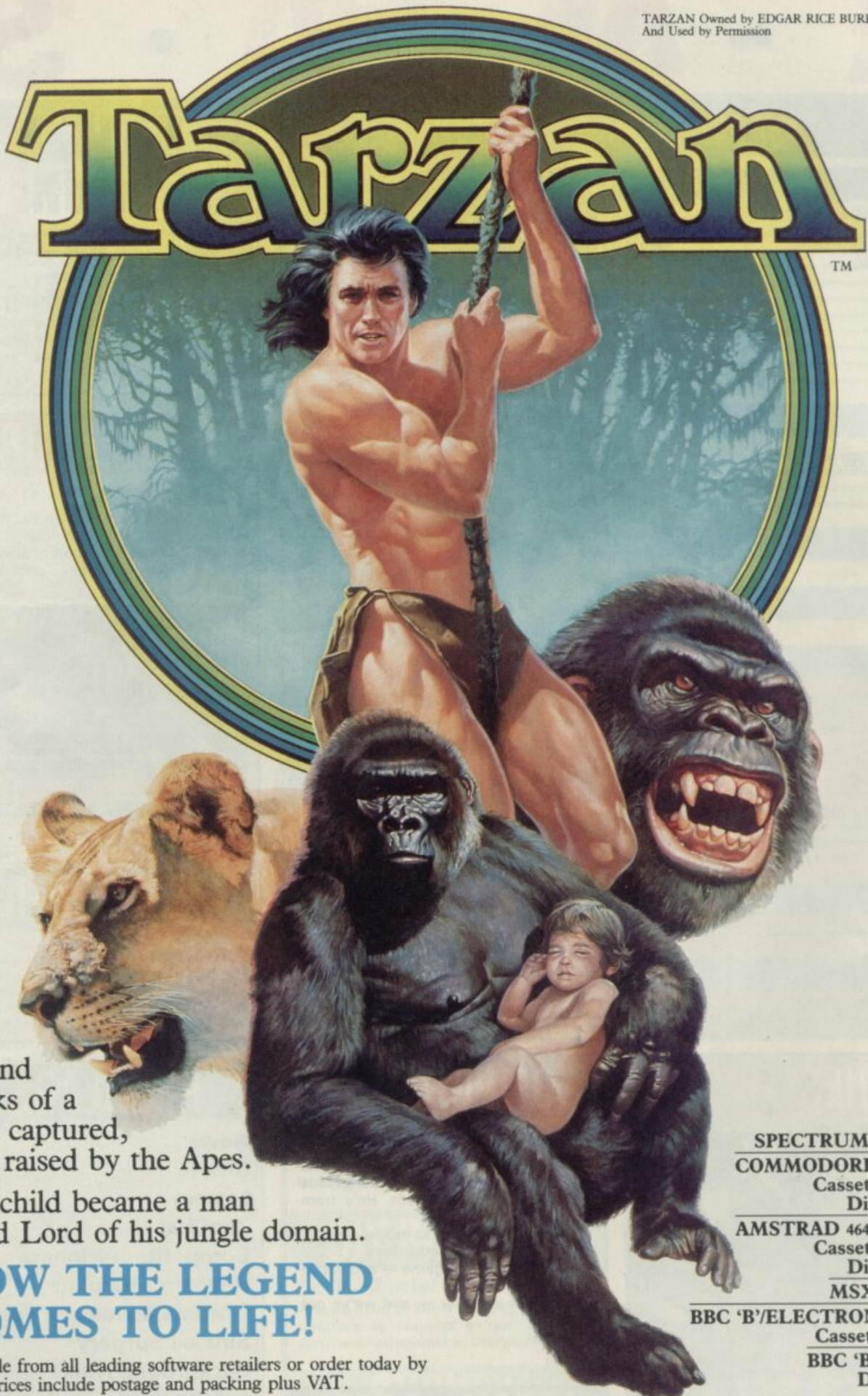
And he's a poster — and we've got them too!!!

## SPECIAL OFFER

### Joysticks a go-go 95

We smash 25 per cent off the cost of joysticks — YOU could have a Gunshot 1 at the end of YOUR arm





Legend  
speaks of a  
child captured,  
then raised by the Apes.

The child became a man  
– and Lord of his jungle domain.

**NOW THE LEGEND  
COMES TO LIFE!**

Available from all leading software retailers or order today by  
mail. Prices include postage and packing plus VAT.

<b>SPECTRUM</b>	<b>£8.95</b>
<b>COMMODORE 64/128</b>	
Cassette	£9.95
Disc	£12.95
<b>AMSTRAD 464/664/6128</b>	
Cassette	£9.95
Disc	£14.95
<b>MSX</b>	<b>£8.95</b>
<b>BBC 'B'/ELECTRON</b>	
Cassette	£9.95
<b>BBC 'B'</b>	
Disc	£12.95

**martech** Martech is the registered trade mark of  
Software Communications Limited, Martech House,  
Bay Terrace, Pevensey Bay, East Sussex BN24 6EE  
TRADE ENQUIRIES WELCOME. PHONE: (0323) 768456 TELEX: 878373 Martec G



## UNDER RAPS!

● Doctor What (Who?) is being put together for CRL by The Software Foundation, a new programming team which has yet to find its feet. The game involves a chase through time in a customised Tardis where the Doctor has to find his friends Where and When. (Well...?)

● John Williams, a newcomer to the Spectrum, is writing Oink!, a pig infested adventure game, for CRL.

The game is culled from that curious comic where bacon is a dirty word and which features piggy versions of Stars such as Samantha Fox.



● John Campbell is producing an up-graded version of his classic Masterfile database program. It will be marketed by Saga Systems

● Level 9 is enhancing its Silicon Dreams trilogy to include graphics and an advanced text parser. The games will be put out as one package by Rainbird at the end of this year

● John Pragnall, who began by writing war games for CCS, is writing Live and Let Die for Domark. His next product is likely to be the computer game of the new James Bond movie, The Living Daylights. Live and Let Die is due out before the end of the year while Living Daylights will see the light of day in July 1987

● Oxford Digital Enterprises is programming the Junior edition of Trivial Pursuit for Domark. Next year ODE will start the Baby Boomer version of the game

## ISAAC ASIMOV GETS COMPUTERISED



Isaac Asimov, probably the most successful science fiction writer and author of the *Foundation* novels, is to be computerised!

US Gold is bringing out an adventure based on one of his short stories — *Kayleth* — in which players must save the inhabitants of a planet which has been enslaved.

It will be released before Christmas. No price has been fixed yet though.



▲ Isaac seeks inspiration for his next country and western tune to be recorded for US Gold

## WHEATLEY MYSTERY FROM CRL

Two who-dunnits by top-selling black magic writer Dennis Wheatley — author of *The Devil Rides Out* — are being converted to your micro by CRL.

Delta 4 — with Fergus McNeil — is programming *The Malinsay Massacre* and *Murder off Miami*, two very unusual books. When originally published each book contained a series of mock-up official police documents, photos of the scene of the crime

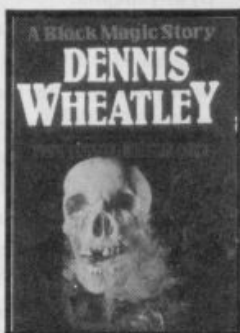
and samples of 'blood', 'hair', matchboxes and anything else to help the reader solve the crime. The solution was sealed in an envelope at the back of the book.

The adventure games will keep a similar emphasis on clues but, according to Fergus, players will have to find them in the games themselves before they can discover their meanings and importance in the plot — rather like the recent Infogrammes release, *Vera Cruz*.

Fergus won't be doing all the programming himself. For the two titles he's teamed up with his mate Jason Sommerville, who'll be doing much of the actual coding.

*The Malinsay Massacre* will be the first release, on the streets early in the new year.

Sounds a heap of fun.



## BOOTS DROPS 128K+2 PACKAGE

Amstrad's new Spectrum 128K+2 has got off to a bit of a slow start.

Demand is high but by the beginning of October some stores hadn't even received demo machines. Bulk deliveries aren't now expected until late-October, a delay of several weeks.

As well as demand already outstripping supply some retailers are far from happy about the package of bundled software Amstrad is suggesting should be sold with the machine.

Titles included are *Crazy Golf*, *Punchy*, *Disco Dan*, *Alien*, *Destroyer*, *Treasure*

*Island* and *Oh Mummy* — none of which have been chart hits.

Boots has already opted to put together its own package deal — including *Legend of the Amazon Women*, *Fighting Warrior* and *Way of the Tiger* — and will be selling the machine from October 31.

The pack also includes the Cheetah joystick, a move which, in itself, is certain to infuriate Amstrad. Amstrad's unusual joystick interface design was intended to impose the Amstrad 'stick' as a standard, but Cheetah has been very quick off the mark with its own compatible model.

## COMPLETE COMPLIMENT SPECIFICATIONS

The final spec of The Compliment — Saga Systems' ultimate add-on for the Spectrum — has now been decided.

The Compliment kit comprises the Saga 2+ professional quality keyboard, Opus 3.5 inch disc drive, Compliment letter-quality printer and a range of utility software.

The printer is a new 136-column near letter quality dot-matrix unit with a print speed of 150 cps.

The Compliment package also includes a substantial collection of bundled software including Saga's own *Last Word* word processor.

Also included is a key-define and mouse

compatible graphics program.

Myrmidon Software



has created an operating environment for Compliment.

And the final piece of bundled software with the pack is the *Masterfile* database title from Campbell.

Compliment will be available in the high street soon, price £344.94.

● Watch out for a full review of the system in next month's *Sinclair User*.



# NEWS

## EEK! — KONAMI COIN-OPS BREAK

**K**onami, the Japanese arcade game manufacturer recently involved with Imagine Software, has announced new programs — this time to be put out on its own new label.

Arcade translations include **Jail Break**, **Nemesis**, **Super Basketball** and **Iron Horse** all out before Christmas.

The company is also converting its hot coin-op title **Salamander** for release in early 1987

**Jail Break ▶**



## ALL IN ONE JOYSTICK/DISC INTERFACE

**T**he Disciple, from Rockfort Products, is a combined disc, joystick and network interface for the Spectrum.

The disc interface gives you up to 1.5M of storage on two drives. It can save and load 48K of code in approximately 3.5 seconds. A snapshot button on the casing enables you to zap a program from memory to disc when it is running.

A Centronics printer interface accepts the Basic command words **LList** and **LPrint** enabling you to specify printer set-up and line length. Full high-resolution screens can also be dumped to the printer.

The two joystick ports are Kempston compatible for single port operation. If you're using both ports for a two player game the Sinclair/Amstrad standard comes into action.

An Interface One-compatible network has also been included in the package. The disc system software supports the network's file server and shared resource facility.

Disciple can be obtained from Rockfort Products, 81 Church Road, London NW4 4DP. It costs £84.75



## AMSTRAD IN A SPIN OVER SATELITES

**A**mstrad Electronics is poised to launch into the satellite TV business.

The company has linked up with the high powered consortium interested in setting up a British satellite TV network in the 1990's including Virgin, Anglia

Television, Granada television, and Pearson, publisher of the *Financial Times*.

Alan Sugar has already announced his stake in the satellite industry. Amstrad intends to produce a £99 satellite dish by the time the British station hits the air

## MICRODRIVE CARTRIDGES AVAILABLE IN BULK

**A**lthough Ablex and Sinclair Research seem to have resolved their differences over the short term sales of blank microdrive cartridges bulk buying remains a problem.

A little-known answer is the ICL Supplyline which can handle bulk orders. The microdrives are used in ICL's One

Per Desk QL-based micro/telephone gizmo. Package deals such as the ones below are

available from ICL Supplyline, Cavendish Road, Stevenage, Herts (Tel (0438) 313727

Pack Type	1-5	6-10	11+
4 microdrive cartridges in wallet	£7.63	£7.25	£6.87
20 cartridges in desktop box	£39.10	£37.15	£35.19
100 cartridges in cardboard pack	£178.50	£169.58	£160.65

## TW TMTW THAT WAS THE MONTH THAT WAS

**T**he few weeks immediately after the PCW Show are always a bit quiet. And this year things seem even more so because the show last month was so good!

All the hardware and software firms struggle, work all the hours there and generally give themselves nervous break-downs before the show. It's a scramble to get demo versions of what's going to be on the shelves at Christmas up and running for the dealers and retail buyers to see in the first two trade days of the show.

Then things really tone down as they begin to realise what they've committed themselves to!

The sport between now and Christmas is seeing who'll make it and who won't.

Will Beyond get Star Trek out in time? What is US Gold going to do with its armful of coin-op licences — hardly a demo screen has yet been seen! And where is Exploding Fist II, Melbourne House's long awaited maybe megagame?

There have been great ructions too with software bosses Geoff Heath and Francis Lee leaving Melbourne House and Beyond. Both departures were somewhat unexpected. Possibly even unexpected by the two individuals concerned. The big guessing game now is: Where will they pop up next? We wait with bated breath.

And Amstrad isn't getting things its own way by any means.

For a start its wonderful 128K+2 may well be available for demonstration in some shops up and down the land, but the one thing it aint is available in quantity. All very unusual for a company which prides itself on sticking to delivery dates.

That's not all. Its attempts to foist its own joystick for the machine on the world (via twiddling with the interface connections) seems well and truly spiked. Some shops have opted for other joysticks with an interface lead. Did Amstrad really think it could carry that one off — it certainly leaves a bad taste in the mouth (and a stupid adaptor lead hanging out of people's machines). In this issue we explain, incidentally how to build your own adaptor.

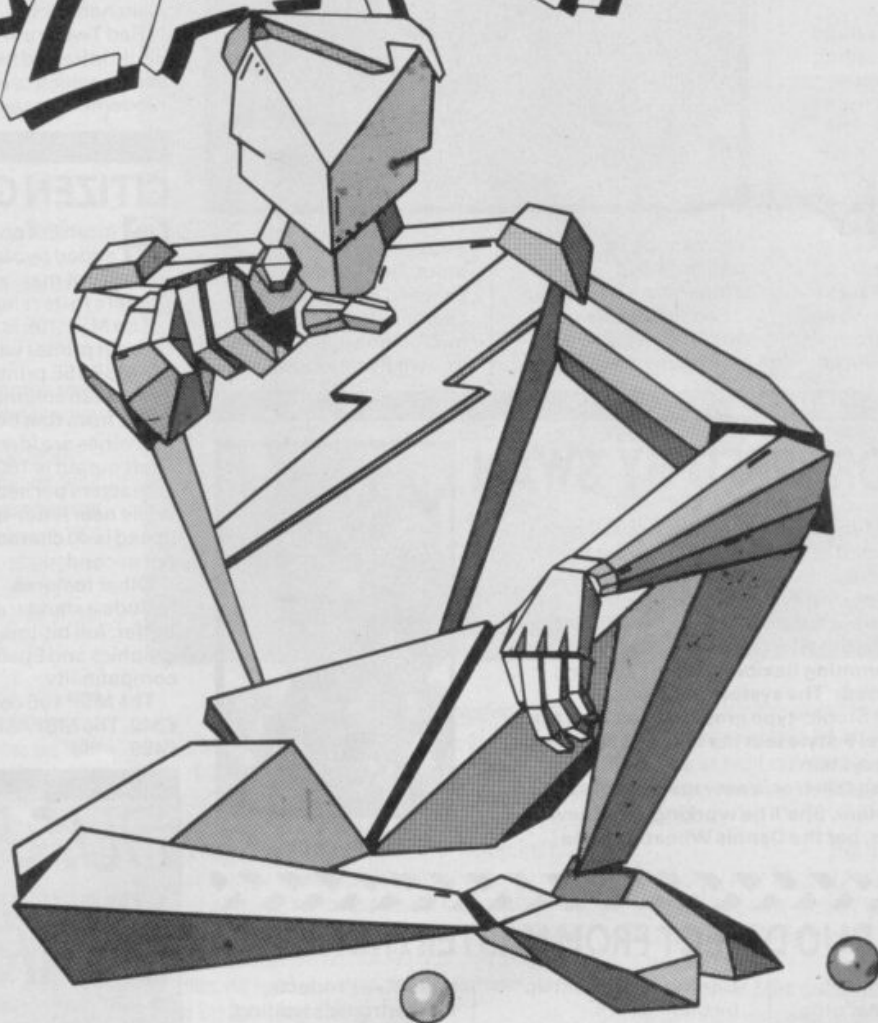
And Amstrad's generous selection of bundled software for the machine looks like being shunned — quite wisely — by some shops, who have elected to put together their own.

Minor hiccoughs apart though, judging from the number of phone calls we've been getting from people with £149 burning a hole in their pockets — if Amstrad can get its act together — the 128K+2 will be the massive hit it definitely deserves to be ■



**WE WANT YOU!**

**PLAYERS**



**THE PLAYERS TEAM ARE OUT LOOKING FOR  
YOU!**

**CAN YOU WRITE COMMERCIAL QUALITY  
GAMES IN MACHINE CODE?**

Write in Strictest Confidence to:  
RICHARD PAUL JONES  
PLAYERS SOFTWARE, CALLEVA PARK  
ALDERMASTON  
BERKS. RG7 4QW



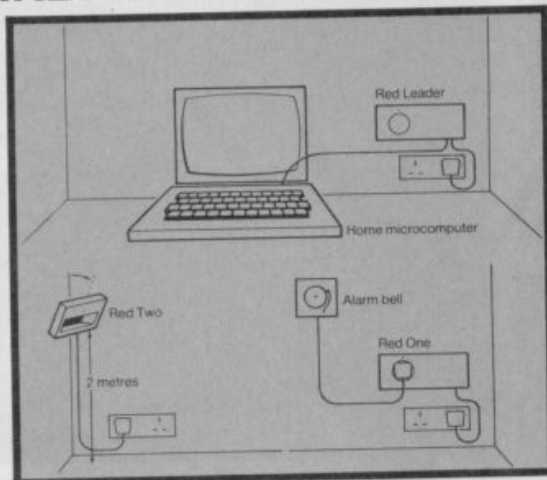
# NEWS

## CURRY'S TAKE AWAY IN A BOX

**Y**ou can't keep a good man down. Chris Curry, ex-joint boss of BBC micro firm Acorn and one-time Sinclair Research employee, has popped up again. With something called Red Box.

It's a system for automatically controlling household appliances — heating, lighting and so on — using your Spectrum as the nerve centre. The Red Box unit connects to your micro and sends signals along the mains wiring of a house to control any device plugged into an ordinary 13amp socket.

It can also receive and react to signals from devices such as intruder



alarms, smoke detectors and temperature gauges.

Red Box Starter pack which controls two appliances costs £129

and comprises three units: Red Leader, Red One and Red Two. Red Leader is a microcomputer running its own Basic language

and a program which is understood by the Spectrum. It generates the coded data packages transmitted via the mains to Reds One and Two.

Red One is plugged into any 13amp socket and the appliance to be controlled is plugged into the other end. It is effectively an electronically on/off switched socket.

Red Two is a wide-angle infra-red heat sensor which can detect movement at several

metres. Further units under development include analogue input and output devices for temperature measurement, a light dimmer control, RS232 units, a 106Db warbling alarm, door and window contact switches and pressure mat for anti-burglar security.

Full story, contact General Information Systems, Croxton Park, Croxton, Cambridgeshire PE19 4SY

## QUILL DROPPED BY SWAN

**D**elta 4, responsible for such classics as The Boggit, Bored of the Rings — and soon to release The Colour of Magic — has dropped the Quill as its adventure development system in favour of its new authoring system, called SWAN.

SWAN, Fergus' System Without A Name, will increase programming flexibility for his authors.

Fergus enthused: 'The system has icons, compressed Art Studio-type graphics, scrolling text windows, a Level 9-style text parser and a full D and D-type hit point system'.

Fergus has also taken on a new member of staff, Stephanie Stranger. She'll be working on all new Delta 4 products, bar the Dennis Wheatley titles



Fergus — for it is he

## DARLING DUO DEFECT FROM MASTERTRONIC

**T**he author's of Mastertronic's top selling Last V8 and Master of Magic titles — David and Richard

Darling — have set up by themselves.

Together with their father Jim, who until the end of last year was

boss of AI Products, Mastertronic's leading software originator, they have launched Code Masters — a new budget software label.

The two brothers sold over a million games for Mastertronic and are looking to repeat this success with Code Masters.

Code Masters titles will sell at £1.99 and Jim Darling hopes the label will grab at least 10 per cent of the budget sales by Christmas — by which time Code Masters plan to have released at least 50 games programs

◀ I'm sorry Dad — no matter how macho I look I just can't seem to make this bike move



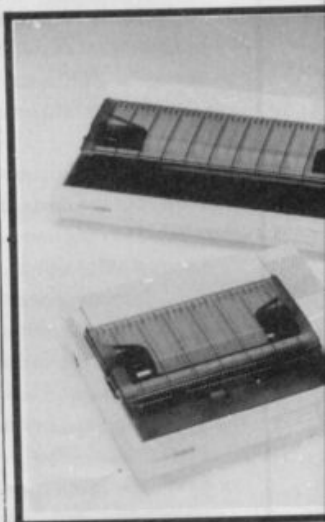
## CITIZEN GOES TO PRINT

**C**itizen Europe has added two up-market dot matrix printers to its range.

The MSP 10E is an 80-column printer while the MSP 15E prints across 136 columns. Apart from that both machines are identical. Draft output is 160 characters per second while near letter-quality speed is 40 characters per second.

Other features include a standard 8K buffer, full bit-image graphics and Epson compatibility.

The MSP 10E costs £349. The MSP 15E is £499



## QUARK STRANGENESS CHARM

● A 78-page book, called Using Computers for Business Success explains how to analyse business needs before choosing hardware or software. In step-by-step terms it also suggests how companies can be reorganised so that new technology is introduced into a well-functioning business environment and how jobs can be redesigned so that staff make the best possible use of the computer. More information from Russell Cialis, Manchester Business School, Booth Street West, Manchester M15 6PB

● Bernard Babani, the technical publishing house, has released its 1987 catalogue. It can be obtained free if you send your address to Bernard Babani Publishing, The Grampians, Shepherds Bush Road, London W6

● Introductory postal computer courses, covering a wide range of subjects for children and adults, have been launched by Microwise UK. Subjects available include introductory and advanced programming, assembly language, graphics and applications. Each course includes software and texts. A full back-up service is also provided for assessment of coursework and for answers to any related questions. More information from Microwise UK, Freepost 468, Colchester, CO3 4BR



If you own a BBC Micro, Commodore 64 or Spectrum 48k/128k - you could have a totally automated home at your command.

It's time your computer grew up and realised its full potential - as something more than a data base, a word-processor or an expensive toy for your kids. From now on, your home computer can do a lot more than play games.

The Red Boxes control system lets your computer earn its keep defending your home against intruders, acting as a round-the-clock security system, giving you control over any electrical appliance whether you are in, or out.

The Red Box starter system takes you right into the exciting world of home automation from as little as £129.

#### Just plug in for a more efficient home.

Simple to operate, it plugs straight into your home's ring main and needs no other wiring. You don't need any programming experience to operate it.

The system can control internal and external lighting, on/off switches and dimmers in different rooms in different sequence. It can activate washing machines, tumble driers, dishwashers, hi-fi, television, heaters - in fact, everything operating through your mains via a 13 amp plug.

#### Prevent daylight robberies.

Most burglaries happen during the day, so the Red Boxes control system works just as hard then as it does at night.

If an intruder enters your home, the Red Boxes control system will see him off sharply.

As soon as its sensor is disturbed, the alarm will raise the roof.

However, more importantly this system can also deter people entering your home by creating an appearance of constant activity.

#### Turn your home computer into a command terminal.

The Red Box starter system comprises three red boxes.

RED LEADER is a complete 6502 based microcomputer with 16 kbytes ROM, 8 kbytes RAM, peripheral controller with 2400 baud, mains modem and host computer link, with an integrated power supply. Its powerful micro-processors turn your micro-computer into a command terminal. This is the heart of the system - its even sophisticated enough to recognise which type of computer you own!

RED ONE is a micro-processor controlled 13 amp mains outlet working under the supervision of Red Leader. With Red One at a socket you have power over domestic appliances and lights connected to that outlet.

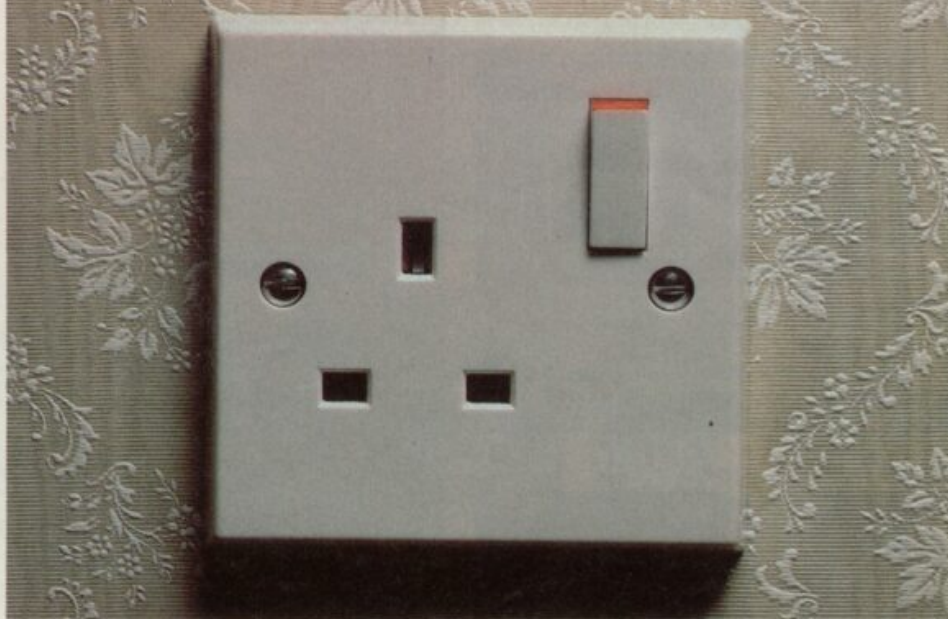
RED TWO is a complete micro-processor controlled movement detector which feeds back data to Red Leader via mains borne signals - raising the alarm on intruders as soon as they enter its heat seeking zone.

#### Unique tamper-proof security.

Our Red Boxes operate a secure communications protocol. Incorporating tamper-proof PIN codes. All 'slaves' - outlets, sensors, switches - are first introduced to Red Leader using their own secret 24 bit address. Secret 'keys' are assigned to every device - lights, TV etc., known ONLY to you, and messages between devices are also encoded using random numbers to further secure the system.

No other Red Leader knows your slave codes; therefore no unauthorised person can interfere with the operation of your system.

# You already have a home automation network. Plug in for £129.



#### Computer to computer communication.

Communication is a vital aspect of our Red Boxes system.

Controllers are not isolated from one another - they are connected with each other, through the mains borne system and so communicate with each other and with Red Leader. If Red Two sends a message to Red Leader indicating an intruder, Red Leader responds by telling a switch unit to activate the alarm.

If you operate two home computers, they can communicate with each other through the system, enabling you to set them more complex tasks. And because Red Boxes have integral micro computers, this leaves your home micro free for normal use outside Red Boxes programming.

#### The possibilities are endless.

Our Red Boxes are ready for them. With humidity detectors, sensors or additional motors, this system can be used for weather monitoring, aerial rotation, home brewing, greenhouse thermostat control, keyless access via electronic door locks, remote access

control via a telephone modem - even a robotic arm for performing simple mechanical tasks like tea making and shoe polishing.

One day we might even invent one to iron shirts, why not. Our Project Manual at £9.95 describes a whole series of exciting applications.

#### Trial run.

For a FREE 14 day trial of the Red Boxes control system WITHOUT OBLIGATION complete the coupon and post to: Electronic Fulfilment Services Ltd., Chesterton Mill, French's Road, Cambridge CB4 3NP.

Your Red Boxes control system will be delivered within 28 days and if you are not delighted for any reason just return it to us for a full refund.

The Red Box starter system costs £129.

And additional Red One and Red Two Boxes are £34.95 each.

JUST PLUG IN AND SEE WHAT YOUR HOME COMPUTER IS MADE OF.

To: Electronic Fulfilment Services Ltd., Chesterton Mill, French's Road, Cambridge CB4 3NP.

Please send me the Red Box starter system at £133 (inc. £4 p.&p.)

My microcomputer is a BBC Micro/Commodore 64/Spectrum 48k/Spectrum 128k. (Delete as applicable.)

Also include: \_\_\_\_\_ Project Manuals at £9.95.

\_\_\_\_\_ additional Red One control boxes at £36.95 each. (inc. £2 p.&p.)

\_\_\_\_\_ additional Red Two infra red sensor boxes at £36.95 each. (inc. £2 p.&p.)

I enclose a cheque for a total of £ \_\_\_\_\_ made payable to General Information Systems Ltd. Readers' Account.

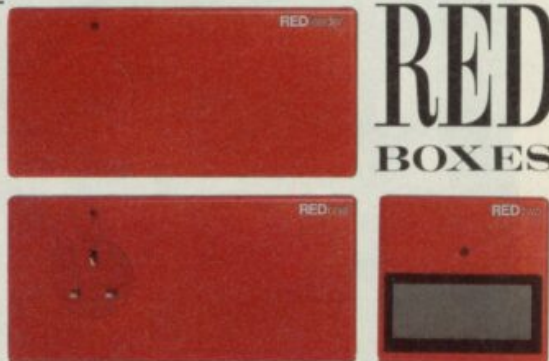
Signature \_\_\_\_\_

Name \_\_\_\_\_

Address \_\_\_\_\_

(S1)

Enquiries on technical specifications and special applications, contact the address above.

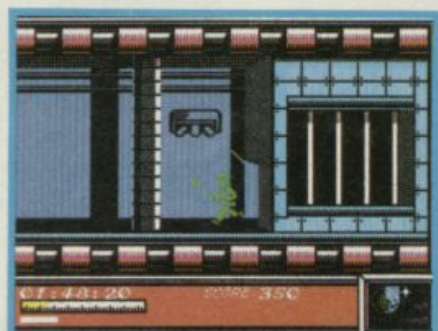


# RED BOXES

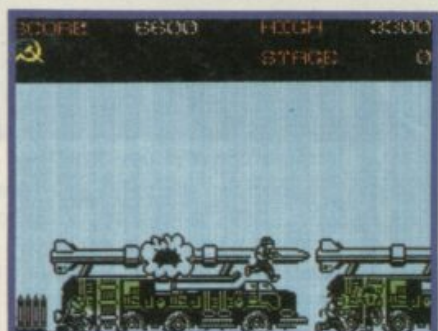




▲ In the top slot: ACE



▲ Tip for the top: Dan Dare



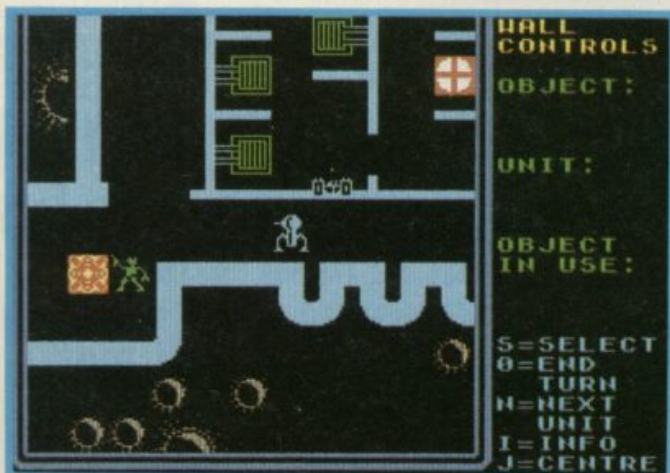
▲ Longest on the chart: Green Beret

1	(1)	ACE	CASCADE	£9.95
2	(6)	VIDEO OLYMPICS	MASTERTRONICS	£1.99
3	NEW!	DRAGON'S LAIR	SOFTWARE PROJECTS	£7.95
4	NEW!	DYNAMITE DAN II	MIRRORSOFT	£7.95
5	NEW!	DAN DARE	VIRGIN	£9.95
6	(13)	FULL THROTTLE	2.99 CLASSICS	£2.99
7	(7)	MOLECULE MAN	MASTERTRONIC	£1.99
8	(5)	NINJA MASTER	FIREBIRD	£1.99
9	(4)	GHOSTS 'N' GOBLINS	ELITE	£7.95
10	(2)	JACK THE NIPPER	GREMLIN GRAPHICS	£7.95
11	NEW!	KNIGHT RIDER	OCEAN	£7.95
12	NEW!	KAI TEMPLE	FIREBIRD	£1.99
13	(19)	UNIVERSAL HERO	MASTERTRONIC	£1.99
14	(3)	KUNG FU MASTER	US GOLD	£7.95
15	NEW!	HEARTLAND	ODIN	£9.95
16	(18)	KANE	MASTERTRONIC	£1.99
17	(10)	GREEN BERET	IMAGINE	£7.95
18	NEW!	NIGHTMARE RALLY	OCEAN	£7.95
19	NEW!	SKOOL DAZE	2.99 CLASSICS	£2.99
20	NEW!	OLLIE AND LISA	FIREBIRD	£1.99

## HOTTEST CLIMBERS



Hottest new releases this month: **Thrust** is Firebird's long awaited conversion from it's top selling BBC bash — it's a fast and furious budget shoot 'em up; **Trivial Pursuit** is the conversion of *THE* yuppie board game and



▲ Hot: Rebel Star



▲ Hot: Trivial Pursuit



Fine flight simulator. Not much detail to get in the way of blasting things at speed

★★★★★

Smartly produced six-event sports game that works up a sweat. Daley on a budget

★★★★☆

Brave attempt to convert a laser disc game. The fact it's a multi-load game is irritating

★★★★☆

A Rolls Royce among collect and dodge games. Big, clever and addictive

★★★★★

Keeps the spirit of the original Eagle strip brilliantly. Immediately playable, brilliant

★★★★★

An elderly equivalent of Pole Position. At budget price it's worth a second look

★★★★☆

Imaginative, surreal and addictive. Packs more punch than superficially similar offerings

★★★★★

Poor quality. Not the Exploding Fist type game it may seem. Avoid

★☆☆☆☆

Another classic arcade conversion from Elite. Fiendishly difficult

★★★★★

Cartoon graphics and masses of brain teasers. This'll sort out who are the wimps

★★★★★

Not really a road game, not really a multi part adventure, Knight rider isn't really anything.

★★☆☆☆

A kick in the teeth for fans of martial arts. Flat graphics and flimsy plot — even at budget

★★☆☆☆

Not terribly original perhaps, but a well implemented and appealing space adventure

★★★★★

Routine conversion from the C64 on which little thought or effort seems to have been expended

★★☆☆☆

Stunning to look at, delightful to play. It's magical and stylish

★★★★★

Dull wild west romp — really four games in one. Redeemed slightly by good animation

★★☆☆☆

More challenging than Commando. With more strategy too it wins hands down

★★★★★

Four-wheel fun with the accent on fantasy. Easy to score but tricky on the higher levels

★★★★☆

Now out on budget. Manic fourth formers go ape — still nothing quite like it

★★★★★

Graphically good but dull pot boiler. Predictable lousy plot but well executed

★★★★☆

unusually it's a highly creative and well thought-out translation from board to screen; and **Nexor** is a not-entirely-original edge-on 3D **Knight Lore** derivative but with first rate puzzles and great graphics



▲ Hot: Nexor

## CHART ★ ★ ★ ★ BREAKDOWN

1	DRAGON'S LAIR	SOFTWARE PROJECTS	ARCADE ★
2	DYNAMITE DAN II	MIRRORSOFT	
3	DAN DARE	VIRGIN	
4	GHOSTS 'N' GOBLINS	ELITE	
5	JACK THE NIPPER	GREMLIN	

1	HEAVY ON THE MAGICK	GARGOYLE	ADVENTURE ★
2	THE BOGGIT	CRL	
3	MINDSTONE	THE EDGE	
4	JEWELS OF DARKNESS	RAINBIRD	
5	PRICE OF MAGIK	LEVEL 9	



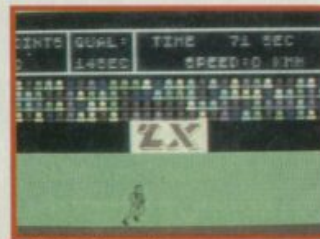
▲ Dynamite Dan II



▲ TT Racer



▲ Graphic Adventure Creator



▲ Video Olympics

1	ACE	CASCADE	STRATEGY SIMULATION ★
2	THEATRE EUROPE	PSS	
3	TT RACER	DIGITAL INTEGRATION	
4	TENNIS	IMAGINE	
5	HEAD COACH	ADDICTIVE	

1	GRAPHIC ADVENTURE CREATOR	INCENTIVE	WORK-OUT ★
2	ARCADE CREATOR	ARGUS PRESS	
3	ART STUDIO	RAINBIRD	
4	WHAM! THE MUSIC BOX	MELBOURNE HOUSE	
5	LASER BASIC COMPILER	OCEAN	

1	VIDEO OLYMPICS	MASTERTRONIC	BUDGET ★ C1.99 C2.99 SOFTWARE
2	FULL THROTTLE	2.99 CLASSICS	
3	MOLECULE MAN	MASTERTRONIC	
4	NINJA MASTER	FIREBIRD	
5	KAI TEMPLE	FIREBIRD	



# The answer to the Spectrum-users prayer the **disciPLE**



**AVAILABLE NOW!**  
the all purpose interface to take  
your Spectrum to the limit

## DISK INTERFACE

- ★ Allows up to 1.6 Mb of storage on 2 drives
- ★ Loads a full 48K program in 3.5 seconds
- ★ Simple Basic Syntax
- ★ Compatible with any standard drive – single or double density, single/double sided, 40/80 track, 3", 3½", 5¼".

## SNAPSHOT BUTTON

- ★ Saves any program instantly – at any point you wish and as often as you like.

## PRINTER INTERFACE

- ★ Compatible with the whole range of Centronics Parallel printers.
- ★ Uses normal Sinclair commands – LLIST, LPRINT, COPY
- ★ Permits user defined and screen graphics.

## DUAL JOYSTICK PORTS

- ★ Sinclair and Kempston compatible.

## NETWORKING

- ★ Operating system allows Disciple to act as file server; shared access to printer and disc drive for up to 64 Spectrums
- ★ Interface 1 Compatible



Use the disciple with any Spectrum – even the new Plus Two model.

# the **disciPLE**

the ultimate disk, printer, joystick and network controller for the Spectrum **£73.70** (+VAT)

Designed by Miles Gordon Technology for Rockfort Products (a trading division of Vignesh Ltd)

For more information call us  
on 01-203 0191 or visit our  
London showroom for a  
demonstration

To: Rockfort Products, 81 Church Road, London NW4 4DP

Please send me POST FREE

@ £84.75 each, including VAT & P&P.

(Quantity) DISCIPLE Interfaces

I enclose CHEQUE/POSTAL ORDER for £

OR debit by ACCESS ☐ or VISA ☐ (tick as appropriate)

CARD NO

EXPIRY DATE

SIGNATURE

NAME (Block Capitals)

ADDRESS

Postcode

Overseas orders and trade enquiries welcome. Telex 946240. Ref. 190-12450



## Bulletin our heads

I enjoyed your *Bulletin Board* article in the September issue very much, but as the Sysop of a Micron Bulletin Board I was dismayed to see that you had failed to include details of this system.

For your information, Micron runs on a Spectrum using between one and eight Microdrives and a VTX5000. It uses a similar page format to the viewdata systems but because of the VTX's inability to run in Reverse Prestel mode, it uses 1200/1200 half duplex.

Most Micron BB's contain lists of other boards, which are spread all over the UK. My own is called Safety-Net and is on-line Mondays and Wednesdays 8pm to 10pm on 041-778 3426.

**Peter Holt**  
Mount Vernon  
Glasgow

I am writing to your magazine to complain about the 'so called' communications article that was printed in this month's *Sinclair User*! Did John Gilbert know what he was talking about when he mentioned Bulletin Boards?



▲ John Gilbert: underwater hero

There are now numerous Spectrum BB's all over Britain, and believe it or not they actually run on the Spectrum.

The system I am going on about is called Micron. Do none of you ever read any of the databases on Micronet? 'Cause its mentioned all over it.

The Micron system was written by Nicholas Goodall who lives way out in the west coast of Scotland, Isle of Lewis actually, and runs with the Interface 1 and up to eight microdrives plus the simple VTX5000! This software has been on the market from Nick for the last year or so.

John Gilbert also said that you need a 300/300 baud modem to communicate with most BBs in this country. I must disagree with him on this point as most have auto-scan modems now, which switch automatically between 300 and

the Prestel format (1200/75). He also states that it costs 6p per hour for Prestel. This is only true if you call between 8am and 6pm weekdays and 8pm and 1pm on Saturday. The rest of the time the only charge you have is page charges for which there are warnings before you access them informing you of how much they are. Most home users do not access at the times I stated for the reason of cost.

**Star-Net**, the last time I played, is not a true interactive game as **Shades** or the other MUD games are. To play **Star-Net** you inform the game master of your move and then the next day your moves are initiated.

My Prestel Mbx number is 506881184. Nick Goodall's is 108513147 and Paul Clevett's is 737352406.

Any of us can be contacted on Prestel and anyone can reach me at the address below.

**Gordon Sibbald**  
20 Redcraig Road  
East Langton  
East Calder  
West Lothian EH53 0JT

● I get the idea the Micron BB fraternity is vociferous.  
*Apologies for leaving you out.*



## Not so dear

**N**ot so dear *Sinclair User*. Last month a perfectly good issue was ruined... and why? Because it was complete and utter Baldocks! Baldock in the letters. Baldock in *ZapChat*, Baldock in *Helpline* even! Still, at least it gives me the chance to do some more slagging off. Firstly, Mister Baldock, are

▲ A day trip to Eastbourne. Sinclair User would like to introduce Loillita our new games expert ready to handle your *Pokes* more expertly than either Hannah or Melissa. Exploitation? What exploitation?

you a journalist? What other reason could there be for your pathetic attempt to twist comrade Kelly's fine words? (No offence to *Sinclair User*'s computer journalists, naturally.)

As for your next comment, Kirel and indeed *Elite*, makes *Cyberun* look like a day trip to Eastbourne. To my comrade, being unable to finish the over-rated *Knight Lore*, you ain't that hot yourself, ie you need *Pokes* for the amazingly easy *Cyberun*, not to mention a *Poke* in the ribs. So, James 'what's-an-IQ' Baldock, keep yer trap shut or else I'll pop down to Cambridge and brand you with a Commodore insignia.

**Michael Wilson**  
The HDCCP Leader  
Walsall

PS. Citizens of Waterbeach, I pity you.

PPS. Get the address right. ● Michael, we couldn't read YOUR writing so it's not our fault if the address is wrong, is it?

## Playing close to your chess

I have just read your review of *Psi-Chess* and while I agree the graphics are superb the quality of play and response times are very poor.

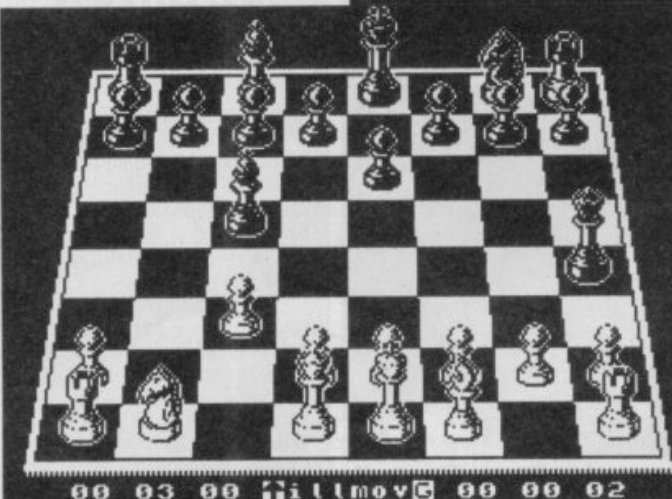
I enclose a copy of a game played on Level A7 (three minutes per move). I think you will agree the program's play at that level is really poor. Moves 10 and 11 are particularly bad.  
**Paul C Robertson**  
Hollywood  
Birmingham

PS. If you think my play was good the black moves were by Fidelity's Excellence chess computer set at 30 seconds per move!

### Psi-Chess at Level A7

White			Black		
1	e2-e4	(0)	c7-c5		
2	Ng1-f3	(0)	d7-d6		
3	d2-d4	(0)	c5×d4		
4	Nf3×d4	(5.32)	Ng8-f6		
5	Bf1-b5+	(12.53)	Bc8-d7		
6	Nb1-c3	(19.24)	Nb8-c6		
7	Bc1-g5	(26.29)	e7-e5		
8	Nd4-f5	(32.04)	Bd7×f5		
9	e4×f5	(39.16)	a7-a6		
10	Bb5×a6	(46.06)	Ra8×a6		
11	b2-b4	(52.40)	Nc6×b4		
12	a2-a3	(57.20)	Qd8-c8		
13	Qd1-d2	(61.08)	Qd8×f5		
14	0-0-0	(67.15)	Ra6×a3		
15	Bg5Bf6	(72.37)	Ra3×c3		
16	Bf6×g7	(77.01)	Rc3×e2+		
17	Kc1-b1	(78.15)	Rc2×d2+		
18	Kb1-a1	(79.43)	Rd2-g2 mate		

Time for 18 moves: 79 min 43 sec



00 03 00 11 11 mov 00 00 02

I'd just like to point out to James 'a complete idiot' Baldock (September issue), that *Elite* does not look like *Space Invaders*, nor is it boring. Someone please tell him how to get out of the space station.

Ultimate's 'masterpiece' as you so incorrectly put it, is about as exciting as watching six tortoises 'run' the 10,000 metres.

**Commander Dregg**  
Uckfield  
E Sussex

● This month's letters certainly turned out to be a load of Baldocks. No more please, otherwise the round filing cabinets won't be able to cope



# LETTERS

## Boggit beater

I have finished the Boggit. If any one reading would like some help, then send an sae to the address below. If the reply is prepaid, then all queries will be answered.

Incidentally, I think that the new format is much better than the previous one.

**Steve Griffin**  
34 Walton Park  
Pannal  
Harrogate  
North Yorks

**Legend of the Amazon Women; 3. Zorro; or 4. Bounty Bob Strikes Back.**

Therefore I would like to publicly thank US Gold for giving me my copy of **World Cup Carnival** back, together with my copy of **Cyberun** which I haven't received yet.

Hoping this puts the record straight.

**M R Jones**  
**Northam**  
**Southampton**

● *Hope you like Cyberun. Not one of Ultimate's best, but looking at the list US Gold is offering, looks the most sensible bet*

## Rip-off printers

Why are computer printers so expensive?

I mean, are they so technically advanced as to warrant such a high price? Surely a complex computer like the Spectrum costs much more to develop and build than any printer, and yet most printers are more expensive. And if it's the mechanical parts that increase the price then why are most printers more expensive than something like a sewing machine, which is mechanically much more complex?

Yours incensed

**Anon**  
**Leeds**

● *Who knows why printers cost so much? Who wants to know? I could understand it if you'd said something rude or offensive. But a question about printers? Surely that doesn't warrant going in mufy?*

*But I digress. Printers tend to be expensive because they are more complex than something like a sewing machine. That said you can pick up a low-cost, superceded, Brother or equivalent for around £130*

## All that glitters

Thank you for publishing the first three paragraphs of my letter about US Gold's **World Cup Carnival** (September issue).

I can appreciate your reasons for not publishing the other three (lack of editorial space, not wanting to become involved in a legal wrangle with US Gold's lawyers over the possibly slanderous comments in my letter etc...).

However, being a liberal-minded, democratic sort of bloke, I would like you to point out to your readership that US Gold eventually replied to my letter of June 2 on July 30, apologising for any inconvenience suffered etc, and offering me a free copy of one of the following: 1. **Cyberun**; 2.

## Situation normal

Your September issue states on page 16 that you've been trying to make the magazine better.

Well, please take a look at your 1984 issues. In my view it's a pity you ever changed. A new Spectrum owner nowadays cannot possibly be expected to try to type in any programs from scratch. There's no beginners corner like the old magazine.

Your magazine seems today more for the youngsters and games, not for any programmers-to-be. If you do drop **Print-out** I don't think I will buy it, although I think you competitions are OK. The Helpline should never be dropped, Hewsons especially, and Sinclair Surgery.

Over the last six months the programs in **Print-out** have become lousy.

**B Neal**  
**Swansea**

● *We have no intention whatsoever of discontinuing the Print-out, Helpline or Surgery features. People like them! Sorry you don't like Print-out — but people's programming expertise vary enormously. This month, for example, we have both Basic and machine-code listings to type in and the chances are few people are going to be enthralled by both! You can't please everybody at all times, no how, no way*

## Looking for a View

I am looking for an old game called **Vu-file**. I have looked everywhere but can't find a copy. If someone out there can help me please, please, please Help.

**Robert Dewardson**  
**Winsford**  
**Cheshire**

● *Can do. Try Psion, the authors of the program. They're on 01-723 9408*

## Positive education

I have recently bought a Sinclair Spectrum and have not been able to find any suitable educational software or games for children between four and six years old.

Can you help with names of any possible suppliers?

**Carol James**

**Earley**  
**Reading**  
**Berks**

● *Some of the most imaginative educational software is produced by Mirrorsoft (01-377 4837). The magazine Educational Computing is on 01-251 6222. And if anyone else is producing pre-school software please write and let us know and we'll pass it on*

## Eastern piracy

As my family and I are a little isolated here any news from home is welcome and we look forward each month to receiving our copy of **Sinclair User** which, I may add, costs us £3 per copy. Nonetheless it is good value and contains excellent articles on new products and programmes.

Throughout the year we read your reviews on software and list them for purchase whilst we are home on vacation and as yet your recommendations have not let us down.

Original copies of software are difficult to obtain in Saudi Arabia as so-called agents copy and sell pirate versions. One such company lists a catalogue of over 300 programs which are all copies and range in price between £6 and £14 a copy.

Software is big business in the Middle East and so is piracy and manufacturers aren't getting a fair deal.

**K Lewis**  
**PO Box 4384**  
**Jeddah 21491**  
**Saudi Arabia**



Australians wouldn't give a XXXX for any non-alcoholic lager

## Bronzed wafer

All Wafadrive owners worldwide are invited to write to the paradise down under. The land of sun and sand, deserted beaches and rugged men.

Yes you've guessed it, Australia.

I'm proposing to swap tips and programs to owners of this marvellous machine, so write to the address below.

**P Pascoe**  
**23 Yerrawa Drive**  
**Watsonia 3087**  
**Melbourne**  
**Australia**



Maradona, singing his little heart out, in a scene from **Shanghai Surprise**. Mr Penn is in the kiddie car



# COULD THIS BE YOUR PROGRAM?

ARCADE  
SIMULATION  
STRATEGY  
ADVENTURE



SPACE  
SPORTS  
WAR  
ACTION

Is your program good enough to fill this spot?

Will your game be the next No. 1 hit?

Are you looking for **top** royalties?

Are you writing for leading computers such as Commodore 64/128, C16/Plus-4, BBC/Electron, Atari, Amstrad, MSX, Spectrum or any other 6502/Z80 Micro.

Answer YES to any of these questions and we would like to hear from you. Send your program tape or disc, together with full instructions for fast evaluation. Be sure to state your computer type, memory, peripherals used and your name, address and telephone number.



34 BOURTON ROAD GLOUCESTER GL4 0LE  
Tel (0452) 412572

P.S: We are also looking for 6502/Z80 programmers for urgent conversion work.



# JON RIGLAR'S



## Bobby Bearing

▲ is a game I promised tips for two months ago. Now we've managed to make some up here they are, together with a trendy map. Nobody seems to like the game but I still think it's marvellous. S Cleminson and S Mitchell from Manchester sent in a great big map which could probably have filled *Zapchat* for a couple of months. For that reason, it was passed from person to person until it came back rather crumpled and shrunk — that's the version we've been able to bring you. Although you get



Key to map:  
■ moving block;  
● balls  
(round spherical objects)

plenty of time to complete the screens the guys also sent in a code to get you infinite time.

Loads of bugs have been reported to me and it certainly seems that even a top class piece of software is never 100% bug-free. The main thing to look out for is air vents — these can be very annoying and can also

cause the computer to crash completely. So proceed with caution. Some of the air vents will not let poor Bobby down again and this has been known to cause problems in completing the game. Other air vents make the computer crash if you land on them too quickly. You go shooting upwards towards the roof and the next thing you know, you find the computer has reset itself.

Here's the *Poke* for infinite time:

POKE 29688,175

The map doesn't show the area in any great detail but does show the basic detail of the layout.

Now for something completely different. Jon 'ZX Sapper' Rose has just flung himself through the office doors waving a piece of pink paper frantically. Being a regular in the field of correspondence we immediately pounced on him and tied him to a chair. As Commodore started to burn his toes, old Rose started to tell us some tips, most quoted in the lingo of people from sunny Bognor Regis. He spoke thus: "Verily, I wish to give ye some tips for ye game from Imagine" —

## Tennis

- ▲ ● Always serve standing as near to the centre line of the court as possible. You'll then be able to serve without 'fault' coming up all the time
- ● When it's the computer's time to serve, don't move until it has hit the ball. Sometimes it serves 'dum-my shots'
- ● During play, try running to the back of the court as this will give you the maximum amount of time to react to the computer's shots
- ● As the inlay instructions

# ZACH

included with the game are of no use whatsoever, those who have already bought *Ping-Pong* will find that the controls in *Tennis* are virtually identical

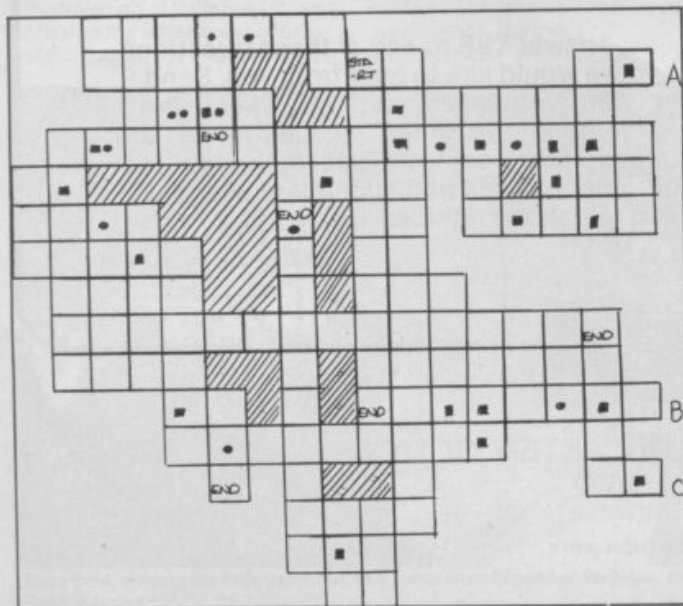
● When you're about to smash the ball, make sure you are as far to the back of the court as possible, otherwise it is highly likely that the ball will sail gracefully out of court

● You don't really need a wig, sweatband or to be married to Tatum O'Neil to play the game well



At this point, the team decided things had gone far enough and tried to do away with the poor devil. After a vicious struggle old Sapper was well and truly silenced but a few more words were emitted from his contravertal mouth.

"Verily and more importantly, I still think that ye Mad celt is more gorgeous than ye old Edgeley fellow. No, I don't know why John Gilbert has two left feet and finally I think I know who *Gremlin* is ... it's ... Argghh."





# MAP AT

## Pyracurse

is definitely one of the most complex, graphically stunning and difficult pieces of software out at the moment. (Thanks for the fiver Andrew).

Most of the team have given up trying to complete the game, and so are indulging themselves in the press release given with the game. Mark Osbourne and Matthew Stewedapple (Stewedapple? — can he be serious?) from London wrote to claim to be the first to complete the game. They say they did it on August 5 when they discovered where Daphne had hidden her father.

As nobody else has written to claim an earlier completion the guys appear to be the first. I've got an infinite lives code for the game: POKE 562789,0 should do the trick. Here are some basic tips for the game:

- Collect all the buckets of enzyme when you can and keep them somewhere safe
- Try to watch where the monsters go and then keep out of their path. Some have set routines that are easy to work out and then avoid. Others may not be so easily fooled and are likely to give chase immediately
- Whenever you see a pile of dirt on the ground, get Frosbie to walk in front of it and stick his leg out to dig



the ground. In these piles there are often special items to be found, such as enzyme or a key

● If you come across a wall of what appears to be sand, then look carefully for a key-hole. If you have a figure on you, then this is probably the key. Try to place the key directly on to the keyhole. If you have the correct key, the wall will vanish. If not, try a different figure

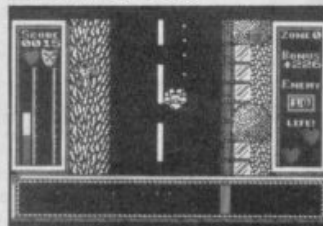
● When your energy starts to decrease you can salvage your character by chasing after Daphers and indulging in mouth-to-mouth contact. Phew! Didn't know it was that sort of computer game.



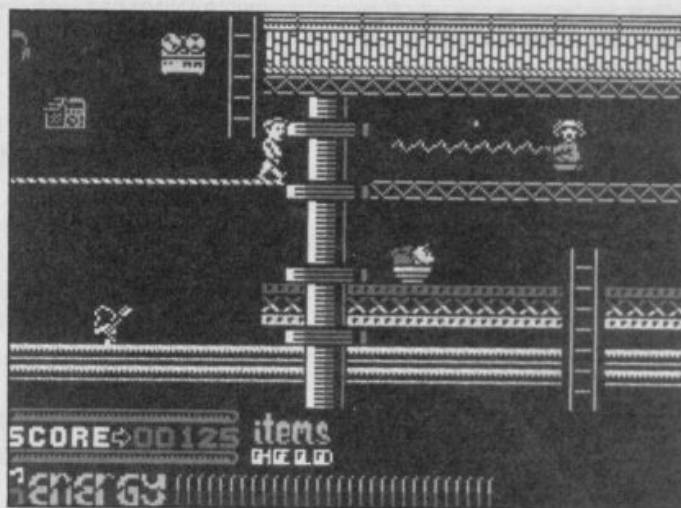
In charge of all incoming mail this month is Mark 'Now that's what Mark calls music' Taylor. He used to be in charge of research — that was until he bought *Now 7* and wouldn't let me listen to it. This letter was one that Mark read and then handed over after making sure the tip worked and that he got the highest score.

## Stainless Steel

is that game and it looks extremely like *Spy Hunter*, both in graphic display and in plot. That said, I loved *Spy Hunter* and so also loved *Stainless Steel*.



You can cheat the game with invincible everything without the need to fiddle with any header programs. Adrian Singh from Northampton sent in the sneaky routine which comprises of a set of key-presses: To enter the cheat mode press the keys *a, l, i, k*, and *Enter* and you will hear a slight sound (Don't get too excited, it's only a *Beep*). This sound heralds the fact that you are now indestructible. Well, almost. You have infinite everything except shields — they still drain as normal. Remember to press all five keys at the same time or else the cheat won't work.



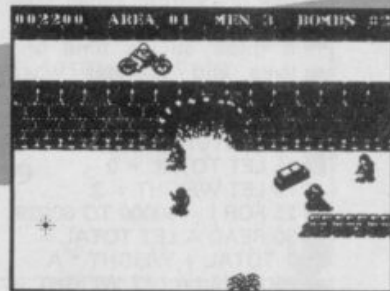
## Dynamite Dan II

is one of the very best platform games and once again, Adrian Singh has sent in a cheat facility to get infinite lives. The *Pokes* give infinite energy and as a bonus you can destroy all the monsters. Note, the latter does not get rid of the dreaded Dr Blitzen. You can use either or both codes, but beware, without any aliens you can end up with unwanted items and no-one to take them from you.

- 5 REM DYNAMITE DAN II
- POKE
- 10 FOR F=60000 TO 60049
- 11 READ A:POKE F,A
- 12 NEXT F
- 15 PRINT AT 10,2; "START DYNAMITE DAN II TAPE."
- 16 RANDOMIZE USR 60000
- 20 DATA 49,23,94,221,33
- 21 DATA 64,156,17,144,1
- 22 DATA 175,55,205,86,5
- 23 DATA 48,242,33,132,234
- 24 DATA 17,56,91,1,20
- 25 DATA 0,237,176,62,52
- 26 DATA 50,71,156,195,64,156
- 27 REM INFINITE ENERGY
- 28 DATA 33,0,24,34,74,113
- 29 REM NEED THESE LIVES: Gets rid of aliens
- 30 DATA 62,201,50,104,115
- 31 REM NEED THESE LINES
- 32 DATA 195,144,108,0,0
- 33 DATA 0,0,0



AS I disappear out of the office in search of the ever illusive cheeseburger, it's the turn of Matthew 'Devonport' Norman and Col 'Lead poisoning' Leeds to take over the typewriter for a while.



## Commando

has been causing problems.

Over the last year, loads of different *Commando* codes have been printed in *Zapchat*, but one that works on all versions of the game has never been found. We had loads of threatening phone calls when one was printed in August and several letter bombs have arrived at Priory Court. David (the incredibly trendy Ed) has taken the matter very well, and has only hit Jon a couple of times. Needless to say, we are very interested in getting a code into print that works and we believe at long last, we have it!! It's been thoroughly tested, and tested, and tested. Several members of staff fainted at the prospect of actually seeing such a code work but here it is, in its full glory.

- 5 REM COMMANDO CODE
- 6 CLEAR 40000
- 10 LOAD "" CODE
- 20 POKE 65267,203
- 30 POKE 65379,68
- 40 POKE 65380,15
- 50 POKE 65382,108
- 60 POKE 65383,165
- 80 FOR N=65482 TO 65497
- 81 READ A:POKE N,A:NEXT N
- 82 RANDOMIZE USR 65263
- 100 DATA 175,050,122,104,050
- 110 DATA 004,108,050,005,108
- 130 DATA 050,006,108,195,030
- 140 DATA 100

Well, there it is, and we expect plenty of phone calls and cards of congratulations for this time it actually works. The code was sent in by Neil Millican from Liverpool who also told us to try to change the *Bomb Jack* cheat printed in August.



# JON RIGLAR'S ZAP CHAT

## GHOSTS 'N' GOBLINS,

- ▲ the No 1 smash — is still getting a lot of attention. A number of people sent in infinite lives programs for it — this one's from Julian Marshall.
- It gives infinite time and lives and operates when lives reach 0:
- 5 CLEAR 59999
- 10 RESTORE
- 15 LET TOTAL = 0
- 20 LET WEIGHT = 2
- 25 FOR I = 60000 TO 60029
- 30 READ A:LET TOTAL = TOTAL + WEIGHT \* A
- 35 POKE I,A:LET WEIGHT = + 1
- 40 NEXT I
- 45 IF TOTAL > 51329 THEN PRINT "ERROR IN DATA": CLEAR:STOP
- 50 INK 7: CLEAR
- 25000:PRINT "START GHOST AND GOBLINS TAPE"
- 55 LOAD "" CODE:RANDOMIZE USR

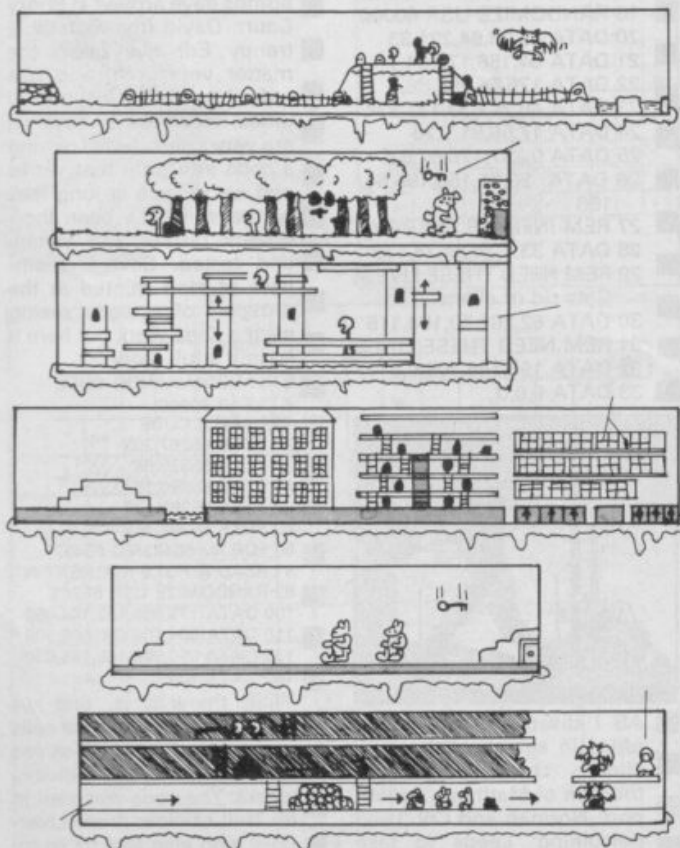
6000:RANDOMIZE USR  
65477  
60 DATA 033,113,234,017,  
151  
61 DATA 255,006,011,126,  
238  
62 DATA 170,018,035,019,  
016  
63 DATA 248,201,062,002,  
050  
64 DATA 217,140,193,253,  
033  
65 DATA 058,092,201,000,  
000  
9999 STOP

The map is from Mark and Chris Moore and they sent in the following playing tips:

- The best weapon is the dagger
- Always keep moving
- Large nasties take ten shots to die
- When a key falls, shoot it and you'll get a few thousand points. Then another key will fall — collect it and move on to the next level
- Killer birds can strike at any moment

## ACTION REFLEX

- ▲ is another title keeping Julian Marshall awake at nights. At least it did until he developed this cheat code
- for infinite time:
- 5 CLEAR 27000
- 10 PRINT #1;AT 0,4;
- "START ACTION REFLEX TAPE"
- 20 MERGE ""
- 30 POKE 23988,54:POKE 23349,201



## POKE CORNER

THIS month, we've dedicated the *Poke Corner* to those lucky people who own or have in their possession, a tape to microdrive transfer interface. This will allow the user to type in *Pokes* and various other cheat codes *after* the game has loaded. Good innit? So, those with an Interface III or a Microdriver pay close attention to these codes.

Adrian Singh has been up to his tricks again, and here's some codes from him.

GHOSTS 'N' GOBLINS — invincible

POKE 39857,135

POKE 39858,50

POKE 39859,180

POKE 39860,191

— type in all four pokes.

SAM FOX'S STRIP POKER

POKE 23408,6

— Lose a game on purpose and make sure you have below 1000 points

JACK THE NIPPER — invincible

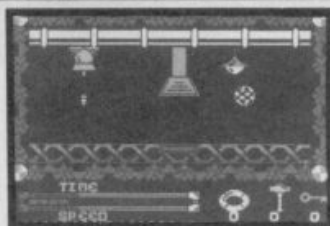
POKE 44278,58

POKE 44285,58

— type in both codes.

CAULDRON II — infinite lives

POKE 52133,0



40 RANDOMIZE USR 23935

50 POKE 50770,0:POKE

50771,0:POKE 50772,0

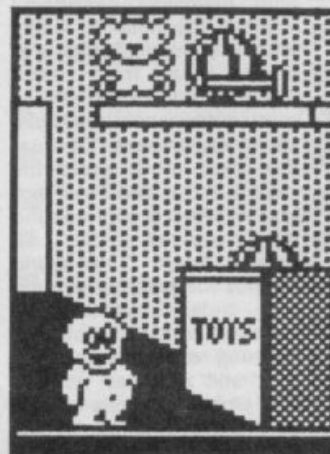
60 POKE 50964,0:POKE

50965,0:POKE 50966,0

70 RANDOMIZE USR 50000

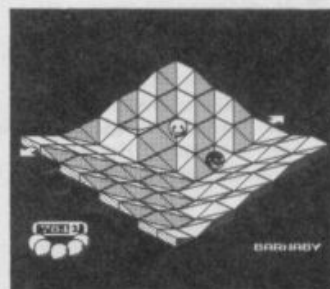
## JACK THE NIPPER

- ▲ has a bug in it according to A Harrison in Mansfield. Try this for a short-cut to the finish: Get the pea shooter from your bedroom and go to the right of the Bank screen. Get the key, take it to the museum. Drop the key and keep the pea shooter. Go through the gap in the wall, go to the other door and press *Enter* (watch out for the fireplace). On the shelf in the next room is a horn. Take the horn to your house, go up to the cat and keep pressing *Fire* until your score is 100.



## BOBBY BEARING

- ▲ When you find a brother, press the cheat (help) key and your brother will appear on the brother score board and disappear from the screen. This shows that the brother is safely home again with his family. This means that Bobby doesn't have to push his brother home.



## Bomb Jack

- ▲ was printed yonks and yonks ago, but never mind. Neil says to alter Line 60 and leave the rest as it is.
- 60 FOR F=65517 TO 65535
- That's that done and the team will be making a comeback next month with some more great tips to make you drool and sweat. Also, we'll have some more maps and the up-to-date *Poke corner*. The tips team will be back to correct all Jon's mistakes and hit him whenever the Ed says so or whenever he mentions ★★★★★. In the meantime, start saving your pennies for the fabulous new Speccy — which we can't afford! ■

Whatever you want to say, say it to: Jon Riglar, *Zapchat*, *Sinclair User*, 30-32 Farringdon Lane, London EC1R 3AU.





## There is an alternative...

Electronic Mail

For Telex, on-line games, Prestel, Telecom Gold, Easylink, home banking, cheap holidays etc.

The Enterprise range of BABT approved modems offers you V21(300 BAUD), V23(1200/75) and for Enterprise 2, V22 (that's right 1200 BAUD FULL DUPLEX).

We can offer them complete with an extensive range of top class software to support the auto dial/auto answer functions, viewdata etc. all at incredibly low prices. In the words of Micronet 800 "As far as value for money is concerned, Enterprise 1 and 2 from Kirk Automation are it"

### PRICES

Enterprise 1 — £99.95 + VAT (£114.95)

Enterprise 2 — £249.95 + VAT (£287.45)

**KIRK'S  
ENTERPRISE**  
The Space Age  
Alternative

Comms Packs (including Enterprise 1, Colour Viewdata/ Terminal Software, Interface, Leads, Instructions etc.

Just plug in and GO!

- ▶ Spectrum (all versions) £149.95
- ▶ QL £149.99

Prices exclude postage and VAT

All cheques etc. payable to **Kirk Automation Limited**

Bridge Works, St. Whites Road, Cinderford, Glos. GL14 3HB  
Telephone: 0594 22084 Access, Visa and Amex

**KIRK**

## TROJAN CAD-MASTER™

THE ULTIMATE IN GRAPHICS TOOLS

COMMODORE 64 SUPERB GRAPHICS SOFTWARE PLUS A TOP QUALITY LIGHT PEN SPECTRUM

Discover the exciting world of creating your own graphics on screen.

- FREEHAND DRAW - 5 pen thicknesses incl. Quills
- PAINT BRUSH - for the artistic touch
- FILL ANY SHAPE - use all colours and patterns
- GEOMETRIC SHAPES - circles, boxes, triangles, lines & banding
- DYNAMIC RUBBER BANDING - on all geometric options
- PIN-POINT FUNCTION - for pixel accuracy on all functions

Plus many more too numerous to mention in this ad. All these features in the Program + a top quality Light Pen and an Instruction booklet in one reasonably priced package. Easy to use for creating colourful pictures or technical drawings. Ideal for use by all ages of micro users. Full back-up service from manufacturers. Available at good dealers or direct from Trojan Products. Please state which Micro.

ONLY  
£19.95  
per pack.

**TROJAN**

Micro Computer Software & Accessories

Send cheque/P.O. to  
TROJAN PRODUCTS

166, Derlwyn, Dunvant, Swansea SA2 7PF  
Tel: (0792) 205491.

TRADE ENQUIRIES WELCOMED



## DATA-SKIP PRESENTS:



These are all real Spectrum screen-shots!

## VIDEOFACE

### DIGITISER

With the Videoface you can transfer television pictures into Spectrum SCREENS. With this SCREENS you can do whatever you like. You can LOAD them into a drawing program or make hardcopies on a printer (see examples) For the Videoface a video-out signal is needed so you can use a video recorder, camera or scart-television.

You can even use another computer as a transmitter. What would you think of a Commodore screen in your Spec??

The Videoface scans continuously and because of its speed, it appears you're watching a digitised movie!

The Videoface produces a high-res 256 x 192 x 4 bit screen.

The software is fully menu-driven and is Beta and microdrive-compatible.

Slice adjustable while scanning. Always stores the latest six screens for animations! The Videoface digitises a picture in 0.27 seconds!

And you can use it for fun, computer art or professional aims. So why hesitate? Rush to the mailbox and order now!

The Data-Skip Videoface digitiser is £69, including P&P and VAT.

Trade enquiries welcome, please contact us:  
(0) 1820-20581 Data-Skip, L. Willemssteeg  
10, 2801 WC Gouda, Holland



#### Data-Skip digitiser

Please send me \_\_\_\_\_ Videofaces at £69 each, VAT and P&P is included.

I enclose Cheque or Postal Order for £ \_\_\_\_\_

Made payable to Data-Skip, Gouda, Holland

Name \_\_\_\_\_

Address \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Signature \_\_\_\_\_



# SPECIAL GIFT PACKS

## 'View to a Kill' pack

Featuring

- A View to a kill
- Friday the 13th
- Code Name Matt II
- Pyramid
- Test Match Cricket
- Beaky & the Egg Snatchers

**5.99**

plus 40p p&p

**Time-Sinclair  
2040 Printer  
29.95!**

Norm. 49.95

**BOOKS (60P P+P) 2.50**

DESK TOP COMPUTING WITH THE QL  
WORD PROCESSING WITH THE QL  
DATABASE MANAGEMENT WITH THE QL  
MACHINE CODE PROGRAMMING ON THE QL  
SINGULAR QL ADVENTURES  
THE WORKING QL  
ADVANCED PROGRAMMING FOR THE SINGULAR QL  
MAKING THE MOST OF THE SINGULAR QL  
QL SUPERBAG  
QL GAMES MASTER  
QL COMPUTING  
HOW TO COMPUTERISE YOUR BUSINESS SUCCESSFULLY  
HOME APPLICATIONS ON YOUR MICRO  
ME AND MY MICRO  
BEYOND THE ARCADE  
CREATING ADVENTURE GAMES ON YOUR COMPUTER  
MICRO ENQUIRER SPECTRUM  
CENTURY COMP. PROGRAMME COURSE FOR SPECTRUM  
SIXTY GAMES FOR YOUR ZX SPECTRUM

**4.99**

plus 40p p&p

**LIMITED  
IN-COME-INSERVED  
STOCK**

## » BUDGET BARGAINS «

**1.99**

SINC MAGNETS  
SINC ESPIONAGE ISLAND  
IMAGIN ZOOM  
IMAGIN PEDRO  
IMAGIN STONKERS  
CHEETA 3-D BAT ATTACK  
CHEETA CONQUEST  
SILVER TAFFY TURNER  
CRYST THE ISLAND  
CDS TIME BOMB  
TERMIN VAMPIRE VILLAGE  
TERMIN SPACE ISLAND  
TERMIN CITY  
CDS CATERPILLAR  
CDS SPECTRUM SAFARI  
CDS MAGIC MEANIES  
CDS OTHELLO  
CDS LEAPFROG  
CDS GERMAN IS FUN  
CRL GLUG GLUG  
CRYST BUG BLASTER  
BUG AQUARIUS  
RSHEP EVEREST ASCENT  
VIRGIN LOJIX  
BUG STYX  
ASP PLANET FALL  
ARTIC REFLECTIONS  
ARTIC COSMIC DEBRIS  
SINC MAKE-A-CHIP  
CJAMES JUMP  
BEYOND SPACE STATION ZEBRA  
SINC CLUB RECORD CONTROLLER  
SINC COLLECTORS PACK  
SINC VU-CALC  
SINC VU-3D  
CRL RESCUE  
SILVER LINKWORD: SPANISH  
KTEL ROCKN ROLL/DRACULA  
KTEL TOOTH PASTE/COLDITZ  
KTEL MARINA/ALIEN SWARM  
ADVENT SPIDER MAN

IMAGIN DRAGONFIRE  
IMAGIN MOONSWEeper  
RABBIT PHANTASIA  
RABBIT CENTRO POOS  
INCEPT ARABIAN NIGHTS  
TERMIN LAZY JONES  
CENTUR SCUBA ATTACK  
ARROW FIRE ON THE WATER  
ARROW FLIGHT FROM THE DARK  
INCEPT WARLORD  
IMAGIN ARCADIA  
YORKTV ME AND MY MICRO  
PAXMAN WORLD CUP FOOTBALL  
PAXMAN ON THE OCE (DARTS)  
PAXMAN SNOOKER  
PAXMAN GOLF  
PAXMAN BLACK HOLE  
PAXMAN VIOLENT UNIVERSE  
PAXMAN THE PYRAMID  
PAXMAN DRIVE IN  
PAXMAN BEAKY AND EGG SNATCHER  
PAXMAN DOOMSDAY CASTLE  
PAXMAN SPECTRUM CHESS  
PAXMAN ROAD RACERS  
PAXMAN DIMENSION DESTRUCTORS  
MOSAIC WIDTH OF THE WORLD + BOOK  
TERMIN CARPET CAPERS  
CCS WAR 70  
MICROM STARCLASH  
OCP VIDEO POOL  
OCP CASINO ROYALE  
OCP CHESS  
PENGUIN BESEIGED  
PENGUIN INTO THE EMPIRE  
PENGUIN FOREST OF DOOM  
GIFT FROM THE GODS  
BATTLE CARS  
SOS  
SHEER PANIC

**2.50**

CDS CASTLE BLACKSTAR  
KNIGHT VALHALLA  
LEGEND THE GREAT SPACE RACE  
TYSFT 0 LEVEL PHYSICS  
TYSFT 0 LEVEL CHEMISTRY  
TYSFT 0 LEVEL MATHS  
TYSFT 0 LEVEL BIOLOGY  
FIREBD CHIMERA  
**2.95**  
MISC COMPUTER CARE KIT  
KNIGHT ANIMATED STRIP POKER  
DOMARK A VIEW TO A KILL  
DOMARK CODE NAME MATT II  
ARROW FLIGHT FROM DARK (+BOOK)  
ARROW FIRE ON THE WATER (+BOOK)  
YES TITANIC  
SFTPRJ MANIC MINER  
FIREBD THUNDERBIRDS  
FIREBD WILLOW PATTERN  
SOFTTEK UGH!  
TELCOM SUPERMAN  
SABRE WULFE  
BLUE MAX  
BEACH HEAD

**3.50**

THNEMI VOLCANIC PLANET  
MIRROR QUICK THINKING  
DOMARK FRIDAY THE 13TH.  
ACTVSN TOY BAZAR  
ACTVSN ZENGI  
ACTVSN BEAMRIDER  
FIREBD GYRON  
DREAMS RIDDERS DEN  
BEYOND SORDERONS SHADOW  
MACSEN BULLSEYE  
ROYAL BIRKDALE  
UNDERWULD  
HUNCHBACK II  
KNIGHTLORE

MONTY IS INNOCENT  
MUGSY.

**4.95**

ACTVSN HERO  
BEYOND PSYTRON  
DOMARK EUREKA  
ATARI Ms. PACMAN  
ATARI GALAXIAN  
ACTVSN ENDURO  
ACTVSN RIVER RAID  
MELBHS FIGHTING WARRIOR  
MIKGEN THREE WEEKS IN PARADISE  
MIKGEN BATTLE OF THE PLANETS  
OCEAN DALEY THOMPSON DECATH.  
WORLD SERIES BASEBALL  
NIGHT GUNNER  
TIR NA NOG  
FRANKIE GOES TO HOLLYWOOD  
HYPERSPORTS  
MATCHDAY

NEW

**5.95**

BEYOND LORDS OF MIDNIGHT  
ATARI PACMAN  
NEWGEN JONAH BARRINGTONS SQUASH  
MICTRS 30 HOUR BASIC  
ENDUR INTERNATIONAL KARATE  
ACTVSN PITFALL 2  
PALACE VALKYRIE 17  
BEYOND ENIGMA FORCE  
SILVER ROBIN OF SHERWOOD  
CRL BLADE RUNNER  
MELBHS STARION  
DESIGN AD 2112  
VIRGIN NOW GAMES 1

BRIAN BLOODAXE STRANGLE LOOP  
PYJAMARAMA ARABIAN NIGHTS FALCON  
PATROL II LORDS OF MIDNIGHT

BRUCE LEE  
SHERLOCK HOLMES  
COMBAT LYNX

**6.95**

HARE HARERAISER  
ADDDIT FOOTBALL MANAGER  
USGOLD ZORRO

**7.90**

OCP PLUS 80 ADDRESS  
OCP PLUS 80 VAT  
THE HORBIT

### SPECIAL CHART DISCOUNTS

**5.75**

OCEAN RAMBO  
USGOLD WINTER GAMES  
IMAGIN YIE AR KUNG FU  
IMAGIN MOVIE  
IMAGIN PING PONG  
IMAGIN GREEN BERET  
OCEAN BATMAN

**7.29**

HITSQD THEY SOLD A MILLION  
HITSQD THEY SOLD A MILLION II  
QUICK MAX HEADROOM  
OCEAN SUPERBOWL

**10.75**

FIREBD ELITE  
TRIVIAL PURSUITS

**SEND FOR OUR  
FREE  
CATALOGUE**

SEND STAMPED SAE

To: AGF, Dept U, 26 Van Gogh Place, Bognor Regis, West Sussex

ITEM

PRICE

I enclose cheque/PO. for £  
Access/Visa/Diners  
My credit card number is:

payable to AGF Direct Mail Discount

NAME

ADDRESS

POSTCODE

SIGNATURE

DATE

COMPUTER:

Telephone (0243) 823337

**agf**

**DATEx MICRO-STICK**

Micro-Switch controller.

Sure firing control and Quick shot option.

Arcade joystick feeling.

Built-in stabilizing suction cups.

ORDER CODE: DTMSTK RRP £17.95

**OUR PRICE  
14-95  
+ £1 for PIP**

**KONIX SPEEDKING**

RRP £12.95

**OUR PRICE  
9-95  
+ £1 for PIP**

**SPECTRAVIDEO**

QUICKSHOT

MKII S RRP £9.95

**OUR PRICE  
5-99  
+ £1 for PIP**



## In space no-one can hear your Spectrum Beep!

### THE MAKING OF ALIENS

Mark gets close to the aliens

**A**liens the computer game looks like it could be as big a success as Aliens the film.

John Dean — as project leader of Software Studios, the in-house programming team shared between Electric Dreams and Activision — has overseen the Aliens project through all its development.

"We began working on the project about nine months before the film broke in this country. The licence for any film is usually offered long before filming begins, when there are only draft scripts and some scenery designs to look at. You have to make an inspired guess that a particular film will be a hit."

Mark Eyles — who did Back To The Future — designed the all-important storyboard for the game. Important not only in terms of how the eventual game would be but also because of the way licences work: "The film company is giving you rights to characters, plots and designs it has created and it gets a final veto on what you are doing."

Storyboards have to be submitted to the film company for approval. This can be a nerve wracking experience. Movie firms are notoriously slow about giving permission and sometimes fanatically fussy. "Aliens went through OK but another film Big Trouble in

Little China we are working on was rejected first time round because they reckoned we'd changed the plot and the characters too much — we had to redo the storyboard and come up with a totally new idea."

What does Mark Eyles look for in the script that'll make into a game? "You need hooks into the movie. Looking through the Aliens script it was the sheer unrelenting terror that came through and that is what we've tried to keep in the game".

He took just one element of the film — Ripley's strike force combing the corridors of the base in search of aliens — as the basis for the game. In the film each of the characters wears a video camera built into their helmets so the game uses this idea with you in the control room being able to view the base through the electronic 'eyes' of each of your team.

From a programming point of

view this made things a whole lot easier, since the main action now takes place via a comparatively small on-screen window. The rest of the display shows a digitised picture of the character you are currently controlling together with his or her life support status panels, ammo remaining and so on.

Mark's idea was to combine the action of combat with the aliens with a strategy element. Each of your characters — when you're not controlling it — carries on, being instructed by the computer. At any time one of the team may get into trouble and you'll have to switch control quickly to that character to save it. It's a bit like keeping a bunch of spinning plates spinning — having to keep returning to each character to top up their morale, effectiveness and so on.

A terrifying moment scrambling up the vertical shafts in the space station



For nine months a team of experienced programmers, graphic designers and musicians has been working on the Mark Eyles storyboard, turning into a finished game.

Mark's big problem was how to get suspense into the game. "Aliens is a horror film and we wanted that tension in the game."

"What we did was to make the game design work for us — the mere fact of only having a small viewing angle on to each player's position is scary." You can tell a life-form is getting closer and closer by a frenetic bleep. The faster the bleep the closer it is. Issue the instruction to turn. Is it behind? You catch sight of something off the corner of the screen. Blast it! Wait! It's one of your own team! You nearly wasted one of your own team.

"The main thing was the animation of the aliens had to be fast — frighteningly fast" says Mark. As you see them they turn and come straight for you — and you've got to hit them square-on or you'll just wound them.

"When we first mapped out the animation sequence it didn't seem scary enough. So we had to distort the proportions of the Queen alien somewhat to really give the impression of movement."

"She turns and rushes forward. And as she does so her jaws open wide to engulf you."



# GREMLIN

## Footballer of the Year

The game to answer every boyhood dream - the chance to make it to the very top of football stardom. Starting on your path to glory as a 17 year old apprentice with a Fourth Division team and only £500 and 10 goal scoring cards in your pockets, the footballing world is at your feet. Adopt the identity of a professional footballer and develop a career through the ups and downs of match days, transfer deals and injuries etc. Display your talents in Football League, U.E.F.A., F.A. and Milk Cup games and then if you're good enough the ultimate accolade of your sport, the Footballer of the Year Award.

from First Division giants and opted to stay with Rovers. This promising centre-back has signed a new contract with team manager Derek Thorpe announced today.

**ALBERT DEBUT**

**FOOTBALLER OF THE YEAR**

**SALE** join Rovers for Record **BANKS**

United looked the more menacing side in the

Europe to new sp about his City.

Cooper for 12 months injury, broke week to make to a French medical expert Pierre has treated other pean Stars.

He is likely as City are p d with transfer for him m the leaders, wever will be reluctant to go with him.

**INJURED**

English International striker KENNY MORF could be out of action for the rest of the season because of a leg injury.

The injury also threatens his chances of making it into the National Squad for the world cup later in the year.

Morgan, aged 29, has missed large part of this season because of several other injuries. He pulled a leg muscle yesterday in an extra game, after scoring a spectacular goal against Rangers.

## ALWAYS AHEAD

### Footballer of the Year

C16 + 4 MSX Spectrum 48

£6.95 £7.95

Amstrad, BBC/Electron  
Atari CBM 64/128

£9.95

### Avenger

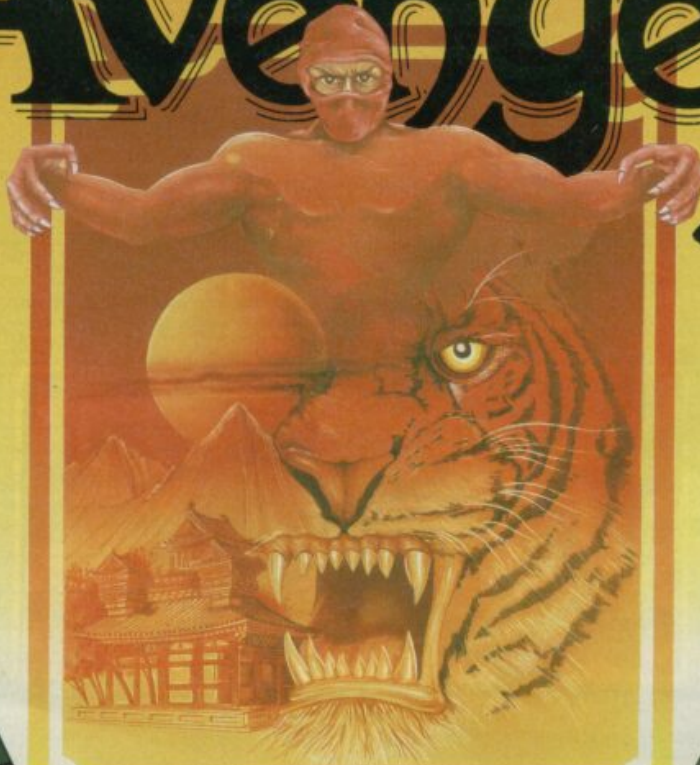
C16 + 4 CBM 64/128

MSX Spectrum 48

Amstrad

£9.95

# Avenger



First came "The Way of the Tiger" the martial arts classic in which you had to prove your physical skills to become a Ninja. Now you have to prove your supreme mental agility in the second part of the Way of the Tiger saga "Avenger", the ultimate arcade adventure. Yaemon the Grand Master of Flame has assassinated your foster father Najashi and stolen the Scrolls of Ketsuin. You have sworn to the God Kwon that you will avenge Yaemon's murderous act and recover the sacred scrolls. Your enemies are many, varied and all are deadly. All your skills courage and nerve will be called upon when you begin the final conflict in the Great Keep. Good Luck... only the brave hearted will survive.

Avenger (Way of the Tiger II)

Bou

C16

£6

Available

Way of

C16

£9

Available

Thing on

C16

£6

Available

Gremlin Graphics

Alpha House, 10 Carver Street

Available November



# GRENDA

D OF THEIR TIME

**Future Knight Trailblazer**

C16 + 4 MSX Spectrum 48K

**£6.95 £7.95**

CBM 64/128

Amstrad

**£9.95**

**Disk**

Amstrad Disk

CBM 64/128

Disk

**£14.95**

## Future Knight

Arise Sir Randolph to take up the challenge of death that has befallen the fair maid Amelia, held in the evil clutches of Spobott the Terrible. Acting upon an inter-dimensional distress signal from the galactic cruiser SS Rustbucket, don your Omnibot Mark IV attack suit and venture forth in pursuit of your beloved's captors. Defend yourself nobly against the Berezka Security droids. Fight your way through 20 grueling levels onto the planet's surface into Spobott's castle where the fate of Amelia lies with the outcome of your mortal combat with the awesome Hercho-droid. Is there any gallantry and bravery left in this modern day universe?

Available  
November

# FUTURE KNIGHT

# TRAILBLAZER

under

+4

**.95**

November

**the Tiger**

+4

**.95**

November

**a Spring**

+4

**.95**

December

Software Ltd.,

Sheffield S1 4FS. Tel: (0742) 753423

Thunder into the unknown at a breakneck speed, pushing your reflexes to their limits in this definitely exhilarating journey that's not one for the fainthearted. Roll left, roll right avoiding the endless chasms of doom that lay in and around the squares of mystery. Squares that will sometimes slow your progress, on occasion with fatal consequences and sometimes speed up unexpectedly or make you jump automatically. Keep a keen eye on the clock as the quicker you complete your task the higher will be your bonus. CBM 64 version is an amazing 2 player simultaneous game. Amstrad Disc version contains extra features.

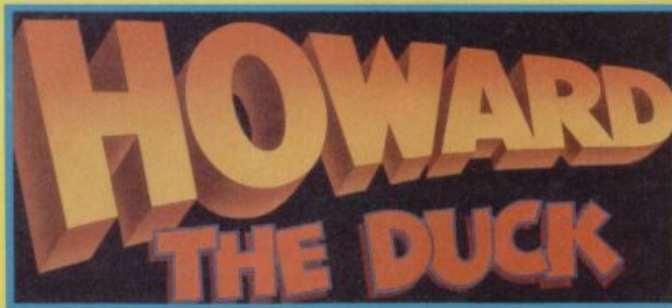
**Trailblazer**



**H**oward is just an ordinary kind of duck. He enjoys the average kind of duck activities, a little drinking with the guys, a little windsurfing...

When Howard the average duck winds up in the world of people where he's expected just to swim around, quack a bit and be eaten life gets difficult.

Howard's adventures, originally chronicled in a series of comic books are soon to be seen

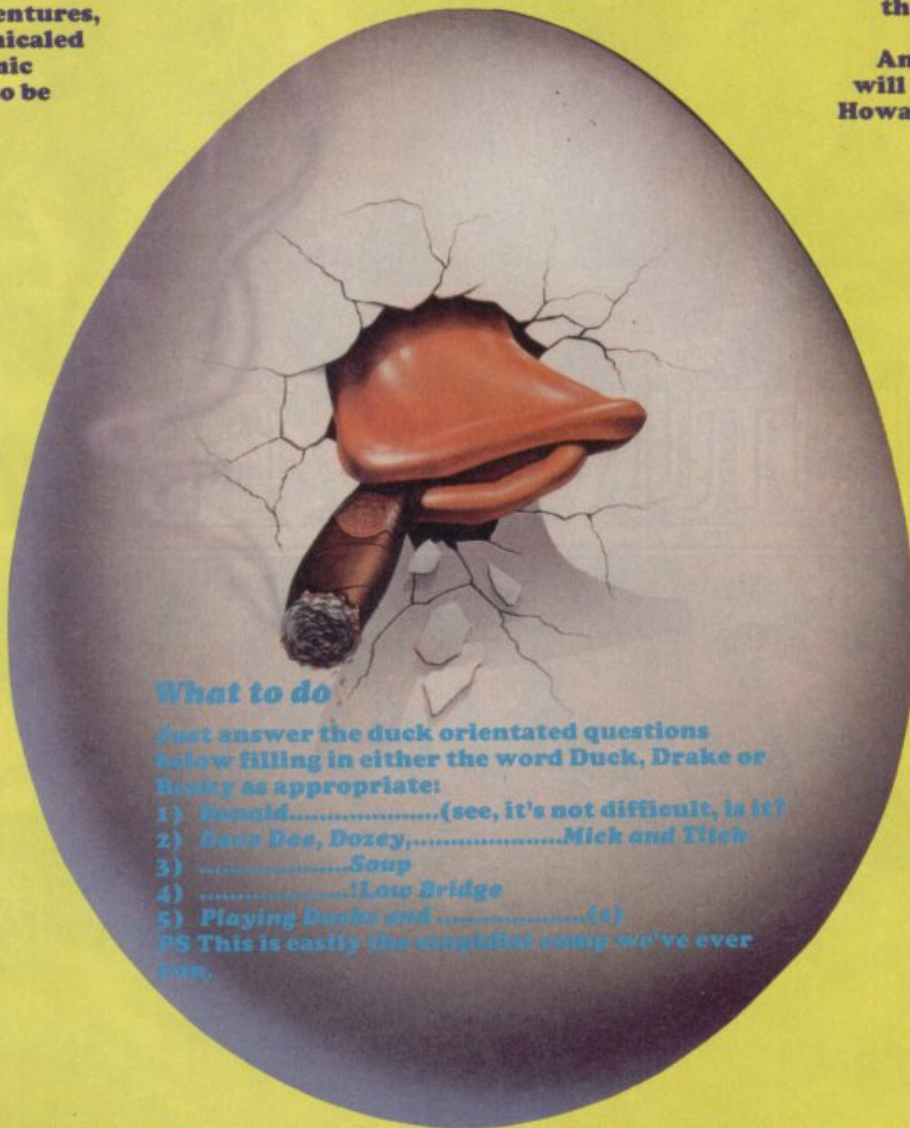


on the big screen and on your local computer, with an Activision game.

Sinclair User has Howard the Duck prizes galore — games, posters and tickets to the film — a whopping 90 prizes in all.

Twenty winners will receive copies of the Howard the Duck game and a ticket each to see the film at their local cinema.

And fifty runners up, will each get a fabulous Howard the Duck poster



### What to do

Just answer the duck orientated questions below filling in either the word Duck, Drake or Beaky as appropriate:

- 1) *Donald*.....(see, it's not difficult, is it?)
- 2) *Beak Dee, Dozey*.....*Mick and Titch*
- 3) .....*Soup*
- 4) .....*Low Bridge*
- 5) *Playing Ducks and* .....(t)

PS This is easily the stupidest comp we've ever run.

Send your answers to The incredible Duck Compo, Sinclair User, 30/32 Farringdon Lane, London EC1R 3AU. Closing date for the competition is December 21.

Name .....

Address.....

### Answers

1) .....

2) .....

3) .....

4) .....

5) .....

\*EMAP employees and relatives of Howard may not take part.



# 24 HOUR

# COMPUTER REPAIRS

and

# COMPUTER SPARES

## HOW TO GET YOUR SPECTRUM REPAIRED FOR ONLY £19.95

THE NO. 1 REPAIR CENTRE IN THE U.K. OTHERS FOLLOW

SPECTRUM (only) KEYBOARD REPAIRS £8.95 THE CHEAPEST AROUND

WHILE YOU WAIT SERVICE CALL FOR APPOINTMENT

MANCHESTER CITY CENTRE BRANCH NOW OPEN. CALL FOR DETAILS

WHY NOT COME AND VISIT US AT OUR NEW 2,500 SQ. FT. WORKSHOP. YOU CAN EVEN HAVE A CUP OF COFFEE WHILE YOU WAIT

### SPECIAL OFFER!

Why not upgrade your ordinary Spectrum into the fantastic DK Tronics typewriter keyboard for only £31.50 including fitting, VAT and return post and packing. Normal recommended retail price £49.95. Replacement printed DK Tronics key sets £7.50 including post & packing.

### SPECIAL OFFER!

Why not upgrade your 16K Spectrum to a 48K for as little as £17.95 including VAT, post and packing. If you would like us to fit the kit for you, just send us £19.95 which is a fully inclusive price to cover all costs including return postage. Full fitting instructions supplied with every kit. Issue 2 and 3 only.

### Update Your Rubber Keyboard to a New Spectrum+

Fitted for only £29.95 + £1.50 post & packing. (Also D.I.Y. kit available for only £23.00 + £1.50 p & p) Same day service LIMITED OFFER

## TEN ★ REPAIR SERVICE

- ★ While you wait service including computer spare parts over the counter.
- ★ All computers fully overhauled and fully tested before return.
- ★ Fully insured for the return journey.
- ★ Fixed low price of £19.95 including post, packing and VAT. (Not a between price of really up to £30.00 which some of our competitors are quoting).
- ★ Discounts for schools and colleges.

- ★ Five top games worth £33.00 for you to enjoy and play with every Spectrum repair.
- ★ We repair Commodore 64's, Vic 20's, Commodore 16's and Plus 4's.
- ★ The most up to date test equipment developed by us to fully test and find all faults within your computer.
- ★ Keyboard repairs, Spectrum rubber key boards only £8.95.
- ★ 3 month written guarantee on all repairs.

### BEST SERVICE - BEST PRICES!

### ARE YOU ANOTHER CUSTOMER - fed up waiting weeks for your estimate?

Need your computer repaired fast? Then send it now to the Number One Repair Company in the U.K., or call in and see us at our fully equipped 2,500 square foot workshop, with all the latest test equipment available. You are more than welcome. We will repair your computer while you wait and help you with any of your technical problems. Commodore computers repaired for only £35.00. Please note we gave you a 100% low fixed price of £19.95 which includes return post and packing, VAT, not a between price like some other Repair Companies offer. We don't ask you to send a cheque in for the maximum amount and shock you with repair bills £30.00 upwards. We don't just repair the fault and send your computer back, we give your computer a:-

### FREE OVERHAUL WITH EVERY REPAIR WE DO:-

We correct Colour, sound, Keyboard, Check the loading and saving chip, Put new feet on the base if required, Check for full memory, check all sockets including ear/mike and replace where needed. All for an inclusive price of £19.95 including VAT, all parts, insurance and post and packing. No hidden extras whatsoever. We don't have to boast too much about our service as we have thousands of customers from all over the world highly delighted with our service. A first class reputation for speed and accuracy. Don't forget, we also now have a Service Branch in Manchester City Centre for while you wait service.

VideoVault

### D.I.Y. CORNER

We regret we cannot show all the components available. Just give us a call and we can quote you over the phone, delivery by 1st class post.

#### SPECTRUM SPARES

280B CPU	3.00
4116 Rams	1.00
ZTX 650	0.60
ZTX 213	0.60
Power Supply Transformers	9.95
ULA6C001	16.50
Rom	16.50
Keyboard membrane Spectrum	5.50
Keyboard membrane Spectrum Plus membrane	12.90
Metal Templates	5.50
Keyboard Mats	5.50
ZX81 membrane	5.00
Service Manual	£30.00

#### COMMODORE SPARES

6526 - C.I.A.	19.00
6510 - Processor	19.00
6581 - Sid Chip	19.00
906114 - House Keeper	19.00
901225 - Graphic Rom	19.00
901226 - Basic Rom	19.00
901227 - Kernal Rom	19.00
6569 - VIC	19.00
4164 Rams - Memory	3.00
Power Supply Transformers	29.00
All our prices include VAT, but please add £1.50 on each order to cover post, packing and handling charges	

#### VIDEOVAULT HEALTH WARNING!!!

Sending your computer to any other Repair Centre can seriously Damage its Health

# VideoVault

Ltd.

Telephone: (STD 04574) 66555/67761 Glossop  
061-236-0376 Manchester Branch

© Copyright Videovault Ltd. No. 689001

FULLY REPAIRED AND TESTED ON MOST ADVANCED TEST EQUIPMENT IN EUROPE!

OPEN 7 DAYS A WEEK  
MANCHESTER  
MON-SAT ONLY

ORDER NOW!

SPECIAL OFFER

5 GREAT FREE GAMES  
NORMAL RECOMMENDED RETAIL PRICE  
YOURS FREE WITH EVERY SPECTRUM REPAIR  
**£33.00**

KEYBOARD MEMBRANES

COMMODORE POWER SUPPLY

Commodore replacement power transformer £29.00 plus £1.50 p & p

SPECIAL OFFER!  
Gun Shot II Rapid Fire Joystick and interface complete outfit. Normal recommended retail price £19.95, if purchased together. Special offer of only £16.50 including p & p. Joystick available as separate item £10.95, plus interface available as separate item £9.00 plus £1.50 p & p.

TRADE ORDERS WELCOME  
56 Way ribbon cable to extend your ports for your peripherals  
**£10.95** plus £1.50 p & p

EXTENSION RIBBON

KEYBOARD TEMPLATES **£5.50** plus £1.50 p & p

RUBBER MAT **£6.50** plus £1.50 p & p

REPLACEMENT POWER SUPPLY

Spectrum replacement power transformer suitable for all makes of computer **£9.95** plus £1.50 p & p

Spectrum keyboard membranes **£5.50** plus £1.50 p & p

Spectrum Plus spare keyboard membranes **£12.90** plus £1.50 p & p

ZX 81 membranes **£5.00** plus £1.50 p & p

ZX81 SPARES NOW IN STOCK



## Star Mouse Spectrum

Saga Systems claims its mouse package, badged from Puri-corp of Spain, was given top marks by Amstrad when it was looking for a Plus 2 mouse. The hardware is functional, but it's the bundled graphics package which will grab the interest of the first time user.

The Star Mouse is smaller than its Kempston cousin and sports only one large click button. It has no sensitivity control but you can strip it down and clean it if fluff clogs the tracker ball's rotation.

The review sample contained a slight design fault. The tail lead is protected by a plastic sleeve at the junction with the interface. The sleeve rubs against the power supply connection and pushes the interface off the expansion slot. Result: the interface blows. Saga is changing the design but until the changeover's complete, if you have a sleeve on the lead cut around it at the base and pull it down the lead, clear of the power connection.

The only piece of officially compatible Star Mouse software is the neat icon controlled CAD package bundled with the device.

The icon panel gives access to nineteen Draw and control commands. It can be moved to left or right of the screen to suit your left- or right-handed needs or taken off the display when you're adding colour.

You can select two of eight colours in Draw and Paint modes, although the default is black-and-white. The drawing pen has a selection of seven nibs. You can also use a variety of paint textures or create your own.

To choose a texture, bring up the large texture window on the design screen and move the

sharp design bends and arcs more easily than you can with the Kempston mouse.

The tracker ball won't work on the same variety of surfaces as the Kempston mouse but I preferred its fast-gliding cursor to Kempston's bigger, more flexible, ball. The choice, however, depends upon your situation. If you're very mobile you may have to run the mouse up a trouser leg or on a bendy pad of paper! The Star mouse is not in those circumstances.

The *Magnify* feature fills in the cracks in lines and arcs left by the manic movements of the cursor. There is only one *Magnify* setting, compared to *Art Studio's* three, and it is equivalent to x8 on the Rainbird scale. The normal-sized picture is shown next to the magnified image and a 2 x 2 character-square window shows which part of the display is in the *Mag* window. You can also display the X,Y position of the cursor if you want extra help in finding position on your picture.

When you've completed your design, if major alterations are in order, you can move portions of your masterpiece around the screen, or swap one part with another using the *Cut* and *Paste* facility. First, set up windows around the image you want to move and at the point to which you want it to move. Click the *Interchange* icon and the image shifts position.

Five text fonts are available to label your designs. You choose a font with the style option on the control menu — which also includes *Load* and *Save* functions. To position the print on the display select the *Write* icon and position

The Star Mouse controls an arrow cursor ● Icons control shape, colour and text in the graphics window ▼

## MANIC MEECE

Joysticks are just fine but mice are nicer. True or false?

Trendy they may be but the simple move-and-select options of mice make them ideal for icon-driven environments. Their freedom of movement also makes ideal for the-hand sketching facilities of computer-aided design packages such as Rainbird's *Art Studio*. Unlike the inflexible joystick a mouse placed on a board or desk top can be used like a paint brush.

A screen cursor is controlled by a revolving track ball under the body of the mouse while options or actions are carried out by the one to three clicker keys on its head.

A good mouse should be palmable and lightweight. The ball should be made of a rough textured material and the click switches should be within easy grasp.

Few mice are available for the Spectrum and QL but those that are vary greatly in hardware quality and software support ... John Gilbert checks them out and gives his strictly no-mousing verdict ■

Star Mouse (Spectrum)

Price: £49.95

Click keys: 1

Sensitivity: no user control

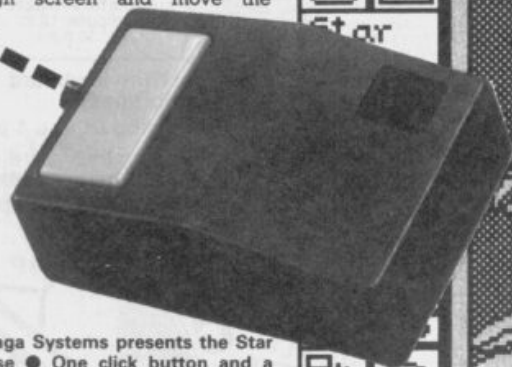
Software:

Bundled-Star Draw

Compatible The Last Word

A sturdy, quick-moving mouse combined with an excellent icon-controlled drawing package. Little other software available

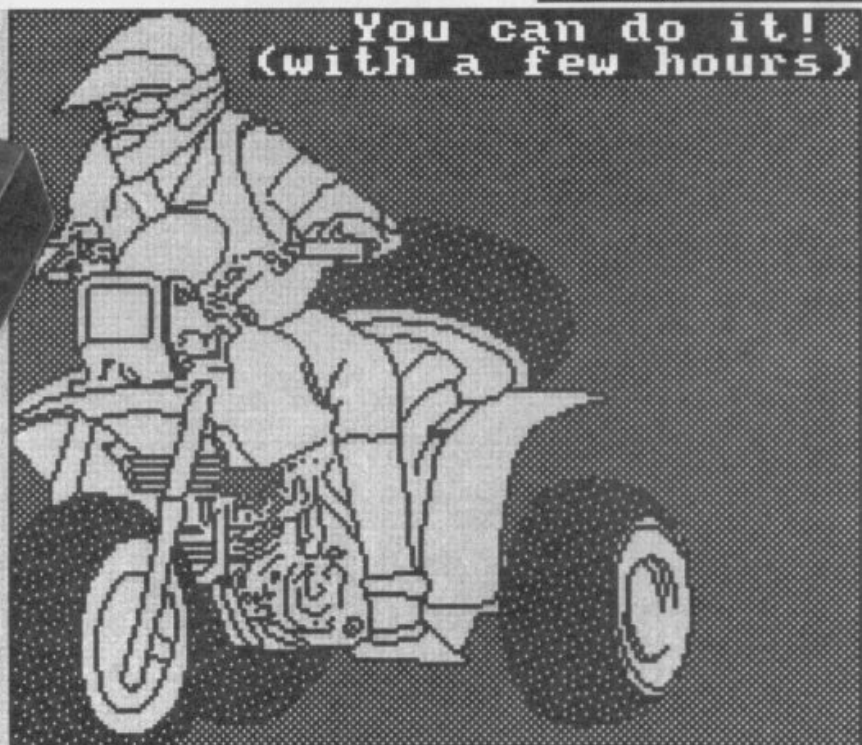
★★★★☆



▲ Saga Systems presents the Star Mouse ● One click button and a smooth track ball

mouse up and down. The textures flash across the window and, once you've found one to your taste, you choose it with the click button. Texture design is done on the lower half of a window. Each home-spun texture is composed of a series of dots which you place with a click of the mouse.

The Draw mode shows off the mouse at its best. The rolling action is swift and you can take





# Kempston mouse

## Spectrum

Kempston's mouse package is compatible with all Spectrums and includes the mouse itself, an

interface, and a specially converted copy of Rainbird's **Art Studio** designer program.

The interface uses an Atari-type joystick plug and slots straight into the expansion port at the back of the machine. It's dead-ended but monitor and disc drive drive interfaces will happily share the expansion slot with it.

The mouse is supplied in three parts: palm-sized body, rubberised track ball, and a plate which holds the ball in the body. This handy arrangement means that you can take all the moving parts out of the mouse body to clean it. The rubber textured ball will grip even the smoothest of surfaces without slipping.

There is no movement sensitivity control on the mouse but Kempston has built in a software-controlled movement scale of one to five. Setting 5 forces the mouse to travel far and wide to achieve just a little cursor movement while Setting 1 the cursor across the screen with a short flick of the mouse.

The mouse itself seemed well constructed and instructions supplied with the mouse operating software give pokes to allow the device to be used with a variety of different joystick-controlled software packages.

The Kempston version of **Art Studio** is the only piece of applications software supplied with the mouse package.

It's a menu-driven computer-aided design system which produces a wide range of **Paint** and



▲ Kempston Mouse and Rainbird's customised **Art Studio** ● A dynamic duo

**Draw effects.** Included also is a library of pre-defined shapes such as lines, triangles and circles which are created by click-selecting (using the mouse) a point of origin and definition points for circumference boundaries and points of triangles and squares. The speed at which the mouse performs these operations depends upon your agility as an operator but, even if you're a neophyte, the mouse is considerably more flexible than either keyboard or joystick.

**Art Studio** defaults to keyboard input unless you select mouse during the printer/peripheral installation routine which you run through every time you load the program. Your choice should be a careful one as the AMX mouse

option uses a different control standard to that of Kempston and, You can't change the input device once you've got into the package. By adjusting the mouse's sensitivity to movement, you can make the mouse suitable for either bold or intricate artwork.

Kempston-compatible **Art Studio** is unfortunately currently only available with the bundled mouse package. Rainbird, however, is working on a Kempston version which will be available shortly.

The Kempston mouse is a fabulous drawing tool and a natural companion to **Art Studio**, but it can be used just for the mundane task of menu control.

**The Writer**, Softechnics word-pro pack, is widely proclaimed for its Kempston mouse compatibility — with one proviso: you must have a microdrive and Interface One. Side 2 of **The Writer** cassette

contains a Microdrive version of the word processor, together with its installation program. Installation on to cartridge is automatic after you've chosen to use keyboard or mouse and a version created for mouse will work with the keyboard but not vice versa.

The mouse has no effect until you enter the editor/menu modes by pressing the right-hand click button. You then use the left-hand key to select menus and the options within them. Again, the mouse saves time as you don't have to fiddle around on the keyboard or find specific control keys.

Unfortunately, Softechnics doesn't plan to make the standard versions of **The Writer** or **The Artist** — it's CAD package — mouse compatible. **Artist II** will, however, be out soon and it will be compatible with Kempston and AMX mice.

A sparse instruction leaflet with the Kempston mouse provides a minimum of information for getting it to work in Basic or machine-code programs. The mouse uses the **In** instruction to read its position in relation to the cursor on the screen. The **X** co-ordinate is read by **In 64479**; **Y** by **In 65503**, and the status of both click buttons is relayed. The co-ordinates are returned as eight-bit values corresponding to the relative movement of the mouse while the button is pressed.

A small Basic demo program is included in the notes but the process can also be applied in machine code ■

## KEMPSTON MOUSE

Price: £69.95

Click Keys: 2

Sensitivity: software controlled  
Software Bundled — **Art Studio**  
Compatible — **The Writer** (Microdrive version only), **Artist II**  
Well designed but little software either bundled or available

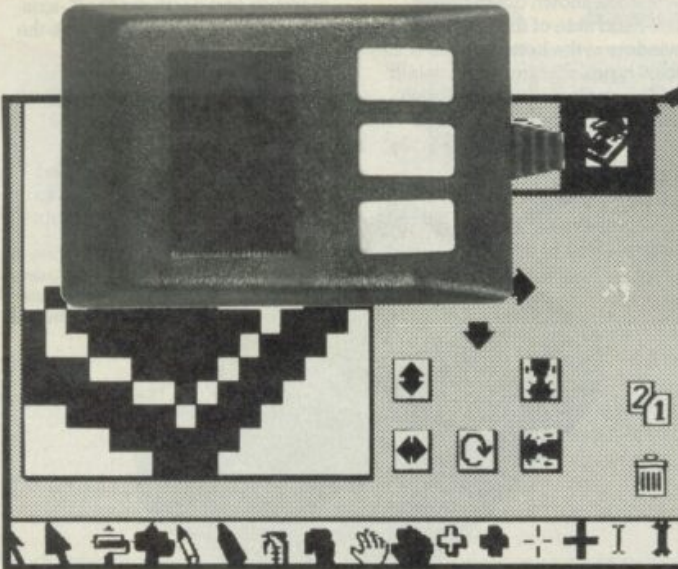
★★★★☆

# AMX mouse

## Spectrum

**AMS** produces what is easily the most comprehensive mouse package for the Spectrum — the **AMX**. It's been around for more than a year and is regarded by many software houses as the standard mouse for their database, spreadsheets and graphics packages. Rainbird has taken this attitude with **Art Studio** and Softechnics, which currently favours the Kempston mouse, is about to take a nibble at **AMX** in **Artist II**.

It's the best dressed mouse in town with a rugged, easy to grip, body, a long lead which connects to a flat, Kempston-like interface.



◀ AMX mouse wins by a whisker ● Package contains comprehensive colour design utilities

The interface includes a Centronics printer interface which can be controlled with four **AMX** Basic instructions.

**AMX** is the only mouse to sport three click keys. They can be independently programmed and **AMS** uses them to the limit of their potential in its graphics programs.

To prepare the printer option you must type **\*Mouse Off** which stops the interface from generating interrupts when the mouse moves. **LPrint** and **LList** will then send data to your printer.

If you want to list a program, rather than doing a screen dump, you enable the Basic tokens by



typing *\*Tokens* command. Your printer may not issue line-feed instructions automatically so the fourth extended Basic command, *\*LF*, produces a line feed as well as a carriage return.

The package comes with four artist packages, the simplest of which is **AMX Art**. It's similar to Rainbird's *Art Studio* but the icons are displayed at the side of the screen and the three click buttons are programmed *Execute* menu option, *Leave* menu option and *Move* mouse, and *Cancel* last order.

Drawing tools include a pencial, paintbrush, paint roller, spray can, palette, text layer and eraser. The pencil can be used to draw lines, the paintbrush can be programmed to use a selection of eight tips which vary in density and width. And the paint roller use textures set up in the palette option. There are 40 textures which can be used to paint lines of varying width on to the screen or fill shapes. The shapes include shaded box and circle.

The text menu gives you access to five type faces which can be printed at normal or double-height and, if you want to go over the top, in italics. The type fonts consist of standard Sinclair character set, Bold, and futuristic 2001.

**AMX Art** gives more control over its mouse hardware than any of the other packages on the market — which isn't surprising. For instance the *Lock* command will trap cursor movement in an

Options File

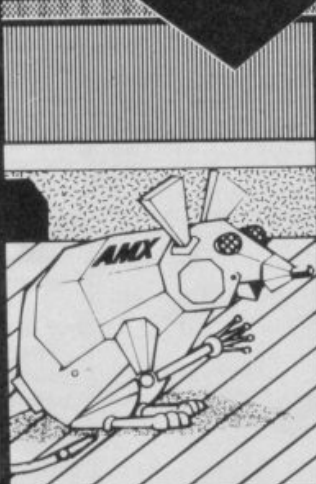
CLEAR  
CLEAR ALL

SHOWPAGE

LOCK 0 ✓  
LOCK 4  
LOCK 8

ZX PRINT ✓  
RS 323  
A.M.S.

TAPE ✓  
M\_DRIVE  
PRINT OUT



▲ The AMX art utilities output to a wide range of devices ● Lock restrains the mouse in specific areas of the screen

invisible grid which has character squares either  $4 \times 4$  or  $8 \times 8$ . The former is useful for accurate mouse positioning and drawing long straight lines while the latter enables you to keep colour within attribute boundaries.

Screen pictures can be saved to and loaded from tape or Microdrive. You can store your own effects or load in screens from professional programs.

The package displays all screens in black, white or shade.

To add colour to your designs you'll need *Colour Palette*. It's a short program but, nevertheless, effective in adding *Ink*, *Paper*,

*Flash* and *Bright*. Just load in your screen, which has been exported from **AMX Art**, and set up the paint brush for the type of colour and effect you require. Then run the cursor over the screen and the colour appears. It's as easy as painting a wall.

While paint-and-play is an addictive occupation, particularly with a mouse, you'll soon want to control the AMX in your own programs — won't you!

The AMX Control Program extends Basic to incorporate mouse-orientated commands. There are 23 commands which create menus, find out which menu op-

tions have been clicked choose type fonts, display icons, set mouse sensitivity and define screen windows.

The commands are freely mixed with Basic and can use parameters such as variable, arrays and codes. AMS has included an icon designer — which works in the same way as a UDG designer. Using it you create and store icons for use within Basic or machine-code programs. There's no reason why you shouldn't even create your own operating system.

If you have problems with the technical side of mouse usage you can load the demonstration program on the second side of the AMS cassette. It shows the type of applications which can be written and shows the considerable power of the package. A four-function calculator and sliding puzzle are written in Basic but for speed and type of application they could equally have been written in machine code. Even my jaundiced eye could not tell the difference ■

#### AMX Mouse (Spectrum)

Price: £69.95

Click keys: 3

Sensitivity: range between 1 and 6

Software:

Bundled — **AMX Art**, **Mouse Control**, **Icon Designer**, **Calculator** and **Puzzle**

Compatible — **Art Studio**, **Artist II**  
The best mouse around. And the most stylish. The snag is its excellence is reflected in the price!

★★★★★

## Star Mouse

QL

The Star Mouse for the QL is a little different from its Spectrum cousin. The interfacing hardware is, however, slightly more rugged and the software has a different front panel which is easier to use.

The main interface connector fits into the QL's Rom slot and the other part is plugged into Control 2. The Rom automatically powers up the mouse control program while the BT connector feeds your commands from the click key to the computer.

The Star QL package, bundled

with the mouse, contains all the features of the Spectrum program but contains on-line instructions and a considerably more helpful front panel.

On power-up, with either F1 or F2, you have the choice of loading a brief user guide or the art program. The guide displays the front panel and describes how it is used. As each icon is discussed its image starts to flash on the screen to help you out with the layout.

The instructions are run a character at a time on to the display window. The tutorial then

becomes interactive as you move the mouse around the screen to practice what you have been taught if you make a wrong move the cursor disappears and the program flashes *Error* and squeals loudly at you. When you've successfully completed an exercise, such as clicking a highlighted cursor, the program congratulates you and moves on to the next section of instruction.

Once you've become an expert you can load the art package. Icons are shown down the left-hand side of the screen and a window at the bottom gives access to 26 types of texture and colour.

The package includes *Brush* and *Spray* drawing tools. The

spray takes its ink from the texture panel while for the brush you select thickness and colour. There are 32 brush types which are grouped into four thicknesses and eight colours.

Pre-defined shapes include *Line*, *Box*, *Ellipse* and *Circle*. The *Ellipse* option is controlled through four icons, located under the eraser. The centre of an ellipse is determined by the last point drawn on the design window. Up and down cursor keys are used to increase and decrease the X-axis while left and right manipulate the Y-axis. And ellipses can be rotated clockwise or counter clockwise by using the curved arrows on the icon menu.

Circle drawing involves a different procedure to that used by other artist programs such as **Art Studio**. You click two points

on to the screen and the diameter of the circle is drawn to bi-sect both points. While the process is simple and useful when you have to know where the diameter will run it has its problems. You may for instance, want to position the centre of a circle on a line or in the middle of another circle. That's not easy when the circle is originated through its diameter and not its centre.

**Star Art** is as simple to use as any of the other icon-driven programs.

It may not include dramatic control applications or Basic sub-language or even a sensitivity control but its tutorial facility should prove useful to new mouse owners.

The main problem with the Star mouse is you'll have to make do with this bundled software or write your own ■



◀ The QL Star Mouse ● Similar to its Spectrum cousin but its graphics package boasts a better screen set-up

#### Star QL Mouse

Price: £49.95

Click Keys: 1

Software:

Bundled — **Star Art**

Compatible — none

Solid, though not innovative, hardware, with simple-to-use CAD software. The lack of compatible software, a problem with all the mice we reviewed, does mute its appeal

★★★★★



# ASTERIX

Asterix is, internationally, one of the most popular comic strips ever. Never quite as popular over here as overseas, the cartoon stars the little Gaul, his fat friend Obelix and the druid Getafix.

It's 50BC and Gaul has been invaded by Roman legions, save that is, save for one small village which refuses to succumb to the might of Caesar's empire.

Melbourne House, which has made something of a specialty of translating fictional characters into computer games — *The Hobbit*, *Sherlock* and *Lord of the Rings* — has now released *Asterix and the Magic Cauldron*. Only six months later than intended, but as with *Fist II*, release schedules have never been Melbourne's strong point.

*Asterix* is a mix of graphic adventure and arcade action. The graphics themselves are beautifully done — particularly the backgrounds.

Asterix and Obelix are looking for seven pieces of Getafix's magic cauldron, which

## HINTS AND TIPS

- Always take a key when entering the cells
- Drink the magic potion when you are faced by the gladiator in the arena
- Don't run out of hams. If your

supply is getting low, zap a few wild boars. If you run out of hams Obelix will stop following you around — and that's bad

- An uppercut is often effective against Roman guards, but one is never enough — keep hitting
- Make a map as you go

was shattered in a moment of stupidity by a mighty kick from Obelix.

Vitalstatistix, the tribal chief, who is only afraid of one thing — the sky falling on his head — orders Asterix and Obelix to recover the missing pieces so the village blacksmith, Fullyautomatix, can reforge the whole thing.

What you find in game terms are 50 different screens of action, covering the Gaulish village, the forest, Roman camps and Rome (or Roma, if you prefer). These screens are peopled by wild boars and Roman guards.

The action — fighting soldiers and so on is shown using a curious window zoom effect.



▲ Shows the snappy zoom-window effect ● Asterix is about to get beaten up by a Roman

For example, bump into a wild boar and a zoom facility brings the arcade action into close up. A box containing Asterix and the boar is projected on screen. Each character's stamina is displayed at the side of the box and you must kick, punch and pummel the boar into submission.

Fail and Asterix loses a life, shown graphically by Asterix

## ARCADE

## REVIEW

flying backwards out of the box in a sitting position (known in skiing circles as the English or flying toilet position).

Succeed and the boar's stamina rating will decrease to zero, whereupon it will keel over.

Roman guards are armed with spears, but otherwise the fight scenes are similar. However, if you don't attempt to bash the guard, he may ask you if you want to surrender and you'll end up in a cell in Rome.

The only exit from the cell opens on to the arena. Here you do battle with a hyped-up gladiator.

You'll have to fight and win — he's carrying a cauldron section.

Knock him dead and he'll drop it — it's easily identifiable as it pulses as if with a magix force ■



**FACTS BOX**  
Clever graphics keep the spirit of the cartoon and the game play is refreshingly unusual

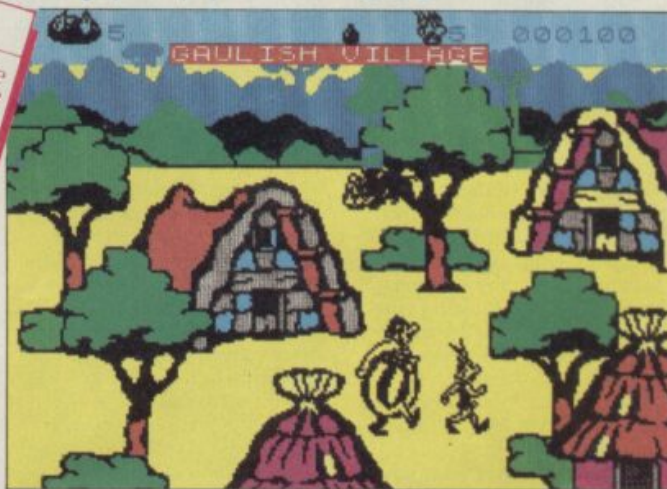
### ASTERIX

Label:  
Melbourne House

Price:  
£8.95

Memory:  
48K/128K

Reviewer:  
Brenda Gore



## SOFTWARE STAR RATINGS

All software reviews carry a star rating, the basis of which is value for money, programming, graphics, speed, speech and sound presentation and addictiveness

★★★★★  
Solid gold. Buy it

★★★★☆  
Well worth the folding stuff

★★★☆☆  
Pretty average

★★☆☆☆  
Very poor. Probably over-priced too

★☆☆☆☆  
A total rip-off. Complain loudly



Each review carries an icon which shows the type of software.

Arcade is for animated games, which in general, reduce the life span of your joysticks.

Toolkit covers programming utilities which improve the quality of home-made software or packages which make machine code easier to write.

Work Out, software which can be used in the home, such as car maintenance or home finance.

Strategy and Simulation are games where thought, planning and judgement are the principle skills required.

Adventure includes either graphic or text adventures.



# FIRELORD

Stephen Crow's programming history reminds me of Amstrad. His stuff is not particularly original, but it does ring some interesting changes on some familiar ideas and sometimes he does it better.

So it is with **Firelord**, the first offering from Stephen now that he has left Bubble Bus and joined Hewson.

The cruel and cynical will say that **Firelord** is **Attic Attac-meets-Sabre Wulf** and thus dismiss it as yet another Ultimate clone. But it's a very, very good Ultimate clone: fast, vast, visually stunning and tremendous fun to play.

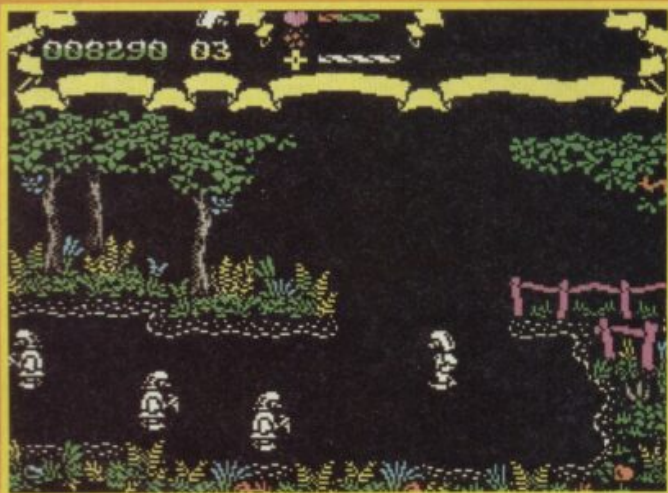
The background is a sort of Walt Disneyesque tudor backdrop — the land of Torot — where all the inhabitants have bene cursed and turned into ghostly apparitions — a little like Rhyl on a Sunday in fact. You have to get the pieces of an eternal youth spell to trade for the Firestone which will release everybody from the trance... etc, etc.

It so happens that the inhabitants are the kind of cute little assorted yokels that fill Ultimate games and the hero is a little knight with a big helmet. Apparitions materialise a few seconds after you enter a location in an Ultimatesque mini-explosion and wander about aimlessly, bumping into you and getting in the way.

You do get to defend yourself from the inhabitants of Torot and kill them in large numbers, which is a pleasing but futile pastime, since they keep on coming. To start blasting you need one of those all-purpose magic crystals — you should find one lying about somewhere, although there is a lot of ground to cover, literally hundreds of screens.

Other assorted objects you

Entering the wood ● Three men with pickaxes don't want you to leave ● Spell power is at zero ● Three lives left ● Energy level is high



## FACTS BOX

*Looks like Ultimate circa Sabre Wulf but is vast, well designed and not without original ideas. Lots of fun*

### FIRELORD

Label: Hewson

Author: Steve Crow

Price: £8.95

Joystick: various

Memory: 48K/128K

Reviewer: Graham Taylor



may find scattered around include food (=energy), crystals, hay (?), and some easily identified objects. Pick them up by running over them.

All this stuff is hardly anything new.

**Firelord** does though have some nicely inventive touches that I haven't seen elsewhere. There are small details like the ice flames you can set burning by running away even more quickly. More significant is the trade option which forms an essential part of solving the game. Objects you collect can often be exchanged for tips, guidance, spells and other objects on entering one of a number of houses owned by certain key figures in the game.

The trading section is a

▲ Recognise the little character in the helmet? ● A motly collection of zombied townspeople prepare to attack

Someone's house ● The open door means you may enter ● The 'Zap' spell (top right in the status display) could be exchanged for something else ● But what?

change from the usual Ultimate-style backdrops. The screen displays the owner of the house you have entered — with an animated head which turns to look left and right, the objects you have on offer, the objects the owner has on offer

and a hand icon. Ordinarily you use the joystick to select one of your objects and one of the owners objects thereby offering a trade. If it is accepted the



# GALVAN

**G**alvan is odd. It's sort of **Manic Miner** meets **Galaxians** — platforms, ladders, and swirling hoards of flying aliens.

Your well-animated, largish figure kicks off standing on a platform in a bewildering alien landscape. Initially you'll find your surroundings to be of a rocky nature, but as you move further into the game, other backgrounds will reveal themselves.

The playing area is quite small — about half the total screen width but the lack of on-screen space is more than compensated for by the speed of the scrolling. While you stroll around your environment, in a

style a bit like **Doctor Who** and the **Mines of Terror**, the screen will lurch around in a very effective — if not particularly elegant — manner. This isn't scrolling — it's jerking — but it never claims to be anything else. When you go down stairs, the whole screen shudders up and down like it's being shaken about all over the place. Suddenly you're dive-bombed by a swirl of alien fiends — flying in **Galaxians**-style formation. As fiends go, these little critters are pretty mean. They come in a number of shapes and sizes, ranging from nasty little triangular things which lurk on the floor, waiting for you to walk past, to wacking great boxes



# ARCADE ★ REVIEW

getting faster and faster — it isn't easy and you could lose up to three lives — crime doesn't pay (unless you are very good at it).

I guess **Firelord** does for **Sabre Wulf**-period **Ultimate** what **Dan Dare** did for **Manic Miner**, ie it made up for its lack of basic plot originality by being beautifully designed, excellently programmed, bigger and by ringing a few more changes here and there it diffuses any serious claims of a rip-off.

And, because of all this, **Firelord** is a lot of fun ■

▲ Another house to explore ● Dodge the flame which rises and falls intermittently

owner turns away you can try to press the hand icon, dash over with the cursor and press the object you wish to steal and finally press the exit icon. Do it in time and you get the object for nothing. Should the face turn and 'see' you then you stand trial.

The trial is a little like those options on gambling machines where win/lose flashes alternately, except that in this case it's guilty/innocent. Careful timing might get you off — the trouble is you have to go through the process three times with guilty/innocent flashes

object will appear in a third column and you may take it. There is, however, another way of doing business... You can steal! When the

◀ Finally you're there! ● Despite umpteen alien fiends, drained power and attribute problems, you reach your goal... ● The Alien ● Who will win?

with tubular arms. Although the latter do very little to your energy level, they look very impressive indeed, so they must be desperately important.

Some fly around in menacing little squadrons, diving to head-height in order to provide an extraordinarily dangerous haircut.

But the most impressive form of beastly, is the alien who looks very similar to yourself. He walks around, and punches in a most realistic manner.

You too can resort to that most primitive means of attack. In fact I found it rather effective. Also available as a method of self defence is a form of ray gun which — when operated — sends out a beam of light blue, um, light, destroying anything in it's way.

You don't get to use such

## FACTS BOX

*An aggressive little conversion from the coin-op original. Lots of movement and killing. Everything you need*

**GALVAN**

Label: Ocean

Price: £7.95

Joystick: various

Memory: 48K/128K

Reviewer: *Jim Douglas*



splendiferous weapons (the other one is a straightforward pistol) without working for them, though. You must seek out the horrendously illusive blue triangles, which will let you use either gun.

It a continual stream of mindless violence is not all that appealing you can opt for a more passive existence by simply attempting to dodge the aliens. You can jump and duck in an attempt to avoid death. Obviously, you fail with remarkable regularity.

The best plan of action is to work gradually down the screens moving left and right, in order to work your way to the bottom of the playing area. Once you've got there, you will encounter **The Alien**. Once destroyed, you move on to the next level.

As you go deeper into the game, various new creatures will appear in order to block your

## HINTS AND TIPS

- Stay clear of trouble! Wait for the bad guys to get out of your way when possible. Try to anticipate their flight patterns
- Make a map if you can, and always try to plan your attack before committing yourself
- Reserve your firepower, and re-charge your energy by keeping out of the alien's path after a fight. Don't loose off any round that you can't afford
- Progress downwards and alternate left and right across the screens to find the quickest route down to the alien

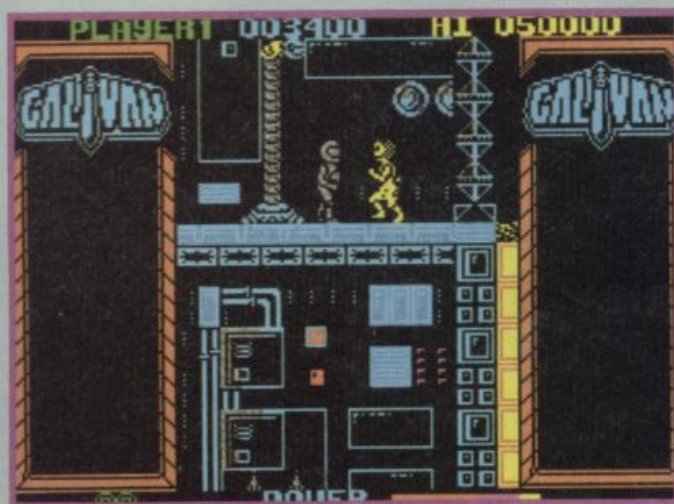
also included so you can play against a friend.

Some of the aliens stun on contact. If you are unfortunate enough to run into one of these, you will be frozen to the spot for a few seconds and, until the blue border has vanished from the screen, stuck you stay!

At times, there is an awful lot of activity on the screen. The programmers have managed to contain the action very neatly, and everything still runs smoothly.

**Galvan** is hardly the most original game in the world. It is, on the other hand, fast, smooth, and surprisingly vicious ■

Owing to the wonders of modern technology, the screen goes blue ▼



▲ You zap an alien with a blue-beam ● But watch out for the giant flag-lighter!

◀ In the computer complex ● Although you look lost, don't bother to ask the approaching guy for directions ● You'd regret it

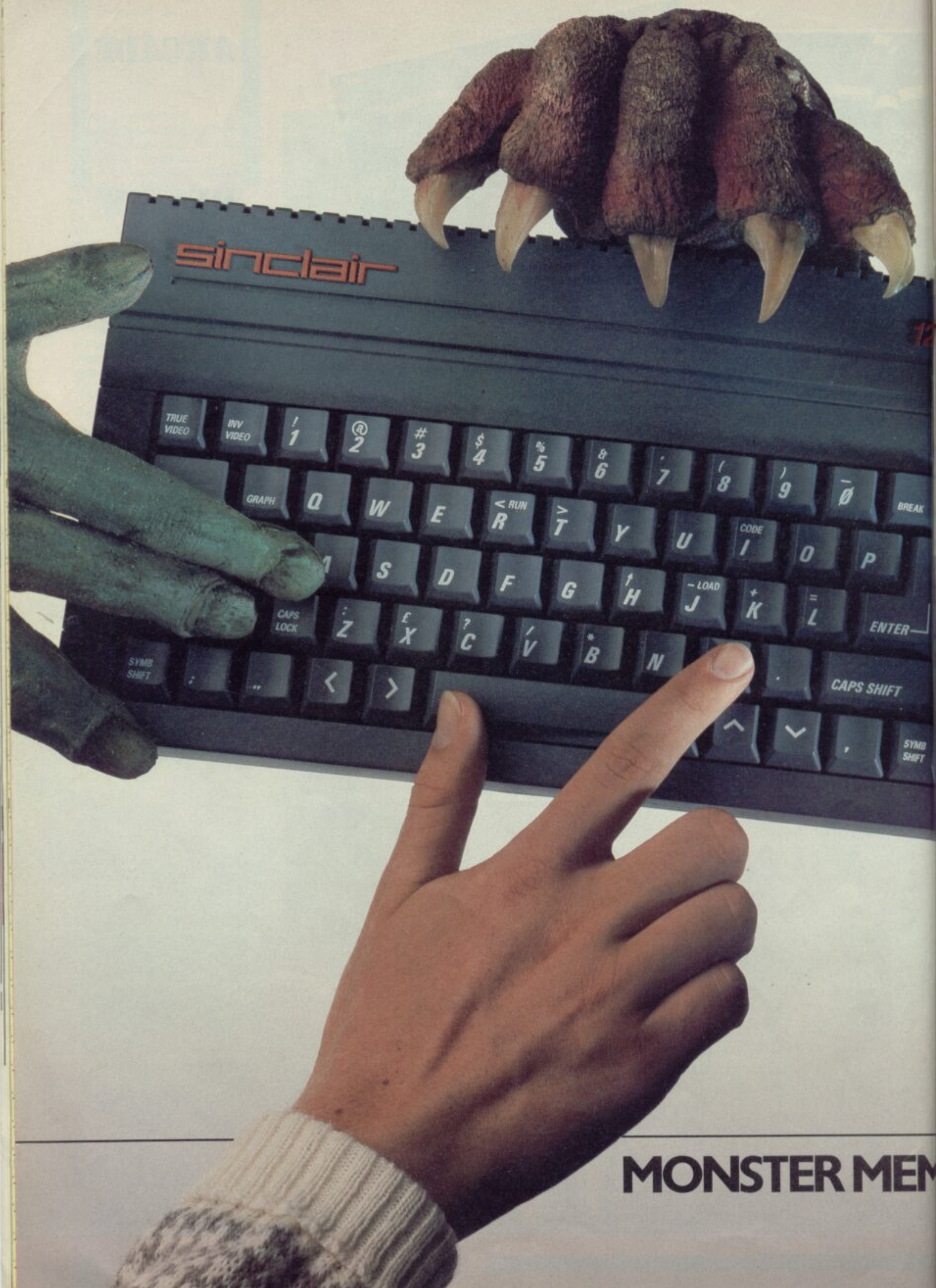
path. While underwater, for example, some shark-type beasts will swim around and drain your energy. In the computerised area, your foes are much more mechanical.

And you can fire while jumping. Although some of the movements are a little unresponsive, it is possible to leap into the air and shoot down an approaching horde.

A useful two-player option is







sinclair

MONSTER MEN



# GET YOUR HANDS ON THE NEW SINCLAIR 128K +2. BEFORE EVERYBODY ELSE DOES.



The new 128K ZX Spectrum +2 is more than just a monster memory. It's the ultimate family computer. With a built-in datacorder for easier loading, superb graphics capability, two joystick ports, a proper typewriter keyboard and more games available than you can shake a joystick at (well over 1000 software titles, in fact).

Better get your hands on the new 128K ZX Spectrum +2 soon. Before they do.

## £149

## MORY • MONSTER VALUE

Available from: Allders, Boots, Clydesdale, Comet, Connect, Co-op, Currys, Dixons, Electric Supreme, Laskys, John Lewis, John Menzies, Power City, Rumbelows, Ultimate, WH Smith, Wigfalls, and good independent stores.

We recommend Sinclair Quality Control Software.

To: Sinclair, P.O. Box 462, Brentwood, Essex C14 4EF.  
Please send me more information about the Sinclair 128K ZX Spectrum + 2.

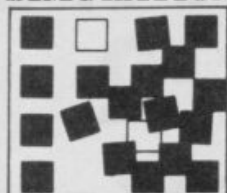
Name \_\_\_\_\_

Address \_\_\_\_\_

# sinclair



## STRATEGY SIMULATION



## REVIEW

**B**aseball in the US is a good deal tougher than its UK equivalent — as the C4 screenings this autumn will prove!

Big bucks, fast action and battling bravado both on and off the pitch. Sponsorship, hot dogs and hype. It's the American way of sport.

And now it's all being brought to life in **Hardball** a sports simulation from a new company, Advance. Judging from a first look, Advance is hoping to find a gap between the poorly animated Ocean-style sports simulations and menu-driven programs like those from CCS.

**Hardball** manages to be a very neat combination of animated perspective graphics — covering the main action — and clever joystick controlled menus giving the strategy.

The two teams — *Champs* and *All Stars* are already set when the game begins. Unless you want a two-player game the Spectrum takes the *All Stars*. They're favoured as the home team but if you're not confident of a win, you can change the venue in your favour.

The only other setting you need to worry about, before you can start the game is something strange that goes under the term 'Intentional Walk'. This turns out to be to do with deciding if your hitters standing on first, second or third bases run only if your batsman runs or if they can take it into their own heads to run, even if the current batsman hits and chooses not to. It doesn't crucially affect the proceedings if you're just getting started.

The great strength of **Hardball** is you can switch between all three parts of the game — team selection, batting and running — by using the *Break* key whenever



you choose.

It doesn't matter if

you're about to bat — you could still press *Break* to take a look at your team and bring on a substitute.

The team lists initially show the name of a player — Cram, Tramiel and Lineker to name but a few — quite what any of them are doing here is beyond me, but there you go. The selection board shows a player's position in the team, type of batter or fielder — whether he's left- or right-handed — and his game details.

The performance data isn't just there for decoration. It tells you how well a player's done during the season while his position and the way in which he holds his bat or catches a ball will determine how you play him.

If you select to bowl, your bowler has four speeds at which he can pitch, selected by menu from the top of the screen. Then there's the pitch angle menu. Here again, four types of pitch including Outside and High Pitch.

Once you've chosen your bowling attack the ball will shoot towards the batsman. If he misses the catcher might catch the ball in his glove. The umpire will shout 'strike!'. If the throw was legal the batsman will then have one strike against him. Three strikes and he's out.

When you're in to bat the batsman has only one menu to control — whether he uses the bat to take high, low or body shots. Selection is part guessing game and part skill, watching the bowler in front of you for the slightest move. In the real thing the batsman shouldn't look behind him but here you can tell where the bowler is about to pitch by the way in which the catcher moves his glove.

Smash the ball as hard as you can and pelt for the first base. All nicely shown in animated close-up.

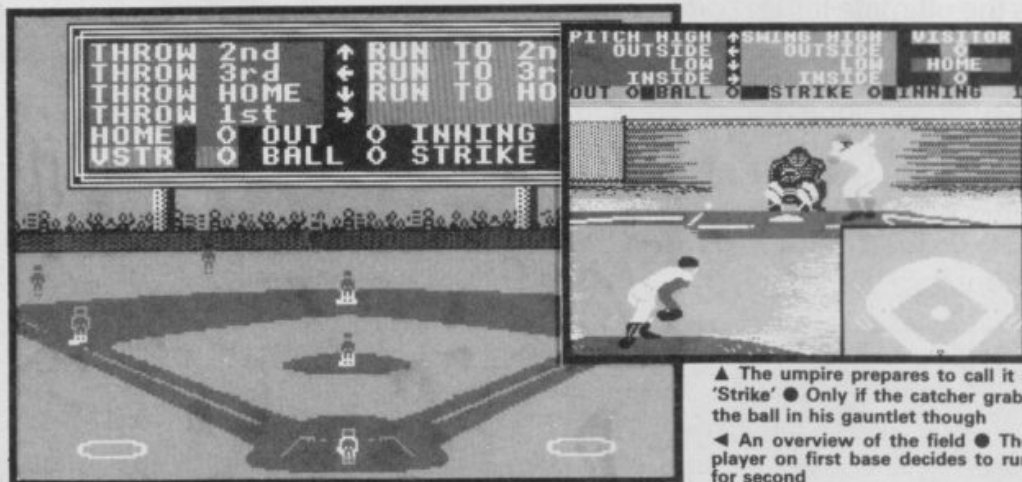
When you run the screen view

switches to an overhead one with tiny dots representing the players and fielders. If you get to first base you bat again with your next team member.

The action is fast and as each player comes home your score-board at the top of the screen racks up the runs for the team while keeping a log of your innings, the balls pitched and the number of batsmen who have struck out.

Advance has got itself a winner here with **Hardball**. Its conversion may not be as colourful as the original Commodore 64 game — published by Accolade in the US — but the animation is fast and there's little hint of attribute clash.

Actually it turned out to be the most addictive sports simulation I've yet played. It's mainly the variety of graphics screens — close-up, birds-eyeview, and the menus — combined with easy-to-operate joystick-selected options which makes programs like **Football Manager** look dated and very primitive ■



▲ The umpire prepares to call it a 'Strike' ● Only if the catcher grabs the ball in his gauntlet though ◀ An overview of the field ● The player on first base decides to run for second



# POOLSWINNER

THE ULTIMATE POOLS PREDICTION PROGRAM

- **MASSIVE DATABASE** Poolswinner is a sophisticated Pools prediction aid. It comes complete with the largest database available - 22000 matches over 10 years. The database updates automatically as results come in.
- **PREDICTS** Not just SCOREDRAWS, but ALWAYS, HOMES and NO SCORES.
- **SUCCESSFUL** SELEC guarantees that Poolswinner performs significantly better than chance.
- **ADAPTABLE** Probabilities are given on every fixture - choose as many selections as you need for your bet. The precise prediction formula can be set by the user - you can develop and test your own unique method.
- **SIMPLE DATA ENTRY** All team names are in the program. Simply type in the reference numbers from the screen. Or use FIXGEN to produce fixture list automatically (see below).
- **DISC/MICRODRIVE COMPATIBLE** Tapes supplied with conversion instructions.
- **PRINTER SUPPORT** Full hard copy printout of data if you have a printer.



Boxed, with detailed instruction booklet

PRICE £15.00 (all inclusive)

NOW AVAILABLE

FIXGEN 86/7

AT LAST: No more struggling for hours to get the fixture list into the computer. FIXGEN has been programmed with all English and Scottish fixtures for 1986/7. Simply type in the date, and the full fixture list is generated in seconds. Fully compatible with Poolswinner. Yearly updates available.

POOLSWINNER with FIXGEN £16.50 (for both)



## COURSEWINNER v3

THE PUNTERS COMPUTER PROGRAM

You can develop and test your own unique winning system by adjusting the analysis formula, or use the program in simple mode. Coursewinner V3 uses statistical analysis of major factors including past form, speed ratings, course statistics, prize money, weight, going, trainer and jockey form etc. It outputs most likely winners, good long odds bets, forecasts, tricast etc. The database includes vital course statistics for all British courses. You can update the database - never goes out of date.

PRICE £15.00 (all inclusive) includes Flat AND National Hunt versions.

NOT JUST A TIPSTER PROGRAM, Coursewinner V3 can be used by experts and occasional punters alike.

ALL PROGRAMS AVAILABLE FOR: AMSTRAD CPCs, AMSTRAD PCWs (ADD £3.00), ALL BBCs, ALL SPECTRUMS, COMMODORE 64/128, ATARI (48K+), SINCLAIR QL.  
Supplied on tape (simple conversion to disc) - except PCW (on 3" disc) and QL (on microdrive)

Send Cheques/POs for return of post service to...



phone 24 hrs



phone 24 hrs

37 COUNCILLOR LANE, CHEADLE, CHESHIRE. ☎ 061-428 7425  
(Send for full list of our software)

## SHEKHANA COMPUTER SERVICES

SPECTRUM	RRP	OUR PRICE	SPECTRUM	RRP	OUR PRICE
Exploding Flat II	8.95	6.75	Desert Fox	7.95	5.95
Paper Boy	7.95	5.95	Lightforce	8.95	6.75
Miami Vice	7.95	5.95	Astrix	9.95	7.50
Dan Dare	8.95	6.75	Napoleon at War	14.95	12.95
City Slicker	7.95	5.95	Trivial Pursuit	9.95	7.50
Bobby Beasing	9.95	7.95	Gallipoli	9.95	7.50
Theatre Europe	7.95	5.95	Shao Lin Road	7.95	5.95
Ian Bothams Cricket	9.95	7.95	XARC - C1	7.95	5.95
Strike Force Cobra	9.95	7.95	Tennis	7.95	5.95
Colossus Chess 4.0 - C1	9.95	7.95	Galvin	14.95	12.95
Acc	8.99	6.99	Jewels of Darkness	7.95	5.95
Cauldron II	9.95	7.50	PS15 - Trading Company	7.95	5.95
Pub Games	8.95	6.75	Strike Force Hammer	7.95	5.95
Unidom	7.95	5.95	Ghost and Goblins	7.95	5.95
Konami Golf	8.95	6.75	Druid	7.95	5.95
Quazatron - C1	7.95	5.95	Leader Board	14.95	12.95
Bomb Jack - C1	14.95	11.95	The Art Studio (OCP)	8.95	6.95
Elite - C1	8.95	6.75	Hardball	7.95	5.95
Finlord	9.95	7.50	Knightmare Railway	9.95	7.50
Gallipoli	8.95	6.95	They Stole a Million	9.95	7.50
Cyborg	7.95	5.95	Desert Rats - C1	7.95	5.95
Its a KO	9.95	7.50	Winter Games	7.95	5.95
Tomahawk	8.95	6.75	Nexor	7.95	5.95
Sword and Sorcery	7.95	5.95	Head Coach	8.95	6.95
Highlander	7.95	5.95	Kung Fu Master	7.95	5.95
The Great Escape	7.95	5.95	Prodigy	9.95	7.95
Footballer of the Year	7.95	5.95	Gremis	9.95	7.95
Translot	8.95	6.75	Best of Beyond	8.95	6.95
Revolution	9.95	7.50	Silent Service	9.95	7.95
Star Strike II	7.95	5.95	Bounces	9.95	4.99
Fairlight II	9.95	7.50	Graphic Advan Creator	22.95	19.95
T T Racer	9.95	7.50	Shockway Reader	8.95	6.95
Heartland	8.95	6.75	Captain Kelly	8.95	6.95
Tupid	8.95	6.95	Return to Oz	7.95	5.95
Camelot Warriors	9.95	7.50	After Shock	8.95	7.50
Rogue Trooper	8.95	6.95	Kayleth	8.95	6.75
Deactivators	7.95	5.95	PSI Chess - C1	9.95	7.50
Tarzan	9.95	7.50	Dark Sepire	9.95	7.50
Hi Jack - C1	9.95	7.50	Vera Cruz	9.95	7.50
Strike Force Cobra	8.95	6.95	Dantes Inferno	9.95	7.50
Uchi - Mata	7.95	5.95	Infodroid	9.95	7.50
1942	9.95	7.50	Moonlight Madness	9.95	7.50
Dragons Lair	1.99	1.99	*Scooby Doo	7.95	5.95
Any Mastronic Games	9.95	7.95	*Space Harrier	7.95	5.95
Monopoly	8.95	6.95	***Spectrum 128 Titles	9.95	7.95
Jack the Nipper	7.95	5.95	Cyruis II Chess	11.95	9.95
War	7.95	5.95	Ghostbusters	9.95	7.95
Commando 86	8.95	6.95	Fairlight	9.95	7.95
Mindstone - C1	9.95	7.50	International Match Day	9.95	7.95
Star Trek	39.95	37.95	The Music Box	9.95	7.95
Interface III	12.95	12.95	Winter Games	9.95	7.95
Quick Shot II Joystick	12.95	12.95	Waterloo	9.95	7.95
Quick Shot II Plus	12.95	12.95	Austerlitz	9.95	7.95
Konix Speeding	12.95	12.95	Hacker	9.95	7.95
Datex Switchable Interface	12.95	12.95	4 Weeks in Paradise	9.95	7.95

C1 = 128K compatible

All prices include P&P in UK. Europe add £1 per tape. Elsewhere at cost.  
Cheque/PO payable to: S.C.S (SUS) PO Box 394 London N15 6JL.  
Telephone 01-800 3156.

If you would like to pick up your discount software from our shop, please produce your copy of this advert for above discounts. To SCS, 221 Tottenham Court Road, London W1R 9AF.  
(Near Goudge Street Station)  
Open 6 days a week 10.00am-18.00pm.



Barclaycard and Access hotline ☎ 01-809 4843 or ☎ 01-631 4627.

Credit Card orders dispatched same day - subject to availability.  
\*New Releases subject to availability form Software House. Please ring for availability.

VISA

## FOOTBALL MANAGEMENT STRATEGY GAMES from E & J SOFTWARE

48K SPECTRUMS

3 quality football games for serious enthusiasts. Each game uses the full available memory of your Spectrum or Spectrum+ and is packed with genuine features.

### PREMIER LEAGUE

OUR COMPREHENSIVE AND EXCITING LEAGUE GAME - FEATURES INCLUDE: Training, Team Selection, Substitutes, Half-Time Scores, Full Squad Details, Named Goal Scorers, Team Styles, Save Game, Financial Problems, 5 Skill Levels, Transfer Market, Injuries, Continuing Seasons, Printer Option, PLUS MANY MORE!

### EUROPEAN TROPHY

A SUPERB EUROPEAN COMPETITION STYLE GAME WITH THESE FEATURES: Home & Away Legs, Away Goals Count Double, 2 Substitutes Allowed, Extra Time, Penalty Shoot-Outs (with sudden death), Match Injuries, Injury Time, Match Penalties, 5 Skill Levels, Pre-Match Reports, Team Selection, Named Goal Scorers, Save Game, Printer Option, PLUS MANY MORE!

### ★★★ SPECIAL FEATURE ★★★

Transfer your PREMIER LEAGUE winning side into EUROPEAN TROPHY

Both these games can be played separately or as COMPANION GAMES

★★★ Games £5.25 each ★★★

SPECIAL TWIN PRESENTATION PACK OF BOTH GAMES AVAILABLE AT ONLY £9.95

### and now! WORLD CHAMPIONS

An exciting World Cup Football Management simulation taking you from the first warm-up friendlies through the qualifying stages, Tour Matches and onto the finals. LOOK AT THESE FEATURES! Select Team from Squad of 25, Pre-Match Team News, Disciplinary Table, Full Results List, Match Suspensions, Change Player or Team Name, League Tables, 7 Skill Levels, Save Game, Printer Option, PLUS MANY MORE!

WORLD CHAMPIONS features a superb comprehensive text match simulation including the following: Match Timer, Named Goal Scorers, Goal Times, Corners, Free Kicks, Injuries, Bookings, Penalties, Sending Off, Injury Time, Extra Time, Penalty Shoot-Out.

★ ALL THIS AT THE UNBEATABLE VALUE OF £6.95 ★



All games now in stock for immediate despatch - order your copies now!

FANTASTIC VALUE - ORDER ALL THREE GAMES FOR ONLY £15.95

All prices include postage and packing (add £1.00 outside UK). Available by mail order only.

E & J SOFTWARE, Room 1  
37 Westmoor Road, Enfield, Middx, EN3 7LE

## HIRE SPECTRUM SOFTWARE

- \* OVER 500 different titles available for hire including ARCADE, ADVENTURE, BUSINESS, EDUCATIONAL etc.
- \* OVER 10,000 tapes in stock. All publisher's originals.
- \* LOWEST HIRE CHARGES - hire up to 3 tapes at a time, from only 63p (plus P&P and VAT) for 2 weeks hire.
- \* FREE printed CATALOGUE
- \* FREE newsletter with hints, tips, reviews, etc.
- \* TAPES for sale at DISCOUNT prices, (eg MANIC MINER £2.00).
- \* FAST, FAST SERVICE. All tapes sent by 1st class postage.
- \* HALF-PRICE OFFER - LIFE membership ONLY £3.00 (normally £6.00).
- \* FREE first hire tape. (For limited period).
- \* EUROPEAN MEMBERS WELCOME. (Payment in Sterling).

Have you ever been disappointed with software you've purchased? Now you can hire it first. If you like it, buy it at £1.00 off our already discounted prices. If you don't, send it back and it will only cost you the hire fee.

NSL is the best SPECTRUM library, with over 8,000 delighted members, the largest range of tapes and controlled by our computer with 22 mb hard disc. JOIN TODAY, or, if you don't believe our claims write or 'phone 01-661 9240 for a catalogue, and check our competitors. We're confident you'll join NSL.

## NATIONAL SOFTWARE LIBRARY

42 Harefield Avenue, Cheam, Surrey SM2 7NE.

I enclose £3.00 for LIFE MEMBERSHIP. Please rush my membership kit to me. If, within 28 days, I'm not delighted with your service you'll refund my membership fee.

Name \_\_\_\_\_

Address \_\_\_\_\_

SU11



# ARCADE

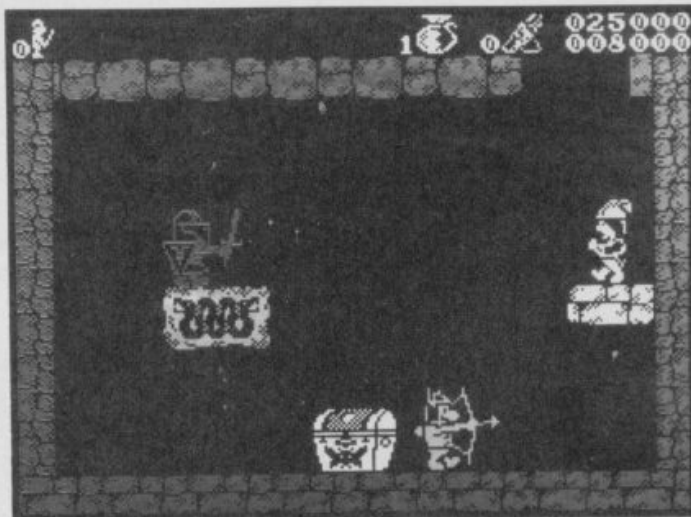
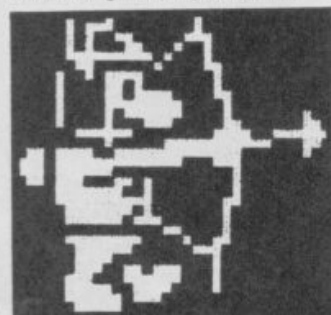
## REVIEW

**C**onquestador is the game with everything. Attribute problems, naff unoriginal plot, boring design, it's dated, cliched, tedious, vastly overpriced and it has a terrible name.

If Mastertronic or Firebird had released this one it might just crack it as a nothing-special £1.99 cheapie.

Melbourne House is trying to get £7.95 for the stupid thing. Things must be bad.

What is it? Well it has this comic knight trying to collect



# CONQUESTADOR

three magic star stones. These are hidden among some forty caskets — each of which looks exactly the same.

Your little knight wanders around a vaguely Spellboundish world (except that the sprites are very inferior, more flickery and less inventive). The main obstacle in this game is continuous assault by bow-wielding knights. These are all exactly the same as well, although they vary in colour.

I always think the mark of a really bad game is the size of

the bounce when the jump button is used — games with really enormous bounces that have you zipping right over the screen are always bad. Guess what happens here.

Exciting things you can do in this game include, replenishing arrows, replenishing lives and finding keys. Even more exciting things include turning into a dragon (the game itself gets half a star for that) and transporting (this features an opening and closing giant mouth and wins the game the

other half star it deserves.

Actually the best thing about the game was the press release which actually made the game sound pretty good until you realise it resorts to that old PR standby — not telling the whole truth. Thus the game we are told has "solid, finely detailed perspective graphics". It doesn't. And we are told the game will "have you reacting faster than you can think". Does that seem to mean that the game is not as slow as it seems, or am I going mad? ■

### FACTS BOX

Utterly awful in every way. It's the kind of thing that loses good software houses hard-won representations for quality

#### CONQUESTADOR

Label: Melbourne House

Author: ERBE

Price: £7.95

Joystick: Kempston

Memory: 48/128K

Reviewer: Graham Taylor



# CAPTAIN KELLY

I may be a men old goat, but there's still a tale or two left in these old bones. Captain Kelly's my name.

I'm not one for prattling but the most dangerous mission I ever undertook for the IGTD was aboard a rogue mining trader with nothing but a bunch of maniac robots for company.

My commander told me I had to destroy all robots — five on each level — before I could get into the control room and throw my sonic screwdriver into the

works. I had only one life — I didn't want to lose that — a limited supply of oxygen and laser slugs.

The ship had no atmosphere and my oxygen supply was soon depleted. I found top-up tanks around the ship but they held only a limited amount of oxygen so I had to plug in sparingly. I also needed to keep a constant check on my energy level. Robot bashing is exhausting work and I could only pep myself up with a visit

### FACTS BOX

A sorry tale of flat graphics, mechanical animation and dull plot. One of the poorest Quicksilver titles ever

#### CAPTAIN KELLY

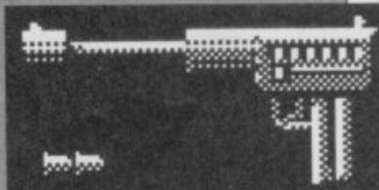
Label: Quicksilver

Price: £8.95

Joystick: Kempston, Sinclair

Memory: 48K/128K

Reviewer: John Galt



strength and firepower were not fixed. A robot which proved harmless in one position was deadly in another. They fought until their energy dropped dangerously low and then retreated to a repair bay.

I got to each of the seven levels through one of the many teleport links throughout the ship. Once I'd killed off all 35 robots in the ship the doors of the control room opened and I quickly went into the complex.

I have to admit Captain Kelly was a tacky arcade game full of flat-looking robots, simple mazes and very basic special effects.

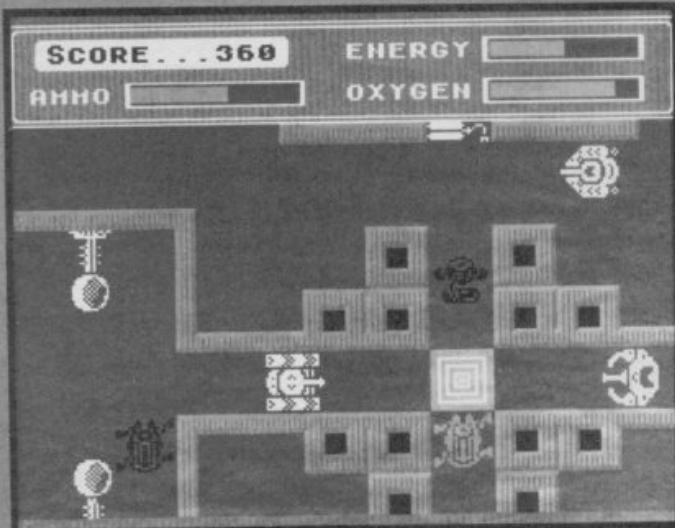
The robots weren't particularly well animated but they were persistent devils, firing at everything and blocking my way through the mazes.

My mission was tame and, after a few levels of blast, blast, blast, became tiring.

I had no choice but to continue to the end.

You do. Don't bother.

And from the company which brought you the terrific Glider Rider I'd hoped for something a whole lot better ■



to the ship's infirmaries. Unfortunately, the ship's security system only allows a limited number of visits to the infirmaries, armouries and radio room. The radio room, however, provided a key. I could contact a laser satellite and command it to beam extra energy to the ship. It gave me a little more time, but not much.

Three types of robot were in evidence, although they all acted the same. According to my design manual their





# SINCLAIR TITLES

## SOFTWARE

NEVER ENDING STORY	£4.95
KNOCKOUT	£2.95
MATCH FISHING	£2.95
SON OF BLAGGER	£1.99
JET SET WILLY	£2.95
BC'S QUEST FOR TIRES	£3.95
ASHKERON	£2.50
CODENAME MATT II	£1.99
EUREKA	£1.99
BLOCKBUSTERS	£3.95
TRAIN GAME	£2.95
GREMLINS	£2.95
HELLFIRE	£2.95
HIGHWAY ENCOUNTER	£3.95
ALIEN HIGHWAY	£3.95
T.L.L.	£2.95
MOON ALERT	£1.99
ROLANDS RAT RACE	£3.95
DALEYS DECATHLON	£2.95
NIGHTFLITE II	£1.99
SOLD A MILLION INC.	
DECATHLON, SABRE WOLF, BEACHEAD, T.S.W.	£4.95
ARCADE HALL OF FAME INC.	
RAID II, BLUE MAX, ROCCO, FLAK, HUNCHBACK II	£4.95
FOOTBALL MANAGER	£3.50
MINI OFFICE	£3.50
LINWORD GERMAN	£2.50
TASWORD II	£4.95
BOUNTY BOB	£3.95
BEACHEAD II	£4.95
BRUCE LEE	£3.95
LINKWORD SPANISH	£2.50

BEACHEAD	£2.95
ROBOT MESSIAH	£2.50
TECHNICIAN TED	£2.95
AVALON	£2.50
ACTIVE COMPUTER LEARNING BOOKS - 4 TAPES	£2.95
MATCHPOINT	£3.95
NOW GAMES INC.	
LORDS OF MIDNIGHT, FALCON PATROL, ARABIAN NIGHTS, BRIAN BLOODAXE, STRANGELOOP, PYJAMARAMA	£3.99
ASTRO CLONE	£3.95
LAZY JONES	£2.50
WANTED MONTY MOLE	£2.95
MOON CRESTA	£3.50
DARK STAR	£2.95
LORD OF THE RINGS	£6.95
EVERYONES A WALLY	£2.95
JONAH BARRINGTONS SQUASH	£2.95
BACKPACKERS GUIDE	£1.99
WIZARDS LAIR	£2.50
WHEELIE	£3.50
SUBTERRANEAN STRYKER	£1.99
JASPER	£1.99
VU CALC	£2.50
CHESS BY SINCLAIR	£1.99
CHEQUERED FLAG	£1.99
EMERALD ISLE	£4.50
ADVENTURE QUEST	£4.50
LORDS OF TIME	£4.50
SNOWBALL	£4.50
SABRE WOLF	£2.50
BIZZICOM (BUSINESS CONTROL SYSTEM)	£2.95
PAC MAN BY ATARISOF	£5.95
VALHALLA	£2.50
TWIN KINGDOM VALLEY	£2.95

PSYCHEDELIA	£1.99
QUICKSILVA WORD PROC.	£1.99
BRAXX BLUFF	£1.99
DEATH CHASE	£1.99
CODENAME MATT	£1.99
HEATHROW A.T.C.	£2.95

## EDUCATIONAL PACKS

PHYSICS 'O' LEVEL and 'A' LEVEL	
MATHS 'O' LEVEL, CHEMISTRY 'O' LEVEL	
BIOLOGY 'O' LEVEL	£9.95
COLLINS 4-11 YEARS PACK	
WHATS THE TIME, KNOW YOUR TABLES, FIRST NUMBERS	£7.95
COLLINS PADDINGTON PACK	
PADDINGTONS EARLY VISIT, PADDINGTONS GARDEN GAME, PADDINGTON AND THE DISAPPEARING INK	£7.95
HILL MCGIBBON PACK	
PUNCTUATION PETE, BALLOONING, CAR JOURNEY, SPECIAL AGENT	£7.95
LONGMAN SOFTWARE 6-10 YEARS	
SUM SCRUNCHER, ROBOT RUNNER, WILD WORDS, A.B.C. LIFT OFF	£6.95
MR T PACK INC.	
MR T'S SIMPLE SUMS, MR T MEETS HIS MATCH, MR T'S ALPHABET GAME	£5.95
MR T PACK INC.	
MR T'S NUMBER GAMES, MR T'S SHAPE GAMES, MR T'S MEASURING GAMES	£5.95
GRIFFIN SOFTWARE PACK INC.	
5 YEARS AND OVER	
WORDSPELL, FAIRSHARE, WORDGAMES	£5.95
GRIFFIN SOFTWARE PACK INC.	
5 YEARS AND OVER	
TABLESUMS, NUMBERFUN, GET SET	£5.95
GRIFFIN PYTHAGORAS PACK INC.	
10-15 YEARS	
THEOREM OF PYTHAGORAS, FORMULAE & COMPOUNDS, FUNDAMENTAL ALGEBRA	£5.95

GRIFFIN MATCHS & CHEMISTRY PACK	
10-15 YEARS	
ATOMS & MOLES, INTRO TO TRIGONOMETRY, MENTAL ARITHMETIC	£5.95

## GAMES PACKS

SILVERSOFT PACK INC.	
SUPERMUTT, ARCADE ACTION ORBITER, STARSHIP ENTERPRISE, CYBER RATS, ARCADE ACTION, SLIPPERY SID	£5.00
CODENAME MATT II, VIEW TO KILL, FRIDAY 13th, TEST MATCH, BEAKY & THE EGG SNATCHERS, THEY PYRAMID	£5.95
IMAGINE PACK INC.	
STONKERS, PEDRO, ALCHEMIST, ZOOM, ZIP ZAP, CONQUEST	£3.95
ON THE OCHE INC.	
SNOOKER, WORLD CUP FOOTBALL, OLYMPICS GOLF, DERBY DAY	

## UTILITIES

SPECTRUM	£25.00
QUICKSHOT II WITH M.S.	£10.95
ALPHACOM PAPER 5 ROLLS	£8.95
CURRAH MICRO 5 LOTS	£2.95
COMPUTER TO T.V. LEADS	£1.50
MICRODRIVE CARTRIDGES	£1.99

p&p 75p all orders  
overseas - £1.00 per tape.  
£2.50 packs, £5.00 peripherals

## LOGIC SALES LTD

6 Midgate · Peterborough · Cambs  
24 hour ordering on 0733 313870



LOOK OUT FOR  
MY SPARKLE  
RATING

## BLACK HAWK

Piloting skills are not enough! You need courage and a cool head to guide Black Hawk over enemy territory on the world's deadliest mission. Defend your jet against barrages of missiles and dodge the rocket launchers to reach the ultimate goal - the airfield. Do you have what it takes? Only the cool headed survive in this game of high stakes and fast reactions. Black Hawk is a superb simulation with over 30 levels of play. Your on-board computer allows you to view positions from the attack or defence - with automatic adjustment according to the rate of incoming missiles. This must be the ultimate in action/strategy play. Commodore 64 and Spectrum 48K. Sparkle rating \*\*\*\*\*

Also from Sparklers: Spectrum 48K Stagecoach, Danger Mouse in Double Trouble, Danger Mouse Making Whoopee, Time Wreck, Kidnap, Commodore 64 Mad Doctor, White Viper, Danger Mouse in Double Trouble, Atari Soccer, Submarine Commander, Desmond's Dungeon.

## SNODGITS

Test your sleuthing skills against world famous detectives. They're all there hunting the slippery Snodgits - dreadful little creatures who wreak havoc in Lord and Lady Snodger's snobsville mansion. A must for all bright sparks. Amstrad CPC-464, Spectrum 48K. NOW ON COMMODORE 64. Sparkle rating \*\*\*\*\*

## RIVER RESCUE

This race against time depends entirely on your skills as a navigator and pilot. But you are not without help. As the owner of the fastest power boat in the region you can rely on your boat to steer you to the rescue of the trapped scientists. But look out for crocs, rocks and mine-dropping rivals. Spectrum 48K. Sparkle rating \*\*\*\*\*

## TANK COMMANDER

Let battle commence! The outcome of the war is in your hands. Your task is to destroy enemy ammunition and supplies - from behind their lines. Not easy as the terrain is rough and littered with swamps and minefields. You are also on your own and vulnerable to aerial attack at any moment! Just the thing for wet Sundays. Atari. Sparkle rating \*\*\*\*\*

## Tower of Evil

Have you ever fought a Baphomet? Well, they are no pushover. They guard where the Princess is imprisoned and have some equally horrendous friends. Poor old Princess Diana - locked away in the clutches of the Necromancer. You are her only hope. Commodore 16. NOW ON SPECTRUM 48K. Sparkle rating \*\*\*\*\*

AVAILABLE FROM ALL GOOD SOFTWARE STORES

Unit B11, Armstrong Mall, Summit Centre, Southwood, Farnborough, Hants. GU14 0NR Tel: 0252 522200.

Sparklers



**Dept. Su., Unit 1; 1 Esmond Road; London W.4. 1BR**



**BUY BY  
PHONE**  
**RING 01-995 2763**

If you wish to purchase any product from our list and find that you can buy the same product cheaper from another mail order company, simply enclose the lower amount, stating the name of the other company and where you saw the advert. (It must be a current issue). Price Promise does not apply to other companies "Special Offers".

**ORDERS OVER  
£30  
DEDUCT 10%**

	REC PRICE	OUR PRICE
MINDSTONE	8.95	6.70
QUILL AND ILLUSTRATOR	29.95	14.95
ACE	9.95	7.45
DARK SCEPTRE	9.95	7.45
RESCUE ON FRACTULUS	9.95	7.45
ACTION REFLEX	7.95	5.90
HEARTLANDS	9.95	7.45
STAINLESS STEEL	8.95	6.70
MISSION OMEGA	9.95	7.45
CAPTAIN KELLY	8.95	6.70
NEMESIS	7.95	5.90
THE BOGGIT	7.95	5.90
LEADER BOARD	7.95	5.90
PSI 5	7.95	5.90
LAW OF THE WEST	7.95	5.90
DRAGON'S LAIR	9.95	7.45
LIGHTFORCE	7.95	5.90
T.T. RACER	9.95	7.45
UCHI MATA	8.95	6.70
REVOLUTION	9.95	7.45
PAPER BOY	7.95	5.90
FIST II	8.95	6.70
STAR TREK	9.95	7.45
THAI BOXING	7.95	5.90
WAY OF THE TIGER	9.95	7.45
JACK THE NIPPER	7.95	5.90
DYNAMITE DAN II	7.95	5.90
PUB GAMES (7 GAMES)	9.95	7.45
HJ JACK	9.95	7.45
THEATRE EUROPE	9.95	7.45
CAULDRON II	8.99	6.70
STREET HAWK	7.95	5.90
FAIRLIGHT II	9.95	7.45
GRAPHIC ADVENTURE CREATOR	22.95	20.95
BOBBY BEARING	7.95	5.90
MANTRONIX	7.95	5.90
MIAMI VICE	7.95	5.90
VIRGIN ATLANTIC	7.95	5.90
30 STARSTRIKE	2.99	2.95
SCUBA DIVE	2.99	2.95
KUNG FU MASTER	7.95	5.90
XARO	9.99	7.50
TENNIS	7.95	5.90
GAL VAN	7.95	5.90
PYRACURSE	9.95	7.45
DESERT FOX	7.95	5.90
SILENT SERVICE	9.95	7.45
W.A.R.	7.95	5.90
SIR FRED	9.95	6.95
3 WEEKS IN PARADISE	9.95	5.95
"V"	7.95	5.90
ELITE	14.95	11.25
GREEN BERET	7.95	5.90
BAT MAN	7.95	5.90
QUAZATRON	8.95	6.70
IMPOSSIBLE MISSION	7.95	5.90
INTERNATIONAL KARATE	6.95	5.25
FOOTBALL MANAGER	8.95	6.50
ANY MASTERTRONIC	1.99	1.99
ANY MASTERTRONIC	2.99	2.99

3D STARSTRIKE BLUE THUNDER  
SON OF BLAGGER  
AUTOMANIA  
BUGABOO  
PSYTRO WHEELIE  
FALL GUY BLADE ALLEY  
PENETRATOR

ALL  
10 GAMES  
ONLY  
5.99

HUNCHBACK  
SPACE INTRUDERS  
MR WIMPY  
KONG  
TRANSVERSION  
MISSILE DEFENCE

**ALL  
12 GAMES  
ONLY  
£5.99**

PULL  
DENNIS THROUGH THE  
DRINKING GLASS  
MOON BUGGY  
SPECTRES  
METEOR STALL  
TIME GATE

4 CRASH  
SPY HUNTER  
NIGHT GUNNER  
DUN DARACH  
ALIEN 8

**ALL  
4 GAMES  
ONLY  
7.45**

SNOOKER  
DARTS WORLD CUP FOOTBALL  
OLYMPIC (14 EVENTS)  
GOLF  
DERBY DAY

ALL  
6 GAMES  
ONLY  
5.99

VIEW TO A KILL  
CODE NAME MAT II  
FRIDAY THE 13TH  
TEST MATCH  
PYRAMID  
BEACKY & THE EGG SNATCHERS

**ALL  
6 GAMES  
ONLY  
5.99**

NICK FALDOW PLAYS  
THE OPEN  
SORCERY  
CODE NAME MAT TWO  
EVERYONES A WALLY  
A VIEW TO KILL

**5 GAMES ONLY  
£7.45**

SABOTEUR  
TURBO ESPIRIT  
COMBAT LYNX  
CRITICAL MASS

SORDIDONS SHADOW  
ENIGMA FORCE  
DOOMARK'S REVENGE  
SHADOWIRE

**ALL  
4 GAME  
ONLY**

LORDS OF MIDNIGHT  
BRIAN BLOODAXE  
STRANGELOOP  
PYJAMARAMA  
ARABIAN NIGHTS  
FALCON PATROL II

**ALL  
11 GAMES  
ONLY  
6.70**

AIR WOLF  
CHUCKIE EGG II  
TIR NA NOG  
CAULDRON  
WORLD CUP

	PRICE	PRICE
XCEL	9.95	2.99
VIEW TO A KILL	10.99	3.99
WORLD CUP FOOTBALL	7.95	2.99
GAMES DESIGNER	10.99	3.99
MANIC MINER	7.95	2.99
MATCH POINT	7.95	3.99
SURF CHAMP	9.95	3.99
30 BAT ATTACK	7.95	2.50
JET SET WILLY	7.95	3.99
THUNDERBIRDS	7.95	3.99
GYROSCOPE	7.95	3.99
BEACH HEAD	7.95	3.99
FRIDAY THE 13TH	9.99	3.99
TOY BAZAR	8.95	3.99
GYRON	9.95	3.99
DALEY THOMPSON DECATHLON	7.95	3.99
SORDERON'S SHADOW	9.95	3.99
WFO	8.95	4.99
NEVER ENDING STORY	9.95	5.99
EUREKA	14.95	4.99
MS. PACMAN	7.95	4.99
GALAXIAN	7.95	4.99
ENDURO	8.95	4.99
RIVER RAID	8.95	4.99
FIGHTING WARRIOR	8.95	4.99
BATTLE OF THE PLANETS	9.95	4.99
LORDS OF MIDNIGHT	9.95	4.99
PACMAN	7.95	5.39
WORLD SERIES BASKETBALL	7.95	5.39
PITFALL II	8.95	5.39
VALKYRIE 17	9.95	5.39
ENIGMA FORCE	9.95	5.39
ROBIN OF SHERWOOD	9.95	5.39
GLADIATOR	8.95	5.50
STARION	8.95	5.39
DESERT RATS	7.95	5.39
ROLLAR COASTER	8.95	5.50
ARC OF YESOO	9.95	5.39
COSMIC WARTOAD	7.95	5.39
ARCADE HALL OF FAME	9.95	5.99
WHAM'S MUSIC BOX	9.95	5.99
VALHALLA	14.95	3.99
GREAT SPACE RACE	14.95	3.99
QUICKSHOT II	8.95	5.99
HEAVY ON THE MAGIC	9.95	6.99
TWISTER	6.95	3.99
SPIDERMAN	9.95	2.99
DIMENSION DESTROYER	7.95	2.99
DREADNOUGHT'S		
PANZER ATTACK		
RED BARON	30.00	5.99
PABAS		

REC PRICE	OUR PRICE
9.95	2.99
10.99	2.99
7.95	2.99
10.99	3.99
7.95	2.99
7.95	3.99
9.95	3.99
7.95	2.50
7.95	3.99
7.95	3.99
7.95	3.99
7.95	3.99
9.99	3.99
8.95	3.99
9.95	3.99
9.95	3.99
7.95	3.99
9.95	3.99
8.95	4.99
9.95	5.99
14.95	4.99
7.95	4.99
7.95	4.99
8.95	4.99
8.95	4.99
8.95	4.99
9.95	4.99
9.95	4.99
7.95	5.39
7.95	5.39
8.95	5.39
9.95	5.39
9.95	5.39
8.95	5.39
8.95	5.39
7.95	5.39
8.95	5.39
9.95	5.39
9.95	5.99
9.95	5.99
14.95	3.99
14.95	3.99
8.95	5.99
9.95	6.99
6.95	3.99
9.95	2.99
7.95	2.99
20.00	5.99

• BOOK SALE NOW ON •

SIXTY GAMES FOR YOUR SPECTRUM	2.99
ME AND MY MICRO	2.99
BEYOND THE ARCADE	2.99
CREATING ADVENTURE GAMES ON YOUR COMPUTER	2.99
MICRO ENQUIRER SPECTRUM	3.20
SPECTRUM REALLY EASY GUIDE (HARDBACK)	3.99

WHOLE STOCKS LAST

Please send me the following titles. BLOCK capitals please!

Type of computer

[illegible]

Name .....

Address .....

Tel. No. \_\_\_\_\_

Total Enclosed £

Please make cheques or postal orders payable to **BARGAIN SOFTWARE.**

Prices include P&P within the U.K. Europe please add £0.75 per tape.

Elsewhere please add £1.00 extra per tape

SUK

**VISIT OUR SHOP**  
474A Chiswick  
High Road  
London  
W4



# TT RACER

There's realistic and there is realistic.

When it says it's 'unbelievably realistic' on the front of the **TT Racer** motorcycle simulation box (attributed to Suzuki TT champion Paul Lewis) this may (unintentionally I'm sure) be misleading.

**TT Racer** is a very close simulation of TT racing — the bike you control in the game handles just like the real thing. In that sense it's very realistic. It is not, however, particularly astounding visually which may be some people's impression from the quote. In truth I was disappointed by the display.

The Suzuki bike is accurately represented in terms of acceleration, cornering and other handling characteristics. You can race it in a variety of settings and tracks against



▲ Part of the highly detailed bike control panel ● Accelerator and break handler really move ● Gear change is automatic

other bikes — authentic techniques to weave your way to the front and beat the opposition on the corners will work and thus the game can be seen as an genuine test of riding skill.

Despite the accuracy of the simulation (you can even alter the engine size and gear ratios — to experiment with different kinds of response) you can control the bike using only joystick movements —

## FACTS BOX

*Excellent as a simulation though not graphically as astounding as expected. If you're into accuracy, it's got it*

### TT RACER

Label: Digital Integration

Author: in house

Price: £19.95

Memory: 48K/128K

Joystick: various

Reviewer: GT



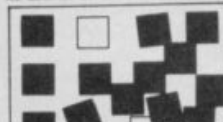
combinations of forward and backward with *Fire* giving gear changes up and down.

On-screen you get a display of the track, peripheral objects like trees and the other bikes (if you can see them) and at the bottom of the screen is your bike console. A nice touch is the authentic way the gear and brake levers 'squeeze' according to your joystick movements.

The display of the track — as

◀ On the tracks ● Another rider in the rear view mirror ● Tilting for the turn ● Watch that temperature reading

## STRATEGY SIMULATION



## REVIEW



already mentioned — is marginally disappointing. Things don't seem really to have moved on from say, **3D Death Chase** or any of the early car racing games. All the opposition bikes are the same colour (green) except for the usual attribute problems and except for when you 'see' the bike you have just passed in your mirror (when strangely it discovers colours it never knew it had — nice idea though).

Track scrolling is reasonably smooth but no better than other racing games of a year ago. Am I being too demanding to expect better?

Buy **TT Racer** because you want a simulation that's state of the art as far as attention to detail goes. If you're just after another racing game you might be disappointed ■



Utterly simple, fairly addictive, visually straightforward but strangely effective in a geometrical sort of way. **Room Ten**, more than anything else, is Pong.

Remember **Pong**, the game that started it all off? **Pong** that etched little bars into the TV set **Pong** that made your eyes go funny and got boring after about two weeks and was never taken out again?

No. Not like that at all. This is **Pong** in 3D in a reduced gravity box. This is sophisticated

# ROOM TEN

algorithm and subtle gameplay.

It involves bats and balls though. Maybe it's squash for yuppie astronauts.

Designed by Pete Cooke author, gasp, of **Tau Ceti**

## FACTS BOX

*It's simple to play, and simple to look at. But turns out to be a deceptively entertaining and difficult game*

### ROOM TEN

Label: CRL

Author: Chris Newcombe

Price: £7.95

Memory: 48K/128K

Joystick: various

Reviewer: Graham Taylor



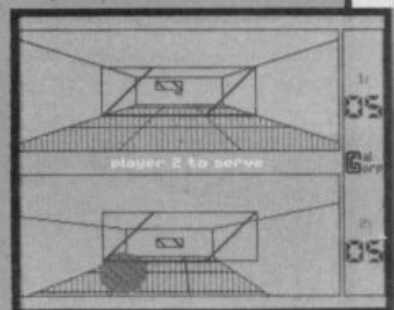
double-gasp, and written by Chris Newcombe. **Room Ten** is a neat twist on a great many ideas of bat and ball.

Imagine this: a box, oblong-shaped. At either end of the oblong are two rectangular bats. A ball is served, just like tennis and off it goes in reduced gravity. All movement starts and stops slowly — it is so easy to be hopeless stuck in the wrong position. You are trying, needless to say, to get the ball back without it hitting your back wall.

The ball will behave more or less like a normal ball in the sense that you can perform all the usual tricks of spin and angling by using the bat in different ways. It's just that you feel like you are moving in slow motion whilst the ball whizzes toward you as robustly as ever.

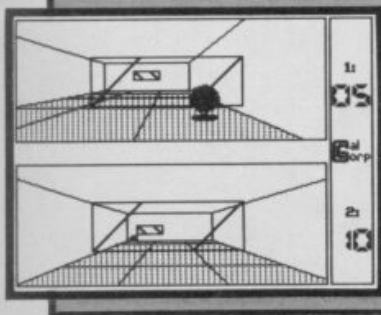
That's it. The whole thing is

nice dressed up with various menus, speed options, two-player modes (probably most fun) skill levels for the computer and instructions. But there's no disguising it's simplicity.



Graphically the thing looks like geometry diagrams, a rectangle for the bat within a rectangle for the playing box. Top of the screen is one player's viewpoint — bottom of the screen is the other's.

If it were a budget title it would be a classic ■





In **Dandy** the Gauntlet-style playing area — that threatening mixture of blind alleys and sudden wide open spaces as designed by a architect from ancient Greece — looks as impressive as ever.

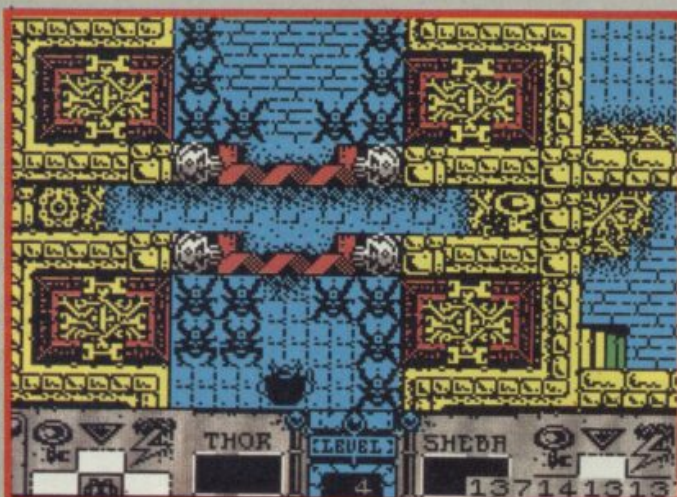
There is perhaps marginally less variety than with **Druid**. The main differences between the look of each level are only colour and the actual design of the maze.

The detail however is greater than for **Druid** — it's a trade-off of screen detail against screen variety.

The broad idea of the plot is easily summarised. Kill hundreds of monsters (a nasty kind of spider) though don't accidentally destroy goodies like keys, zap spells (smart bombs) and food. Through the game are large treasure chests which may reveal treasure.

Part of the game, at least first time round, is simply finding your way through to the next level. This is made that little bit more tricky by the fact that there are a series of underground passageways whose sometimes complex linkage takes a while to unravel — simple ordinarily but tough when giant spiders are queuing up to take you on.

Now **Dandy** is a pretty stupid name for a game don't you think? I mean you wouldn't expect a game called **Dandy** to be fast and frenzied would you?



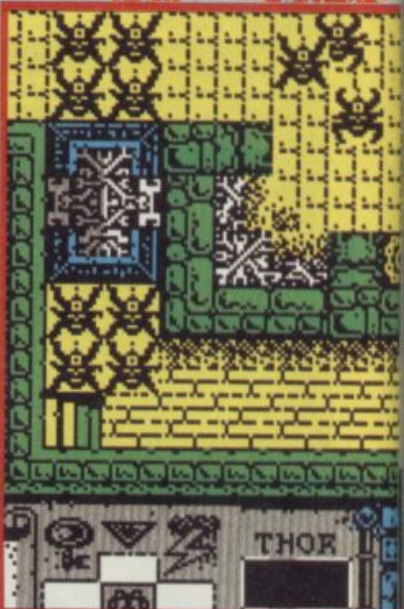
▲ Monsters line up to do battle ● Chests are for opening ● The exit to the next level is on the right ● Things look pretty bleak for your hero

Many moons ago there was a game in the arcades called **Dandy**. It was sort of swords-and-sorcery played as if it were a manic zap-'em-up. You rushed round a mythical landscape armed with a selection of spells, which behave curiously like photon blasts, and killed mythological enemies by the cart-load. You had to select your spells to kill

most effectively and pick up keys and bonus spell power by opening caskets. It wasn't that successful until it was renamed and turned into a multi-player game. It became **Gauntlet** — and the rest is history.

This then is **Dandy** not **Gauntlet**. On the other hand **Dandy** when played by a maximum of two players is,

# DANDY



▲ Level 2 ● Exit stairs bottom left ● Food bottom right ● Can our hero's name really be Sheba?

# DRUID

Let me make one thing perfectly clear. This game is not **Gauntlet**. It has no connection with **Gauntlet** and just because the whole look of the game and gameplay is

somewhat Gaunletesque I wouldn't want you to come away from this review with the impression. Hope that's clear.

**Druid** is a swords and sorcery arcade game in which you rush

about killing hundreds of assorted ghouls using one of three spells. You open magic chests to discover extra spellpower, cast various special spells and use keys to open doors. Travel from level to level via flights of stairs and the whole thing is presented top-down with a vast fantasy landscape scrolling behind you.

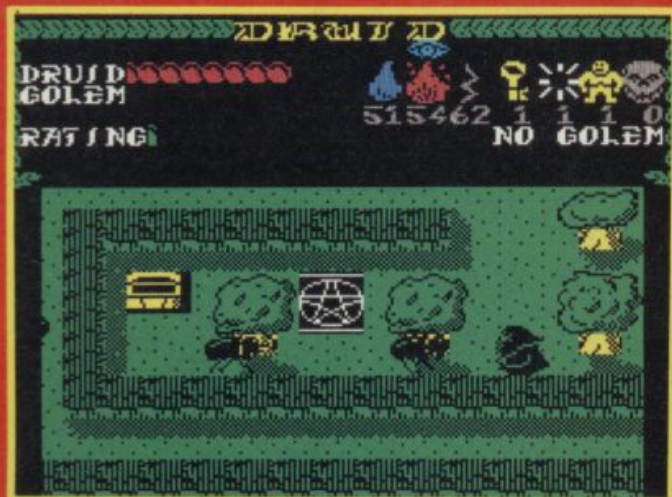
The curious thing about **Druid** is that the first screen is all shrubbery — trees and hedges: for a few moments you may be mistaken into believing it was not really all that much like the big G at all. However, as soon as you hit the second level — which looks like some sort of ancient greek temple and is full of mythical beasts and such — bells of familiarity start to be rung. This couldn't be deliberate could it? I mean they wouldn't try to hide in the shrubbery the fact this is a bit like G would they?

I completed the first level without too much trouble. You'll need to discover quickly the location of the first door key (needed at the beginning of the second level), the exit stairs

and the position of a handy regeneration pad.

You'll also need to discover what spell works best on what creature and learn to switch between spells quickly and remember to keep them all topped up.

**Druid** looks good. The backgrounds aren't quite two-colour but have been carefully designed so that for attribute clash-purposes two



▲ Level one ● Not too much like Gauntlet? ● The pentagram restores energy Now this looks more like it ● Another level on **Druid** ● Chest and exit right ►





more or less, *Gauntlet*.

Let's just say that *Gauntlet* fans will find *Dandy* as good a conversion of *Gauntlet* as they could hope for. (The reason that Electric Dreams is putting out *Dandy* rather than licencing *Gauntlet* is more complicated and decidedly tacky in places. In the event the *Dandy* licence was

much cheaper than *Gauntlet* and US Gold (which licenced *Gauntlet* for a lot of money) was not amused.

The curious — and deadly — way the monsters have of lining up to batter you is retained



faithfully in *Dandy*. Those who enjoy mass destruction should be well pleased. It is, however, more of a two-player game than *Druid* and if you have a duel port interface both can control their characters from joystick. This should substantially add to the game and help capture much of the excitement of the arcade original. At the time of writing the two players seemed to be Thor and Sheba, personally I wouldn't want to have a name like Sheba (unless I was an Alsation) and I hope that's changed before the game goes out.

There is really no major problems with recreating the general look of the original on the Spectrum. The background

is fairly orderly — lots of straight lines — and the pathways generally stay the same colour all the time so almost no colour clash at all.

Design is elegant and movement is smooth — given the requirements of the two-player version, ie, that both players have to be in the same area of the screen there is no point in making the screen scroll — It just up-dates very quickly when you reach the edge of the current section.

In other words it looks great ■

## FACTS BOX

*Astonishingly authentic conversion of what is effectively 'that game'. As a two player game it's an astounding experience*

### DANDY

Label: Electric Dreams

Author: Ram-Jam

Price: £7.99

Memory: 48K/128K

Joystick: various

Reviewer: Graham Taylor



# ARCADE



# REVIEW

## TO THE DEATH

**P**robably the hottest arcade licence of the past couple of years or so, *Gauntlet* is destined to be BIG.

So big in fact that games which (let's be generous) are heavily inspired by the game are being developed by dozens of companies.

The first two have (just about) thrown down the *Gauntlet* to US Gold's official version, which is still to appear.

We scrutinise *Druid* and *Dandy* and ask: Which will strike the first blow?

to my typewriter to actually get around to writing about the damn thing. It captures a good deal of the spirit and playing feel of *That Other Game* and it will sell in huge quantities unless the legal boys start to get nasty ■

## FACTS BOX

*Frenzied, spell bashing, otherworldly mythological violence on a grand scale. A bit reminiscent of Gauntlet in fact*

Label: Firebird

Author: Dean Carter, Andrew Bailey

Price: £7.95

Memory: 48K/128K

Joystick: various

Reviewer: Graham Taylor



colours are mostly all that is involved. Consequently, although the sprites are at times a little indistinct there are no real vomit-inducing colour flicker moments.

I made it to level three within an hour or so and soon realised that there is far more to the game than mere blasting (sorry, spell casting). The keys are vital. Sometimes a chest which appears to contain some wonderful goodies, like gigantic charges for spells, in fact contains something far

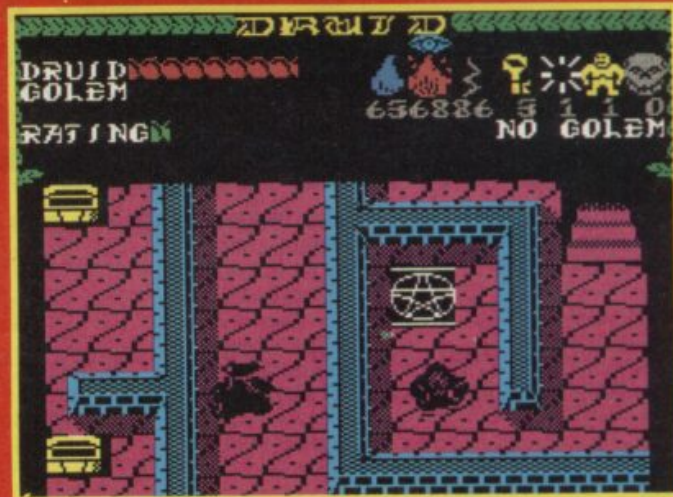
Your rating starts to grow ● Re-energised you can exit down the stairs to the next level ● Currently set to the fire spell ● Will it be effective on the next screen ►

more vital, ie your way into the next level.

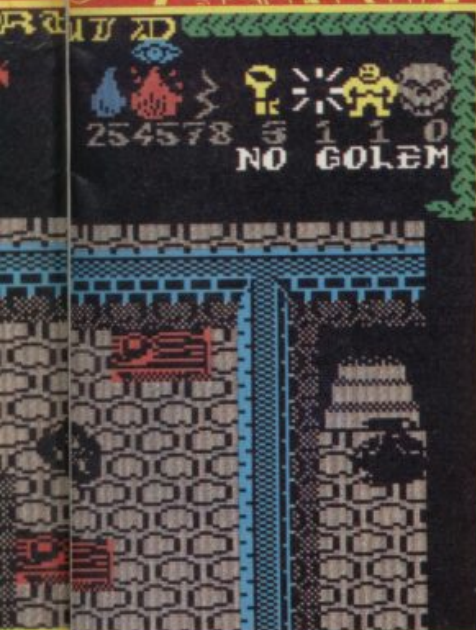
There are smart bombs (called Chaos spells), a special invisibility spell that causes the assembled warlocks, fiends, trolls, spooks (and less easily described denizens of the dark) to stand still for a few moments whilst you make a getaway.

More unusual is the Golem spell which conjures up a golem — an unearthly being that looks sort of like a bouncer from the Hippodrome and performs a similar sort of function — it keeps the insalubrious elements (and elementals) away by stomping into them.

Druids is devilishly addictive. I had to be dragged screaming



od for energy







48/128K SPECTRUM

# TT RACER

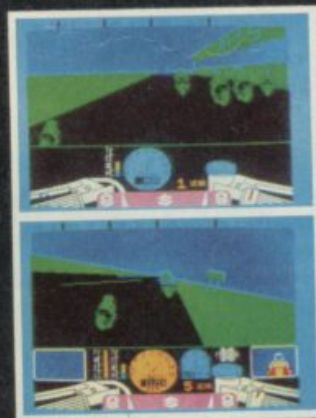
BY R.J. SWIFT

TT Racer is a spectacular motor cycle racing simulation that puts you on the hot seat of a Grand Prix bike. Experience the unique thrill of racing with its stunning over-the-handlebars 3D view and state of the art solid graphics. Set-up your bike and practice hard on the 12 famous tracks, until you're ready for the challenge... To race against the other cool professional riders for the winning flag and the world championship. Even the top Suzuki riders like Paul Lewis and Kevin Schwantz have been amazed at the accuracy of the tracks and the authentic feel of the bike.

- Spectacular over-the-handlebars 3D display
- All 12 Grand Prix tracks
- All 4 solo Grand Prix classes
- Challenge the computer and race against 15 other bikes or with networking 7 of your friends
- 4 different levels of competition
- Full Grand Prix season points scoring

ADVANCING THE ART OF SIMULATION

**"Unbelievably realistic"**  
Paul Lewis - Suzuki No. 1 Grand Prix Rider.  
**Buy TT Racer now and enter the great Suzuki/Casio Competition. A DAY WITH SUZUKI AND FANTASTIC CASIO WATCHES TO BE WON**  
Details and entry form inside pack.  
Closing Date 15th February 1987

**SPECTRUM**

TT Racer 48/128K	<input type="checkbox"/>	£9.95
Tomahawk 48/128K	<input type="checkbox"/>	£9.95
Fighter Pilot 48K	<input type="checkbox"/>	7.95
Night Gunner 48K	<input type="checkbox"/>	£6.95
<b>COMMODORE 64</b>		
Fighter Pilot Disk	<input type="checkbox"/>	£14.95
Fighter Pilot	<input type="checkbox"/>	£9.95

**AMSTRAD CPC 464, 664, 6128**

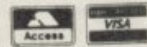
Night Gunner	<input type="checkbox"/>	£7.95
Night Gunner Disk	<input type="checkbox"/>	£13.95
Tomahawk	<input type="checkbox"/>	£9.95
Tomahawk Disk	<input type="checkbox"/>	£14.95
Fighter Pilot	<input type="checkbox"/>	£8.95
Fighter Pilot Disk	<input type="checkbox"/>	£13.95

**ATARI**

Fighter Pilot Disk	<input type="checkbox"/>	£12.95
Fighter Pilot	<input type="checkbox"/>	£9.95

VAT and p.&p. inclusive within UK (overseas inc. 55p per cassette)

Tele Sales  
(0276) 684959



Please debit my Access/Visa card no.

Expiry date

Cheques made payable to Digital Integration Ltd

I enclose a cheque/P.O. for  Total

Please send to

**DIGITAL  
INTEGRATION**

Watchmoor Trade Centre,  
Watchmoor Road,  
Camberley, Surrey  
GU15 3AJ

Trade and Export enquiries  
welcome. Lifetime Guarantee.

Name Address



# FREE\*

## Disk Interface

When you buy a Disk Drive

### A Very Special PROMOTIONAL OFFER!

For a LIMITED PERIOD!

**Single Drive +  
Beta 128/Delta Basic**

1 Mbyte 3.5" **£159**

1 Mbyte 5.25" **£179**

**Twin Drive +  
Beta 128/Delta Basic**

2 Mbyte 3.5" **£259**

2 Mbyte 5.25" **£299**

For Delta 128 please add £30

## Other **SPECIAL OFFERS!**

**Beta 128**  
for Spectrum

Disk Interface with full file handling. Reset switch and MAGIC BUTTON. You can transfer tape based programs to disk system simply by a touch of the MAGIC BUTTON. 48/128 compatible.

**£69.95**

**Delta Basic**  
for QL

Disk Interface, Centronic Printer Interface and RAM DISK Driver

**£69.95**

**Delta 128**

As Delta Basic with 128 K extra RAM

**£99.95**

**Q-Print  
S-Print**

Centronic Printer Interface for QL

**£19.95**

Centronic Printer Interface for Spectrum 128

**£19.95**

Delivery — £4 for interface, £8 for drive + interface

Cut this coupon and send with cheque or postal order to:



Technology Research Ltd, Unit 18 Central Trading Estate, Staines, Middlesex, TW18 4XE. Tel: 0784 63547.

Please send me: \_\_\_\_\_

Cheque/PO enclosed: \_\_\_\_\_

Name: \_\_\_\_\_

Address: \_\_\_\_\_



# ARCADE ★ REVIEW

# NIGHTMARE RALLY

**T**wo red lights. Yellow, green... Thrust down the firebutton and plunge the handle forward. And your car lunges forward at a speed more in keeping with a Formula One machine than a rally-prepared Escort embarking on a gritty sideways-drifting ride through one of the most nightmarish landscapes Ocean has yet created.

Don't hit the trees. They cause the most damage and you've got to reverse before going forward again. Mounds are bad too — they send you spinning wheel-over-roof.

It's a wild obstacle course weaving between the red and blue flags.

Your Demon-1 turbo has five gears which can be controlled in either manual or automatic. Manual gives better handling but you have to press the joystick button every time you

decide you want to change gear.

The turbo's dashboard includes a speedometer, tachometer, engine temperature and fuel level dials. A timer, next to the speed indicator, tells you how much time you have left on the current stage and two arrows between the speedo and tacho show which direction you should take to run round the courses' blue and red flags.

A full screen display shows the length of the stage in miles, your maximum brake-effectiveness speed, and your skid hazard speed.

Keep to the right of the blue pennants and left of the red ones and you notch up bonuses. Stray outside their fluttering boundaries — even for a few seconds — and you'll lose your car and have to start the stage again. That's blatantly unfair! In a real rally you might have time to get back on course.

On the second stage, for instance, you have to race through a tunnel of flags which bend out of perspective so you can't tell which flag is in front of another. It's probably not a problem the programmers deliberately introduced into the game but it hampers most attempts to get through that second stage. Rivers slow you down even more and if you hit a river at anything over 20mph you'll have to start again. Makes good sense, I s'pose, but even my red Ford Fiesta Popular Plus can take a shallow river at 40mph — the only danger is if it's too deep and the water comes in over the windows.

Fogbanks pose navigational problems which make the colour clashing flags look like a luxury. The banks in Nightmare

Rally black out the road in front and you have to rely on the direction indicators on the dashboard to get you out of trouble. The arrow indicators point left and right. When one of them lights up red you turn the wheel in that direction.

After Stage Two you'll start running into water-logged fields, roads and tracks where your turbo skids if it's in anything but first or second gears. Ocean obviously hasn't consulted the Highway code. You deal with skids by gently applying the brakes and straightening the wheel. Sound's like a recipe for instant oblivion if tried in real life. Still, who said simulations were supposed to be accurate.

Or plausible. Try this — to score bonuses you drive over traffic cones, fly over trees or obelisks, and jump or sommersault over a hill. The hill flip is the easiest stunt to perform but you'd better do it while you can as there aren't many mountains in this game.

Pi gates — like formula one finish gates — recharge your fuel but nothing's that simple in **Nightmare Rally**. Some of the gates will turbocharge your car while others will supercharge it. Your Demon-1 is a gas guzzler so the effect doesn't last long but it gives enough boost to jump over rivers and to get beyond the normal 120mph speed limit.

It's a tough game to complete and there's no way you can store intermediate stages and continue them later. You have to finish every stage and that'll take you hours. It's also impossible to play with anything other than a joystick. Stick control is best for swift changes in direction and you won't need to look from the road to the controls — a fatal mistake when driving any car.

**Nightmare Rally** is part arcade, part simulation.

Great fun for rally fans who won't be put off by the fantasy elements. Anyone who tries braking into a skid in a real Escort won't need to buy any more games after this one!

End-over-ending a real car isn't a cool thing to do! ■

## FACTS BOX

Four-wheel fun with an accent on fantasy. Easy to score but difficult to progress past Stage 2



NIGHTMARE  
RALLY

Label: Ocean



Authors:

Ian Morrison  
and Alan Laird



Price: £8.95



Memory:

48K/128K

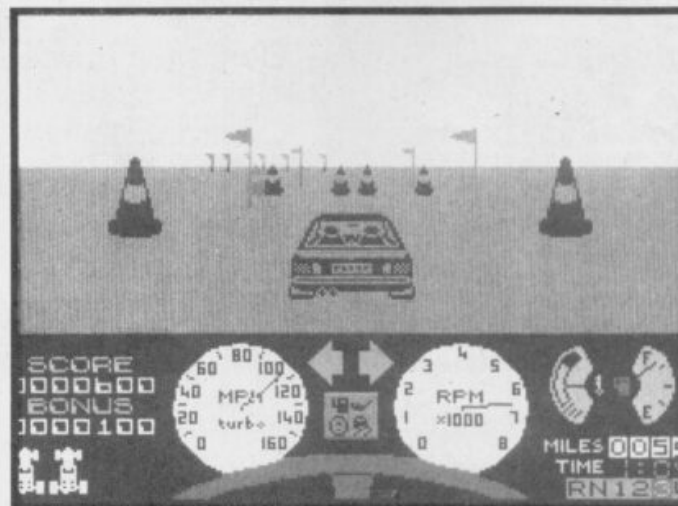


Joystick; Various



Reviewer:

John Galt





## CUT PRICE SOFTWARE

SPECTRUM	RRP	OUR	SPECTRUM	RRP	OUR	SPECTRUM	RRP	OUR
Dan Dare	9.95	6.95	Cobra	7.95	5.50	Sold A Million	9.95	6.95
Superbowl	9.95	6.95	Elite	14.95	10.95	Winter Games	7.95	5.50
Uchi Marta	8.95	6.50	Empire	9.95	6.95	Nightmare Rally	7.95	5.50
Space Harrier	7.95	5.50	Nexus	9.95	6.95	Movie	7.95	5.50
Bomb Jack 2	7.95	5.50	Street Hawk	7.95	5.50	Dark Septre	14.95	10.95
Commando 86	7.95	5.50	Match Day (128)	9.95	6.95	Laser Basic	14.95	11.95
1942	7.95	5.50	Equinox	9.95	6.95	Cauldron 2	8.95	6.50
Duelli's Big 4	9.95	6.95	Tau-Deli	9.95	6.95	Laser Compiler	9.95	7.25
Thantos	8.95	6.50	I.C.U.P.S.	8.95	6.50	Graphic Ad Crea	22.95	15.00
Now Games 3	9.95	6.95	Ex Fict 2	8.95	6.50	Pyracurse	9.95	6.95
Hardball	8.95	6.50	Trivial Pursuit	14.95	10.95	Lazer Genius	14.95	10.95
Dr Watt	7.95	5.50	Ping Pong	7.95	5.50	T.T. Racer	9.95	7.25
Sold A Million 3	9.95	6.95	Highlander	7.95	5.50	Scooby Doo	7.95	5.50
Ghost & Goblins	7.95	5.50	Dynamite Dan 2	7.95	5.50	Theatre Europe	8.95	7.25
Galvan	7.95	5.50	W.A.R.	7.95	5.50	Paperboy	7.95	5.50
Great Escape	7.95	5.50	Knight Rider	7.95	5.50	Fairlight	9.95	6.95
Parallax	7.95	5.50	Stainless Steel	8.95	6.50	Molecule Man	1.99	1.90
It's A Knockout	7.95	5.50	Jack The Nipper	7.95	5.50	The Boggit	7.95	5.50
Ace	9.95	7.25	Big Cave Adventure	7.95	5.50	Tomahawk	9.95	6.95
Super Soccer	7.95	5.50	Green Beret	7.95	5.50	Mikie	7.95	5.50
Batman	7.95	5.50	Konami's Tennis	7.95	5.50	Yie Ar Kung Fu	7.95	5.50
Leaderboard	7.95	5.50	Konami's Golf	7.95	5.50	Kung Fu Master	7.95	5.50
Miami Vice	7.95	5.50	Urduim	8.95	6.50	Knight Tyne (128)	2.99	2.50
Heartland	9.95	6.95	Bobby Bearing	7.95	5.50	Best of Beyond	9.95	7.25

This is just a small selection from our stocks. Please ring for more details. P&P included.

Overseas orders please add 75p per tape. For up-to-date list's please enclose S.A.E. For mail order please send Cheques/P.O. Payable to C.P.S. Visa/Access orders by phone welcome to:



CUT PRICE SOFTWARE Dept (DEPT 4) Unit 6, STORT HOUSE,  
Riversway, Harlow, Essex, CM20 2DW.  
Tel: (0279) 24433 (24 hr ansaphone)



## MATHEMATICS

TRANSFORMATIONS  
SETS  
STATISTICS

Spectrum BBC  
Oct 86 Oct 86  
Oct 86 Nov 86  
Dec 86 Jan 87

These modules are a powerful learning and revision aid for GCSE & GCE O'Level students. Each module comprises a SOFTWARE TOOLKIT which solves any mathematical problem and a comprehensive MANUAL (spiral bound, 40-50 pages) containing a wide range of examples and problems to work through with the computer.

£8.95 for 48K Spectrum (cassette) £9.95 for 32K BBC (disk)

P & P £0.60 per module. Cheques to 'Alphaplus Educational Software'.

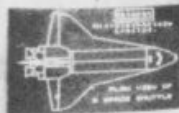
For free information write to

ALPHAPLUS EDUCATIONAL SOFTWARE  
1 Leigh Road, Highfield,  
SOUTHAMPTON, SO2 1EF.

**Datapen**

A QUALITY LIGHTPEN  
for the SPECTRUM computer

NOW ONLY  
£19.95



• Incorporates features not provided with other pens. • Push button operation on pen - no need to use keyboard. • Works under any lighting conditions. • Plots to pixel accuracy. • 20 pre-defined commands allow plotting of geometric shapes, including triangle, lines, circles, etc. text, or user-defined characters. • Uses all paper and ink colours. • A screen grid may be turned on and off, at will, to assist drawing. • Flexible erase capability. • All drawings can be saved to tape for further use. • Plugs in direct - no batteries, additional components, or adjustments needed. • Handbook, plus printout of routines for use in your own programs.

### PLUS: 3 SOFTWARE PROGRAMS

- Routines and ideas for your own programs. (Menus, games, music, etc.)
- User-defined graphics creation program.
- Superb full colour drawing program as illustrated in these actual screen photographs.

Postage £1.00. Send cheque, P.O. or ACCESS No. for £20.95 to:

DATAPEN MICROTCHNOLOGY LIMITED,  
Kingsclere Road, OVERTON, Hants. RG25 3JB 0256 770488  
or ask at your local computer shop. Send S.A.E. for details.

Lightpens and software are also available for BBC B, Dragon, CBM-64 and VIC-20.

From Basic to Degree Level

## THE COMPUTER COURSE FOR YOU!

Whether you're an up-and-coming businessman hampered by that well-known 'computer phobia' or a high tech whizz-kid looking for a degree level qualification, the Rapid Results College has a Home Study Computer Course for you. And you can start without any previous qualifications.

Choose from:

- Introduction to Micro-Computing (BASIC)
- Certificate in Computing and Management Information Systems (for businessmen and women)
- The Applications Programming Certificate (COBOL)
- The Institute of Data Processing Management (Associateship)
- The British Computer Society (Associate Membership)

See how user-friendly an RRC pass-first-time Home Study Course can be! Send today for full details in your FREE PROSPECTUS.

FREE  
PROSPECTUS

Just complete this coupon  
and send to RRC at the  
address below.

Please send me details of your Computer Courses.

Name \_\_\_\_\_

Address \_\_\_\_\_

Postcode \_\_\_\_\_



**The Rapid Results College**

Dept. FB11, Tuition House, London SW19 4DS. FREE  
ADVICE: 01-947 7272 (9am-5pm) PROSPECTUS: 01-946 1102  
(24-hour Recordacall Service quoting Dept. FB11).





## ROCK 'N' WRESTLE

The lucky winners of the Rock 'n' Wrestle competition held in July know their drinks. We asked you to tell us which term was not a wrestling hold or move: a) Aeroplane Spin; b) Simplex; c) Piledriver; d) Singapore Sling; e) Half Nelson. And the answer is, of course, Singapore Sling — it's a cocktail! Congratulations to the winners who have each won a copy of Melbourne House's Rock 'n' Wrestle.



Phillip Middleton, Gwent; Paul Smith, Norfolk; P Brookes-Johnson, Tonbridge; John Kemp, Lincoln; Michael Bray, Perth; B Elias, Cardiff; Matthew Smyth, Surrey; David Butten, Hampshire; R Fawley, Sheffield; Ian Lander, Leicestershire; Matthew Clayton, South Leventon; P Newnham, Weston-Super-Mare; Trevor Pudney, Chelmsford; Jonathan Gregg, Hull; Steven Barclay, Glasgow; Richard Ellis, Manchester; Chris Peters, Birmingham; J Doughty, Co Durham; Brian Thorpe, Gosport; Neil Young, Essex; Colin Matthews, Holgate; Pim Gaasbeek, Holland; Martin Gourie, Banff; J Moore, Wimbeldon SW19; Kieran Brennan, Eire; C Reece, London SW9; D Overy, Winchester; Patrick Dodde, Holland; M Elliott, London SW17; Peter Ballestracci, Essex; Andrew Bird, Sheffield; Christopher

Lowe, Blackpool; Carol Smith, Dartford; Allan Gibbs, Ipswich; Andy Lord, Wirral; Jason Short, Gwynedd; B Gregorick, Sutton-on-Trent; Shaun Bowes, Hull; Richard Loader, Swindon; Stuart Ross, Troon; C Docherty, Houghton-Le-Spring, Tyne and Wear; L Hawker, Newcastle-upon-Tyne; Helen Williamson, Elgin, Scotland; Matthew Wilford, Melton Mowbray; Brian Steenson, Northern Ireland; Stephen Robson, Bromholm; C Walter, Somerset; M McPherson, Lanarkshire; R Walker, Corwen; Adrian Smith, Burton-on-Trent; Andrew Webb, Northampton; A Driffield, Mold; Ross McInnes, East Lothian, Scotland; Michael Isidorou, London SE9; Jon Hansford, Doncaster; M Kemp, Biggin Hill, Kent; A Rathbone, Leamington Spa; Christopher Wilks, County Durham; Jonathan Leach, Sidmouth; Robert Browne, London SW17; K Mallowney, Leeds; G Robson, North Yorkshire; T Astbury, Wirral; Alan Churcher, Newport, Gwent; Scott Phillips, Tamworth; Andrew Bridge, Chelmsford; Colin Anderson, Hull; Hugh Kennedy, Belfast; David Annard, Aberdeenshire; T Crampin, Barrow-on-Humberside; Sean Batt, Bristol, Hatas Etgar, Singapore; Alex McDowall, Darvel, Scotland; Martin Gabe, Loughborough; Dave May, London W4; P Butler, Wirral; Wayne James, Bromley; Simon Atherton, Birmingham; Kevin Meary, Belfast; John Grant, London SW16; Harry Maton, Croydon; Matthew Eva, Wickford, Essex; John Clifton, London SE3; Wai Ming, Derby; D Latham, Kingsley; G Gittins, Hinkley; M Mitchell, Macduff, Scotland; S Goodchild, Oxford; Simon Gillham, Derby; Jonathan Allcock, Warrington; Mike Donovan, Andover; Daniel Perkin, Woodley, Berks; P Chessman; Waterlooville, Hants; Gary Milbourne, Ipswich; Con Elms, Rochester; P Helliwell, Wokingham; Steven Darbyshire, Stockton-on-Tees; Matthew Maybury, Buckley, Clwyd; Mark Payne, Coventry; Thomas Whittingham, Dorking.

## JEWELS OF DARKNESS

Here are the winners of the Rainbird/H Samuel comp printed in August.

The one gem in the list that's semi-precious, rather than precious is Opal — which seemed to fool a good number of you.

Ben Brewis of Banbury, Oxon, wins the first prize, an H Samuel gift voucher, worth £100 — redeemable at any H Samuel

branch — in on its way to you.

Four runners up each receive £25 H Samuel vouchers. They are:

Tim Crampin, Goxhill, Barrow-on-Humber, South Humberside, Yorks; Matthew Newman, Waltham Abbey, Essex; David Scott, Gosforth, Newcastle-upon-Tyne; and Peter Hodgkinson, Chillcompton, Somerset ■

We had a huge number of entries for our Beyond/Dark Sceptre competition, in the August issue.

The correct answer was Tolkien. Solution: Price of travelling with one removed: Tol; unit of memory: k; sounds like one in German form: ien.

The winner is Jeremy Cain of Sale, Cheshire, who wins the incredible Dark Sceptre oil painting plus an entry in Mike Singleton's play-by-modem version of the game, which kicks off pretty soon now.

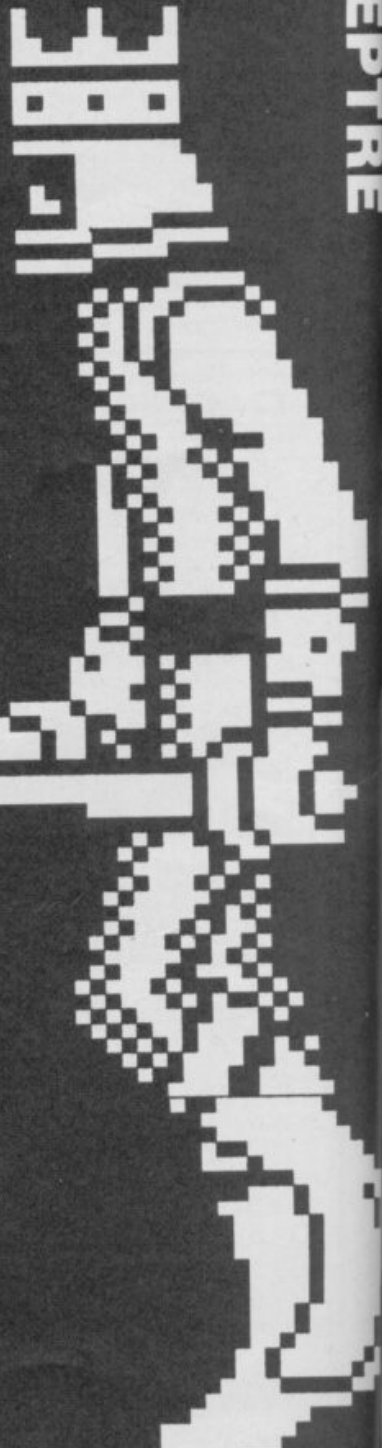
Four runners up also get play-by-modem Dark Sceptre entries: Peter McNulty of Hornsey, Ondon; Gary Sneddon of Forfar, Angus, Scotland; Alexander Kerr of Downton, Wilts; and S Butler of Heathfield, East Sussex.

The fifty runners up, who each receive Beyond T-shirts are: Phillip Demore, Bury St Edmunds, Suffolk; W Markham, Ercicagasse 41/2, Austria; G Brewer, Hemel Hempstead, Herts; David Finch, Barmouth, Gwynedd; Alan Bennett, Thatcham, Berks; Stuart Broughton, Blaby, Leicestershire; Marie STorarr, Livingston, West Lothian, Scotland; Lorian Kite, Haughton, Stafford; Gavin Mair, Notting Hill, London W2; Duncan Barker, Sawston, Cambridge; J P Gibson, Saffron Walden, Essex; Chris Pottle, Sevenoaks, Kent; Martyn Hill, Bridgwater, Somerset; Matthew Stephenson, West Denton, Newcastle upon Tyne; Uchenna

Ogbuji, Luton, Beds; Dean Armer, Kettering, Northants; Cameron Allan, Stanmore, Middx; Alan Kitchen, Headington, Oxford; Shaun Colrein, Hull, North Humberside; Anthony Donnelly, Enniscorthy, Co Wexford, Eire; D G Chandler, Huddersfield, West Yorks; Damien Austin Belfast; J M Yard, Balsall Common; Coventry; Nigel Parsons, Cardiff; Justin Bavley, Scarborough, North Yorks; S Owen, Blackpool, Lancs; Simon Maclean, Dalkeith, Midlothian, Scotland; Paul Taylor, Cadismead, Manchester; H D Lethem, Whitley Bay, Tyne and Wear; Tim Moore, Leeds; Daren Newbold, Birstall, Leicestershire; Andrew L Fraser, Cathcart, Glasgow; Jonathan Alcock, Warrington, Cheshire; Andrew Laycock, Chelmsford, Essex; N Parkinson, Fleet, Hants; John Clifton,

Blackheath, London SE3; M Harkin, Harrow, Middx; Geraint Bundy, Ogmores-By-Sea, Mid-Glamorgan; C Paulton, Prescot, Merseyside; K Gauld, Clarkstow; Paul Draper, Ipswich, Suffolk; M Harken, Harrow, Middx; Terry Sinspon, Bury St Edmunds, Suffolk; Nigel Benson, Bramhall, Stockport; T Crampin, Goxhill, South Humberside; P Hun, Biggleswade, Beds; Mark Docherty, Burrough, Lancs; Steven Taylor, Castletown, Calthness; Mark Easterbook, Torquay, Devon; Steve Shilvock, Moston, Manchester ■

DARK SCEPTRE





**Without music, graphics  
and sound the Board  
Game has become the  
most popular in the  
world.  
Now it has them.**

**DARK SCEPTRE**



**"Over 3,000 questions of no vital importance."**



Available now on  
**Spectrum 48/128K Commodore 64/128K**  
**BBC 'B' Amstrad CPC**  
**Cassette and Disk**



John Menzies

and all local stockists

TRIVIAL PURSUIT is a Trade Mark owned and licensed by Horn Abbot International Ltd.  
Published by Domark Limited, 204 Worple Road, London SW20 8PN. Tel: 01-947 5624.  
Trivial Pursuit was programmed by Oxford Digital Enterprises.





## MACH I

**M**etal shafted, microswitches, four fire buttons and autofire. Has everything, even a 128K+2 option

### KILL FACTOR

Very fast response from the microswitch controls. All four fire buttons respond well although the two base buttons seem to work on a different basis from those on the hand grip

### DEFENSIVE SYSTEMS

Feels very tough. There's a definite click to the microswitches. Should last well. One odd thing on our model, playing with Lightforce, the autofire slider switch actually seemed to stop the fire button working

### LOOKS CAN KILL

Nice grip, the top/side fire button

combination is a good one since when your first finger starts aching after using the front button you can switch to the top one which requires thumb manipulation. It keeps you going longer. The slider autofire is hardly chic and neither are the two base fire buttons — large triangular slabs. Reasonable on balance you won't look too silly wielding this one

### OVERALL COOL

Functionally great, reasonably good looking, moderately cheap. A winner

PRICE £14.95



*One joystick's the same as another isn't it? No. Why? Because Graham Taylor says that's the way it is!*

**W**ell you just yank it don't you, I mean sometimes you stab it wiv your fumb as well but das about it reely. Is there such a thing as a cool joystick? What particular piece of plastic will most perfectly set off your Giorgio Armani lime green california casuals. If Crockett and Tubbs bust aliens instead of cars what would be the piece of plastic for them?

When it comes to joysticks there are as many opinions as there are frazzled aliens. Ain't nobody gonna be damn fool enough to pretend that it's possible to do some sort of definitive/objective analysis. So what we have here is a mixture of fact and faction. Actually reading between the lines will probably reveal some deep-seated and dodgy details about the reviewer ■

## ELITE ZIP-STICK

**O**ddly shaped with one base fire button and a slim shaft. Microswitches

### KILL FACTOR

Very fast, the slim control shaft gives you lightning reactions. Make the Lightforce ship turn on a sixpence by clicking it around. Fire

button is equally responsive. The aliens don't stand a chance

### DEFENSIVE SYSTEMS

Thin shafts always feel unreliable, as though one medium yank will destroy them forever. Well, I mediumly and even heavily yanked it and the thing refused to budge so I guess the rating has to be good

### LOOKS CAN KILL

I don't know. It's shaped like a pear and looks a bit like a Romulan battle cruiser. Is that good? Base-mounted fire buttons are tiring

### OVERALL COOL

High marks, performs well, seems tough and looks interesting. Don't like the fire button though

PRICE: £15.95



## PRO ACE

**L**ead switches and a single fire button. Fairly conventional design otherwise

### KILL FACTOR

Sluggish. Time to eat several cheese sandwiches and drink numerous cups of tea whilst waiting for your ship to move from one side of the screen to the other. The fault I think of its ultra-rigid construction. Fire button moves very little and lacks 'bounce',

### DEFENSIVE SYSTEMS

Ordinarily lead switches mean bad news in terms of reliability but the Pro Ace is so rigidly constructed that it ought to last for ages

### LOOKS CAN KILL

Very average. Big rectangular fire buttons definitely don't look cool and I always find joysticks with the 'ball on the end of a stick design' a bit silly-looking. Base-mounted fire

button and therefore tiring

### OVERALL COOL

A reliable lead switch but not much fun to use and the little white directional arrows around the shaft base are as passe as fuzzy dice and nodding head dogs

Price: £11.95



## SPEED KING

**S**trange shaped joystick with side fire button and thin stick shaft

### KILL FACTOR

Very responsive due to microswitches and the nice flexible shaft which you can swivel around at the speed of light if you want. Fire button is a little odd but it works well enough

### DEFENSIVE SYSTEMS

Well, it looks a bit like a tank, apart from the actual shaft which, though thin, is plastic over metal. Rough treatment caused no problems

### LOOKS CAN KILL

It sort of reminds me of Thunderbird Two. It's designed to fit snugly into the palm of the hand and this it



does. The odd side-mounted fire button is usefully positioned but a little hard going, inducing serious ache after a few minutes

### OVERALL COOL

Neat, a bit bulky looking but well made and responsive. Should last

PRICE: £12.95





# THE KILL FACTOR



## THE RATING SYSTEM

**KILL FACTOR:** a general purpose term implying how responsive the joystick is to your slightest movement. Responsive equals alien deaths

**DEFENSIVE SYSTEMS:** Can the thing take the strain? Is it going to fall apart in five minutes if the going gets rough?

**LOOKS CAN KILL:** Is it stylish? Is it easy to grip? If it were a car would it be Ferrari Daytona or a dumper truck? This section is almost totally biased

**OVERALL COOL:** The lot totalled up, fiddled with, adjusted and generally mutated to give a definitive overall impression of the total joystick concept

## WIZ CARD

**H**ey where's the big sticky up thing? This one looks like credit card. Two small fire buttons, no autofire. What is this thing?

### KILL FACTOR

Pretty good, multi-directional control via a sort of swivel turntable on one end. It is quite easy to slide your thumb over the turntable and change direction quickly. Fire button timings equally good and responsive

### DEFENSIVE SYSTEMS

Should last, there isn't much physical movement involved so no matter how hard you hammer away at it it ought to keep going through thick 'n' thin

### LOOKS CAN KILL

I quite like the credit-card look. It



has the kind of elegance Bang and Olufson give their hi-fi gear. Smooth and sophisticated. However, there are problems. It may look OK but actually your thumb gets pretty tired pretty quickly, the fire buttons are nowhere near big enough and I can never decide which way around to hold it so that it makes the best sense

### OVERALL COOL

Not bad. Very cheap. Looks pretty good and responds well but tiring to use

PRICE: £8.95

## AUTOFIRE PROFESSIONAL

**C**onventional design apart from square fire buttons. Microswitches and autofire

### KILL FACTOR

Uses microswitches (basically an on/off mechanism rather than metal leaves, the former is generally best) and responds very quickly. The same is true of the two fire buttons which click audibly but work well. Using the autofire gives you a fast stream of bullets although for some

reason there are occasional hiccups when it stops for a couple of seconds

### DEFENSIVE SYSTEMS

Described as 'professional' the stick is built to last. The loud click on the switch mechanisms reassures — this one should last a good long while even if you play Lightforce all day long

### LOOKS CAN KILL

Ugh! Black is OK, but yellow for the fire buttons. Why yellow? Overall appearance is fairly conventional and so won't as such lose you much credibility. One big problem — those fire buttons. Here's a simple rule, base-mounted fire buttons are always a mistake and are always very tiring. That's true here

### OVERALL COOL

Reliable, responsive but not easy to use and those fire buttons lose it serious points

PRICE: £19.95

## GUN SHOT 2

**T**wo fire buttons, standard joystick with sucker feet and a fire button option. Lever style



### KILL FACTOR

Good response times surprisingly and an autofire that lets out a never-ending stream of bullets (photon torpedoes or whatever)

### DEFENSIVE SHIELDS

Yeah well, its leaf-switched innit, which is not too great. On the other hand it's rigidly constructed, so I'd give it medium durability points

### LOOKS CAN KILL

Black and red, dull and boring. Smooth handgrip makes your hand slip, no bonus points here

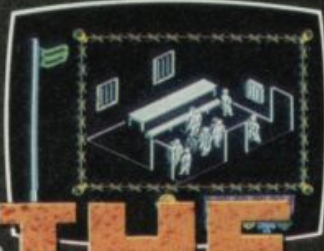
### OVERALL COOL

Responsive, quite strong. Boring to look at and the grip is naff

PRICE: £8.95







THE

# WARRIORS



ocean

*Spectrum  
7.95  
each*

Ocean Software Limited  
6 Central Street Manchester M2 5NS.  
Telephone: 061 832 6633 Telex: 669977

*Commodore  
8.95  
each  
Amstrad*



# DISCOVERY CRUSHES THE COMPETITION

**NOW  
ONLY £99.95** + VAT



All this for only £99.95. And now there's even more!

- \* FREE TRANS-EXPRESS UTILITY PROGRAM — TRANSFERS YOUR FAVOURITE TAPE SOFTWARE TO DISC
- \* CHOICE OF DISCOVERY FOR THE 48K OR 128K SPECTRUM
- \* FULL 12 MONTH WARRANTY
- \* COMPREHENSIVE USER MANUAL
- \* OPUS DELIVERY PLEDGE

**A**t an amazing £99.95 Discovery deals a crushing blow to every Spectrum disc drive system on the market. Now it's not just the best equipped disc drive you can buy, it's also the cheapest.

Choose Discovery and you'll find a system packed with brilliant features:

- 3½" 250 K DISC DRIVE
- DOUBLE DENSITY DISC INTERFACE
- JOYSTICK INTERFACE
- PRINTER INTERFACE
- VIDEO MONITOR INTERFACE
- RAM DISC FACILITY
- BUILT-IN POWER SUPPLY FOR DISCOVERY AND SPECTRUM
- SIMPLE ONE-POINT CONNECTION

**Opus Discovery  
Compatible with  
the Spectrum +2**

The Opus package is unbeatable value. We guarantee you delivery within 72-hours of receiving your order and it's absolutely FREE.

To order your Discovery call the Opus Sales Hotline now on 0737 65080 or post the coupon. Dealer and Education enquiries welcomed. Special export rates available.

To: Opus Supplies Limited, 55 Ormside Way, Holmethorpe Industrial Estate, Redhill, Surrey.  
Please rush me the following: (PRICES INCLUDE VAT AND CARRIAGE)

DISCOVERY unit(s) at £114.94

I enclose a cheque for £ \_\_\_\_\_ or please debit my credit card  
account with the amount of £ \_\_\_\_\_

My Access ☐ Visa ☐ no. is:

MY COMPUTER IS: ☐ 48K ☐ SPEC.+ ☐ 128K (tick box)

SU

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

TELEPHONE \_\_\_\_\_

**Opus.**





## 125+

**B**udget offering. Leaf switches but lots of features like autofire. Also a 128K+2 option

### KILL FACTOR

Fairly responsive with suprisingly good fire buttons for a non microswitch offering but definitely lacks the edge some of the more expensive offerings

### DEFENSIVE SYSTEMS

Cheap. Not likely to last years and years but reasonably strong given the budget price tag. For 128K+2 owners it's definitely better than the official Amstrad offering

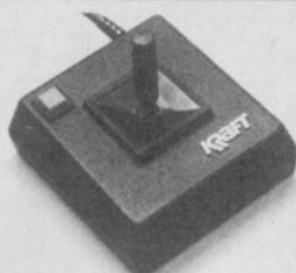
### LOOKS CAN KILL

Nice grip and standard red/black colour combination. It's been selling very well so I guess it passes some sort of popularity test. Conventional but OK

### OVERALL COOL

One of the best budget sticks. Good response but what you save on money is paid for by durability

PRICE: £8.95



## KRAFT

**S**mall and square. Microswitches, one fire button and unusual 4/8-way converter

### KILL FACTOR

Very good, the short shaft responds quickly and the microswitches click effectively. The special switches on the base of the stick which allow a choice of 4/8-way movement may be useful in some games

### DEFENSIVE SHIELDS

It's been around a while now and seems to last well. The short joystick means there isn't much strain when you perform those 180° turns. . .

### LOOKS CAN KILL

It'll never be cool. Not unless the cubist look comes back into fashion — a square box with a thin stick in it, what else can I say? Stick ergonomics quite good but as ever — it's a personal preference — base mounted fire buttons are tiring and I found the square base difficult to hold

### OVERALL COOL

Functional only. Sturdy and very cheap for a microswitch stick

PRICE: £9.95

## MASTER

**C**hunky microswitched offering with two fire buttons and auto-fire

### KILL FACTOR

Microswitches mean the response time is good but the shaft is, well, limp. It sort of, er, flops from one side to the other. It seriously effected my scores on Lightforce

### DEFENSIVE SHIELDS

Sturdy enough. Big chunky base and large angular top. Intense yanking could not dislodge it. Should last a good long while

### LOOKS CAN KILL

Em, well. How to describe it? It's sort of a cross between the *Star Trek* space cruiser (the little thing that usually crashes) and the gear stick off a very old Lotus. I found the base-mounted fire button a strain and the shaft difficult to hold comfortably

### OVERALL COOL

Big and chunky. Unusual — you may like it. I didn't

PRICE: £11.95



## QUICKSHOT 1

**A**rchetypal joystick, that seems to turn up under a lot of different names. Two small fire buttons

### KILL FACTOR

Resonse only reasonable. Don't know why, since the thing has microswitches but I just don't think this one quite cracks it with the response times. Fire button seems a bit slow and stodgy too

### DEFENSIVE SYSTEMS

Looks a bit thin and flimsy but actually seems quite tough when given the 'they didn't actually say they wanted this back' test, in which the thing is yanked backward and forward a lot

### LOOKS CAN KILL

Naff and nasty. I think the grooved base gives the stick the vague impression of 30's art deco at its worst. Hand grip is, however, particularly good — firm and nicely contoured

### OVERALL COOL

Not too hot on responses and not very elegant. Strong though

PRICE: £6.95

Mach 1	95%
Elite	89%
Pro Ace	68%
Speed King	91%
Gun Shot	65%
Wiz Card	79%
Autofire Professional	78%
125+	82%
Kraft	85%
Master	65%
Quickshot 1	67%



C•O•O•D•E



DAVE CHAPMAN:  
Age 22

"The first computer I saw was a Commodore Pet at school. Learning to program was largely a matter of guesswork — just picking up ideas from all over the place. I first began looking at machine code when I had a **Space Invaders** game on the Pet and found I couldn't list it.

Probably the first program I ever wrote was a **Payroll** program at school, or something like that but really the first thing I am actually proud of is **Sorcery Plus**."

#### VITAL DETAILS

Favourite program

**Dropzone**

Favourite arcade game

**I don't play them!**

**Probably Gauntlet**

Program you would most like to

**D**an Dare is one of the most successful games Virgin has ever released. In this — the first of a regular interview slot — we ask the authors of the program, Dave Chapman (programming) and Martin Wheeler (graphics) a lot of deep and searching questions

have written

**Manic Miner — it changed the world!**

Greatest programming achievement

**Dan Dare — particularly the explosion at the end**

Favourite TV program

**Hill Street Blues**

Favourite movie

**Alien**

Favourite record

**Quite Riot 3**

Favourite book

**I don't read much but I quite liked Firefox Down**

Most hated program

**Knight Rider (on the Commodore)**

Hobbies

**No time for anything else**

Worst subject at school

**German**

Favourite thing about the Spectrum

**The reset switch**

Worst thing about the Spectrum

**Attribute clash**

**SOFTGRAPHY: SAM**

**SPADE, SORCERY (1984),**

**SORCERY PLUS (1985),**

**DAN DARE (1986)**



MARTIN  
WHEELER: Age 17

"I don't remember the first time I saw a computer but it was probably a ZX81 which I got when I was about 13 or 14. I never did really learn to program beyond moving a few things around the screen. The first program I ever wrote was called **Nutron Wars** and it was all about defending skyscrapers from attacking aliens. It was awful."

T•A•L•K

#### VITAL DETAILS

Favourite program

**It used to be Knight Lore but I'm not sure now**

Favourite arcade game

**Gauntlet**

Program you would most like to have written

**Dan Dare**

Greatest programming achievement

**Avoiding attribute clash almost totally on Dan Dare**

Favourite TV program

**I hate 99% of everything I see on TV**

Favourite movie

**Blade Runner**

Favourite Record

**Psychocandy by the Jesus and Mary Chain, and 1,000 Hours by Hula**

Favourite book

**I haven't read a lot recently but I like Lord of the Rings**

Most hated program

**Knight Rider**

Hobbies

**I have a CZ101 synthesizer and drum machine — I think it's a brilliant synth**

Worst subject at school

**Pottery, needlework and woodwork — I once carved a fish though, it was terrible**

**SOFTGRAPHY: THE**

**CHRISTMAS CARD, DR**

**FRANKIE AND THE**

**MONSTER (1984), DAN**

**DARE (1986).**

# Say cheese!

## SAGA STARMOUSE

Coming complete with a great Graphics Package, the Saga Starmouse is available for:— Amstrad 464, 664, 6128, 48K Spectrum +, 128K, QL and Commodore 64.

Compatible with The Lastword Software (Spectrum only) the Starmouse provides all the facilities you could wish for plus a few extras.

At £49.95 (incl VAT) you don't need to say cheese to smile.

SEND YOUR ORDER TO: Dept. SU1 Order Desk Saga Products Ltd  
2 Eve Road, Woking, Surrey GU21 4JT. Telephone: 04862-22977

**PRICE ONLY £49.95 (incl VAT)**

State Computer .....

Address .....

Amount enclosed £

My Credit Card No. is



Please tick method of payment: PO ☐ Cheque ☐ Draft ☐ Credit Card ☐

Signature .....

Date .....

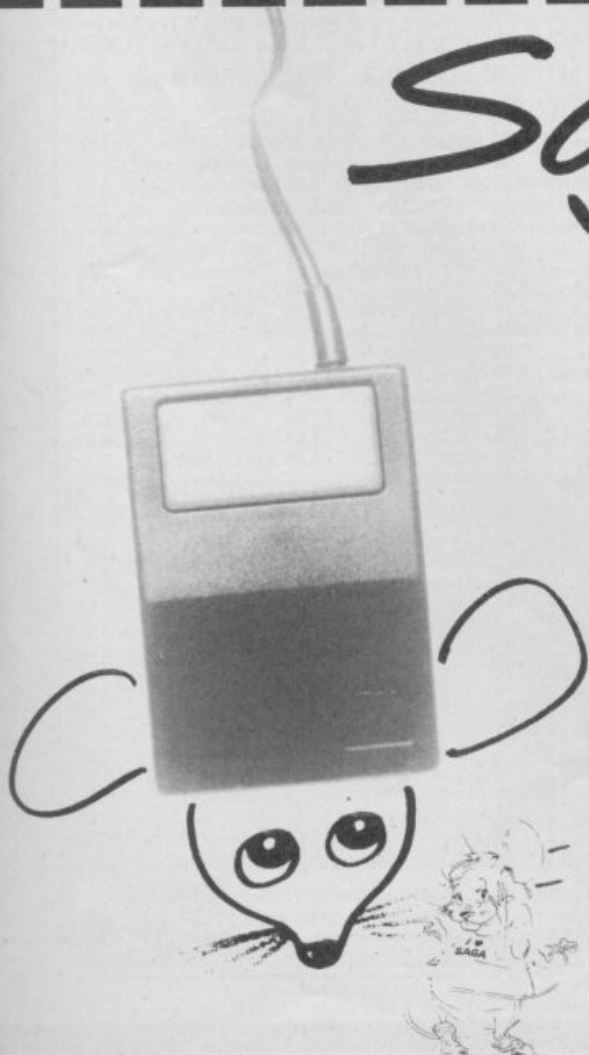
Overseas orders, please deduct 15% VAT add £4 for postage excess.  
Please allow 28 days for delivery.

**ADVANCE  
WITH**



FOR MORE INFORMATION

**TELEPHONE  
04862-22977**





# For Your SPECIAL OFFERS SPECTRUM/PLUS/128K

**QuickShot II**  
INCLUDING INTERFACE  
PLUGS STRAIGHT INTO SPECTRUM/PLUS

ONLY **£13.99** POST FREE  
• TOP + TRIGGER FIRE BUTTON  
• AUTO FIRE MODE  
• KEMPSTON COMPATIBLE  
• STABILIZING SUCTION CUPS  
• SPECTRUM OR PLUS • UNBEATABLE OFFER  
SEND FOR INSTANT DESPATCH



## PRICE BREAKTHROUGH SWITCHABLE JOYSTICK INTERFACE

ONLY **£8.99** POST FREE

- ALL THREE SYSTEMS AT THE FLICK OF A SWITCH
- 'KEMPSTON' - 'CURSOR' - 'INTERFACE II'
- ACCEPTS ANY 9 PIN JOYSTICK - INCLUDING RAPID FIRE MODELS • SPECIAL OFFER!!

Buy with QUICKSHOT II complete for only **£14.99** SEND NOW



Now you can backup all your Spectrum Games to Microdrive or Tape.

- Simply press a button to "freeze" the program.
- Save to micro drive or tape
- Special program compacting techniques
- Code Inspector allows you to freeze the action, add poles and restart the game again.
- Also peek facility.
- All backups will restart from the point they were saved.

IMPROVED MODEL!

ONLY **£24.99** POST FREE

## ROBOTICS & MODEL CONTROL

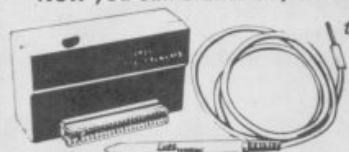
Made easy on your Spectrum

- 4 independently controllable outputs for robotics, motors, lights, etc.
- 8 independent inputs for sensing etc.
- This is the unit that the "Lego" publication "Make and Program your own Robots" was based on • Complete with all cables • Easy to use.

**£29.99** POST FREE



Now you can create Superb Graphics easily with



the New **Lightwriter**  
NOW ONLY **£14.99** POST FREE  
Lightpen comes complete with Interface & Software

- Just plug in the Datel Lightwriter and draw circles, squares, rectangles, make superb hand drawings, paint, fill, erase, choose inks, paper, colours.
- Save your results into memory (48K) and use in animation or save onto tape to use in your own games.
- All functions selected from screen menu with the lightpen.
- Unbeatable value.
- Nothing more to buy.

SEND NOW AVAILABLE FOR IMMEDIATE DELIVERY

## Digital Sound Sampling Technology. NOW Available on your Spectrum



New Fully Integrated Software Supplied - Previous purchasers can upgrade for £5.00

Complete unit and Software Package **£49.99** POST FREE

• Digital Sound Sampling has only previously been available for large micros and costing at least 10 times the amount • The sound Sampler allows you to record "digitally" any sound into memory and instantly replay it at any pitch, forwards, backwards, ascending scale, compressed, expanded, with echo, endlessly looped, etc. • Supplied complete with Software package to facilitate the above operations, plus on screen "Voice Printer" • Frequency Plotting • With on screen keyboard • drum kit • whole system synchronising could be produced from a single Sample Sound • This is a professional unit featuring 8 Bit D to ADC converters as used in Digital equipment now sweeping the music world • Although the unit is not a true, going truly astonishing results for the musically inclined, we have incorporated a games interface to allow you to use Sound Sampling in your own games etc. • so the Sound Sampler would be of interest to everyone.



Games Ace features:  
KEMPSTON COMPATIBLE • JOYSTICK INTERFACE  
ACCEPTS ANY 9 PIN JOYSTICK INCLUDING RAPID FIRE MODELS  
PLUS DELIVERS THE SOUND FROM YOUR GAMES THROUGH TV SPEAKER. (Fully controllable)

ONLY **£10.99** or complete with QuickShot II only **£17.99** POST FREE

## Centronics Printer Interface

ONLY **£24.99** POST FREE



- ☐ Suitable for any Centronics Printer
- ☐ Complete with Printer Cable
- ☐ Microdrive Compatible
- ☐ Tasword Compatible
- ☐ Hi-Res Screen Dump (Edson) ☐ Easy to use



USUALLY SAME DAY DESPATCH ON ALL ORDERS  
SEND CHEQUES P.O. TO  
UNITS 8/9  
FENON INDUSTRIAL ESTATE,  
DEWSBURY ROAD, FENON,  
STOKE ON TRENT TEL: 0782 273815  
FAX: (0782) 264510

24 HR CREDIT CARD LINE



FOREIGN ORDERS ADD POSTAGE

# NEW FUTURE SOFTWARE

FREE  
LCD WRISTWATCHES WITH ALL ORDERS OVER £9.95  
Offer closes end of November 1986

This is a **SMALL** selection of our spectrum games

	RRP	OUR PRICE
PAPER BOY	7.95	5.95
GLIDER RIDER	8.95	6.95
BEST OF BEYOND	9.95	7.95
DYNAMITE DAN 2	7.95	5.95
TENNIS	7.95	5.95
KNIGHTRIDER	7.95	5.95
HEARTLAND	9.95	7.95
I.C.U.P.S.	8.95	6.95
DAN DARE	9.95	7.95
JOHNNY REB 2	9.95	7.95
HEADCOACH	8.95	6.95
TT RACER	9.95	7.95
DRAGONS LAIR	7.95	5.95
NIGHTMARE RALLY	7.95	5.95
STRIKE FORCE HARRIER	9.95	7.95
KUNGFOO MASTER	7.95	5.95
GREEN BERET	7.95	5.95
BOBBY BEARING	7.95	5.95
EQUINOX	8.95	4.95
GEOFF CAPES STRONG MAN	8.95	2.95

Catalogue also available for:  
CBM 64

This is just a small section of games on offer. Send now for our catalogue S.A.E. please. Overseas order add £1 P&P per tape

ALL PRICES INC VAT & P&P CHEQUES POSTAL ORDERS TO:

## NEW FUTURE SOFTWARE Dept SU11

and send to: 4 Rowanburn, Canonbie, Dumfries, Scotland DG14 0HR

AUTOMATIC FREE MEMBERSHIP TO NEW FUTURE SOFTWARE CLUB WITH FIRST ORDER OR CATALOGUE REQUEST ... INCLUDES MONTHLY NEWS SHEET WITH LOTS OF SPECIAL OFFERS & DISCOUNTS SOFTWARE PLEASE STATE 2ND CHOICE TO AVOID DISAPPOINTMENT  
ORDER ENQUIRIES ON (05419) 539 18PC936

# MEGASAVE FANTASTIC SAVINGS

Yie Ar Kung Fu II .....	5.95	Stainless Steel .....	7.50	Footballer of Year ...	5.95
Rambo .....	5.95	Trap door .....	6.75	Avenger .....	7.50
Equinox .....	7.50	Dessert Rats .....	7.50	Best of Beyond .....	7.50
Kungfu Master .....	7.50	McGuigan Boxing ...	5.95	Now Games III .....	7.50
Ace .....	8.00	Star Strike II .....	5.95	Durell Big Four .....	7.50
Grph. Adv. Creator ..	19.50	Heavy on Magick .....	7.50	Nightmare Rally .....	5.95
Hyjack .....	7.50	Fist II .....	6.75	The Archers .....	7.50
Price of Magick .....	7.50	Art Studio .....	12.50	Uridium .....	6.75
The Boggit .....	5.95	Colossus chess four ..	7.50	Star Trek .....	7.50
Hyper Sports .....	5.95	Way of the Tiger .....	7.50	Hard Ball .....	6.75
F.B. Boxing .....	5.25	Movie .....	5.95	Syborg .....	6.75
Quazatron .....	6.75	Ghosts & Goblins .....	5.95	Dodgy Geezers .....	5.95
Fairlight .....	7.50	Spin Dizzy .....	5.95	Light Force .....	5.95
Pyracysse .....	7.50	Jack the Nipper .....	5.95	War .....	5.95
Dynamite Dan II .....	5.95	Batman .....	5.95	Great Escape .....	5.95
Elite .....	11.25	Tennis .....	5.95	Astrix .....	6.75
Pub Games .....	7.50	Dan Dare .....	7.50	Fire Lord .....	6.75
Bomb Jack .....	5.95	PSI Chess .....	7.50	Hilander .....	5.95
Zoids .....	5.95	Super Cycle .....	5.95	Double Take .....	5.95
Green Beret .....	5.95	It's a Knockout .....	5.95	Mad Max .....	5.95
Dragons Lair .....	7.50	Uchi Mata .....	6.75	Konami's Golf .....	5.95
Silent Service .....	7.50	Galvan .....	5.95	Super Soccer .....	5.95
Sold A Million III .....	7.50	TT Racer .....	7.50	Terra Cresta .....	5.95
Cauldron II .....	6.75	Rogue Trooper .....	6.75	Konami's Arcade Hits	5.95
Paper Boy .....	5.95	Revolution .....	7.50	Shock Way Rider ...	5.95
Graham Gooch .....	7.50	Xa rq .....	7.50	1942 .....	5.95
Splitting Images .....	5.95	Glider Rider .....	6.75	Deactivators .....	7.50
Terror Trantoss .....	5.95	Headcoach .....	6.75	Street Hawk .....	5.95
Virgin Atlantic .....	5.95	Strike Force Cobra ..	7.50	Tujab .....	6.75
Botham's Cricket ...	5.95	Vera Cruz .....	6.75	Zythum .....	5.95
Strike Force Harrier ..	7.50	Miami Vice .....	5.95	After Shock .....	7.50
Theatre Europe .....	7.50	Trivial Pursuit .....	12.50	Bazooka Bill .....	6.75
Mindstone .....	6.75	Droid .....	5.95	Legions of Death ...	7.50
Johnny Reb II .....	7.50	Knightrider .....	5.95	Camelot Warriors ...	6.75
V .....	5.95	Shao-lin's Road .....	6.75	Gauntlet .....	7.50
Spitfire 40 .....	7.50	Leaderboard .....	5.95	Nexor .....	5.95
Dark Sector .....	7.50	PSI-5 Trading .....	5.95	Future Knight .....	5.95
Hartland .....	7.50	Desert Fox .....	5.95	Scooby Doo .....	5.95

Postage included UK. Please state which micro. Fast Service.

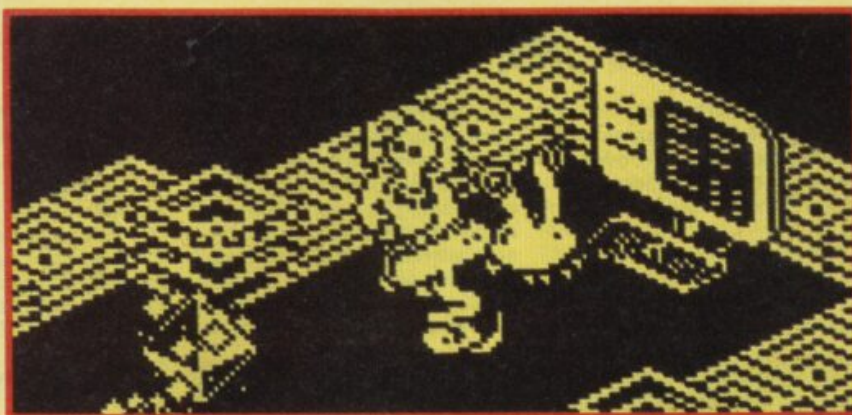
Send cheque/PO to: MEGASAVE, Dept SU11  
49H Sutherland Street, Victoria, London SW1

Mail Order only





# PRODIGY



▲ You, an emaciated alien meet the mutant zebedee ● Watch out for the roving monitor on the right

**E**lectric Dreams has released some moderately bizarre titles in its time. Bizarre good and bizarre bad.

Nothing however, has prepared the world for *Prodigy*. *Prodigy* takes bizarre to a whole new plateau. There is virtually no element of the game that is not out-to-lunch, AWOL or otherwise not playing with a full deck.

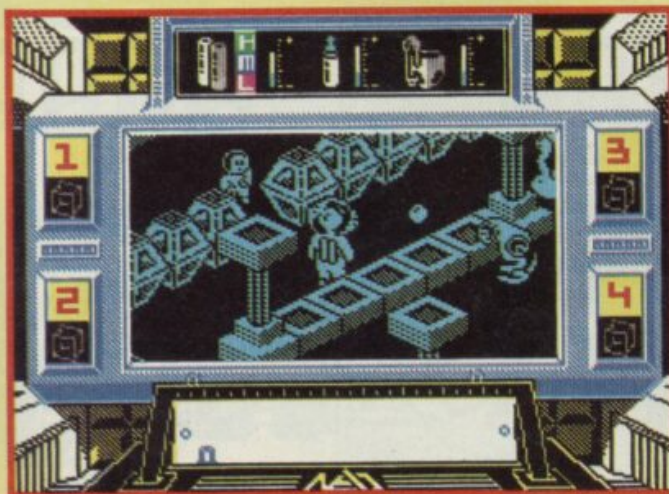
To begin with what few previous reference points are available. It looks a little like *Molecule Man* meets *Sweevo's world*. *Knight Lore* top-down edge-on 3D, but scrolling landscapes chock-full of odd geometrical shapes and populated with utterly odd aliens and unexpected banal items — like a shower in the middle of an abstract landscape. Got a mental image? Well it's not like that, there's more...

There's this baby. You're an alien. The baby crawls, it needs

feeding, it must be washed. You need to find milk. Finding milk is not a grandiose objective to have as the basis of a computer game so you also have to find some power keys.

Find a computer, dump the keys in it and escape this nightmarish world. Thus allowing the baby the freedom to grow up into a computer programmer, or something equally worthwhile. The problem is, looking after the baby is a constant distraction — all too frequently you will have to interrupt your quest for the keys to find milk or wash it's nappies (chuck the kid under a shower). It'll follow you around but only if you move slowly. Otherwise it'll get lost. This can be a problem when hoards of failed experiments in creation are attacking you.

OK, what's all this about



## FACTS BOX

*Abstract, surreal, utterly odd 3D maze/arcade/adventure game. Very inventive and very irritating but still brilliant*



**PRODIGY**

Label:  
Electric  
Dreams

Author:  
Mev Dink  
Price: £7.99

Memory:  
48K/128K  
Joystick: various

Reviewer:

*Graham Taylor*

experiments then? Well the baby was a result of wierd experiments in creation (I've never heard it called that before) but there were some less successful attempts. These include things that look like vacuum cleaners, things that look like paintbrushes and things that look like beach-balls. Whatever — they are all nasty, the only difference is some are stupid, nasty and others are vicious and nasty.

Confused? There's more. There are four general areas. One is entirely made of ice — guess what, you slide around a lot — another area is mostly fire — you get burnt. The vegie zone seems a innocent garden tended by a mutant gardener and the final area, the tech zone, contains curious machinery.

There are a million ways to die, hundred ways to get hopelessly lost, dozens of mazes in various guises (sometimes changing whilst you are in them) and almost no chance whatsoever you'll ever solve the thing. One piece of advice — make a map.

What else? well there is a teletype machine that sends you messages on what you should do.

◀ Alien with the baby following close behind ● The cheerful little brat doesn't know its rough out there ...

## ARCADE



## REVIEW

◀ The computer ● Feed it the keys to escape from this nightmare world ● Everything else on this screen is deadly

Nothing is ever simple. There are transporters but they don't act in a very predictable way — you could end up almost anywhere.

There are so many odd things to discover in this game. If, for example you fall into one of the pits of fire that crop up occasionally you immediately zoom into the nearest shower to cool off. No option.

Is a game featuring baby nurture as a prime element going to crack it on the street? The temptation to blast the little brat is strong but, anyway, your blaster can do no more than stun. Learn to love the kid.

What is this game? It looks superb, beyond *Rasputin* in wild visual imaginings but with a much more complex plot. There seemed to be no more permutations of monsters possible — yet here we have several new species. There seemed to be no more games ideas to develop — but here are a dozen. And it's got sound effects like *Iron Maiden* tuning up.



▲ A pleasant garden scene ● Think you've time for a rest? ● Nah ... ● The chef has the milk bottle

I almost think *Prodigy* is too clever by half but in the end I come back for more, and more.

So, what is this game? Let's say brilliant. Like nothing else. If you liked *Cylo*, *Knight Lore* or *Molecule Man* that might mean you have the right sort of mind for this, but in the end you're on your own.

This is the sort of game that makes you write like an NME journalist. Why? It's like that ■



At the last count about twenty-seven people had explained to me, why it would never be possible to convert **Uridium** to the Spectrum.

I almost believed them. A mistake. Here is **Uridium** on the Spectrum and its a closer conversion than anyone could

have ever dared hoped.

**Uridium** was No 1 game on the Commodore, and proved that, done correctly, there was photon power in the old zap 'em up yet.

More than life — freshness, excitement and exuberance.

The plot: destroy a giant space aircraft carrier (that's

what it looks like), by first destroying all of its defensive forces — waves and waves of variously shaped ships that hurtle along its length. At the same time blast various gun emplacements, shields, blocks and other features built on the fuselage.

Now, aside from the problem

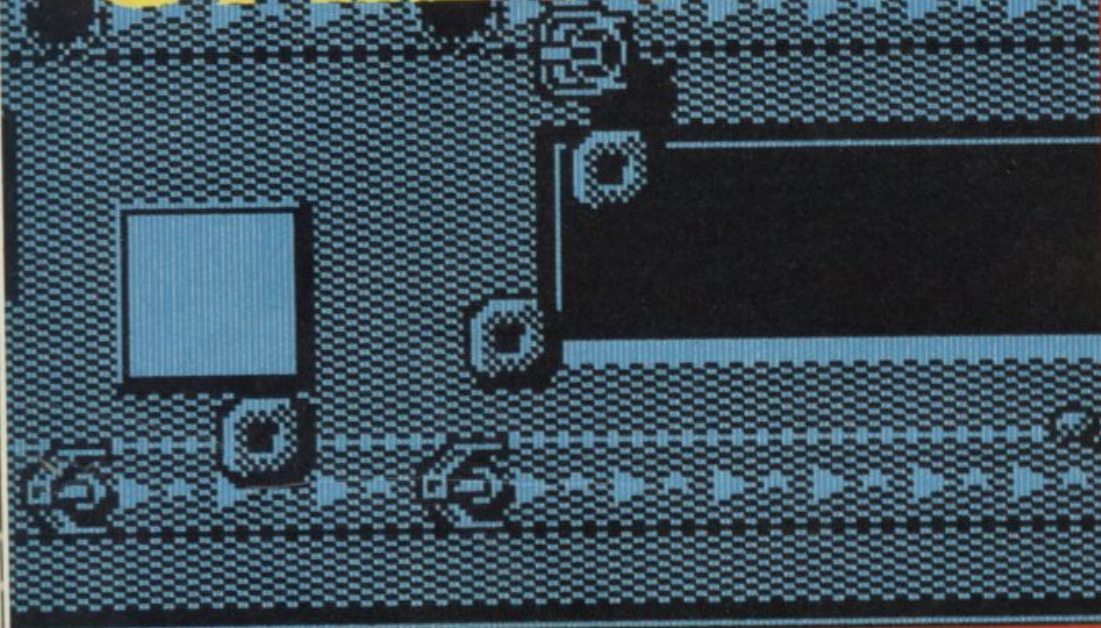
of not being shot down by the increasingly vicious defensive ships there is another problem — it is very easy to hurtle straight into any one of a dozen or more obstacles on the ships surface. This causes you to explode into a ball of flames, generally a bad thing.

Actually, if you think about it,

## HINTS AND TIPS

- Learn the space carrier layout carefully
- Don't fly over the generator ports because they dispatch homing mines
- Remember to do a ninety degree flip when flying through narrow spaces — ie, between aerial masts
- For the safest result attack alien waves from behind as they always fire forward
- Destroy complete alien waves to gain bonus points
- Shoot all ground targets to gain bonus points
- Avoid areas on the carrier with long shadows — this denotes a higher level surface you could crash into
- To gain height to fly above alien missiles change direction using flip
- After the *Land Now* message appears on screen, land on the master runway of the carrier as soon as possible to avoid the extra-nasty aliens
- ◀ Ground based fighters obliterated ● You're under attack ● Get behind them to wipe them out

# URIDIUM



"Hey where are we? I don't like it here — its old and kind musty smelling"

"Hey has anybody got a light?"

"Yeah, hang on I'll get my torch"

"My God! We're stuck inside an old platforms and ladders game!"

"Hey I didn't think there were any of them left"

"Don't you see? Everything fits, see how the screen is split in different levels and there are these stairs that carry us up and these sudden holes that we might fall through if we're not careful"

"Yeah, and there are all these spooks and stuff — didn't you notice how they suddenly appeared from behind doors and how you could only get along each level by having Scooby punch them"

"I've been wondering about that. Scooby's never acted like that before, I mean he's usually completely terrified"

## FACTS BOX

*Ancient platforms and ladders idea regenerated somewhat by some excellent cartoon-quality graphics*

SCOOBY DOO

Label: Elite

Author: Gargoyle

Price: £7.95

Joystick: various

Memory: 48K/128K

Reviewer: Graham Taylor



"That's called marketing. Nobody would want to play in a game in which you only ran away from things, also it brings in a vaguely Exploding Fist element, a sort Kung Fu Scooby"

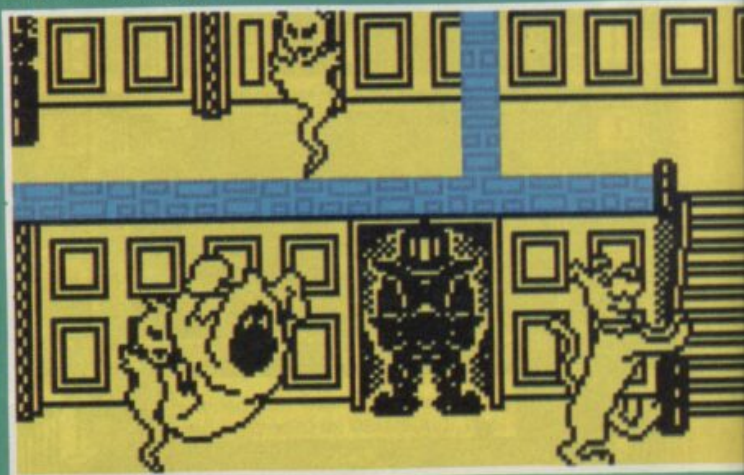
"Then there are all these Scooby snacks lying about..."

# SCOOBY

"Yeah, they're probably bonus pills in the game. . . and these skulls on the floor, Scooby has to jump over them, so that makes things difficult."

"Hey, that's in the classic platforms and ladders tradition — but what's the objective?"

"Well, a different one of us is captured on each level of the





## FACTS BOX

Superb arcade game. Smoother, faster, slicker and more challenging than almost everything else you can currently buy



URIDIUM

Label: Hewson



Author: Dominic Robinson



Price: £8.95



Memory: 48/128K



Joystick: various

Reviewer: Graham Taylor

Some sharp joystick work necessary to get through the gap and around the aerial mast ►

the above description would do for any one of a thousand arcade games. So what makes **Uridium** so special? Not easy to say but I think it's the slickness of the presentation and the speed and smoothness of the movement.

The only other program around at the moment to compete with it as far as making the Spectrum look like an arcade machine is **Lightforce**.

The sprites are elegant and sharply defined, the scrolling is very smooth (17 frames per second it says in the blurb) and virtually flickerless.

Maybe my favourite section to the whole game is the way

your attack fighters turn in a tight corner — executing a perfect 90 degree roll combined with a half turn. And on later levels, you'll need to fly edge-on to swoop between narrow channels on the ship's surface.

What doesn't it have? Well it is mostly two-colour to prevent

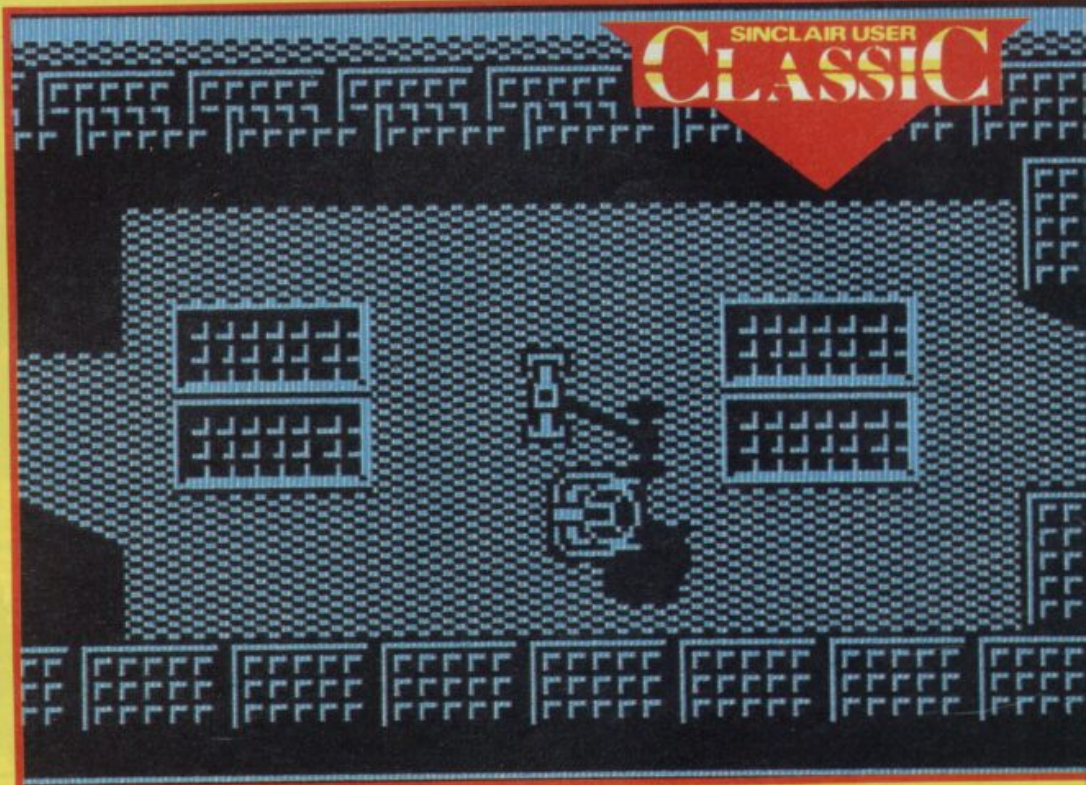
attribute problems and the sound is, well, limited.

**Uridium** is going to generate vast numbers of letters to our John Riglar pleading for infinite lives *Pokes*, tips and tricks. Things will get very hot up and competitive — what does that all prove?

That **Uridium** is wonderful ■

## ARCADE

## REVIEW

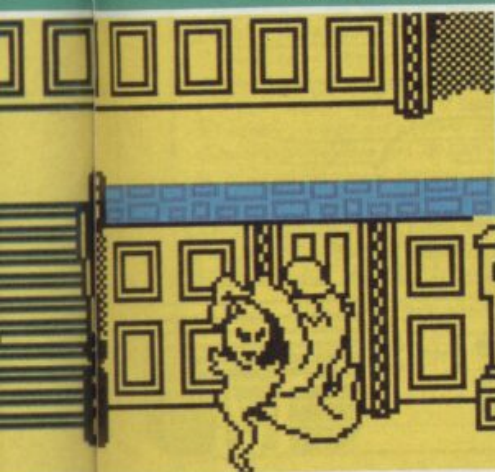


## Y DOO

game and Scooby has to fight his way through to rescue us"

"And on the first level Wilma is stuck in a jar. . ."

"I never liked her anyway. . ."



▲ From a doorway a monster emerges ● Shaggy is trapped in a jar ● How to get there?

"Yeah, but there had to be an ugly serious one of us to offset the stupid pretty one."

"So our predicament is totally hopeless?"

"I wouldn't say that, the graphics are pretty neat, I mean

◀ A vast collection of spooks ● Stairs up the next level ● What next?

we all look who we are, and Scooby is nicely animated. . ."

"Yeah, and there aren't any attribute problems because everything is two-colour. . ."

"Exactly"

"I suppose it's quite fun in a way. . ."

"Oh yup — the idea might be out of date but the whole thing has been put together quite well. . ."

Who did it — Elite?

"No it has to be someone with a good deal of expertise in animating large sprites, someone who could make us look like ourselves and yet develop a moderately entertaining game out of us. . . someone who tried to remain anonymous but gave themselves away. . ."

"How?"

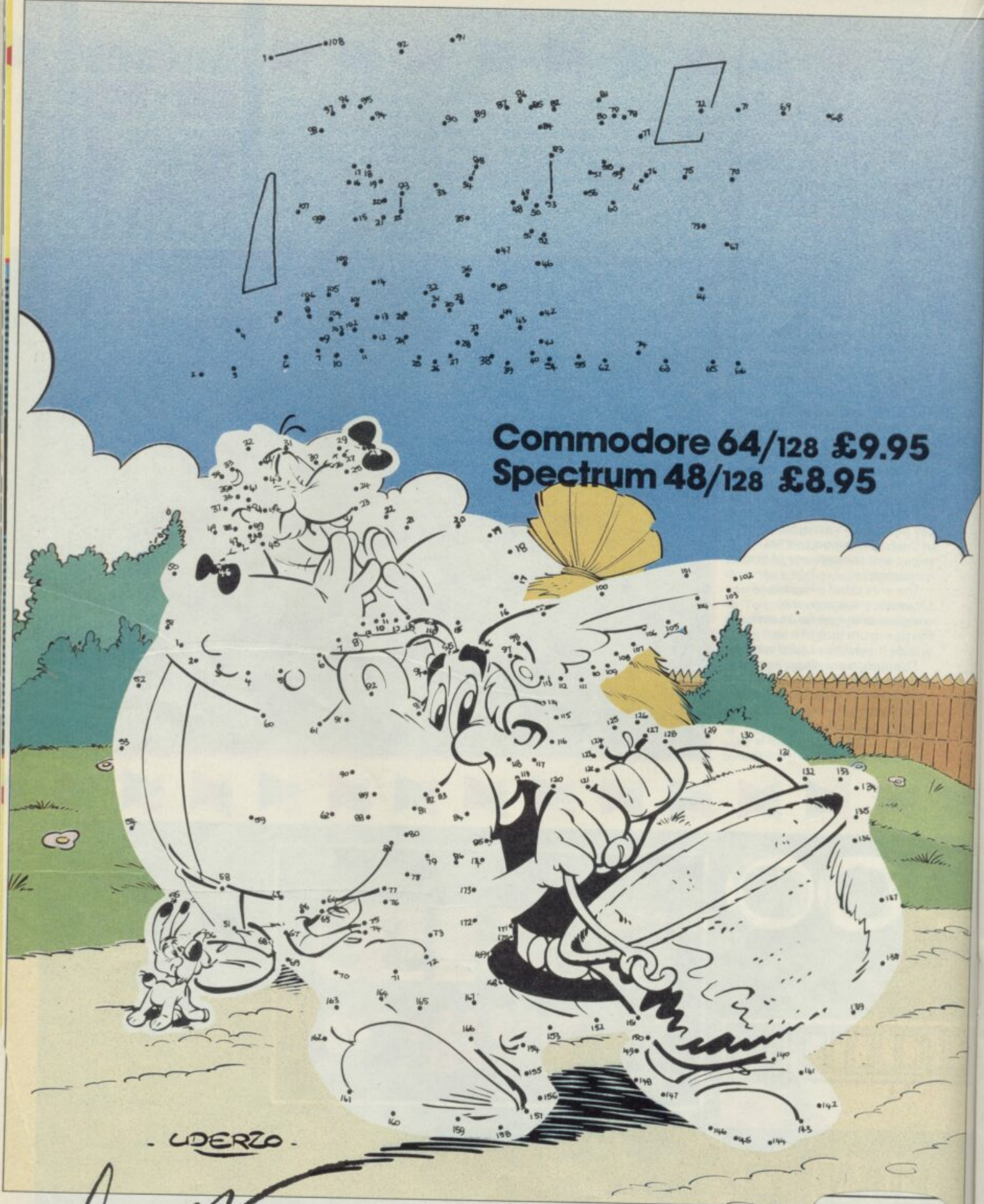
"They used virtually the same character set on **Scooby Doo** as they did on their famous animated graphic adventures. . ."

(Gasp) "GARGOYLE GAMES!!!!!"

Gargoyle games pull off their mask and turn red with embarrassment:

"Gosh, darn it, we was only trying to earn a bit of extra cash to finance our next adventure, we made these ghosts out of some old pixels and on later levels used some bouncing spring-type alien things we had from another game, an' we would have got away with it too if it wasn't for you kids. . ."





**Commodore 64/128 £9.95**  
**Spectrum 48/128 £8.95**

*from*  
**MELBOURNE HOUSE**  
*The Home of the Hits!*





NOW AVAILABLE – the official Spectrum Upgrade!

# Turn your Spectrum into a Spectrum + for just £23

Makes a great Christmas present

ACCESS WELCOME

ORDER NOW!



- Professional full-size keyboard – Includes 17 extra keys.
- Responsive typewriter-style action.
- Accepts all current Spectrum software and peripherals.

+ £1.50 p + p



**The official Spectrum Upgrade.** Naturally your upgraded computer will accept all the peripherals in your Sinclair system – Interface 1, Microdrives and so on – as well as all Spectrum software. Just as important, new Spectrum software and peripherals will be designed with the Spectrum + in mind. So the Sinclair upgrade adds **stylish looks, new capabilities ...** and new potential for the future.

## Here's some exciting news for Spectrum owners ...

the official Spectrum Upgrade Kit. The Upgrade has everything you need to turn your Spectrum into the stylish new Spectrum +. You don't even need an understanding of electronics, just the ability to solder a few wires together! The leaflet in the kit gives clear, step by step instructions. If you're not sure about doing it yourself, don't worry. Simply return your 48K Spectrum to us and for **£29.95 + £1.50 p + p** we'll upgrade it for you.

### The bigger, better Spectrum keyboard

The Spectrum + measures 12 1/2" x 6". It has a large typewriter-style keyboard, with hard, moulded keys. You'll find the new keyboard has a smooth, positive action – ideal for touch-typing, word processing, simulation programs, and extended programming sessions. Two retractable legs give a **perfect typing position**. There are 58 keys in all, including 17 new keys. Programmers will be pleased to see dedicated punctuation keys, a space bar, and separate shift keys for graphics and extended modes. And a reset button allows you to clear a program from your computer's memory without disconnecting the power supply.

## HOW TO ORDER BY MAIL

1. If you require us to do the upgrade for you please send **£29.95 + £1.50 p + p. Total £31.45.**
2. Should you require the do-it-yourself kit just send **£23.00 + £1.50 p + p. Total £24.50.**
3. If you require your Spectrum to be repaired and upgraded to a Spectrum Plus we have a special offer price of just **£50.00** complete.

Orders can be placed by using your Access Card on the numbers below.

# VideoVault Ltd.

Upgrade Dept. 140 High Street West, Glossop, Derbyshire SK13 8HJ  
Tel: (04574) 66555/67761 & Manchester 061-236 0376

© Copyright Videovault Ltd No 689032

# ROMANTIC ROBOT present

NO1 MULTIPURPOSE INTERFACE FOR 48K & 128K SPECTRUM\*

# Multiface one

Version 48

New again!

NEW ENHANCED VERSION AT THE OLD PRICE OF **£39.95!**  
WITH MORE HARDWARE & SOFTWARE THAN EVER BEFORE AND  
WITH MORE FEATURES THAN YOU FIND ON ANY OTHER INTERFACE

- \* Internal 8K ROM & 8K RAM enable **FULLY AUTOMATIC** saving of anything, anytime onto MICRODRIVES, WAFADRIVES BETA, OPUS, KEMPSTON and TAPE with extra 8K at user's disposal and with an extensive MULTI TOOLKIT to study/modify/develop programs.
- \* Plus a joystick interface (IN31, i.e. Kempston compatible) and a switch to make MULTIFACE ONE INVISIBLE.
- \* MULTIFACE ONE does not take any part of Spectrum RAM and does not need any additional software. Just push a button to freeze a program, save it and restart from the same point next time.
- \* MULTI TOOLKIT facilities allow to PEEK/POKE the entire 56K, show blocks of RAM with on-screen editing and decimal hex or ASCII display, enable programmable jumps to anywhere within 56K, etc.
- \* Menu-driven with prompts and one-touch commands: 1) Push button 2) Select function: exit/return/save/tool/copy/jump 3) Input name 4) Save to: tape/cartridge/wafer/opus/beta/kempston (If using Kempston please specify when ordering)
- \* Extremely **powerful and efficient compressing** for fast re-loading & using minimal room on cartridges, tapes, wafers, disks.
- \* Option to **SAVE** a screen only \* **COPY** screen to printer (for printers interfaces accepting COPY command)
- \* Through extension bus for connecting other peripherals \* User-friendly, fully error-trapped, guaranteed, **simply magic**.
- \* Programs saved with MULTIFACE can RUN independently \* 128K Spectrum usable in 48K mode only on Version 48 \*

Expand your Spectrum to 56K and stretch its capabilities even further with

## Multiface one ESSENTIAL SPECTRUM COMPANION

I enclose a cheque/PO for £..... (UK & Europe orders please add £1 overseas £2)

or debit my No.....

Name..... Card expiry.....

Address.....

Please send me (tick as applicable):

TRANS-EXPRESS cartridge	£9.95 <input type="checkbox"/>	tape (for m'drive)	£ 7.95 <input type="checkbox"/>
disk (Opus Discovery)	£9.95 <input type="checkbox"/>	wafer (Rotronics)	£ 9.95 <input type="checkbox"/>
MUSIC TYPEWRITER	£5.95 <input type="checkbox"/>	with supplement	£ 7.95 <input type="checkbox"/>
WRIGGLER Spectrum tape	£ 2.95 <input type="checkbox"/>	or cartridge	£ 5.95 <input type="checkbox"/>
WRIGGLER Amstrad tape	£ 7.95 <input type="checkbox"/>	or disk version	£ 11.95 <input type="checkbox"/>

## TRANS-EXPRESS

The software way of transferring Spectrum software. 4 utilities for m'drive, 2 for wafadriver, 2 for Opus Discovery. Invaluable for cartridge/disk maintenance & automatic transfers. Highly professional, user-friendly, versatile and comprehensive. An ingenious piece of software!

\*\*\*\*\* Features \*\*\*\*\* Performance PCN

TOP SOFTWARE AT BOTTOM PRICE

## Wiggler

'One of the best games for any machine I've seen for very long time.'  
Wiggler is a totally original game. CRASH SMASH STAR GAME PCN  
'Great game, good music, well recommended.' What Micro  
'The graphics and sound are excellent and the game is totally addictive.'  
10/10 value & playability. 9/10 graphics & sound. C & V Games  
'This is a great game.' CAS 'Well worth buying.' ZX C & Crash  
'If you've any sense you'll order your copy now.' PCN 'A WINNER' PCN

! NOW FOR AMSTRAD! SPECTRUM version at a BUDGET price

## MUSIC TYPEWRITER

Complete Spectrum music system for writing, editing, playing, printing & storing music. Its real notation graphics and ease of use make it an ideal educational tool. Great fun to play with & a lot to offer in serious use (transposing, dot matrix printout etc.). A very professional piece of programming, easy to use, excellent screen presentation, error trapping & helpful prompts. If you're interested in music and own a computer then get it! ZX Computing

MIDI compatible with MIDI MUSICIAN package  
Now going for a song at £5.95 only

ROMANTIC ROBOT 77 Dyne Road London NW6 7DR 24 hrs orders 01-625 9463



# ARCADE

# STRIKEFORCE COBRA

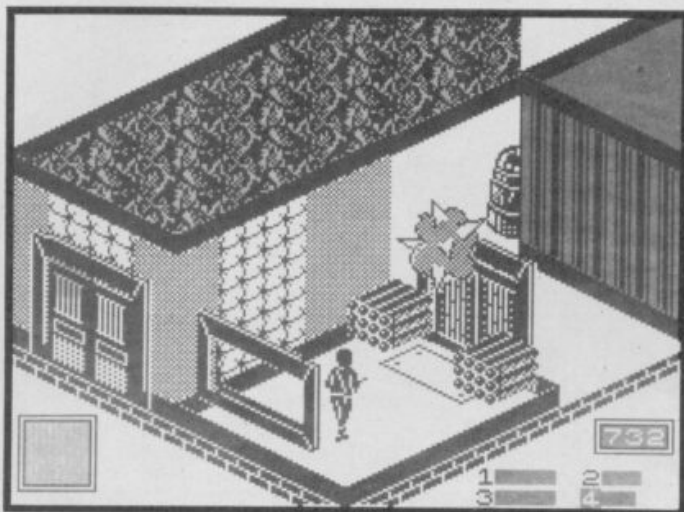
## REVIEW

**W**ell, it's certainly clever. And complicated. And big.

**Strike Force Cobra** is the sort of game nobody even dreamed about in the days before **Knight Lore** proved animated 3D graphics were possible.

I suppose in terms of plot **Strike Force** is a little like **Shadowfire** and in terms of look it's a lot like **Fairlight**. Having worked my way through the first level (armed with twelve cups of coffee and extensive reviewers crib notes (that said things like 'now move the joystick up') I can guess that the game could take months to solve.

It's plot no: 6088/7B. Take one evil criminal genius. Take it as



Destroy the orb and dive over those bundles ● Then avoid the man ● And then ...▼

▲ The footplate might open the door ● But what will it do to those piles of dynamite ● A robot lurks to trap the unwary

computer journalists and therefore not a pretty sight.)

You can switch between the four members of your team at any time and the real skill of the game comes in working out how to get the team members to work together effectively.

First orientate each member of the team relative to the others and arrange for them to meet up. There are various rooms which contain door control mechanisms which open shutters in quite separate sections of the fortress — perhaps the ones blocking the

path of some other member of your team.

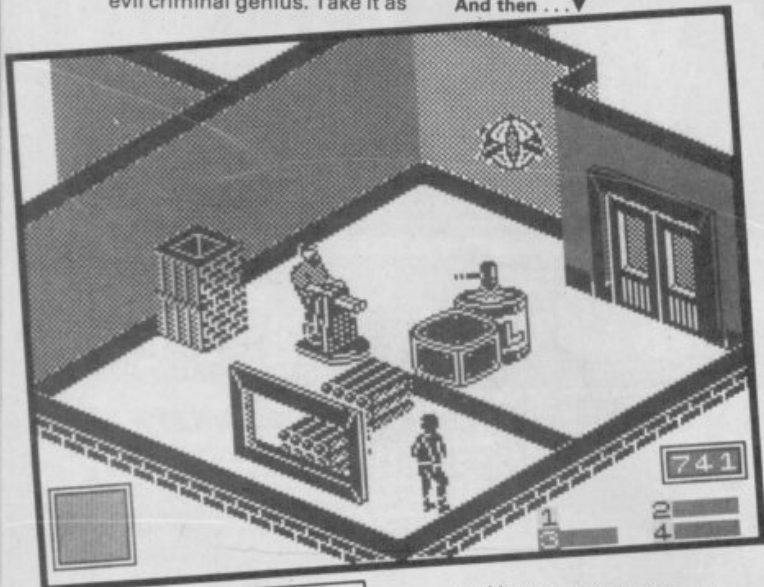
There are of course lots of things: round things, square things, hexagonal things. Very many of them attack you. Some attack you accidentally, others go straight for the jugular.

Your comandos are capable of a variety of movements, all of which will come in handy at one time or another. Diving can get you over obstacles and through windows (and makes you feel macho). Jumping achieves similar results. And crouching is sometimes vital to avoid gunfire.

Your team members get tired, too. I had an entertaining few minutes making one of my unit crawl everywhere on his knees and whenever he got tired — which was every few steps — he wiped his feverish brow. I haven't laughed so much since I tried to starve Activision's **Little Computer Person**.

Now all this would be wonderful and the game would get a Classic rating were it not for the fact that the game doesn't really look that good. It is 3D, but the animation is very jerky and the perspective is sometimes very confusing. Some of the characters are just not very well drawn. This detracts from the tension in a major way.

**Strike Force Cobra** is clever, complicated and big, I don't think it looks very good and I was infuriated by the slowness of response. Treat it as an enormous puzzle rather than an arcade game and you may be less disappointed ■



## FACTS BOX

Vast 3D arcade strategy game. Big on complexity but partly spoilt by jerky animation and inferior graphics



STRIKE  
FORCE  
COBRA



Label: Piranha  
Author: Five  
Ways



Price: £9.95  
Memory: 48K/  
128K



Joystick:  
various



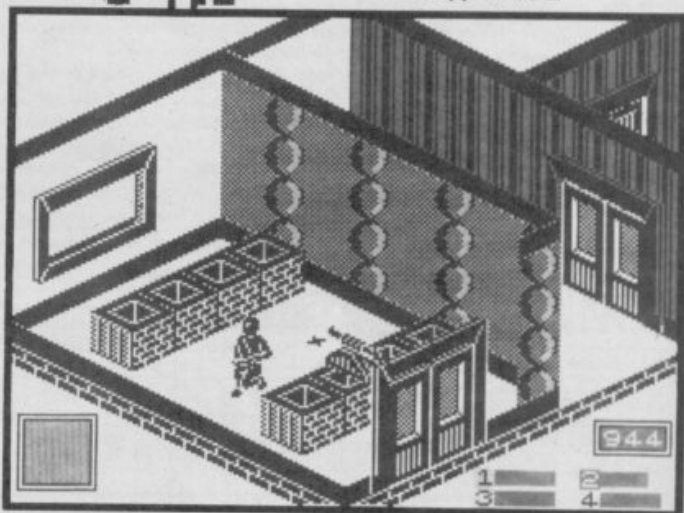
Reviewer:

Galen Taylor

read he wants to blow up the world, and you stop him by getting into a computer. Your mission (should you decide to accept it) is to select four team members (from a choice of eight), enter the enemy fortress and find your way through to the computer. Getting there involves much opening of locked doors (unusual, that) and much finding of computer room codes — by freeing hostages.

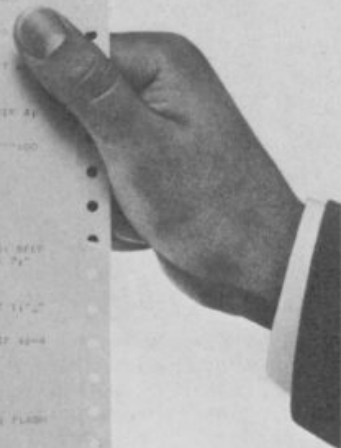
The first of a great many steps is to choose your team — actually I doubt that it matters which four you pick from the eight in terms of playing the game — but for reasons of taste you may not wish to select some of the more gruesome options. (They are digitised

A hail of bullets from the machine gun ● Take it out with a grenade ● And escape by diving through the window





To get your hands on one, simply fill in the coupon. Whichever way you look at it, it's a gift.







## THE LANGUAGE OF MUSIC ON THE 128

**L** face it, whatever else the Spectrum is famous for it isn't its sound capabilities.

That's all changed, now, with the new 128K+2. It's finally got some respectable sounds plumbed in.

Sure, the three channels of sound and/or noise looks much the same on paper as many of the other machines on the market, but where the Spectrum scores is where you fit in. Most micros use stuff like *Sound* 20,103,10,-4 to bring forth sweet music. If you find that friendly, you're a better man than I, Gunga Din.

To persuade the 128K+2 (or the 128, for that matter) to produce a note, the magic is a new command called *Play*. "A" plays the note called A. To play a sequence of notes, just string them together. *Play* "GABG" plays four notes in a row, and striking the right chord just is as easy. *Play* "C","E","G" plays three notes at the same time (that's a chord).

The *Play* command is very powerful. Amstrad has a demo, all in Basic which plays ten minutes of Bach on three synthesisers in eight voices — using the micro linked to the synths via the quasi-MIDI port. Even if you don't aspire to several grands worth of technology, *Play* can put a pretty respectable tune through your TV.

Try the one liner — Program 1. For once the 128K+2 documentation is almost adequate and, with the aid of the manual, you should be able to find out what go ping and what go chhhh.

*Play* does have some limitations. For example, like *Beep*, everything else stops when it's running. And as it, like *Mantovani*, uses strings, fast effects can be quite difficult. When talking interrupts all of a sudden.

There is an alternative. The sound chip can be driven directly by using *Out*, bypassing *Play* altogether. The chip is quite a complicated beast, and a full explanation of what it does and how it does it would be out of place here (it's in the 128K+2 manual, by the way).

But, just for example, Program 2 sets up the three voices so that they are almost, but not quite in tune. Try different values of pitch. You could also

try changing the 248 in Line 60, as different values here can introduce noises of various kinds.

Strange to relate, this sort of program actually works better in 48K Basic than in 128K Basic. The reason for this is lost in the mists of time, but basically (sic) the sound chip also controls the mythical keypad, and every so often the computer asks it to check and see if one's been plugged in. If this happens when you're writing a sound to the chip, then you lose the information. Of course, in 48K mode the computer knows nothing of keypads, but the *Outs* still work.

*dOut* is a very simple instruction for the computer, so you can do lots of them in quite a short time. Program 3 (run it in 48K mode) just goes 'peeew' (sounds groovy), but it does show how lots of things (well, two) can happen at once.

Also, the sound continues even when the program's been stopped. Once the sound chip's been started, it's quite happy to carry on until the processor tells it to stop. Even if you type *New* or load a tape, the sound will just keep going. This means that, once you've mastered the ins and outs of *Out*, Basic can be persuaded to play tunes and

late, it's time it had a bit of the spotlight.

The hardened Spectrum owner might feel lost at first. Instead of the multi-mode cursor at the bottom, there's a flashing blue blob at the top. Press a key, and no keyword springs up. Instead, everything must be typed in full, even the  $\leq$  tokens. On the 128K this can be doubly confusing, as all the keywords and symbols are still there. The 128K+2 with its standard keyboard, presents no such distractions. A line that's typed in gets treated by the computer in exactly the same way as a line on a 48K Spectrum. If it's bad Basic, you can't leave it until you've corrected the syntax. At this point, instead of the flashing '?', the cursor turns an angry red and the Spectrum makes a funny noise.

Got the line in? Good. Once past the parser, lines go into the listing, again pretty much the same as the old Spectrum, but this time pressing *Cursor Up* actually moves you around the program. You can add bits anywhere, and long lines are just as fast to edit as short ones.

Pressing *Edit* in the editor brings up the Options menu. This gives you access to the *Renumber* facility (start Line 10, steps of 10 unless you *Poke* 23444 and 23446 with summat different), the lower Screen, and an option to print the program listing to the serial port. The Screen option makes the editor work entirely in the bottom two lines of the screen — the top 22 lines are never touched.

This is fun when playing with graphics, as you can fine-tune routines and see what happens without losing your old output. As *Run* clears the screen, try and use *Goto* if you want to preserve your plottings.

Also useful for graphics is the

# 128K +2

silicon disc. This is the way the Basic, which lives in 48K, gets a handle on the other 80K of Ram. Silicon disc is perhaps a misnomer. It looks a very fast tape to Basic in that you can *Load*, *Save* and *Merge*. But you can't open a channel. As it's so fast, you can store away ten full screenfuls as *Screen \$* and flip them out niftily enough to look like animation. Try Program 4... you'll believe a Spectrum can fly! The same techniques can be used to move any memory around fast. Useful for machine codists everywhere.

The silicon disc is also useful for Very Big Programs. Design a program in modules — always a good idea — and you can have 20K or so of program and four or five 16K chunks to be *Merged* in as you want. Makes Basic almost bearable.

The old favourite *Lprint*, *LList* and even *Copy* have been re-routed to use the RS232 port. *Copy* needs an Epson compatible to work, but it gives a pretty good screen dump. Beware — if you try to send anything below the ASCII code for *Space* (32), the Spectrum thinks you're trying to set a colour, and stops it reaching the printer. So you can't send printer control codes to set condensed characters or things like that from Basic.

And then there's the sound. There's still the old faithful *Beep*, but *Play* gives control over both the three-channel sound and the MIDI port.

If all that's not enough to wean you away from single-key entry, it's still there. Either type

```
10 PLAY "M21UW0X1000N3cCCcEEegG1gfecCce(cC)" , "U3a&&&" , "5#BAGE&&&FAGC (&&&) )H"
```

### ▲ Program 1

```
10 INPUT pitch
20 RESTORE
30 READ a,b: IF a=999 THEN GO TO 10
40 OUT 65533,a: OUT 49149,b
50 GO TO 30
60 DATA 0,20,1,pitch,2,25,3,pitch,4,23,5,pitch,7,248,8,15,9,15,10,15
70 DATA 999,1
```

### ▲ Program 2

```
10 OUT 65533,7: OUT 49149,254: OUT 65533,0
20 FOR f=0 TO 255 STEP 10: OUT 49149,f: PRINT AT 0,0,f: NEXT f
```

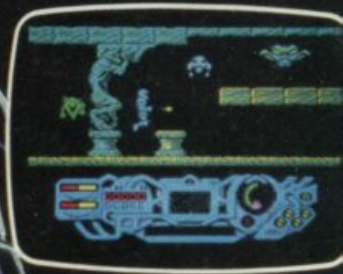
### ▲ Program 3 ▼ Program 4

```
10 FOR f=30 TO 110 STEP 7
20 CIRCLE f,145,f/5
30 NEXT f
40 PRINT AT 3,7:"Spec-tacular!"
50 SAVE : "cone"CODE 16384,2048
60 SAVE : "blank"CODE 18432,2048
70 FOR g=1 TO 0 STEP -1
80 FOR f=0 TO 32
90 PAUSE 1+g*(33-f)
100 LOAD : "cone"CODE 16384+f
110 NEXT f: NEXT g
120 FOR i=0 TO 10
130 FOR f=0 TO 2: LET g=f+1: IF g=3 THEN LET g=0
140 LOAD : "blank"CODE 16384+(2048*f): LOAD : "cone"CODE 16384+(g*2048)
150 NEXT f: NEXT i
160 FOR f=0 TO 4096 STEP 32
170 LOAD : "cone"CODE 16384+f
180 NEXT f
```

in Spectrum in 128 Basic, or select 48 Basic from the first menu that appears. But there's no way back to 128 Basic, other than resetting, so that's for diehards only ■



# THE SACRED ARMOUR OF **ANTIRIX**



Actual  
screen shots  
from the  
Commodore

Pack includes  
16 Page  
**COMIC**

**READ THE COMIC!**  
**PLAY THE GAME!**



Available from all good computer game stockists  
or by mail order from Palace Software, 275  
Pentonville Road, London N1 9NL. Send cheque  
or postal order for £8.99 plus 80p p&p.  
Access and Barclaycard holders phone 01-278 0751.





# HIGHLANDER

One of the 'hottest' titles of the current craze is **Highlander**, Ocean's arcade game from the Christopher Lambert fantasy film.

Lambert plays the Highlander, an immortal born in Scotland during the 16th century and now living in New York. Armed with a Japanese sword, given to him by fellow immortal Sean Connery, Lambert has to battle down the centuries with the evil Kurgan, a nasty piece of work with an overexposed tongue (at least he does have in the film).

The immortals are assembling in New York for the Gathering — a fight to the death for the



▲ My what big teeth you've got ● Highlander

prize, billed as as 'a power beyond imagination'. Of course, there can be only one winner, everyone else must die — by being decapitated. Gamely, Lambert tries to keep his head while all around him are losing theirs.

The final fight was the obvious sequence on which to base a game but, sadly on early pre-prod evidence it's not one of Ocean's better efforts. You control a sword-wielding character, battling with a similar opponent controlled by the computer. You can cut,

thrust and parry, the object being to cut off your opponent's head. If you succeed, the aforementioned head flies off backwards and dissolves along with the body, leaving you the winner. It's little more than just another combat game with too little variety to sustain interest. The graphics are intricate, and nicely animated but, graphics alone aren't enough. The movie, though, is definitely worth catching.



**T**op Gun — also from Ocean — looks more promising. It's a fast, vectorgraphic arcade flight simulator, based around the Paramount film starring Tom Cruise. The accolade 'Top Gun' is given to the best of America's naval jet fighter pilots. The one pilot who can outfly, out-maneuvre and out-think his compatriots, and stay alive in the process, makes it become Top Gun. A sort of aerial virility test.



▲ Top Gun takes off  
Tom Cruise ponders eternity ▼



The climatic encounter in Highlander — Lambert versus the Kurgan — that makes the movie

The Ocean game is in two parts. First, you must train and hone your flying abilities in order to become the Top Gun. If you succeed you progress to the second part, where your fighter is sent out to do battle with the enemy. It's either a one- or two-player game, you can choose whether to compete against the computer or a human opponent. May the best pilot win. Fast and furious.



**T**he Great Escape is rather more down to earth — or under it (groan).

Based on the movie with Steve McQueen, James Garner, Charles Bronson and, gasp, David McCullum.

In Ocean's game you're attempting to escape from a heavily guarded POW camp somewhere in Germany. The guards are not overly bright, but they patrol the perimeter fence at regular intervals accompanied by large ankle-biting German shepherds.

It's been programmed by Denton Designs — who did Shadowfire — and it looks pretty complex. The huts inside the camp contain a series of rooms complete with tables, chairs and cupboards. They also contain assorted objects such as keys, spades and wire cutters...

"OK chaps it's under the pixels for us" ● The Great Escape ▼







takes the final point of Ocean's arcade title

but no sign of a wooden horse. If the camp commandant (that means he's in charge of the camp) discovers you attempting to escape he'll detain you and increase security. What with him, the roving searchlights,



dogs, patrols, and spot rollcalls it's all pretty hairy. Get caught and you'll be thrown into solitary, deprived of any objects you have managed to collect, and your morale will take a hammering. A series of tunnels underpin the camp and it's easy to get lost. Some of the passages are blocked by minor cave-ins,



but you can dig your way out with a spade. The backgrounds are extremely detailed and the characters all look good — pretty much what you'd expect from Denton.



**B**ig Trouble in Little China is another Twentieth Century Fox film that's been turned into a micro game by Electric Dreams. The film is the latest from John Carpenter — responsible for last year's *Christine* horror film and *Assault on Precinct 13*. The game — like the film — is set in the sewers of Los Angeles's China Town, and the plot revolves around three characters, Jack Burton, martial arts expert Wang Chi and ancient magician Egg Shen. These three heroes are attempting to defeat the evil Lo Pan, who had kidnapped the green-eyed Miao Yin — believing that green eyes mean special powers.

Each of the three characters has different weapons, Burton has a gun and his fists, Chi has a sword and his martial arts skills and Shen has magical potions. Decide which character to adopt and fight your way past the palace guards to confront Lo Pan. Watch out for eye monsters, warriors and elementals.



▲ Big special effects in Little China "You've got a problem wiv your wiring guv"

# MICROS

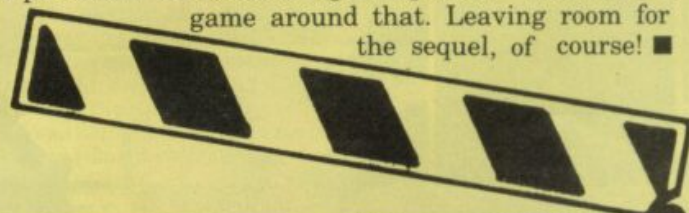
## ★ In The ★ MOVIES

**W**hat have movies got to do with micros? Quite a lot it would seem. Think of any hit movie — like *Aliens* or *Top Gun* — and the chances are some software house is at this very moment turning it into a computer game. Suddenly it's the fashionable thing to do. Software house bosses tend to be motivated by sales figures — big ones particularly — and by the reaction last year to Activision's very average *Ghostbusters* game, based on the very excellent movie, which became a world Number One selling game.

There are other reasons. For a start every good game needs a strong plot — don't invent one, buy it . . . And the game is more exciting to play if the central figures are fleshed-out by being associated with the larger-than-life movie stars. After all playing Sly Stallone in *Cobra* is more exciting a prospect than trying to identify with Wally Week.

Of course it's not that easy. A bad game from a big movie is a bigger flop than a bad game from nowhere. Everyone remembers *Superman* as a gigantic foul up. *Up Periscope* from the same company was at least as bad but nobody remembers it.

How do you take something as compelling as a big budget 70mm film in full colour, dolby stereo with explosions, car crashes and music soundtrack and squash it into 48K with none of these things — yet still retain the spirit of the original *and* make something that plays a good game. It's very difficult indeed. The way most do it is to take just one aspect of the movie — a particular car chase or fight sequence — and build a game around that. Leaving room for the sequel, of course! ■



And more movie madness . . . Turn over for Star Trek. Nosferatu. Cobra. Aliens and the inimitable Howard the Duck!



# INFILTRATOR

CREATED BY CHRIS GRAY

THE GAME THAT ROCKED AMERICA...

COMMODORE,  
SPECTRUM &  
AMSTRAD  
versions  
NOW  
AVAILABLE



	CASSETTE	DISK
Commodore	£9.95	£14.95
Amstrad	£9.99	£14.99
Spectrum 48k	£9.95	—



"What a project. Infiltrator is the most incredible new games concept to hit the market."

ZZAP 64

U.S. Gold Limited, Birmingham B6 7AX. Telephone: 021-356 3388.



## STAR TREK

**S**tar Trek is another biggie which has been a long time coming and could well be a while yet, by the sound of it. The TV series, the movies, the books and now, finally, a computer game which does justice to the scope and imagination of the *Star Trek* theme.

The game, from Beyond, combines elements of strategy, arcade action, simulation and adventure to form a blockbuster. Red alert! Load photon torpedoes, lock phasers on to



target: the star ship Enterprise is ready to boldly go where no man has gone before. Star Fleet Command has isolated a region of space in the Sagittarius arm of the galaxy within a Klein sphere, an interstellar barrier which prevents all matter from passing through it, in either direction. The quarantine zone has had to be imposed because some 20 Federation star ships, in the vicinity of the star Adakiak, have turned renegade — and switched their allegiance to the Klingon empire.

Just before Star Fleet Command set up the Klein sphere, it sent the USS Enterprise, complete with Capt Kirk, the ear wagging Spock, Bones, Sulu, Lt Uhura, Scotty and Checkov, into the zone. The ship, now cut off from the rest of the galaxy, is still in sub-space communication with Star Fleet Command. Your mission — should you choose to accept it (sorry, wrong series) — is to find out why the star ships turned rogue and if you succeed, the Klein sphere will be dissolved and normal relations reestablished with the rest of the galaxy. Fail, and the 1,000 stars in the quarantine zone and all their inhabitants will be permanently trapped.

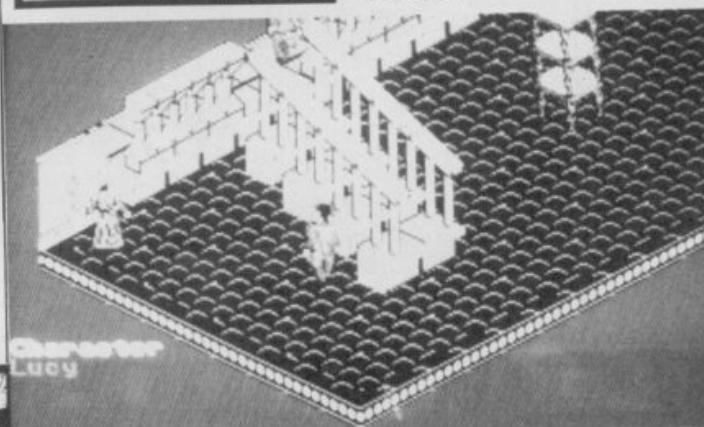
Trekkie fans will love this game. So will non-Trekkie fans. Who hasn't wanted the chance to command a star ship and put the

galaxy to rights?

You control the ship by assuming the personae of the Enterprise crew. Thus, if you want to communicate with Star Fleet, or an unidentified ship, you adopt the role of Lt Uhura. Scotty runs the engines and Capt Kirk makes the command decisions.

Tactics are up to you. If an unidentified ship appears on your long-range scanners, you can try and establish communications, manoeuvre to try and avoid it or attempt to blast it out of the ether. As you explore the quarantine zone you'll encounter a number of star systems, assuming you haven't already been taken out of commission! If any of the planets look interesting, you can set a flight path for the Enterprise to orbit the planet in question.

Digitised pictures of the Enterprise crew show your choice of character and, Star ships are shown as 3D vector graphic line drawings moving through space. Overall, the graphics are everything you would expect from a design team



which includes Mike Singleton (of *Lords of Midnight* and *Dark Sceptic* fame). . . superb.

*Star Trek* looks like a big hit for, BT even knocking *Elite* off its pedestal.



## COBRA

**I**n a different vein (that's funny — ed), Piranha has turned to a Twentieth Century Fox horror film *Nosferatu the Vampyre*. This graphic adventure takes place in Castle Dracula and stars Bram Stoker's blood drinking creation.

The object of the game is to destroy the evil vampire, who suffers from an aversion to daylight, holy water and wooden stakes. Crucifixes are also on the no-no list. One for all adventure fans to sink their fangs into.

Edge-on 3D goes into gothic overload ▼

**I** wrote the plot of *Cobra* down but I've lost the stamp.

I'll try and remember it. *Cobra* stars dear old Sly Stallone himself as a rough, tough cop charged with protecting a successful model



from murderous bad guys. Seems the doll is a witness to some bad deeds and the guys from the wrong side of the tracks want to rub her out.

Bet she screams a lot and builds up a deep and meaningful relationship with Sly. And bet he kills people.

The game — again from Ocean as its follow-up to *Rambo* — is a 3D-scrolling shoot 'em up and features nearly as much violence as the original.



# ALIENS

In space, no-one can hear you scream. Yes it's **Aliens**.

Sigourney Weaver returns as Ripley, the only survivor from the first film in which John Hurt lost his stomach and audiences everywhere lost their lunches.

Ripley has spent 57 years in suspended animation — almost as long as Michael Jackson — since her last encounter with the alien. Rescued by a scavenger ship, she discovers a human colony has been set up on the planet LV-246, where the alien was first discovered. The planet is being terra-formed, a process by which it is being made liveable for human habitation. Already, the atmosphere is breathable.

Suddenly, contact with the colony is lost and Ripley is persuaded to return with a crack force of space marines to investigate. The game has been based around Ripley's exploration of the colony base and the game design was conceived by Mark Eyles, who was also responsible for the design of **Back to the Future**, also for Electric Dreams.

You control six characters including Ripley, Bishop the android, Burke the company fink and three troopers. Each

must fire accurately. A leg or a arm shot will only wound the alien, enraging it and causing it to be even more vicious than before.

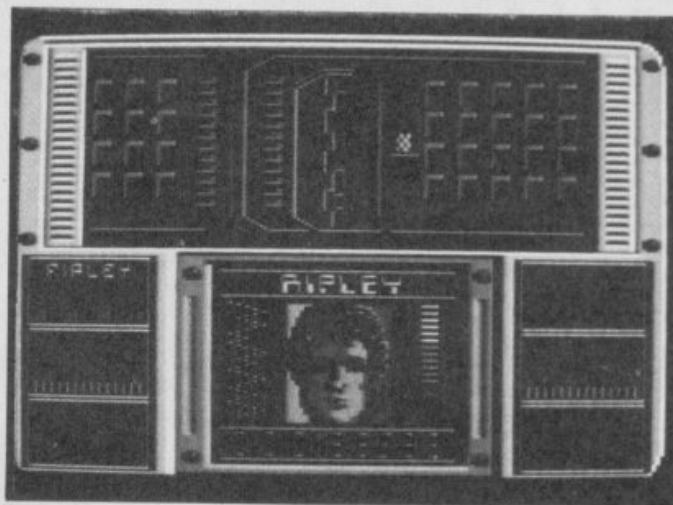
As you play the game, you find the aliens come in attack waves linked to your score — as your score mounts, so the next attack wave is triggered.

The vital life signs of each character are displayed on your monitor, together with readings for ammunition and score and a picture of the character you are currently controlling is also displayed. The top part of the screen shows the visual display from the character's camera. Bonus points can be earned by clearing a room of aliens while

Early demo screen from the C64 development system ● Top window shows the player's eye view ►

Newt is in residence. Newt is the only survivor from the human colony established on LV-246.

Electric Dreams has done well — and the film is worth seeing too. Yuk!



## HOWARD THE DUCK

Howard is an ordinary kind of duck with the kind of normal everyday interest in sex, cigars and windsurfing you'd expect from a regular aquatic bird.

As he's the only duck ever to have quacked it in the underground comic book superhero market, Howard had, inevitably, a future in the films.

In November the *Howard the Duck* movie will be with us and

fans of the no-nonsense drake who have seen the film reckon it's a fair tribute to the Howard of the comic. It concerns his exploits following his unexpected removal from Duckworld, far-off planet, to Cleveland, Ohio, by a time space whatsit and the adventures he has trying to get home.

The game is a sort of general purpose arcade, strategy, everything affair. It's mutated

the film's plot slightly: in the game Howard is parachuted in to a remote volcanic island armed only with his Quack Fu skills, a microlight aircraft and a laser. His task is to rescue some of those American teenagers that probably don't deserve to be rescued in the first place.



A tense moment of confrontation between Ripley and Hicks ● Newt doesn't seem too bothered

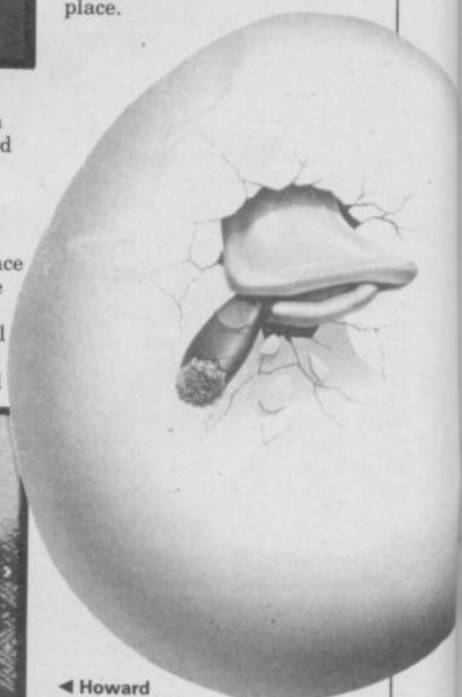
character carries a camera on his or her helmet, which enables you to see whatever is immediately in front of them. Proximity monitors register the presence of living beings, giving some warnings of approaching aliens. The colony base consists of 255 rooms, including a control room, a medical centre and a generating room. Clear all the rooms of biomechanical growths, face huggers, eggs, warriors and queen aliens. Each character is equipped with a smart gun to enable you to do this but you



◀ Howard on the C64

Whatever else, the vision of a duck making kung fu moves ought to be pretty astonishing. Although — it must be said — the Commodore 64 version on show at PCW didn't look any great shakes.

Game is due mid-November ■





# HIGHLANDER™

— THERE CAN BE ONLY ONE —



Manhattan: 1986. In a vast underground garage beneath Madison Square Garden, two men are locked in mortal combat. The huge cavern echoes with the sound of clashing steel, for although this is the 20th century, one combatant wields an ancient samurai sword, the other a broadsword. The duel is deadly earnest, ending only when the loser is decapitated. For the victor, however, it is only one more conquest in a drama he has been living for 450 years. A unique breed of men fated to duel down the ages to a distant time called the Gathering will battle for the Prize—power beyond imagination. The distant time is now. The place, New York.

©Highlander Productions Limited MCMLXXXVI. All Rights Reserved. TM — Trademark owned by THORN EMI Screen Entertainment Ltd., and used by Ocean Software Ltd., under authorisation. Movie and Media Marketing Ltd., Licensing Agents.

COMMODORE  
**£8.95**  
AMSTRAD



SPECTRUM  
**£7.95**

OCEAN SOFTWARE 6 CENTRAL STREET MANCHESTER M2 5NS TEL : 061 832 6633 TELEX 669977 OCEANS G



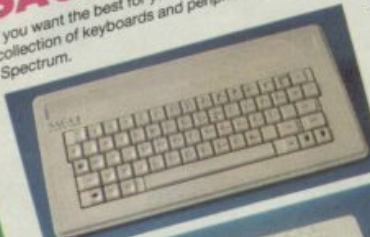
SINCLAIR USER  
**CLASSIC  
AWARD**

## THE LAST WORD

**THE LAST WORD SOFTWARE EXTENSION**  
• International characters/graphics key-define program  
• Basic mail merge • Software to allow use of Saga Star Mouse  
• SPDOS Disc System software interface  
• Extended software for page numbering, headers & footers etc  
**£4.95 (incl. VAT)**

## SAGA KEYBOARDS

If you want the best for your Spectrum, ensuring it advances with technology, the Saga Systems' collection of keyboards and peripherals is essential. And they are all compatible with the 48K and + Spectrum.



SINCLAIR USER  
**CLASSIC  
AWARD**

## SAGA WORD PROCESSOR

"The author... has succeeded in surpassing the quality of all word processors on the Sinclair market and many in the MS-DOS and CP/M markets... you lucky Spectrum people..." John Gilbert, Sinclair User. Outstanding facilities: Standard range of printer options, full on-screen over 60 commands, massive range of printer options, full on-screen help facility, full feature expression evaluator/calculator, over 24K text space in memory, compatible with tape and microdrive, wafa and: KDOS, BETA, Gordon and Opus disk systems. The Last Word will convert files from other word processors such as Tasword. Database and spreadsheet will be available soon. The Last Word is free with the Saga 3 Elite and the Saga 2001 if they are purchased by mail order.  
**PRICE £13.95 (incl. VAT and Manual)**



## SAGA 1 EMPEROR

"... Good looks... works remarkably well..." - Sinclair User.  
"... remarkable... value for money." - Sinclair User.  
Annual 1985.  
"particularly like the extra caps and symbol shift keys..." - brought the computer to life in quite an unexpected way... "Primary Teaching and Micros."  
**PRICE £39.95 (incl. VAT)**

## SAGA 2+

"If I had not already seen the Saga 3 Elite I would have awarded the 2+ a Sinclair User Classic. As it is I'll simply say 'Well done, Saga' - Sinclair User.  
**PRICE ONLY £54.95 (incl. VAT)**

## SAGA 3 ELITE\*

"Devastatingly smart... the opposition looks like toys... the best." - Popular Computing Weekly.  
"It transforms the humble Spectrum" - Sinclair User.  
"Will release the full potential of your Speccy... superdooper..." - Your Sinclair.  
At its new low price of:  
**£69.95 (incl. VAT)**  
The Saga 3, with its own number pad is also ideal for the 128K Spectrum, with up-grade kit.  
**PRICE £4.99 (incl. VAT)**

## SAGA 2001\*

With its infra-red transmission, the Saga 2001 can be used while you walk around the room. No wires link it to the Spectrum. It has 101 keys and it is simply out of this world.  
**PRICE £119.95 (incl. VAT)**

\*The Last Word Software is available free with the Saga 3 Elite and the Saga 2001, if purchased by mail order.  
The Saga Lo-Profile is still in stock **PRICE £39.95 (incl. VAT)**

## SAGA SYSTEMS' PRINTERS

### THE COMPLIMENT LQ PRINTER

The Compliment LQ Printer can print at 150 c.p.s. in draft mode, 120 c.p.s. in standard mode, 60 c.p.s. in LQ mode. It has a parallel printer interface, with 2K buffer, pin and friction paper feed and a front panel switch display. 9 international character sets are available to be printed by a bi-directional 9 pin replaceable print head in many styles. It is very compact, attractive and offers superb value for money.  
Let this printer compliment your pocket.  
**£199.95 (incl. VAT and Manual)**



### THE LTR1 PRINTER

The LTR1 is a letter quality printer, 12 c.p.s. with RS232 and centronics ports built in. The LTR1 prints in ink onto standard paper and requires our interface to work. The LTR1 is ONLY **£119.95 (incl. VAT)**  
Centronics Interface. To drive your printer.  
**£34.95 (incl. VAT)**



## SAGA DISK DRIVE INTERFACES

The Saga Disk Drive Interface 1 can run 3", 3 1/4", or 5 1/4" disks. It can also run 40 or 80 track single or double sided disks of single or double density. The drive interface is extremely fast and has a greater storage capacity than any competitors'. It supports microdrive software. Simplified, user-friendly syntax or normal Sinclair Microdrive syntax is available. This button allows everything in the computer memory to be transferred to disk at a typical transfer time of 3 1/2 seconds. Any number of snapshots can be taken and this can be done as many times as you wish up to the capacity of the disk. This is a particularly useful facility for loading screens of machine code games.  
**THE PRICE IS A MERE £69.95 (incl. VAT)**



The Saga Disk Drive Interface 2 has all the facilities of Interface 1, plus a printer interface which supports any parallel centronics printer and uses Sinclair basic syntax and provides Epson graphic compatibility. It has a joystick interface which is Kempston and Sinclair compatible and also provides a facility for a network connection. This connection allows up to 64 Spectrums to share disk and printer resources. Finally a standard expansion connector means other Spectrum peripherals may be connected.  
**THE PRICE IS £69.95 (incl. VAT)**  
**FOR DETAILS OF OUR DISK DRIVES AND DISKS - CALL NOW.**

## SAGA SYSTEMS' PERIPHERALS

Microdrive extension cable. For use with your Saga 3.  
**£4.95 (incl. VAT)**  
Flexicable enables you to drive two interfaces.  
**£11.95 (incl. VAT)**  
Dust cover. To keep your computer and Saga keyboard clean.  
**£4.95 (incl. VAT)**  
Centronics Interface. To drive your printer.  
**£34.95 (incl. VAT)**

## COMPETITION

If you spot our poster in a computer shop you may win a SAGA 2001 KEYBOARD. Simply: Send us the name and address of the shop, and your name and address and you could be lucky!

Quantity	Price	P&P
SAGA 1 EMPEROR	<input type="checkbox"/> £39.95	£1.50
SAGA 2+	<input type="checkbox"/> £54.95	£1.50
SAGA 3 Elite	<input type="checkbox"/> £69.95	£1.85
SAGA 2001	<input type="checkbox"/> £119.95	Free
LO-PROFILE KEYBOARD	<input type="checkbox"/> £39.95	£1.50
128K Keyboard	<input type="checkbox"/> £4.99	Free
up-grade kit (for Saga 3 only)		
LTR1 PRINTER	<input type="checkbox"/> £119.95	Free
COMPLIMENT LQ PRINTER	<input type="checkbox"/> £199.95	Free
MICRODRIVE EXT. CABLE	<input type="checkbox"/> £4.95	Free
DUST COVER	<input type="checkbox"/> £4.95	Free
(please specify which keyboard)		
FLEXICABLE	<input type="checkbox"/> £11.95	Free
CENTRONICS INTERFACE	<input type="checkbox"/> £34.95	Free
SAGA DISK DRIVE INTERFACE (1)	<input type="checkbox"/> £69.95	Free
SAGA DISK DRIVE INTERFACE (2)	<input type="checkbox"/> £89.95	Free
THE LAST WORD	<input type="checkbox"/> £13.95	Free
TLW SOFTWARE EXTENSION	<input type="checkbox"/> £4.95	Free

SEND YOUR ORDER TO: Dept. SU1 Order Desk Saga Systems Ltd.,  
2 Eve Road, Woking, Surrey GU21 4JT. Telephone: 04862-22977

Mr/Mrs/Miss

Address

Amount enclosed £

My Credit Card No. is



Please tick method of payment: PO ☐ Cheque ☐ Draft ☐ Credit Card ☐

Signature

Date

Overseas orders, please deduct 15% VAT add £4 for postage excess.  
Please allow 28 days for delivery.

**ADVANCE  
WITH**

**Saga  
Systems  
Limited**

**TEL: 04862-22977  
FOR FREE CATALOGUE**

VAT is included

TOTAL

Callers are invited to our shop





## SOUND SAMPLER

Maybe Cheetah has missed the boat. The sound sampler it's recently released will inevitably be compared to the Ram Music Machine.

Ram's unit combines a sampler, MIDI, and built-in software and the Cheetah Sampler costs about the same, has no software built-in and lacks MIDI.

Does it stand a chance? Well, maybe.

If you're any sort of serious musician, perhaps with existing MIDI gear it's very doubtful that the Cheetah package will have much to offer when compared with the MIDI-compatible Ram system.

On the other hand if your interest in sampling is less serious and you just like the idea of making strange and/or silly noises and fiddling around with your voice then as sampler pure-and-simple this Cheetah package might just be a better bet.

What you get is a black joystick-interface-sized unit which fits on to the Spectrum edge connector. Also supplied is a microphone which connects into one side

of the unit. There is another lead which connects from the unit into the back of a hi-fi system (it ends in a phono plug so if your hi-fi uses DIN then you'll need a new plug).

If you haven't got a hi-fi an alternative is to buy an adapter (phono to mini-jack) and connect the thing into the mic socket of your cassette player. The quality won't be anything like as good however.

So you play your sound into the microphone where the black box samples it — effectively it gets digitised. Then you change it, twist it, cut it up — whatever you want — and play it back at a different speed or pitch through the hi-fi or cassette player amp.

A single tape contains all the driving software for the system. There's the sound sampler itself, a number of digitally-encoded test samples including a bell (that old standby) and someone saying 'hello'. The final program on the tape is a real-time sound utility program, of which more in a moment.

The sampler software is at the same time both sophisticated and awkward. One of its many features is a volume level check facility that allows you to adjust the volume levels exactly for the best possible sampling — it works by producing a graph of the volume of input. If the peaks of the graph waves are just contained within the screen volume level is good, if the peaks are 'clipped' then you will start losing sound quality.

You can actually get your sound into the machine in

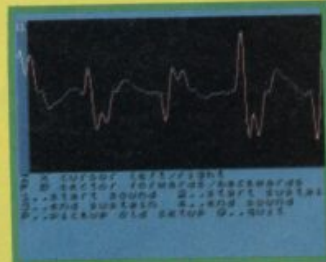
two ways — either via the microphone provided or using a line input using the

same socket. When taking a 'sample' first indicate how many memory 'units' you wish to allocate to the sound. The unit appears to be 1/144 of a second and you evaluate units required purely in terms of length of the sound.

Then you go 'wee' or 'boing' or 'woof' or 'meow', or make any one of those thousands of noises beloved of hi-tech rock bands (anyone who says 'nineteen' gets their wrist slapped). And then you hit the first real snag with the Cheetah sys-

tem. Once the sample is complete, you can't just play back the sound — it has to be configured first. This involves determining exactly where the sound is to begin, where it sustains, where the sustain ends and where the sound ends. Confused? So was I.

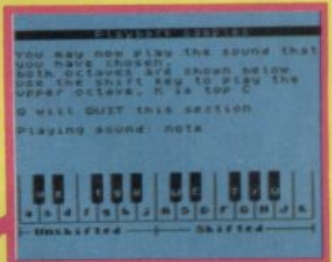
What it means is that in the period of time you have sampled (in which you said 'woof') you might also have breathed heavily to begin with and coughed at the end. Using the system you edit those bits out by fixing markers on to a graph of the



sound which shows precisely where the sample is to begin and exactly where it ends. The sustain is simply a section of sound which is 'held on to' until it is time to end the sound like ner, ner, ner... (you know what).

This is all very clever and the graph of the sample (which can extend over many screens — you scroll through it) is quite interesting, but there ought to be a way of avoiding this stage if all you want is a 'straight' sample just to try out the system. There isn't.

Having got your 'woof' or whatever, you can save it, reverse it (ffffooooo oooowww) and mix it with another sound (my attempts always sound like radio in-



terference, however).

It is a lot of probably completely pointless fun and with care the samples can be made surprisingly effective — perhaps even marginally better than those attainable using the Music Machine.

I suspect, however, that for some people the utilities program may be the Cheetah unit's strongest selling point. This is a separate program loaded independently from the sampler software which produces 'live' transformations of input. Put another way, as you speak into the mike it'll do all sorts of silly things to your voice.

Transformations include *Reverbe*, *Echo*, *Fuzz Box* (it makes everything screech as though Saxon are in concert), *Sound Chopper* cuts the sound up as though being switched quickly on and off and the *Bubblizer* just makes very, very odd noises.

There is an option to save the software and all files to Microdrive and to use banks of memory for extra samples in the 128K.

The system seemed to work with no problems and the manual supplied contains basic details of operation (although occasionally leaves you with a suck-it-and-see — "this is a function to be used rather than explained").

The Cheetah Sound Sampler is a lot of fun, I don't really think it stands as earthly as a serious musician's tool now that the Music Machine is around (to be brutal about it).

But it may still be worth investigating if you just want to play around ■





SPECTRUM 48K

# NIGHTMARE RALLY



ocean

YOU'LL NEVER DREAM  
YOU'RE DRIVING AGAIN!  
THE INCREDIBLE DEMON 1 IS A  
SCORCHER OF A VEHICLE THAT JUST  
WASN'T BUILT FOR PLAYING GAMES! BUT  
HERE IT IS HURTLING THROUGH THE WIERD,  
MULTI-COLOURED WORLD OF NIGHTMARE  
RALLY, AND HERE YOU ARE BEHIND THE  
RELATIVE SAFETY OF YOUR KEYBOARD,  
JUST A JOYSTICK AWAY FROM...  
MOTORMANIA!!! THE BLOW-OUTS AND  
SIDE WHEELIES WILL ONLY WET YOUR  
APPETITE AS YOU WORK YOUR WAY  
THROUGH THE GEAR BOX TO REACH  
SPEEDS AND STUNTS SUCH AS THE CORK-  
SCREW, SPIN-OUT AND THE HEAD TO TAIL  
BRAIN BUSTER BUT WATCH THE TERRAIN  
... YOU COULD BE HEADING FOR A  
NIGHTMARE IN HYPERSPACE OR  
COMPLETE DESTRUCTION!

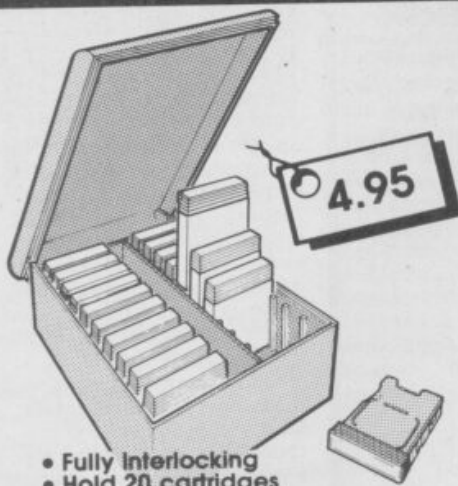


SPECTRUM

£7.95

OCEAN SOFTWARE 6 CENTRAL STREET  
MANCHESTER M2 5NS TELEPHONE: 061 832 6633  
TELEX: 669977 OCEAN G





- Fully interlocking
- Hold 20 cartridges

### MICRODRIVE STORAGE BOX

Box + 10 cartridges	£22.45p
Box + 20 cartridges	£39.95p

- Microdrive storage box is available from W.H. Smith, John Menzies and Spectrum.

## MICRODRIVE CARTRIDGES

10 Microdrive cartridges . . . . . £17.50p

## DUST COVERS

QL Dust Covers .....	£5.00p
Spectrum + .....	£4.00p
Amstrad Keyboard .....	£4.00p
Amstrad Monitor .....	£4.00p

## DISKS

3½" S/S S/D	£2.70p
3½" D/S D/D	£3.00p
5¼" S/S S/D	£1.50p
5¼" D/S D/D	£1.70p

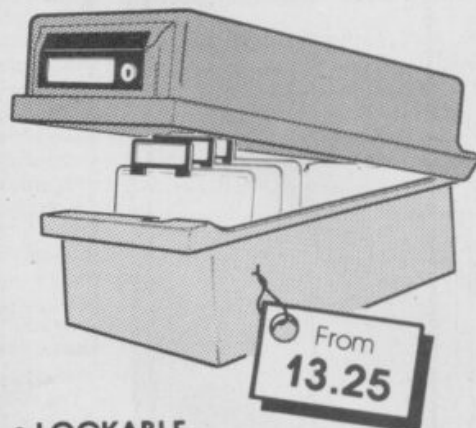
## DURADATA PRINTOUT BINDERS

5511 6¼" - 9⅞" x 12" .....	£2.82p
5513 11¼" - 14½" x 12" .....	£3.44p
5514 13¼" - 15 15/16" x 12" .....	£3.80p

Available in black, blue, green, red & yellow.

## DISK STORAGE BOXES

3" Box (holds 20 disks)	£13.25p
3" Box (holds 40 disks)	£17.00p
3½" Box (holds 40 disks)	£13.25p
3½" Box (holds 80 disks)	£17.00p
5¼" Box (holds 40 disks)	£15.75p
5½" Box (holds 80 disks)	£19.00p



- LOCKABLE
- BROWN TINTED REMOVABLE LID
- DIVISIONS & INDEX TABS

## SPECTRUM RGB INTERFACE

RGD Interface (TV/MONITOR)	£45
----------------------------	-----

- Please add £1.00 postage and packing.



TRANSFORM LTD. (Dept. SU ) 089 283 4783  
Mail order only. Lucks Lane, Paddock Wood, Kent TN12 6QL.



· FREE COMPUTER PROGRAMS · INSTANT SPORTS RESULTS · CONSTANT T.V. UPDATE ·

# THE VOLEX TTX2000S



ALL FREE FROM ANY T.V. VIA THE  
VOLEX TELETEXT - TELESOFTWARE ADAPTOR

**A WORLD OF INFORMATION AT  
YOUR FINGERTIPS**

## TELETEXT

is extra information available day or night whilst television transmitters are on air and without any charge and can now be enjoyed without the need of having a special Teletext T.V. set. All you need is to plug in your VOLEX TTX2000S Adaptor to receive 4-Tel from Channel 4, CEEFAX or ORACLE services.

## TELESOFTWARE

is the name for computer programs which are broadcast as Teletext. Thus they may be loaded "OFF-AIR" into your Spectrum instead of being loaded from, say, tape or microdrive. 4-Tel is Channel Four's Teletext magazine and they are now broadcasting FREE telesoftware. Because of the special nature of teletext these programs are frequently updated - so you will not see the same thing each time you run the program.

## STORING PAGES

**STORING PAGES**  
With the Volex Adaptor it is possible to send received pages to your printer or to Microdrive for storage and later recovery.

## EASY TO SET UP AND USE

As simple procedure tunes the VOLEX Adaptor to your local teletext channels. All loading of Telesoftware is via an index page on 4-Tel which the Adaptor will automatically find and display for you. Absolutely no modification is necessary to T.V. or computer. A comprehensive manual being supplied.



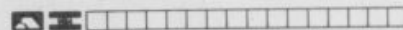
## THE VOLEX TTX2000S

IS THE ADAPTOR APPROVED BY CHANNEL FOUR T.V.

SPECIAL CHRISTMAS OFFER

Simply write out your order and post to:  
VOLEX ELECTRONICS, STOWELL TECHNICAL PARK,  
ECCLES NEW ROAD, SALFORD, M5 2XH. TEL. 061-736 5822

I enclose cheque/P.O. payable to VOLEX ELECTRONICS  
OR charge my ACCESS/BARCLAYCARD/MISA number:

NAME \_\_\_\_\_  
ADDRESS \_\_\_\_\_

TTX 2000S

**VOLEX**  
ELECTRONICS  
A DIVISION OF VOLEX GROUP p.l.c.



## BUDGET

£1.99  
£2.99

Captain Slog's captain's log. Star Date: 11.09.9816. These are the voyages of the starship Spectrum.

It's an interminable mission, to find the nine blueprints of the planetary base you're trapped



in and break into the teleport room where you can escape back to your ship.

The base is a flat maze, split into sections by impenetrable laser shields and patrolled by robots. The blueprints are locked in safe rooms within the maze and if you want to find your way out you'll have to find the red, green and blue security keys which switch off the shields. The good news is the shields don't kill on contact — but they do sap you're energy. Lose your energy and you'll end up on the metagalactic scrap heap.

The robots you meet aren't very intelligent — I guess that's why they're guards, not spacemen — but every screen

### FACTS BOX

*Witty title, shame about the game. Not a good start for CRL's budget label — it's low on invention, style and entertainment*

#### CAPTAIN SLOG

Label: CRL/Alpha-Omega

Price: £1.99

Memory: 48K

Joystick: various

Reviewer:

*John Calhoun*



contains at least three or four so it's not difficult to bump into one of them.

Once you've deactivated all the obstacles between you and a piece of blueprint you pick it up. Get all nine pieces, find the transporter room — which you'll probably have spotted before — and you've finished.

**Captain Slog** is an archaic excuse for a budget game. It's probably been sitting on the shelf at CRL for five years — or at least since ZX81s were rolling off production lines.

Things are getting tough in the budget bins and **Captain Slog's** addictive value is a round zero. Don't expect any entertainment from it or you'll be disappointed ■

# KAI TEMPLE

More budget-priced high kicks from Firebird as they release yet another **Kung Fu** rip/take off.

The Kai Masters, famed for their gentle mind cultivating disciplines, have gone loopy and trapped you in their Tibetan temple. Defeat the Ninjas, Devas and flying swords and you stand an even chance, if lucky, of escaping this programming nightmare.

You can kick the Ninjas and Divas to death. Stand in exactly the right position and hammer the kick key. If you're too close or far away you lose one of your four lives, but if you are on target the unarmed assassin melts into the floor. Alternatively you can throw a knife which chugs unenthusiastically across the screen at the speed of a crab edging its way across the ocean floor. Again, if you're not on target it's bye bye Kai.

Flying swords are impossible to deal with so avoid them by leaping from one platform to another. Your adversaries are impervious to the cutting blades so don't try to trick them by jumping at the last moment.

If those weapons and



### FACTS BOX

*A kick in the teeth for all fans of the martial arts. Flat graphics and flimsy plot. A let down even at budget level*

#### KAI TEMPLE

Label: Firebird Silver

Author: Ian Wright

Price: £1.99

Memory: 48K

Reviewer:

*John Calhoun*



wielders are not enough the programmer seems to have an Australian sense of humour. Despite your years of training in the Kai arts you still haven't got used to the Tibetan atmosphere, which makes you high. Without warning the world turns upside down and you're on your head facing an opponent. It's a neat trick but it doesn't lift the tedium.

**Kai Temple** is a simple, two colour, levels and ladders game which becomes hard when you've played it for more than 15 minutes. The bashing is done with two keys and is a one chance only. The game is a one-play wonder which would have been better if the programmer had put in more obstacles and better graphics — a joystick would have been a good idea too ■

# BUMP SET

Support was never my strong point, but **Bump, Set Spike** — alias International Volleyball — is great.

Volleyball is just like tennis doubles but the court's narrower, the ball is the size of a football, it's thrown — there are no rackets and you only need ten points to win. Well, OK, it's not just like tennis is it?

When you throw the ball an X is shown on the place where it will land and the opponent has to rush to the X before the ball gets there.

On some occasions you need to pass the ball from one of your players to another. They each have an identity key set when you select the keyboard only controls at the start.

**Bump Set Spike** is a budget

### FACTS BOX

*Above average budget title. Matches up favourably with some of the full-price Imagine Konami conversions*

#### BUMP SET SPIKE

Label: Mastertronic Entertainment USA

Author: P Ranson

Price: £2.99

Memory: 48K

Reviewer:

*John Calhoun*



# BOMBSCARE

**H**ighway Encounter meets Knight Lore. **Bomb scare** is not original but it is a technically very proficient program at a budget price.

The **Highway** influence is the strongest. Some of the objects, like little grey pyramids seem directly stolen from the game. More generally, the style of the monsters, central figure and the flooring all have a familiar ring.

**Bomb scare** is all about defusing a bomb, planted by an alien intelligence, in the goodie base. You control Arnold, another one of those cutesy named robots that populate computer games.

Defusing the bomb involves collecting and using objects. You can hold up to five and have to figure out what does what. Pretty much par for the course, really.

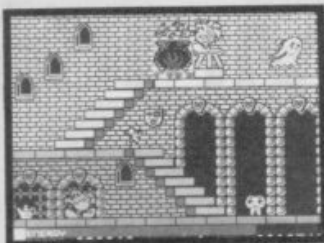
Each room in the base is filled to the brim with aliens which wizz back and forth and are to be avoided. There are transporters but before you can use them you need a security code that represents where you want to go. Getting it requires more investigation. Personally, I think its going to need a computer. I expect there is one somewhere around.

I found some of the screens a bit similar and there really isn't anything too original.

The programming is slick however, the design and animation of the aliens is very smooth.

Whatever criticisms one might make about the plot this is way above the usual quality of budget programs and I wouldn't have put it past some other companies to have put this one out for full price ■



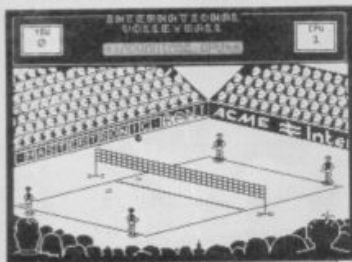


# OLLI AND LISSA

Eugene Port Cullis the third (Jnr), mega millionaire, meanie and well known ghost-gutter, wants Shilmore Castle.

# SPIKE

game of reflexes which compares favourably with some of the Imagine Konami titles. My only reservation is there is a way to play it so you always win — which I discovered after an hour or so. A definite drawback ■



## FACTS BOX

Excellent graphically, with smooth 3D graphics. And the budget tag more than compensates for lacklustre plot

### BOMBSCARE

Label: Firebird  
Author: J Bond  
Price: £1.99  
Joystick: Kempston, Cursor  
Memory: 48/128K

Reviewer: Graham Taylor



He's determined to kick Sir Humphrey, the castle's only haunting attraction, off his historic seat, but Olli and Lissa, have a plan to scare him off. They just have to collect eight ingredients to make Humpy invisible so he can haunt Eugene out of house and home. (Who writes this tripe?)

Anyway, Lissa stands at the cauldron while Olli runs and jumps past the not-so-friendly castle ghosts in an effort to collect the goodies and pop them in the pot. If he's not careful he could get a nip from the nasties and a deduction from his energy store. With his energy depleted the game ends and angry Humpy beats him over the head with a broom.

The plot is appalling, really. Try this. If he gets an object he collects a kiss from Lissa under the cauldron. Or this: She's a cute little pac-woman who wraps her arms around Olli in an octopus hug at every opportunity.

Olli and Lissa is sure a giggle, and little else. There's a lot of Attributes clash and flickers but,

## FACTS BOX

A graphically good but dull pot boiler with cute characters. Very predictable. Lousy plot. Well executed

### OLLI AND LISSA

Label: Firebird Silver  
Author: ISI  
Price: £1.99  
Joystick: various  
Memory: 48/128K

Reviewer: John Calhoun



the comedy duo carry off the award for best actors in a budget game. That apart, the game has a predictable, if difficult to complete, set of circumstances.

Don't expect an incredibly complex game from Olli and Lissa, but if you're into cute and cuddly — like the editor — take a gamble on this ghost story ■

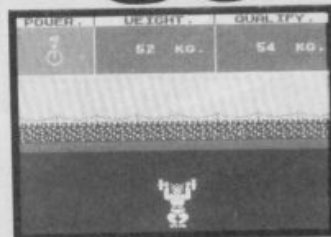
# OLYMPIAD '86

Olympiad '86 is a kind of budget Decathlon. And you get what you pay for.

There are five 'events' in Olympiad, all of which can be completed with your little finger.

Three of the events use a speed/strength clock. A second hand glides round the dial and when it gets to the arrow at the top of the clock you press the Q key to acquire speed and strength. This decides how good your lift is in the weight-lifting competition, for example. Hit the Q too soon, or too late and your lift is judged as bad and a bi-plane flies a 'Rubbish' message over the stadium.

The 200m sprint — which is more of a crawl — uses a



similar clock technique. There are two horizontal indicators on the screen. The first shows the distance you need to cover while the second indicates your speed. To increase speed you keep hitting the Q key when the clock hand reaches the 12 o'clock arrow.

You use two clocks for scoring in discus. The first clock determines the power of your throw, a second judges the angle.

Canoeing is fun. Your canoe drifts down from the top of the screen and you use the O and P keys to steer it away from the blobish white rocks in the middle of the river's rapids.

Shooting consists of two dead trees, a cross-hair sight and skeets which look like fat javelins. The only tip I can give is to find a point on the screen through which both left and right skeets always fly and position your sight there.

Okay, so Olympiad '86 is a budget game, but that's no longer a good enough excuse for putting out this standard of programming ■

## FACTS BOX

Back to the age when graphics were miraculous if they didn't look like Space Invaders and scrolling was hip

### OLYMPIAD '86

Label: Atlantis  
Author: In house  
Price: £1.99  
Memory: 48K

Reviewer: John Calhoun



## BUDGET

£1.99 £2.99

# VIDEO POKER

The odds are against you in Mastertronic's Video Poker. You can't win on a pip-card pair — only a double or royal pair will do.

You get five cards, pushed on to the screen and turned in a neatly animated dealer motion. The standard rules of poker apply. You get your stake back for a royal pair but a royal flush gives you a 250:1 return.

I managed to keep my small pile of nickels topped up but never hit the jackpot and betting is frustrating because you can

## FACTS BOX

Plays a one-sided game — you versus the dealer. An expert system this is not, but at the price you can't lose

### VIDEO POKER

Label: Mastertronic Entertainment USA  
Price: £2.99  
Memory: 48K

Reviewer: John Calhoun

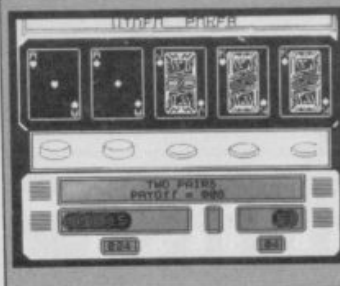


only place a maximum 10 coin stake during every game.

For me, though, the whole point of poker is missed by it being only a one-player version. You versus the computer as dealer. The computer doesn't generate other players and so you can't bluff. What good's poker when there aren't any opponents to out-psyche?

Video Poker has more in common with those arcade machines where you guess the next card to be higher or lower.

It's not really poker but it's quite compulsive for all that ■





# BUDGET

£1.99  
£2.99

# REVIEW

When **Video Olympics** came in for review, I groaned out loud. Here we go I thought,

## FACTS BOX

Smartly produced six-event sports game that works up a sweat. Great value for money. Daley on a budget

### VIDEO OLYMPICS

Label: Mastertronic

Author: In house

Price: £1.99

Joystick: various

Memory: 48K/128K

Reviewer:

John Galt



# VIDEO OLYMPICS

another visit to the electronic doctor will be required after looking through this game. I wasn't disappointed, because the final tally was two joysticks and one very pulled muscle in my forearm coupled with tennis wrist! If by this casualty list you have gathered that this is another stick wiggling, keyboard bashing, go-as-fast-as-you-can-before-times-runs-out, olympics game, you have gathered right.

This is a great Mastertronic cheapie, very similar to the old Ocean//Artic, one player, decathlon games of a couple of years back and gives you six events to compete in starting with (groan) the 100 metres dash, then on to a not so tiring long jump and javelin, followed by (groan, groan) 100 metres hurdles, hammer throwing and (gasp) swimming; all worked by simply how fast you can wiggle your joystick.

There is of course a gulf of difference between say the frills of Epyx's **Summer Games** series

and **Video Olympics**, so don't expect arcade quality graphics but, nevertheless, the look of the game is quite reasonable and the whole thing is immensely playable although, a word of warning, you have to qualify through each event before being allowed to progress to the next.

The only sound I could find was at the beginning of the game where a simple rendition of **Chariots of Fire** is played before the first race. But in all honesty it's not sound effects or fabulous graphics that give this game its appeal, it is simply that old adage that you always try to do better than last time.

I think **Video Olympics** has a lot going for it, it's unfussy, comical and most of all maddeningly frustrating for a small outlay. Just how much it's going to cost you in repairs is another matter though! ■



# OUTWORLD

## FACTS BOX

Involved management simulation that puts you in the hot seat running a mining company. Good value for money

### OUTWORLD

Label: Durome

Author: P. Davies

Price: £1.99

Memory: 48/128K

Reviewer:

Andy Moss



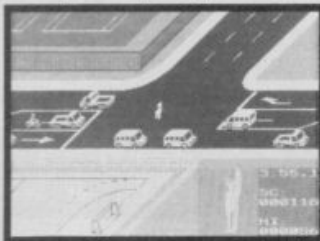
# SBUGETTI

Being a traffic cop is not all its cracked up to be. Endless streams of cars, lorries and motor cycles can soon reduce the best planned traffic flow system to an impenetrable snarl-up. There is plenty of scope for a number of interesting computer games based around this scenario.

Unfortunately, **Spugetti Junction** makes little use of this idea. This one player game from Bug-Byte simply places you in control of one junction. Using three keys, or a joystick, you control the traffic flow in all directions. The object of the game is to move as much traffic as possible in the shortest time.

If you get all the traffic through without crashing, or taking too long, you will move on to another junction.

The graphics are clear but unimpressive, though there is a



## FACTS BOX

Simple traffic control game — suffers from terminal boredom. Needs a good deal more imagination — more everything

### SBUGETTI JUNCTION

Label: Bug-Byte

Author: Muraya

Price: £1.99

Joystick: Kempston/Sinclair

Memory: 48K

Reviewer:

Branda Gore



useful blow-up insert of Louigi, the traffic cop.

What the game lacks is a sense of excitement, a build-up of pace and suspense.

This game may appeal to the very young, though I suspect that even they will lose interest before long, but it is unlikely to grab the attention of anyone else. In short, it's boring.

At £1.99 the program is not expensive, but I doubt if many will buy it ■

I wouldn't make a very good King I've decided, too many decisions about too many things. What with feeding my loyal subjects and exporting my rotten wheat, there just doesn't seem enough time in the day to count the money it's all bringing in — its probably the reason that I'm never too successful at playing **Kingdoms**.

**Outworld**, by new mail-order only software house Durome, is a sort of interstellar **Kingdoms**, set on a distant planet, where you have to control a company that mines rocket fuel ore.

This sounded more the ticket I thought, forget that King nonsense and try being a big company boss for a change. I must admit I was quite impressed by **Outworld**. There are plenty of features to keep even the toughest would-be mogul busy and the game flows along quite nicely.

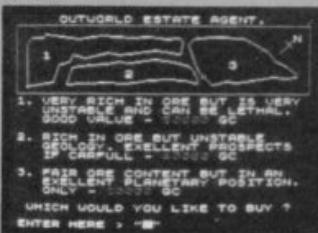
The scenario is this, having taken over this mining company, you have three years to make a fortune or get banished to some far off galaxy (where you could train to become an **Elite** pilot — but that's another game).

The first decision is which of the three land areas do you mine in (one has very rich ore, but is very unstable — prone to earthquakes. Another has so-so ore, but is very safe etc). You pays your money and you takes your choice. Next you choose your labour force from three types of alien, the better the worker the more it costs in salary payments. This done, you may buy drilling equipment and here again are three choices ranging from bog standard pick axes to fully automated drilling machines.

Numerous other screens depict advertising investment

(which increases the number of customers), industrial espionage (stealing from other companies), tax payments, loans and productivity. You start with two mines and 150 workers, and expansion is the name of the game but caution is a necessary evil and it will take quite a few months before you get really profiteering.

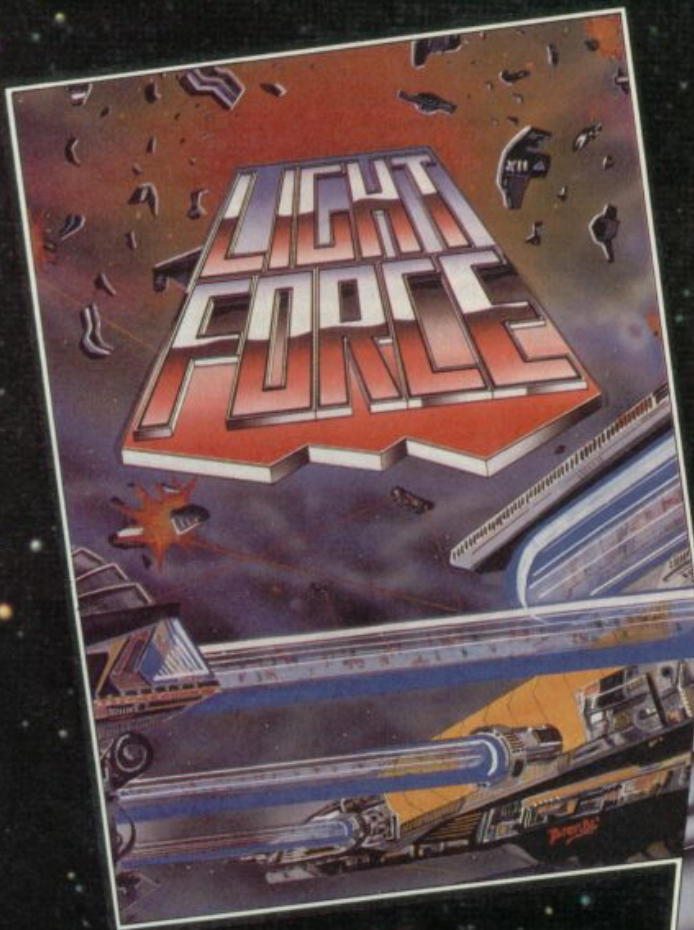
Durome have packed a fair amount into this game, and have tried hard to bring a fresh approach to an otherwise old subject and at a price which is to be commended. It doesn't have state of the art graphics, and some of the routines are a bit amateurish but, nevertheless if you're into mining games, you'll dig this one ■



# JUNCTION

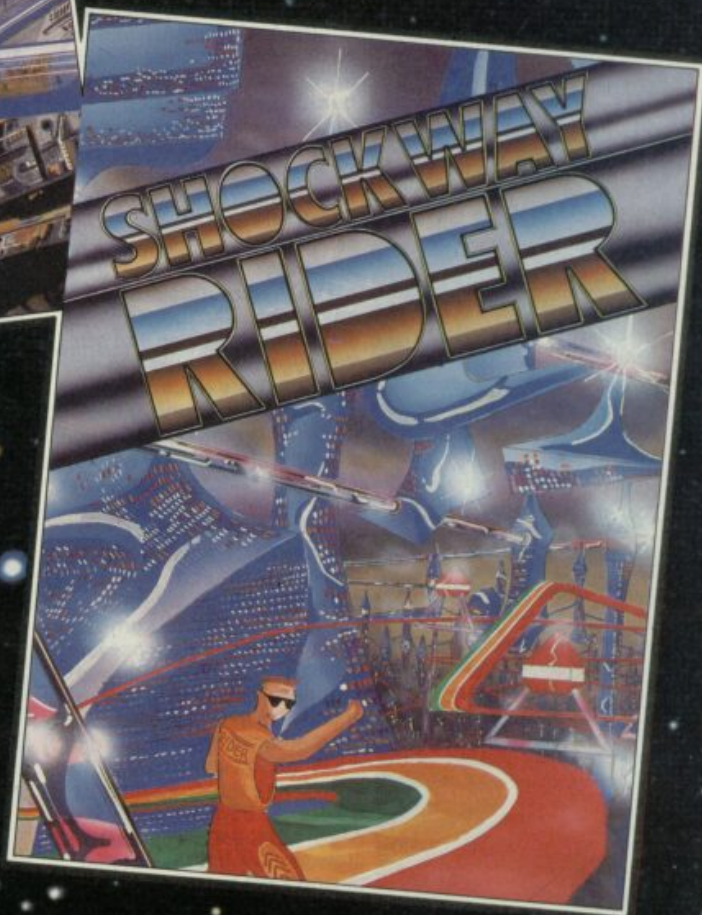


# "GAMES AT THE SPEED OF LIGHT..."



**LIGHTFORCE** is for **VENGEANCE**.....  
**LIGHTFORCE** is the Punishment Arm of Galactic Fighter Command.  
 When a Terran-settled system at the edge of the galaxy is seized by an alien force, revenge comes in the form of a lone **LIGHTFORCE** fighter.  
**LIGHTFORCE** confronts alien in a dazzling battle above the strange landscapes of the Ice-Planet, the Jungle Planet, Alien factories and the impassable Asteroid Belt.  
**LIGHTFORCE** — at the speed of Light - from **FTL**.

**SHOCKWAY RIDERS** are the pick of the street gangs - **ATHLETIC, AGGRESSIVE & ARROGANT** - as they cruise along the triple-speed moving walkways that circle the great **MEGACITIES** of the 21st Century. **THE ULTIMATE AIM OF EVERY RIDER** is to go "**FULL CIRCLE**" - to do that, he must fight off the Block Boys, the Cops and the Vigilantes - as well as negotiating the Speed Traps and Rider Ramps erected by the angry local residents!  
**SHOCKWAY RIDER** is the most original arcade game of the year - **THE ULTIMATE FUTURE SHOCK!!**



**FTL**  
**FASTER THAN LIGHT**

**LIGHTFORCE** AVAILABLE SEPT. '86  
**SHOCKWAY RIDER** AVAILABLE OCT. '86

**SPECTRUM £7.95**  
**AMSTRAD & COMMODORE £8.95**

**FTL FASTER THAN LIGHT, CARTER FOLLIS GROUP OF COMPANIES,**  
 SEDGLEY ROAD EAST, TIPTON, WEST MIDLANDS DY4 7UJ. Tel: 021-520 2981 (4 lines)



**C**live Livesey of Poole raises a perennial topic. He writes: I have learnt a great deal from the excellent book by Toni Baker *mastering machine code on your ZX spectrum* but I am at a loss as to how to make my spectrum beep in machine code. I don't require anything fancy like a continuous tune — just a *Beep* when a key is pressed.

This is one of those problems which just doesn't seem to go away. I get letters asking about the Spectrum *Beep* every month and it doesn't seem to matter how many times I write about it.

The Spectrum *Beep* command has two parameters

# Controlling the Beep from machine code

**Sounding off with your Spectrum using machine code. Andrew Hewson explains**

which determine the duration and pitch, respectively, of the note to be produced. The duration is measured in seconds and the pitch is in semi-tones relative to middle C. Thus, the command

**BEEP 0.5, 1**

causes the computer to play C sharp (one semi-tone above middle C) for half a second.

Three separate Rom routines are used when a note is to be played. The first is the command interpreter which determines that it is the *Beep* command which is to be executed (as opposed to *Print* or *Dim* etc). It also places the two parameters in floating-point form on the calculator stack. It then passes control to the *Beep* command routine itself, located at address 03F8. This routine converts the duration and pitch parameters to two new numbers. The new parameters are passed in the DE and HL register pairs to a third routine located at 03B5 which drives the loudspeaker causing the correct note to be produced.

The third routine drives the loudspeaker by 'toggling' (ie, switching rapidly on and off) the low-voltage supply to loudspeaker's electromagnet. This causes the cone of the loudspeaker to vibrate thereby generating an audible sound. The two parameters passed to the routine control the total number of times that the 'toggling' takes place and the rate of repetition.

So, how do we relate the rate of repetition and the number of 'toggles' to the frequency and duration of the note required? To answer this question we need to know something about the mathematics of music and the language used to describe it. An octave is a 'natural' separation between two notes which most people can detect quite readily. It turns out that raising a note by an octave is equivalent to doubling the note's frequency. For example whilst the frequency of middle C is about 262 Hz the frequency of the note an octave higher (called upper C) is about 524 Hz. Similarly the frequency of the note an octave higher still is about 1048 Hz. 1

If all the notes that were ever

played were octaves of middle C music would be very boring and the average piano keyboard would have about seven notes. Hence, to add variety each octave is divided into twelve semi-tones. These semi-tones are evenly spaced in the logarithmic scale of frequency, ie, the difference of the logarithms of the frequency of adjacent pairs of semi-tones is the same. Each of these semi-tones has related octave notes above and below thus

generating the seventy-odd notes on the piano keyboard.

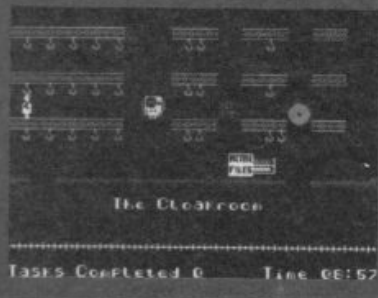
It would be possible to create all notes from a single reference frequency, stepping up or down by the required number of semi-tones by adding or subtracting the logarithmic increment the required number of times. Sinclair chose not to do this. Instead the frequencies of all twelve semitones in a single reference octave are stored in floating-point form in Rom at address 046E. Higher

## Clocked!

**T**he prize this month for the silliest letter goes to David Alderson of Blackpool who sent in a redecorated version of the June 86 *Sinclair User* front cover featuring my picture (how come I merit all this attention?) and complete with the odd joke or two (in fact very odd joke now I come to think of it). He went to all this trouble to emphasise his request for an interrupt-driven machine-code clock routine but just to show that I'm not taken in by his flattery I'm going to do two things.

First I'm sending him a copy of *Technician Ted* which features an interrupt driven clock. Second, I'm not writing a routine myself. Instead I'm going to offer a game as a prize to the reader who sends in the most efficient clock routine. I shall be looking for speed of execution rather than shortness of code because it is very important that any routine which is called fifty times a second does its job as quickly as possible. The routine must count for at least two hours and show hours, minutes and seconds.

For those of you who can't bear to wait a couple of months for the result of the competition, take a look at the March 1985 issue of *Sinclair User* for a routine which does the job.



## Invisible background

**M**any professional games programs, writes Graham Blake of Bristol, have characters which move over backgrounds without erasing them and leaving the background visible behind the character and inside the character's square. How is this done?

The simplest way of placing a character on the screen is to make you use of the *Xor* command. This is logical operation for mixing the contents of two bytes of memory which works as follows. Each of the corresponding eight bits of the two bytes to be *Xored* are inspected in turn. If neither bit is set then the result is not set, if one of the two bits is set then the result is set but if both bits are set then the result is not set. That sounds terribly complicated doesn't it? In truth it's not all that tricky once you get the hang of it. Look at the Table 1 below:

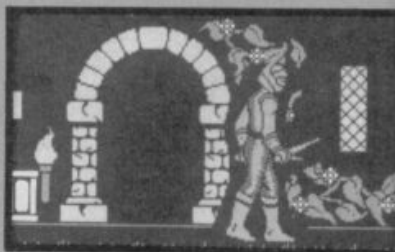
Table 1: The *XOr* function

First bit	Second bit	Resulting bit
0	0	0
1	0	1
0	1	1
1	1	0

See how it works? If one or other of the bits is set to start with then the result is set but if they're both set then the result is not set. The instruction is called *XOr* as a shorthand for what is called, in logic theory, the function.

To use this for writing a character to the screen take the first byte from the screen memory and the second from

your memory image of the character to be placed on the screen. Merge the two bytes using the *XOr* instruction and then write the result back to the screen. If you want to experiment quickly then use the Spectrum character set as the source of the characters to be written to the screen.



This system gives rise to the kind of transparent effects which Graham describes in his question. Unfortunately, it doesn't necessarily generate an effect which is pleasing to the eye. Very often the result is a messy merging as a character moves across the screen. To see why imagine both the character and the background as being drawn sheets of transparent plastic. To construct a particular image you would first place your transparent background sheet on a black piece of paper. Then you would lay your transparent character sheet on top. The trouble is that only if the character consists of completely solid blocks of colour it will obscure the background totally. If the character has any gaps in it to show internal detail like the eyes and mouth on a face then the background will show through those gaps.



# HEWSON HELPLINE

notes are obtained by doubling or quadrupling etc these frequencies, lower notes by halving or quartering etc.

The frequencies and the

Note	Frequency	Log frequency (to base ten)
Middle C	261.63	2.418
C sharp	277.18	2.443
D	293.66	2.468
D sharp	311.13	2.493
E	329.63	2.518
F	349.23	2.543
F sharp	369.99	2.568
G	392.00	2.593
G sharp	415.30	2.618
A	440.00	2.643
A sharp	466.16	2.669
B	493.88	2.694

Table 2. The semitone table used by the ZX Spectrum

XOing is by far the easiest and quickest method of obtaining moving graphics passing across a background. To obtain an appearance which avoids the messing merging effects requires a lot more effort. In terms of the analogy of the transparent plastic sheets it is necessary to cut out a shadow on the background sheet where the character is to be laid. Naturally, working out the shape of the shadow and cutting the shape out are, in computer terms, slow and tricky jobs.

Occasionally someone comes up with a clever trick which avoids both the work and the nasty effects. Mike Singleton has recently devised such a clever trick with his *Dark Sceptre* release. The main characters in this game is huge — about twelve characters high — and they move across a very colourful background. Moving such a large character around on the Spectrum screen would normally be a very slow and cumbersome job because a large character requires a large background cut-out. Mike has brilliantly circumvented the problem by surrounding his huge character with a black shadow, roughly one character square wide. He thereby avoids most of the 'cutting out' problems and, perhaps surprisingly, the eye readily accepts the visual trick. There is no feeling that the shadow is unnatural. If anything it adds atmosphere to the effect created.

If you're interested in graphics, take my advice and have a look at *Sceptre*. If anyone has got detailed comments on it I would be interested to hear from them.

names of the notes are listed in Table Z. The logarithm to base ten of each frequency is also listed in Table Z and it's clear that the difference in each adjacent pair of logarithms is about 0.025.

The *Beep* command routine uses this table to calculate the required frequency from the pitch parameter as follows:

● The required semitone is determined from the result of the calculation

**SEMI-TONE = INT (PITCH) MOD 12**

This gives a value in the range 0.0 to 11.99. The integer part of this number determines which semi-tone is selected. The frequency is then adjusted upwards using an approximate calculation to take account of any not-integer remainder.

● The required octave is determined from the calculation

**OCTAVE = INT (PITCH/12)**

The frequency obtained from the first part of the calculation is then doubled or halved the appropriate number of times. For example it is doubled once if *Octave* = 1, twice if *Octave* = 2, halved once if *Octave* = -1 etc.

To complete the conversion of the first parameter the frequency obtained (measured in Hz) is multiplied by the duration parameter (in seconds) to give the total number of times that the loudspeaker supply line must be toggled.

The result is passed to the *Beep* routine at 03B5 in the ED register pair.

The second parameter passed to the *Beep* routine controls the interval of time between each toggling of the loudspeaker line. This interval of time isn't measured in seconds but in the number 'T-states' is the period of time that the Z80 microprocessor takes to execute the fastest instruction. In the ZX Spectrum there are 3.5 million T-states per second.)

The steps in the calculation are as follows:

- Divide 3.5 million by the frequency of the required note
- Divide the result by eight
- Subtract 30.125 to take account of overheads at the beginning and the end of the delay loop

The result is passed to the *Beep* routine in the HL register pair.



## Plotting and drawing

David Alton of Hartlepool wants to know how to use the *Plot*, *Draw* and *Circle* commands in machine code. Take a look at the routines in Table 3. They tell you all you need to know.

For those without an assembler the routines can be loaded in using the decimal loader listed in Table 4.

Table 4. A simple decimal loader for *Poke*ing decimal numbers into the Spectrum at address 32768 onwards. To halt the program enter *Stop* (Symbol Shift A)

```
10 FOR I = 32768 TO 33000
20 INPUT J
30 POKE I, J
40 PRINT I, J
50 NEXT I
```

Table 3 Routines to call the *Plot*, *Draw* and *Circle* commands from machine code.

Decimal	Hex	Assembler	Notes
		org 32768	Start at 32768
		<i>Plot</i>	
1,x,y	01 XX YY	1d bc, yx	x and y into bc
195,229,34	C3 E5 22	jp 8933	jump to <i>Plot</i> and return
		<i>Draw</i>	
1,x,y	01 XX YY	1d bc,yx	x and y into bc
17,h,v	11 HH VV	1d de, vh	v and h correspond to co-ords. 01 or FF (pos/neg) return
205,186,36	CD BA 24	call 9402	
24.18	18 12	jr End	
		<i>Circle</i>	
62,x	3EXX	1d a,x	x into a
205,40,45	Cd 28 2D	call 11560	Stack x onto calc. stack
62,y	3E YY	1d a,y	
205,40,45	CD 28 2D	call 11560	As above for y
62,r	3E RR	1d a,r	
205,40,45	CD 28 2D	call 11560	As above for radius
205,45,35	CD 2D 23	call 9005	draw <i>Circle</i>
		<i>End</i>	
33,88,39	21,58,27	ld hl,10072	h'l' must contain 10072
217	D9	exx	before returning to Basic
201	C9	ret	Return

Notes:

To use the routines above on their own, the co-ordinates and the other relevant data must be poked into the appropriate addresses.

The *DRAW* and *CIRCLE* routines must have the *END* routine present if they are to return to BASIC, or the computer will crash with an error message.

## Fair's fair?

Congrats to Mike Hyams of Edgware who beat Arthur Grimmer of Alton and Chris Gornall of Preston to the postbox with a copy of the centrefold of myself in the first issue of *Sinclair User*. He wins a copy of *Southern Belle*. I hope you are chuffed (groan!) Mike. Since you ask, I was behind our stand at the very first ZX Microfair in 1981 and, as I remember, it was like the first day of the Christmas sales with people piling over one another to see what was on offer.

As I write the *Personal Computer World* Show has just finished. There was the same enthusiasm in the air as there was in 1981 but the material on offer, both hardware and software, is infinitely better. I am bemused, however, by the comment of one visitor to our stand. He said that I was better to look at in the flesh than the current cartoon in *Sinclair User* would lead you to believe. My foot however did not apparently live up to his expectations. Some people are strange aren't they?



# TASWORD 128

# TASWORD THREE

# TASWORD PLUS TWO



## ZX SPECTRUM Tasword Two THE WORD PROCESSOR

TASWORD TWO for the ZX 48K Spectrum  
cassette £13.90 microdrive cartridge £15.40

"Without doubt the best utility I have reviewed for the Spectrum"

HOME COMPUTING WEEKLY APRIL 1984

"If you have been looking for a word processor, then look no further"

CRASH JUNE 1984

With 64 characters per line on the screen and a host of useful features TASWORD TWO is the ideal cassette based word processing package for the Spectrum owner.

## TASPRINT THE STYLE WRITER

TASPRINT for the ZX 48K Spectrum  
cassette £9.90 microdrive cartridge £11.40

A must for dot matrix printer owners! Print your program output and listings in a choice of five impressive print styles. TASPRINT utilises the graphics capabilities of dot matrix printers to form, with a double pass of the printhead, output in a range of five fonts varying from the futuristic Data-Run to the hand writing simulation of Palace Script. A TASPRINT gives your output originality and style! The TASPRINT fonts are shown to the right together with a list of compatible printers.

Buy a Tasword for your Spectrum and get a word processing program that is:

**Easy to use.** Just load the program and type in your text. If you do need help then it's there on the Tasword screen.

**Packed full of features.** The new generation of Taswords set a new standard in word processing on the Spectrum computers.

**Designed for YOUR computer.** There is a Tasword for each Spectrum computer. Each Tasword is designed to make the best use of the keyboard and memory on your Spectrum.

## TASCOPY THE SCREEN COPIER

TASCOPY for the ZX Spectrum with Interface 1  
cassette £9.90 microdrive cartridge £11.40

The Spectrum TASCOPY is for use with the RS232 output on ZX Interface 1. It produces both monochrome (in a choice of two sizes) and large copies in which the different screen colours are printed as different shades. With TASCOPY you can keep a permanent and impressive record of your screen pictures and diagrams. A list of printers supported by TASCOPY is given to the left.

## TAS-DIARY THE ELECTRONIC DIARY

TAS-DIARY for the ZX 48K Spectrum and microdrives. Cassette £9.90

Keep an electronic day-to-day diary on microdrive! TAS-DIARY includes a clock, calendar, and a separate screen display for every day of the year. Invaluable for reminders, appointments, and for keeping a record of your day. The data for each month is stored as a separate microdrive file so that your data for a year is only constrained by the microdrive capacity. TAS-DIARY will work for this year, next year, and every year up to 2100! Supplied on cassette for automatic transfer to microdrive.

Compatible  
with Spectrum,  
Spectrum+, and  
128K Spectrum

## TASMAN PRINTER INTERFACE

TASPRINT PRINTER INTERFACE for the  
ZX Spectrum £29.90  
RS232 Cable for ZX Interface 1 £14.50

Plug into your Spectrum and drive any printer fitted with the Centronics standard parallel interface. Supplied complete with ribbon cable and driving software. The user changeable interface software makes it easy to send control codes to your printer using the method so successfully pioneered with TASWORD TWO. The cassette contains fast machine code high resolution full width SCREEN COPY SOFTWARE for Epson, Mannesmann Tally, Shinwa, Star, Tandy Colour Graphic (in colour!) printers. TASCOPY shaded screen copy software for this interface (value £9.90) is INCLUDED in this package.

The TASCOPES and TASPRINTS drive all Epson compatible eight pin dot-matrix printers e.g.

AMSTRAD DMP2000	NEC PC8023B-N	BROTHER AF1009
EPSON FX-80	MANNESSMANN TALLY M7-80	SHINWA CP-80
EPSON RX-80	STAR DMP501/515/5610	DATA PANTHER
EPSON MX-80 TYPE II	COSMOS-80	DATA PANTHER II

**COMPACTA** - bold and heavy, good for emphasis

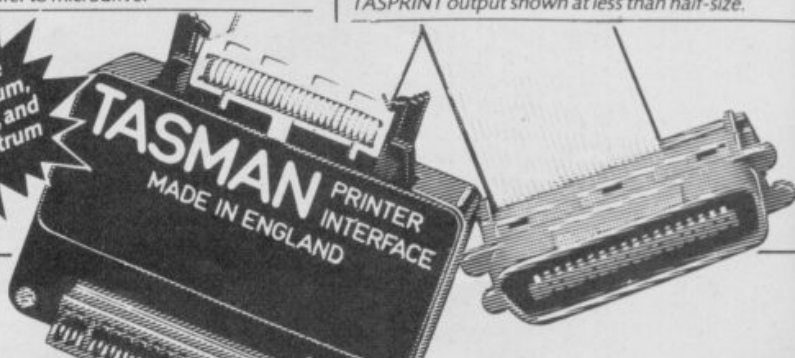
**DATA-RUN** - a futuristic script

**LECTURA LIGHT** - clean and pleasing to read

**MEDIAN** - a serious business-like script

**PALACE SCRIPT** - a distinctive flowing font

TASPRINT output shown at less than half-size.









You are before a small post office counter, in a long queue. Standing behind you is Princess Diana waiting for her family allowance. Through a door to the south heavy traffic can be heard moving along the high street. Prince William wears a set of enormous rubber ears upon his head. They sway wildly from side to side as he runs madly about impersonating an aeroplane.

What Next?

⚡S  
The counter clerk looks on as Prince William kicks you in the leg and grabs the Giro! He runs off laughing!

What Next?

⚡S⚡

# H.R.H.

**H**.R.H. has been causing a big fuss in the papers — the *Sun* mainly. No dungeons and dragons, goblins and trolls to be found here.

**H.R.H.** from 8th Day has touched a nerve in some less liberally minded folk, mixing as it does, the Royal Family and the dole queue in a classic bureaucratic foul up over DHSS benefits.

Sitting in your London bedsit, you rip open your DHSS letter and discover a £250,000 Giro cheque intended for the Queen. This comes as something of a surprise. Presumably the Queen will be even more surprised, especially if she received your Giro in place of her own.

You start the game standing in a Post Office queue, Princess Di standing behind you. Prince William, wearing an enormous pair of rubber ears, is also in the Post Office. A clerk stands behind the counter, though you have no way of knowing this from the description.

Any attempt to give the Queen's Giro to the clerk, or to leave the Post Office with it still

in your possession, will trigger Prince William into action. He'll grab the cheque and bite you in the leg. You begin to feel he doesn't like you.

The rest of the game concerns your attempts to retrieve the missing Giro, cash

## FACTS BOX

*An opportunity to create an inventive satire, missed. It's just not funny enough*



H.R.H.



Label:

8th Day



Price:

£6.95



Memory:

48K/128K



Reviewer:

Brenda Gore

- ◀ The opening of the game ●
- Getting the Giro back won't be easy
- Go out to the high street

it and give the money to the Queen. Which is easier said than done.

You leave the Post Office, your leg presumably still throbbing, and are confronted by a busy main road.

Fortunately, there is a pedestrian crossing. Failure to press the button could be fatal — London traffic doesn't like stopping at the best of times.

On the other side of the pedestrian crossing there is a telephone box. Surprise, surprise... the telephone is ringing. Being naturally curious, you answer the telephone. An unidentified voice on the other end gives you an urgent message for Prince Andrew. The logic may seem a little strained here, but stranger things appear in *The Sun*.

The Prince is to be found in a local nightspot, just past the *Dancing Kebab*. He appears slightly distraught, but is pleased to receive your message and offers you some champagne. And so it goes on.

Other members of the royal family will be found dotted around the adventure. The Queen Mother and corgies, are at Clarence House. Prince Charles and the Queen are to be found in Buckingham Palace. Mrs Thatcher, Princess Margaret, Princess Michael, the Archbishop of Canterbury and assorted other characters also pop up in unexpected places.

The corgies play a larger role

You are in the royal nursery. Cautiously decorated, the bright wallpaper shows pink elephants. Exits lead both north and in. Prince Harry crawls about the room giggling loudly at you. Prince William jumps madly about tearing the nursery wallpaper! The Royal Po sits to one side nearby.

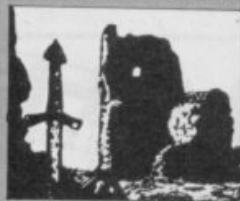
What Next?  
A  
You have with you:-  
A small key.

What Next?  
CELEBRATE  
You notice nothing of interest.

What Next?  
SC

▼ Occasional graphics of some horrible sights

## ADVENTURE



## REVIEW



in the game than you might first suspect. Carrying a Corgi at one point will provide a much-needed proof of identity.

The adventure only accepts one line of text as an input though, so you may have to abbreviate some words in order to get your message across. Also, use *Tell* in place of *Say* or *Speak*.

In its style and content **H.R.H.** owes much to the earlier **Dennis Through the Drinking Glass** or Melbourne House's effort, **Hampstead**. The trouble is it is neither as inventive as **Denis**. Nor is it as technically well executed as **Hampstead**.

If the plot of **H.R.H.** sounds trite and a bit daft, don't worry — it is trite and a bit daft. The biggest problem is not the subject matter, nor questions of taste. It is a distinct lack of humour. Maybe it's me but **H.R.H.** just isn't funny.

A satirical adventure of this sort relies heavily on the effectiveness of the internal jokes for its success. **The Boggit** is an example of a sustained and funny adventure which pokes fun at its august predecessor. TV series' like *Spitting Image* and *Not The Nine O'Clock News* have shown that you can be cruelly funny and get away with it, but the jokes have to be good enough.

I admit to a droll smile when Prince William bit me on the leg, but it was a case of too little, too late. I simply lost any interest in what happened next. The puzzles in the game don't require any leaps of inspiration, just a plodding routine of 'try it and see'.

Here was an opportunity for some biting satire on unemployment and the royal family.

And it's an opportunity that's been largely missed ■



You are amongst wax effigies of famous murderers. Pride of place is a dummy of Margaret Thatcher.

What Next?

⚡SCORE⚡



# THE MASTERS OF COMPUTER SOFTWARE PRESENT...

## MASTERS OF THE UNIVERSE™

Join forces with HeMan – the most powerful man in Eternia – as he battles against the forces of evil led by the fearsome Skeletor. Help HeMan, Battle Cat, Teela, Man-at-Arms, Orko and their allies as they struggle in thrilling and dangerous encounters with the henchmen of Snake Mountain. Already a worldwide success this incredible series will bring action and excitement to your computer.



### ARCADE GAME

	Cassette	Disk
CBM64/128	£9.99	£14.99
Amstrad	£9.99	£14.99
Spectrum 48K	£8.99	

### SUPER ADVENTURE

	Cassette	Disk
CBM64/128 Amstrad	£9.99	£14.99
BBC Electron C16	£7.99	
Spectrum 128K	£9.99	
Spectrum 48K	£8.99	
IBM		£19.99

U.S. Gold, Units 2/3, Holford Way,  
Holford Birmingham B66 7AX.  
Telephone: 021 356 3388

© Mattel, Inc. 1986.  
All Rights Reserved.



## ADVENTURE



## REVIEW

**A**fter Shock is Interceptor's latest and confirms the firm's position at the top of the adventure tree.

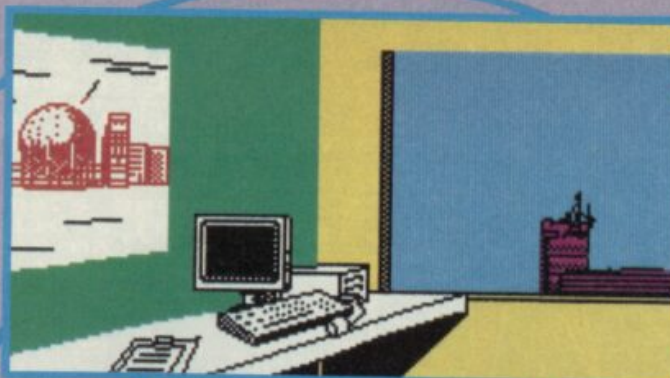
After the mythical Karn trilogy and the *Forest at World's End*, *After Shock* is a return to reality and the troubles of today.

So what's going on. You kick off in the streets of a city in a state of advanced demolition. A nuclear test has triggered a huge earthquake and a large part of the city has been either reduced to rubble or damaged beyond repair.

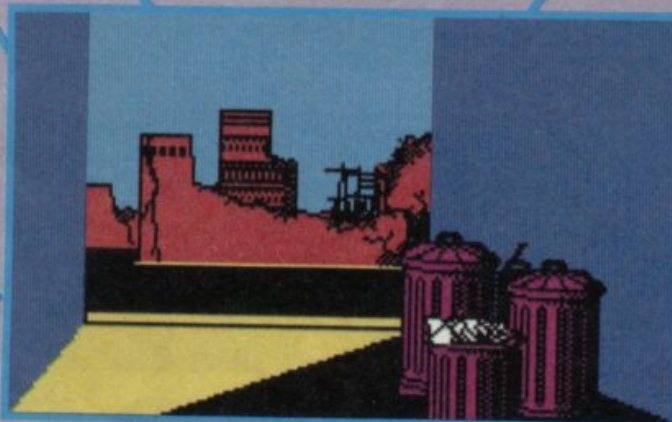
You also know that the nuclear power station on the edge of town is about to make like a mole and head for China. Unless you want to be part of the meltdown you'd better do something — and quick.

The first graphic in the game is, to my mind, one of the best. It shows a modern office, with just what you'd expect to find in one. Yes, it's a PC (probably not an Amstrad though). On the wall is a map of the nuclear power plant, and out of the window you can survey the wreckage of downtown wherever you are.

Not every location has an associated graphic, but that hardly matters as the location descriptions are pretty full. They are also highly atmospheric. In fact, they're so good that the game would be excellent without the graphics



# AFTER SHOCK



▲ In the alley at the back of your office ● Begin your exploration of the city ● Why not go where Daddy will take you tomorrow (cryptic clue!)

— with them it's even better. They're by Terry Greer whose adventure graphics are legendary.

First you have to escape from your office building. This isn't easy. Speaking as someone

who has spent some time living on the fault-line in California, if you didn't already know from watching *Superman* and *View to a Kill*, there are certain things you are advised not to do. Well, you're going to have to do at least one of them, and yes, you can expect to get shafted.

There are at least two items you have to take from your office. One you must have if you hope to leave the building. The other, which doesn't have any wires attached, may save you from a nasty death later. It could

The office description ● It's certainly vivid ● You will need to take two of the objects with you ● But which two? ▼

Your Office.  
Gazing out of the window, across the shattered city, the distorted shapes of the surrounding office blocks seem as twisted fingers, pointing accusingly skyward, through the shifting veils of dust and smoke. Numerous fires blazing out of control; the sirens of emergency service vehicles waiting like tormented souls, complete a picture more horrific than any vision of Dante.

There is an exit East.

You can see: -  
A chair.  
A desk.  
A pen.  
A radio.

> TAKE CHAIR

also be the cause of one. So watch out.

How do I know this? Because Interceptor, wise in the ways of reviewers who only have limited time and even more limited grey matter to review adventures, have provided a hint sheet. Let's face it, without it I probably wouldn't have made it off the floor I started on. Even with it I got stuck halfway through!

So if I tell you this is no easy game to solve, you'd better believe me.

And, not content with filling the game with some pretty ferocious problems, the author David Banner put a time limit on it. Remember? Yup, that's right: the nuclear reactor. And you're the only trained fission engineer around who may be able to save the situation. Take too long, and wham — you're Chicken Kiev.

But Interceptor's game writers are at least fair — most of the time. If you read the descriptions closely enough, there's usually a clue which can help you to avoid any sticky ends. Sometimes, though, you face instant death just by entering certain locations, unless you are carrying the wrong object or objects.

The parser — the code which interprets your input — is good, and can handle a wide selection of nouns and verbs. In certain places though, you do need to find just the right combination to solve a particular problem and sometimes, the necessary words are pretty obscure. You can usually work out what's needed, though.

I do have one major complaint, though. This is an adventure game — and it doesn't understand the word *Get*! You are only allowed to *Take*.

An adventure game without *Get* is like the Mona Lisa without a smile. It's just not on ■

## FACTS BOX

Excellent adventuring for the dedicated, combining great graphics from a master of his art with challenging problems



AFTER SHOCK



Label:

Interceptor



Author:

David Banner



Price: £9.99



Memory:

48K/128K



Reviewer:

Gary Cook







- ◆ It's enough to drive a man to drink, you know. Not only am I accused of political bias by aspiring candidates for public office like Gabby of Foleshill — and it's only fair to point out here that my role as El Presidente of the Militant and Utterly Secret Guild of Socially Conscious Adventurers is purely an honorary title which earns me a paltry pension of five barrels of wine a year — but I'm also slagged off something rotten for getting things wrong about the infamous trapdoor problem in *Quest*. Suffice to say, in grovelling and abject buck-passing, that my information came from a very well-placed source within the confines of Chateau Hewson itself. Anyway, my suggestion to *Knock* really — or probably — applies to the library door in *Fantasia Diamond*. After a lengthy consultation with Grand Master Hewson in person I can now reveal, with as much assurance as I can still muster, that the solution to the trapdoor problem is: leave it alone, don't go anywhere near it, it's fatal. Trap it says and trap it is, a death-trap. Such

# GORDO'S HELPLINE

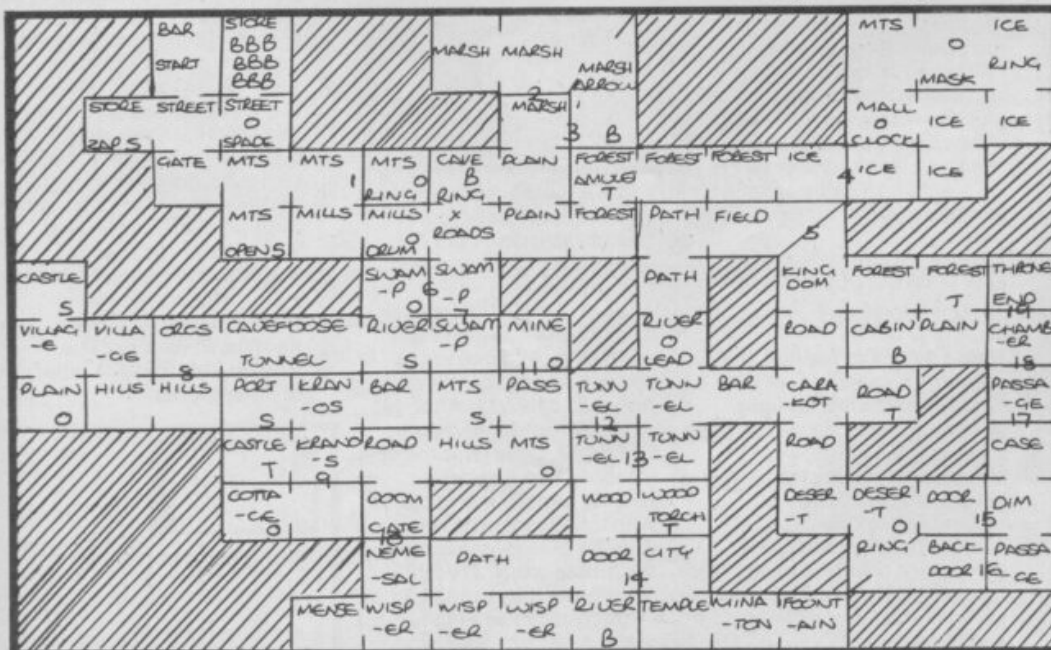
is life, chums — and before anyone writes in to moan, let me tell you that this was checked with The Author Himself as he sipped a Pina Colada on some sun-drenched beach near Stockport. Nuff said.

## Mindstone

- ◆ Correspondence flows apace and we kick off with a swift solution by Dave Williams from Merseyside
- ◆ He's managed to complete the game on August 7.

Anyway, here's a map. Some basic tips have also been supplied by David Deacon from Herts. David also has completed the game, doing so on August 10. Not quite as good as the other Dave, but still very quick. Here are the tips:

- Buy the Zap spell from the mystic store in Elantor
- Pick up all the lead you can find as this can be turned into gold with the help of the alchemy spell in the Orc castle
- The fireball spell will melt the ice wall
- Buy the Royal Orb off the pixie in the dark plain
- The elf trader in the front plain will trade a tiger amulet for the Royal Orb
- Follow the caver into Kranos
- Drink at the bar in Kranos (as many drinks as you wish)
- The sorceror in Kranos will trade his talisman for the tiger amulet
- Use the talisman to open the doomgates
- Head towards Nemesar's Palace — making sure your party are strong



- Key to the Mindstone map
- O — Object
  - B — Buy
  - T — Trade
  - S — Spell
  - L — Locked, blocked or guarded
  - 1 — Open
  - 2 — Zap
  - 3 — Zap
  - 4 — Fireball
  - 5 — Zap
  - 6 — Zap
  - 7 — Zap
  - 8 — Zap
  - 9 — Thieves' toolkit
  - 10 — Talisman
  - 11 — Zap
  - 12 — Torch
  - 13 — Torch
  - 14 — Gold
  - 15 — Zap
  - 16 — One Way
  - 17 — Go and fight
  - 18 — Destroy
  - 19 — Fight





## GORDO'S HELPLINE

### Heavy on the Magick

- ◆ from Gargoyle is still a hot property. Ben Clay from Boggitish Mole End, Scothern, Lincoln says:
- ◆ "At four minutes past five on August 8 I completed Gargoyle's excellent graphic adventure. I left the dungeons beneath Collodon's Pile through the door in Pilefoot. Am I the first to do so? (No, but never mind (G G))
- ◆ "Here's the solution. First pick up the grimoire on the start screen then move Axil E, N, NW. Now say 'Door, Wolf'. Pass through and move Axil N, NW and pick up



- ◆ the sword. Go E, E, S, SE and drop the sword. Here invoke Astarot from a safe distance and, when he appears, say 'Astarot, Pilefoot'. Go W, and when you enter the next room say 'Door, Eleven'. Move N to get the finishing message which reads 'Well done, Axil the Very Able. You have made it to one of the exits.' "
- ◆ It's not very often that we get Pokes in this cobwebby corner of the mag but HOTM is perfect for that sort of high-tech stuff. James Baldack of Waterbeach is the originator.
- ◆ "Enter this program and input the Stamina, Luck ratings etc, to your liking but don't use a number greater than that in the brackets or the game will crash. The message 'Start tape, then press a key will appear. Put in a blank tape, then save your ratings on to tape as a version of Axil. This version is loaded using Version A.

When you load it into the main game the computer will say 'Abandoned'. Take no notice of the message as it doesn't mean it!

```

5 DIM B$(5,2)
10 FOR T=0 TO 41:READ
  A:POKE 45032 + T,A:NEXT
  T
20 POKE 45074, 255:POKE
  45101,224:POKE 45102,224
30 INPUT "STAMINA
  (1-80)";B$(1)
40 INPUT "SKILL (1-80)";B$(2)
50 INPUT "LUCK (1-80)";B$(3)
60 INPUT "MAGIC LEVEL
  (1-9)";B$(4)
70 INPUT "EXPERIENCE
  (1-99)";B$(5)
80 FOR T=1 TO 5: IF B$
  (T,2)=" " THEN LET B$
  (T,2)="O"+B$(T)
85 POKE 45074+T,FN X (B$(T)
  )D:NEXT T
90 PRINT "Start tape, then
  press a key."
100 PAUSE 0:RANDOMIZE USR
  45032:PAUSE 30:
  RANDOMIZE USR 45044
105 DEF FN X (AS)=16*VAL
  (AS(1))+VAL(AS(2))
110 DATA 221,33,1,176,17,17,0,
  175,205,194,4,201
120 DATA 221,33,18,176,17,29,
  0,62,255,205,194,4,201
130 DATA 3,65,88,73,76,32,65,
  32,32,32,32,0,0,0,0,0
  
```

I hope all this is adequately transcribed — my only doubt is about the O in Line 80. Should it be O?

Finally, in answer to Wong Mun Keong of Petaling Jaya, Malaysia, who asks what's the password to enter the door whose guardians say 'To enter is madness', C. Walker of Cumbernauld offers this list of passwords. "Here are all the passwords and a few tips. 'Cry and enter' — Wolf. 'To enter is madness' — Lunacy. 'The word is no word' — Silence. 'Seek fire bird to enter' — laza. 'The great sign I in free' — Soronoros. First exit, 'an eye for an eye to enter paradise' — Long. Second exit, 'say a number of magick words' — Eleven. For the third exit you need to be Philosophus. Invoke Astarot and say 'Asmodee door' to him. Don't let your skill get above 63 or your luck above 96 or you won't be able to kill anything. You'll need the flask so you can cross the chasm.

He also wants to know how to kill the trolls in

### The Boggit.

- ◆ Shall I help? Oh, all right, the answer's an anagram of XLU — it's a Latin word for light or soap powder, depending on your intellectual standpoint (and I'm not saying what mine is).
- ◆ Reaching for his custom-built rug, R. Calver of Norwich claims to have torn out all his hair: "What's going on? Several months ago I bought

### Mindshadow

- ◆ and, not being the adventurous type, I was surprised to find myself doing well. I had a pile of goodies and a map to get through the swamp. Follow the arrows, said Condor so I went up to the hut and began to follow the directions. It's impossible —
- ◆ whenever I try to follow the map I either end up in the swamp or blocked from moving. Help!"
- ◆ The cavalry arrives from Weston-super-Mare in the form of Peter Arnold whose complete solution lies before me.
- ◆ "From the cliff go W and N. Now travel off N,E,N,N,E,E,S,S,E. Now take the bottle of rum and head back W, N,N,W,W,S,S,W,S,S to arrive at the hut. All you need do now is bang the rock against the steel to start a rescue fire." Well done Pete, and thanks for the solution.



Let's get off into space now and warp out to find the distant

### Rebel Planet

- ◆ where Matthew Wodhams of Folkestone is getting very expletive deleted over "how to get over the base fence and how to refuel the damned jetpack!"



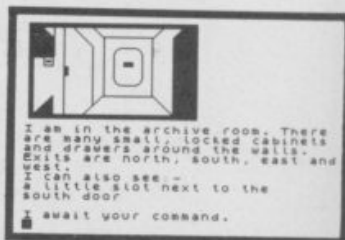
- ◆ The base fence is one location away from Tundra Station. You won't get through without first 6 and 19 it. However to do this you must 15,3,20,7. The jet pack from the lite-kube isn't so easy. First of all make sure you're wearing the thing!
- ◆ Now 9,22,11,27,17. After this exploit 5,11,3,18 and then 5,11,30,13. Dave Groome of Finsbury Park has been landing himself in trouble with the Arcadian officers.
- ◆ How, he pleads, can he sort the problem out? Try being an honest citizen and 21,29 — then just do what they ask.



Quickly on to a letter from an old companion, Thorne the Slayer, of 28 Berry Hill Lane, Mansfield, Notts, with some preliminary news on

### Hunchback and Marie Celeste

- ◆ "I bought Hunchback the Adventure before I read the reviews — I'm sorry I did as I bought it, nearly, on the day I bought it.
- ◆ It was a bit disappointing — the problems were really just 'Drop X' etc, and not very taxing. In Part 1 drop all the books in the Bishop's room and wait — a hole will appear in the floor. Take the candle, light the lantern and go down. Part 2: Drop the severed head by the headless body. You then need the key found in one of the rooms to unlock the door. Part 3: I didn't get round to finishing but you must drop nine objects in the cauldron to gain a password to pass the magic door. I've found only eight so far but you'll need the net to kill the bat which is one of the ingredients.
- ◆ "In Marie Celeste you must beam down from the ship to find the pirates — this can't be done without the communicator. Go to the teleport room and then in. Type 'Beam'. Now take the bronze token and go to the canyon where you should press the button on the keypad to go in. Go to the door, examine it. Now look through the window and you'll see the pirates. Swap the token for the sabre."
- ◆ Drop the Slayer a line if you want help with Helm, Kentilla, Sinbad and the Golden Ship and a number of other games.





**INTERCEPTOR  
SOFTWARE**

# AFTER SHOCK

A stunning graphical  
adventure that will take  
you into the heart of a  
devastated city.

**ZX SPECTRUM 48/128K**



Look out over a city devastated  
by an earthquake, where a thousand  
fires light up the skyline, and  
danger lurks on every street corner.  
But even now the danger has not  
passed - a nuclear reactor has  
been badly damaged during the  
quake, and the repair crews  
have fled in fear of their  
lives. As a member of the  
team that helped design the  
reactor, you are the only  
person left who can repair it.  
But it's a race against time as  
you fight your way through  
the city to avert this  
ultimate disaster.

**AMSTRAD PCW 8256/8512 DISC £17.95**

**AMSTRAD CPC CASSETTE £9.95**

**AMSTRAD CPC DISC £14.95**



**ZX SPECTRUM CASSETTE £9.95**

AVAILABLE FROM W.H.SMITH AND MOST LEADING COMPUTER STOCKISTS  
or direct from INTERCEPTOR SOFTWARE, Calleva Park, Aldermaston, Berks  
Telephone (07356) 71145/3714  
24 Hour Service

Please send me  copies of 'Aftershock'

- ☐ PCW 8256/8512 at £17.95
- ☐ AMSTRAD CPC DISC at £14.95
- ☐ AMSTRAD CPC CASSETTE at £9.95
- ☐ ZX SPECTRUM 48/128K at £9.95

I enclose a cheque/P.O. for £

You may order through ACCESS ☐  or VISA ☐   
by post or telephone (07356) 71145/3711

Please debit my CREDIT CARD ☐

Signature

ACCOUNT NO.

EXPIRY DATE

Keep in touch with our latest releases.  
Telephone or write for free admission to  
the Interceptor Mail Order Club.





## GORDO'S HELPLINE

### A Few Quickies

- ◆ MESSAGE FROM ANDROMEDA: Jim Kelly of Canterbury can't get out of the Mirrored Room except by the direct exits — though he's noticed that there's a panel with a square plate beside it. To find another exit 37, 3, 25 at the plate to get past the panel.
- ◆ CLASSIC ADVENTURE: Laurence Creighton of Sea Point, South Africa wants to open the giant clam. Just 36, 23.
- ◆ INFERNO: Jerry Holt of Belfast has reached the Very Centre of Inner Hell (poor bloke) and has met Titan. Regrettably Titan won't let him through. First give Virgil 3, 24 and 34 — found in the

bottle early on in the game. Now tell Virgil to 31, 34. Finally, 28 until Virgil holds up the 24 and you'll be let through. The 24 is found in the 8th Circle but you'll probably have to 35 someone before getting your hands on it!

**TWIN KINGDON VALLEY:** Duncan Idaho of Tleilax wants to kill the witch in the tower. Simply give her the 32, 26.

**PROJECT X — MICROMAN:** Derek Keyte (thanks for the map of **Mafia Contract 2**) can't turn the window handle twice after climbing the seat-belt. Do it this way — examine the car, climb the seatbelt and then wind handle. Now just jump out. . .

**QUEST FOR THE HOLY GRAIL:** To satisfy the large number who still can't get past the knight who says 'Nic', give him the Pink Shrubbery from the Kitchen. Don't do this whilst carrying the Holy Hand Grenade. Doesn't anyone buy the back issues? And for Mark James — wear the Jester's Hat of Invisibility to slip past Eugene the Peasant.

**HAMPSTEAD:** Julian Lewis of York is doing quite well but can't buy a business suit at the tailors'. He'll need a credit card for this and will have to backtrack to find it under a 38 on the 33.

## Information exchange

● I'm full of gratitude to John Barnsley of 32 Merrivale Road, Stafford, ST17 9EB for his complete solution and map to the vast and excellent game **Very Big Cave Adventure**. He also gives a list of nearly sixty games which he can help with and tells me that he runs an 'Adventurescue' service. Write for details — sae, enclosed, of course, and mention the games you need help with. John says he'll always try to help and will enlist the aid of other adventuring friends if he doesn't know a particular answer.

● E Benett of 42a Northcote Road, London SW11 1NZ can provide solutions at 40p each to **Eureka**, **Robin of Sherwood** and **The Hobbit**. I assume it's 40p for each part of **Eureka** so write to check it out.

● Lee Hodgson, 54 Church Street, Tewkesbury, Glos GL20 5RZ says he has solutions at 50p each to sixty adventures. He'll supply a full list for an sae. He'd also like to share ideas with programmers on imaginative adventure creation.

● Stuck in **Never Ending**

**Story, Bored or The Hobbit?** Send 50p to cover p & p and copying to G Burtenshaw, 12 Talbot Close, Shifnal, Salop. TF11 8SG.

I get a number of letters from adventurers who assume that when I list offers of help like this I can act as an intermediary. As a result they ask me to send them the solutions and lists offered in this section. Alas, no! If you need help write direct to these folk — that's what the addresses are there for! Remember too that I can't guarantee the quality or speed of replies — though most helpers take the business seriously. Anyway, safe journeying. Farewell 'til next moon ■

**Gordo 'Ché Guano' Greatbelly**

## Greatbelly Clue Matrix Thing

1:NORTH 2:EYES 3:THE  
4:CATCH 5:GO 6:DISABLING  
7:FIRST 8:CLOSE 9:PULL  
10:BARK 11:TO 12:CRAWL  
13:BUILDING 14:NET 15:MEET  
16:PEEL 17:RIVER 18:CAVE  
19:CUTTING 20:PROFESSOR  
21:PAY 22:JOYSTICK  
23:TRIDENT 24:TALISMAN  
25:ROD 26:DAGGER 27:CROSS  
28:WAIT 29:TAXES 30:SMALL  
31:READ 32:SILVER 33:HEATH  
34:PAPER 35:BITE 36:USE  
37:POINT 38:BENCH

# HiSoft BASIC Compiler

Quite simply the fastest, most compact, most complete, most easy-to-use ZX BASIC compiler available for the Spectrum, Spectrum +, Spectrum 128 & Spectrum Plus 2

HiSoft BASIC for the Spectrum is a brand new floating point compiler packed full of professional features, yet so easy to use with simple one character commands. The compiler is only 11K long & compiles up to 30K of BASIC without tape or microdrive. This is the compiler that everybody else has been trying to produce.

## Special Introductory Offer

**£15.95**

### HiSoft Pascal & C

HiSoft Pascal is an almost complete implementation of Pascal; it runs super fast and comes with Turtle Graphics. The only Pascal on the Spectrum and the best **£25**

HiSoft C is an integer Kernighan & Ritchie compiler with graphics & sound support. New version 1.3 contains lots more features **£25**

### HiSoft Devpac

HiSoft Devpac is the original and definitive assembler/debugger for the Spectrum. Macros, conditional assembly, large assemblies, single step, breakpoints, small in size for maximum flexibility, simply the standard development pack **£14**

Other products include Ultrakit & Colt, a super fast integer compiler with sprites. Please write or phone for full details of all our products. Order by phone using Access or Visa or by post with a cheque / postal order.

### QL Products

DevpacQL is a fast, integrated assembler/editor and debugger package. New, low price **£29.95**  
MonQL, debugger/disassembler out of DevpacQL is available on µdrive & ROM at **£14.95/£29.95**  
SuperBEE contains more than 70 SuperBASIC extensions on ROM. Now reduced to only **£19.95**

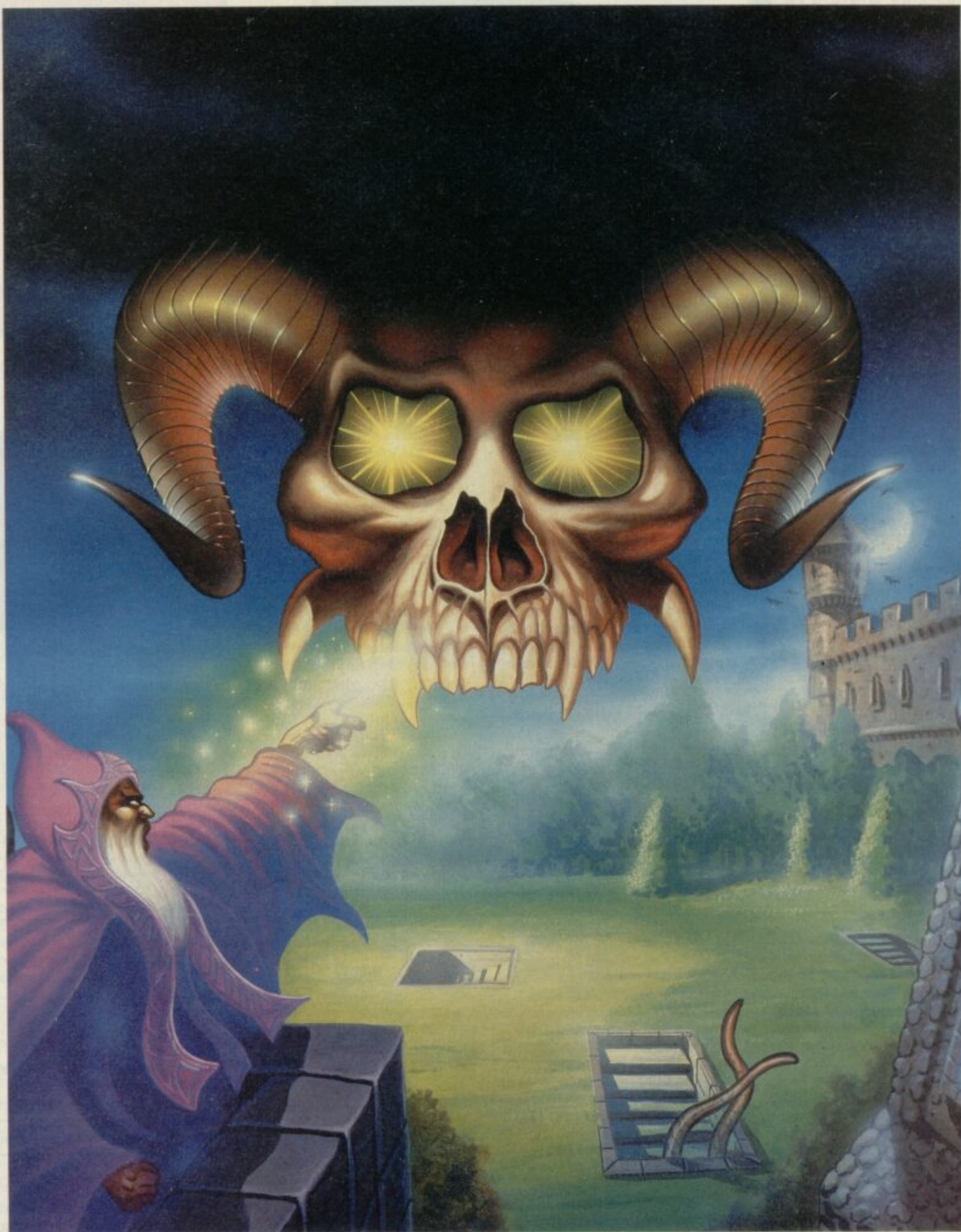
**HiSoft** The Old School, Greenfield, Bedford, MK45 5DE (0525) 718181



*Daringly Original Arcade Adventure. It's What You've Come*

*Enter Into The Magical World Of Druid. Experience The New And*

*To Expect From Firebird... Publishers Of The U.K.'s Most Exciting Software*



£7.95

# DRUID

£7.95



**firebird**

FIREBIRD SOFTWARE  
FIRST FLOOR, 64-76 NEW OXFORD ST., LONDON WC1A 1PS

Available now for Commodore 64 and  
available soon for Spectrum 48.128 and  
Amstrad.



Firebird is a Registered Trade Mark of British Telecommunications plc.

**MAIL ORDER**

Please state name of game, machine, cassette or disk and quantity required.  
Enclosed crossed cheque/PO made payable to FIREBIRD SOFTWARE. All  
offers are subject to availability. Orders are despatched promptly. All prices  
inclusive of VAT and postage.

MAIL ORDER: AUNTIE KAY, \*FREEPOST FIREBIRD, FIRST  
FLOOR, 64-76 NEW OXFORD ST., LONDON WC1A 1PS.

\*No stamp required.



## STRATEGY SIMULATION



## REVIEW

# IT'S A KNOCKOUT

**I**t's a **Knockout**. Now there was a TV program! How I remember Eddie Waring's incisive wit and Stuart Hall's infexious laughter.

Now, according to dark rumours too horrible to countenance, the whole thing is to return.

Ocean has done a computer version that leaves me speechless.

It recaptures something of the original flavour of the TV programme in being, foolish, rambling, ludicrous and amateurish although it brings in the whacky new feature of attribute clash to make things even more kooky.

There are several games in **It's a Knockout**, all of them silly, most of them quickly tedious.

You pick a country and play through the events in authentic

**It's a Knockout** style. This means there are a number of games played 'at once' and a continuing game 'the marathon' played by each country between the usual games. I decided to be Belgium since then it wouldn't matter if I failed miserably.

First up is **Flying Flans**. You control a waiter who tries to catch flans which come hurtling over a wall — having been launched by two men with a see-saw and a mallet. Catch the flan and take it off screen. Collect more flans. The graphics are budget standard but it's sort of fun in a way. Once.

**Harlem Hoppers** is nothing to do with its title. At first glance it appears you're collecting camel dung whilst stretching against a spring. Actually it appears to be small round objects rolled

down the camels back by a woman member of your team. Awful.

**Titanic Drop** is sliding down a rope trying to land in coloured lifebells. Even more awful.

**Diet of Worms** has two people dressed as chickens — they have to peck at worms and put them in a tray. The chickens change colour completely because of attribute clash depending on where they are standing. It seems to belong to another game.

**Obstacle Race** is just like the hundred metres in one of a thousand other **Track and Field** games except that sometimes you have to jump silly obstacles. It is very tedious and it looks appalling. Infinitely worse than a trillion other budget offerings.

However, the marathon

## FACTS BOX

Six games in one. Five of them absolutely dreadful. One of them not too bad. Therefore I doubt if the whole thing's worth it

## IT'S A KNOCKOUT

Label: Ocean  
Author: in House  
Price: £7.95  
Memory: 48K/128K  
Joystick: Kempston

Reviewer: Graham Taylor



game, called **Bronte Bash** is pretty good, quite nicely programmed and actually very funny (if cruel). You have to move a giant weight and drop it on the head of a brontasaurus which peeps up from inside one of a number of craters. I felt bad about stunning the rather innocent looking beast. The feeling quickly passed.

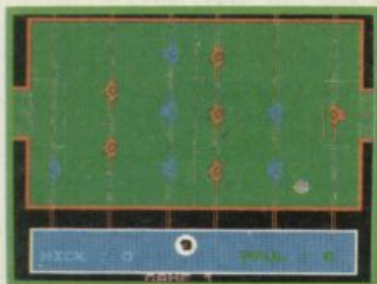
One OK-ish game and the rest a joke, only in an unintended sense. Just like the TV program really ■

**O**h well, it's an interesting concept. **Pub Games** is a tape comprising all those pursuits you love to play in between the lager and crisps.

Very young people will just have to imagine what the lager and crisps are like. In fact, I'm not sure I can remember — anyone want to buy a round?

Alligata, it turns out, has put quite a lot of programming effort into **Pub Games** and the outcome is a reasonably entertaining, if bizarre package.

Some of the games on the tape are old computer favourites flike **Darts**. First seen a million years ago on the Atari,



# PUBGAMES

I remember. It's not bad. Line up a cross on the dart board — made difficult because it is jiggling about (too many lagers probably). Then a man in the left side of the screen chucks the dart. Only one complaint — the guy doesn't have an enormous stomach — unrealistic.

**Dominoes** is unusual, possibly unique on a micro.

**Table Football** is even more bizarre, it recreates the authentic play of table football very accurately — you need two players — I found it incredibly difficult to play, you have to zoom back and forth along the lines of men and mix 'pull back' shots with an immediately following 'kick' shot. When two people are both trying to do this both using the keyboard it gets finger twisting to say the least.

Both **Poker** and **Pontoon** are pretty much your standard

## FACTS BOX

Several games, some very familiar some unique, nothing good or bad. Not very exciting but a twist on the decathlon style

## PUB GAMES

Label: Alligata  
Author: in House  
Price: £9.95  
Memory: 48K/128K  
Joystick: Kempston

Reviewer: Graham Taylor



budget fodder, both play well enough, with quite nicely detailed displays on the cards. Last on the tape is **Skittles**.

Not tremendously exciting. There is only the one key to worry about. The ball waggled about in front of the usual layout of skittles. Press any key and off it goes. I haven't knocked them all down yet but there's a limit to how long I'm prepared to keep trying.

**Pub Games** gets a whishy washy SDP sort of not badish kind of rating. I think you might want to play the darts for a while, maybe the dominoes, and the card games are definitely worth something ■









**YOUR MISSION** - RETRIEVE PK430 YOUR COUNTRIES  
 REVOLUTIONARY FIGHTER..... **LOCATION** - 400 MILES  
 BEHIND ENEMY LINES..... **POSSIBLE ENEMY**  
**ARMAMENTS** - FLAME THROWERS, HELICOPTERS,  
 TANKS, JEEPS, LANDMINES..... **YOUR EQUIPMENT** -  
 THE WORLD'S MOST SOPHISTICATED ARMED VEHICLE  
 ..... **ENEMY STRONGHOLDS** - PRAIRIES, CITIES,  
 MOUNTAINS, AIRFIELDS, BRIDGES..... **MISSION STATUS** -  
 VITAL..... **MISSION CONSEQUENCES** - WORLD PEACE.....  
**MISSION OBJECTIVES** - YOU MUST.....



MOUNTAIN



BRIDGE

CBM64

£9:99

TAPE

£14:99

DISK

SPECTRUM 48K

£8:99

TAPE

THE ARCADE SMASH  
HIT FROM



PRAIRIE



CITY

AMSTRAD

£9:99

TAPE

£14:99

DISK

U.S. Gold Ltd.,  
 Units 2/3 Holford Way,  
 Holford,  
 Birmingham B6 7AX.  
 Tel: 021 356 3388.

SCREEN SHOTS FROM  
ORIGINAL COIN-OP





## YANK THAT CRANK!

**T**he 128K+2 is all very well — in fact it's brilliant — but what about those of us who have an old style Spectrum and want to start busting a few alien heads?

This month following on from our special joystick round up we have a special offer to get you blasting at a budget price.

Sinclair User has arranged with Vulcan Electronics a fantastic special deal on joysticks and interfaces.

### CHECK THESE PRICES:

The Gunshot 1 joystick usually retailing for £7.95 has had a whopping 25% lopped off its price and is on offer for £5.95.

The Gunshot 1 and a Kempston compatible joystick interface usually £16.95 is down to £12.95.



Both prices include postage and packing.

So there's never been a better time to get zapping or to replace that worn out joystick ■

### WHAT YOU DO:

Fill in the form below and make out a cheque for whatever you want payable to Vulcan Electronics. Send it together with the form to Sinclair User/, 30-32 Farringdon Lane, London EC1R 3AU. Please allow 28 days for delivery

Name .....

Address .....

Please send me (enter number you want of what and value)

☐ Gunshot joystick(s) at £5.95 each — total value

☐ Joystick(s) and interface(s) at £12.95 each — total value

☐ I enclose a cheque made out to Vulcan Electronics total value

Prices include postage and packing

## Compliment Your Spectrum



### SYSTEM SPECIFICATION

150 c.p.s. LQ Printer

Saga 2 + Keyboard

256K Disc Drive

The Last Word wordprocessor

TLW Software Extension

Trans Express

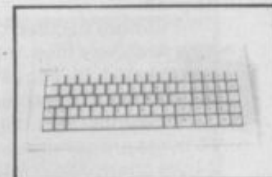
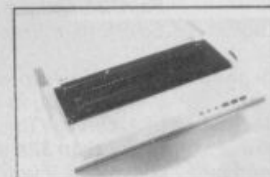
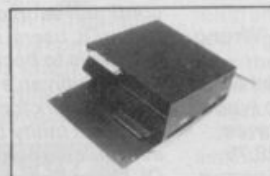
Parallel Printer Interface

Built in Power Supply

Joystick port

All Cables Required

Masterfile Database



"Your Spectrum is more than a Wordprocessor . . ."

with Compliment that is, because with Compliment you are not only provided with all the facilities required to print and edit documents with the greatest of ease, you can dump graphics, prepare accounts and do just about anything you can do on a system costing thousands of pounds and if you're not always going in for serious computing, a larger selection of software is available from which you can choose a game.

ADVANCE WITH

Please send me ..... Compliment System(s). I enclose cheque for £344.95 or please debit my Access/Barclaycard.

Mr./Mrs./Miss .....

Address .....

My credit card no. is

Please tick method of payment PO ☐ Cheque ☐ Draft ☐ Credit card ☐ Amount enclosed £ .....

Signature ..... Date .....

Please allow up to 28 days for delivery.



FOR FURTHER DETAILS  
TEL: 04862 22977





## Sinclair Surgery Spectrum on the blink? John Lambert has a cure

### Spaced out

ON MY 128K Spectrum, when entering a line such as: IF C:M1 THEN ... it ends up as IF C:M1 THEN ... In 48K mode with the same spacing it enters correctly. Also in 128K mode a line like: IF C = M1 THEN ... seems to escape this transposition. What's going on?

**Alan Scrivens, Feltham, Middlesex**

● The answer is to add a space between the 'C' and 'M1'. The space is not required if you use '=' as the editor automatically puts one in

### Archive recovery

HAVING LABORIOUSLY created a book catalogue using QL Archive, my son then lost it all when the machine was switched off while the file was still open. All subsequent attempts to read the file resulted in the message 'Wrong File Type'. He was understandably dismayed at the prospect of having to type it all back in again, whilst I was too miserly to pay the £28.75 subscription to Psion's Support Service:

I therefore decided to look at how **Archive's** files are constructed. By copying a good **Archive** file to the screen it became apparent that the first 10 bytes are composed of a 2-byte control field followed by a label of the form 'vrm1fbf0'. On the corrupted file, the 3rd byte had been replaced by a null character (hex 00). In the hope that this was the only difference between a good and a bad file, I used the following program to read the file into memory, **Poke** a 'v' back into the 3rd byte, and write the file back out again to spare formatted cartridge. I then re-booted **Archive**, crossed my fingers and loaded what proved to be a perfectly usable file once more. I had had no idea how much space to reserve and the 20000 was therefore very much a wild guess (on the

assumption that an excess would not matter). A quick scan of selected records including the first and last on the file showed that it was complete. 100 LET n=RESPR (20000) 110 REMARK load corrupted dbf as a stream of bytes:— 120 LBYTES mdv1-filename-dbf,n 130 POKE n+2, CODE ('v'): REMARK overwrite corrupted 3rd byte 140 SBYTES mdv2-filename-dbf,n,20000

It may be necessary to experiment with the space to be reserved, but other users of **Archive** may well feel it is better



than losing an entire file. (In my son's case, he had not yet got around to creating a back-up version of his file!)

**D E Sullivan Flixton, Manchester.**

● Corrupted **Archive** files are a continual source of heartache to many QL users, the only reliable answer is to back up everything. If **D E Sullivan's** program doesn't work for you there is an excellent utility by **Chas Dillon** available through **Quanta**, the QL Users Group. Contact: **Brian Pain, 24, Oxford Street, Stoney Stratford, Milton Keynes. MK11 1JU.**

One final word of warning, there is a bug in the 2.3 release of **Archive**. If the index gets larger than 32K the file is corrupted, if you are likely to exceed this use a number of smaller files

### Hanging on the 128

SOON I WILL be the owner of a Spectrum 128, and was wondering if the Wafadrive and Epson P40 printer work with the new machine. What other peripherals can you attach to the machine?

**R A Hipgrave Penn Wolverhampton**

● The simple answer is that all peripherals will work with the new machine in 48K mode, where it is just like connecting them to a normal Spectrum. Whether there will be special provision for extra features which make use of the extra memory like a printer buffer or whatever will depend on individual driving software

### Amstrad a no-no

AS WELL as owning a 48K Spectrum I also have an Amstrad CPC6128 with colour monitor I would like to know whether, with colour monitor. I would like to know whether with use of appropriate interfaces, it would be possible to use the Spectrum on the Amstrad monitor.

**A R Oakes Guildford Surrey**

● The short answer is it's not really possible, the 6128 is designed as a single unit and the guts of the monitor circuitry is mixed in with the main 6128 board

### Opus focus

I RECENTLY purchased an **Opus Discovery** disc system. In May 1985 you published a review of this system by **John Lambert**. In this review, comments are made about using the **Discovery** Ram to alter the disc settings. (I realise that to alter the number of sectors and tracks would require a change of disc drive.) I would be grateful if you could give me any information on changing their values etc. Any other information such as hardware memory addresses would also be appreciated.

**David Guest Harlow Essex.**

● To alter any of the settings on a **Discovery** 1 you will have to have a 6116 Ram chip fitted — this is fitted as standard on twin



drive units — there is a spare socket on the circuit board under the second drive. When fitted part of the Ram is copied to this Ram which starts at address 8192.

8192 holds a word which points to a Table. At Table+10 is another pointer to the Drive Tables. The Drive Tables consist of four words followed by a zero byte. The words point to Drive 1, Drive 2, Drive 3 and Drive 5 respectively, Drive 5 is the Ram disc.

For Drive 1 useful bytes are:

0 DB 40 No. of Tracks  
1 DB 18 No. of Sectors  
2 DB 010001018 Flag.

Bit 0,1 Physical Drive 01=Left  
2 Allow 2nd Drive  
3 Primary or Secondary  
4 No. Sides 0=SS  
1=DS  
5 Density 0=Dougle  
1=Single  
6,7 Sector Size 00=128 bytes  
01=256 bytes  
10=512 bytes  
7 DB Flag 00=6ms  
4,5 Step Rate 01=12ms  
10=20ms  
11=30ms

10 DB 0 Format Type 0=Single  
1=Double Density  
11 DB 13 Interleave  
12 DB 8 Skew  
13 DB 6 No. Catalogue blocks when formatting

For Drive 5 the useful bytes are:

0 DW 32768 Start address of Ram disc  
2 DW 32 No. of Blocks  
4 DW 1024 Size of Blocks  
6 DB 7 No. Catalogue blocks when formatting

### Drive, he said

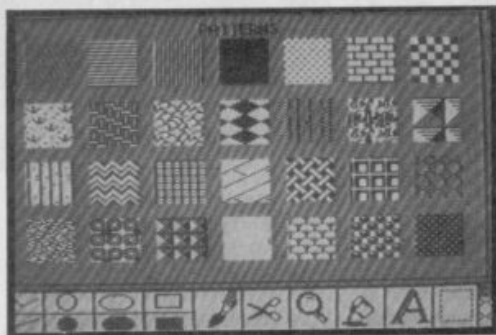
COULD YOU please tell me if it is possible to fit five 48K Spectrum computer games on one 3 1/2 inch 250K disc drive. If it is not, then please tell me how many you can fit on one disc. My disc drive is an **Opus (Discovery One)**. Could you also tell me which disc I would require. Is it the 3 1/2 inch S/SS/D or the 3 1/2 inch D/SD/D? Lastly, are there any problems in transferring cassette software to disc?

**Stuart Shelford Kempston Bedford.**

● The number of games you can get on one disc depends on the size of the games. A standard game with a Basic loader, title screen and the game can take up to 60K, in which case you would only get three to a disc.

The discs you need to buy are SS/DD ■





WORK-OUT



REVIEW

# THE ARTIST II

The **Artist II** is not merely an enhanced version of **Artist I**. It is now a complete suite of graphics utilities to let you do just about anything you could wish with visual images on the Spectrum.

There are three parts to the package, **Artist II** proper, which is a development of **Artist I**, a sprite designer and a page make-up program.

The **Artist** was always regarded as one of the very best art programs for the Spectrum with only **Art Studio** from Rainbird a serious competitor.

Now the **Artist II**, quite apart from the additional programs must grab the lead as best Spectrum artist program bar none.

Some features of the original **Artist** program are retained intact. The guide grid of light and dark squares is retained. The assorted fill designs are retained as well as the option to design your own. Also retained from **Artist I** are the various brush styles, the magnify-an-area-of-screen option and the overall on-screen look.

So what's new? Most of the improved elements concern the way the program allows very sophisticated cutting and pasting. There are two ways of achieving similar results. There is the standard 'box' option where you use a cursor to set the opposite corners of a rectangular box. The section of picture framed by this box can be moved around the screen at will and even placed at right angles. This facility is easy to use and fast.

The clever stuff starts happening when you start using the outline **Cut**. This allows you to 'grab' a shape by closely outlining it. You are not restricted to box outlines but can choose any shape you wish. There are two restrictions (at least on the pre-production copy we had for review): it has to be used black-and-white to look effective and you cannot use it any other size. However, it is still a very sophisticated feature indeed, and becomes particularly effective when you

are using discs or Microdrives where other picture files may be 'pilfered' for useful designs and shapes.

The usual intelligent features are included. When you **Cut** and **Paste** the window shape will, unless you tell it otherwise, always adjust in character squares so that your cut section of picture won't pose any

attribute problems. Pictures may be overlayed for unusual effects or wipe out the old background.

The program is supplied with half a dozen or so assorted fonts for labelling and will work with both the AMX and Kempston mice. Apart from the small restriction on the 'cut out' facility mentioned above, the **Artist II** does, it would seem, just about everything that can be done on the Spectrum.

So, how about the other two parts of the **Artist II** package?

The page make up system allows for images created with the **Artist** to be mixed with text files created with the Softechnics' other utility, **Writer** word processor. This link is a sophisticated facility which should be of great interest.

The sprite designer has also been written by Bo Jangeborg (author of both versions of the **Artist** and **Fairlight**) and it is extremely sophisticated. Although, in the end all sprite/character designers come down to a grid of pixels which you switch on or off, where this one scores is in the amount of

information you get about the design you are currently working on and, more important still, how that design corresponds with previous designs.

The sprite designer works a little like those flick books where the impression of animation is gained by flicking the pages quickly. The individual frames on each image are created using the usual icon/joystick off/on grid pixel system. The design can be seen both magnified and at actual size. Having created a series of designs you can then instruct the computer to flick between the images and see the final animated effect.

Bo has used this system to create most of the animation effects in **Fairlight II** — an impressive demonstration of the systems' power.

The **Artist II** has been designed, I would say, very much with mice and disc/Microdrive storage systems in mind and without these extras you might not want to up-grade from the original **Artist** but nevertheless this is a superb program — a serious tool in fact.

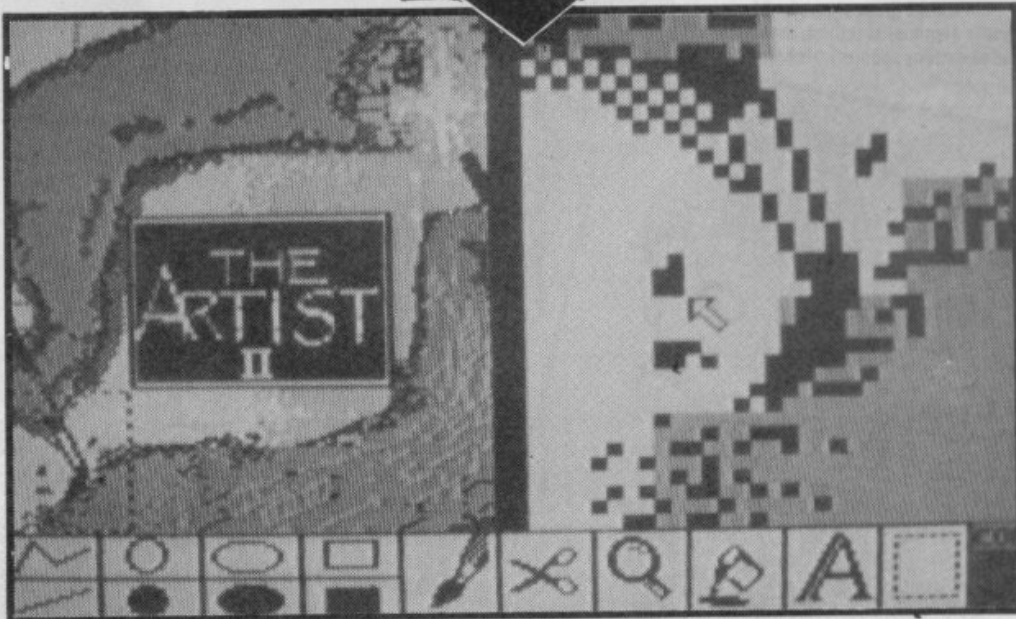
A 128K version is also available which uses the extra storage available ■

## FACTS BOX

*Perhaps the definitive artist program. Easy to use but with incredibly powerful features*

★	ARTIST II
★	Label: Softechnics
★	Price: £14.95 (£17.95 128K)
★	Memory: 48K/128K
★	Mice: Kempston, AMX
★	Reviewer: Graham Taylor

SINCLAIR USER  
CLASSIC





# BACKGROUND NOISE

**B**ackground Noise looks behind the top games of the moment and speaks to the programmers who sweated blood to produce them. Background Noise looks from the author's point of view — at the particular programming problems and the way they were solved

## PAPERBOY

by Steve Lamb

**"T**he screen graphics for the *Paperboy* conversion were all sketched down from countless trips to the local arcade," says Steve Lamb, who converted Elite's latest coin-op biggie to the Spectrum. "Sometimes it was quite embarrassing because mostly the plans were noted down looking over someone else's shoulder while they were playing. Quite often they wondered what I was doing."

*Paperboy* is the first major league coin-op conversion Steve has done and he was given the job after writing in on spec to Elite with some examples of his work. Elite has established itself as the arcade conversion kings after the twin No 1s of *Commando* and *Ghosts 'n' Goblins* and Steve was very surprised to be given such a prestigious conversion as *Paperboy* straight off.

Converting a title from the arcades seemed, on the face of it, to be easy. After all, it's not as though you have to invent a game or develop a gameplay — that's all done for you.

But, as you can see from the example at the start, every conversion presents its own heap of special problems. Coin-up manufacturers are notorious at not providing 'inside' info on how their games are built up — even to their official licence holders.

How do you take a game on a customised arcade machine — with whole banks of video chips and stacks of Ram — and crush it down into a 48K game that still retains the feel and gameplay of the original?

"For a start the program had to handle diagonal scrolling, smoothly and at various speeds which was

obviously going to present a problem on the Spectrum," says Steve. "The way I did it was to set aside an area in memory to store the screen backgrounds — the houses, gardens and so on. This area is then scrolled before being moved on to the screen. It wasn't until after I'd sorted out the scrolling that I could begin to get on with the main code.

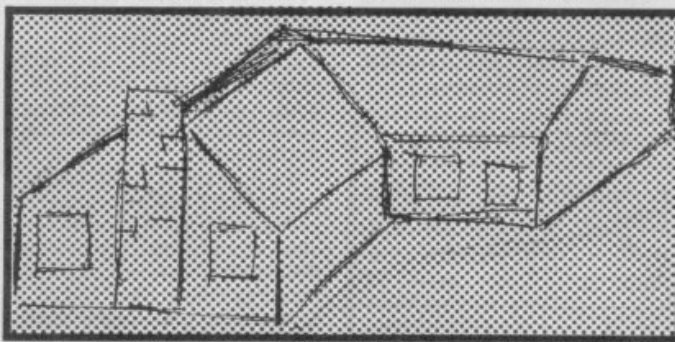
"I did have a couple of very poor

photos to work with, but that was all. My main concern was trying to fit in as much detail as possible, since that was one of the strengths of the arcade original. A whole lot of compressing had to be done before it would all fit."

The graphics for the houses and the pavement took the most effort to complete. "The machine-code editor I was using was amazingly slow and the road, by the time I'd finished it, was about 14K of code long."



▲ Above, one of Steve's early sketches for a house ● Try and spot it while you play the game!



▲ The design drawing compared with the same building in the finished game  
▼ Steve says programming the graphics for the houses took the most time. And looking at the end result it's easy to see why!



The best part of the program — as far as Steve is concerned — is the way his 'handlebars' section worked with the high-score table: "It's worked out pretty neat. I managed to put the graphics for the handlebars of the cycle in the border on the high-score area — unfortunately it took up rather more memory than I could really afford but it looks good."

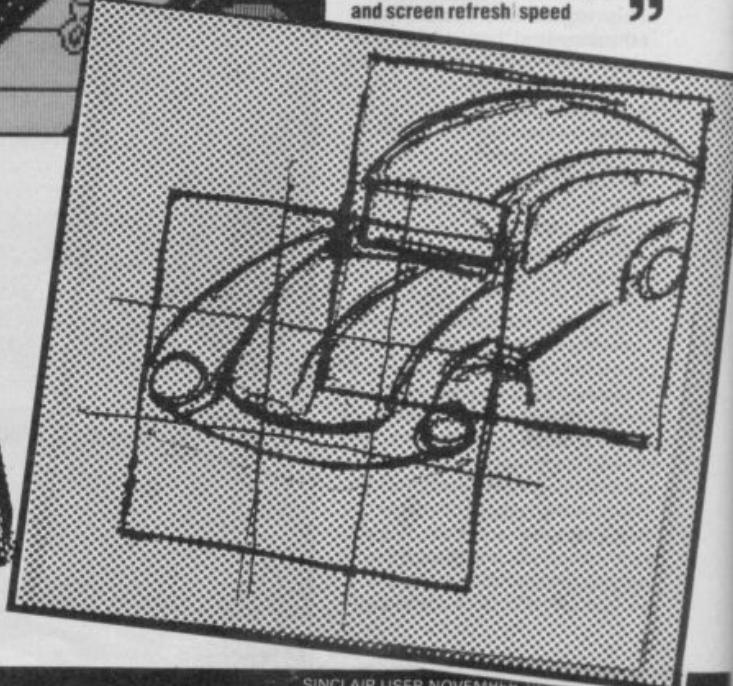
"When you begin to break down the gameplay of the original you begin to realise just how complicated it actually is. You have to deliver papers to houses — OK. That sounds straightforward enough. But it's how you deliver them that matters and the game gives a variety of options. It will be either a perfect delivery, or maybe a window will get broken, or maybe the player will miss."

"The number of options at each point of the program makes the programming task very difficult."

Steve explains some of his programming secrets: "The sprite routines are a 24 \* 24 pixel mask, and the scroll routine is a simple recursive program. Data is positioned on screen by actually using the screen as the memory stack pointer, taking the data from memory, and locating it at the pointer. It worked well for *Paperboy* but there are faster methods."

"The graphics for the road/pavement/houses are stored in memory as graphics characters". Incidentally, the same technique as Tony Crowther used in his early titles — and it also explains why the background graphics on *Paperboy* take up so much Ram.

Despite the length of coding time Steve reckons the conversion is reasonably faithful to its coin-op roots. "The scrolling is good considering the detail of the graphics and I think the end result turned out to be about as good a compromise as you're going to get between the original and the limitations, by comparison, of the Spectrum's graphics resolution and screen refresh speed"





FOR THE FIRST TIME

# SINCLAIR USER CLUB

YOU CAN NOW BUY OUR EXCITING  
RANGE OF **GAMES AT CLUB PRICES**  
**AND ENJOY A MEMBERS NEWS-**  
**LETTER SIX TIMES EVERY YEAR.**

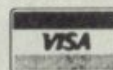
## JUST LOOK AT THESE GAMES

	nick if required		nick if required		
Crash Smashes II .....	£8.45	<input type="checkbox"/>	Theatre Europe .....	£8.45	<input type="checkbox"/>
Vera Cruz .....	£7.60	<input type="checkbox"/>	T. T. Racer .....	£8.45	<input type="checkbox"/>
Great Escape .....	£6.35	<input type="checkbox"/>	Paper Boy .....	£6.35	<input type="checkbox"/>
Revolution .....	£7.20	<input type="checkbox"/>	Light Force .....	£6.35	<input type="checkbox"/>
Silent Service .....	£9.95	<input type="checkbox"/>	Night Mare Rally .....	£6.35	<input type="checkbox"/>
1942 .....	£6.35	<input type="checkbox"/>	Ace .....	£8.45	<input type="checkbox"/>
Frost Bite .....	£7.20	<input type="checkbox"/>	Dynamite Dan II .....	£6.35	<input type="checkbox"/>
They Sold a Million III .....	£8.45	<input type="checkbox"/>	Dan Dare .....	£8.45	<input type="checkbox"/>
Scooby Doo .....	£6.35	<input type="checkbox"/>	Strike Force Harrier .....	£8.45	<input type="checkbox"/>
Dandy .....	£6.35	<input type="checkbox"/>	Elite .....	£11.70	<input type="checkbox"/>
Infulturator .....	£8.45	<input type="checkbox"/>	Asterix .....	£7.20	<input type="checkbox"/>
PS1-5 Trading Company .....	£6.35	<input type="checkbox"/>	Dragon's Lair .....	£6.35	<input type="checkbox"/>
Shaolins Road .....	£6.35	<input type="checkbox"/>	Heart Land .....	£8.45	<input type="checkbox"/>
Uridium .....	£7.20	<input type="checkbox"/>	Napoleon at War .....	£7.20	<input type="checkbox"/>
Hardball .....	£7.20	<input type="checkbox"/>	Jewel of Darkness .....	£11.95	<input type="checkbox"/>
Bobby Bear .....	£6.35	<input type="checkbox"/>			

A YEARS MEMBERSHIP IS ONLY £5, BUT YOU CAN EVEN SAVE THIS IF YOU BUY TWO OR MORE GAMES WHEN YOU JOIN.

**PHONE US NOW ON SUNDERLAND 673395**

To order your games and get your **REGULAR NEWSLETTER** and our Exciting Catalogue



Order Value £

Name \_\_\_\_\_

Address

Post Code

**POST TO:- NATIONAL SINCLAIR USER CLUB, P.O. BOX 52,  
SUNDERLAND, TYNE & WEAR. SR1 3PY**



# FROST BYTE

by

~~mikro~~  
GEN

**Spectrum Amstrad  
Commodore  
Cassette  
£8.95  
Amstrad Disc  
£13.95**



Steinar



THIS COULD BE THE FIRST UTILITY TO TOP THE CHARTS

## CRASH SAID:-

'Clearly superior (to Art Studio)  
'Amazing, uncanny, staggering  
(Print Mode)' 'Lightning speed  
compared to any mouse /  
pulldown menu system'  
'Amazing amount of  
facilities' 'Excellent  
manual' 'Superb' (Sprite  
& Screen Designer)

NEW

## ZH SAID:-

'Very good indeed  
(Sprite Designer)'  
'A better method  
than I've seen used  
by any other  
graphic program  
(Circle Mode)'  
'Excellent  
(Print Mode)'

IT EVEN HAS A DEMO MODE !!

DISC /  
MICRODRIVE  
COMPATIBLE

READ THE  
REVIEWS!!!!

SINCLAIR USER  
CLASSIC

FAST BECOMING BRITAINS NO.1

SINCLAIR USER  
SAID:- 'Beats the ART STUDIO & the ARTIST'  
'More accurately than with packages such as ART STUDIO'  
'The best (Sprite Designer)' 'Easy to use' 'Invites use'

# Softcat ANIMATOR1

THE ULTIMATE GRAPHIC DEVELOPMENT TOOL

CODE BY THE  
AUTHOR OF  
Roller Coaster

GREAT  
FOR  
CARTOONS  
TOO!

THE TOP SCREEN DESIGNER?  
SEE REVIEWS

THE TOP SPRITE DESIGNER?  
SEE REVIEWS

THE BEST TEXTURE FACILITY?  
SEE REVIEWS

THE TOP PRINT UTILITY?  
SEE REVIEWS

THE TOP CHARACTER DESIGNER?  
SEE REVIEWS

THE FASTEST GRAPHIC PACKAGE?  
SEE REVIEWS

THE BEST LINE MODE?  
SEE REVIEWS

THE MOST VERSATILE PACKAGE?  
SEE REVIEWS

THE BEST CIRCLE MODE?  
SEE REVIEWS

INCLUDES  
THIS TERRIFIC  
FREE GIFT  
WORTH £5.95

After its launch  
reviewers & users alike  
have been making  
exceptionally high  
claims for  
Animator1. At first the  
question was 'What CAN  
you do with Animator1?',  
that soon changed to 'What  
CAN'T you do with  
Animator1?'. Combined in one  
package is what's  
claimed to be  
'The top screen designer' ...  
'The top sprite designer' ...  
'The top print utility' ...  
'The top character designer' ...  
'The fastest graphic package' ...  
'The most versatile line mode' ...  
'The best circle mode' ... 'The best  
texture facility' ... 'The easiest to  
draw with' ... it goes on ... but don't  
take our word for it SEE THE REVIEWS!

If you're into graphics, whether you just  
want to draw pictures, play around with  
print layouts, are a top flight programmer  
designing graphics for games software, are  
a BASIC programmer who wants to be ... or  
even if you just want to experiment with the  
art of animation ...  
Animator1's got the lot

STOP PRESS

NOW AVAILABLE IN  
A GREAT NEW PACKAGE  
FEATURING A  
SPECTACULAR FULL-  
COLOUR 'AT A GLANCE'  
OPTION LAYOUT  
NO MANUALS TO WADE  
THROUGH - JUST  
INSTANT GRAPHIC  
DESIGNIN' FUN!

## POSTER MACHINE

With Poster Machine you can create GIANT POSTERS over 100ft across  
with just a spectrum and an ordinary printer.

Poster Machine allows you to load in any pre-designed screens and turn them  
into Posters of all shapes and sizes by printing them out to your printer as a series of strips  
to be joined together. You can expand the width and depth separately (ie STRETCH), convert  
colour into shading or inverse the screen. Poster Machine features a unique shading option that  
allows colour to be converted to shading AFTER the screen has been expanded, giving a very high quality  
finish to your posters. You can also use Poster Machine's facilities to enhance your screens & save them again.  
Poster Machine is fully automated so there's no need for wading through hefty manuals, it's the first in a new series of  
LOAD & GO UTILITIES where all you have to do is LOAD it in and off you GO. Poster Machine has a million and one uses ...  
POSTERS, BANNERS, SIGNS. The only limit is your imagination. Once you've used Poster Machine the Copy command will  
never seem the same

AVAILABLE SEPARATELY AT £5.95

## ALSO AVAILABLE PRINT WIZARD

Animator1's amazing elastic 'Print Mode' has generated such a great response, we've produced a  
brand new program built around it. It's called PRINT WIZARD and it features lots of the power which is making Animator1 so popular  
(less the sprite options), and to round it off we're giving away, FREE with every copy, a copy of 'Poster Machine' making it the complete  
print workshop (Print Wizard can also be used as a very powerful screen designer tool!) and all for just

£7.95

Spectrum 48/128  
Amstrad CPC464  
C64

£9.95  
inc FREE  
POSTER MACHINE

SOFTCAT

AVAILABLE AT YOUR LOCAL STOCKIST OR DIRECT THROUGH  
OUR FAST MAIL ORDER. (P&P FREE [export add £2.00]).  
CHEQUES / P.O.'s to SOFTCAT MICROs, P.O. BOX 79 - MACCLESFIELD CHESHIRE.

TRADE HOTLINE 0625 615379



**BIGG**

**MORE COM**

**BEST EVER**



# 5 YEARS OLD & STILL N°1

In the beginning there was Computer + Video Games. From the start we were first with the last word on computer games. And we still are. This November we take on Aliens, put our lives at stake with Dracula and put the heat on Firelord. And don't miss our FREE I.D.E.A's Central handbook with hints, help and maps on all the best games around. We also look back at five years of C+VG, remember the best games and shed a tear for computers we have known, loved and lost. That's all in addition to the usual mega-mix of news, reviews, features, competitions and posters. We've been in the forefront of the home computer revolution for five years and we intend staying there for the next five. Check us out on October 16.

Remember, you ain't seen NOTHING YET.

# COMPUTER + VIDEO GAMES

**HINTS & TIPS**  
Ideas Central Book of Hints & Tips



## DIY project to do for your 128K+2

**D**o you want the good news or the bad news? The good news is at long last a Sinclair machine has a joystick socket as standard. The bad news is you can't just plug any old joystick into the 128K+2, as the pin-out arrangement is different. If you do plug your normal joystick in it shouldn't do any damage to either machine or joystick, but it simply won't work.

In this article I'll show how to construct a simple adaptor that lets you plug in your favourite, conventional joystick into your 128K+2.

To build it you need a fine-tipped soldering iron (15-25 watts), a cable stripper or pliers, and a few, easy-to-get components:

- One 9-pin D-type male connector and cable hood
- One 9-pin D-type female connector and cable hood
- A short length of 6-way cable
- Solder

Table 1 shows how different the 128K+2 socket pin-out

**Table 1. How the connections shape up — Normal vs 128K+2**

Pin	128K+2	Normal
1	—	Up
2	GND	Down
3	—	Left
4	Fire	Right
5	Up	—
6	Right	Fire
7	Left	—
8	GND	GND
9	Down	—

arrangement is from the standard Atari-type joystick connection.

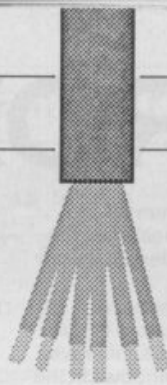
### What to do

To start with you should prepare the cable. Cut it to the length you want — about 30 cms should be enough, then strip back the main insulation from both ends about 3 cms, taking care not to damage the separate insulations covering the small cables within. If you have screened cable (cable with a bare metal stranded screen around all the wires) you can cut it off — it's not required for such a short length.

Next, strip back about 1 cm of insulation from each of the inner cables at both ends, and 'tin' the exposed metal, by flowing a small amount of solder on to the heated cables. When both ends are prepared, they should look something like Diagram 1.

Now connect one end of the cable to the female socket (that's the one that plugs into the 128K+2). You must fix the socket down to your work surface somehow before trying to attach the wires to it — either get a friend to hold it with a pair of pliers (not with their fingers — the socket gets very hot!), or hold it in a vice. Failing this, you can use a lump of Blu-tac to hold it down.

Having fixed the socket suitably, you should tin each little connector, ready for the wires. So you don't get lost, I suggest you write down the colours of each of the cables on



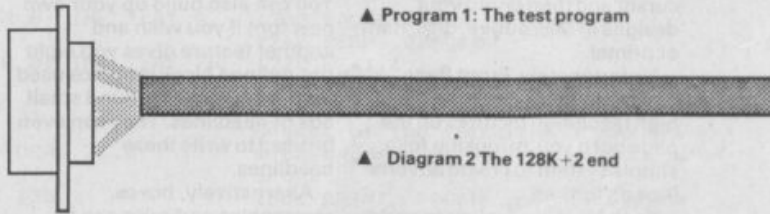
◀ Diagram 1  
The prepared cable



▲ Program 1: The test program

```

10 LET a$=INKEY$
20 IF a$<"0" OR a$>"9" THEN GO TO 10: REM keypress
30 PRINT AT 6,6;"Joystick"; AT 6,16;
40 IF a$>"0" AND a$<"6" THEN GOTO 90: REM joystick 2
50 REM joystick 1
60 PRINT "1";
70 LET a$=STR$(ABS(VAL(a$)-5))
80 GO TO 100
90 PRINT "2";
100 IF a$="6" THEN PRINT "Fire!"
110 IF a$="4" THEN PRINT "up"
120 IF a$="0" THEN PRINT "down"
130 IF a$="2" THEN PRINT "right"
140 IF a$="1" THEN PRINT "left"
150 GO TO 10
    
```



▲ Diagram 2 The 128K+2 end

Figure 1 and connect that end as per the diagram — most sockets usefully have the pin numbers shown. When you have done that end it should look like something approaching Diagram 2, now STOP!

Before you even think about doing the other end, put one of the cable hoods on the connector. The exact method will depend on the particular brand, but most incorporate a cable clamp, and you should always use it, as anything connected to a joystick has to withstand a lot of strain. Having

done that end, put the other cable hood the other way round on the cable — if you solder the other connector on without doing this you won't be able to put the shell on, and you'll have to disconnect all six cables and try again! By this stage your adaptor should look like Diagram 3.

Now you should fix the cables to the male connector, the one that plugs into your joystick, in a similar way to the other one — using the colours as a guide to make sure you follow the arrangement in Figure 1. When it's done you can slide the cable hood up the cable (you did put the other hood on, didn't you?) and fix it to that end.

That's it — all you have to do now is plug it in and test it.

To test your joystick adaptor plug everything together, and type in and Run the following short Program 1, and waggle your stick about. If you get nothing at all, check that the GND line is connected properly. If you get the wrong direction printed, you've probably got some wires crossed! ■

**John Pole**

**Warning — NEVER try and plug the adaptor into anything else other than a 128K+2. It might short out the computer's 5 volt line, and cause all sorts of mayhem!**

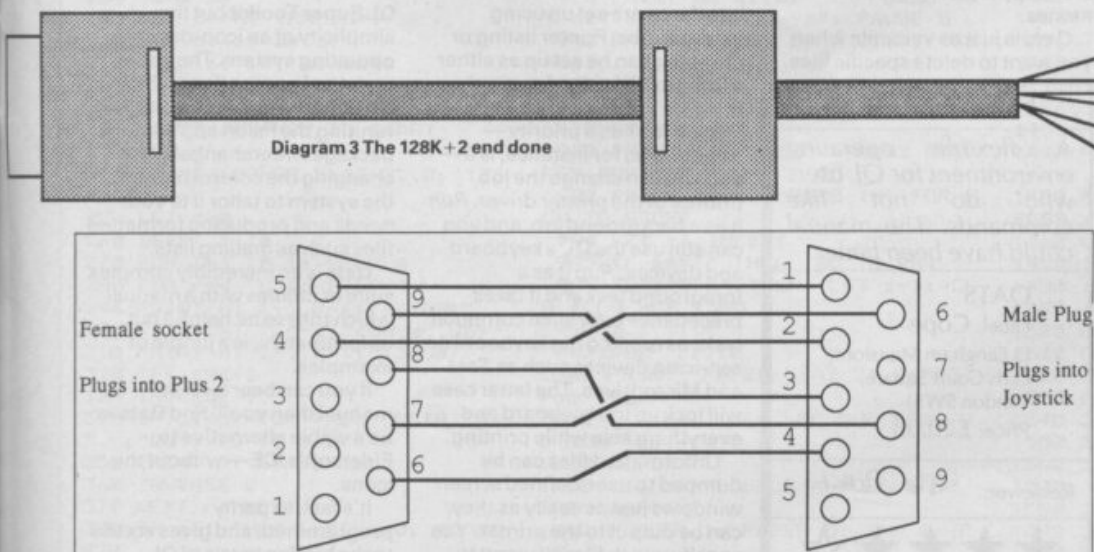


Figure 1 Both connectors viewed from behind showing which wires go where





## REVIEW

**H**old the front page! Desktop publishing has hit the QL.

Gap software hasn't produced a competitor quite up to the level of Mirrorsoft's **Fleet Street Editor** but you can use its **Front Page** to whip up a tasty newsletter or homespun magazine with a variety of type faces and simple illustrations.

**Front Page** puts you in the position of a designer.

Start with a blank page and it's all there for you. Different type faces at your command together with an armoury of graphics and text. Choose where you want the text with the cursor and then dump your designs to Microdrive, disc, Ram or printer.

Unfortunately, **Front Page** doesn't allow you to produce high resolution pictures on the page but if you're looking for a simple system to create adverts look no further.

Each file is equivalent to an A4

page with a maximum of 133 columns and 80 lines when the QL's set at its smallest character size.

The command menu displayed at the bottom of the screen behaves in a similar way to the command windows in the Psion applications suite.

You can only display part of a page at a time which is a bit of a disappointment. You can pan around that page in a similar way to a spreadsheet and drop text and graphics on to it by manually positioning the cursor in your selected spot.

The print cursor can be moved in eight directions and you specify the co-ordinates to which you want to move the cursor. Once it's in position you can choose your type face which can be normal or double height in X or Y dimensions and toggled between a set of character sets resident in Ram. You can also build up your own new font if you wish and another feature gives you eight pre-defined block graphics used for placing boxes around small ads or headlines. They can even be used to write these headlines.

Alternatively, boxes, rectangles and rules can be

### FACTS BOX

*An innovative design package with page maker potential. Shows small companies can still make magic*

#### FRONT PAGE

Label: Gap  
Software:  
Price: £22.50  
Joystick: any  
Memory: 128K/256K

Reviewer: *John Gallant*



created using the *Draw Line* function.

*Cut* and *Paste* functions are similar to those used in graphics packages such as **QL Paint**. You set up an imaginary window around the text you want to move from one part of the page to another. You select the top left-hand corner of the imaginary text box, then define the bottom right-hand corner.

Unlike the graphics packages the boundaries of the window are not defined by a

rubber-randed box. You'll have to move the cursor to the destination and execute the *Paste* before you see if the results are what you want.

The printer driver is one of the strengths of **Front Page**. It can be user defined to dump graphics and text to any Epson compatible printer. The printer must be double-density though so you can get all the information from your Ram page on to paper. With only a single density printer you'll just get the first 480 pixels of your file output.

**Front Page** will never be a match for expensive page maker systems which work on such systems as the Amstrad PC or Apple Mac.

It will, however, produce a well formatted page and you can easily use it to lay out and produce a news sheet for your local club or school ■



**T**he universe is yours — well, the QL part of it anyway — if you get a copy of Cope Software's **Qats** QL utility.

**Qats** is a complex utility package, designed to minimise keyboard usage, access QDOS job control facilities and manipulate Basic or machine-code files. It's menu-driven and consists of a series of useful utility jobs, some of which are loaded with the program and others which are stored on a second Microdrive.

If you find the QL's operating system a pain and you can't remember all those complex commands to open windows, consoles or printer drivers, **Qats** is for you. It reduces them all to a series of menus from which you can control the actions of your QL.

Not only that, **Qats** gives you access to the hidden areas of your machine — such as the allocation of Ram to QDOS jobs and allows you to multi-task programs such as the Psion business packages. In short, it does all the dirty work and takes away the hassle.

**Qats** can quickly copy selective files or whole Microdrive cartridges. Select the type and number of medium you want to use and format the destination drive's cartridge if you are going to dump one

cartridge of files to another.

If you're copying a cartridge of files the procedure is automatic and you'll get a directory of files from the destination drive. If you want to copy a specific file read its name from the source directory and type it in. **Qats** will also support wild card file names.

**Qats** is just as versatile when you want to delete specific files.

### FACTS BOX

*A flexible operating environment for QL users who do not like commands. The manual could have been better*

#### QATS

Label: Cope  
(3 Langham Mansions,  
Earls Court Square,  
London SW5)  
Price: £20.00

Reviewer: *John Gallant*



The wild cards work in the same way as *Copy* and the process takes just a few key presses rather than you having to use the QL's complicated *Delete* command.

The package includes software control for the serial interfaces and screen. The serial interfaces are set up using external jobs. Printer listing or dumping can be set up as either a foreground or background task.

Each job has a priority — SuperBasic, for instance, is 0 — and you can change the job priority of the printer driver. *Run* it as a background job, and you can still use the QL's keyboard and devices; *Run* it as a foreground task and it takes precedence over such computer tasks as reading the keyboard or servicing devices such as *Ser1* and Microdrives. The latter case will lock up the keyboard and everything else while printing.

Unformatted files can be dumped to user-defined screen windows just as easily as they can be output to the printer. You specify which file you want to output to the screen then open a

window using the *SCR* SuperBasic window instruction together with the dimension of the window scale — in pixels.

The facility works in a similar, but more flexible, way to the SuperBasic *Copy* command. Normally you'd output a file from Microdrive one to the screen by typing *Copy Mdv1 File To Scr...* However, the whole thing's made simple with **Qats**.

Cope has produced a very flexible operating system which has the power of Tony Tebby's **QL Super Toolkit** but the simplicity of an icon-driven operating system. The wide variety of applications which **Qats** makes possible include running the Psion applications packages interchangeably, changing the control menus on the system to tailor it to your needs and producing formatted files such as mailing lists.

**Qats** is an incredibly complex suite of utilities with a manual which tries to be helpful but, unfortunately, is a jungle of examples.

If you can bear with the manual then you'll find **Qats** to be a viable alternative to Eidersoft's **ICE** — without the icons.

It's fast, expertly programmed, and gives access to the hidden levels of QL software ■

# QATS



# BOGGLE

D L WEBSTER

**B**oggle is a computerised version of a well-known 'fun for all the family' dice game. Actually it's really good, honest.

The dice, each of which bear letters instead of numbers upon their faces, are rattled in a most ferocious manner. When they come to rest, you try to make as many words as possible out of the adjacent letters. full instructions are included in the program.

When typing in, you'll come across things such as "(2\*G8)". This simply means that you must insert two (hence the 2) graphic symbols (G) found on the 8-key. Also, "(2\*sp)" means that you must insert two spaces (sp). Easy, isn't it?

```

0>REM Written by D.L.WEBSTER
20 DIM b(16): DIM b$(16,1)
30 OVER 0: LET e=0: LET sc=0:
LET z=0
40 GO SUB 1030
50 GO SUB 1400
60 GO SUB 100: CLS
70 GO SUB 590
80 GO SUB 460
90 GO TO 230
100 IF sc=10 THEN GO TO 1440
110 FOR z=1 TO 16
120 LET a=INT (RND*16+1)
130 LET b(z)=a
140 FOR y=1 TO z-1
150 IF a=b(y) THEN GO TO 120
160 NEXT y
170 RESTORE (a*10)+1520
180 READ a$
190 LET c=INT (RND*6+1)
200 LET b$(z)=a$(c)
210 NEXT z: LET sc=sc+1
220 RETURN
230 BEEP .1,10: PRINT AT 21,0;"
PRESS ANY KEY TO START
": PAUSE 0
240 PRINT PAPER 5;AT 21,0;"(33
*sp)"
250 LET d=0
260 BEEP .1,10
270 FOR l=4 TO 16 STEP 4
280 FOR r=4 TO 16 STEP 4
290 PRINT AT l-1,r-1;"(3*G8)"
300 PRINT AT l,r-1;"(G8,sp,G8)"
310 PRINT AT l+1,r-1;"(3*G8)"
320 LET d=d+1
330 INVERSE 1
340 IF b$(d)="Q" THEN PRINT AT
l,r;"Qu": GO TO 360
350 PRINT AT l,r;b$(d)
360 INVERSE 0
370 NEXT r: NEXT l
380 IF e=1 THEN LET e=0: GO TO
970
390 GO SUB 790

```

```

400 FOR l=4 TO 16 STEP 4
410 FOR r=4 TO 16 STEP 4
420 PRINT AT l,r;"(2*G8)"
430 NEXT r: NEXT l
440 GO SUB 930
450 GO TO 230
460 FOR l=27 TO 155 STEP 32
470 LET r=20
480 INK 2
490 PLOT r,l: DRAW 128,0
500 PLOT r,l+1: DRAW 128,0
510 NEXT l
520 FOR r=19 TO 147 STEP 32
530 LET l=27
540 PLOT r,l: DRAW 0,129
550 PLOT r+1,l: DRAW 0,129
560 NEXT r
570 INK 0
580 RETURN
590 FOR l=2 TO 18
600 PRINT PAPER 6;AT l,2;"(17*
sp)"
610 NEXT l
620 FOR l=2 TO 18
630 PRINT PAPER 6;AT l,21;"(10
*sp)"
640 NEXT l
650 PRINT PAPER 0: INK 7;AT 2,
29;" ":AT 2,21;"ROUND: ";sc
660 PRINT PAPER 0: INK 7;AT 18
,21;"TIME LEFT"
670 PRINT PAPER 0: INK 7;AT 4,
24;"MAX"
680 PRINT PAPER 0: INK 7;AT 16
,24;"MIN"
690 FOR l=48 TO 71
700 INK 2
710 PLOT 192,1: DRAW 23,0
720 NEXT l
730 FOR l=72 TO 135
740 INK 4
750 PLOT 192,1: DRAW 23,0
760 NEXT l
770 PAPER 7: INK 0
780 RETURN
790 OVER 1: INK 4
800 FOR l=135 TO 72 STEP -1
810 PAUSE 50
820 PLOT 192,1: DRAW 23,0
830 NEXT l
840 FOR l=71 TO 48 STEP -1
850 PAUSE 30
860 INK 2
870 PLOT 192,1: DRAW 23,0
880 BEEP .005,80-1
890 NEXT l
900 INK 0
910 OVER 0
920 RETURN
930 PRINT AT 21,0;"PRESS AN
Y KEY TO REVEAL ": PAUSE 0
940 PRINT PAPER 5;AT 21,0;"(33
*sp)"
950 LET d=0
960 LET e=1: GO TO 250
970 GO SUB 100
980 PRINT AT 21,0;"PRESS ANY
KEY FOR NEW ROUND "
982 PRINT )1;"PRESS (H) FOR H
OW TO SCORE "
984 LET z$=INKEY$
985 IF z$="" THEN GO TO 984
986 IF z$="h" THEN LET z=1: CL
S : GO SUB 1300
988 CLS
990 BEEP .1,10
1000 PRINT PAPER 5;AT 21,0;"(33
*sp)"
1010 IF sc>1 THEN GO SUB 590: G
O SUB 460
1020 RETURN
1030 LET c$="BOGGLE A WORD GAME
FROM WEBCAN"
1040 BORDER 1: PAPER 5: INK 0: C
LS
1050 LET g=0

```

```

1060 LET g=g+1
1070 FOR l=21 TO 2 STEP -1
1080 PRINT PAPER 6;AT l,g;c$(g)
1090 IF l=2 THEN GO TO 1120
1100 BEEP .005,1
1110 PRINT AT l,g;" "
1120 NEXT l
1130 IF g=30 THEN GO TO 1150
1140 GO TO 1060
1150 PRINT
1160 PRINT "This word game is f
or two or more players."
1170 PRINT
1180 PRINT "The object of the g
ame is to write down as many
different words as possible.
And there must be a minimum o
f four letters to score po
ints."
1190 PRINT
1200 PRINT "Each letter on the
4x4 grid can only be used on
ce in each word, and each lett
er no matter what directi
on must follow on to form t
he word. The bigger the word
the more points you get."
1210 LET c$="PRESS ANY KEY"
1220 PRINT AT 21,9;" ";
1230 FOR l=1 TO LEN c$
1240 PRINT PAPER 6;c$(l);
1250 PAUSE 10
1260 BEEP .005,10
1270 NEXT l
1280 PAUSE 0: CLS
1290 PRINT : PRINT "Each game c
onsist of ten rounds.And you hav
e 80 seconds to writedown your w
ords."
1300 PRINT PAPER 6;AT 5,10;"HOW
TO SCORE"
1310 PRINT PAPER 6;AT 7,4;"4 Le
tters = 1 Point. "
1320 PRINT PAPER 6;AT 9,4;"5 Le
tters = 2 Points."
1330 PRINT PAPER 6;AT 11,4;"6 L
etters = 3 Points."
1340 PRINT PAPER 6;AT 13,4;"7 L
etters = 5 Points."
1350 PRINT PAPER 6;AT 15,4;"8 L
etters = 9 Points."
1360 PRINT AT 17,0;"You only get
points for words your opponen
ts hasn't got."
1370 PRINT AT 21,0;"PRESS ANY K
EY, AND GOOD LUCK!": PAUSE 0
1375 IF z=1 THEN LET z=0: RETUR
N
1380 CLS : INK 7
1390 RETURN
1400 PRINT INK 0: PAPER 6: FLAS
H 1;AT 9,1;"(32*sp)"
1410 PRINT INK 0: PAPER 6: FLAS
H 1;AT 10,1;"COMPUTER THINKING
PLEASE WAIT"
1420 RETURN
1440 PRINT AT 21,0: FLASH 1;"
**** GAME OVER **** "
1450 PRINT PAPER 1: INK 7;00;"P
RESS (Y) FOR NEW GAME/(N) QUIT"
1460 LET z$=INKEY$
1470 IF z$="" THEN GO TO 1460
1480 IF z$="n" THEN NEW
1490 IF z$="y" THEN GO TO 1510
1500 GO TO 1460
1510 CLEAR
1520 GO TO 20
1530 DATA "SRLACE"
1540 DATA "UPSTLE"
1550 DATA "SDOWNE"
1560 DATA "NESPIH"
1570 DATA "BMAJOO"
1580 DATA "MHOSRA"
1590 DATA "LYEKGU"
1600 DATA "NEVDAZ"
1610 DATA "BYITAL"

```



```
1620 DATA "TAOCIA"
1630 DATA "GILRUW"
1640 DATA "MPEDCA"
1650 DATA "IOXBFR"
1660 DATA "HIEFEY"
1670 DATA "TGENIV"
1680 DATA "NDUTDK"
```

## AXE HERO

IAN CATTEL

**A**xe Hero is a very useful program indeed. It teaches you how to play all the major chords in the first position on the guitar. You select which chord you wish to play, and it gives you a graphic representation of the frets, and the positioning of your fingers. It's all very neat.

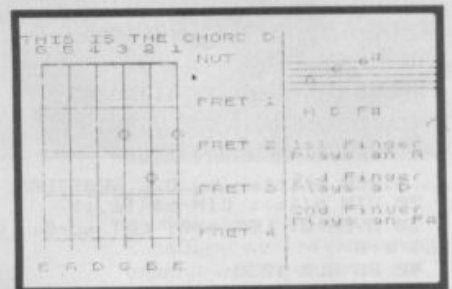
The dump shows the main screen display, showing the user how to create Chord D.

A word of warning. The program uses standard teaching methods and, in some places, makes approximations over fingering positions

```
15 CLS
20 PRINT "THESE ARE THE CHORDS
WE WILL LOOK AT IN THIS PROG
RAM"
30 PLOT 24,144: DRAW 20,0: DRA
W 0,-40
40 PLOT 56,144: DRAW 20,0: DRA
W 0,-40
50 PLOT 88,144: DRAW 20,0: DRA
W 0,-40
60 PLOT 120,144: DRAW 20,0: DR
AW 0,-40
70 PLOT 152,144: DRAW 20,0: DR
AW 0,-40
80 PLOT 184,144: DRAW 20,0: DR
AW 0,-40
90 PLOT 216,144: DRAW 20,0: DR
AW 0,-40
100 PLOT 24,104: DRAW 0,40
110 PLOT 56,104: DRAW 0,40
120 PLOT 88,104: DRAW 0,40
130 PLOT 120,104: DRAW 0,40
140 PLOT 152,104: DRAW 0,40
150 PLOT 184,104: DRAW 0,40
160 PLOT 216,104: DRAW 0,40
170 LET A=28
171 LET C=A
175 FOR Z=1 TO 35
180 PLOT A,144: DRAW 0,-40
190 LET A=A+4
193 IF A=44 THEN LET A=A+12
194 IF A=76 THEN LET A=A+12
195 IF A=108 THEN LET A=A+12
196 IF A=140 THEN LET A=A+12
197 IF A=172 THEN LET A=A+12
198 IF A=204 THEN LET A=A+12
200 NEXT Z
```

```
203 LET F=136
205 FOR H=1 TO 5
210 LET E=24: LET G=20
215 FOR Y=1 TO 7
220 PLOT E,F: DRAW G,0
230 LET E=E+32
240 NEXT Y
250 LET F=F-8
260 NEXT H
270 PRINT AT 10,4;"E A D
G B F C"
280 PRINT : PRINT "ALL YOU HAVE
TO DO IS TYPE IN THE CHORD YO
U WISH TO EXAMINE FIRST"
290 PRINT : PRINT "I SUGGEST TH
AT YOU EXAMINE THEM IN THE ORDER
ABOVE AS SOME ARE MORE COMPLIC
ATED THAN OTHERS"
295 PRINT "MAKE SURE YOU ARE TY
PING IN LOWER CASE LETTERS(1
ike this)"
296 PRINT "TYPE 'q' TO LEAVE TH
E PROGRAM"
300 CIRCLE 28,132,1: CIRCLE 32,
132,1: CIRCLE 36,140,1: BEEP .5,
-8
310 CIRCLE 64,132,1: CIRCLE 68,
132,1: CIRCLE 72,132,1: BEEP .5,
-3
320 CIRCLE 104,124,1: CIRCLE 10
8,132,1: CIRCLE 108,132,1: BEEP
.5,-10
330 CIRCLE 120,124,1: CIRCLE 12
4,132,1: CIRCLE 140,124,1: BEEP
.5,-5
340 CIRCLE 160,116,1: CIRCLE 16
4,116,1: CIRCLE 168,116,1: CIRCL
E 172,132,1: BEEP .5,-1
350 CIRCLE 192,124,1: CIRCLE 19
6,132,1: CIRCLE 200,140,1: CIRCL
E 204,140,1: BEEP .5,-7
360 CIRCLE 220,124,1: CIRCLE 22
4,132,1: CIRCLE 232,140,1: BEEP
.5,0
400 INPUT "e,a,d,g,b,f,c OR q ?
";X$
410 IF X$="e" THEN CLS : GO TO
500
420 IF X$="a" THEN CLS : GO TO
800
430 IF X$="d" THEN CLS : GO TO
900
440 IF X$="g" THEN CLS : GO TO
1000
450 IF X$="b" THEN CLS : GO TO
1100
460 IF X$="f" THEN CLS : GO TO
1200
470 IF X$="c" THEN CLS : GO TO
1300
475 IF X$="q" THEN GO TO 1500
480 CLS : PRINT "REPLY ";X$;" N
OT UNDERSTOOD": PRINT "WE SHALL
START AGAIN AND GET IT RIGHT THI
S TIME": PRINT "Are you typing i
n lower case?": PAUSE 200: CLS :
GO TO 20
500 PRINT "THIS IS THE CHORD E"
510 PRINT AT 2,13;"NUT"
520 PRINT AT 6,13;"FRET 1"
530 PRINT AT 10,13;"FRET 2"
540 PRINT AT 14,13;"FRET 3"
550 PRINT AT 18,13;"FRET 4"
555 PLOT 12,153: DRAW 80,0
560 LET X=12: LET Y=17
565 FOR a=1 TO 5
570 PLOT x,y: DRAW 0,136
580 LET x=x+16
590 NEXT a
600 LET x=12: LET y=152
610 FOR b=1 TO 5
620 PLOT x,y: DRAW 80,0
630 LET y=y-32
640 NEXT b
650 PRINT AT 21,1;"E A D G B E"
660 PRINT AT 1,1;"6 5 4 3 2 1"
```

```
661 IF x$="a" THEN RETURN
662 IF x$="d" THEN RETURN
663 IF x$="g" THEN RETURN
664 IF x$="b" THEN RETURN
665 IF x$="f" THEN RETURN
667 IF x$="c" THEN RETURN
670 CIRCLE 28,100,3: BEEP .5,-1
3: CIRCLE 44,100,3: BEEP .5,-8:
CIRCLE 60,132,3: BEEP .5,-4
680 LET x=160: LET y=152
690 FOR a=1 TO 5
700 PLOT x,y: DRAW 95,0
710 LET y=y-5
720 NEXT a
725 PLOT 156,0: DRAW 0,175
730 PRINT AT 8,20;"NOTATION"
740 PRINT AT 10,20;"2nd Finger"
: PRINT AT 11,20;"Plays a B"
750 CIRCLE FLASH 1: OVER 1;28,
100,3: BEEP 1,-13: PAUSE 50: CIR
CLE OVER 1: FLASH 0;28,100,3
760 PRINT AT 13,20;"3rd Finger"
: PRINT AT 14,20;"Plays an E"
770 CIRCLE FLASH 1: OVER 1;44,
100,3: BEEP 1,-8: PAUSE 50: CIRCL
E OVER 1: FLASH 0;44,100,3
780 PRINT AT 16,20;"1st Finger"
: PRINT AT 17,20;"Plays a G)"
790 CIRCLE FLASH 1: OVER 1;60,
132,3: BEEP 1,-4: PAUSE 50: CIRCL
E OVER 1: FLASH 0;60,132,3
795 CIRCLE 175,142,2: CIRCLE 19
2,149,2: CIRCLE 208,137,2
```



```
796 PRINT AT 6,22;"B E G)": PRI
NT AT 4,27;"")
799 GO TO 400
800 CLS : GO SUB 510
805 PRINT AT 0,0;"THIS IS THE C
HORD A"
810 CIRCLE 44,100,3: BEEP .5,-8
: CIRCLE 60,100,3: BEEP .5,-3: C
IRCLE 76,100,3: BEEP .5,1
820 PRINT AT 10,20;"2nd Finger"
: PRINT AT 11,20;"Plays an E"
830 CIRCLE FLASH 1: OVER 1;44,
100,3: BEEP 1,-8: PAUSE 50: CIRCL
E OVER 1: FLASH 0;44,100,3
840 PRINT AT 13,20;"1st Finger"
: PRINT AT 14,20;"Plays an A"
850 CIRCLE FLASH 1: OVER 1;60,
100,3: BEEP 1,-3: PAUSE 50: CIRCL
E OVER 1: FLASH 0;60,100,3
860 PRINT AT 16,20;"3rd Finger"
: PRINT AT 17,20;"Plays a C)"
870 CIRCLE FLASH 1: OVER 1;76,
100,3: BEEP 1,1: PAUSE 50: CIRCL
E OVER 1: FLASH 0;76,100,3
880 PLOT 156,0: DRAW 0,175
890 LET x=160: LET y=152: FOR a
=1 TO 5: PLOT x,y: DRAW 95,0: LE
T y=y-5: NEXT a
892 CIRCLE 172,132,2: CIRCLE 18
8,139,2: CIRCLE 204,144,2: PRINT
AT 3,26;"")
895 PRINT AT 7,21;"E A C)"
899 GO TO 400
900 CLS : GO SUB 510
905 PRINT AT 0,0;"THIS IS THE C
HORD D"
910 CIRCLE 60,100,3: BEEP .5,-3
: CIRCLE 76,68,3: BEEP .5,2: CIR
CLE 92,100,3: BEEP .5,6
```



### EUROELECTRONICS

## ZXL PRINT III CENTRONICS - RS232 PRINTER INTERFACE

Enables your Spectrum 16k, 48k, Spectrum+ or 128k (in 48k mode) to print on almost any dot matrix or daisy wheel printer with RS232 or Centronics input. Just plug in ZXL Print III and LPRINT and LLIST commands will work. COPY works without any additional software on Epson, Star, Brother, Walters, Mannesman Tally, Taxan Kaga, Canon, Shinwa, Citizen, Epson compatibles and a full colour copy on Seiksha GP700. Optional extras are available for 4 Colour screen copies on CGP115, MCP40 & 80, SCP80, and shaded screen copies for Epson compatible printers.

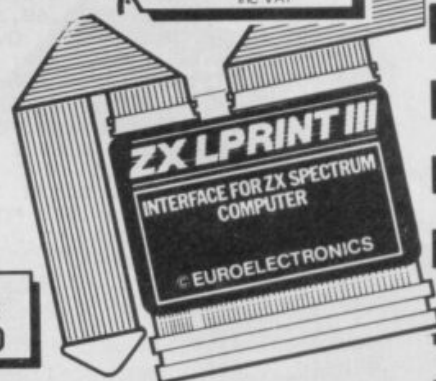
ZXL Print III is also compatible with INTERFACE 1, VTX 5000 modem, OPUS Discovery and BETA interfaces.

Optional extras: 4 copy screen copies £5.00. Shaded screen copies £5.00p.

- WORD PROCESSING • PLUG IN FOR LLIST, LPRINT & COPY
- PRINTS SPECTRUM GRAPHICS & UDG's • HIGH RESOLUTION SCREEN DUMPS • TWO COPY SIZES ON EPSON & COMPATIBLES
- PRINTS PRESTEL FRAMES WITH SUITABLE MODEM
- COMPATIBLE WITH MICRODRIVES & INTERFACE 1

Now available!  
RGB  
INTERFACE  
**£45.00**

Interface **£29.95**  
Cable **£8.85**  
Inc VAT



## SPECTRUM 48K BUSINESS SOFTWARE

### BUSINESS PACK. £14.95p

This suite of programs includes Sales Day Book, Purchase Day Book and Business Bank Account. These programs are being used by over 1000 companies to produce VAT and annual accounts; the Purchase and Bank Account programs allow for analyses under 17 subheadings. The Sales programs produce statements of outstanding invoices. Both Sales and Purchase programs calculate VAT.

### INVOICING. £15.00p

This program will print out invoices, calculates discounts and VAT. The program will calculate totals from unit prices. Up to 50 accounts with 250 outstanding invoices.

### SALES/PURCHASE LEDGER INVOICING £25.00p

This program is for use on microdrive or Opus Disc only. The program will print an invoice using a built-in price list and post the invoice to your customer's account. Will also print price list, statements, labels, etc.

## WORDPROCESSING

### TASWORD THREE by Tasman £16.90p

This new version of Tasword is supplied on microdrive with the following features: 128 column print out, tabs, page footers, buffered typing, page headers, full insert mode, built mail merge.

### TASPRINT by Tasman Software £9.90p

Use this program with Tasword Three to produce 5 different fonts on a dot matrix printer.

## SPREAD SHEET

### OMNICALC 2 by Microsphere £14.95p

This is the long-awaited micro-drive version of omnicalc complete with histograms and many other features.

## STOCK CONTROL

### STOCK CONTROL. £10.95p

Handles 900 lines, including details of supplier. Program has full search facilities enabling you to search and update all lines from one supplier.

## DATABASES

### MASTERFILE by Campbell Systems £14.95p

This is one of the best database programs available for the ZX Spectrum. This program has many uses in a small business.

### SUPERFILE. £14.95p

This is a new database program that stores pages of text 64 columns x 22 rows. The program includes word processing and full search facilities.

### V-NOTCH. £12.95p

Index and Catalogue System, for collections of photographs, recipes, books, knitting patterns, stamps, etc. Up to 3500 items per file full search facilities.

## BUSINESS GRAPHICS

### HISTO-GRAPH. £10.95p

This program will enable you to present figures in histograms or pie charts. Displays 3 years as a direct comparison or 5 years to show a trend. A unique feature of this program is that all the figures can be printed with the histogram.

## UTILITIES

### DLAN by Campbell Systems £7.95p

Use your Spectrum to sell your products. Dlan will display messages in up to 11 different typefaces. Will scroll text in any direction.

### TASWIDE by Tasman Software £5.50p

You can use this program within your other programs to display 64 columns on screen.

### MF-PRINT by Campbell Systems £6.95p

Enables you to set a print format for your full-size printer within masterfile. Supplied complete with masterfile for £19.95.

### TASMERGE by Tasman Software £10.95p

Allows you to transfer data from Masterfile into Tasword enabling you to use Tasword for mail merge. The program allows you to specify line and column of each field. For use on micro-drive only.

### TRANSEXRESS by Romantic Robot £9.95p

Micro-drive utility program which will enable you to back-up all your micro-drive cartridges.

### TASCOPY by Tasman Software £9.90p

This program allows you to produce 3 sizes of screen copy using Interface 1.

**SupADrive** £9.95

This program supplied on microdrive allows you to format a cartridge on the spectrum with 100-105K, retrieve corrupted files or print a full catalogue showing addresses and start lines.

## ACCESSORIES

Microdrive storage boxes	£4.95p
RS 232 lead	£11.50p
Monochrome monitor connector	£11.50p
RGB monitor connector	£45.00p
Centronics interface	£44.90p
1/2" floppy discs	£4.81p
Continuous Paper 2000 sheets	£12.98p
Continuous labels 1000	£6.65p

Add £1.00 post for labels. £3.00 post for paper.

## MICRODRIVE CARTRIDGES

Blank microdrive cartridges	£1.99p
Microdrive storage box with 10 cartridges	£22.45p
Microdrive storage box with 20 cartridges	£39.95p

## MONITORS



Philips 7502

	Ex VAT	Inc VAT
Philips 7502 monochrome	£75.00p	£86.25p
Philips 8533 RGB + C/V	£250.00p	£287.50p
Spectrum monitor lead	£10.00p	£11.50p
Spectrum RGB interface	£39.13p	£45.00p

## PRINTERS

Dot Matrix		
Seiksha SP1000 RS232	£150.00p	£172.50p
Seiksha SP1000 Centronics	£179.00p	£205.85p
Brother M1109	£185.00p	£212.75p
Epson LX86	£215.00p	£247.25p
Taxan Kaga	£250.00p	£287.50p
Epson FX85	£368.00p	£423.20p

DAISY WHEEL		
Silver Reed EXP 400	£215.00p	£247.25p
Brother HR15XL	£430.43p	£495.00p

Delivery of monitors & printers .....£5.75p

## DISC-DRIVES

Discovery 1 by Opus 180k	£115.00p
Discovery 2 by Opus 360k	£199.00p

## OPUS DISCOVERY SOFTWARE

Business Pack	£17.95p
Sales/Purchase Ledger Invoicing	£25.00p
Tasword Three	£19.50p
Stock Control	£13.95p
Omnicalc 2	£21.90p
Masterfile + MFprint	£22.95p
Superfile	£14.95p
V-Notch	£12.95p
Histo-graph	£14.95p
Dlan	£10.95p
Transexpress	£14.95p
Tascopy	£12.90p
All programs supplied on 3 1/2" discs.	

## DISCS

10 x 3 1/2" blank discs	£27.00p
Box to hold 12 discs	£5.50p



TRANSFORM LTD (DEPT.SU)

01-658 6350

Mail order only. 24 West Oak, Beckenham, Kent. BR3 2EZ

VISA



```

920 PRINT AT 10,20;"1st Finger"
: PRINT AT 11,20;"Plays an A": C
IRCLE OVER 1; FLASH 1;60,100,3:
BEEP 1,-3: PAUSE 50: CIRCLE OV
ER 1; FLASH 0;60,100,3
930 PRINT AT 13,20;"3rd Finger"
: PRINT AT 14,20;"Plays a D": CI
RCLE OVER 1; FLASH 1;76,68,3: B
EEP 1,2: PAUSE 50: CIRCLE OVER
1; FLASH 0;76,68,3
940 PRINT AT 16,20;"2nd Finger"
: PRINT AT 17,20;"Plays an F":
CIRCLE OVER 1; FLASH 1;92,100,3
: BEEP 1,6: PAUSE 50: CIRCLE OV
ER 1; FLASH 0;92,100,3
950 PLOT 156,0: DRAW 0,175
960 LET x=160: LET y=152: FOR a
=1 TO 5: PLOT x,y: DRAW 95,0: LE
T y=y-5: NEXT a
970 CIRCLE 172,139,2: CIRCLE 18
0,147,2: CIRCLE 204,152,2: PRINT
AT 2,26;"")
980 PRINT AT 7,21;"A D F")
990 GO TO 400
1000 CLS : GO SUB 510
1010 PRINT AT 0,0;"THIS IS THE C
HORD G"
1020 CIRCLE 12,68,3: BEEP .5,-17
: CIRCLE 28,100,3: BEEP .5,-13:
CIRCLE 92,68,3: BEEP .5,7
1030 PRINT AT 10,20;"2nd Finger"
: PRINT AT 11,20;"Plays a G": CI
RCLE OVER 1; FLASH 1;12,68,3: B
EEP 1,-17: PAUSE 50: CIRCLE OVE
R 1; FLASH 0;12,68,3
1040 PRINT AT 13,20;"1st Finger"
: PRINT AT 14,20;"Plays a B": CI
RCLE OVER 1; FLASH 1;28,100,3:
BEEP 1,-13: PAUSE 50: CIRCLE OV
ER 1; FLASH 0;28,100,3
1050 PRINT AT 16,20;"3rd Finger"
: PRINT AT 17,20;"Plays a G": CI
RCLE OVER 1; FLASH 1;92,68,3: B
EEP 1,7: PAUSE 50: CIRCLE OVER
1; FLASH 0;92,68,3
1060 PLOT 156,0: DRAW 0,175
1070 LET x=160: LET y=152: FOR a
=1 TO 5: PLOT x,y: DRAW 95,0: LE
T y=y-5: NEXT a
1080 CIRCLE 172,137,2: CIRCLE 18
0,142,2: CIRCLE 204,154,2
1090 PRINT AT 7,21;"G B G"
1095 GO TO 400
1100 CLS : GO SUB 510
1110 PRINT AT 0,0;"THIS IS THE C
HORD B"
1120 CIRCLE 44,36,3: BEEP .5,-6:
CIRCLE 60,36,3: BEEP .5,-1: CI
RCLE 76,36,3: BEEP .5,3: CIRCLE 9
2,100,3: BEEP .5,6
1130 PRINT AT 10,20;"2nd Finger"
: PRINT AT 11,20;"Plays an F":
CIRCLE OVER 1; FLASH 1;44,36,3:
BEEP 1,-6: PAUSE 50: CIRCLE OV
ER 1; FLASH 0;44,36,3
1140 PRINT AT 13,20;"3rd Finger"
: PRINT AT 14,20;"Plays a B": CI
RCLE OVER 1; FLASH 1;60,36,3: B
EEP 1,-1: PAUSE 50: CIRCLE OVER
1; FLASH 0;60,36,3
1145 PRINT AT 17,20;"4th Finger"
: PRINT AT 18,20;"Plays a D": C
IRCLE OVER 1; FLASH 1;76,36,3:
BEEP 1,3: PAUSE 50: CIRCLE OVER
1; FLASH 0;76,36,3
1150 PRINT AT 20,20;"1st Finger"
: PRINT AT 21,20;"Plays an F":
CIRCLE OVER 1; FLASH 1;92,100,3
: BEEP 1,6: PAUSE 50: CIRCLE OV
ER 1; FLASH 0;92,100,3
1155 PLOT 156,0: DRAW 0,175
1160 LET x=160: LET y=152: FOR n
=1 TO 5: PLOT x,y: DRAW 95,0: LE
T y=y-5: NEXT n
1170 CIRCLE 172,134,2: CIRCLE 19
6,142,2: CIRCLE 212,147,2: CIRCL

```

```

E 232,152,2
1180 PRINT AT 7,21;"F) B D) F)"
1190 GO TO 400
1200 CLS : GO SUB 510
1210 PRINT AT 0,0;"THIS IS THE C
HORD F"
1220 CIRCLE 44,68,3: BEEP .5,-7:
CIRCLE 60,100,3: BEEP .5,-3: CI
RCLE 76,132,3: BEEP .5,0: CIRCLE
92,132,3: BEEP .5,5
1230 PRINT AT 10,20;"3rd Finger"
: PRINT AT 11,20;"Plays an F": C
IRCLE OVER 1; FLASH 1;44,68,3:
BEEP 1,-7: PAUSE 50: CIRCLE OVE
R 1; FLASH 0;44,68,3
1240 PRINT AT 13,20;"2nd Finger"
: PRINT AT 14,20;"Plays an A": C
IRCLE OVER 1; FLASH 1;60,100,3:
BEEP 1,-3: PAUSE 50: CIRCLE OV
5 GO TO 200
10 PAPER 7: BORDER 6: INK 6: C
LS

```

```

130 PRINT AT a,b;"D": LET a=a+
1: GO TO 90
200 FOR f=0 TO 7: READ x: POKE
USR "m"+f,x: NEXT f
210 FOR f=0 TO 7: READ x: POKE
USR "l"+f,x: NEXT f
220 FOR f=0 TO 7: READ x: POKE
USR "d"+f,x: NEXT f
230 BORDER 0: INK 7: PAPER 0: C
LS
240 PRINT " " LMAZE.MOU
SEL"""" You create a maze us
ing the"
250 PRINT "cursor keys, star
ting at the""bottom-left cor
ner and ending at"
260 PRINT "the top-right. As
soon as you""reach the end,
the Maze Mouse (a"
270 PRINT "red M) will start
to solve the"
280 PRINT "maze, leaving a tra
il of magenta""dots behind it.
"" LPRESS ANY KEY TO START
L"
290 PAUSE 0
300 GO TO 10
1000 DATA 0,0,64,128,176,122,255
,72
1010 DATA 255,145,189,167,229,18
9,137,255
1020 DATA 0,0,0,24,24,0,0,0
ER 1; FLASH 0;60,100,3
1250 PRINT AT 16,20;"1st Finger"
: PRINT AT 17,20;"Plays a C": CI
RCLE OVER 1; FLASH 1;76,132,3:
BEEP 1,0: PAUSE 50: CIRCLE OVER
1; FLASH 0;76,132,3
1260 PRINT AT 19,20;"1st Finger"
: PRINT AT 20,20;"Plays an F": C
IRCLE OVER 1; FLASH 1;92,132,3:
BEEP 1,5: PAUSE 50: CIRCLE OVE
R 1; FLASH 0;92,132,3
1270 PLOT 156,0: DRAW 0,175
1275 LET x=160: LET y=152: FOR n
=1 TO 5: PLOT x,y: DRAW 95,0: LE
T y=y-5: NEXT n
1280 CIRCLE 172,134,2: CIRCLE 18
0,139,2: CIRCLE 204,144,2: CIRCL
E 220,152,2
1290 PRINT AT 7,21;"F A C F"
1295 GO TO 400
1300 CLS : GO SUB 510: PRINT AT
0,0;"THIS IS THE CHORD C"
1310 CIRCLE 28,68,3: BEEP .5,-12
: CIRCLE 44,100,3: BEEP .5,-8: C
IRCLE 76,132,3: BEEP .5,0
1320 PRINT AT 10,20;"3rd Finger"
: PRINT AT 11,20;"Plays a C": CI
RCLE OVER 1; FLASH 1;28,68,3: B
EEP 1,-12: PAUSE 50: CIRCLE OVE
R 1; FLASH 0;28,68,3
1330 PRINT AT 13,20;"2nd Finger"
: PRINT AT 14,20;"Plays an E": C
IRCLE OVER 1; FLASH 1;44,100,3:
BEEP 1,-8: PAUSE 50: CIRCLE OV
ER 1; FLASH 0;44,100,3
1340 PRINT AT 16,20;"1st Finger"
: PRINT AT 17,20;"Plays a C": CI
RCLE OVER 1; FLASH 1;76,132,3:
BEEP 1,0: PAUSE 50: CIRCLE OVER
1; FLASH 0;76,132,3
1350 PLOT 156,0: DRAW 0,175: LET
x=160: LET y=152: FOR n=1 TO 5:
PLOT x,y: DRAW 95,0: LET y=y-5:
NEXT n
1360 CIRCLE 172,127,2: CIRCLE 18
0,132,2: CIRCLE 204,144,2
1370 PRINT AT 8,21;"C E C"
1380 GO TO 400
1500 FOR n=1 TO 4: BEEP .3,n*2:
NEXT n: PAUSE 70: CLS : PRINT "
IN THIS PROGRAM WE HAVE LOOKED
AT THE LEFT HAND ONLY"
1510 PRINT "MAKE SURE THAT YOU K
NOW THE CHORDS THAT YOU HAVE
JUST SEEN AND KEEP PRACTICING
THEM. REMEMBER THAT PRACTI
CE MAKES PERFECT"
1520 PRINT : PRINT "IF YOU WANT
ANOTHER PROGRAM TO EXPLAIN THE
USE OF THE RIGHT HAND,PLEASE
WRITE IN AND ASK. IF THERE IS
ENOUGH RESPONSE I WILL WRITE A
NOTHER PROGRAM IF THE EDITOR I
S WILLING TO BUY IT."
1530 PRINT : PRINT : PRINT "GOOD
BYE"
1560 STOP

```

## MOUSE AI

TOM LEINSTER

In Mouse AI the idea is to create a maze from which a tiny mouse cannot escape! Type it in, and see if you can fool the deductive rodent! The mouse itself is claimed by its author to be 'intelligent' — some artificial intelligence has been built into its search behaviour.

With character graphics, follow the instructions for Boggle. Also, UDG's are denoted by a capital letter, underlined, for example M

```

15 DIM a$(22,32)
18 FOR f=1 TO 22: IF f<3 OR f>
20 THEN PRINT PAPER 6: INK 1;"
LLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLL
": GO TO 25
20 PRINT PAPER 6: INK 1;"LL"
: INK 1;"(29*68)": PAPER 6: INK 1
:"LL"
25 FOR n=1 TO 32: LET a$(f,n)=
CHR$ 255: NEXT n: NEXT f
28 INK 1
30 LET a=19: LET b=2
40 PRINT AT a,b;" ": AT a,b;" "
50 LET a=(INKEY$=CHR$ 10 AND
a<19)-(INKEY$=CHR$ 11 AND a>2)
60 LET b=(INKEY$=CHR$ 9 AND
b<29)-(INKEY$=CHR$ 8 AND b>2)
70 LET a$(a,b)=" ": IF a<2 OR
b<29 THEN GO TO 40
75 PRINT AT a,b;" "
80 LET a=19: LET b=2
90 PRINT INK 2: AT a,b;"M"
92 LET a$(a,b)=CHR$ (CODE a$(a
,b)+1)
95 IF a=2 AND b=29 THEN STOP
99 INK 3
100 IF a$(a,b+1)<=a$(a-1,b) AND
a$(a,b+1)<=a$(a+1,b) AND a$(a,b
+1)<=a$(a,b-1) THEN PRINT AT a,
b;" ": LET b=b+1: GO TO 90
110 IF a$(a-1,b)<=a$(a+1,b) AND
a$(a-1,b)<=a$(a,b+1) AND a$(a-1
,b)<=a$(a,b-1) THEN PRINT AT a,
b;" ": LET a=a-1: GO TO 90
120 IF a$(a,b-1)<=a$(a-1,b) AND
a$(a,b-1)<=a$(a+1,b) AND a$(a,b
-1)<=a$(a,b+1) THEN PRINT AT a,
b;" ": LET b=b-1: GO TO 90

```



## WIN A CHESS COMPUTER!



Ever fancied a real Chess Computer? One of those neat little portable jobs that can humiliatingly defeat you on trains, in cars, at sea — wherever?

We have one Travel Mate 2 chess computer and ten copies of CDS's Colossus 4 Chess program for the Spectrum or QL to give away in this high-brow competition. (We've got to restore some credibility after the Spot the Editor compo last month.)

### What you have to do

Below are a series of chess terms. One isn't entirely genuine. All you have to do is say which one

- A** En passant
- B** Fools Mate
- C** Castling
- D** Exchange of Pawns
- E** Knights Leap

\* Anyone connected with EMAP or CDS may not enter.  
Checkmate



Send your answer\* to Colossus Chess Compo, Sinclair User, 30/32 Farringdon Lane, London EC1R 3AU. Closing date is December 21

Name .....  
Address .....

Do you want the Spectrum or QL version of Colossus 4

QL ☐ Spectrum ☐

My answer: the false term is letter

.....

## Memodisk QL

The ultimate expansion for your Sinclair QL

"It is perhaps the best value interface on the market at the moment." Sinclair User September 1986

Features of the Memodisk are:

**DISK INTERFACE** — Add up to four 3.5" or 5.25" disc drives (may be mixed). Intelligent controller works out the maximum speed at which the drive can be used — no jumpers to set.

**ADDED MEMORY** — Available as 256K or 512K (256K systems can be upgraded later by the user if required). Provides more memory for Quill and other Psion packages and speeds up overall operation by up to 30%.

**UTILITIES** — Comprehensive range of utilities with 70 additional commands. Includes ram disc, file management commands, non-destructive windows, icons, true multi-tasking (allowing Psion packages to operate concurrently in memory and switching between them), print spooling, job control, function key control, creation of additional screen fonts, and fully controllable screen dumps.

**PRINTER INTERFACE** — Parallel printer interface allows easy connection of a wide range of printers. Printer cable is provided free with 256K and 512K Memodisks.

All products are covered by a 2-year guarantee against defective manufacture

ØK Memodisk £99.00

Utilities EPROM £14.95

Printer cable £14.95

256K Memodisk £199.00 including utilities EPROM

512K Memodisk £249.00 and printer cable

Price include V.A.T. and delivery

ORDER FROM:

**MICRO CONTROL SYSTEMS LTD**  
ELECTRON HOUSE, BRIDGE STREET, SANDIACRE,  
NOTTINGHAM NG10 5BA TEL. 0602 391204

## MICRODRIVE AND INTERFACE OFFERS

### STARTER PACK 1

Microdrive unit, Interface 1 (to connect RS232, network and Microdrives to your Spectrum) plus a demonstration cartridge.

All for only £49.50.

### STARTER PACK 2

Two Microdrive units, Interface 1 plus a demonstration cartridge.

All for only £69.00.

### EXTENSION PACK

Second (or third or fourth . . .) Microdrive unit(s).

At only £19.50 each.

### CARTRIDGE PACK

Five blank cartridges to get you started.  
Only £7.50 each pack.

Please add £2 P&P per pack ordered. All prices include VAT.

Please allow 28 days for delivery.

Make cheques payable to Applied Technology.

### Attention dealers and distributors

Can you help us to re-establish our worldwide distribution of these products? If so, call us on (0763) 41754.

**APPLIED TECHNOLOGY**

64 Tannery Drift  
Royston, Herts SG8 5DE  
(0763) 41754

AT

AT





# BASIC



# COMPILER

Is your Basic boring? Do your programs dawdle through data, and saunter through subroutines? Perhaps HiSoft has the answer with its **Basic Compiler**.

You know Basic. Great fun to dabble with, but a bit lacking in the speed department. Compared to the Ferrari of machine code, Basic is a 2CV. There's nothing you can do in the former you can't do in the latter, but boysoboy, what you do, you do faster. And with style.

Basic, as found on your Spectrum, is slow for a number of reasons. The biggest problem is the way in which the computer deals with the program. For each line of Basic, the machine laboriously works out its meaning, what memory to use and how it all links in with what's gone before. Then, and only then, the computer knows enough to obey the instructions on that line. If it ever goes back to that line, which in a program with *Gotos*, *Gosubs* and *For...* *Nexts* it will, it has to carry out all that work again, before it can produce a result.

So, short of diving into the horrors of hexadecimal, how do you speed things up?

The answer is a compiler. A compiler goes through a Basic program and does all the checking and translating. Instead of then running the results, it stores them as machine-code commands in an area of memory. When the time comes, the user (that's you)

treats the compiled program like a pure machine-code program. As all the checking's been done once and for all, the program runs much faster.

There have been Spectrum compilers about for a while. Unfortunately, they've traditionally been restricted by their inability to cope with various commands, forcing the user to modify programs to take account of their limitations.

This HiSoft Basic compiler is (almost) innocent of such sins. You load it in, load or type in just about any Basic program, and utter the appropriate magic words '\*C'. A few seconds later, you have a machine-code program that does everything your Basic did, but faster.



▲ Pattern produced in 35 seconds in Basic ● Cut down to under 10 seconds when the same program is compiled

How much faster depends on a lot of things. If your program depends heavily on Rom-based graphics commands like *Circle* or *Draw*, then you can only expect a three- to ten-fold increase in speed. But if it spends a lot of time doing simple maths, or string handling, the acceleration can be breathtaking. HiSoft supply a set of demo programs, including one called 'Sieve'. This is a standard benchmark for compilers, as it works with simple numbers in a way which any compiler worth its salt should really go to town on. HiSoft Basic's compiled version goes more than 150 times faster than unaided Basic. That's fast.

There are commands which the compiler can't deal with. Mostly these are 'system' commands, like *Save*, *Load*, *Clear* and so on.

To tell the compiler to start compiling a section of your program, include a line *Rem : Open #*. The line *Rem : Close #* stops the compiler producing code. For every *Open #* — *Close #* pair a chunk of machine code

is generated, and the compiler prints the start address of that section. Replace the Basic sections with *Randomize Usrs* of the appropriate address, and it all works.

The only serious omissions are some of the naughtier things you can do with arrays, and the ability to compile *Val/As* (although *Val/As* '2314' is OK). This function is very useful, and can be difficult to replace by other bits of Basic.

The manual is good. There's a short tutorial, which works with the example programs provided, and several reference sections covering commands, memory maps and errors.

The size of the compiled code is bigger than the Basic program which spawned it. This is because the code needs some support software (known as run-time routines) but HiSoft Basic does its level best to minimize the problem. Some compilers load in the complete set of routines for every program. HiSoft **Basic Compiler** just uses the relevant ones.

It allows you to select just the right way to deal with a variable, so if a variable will never be a number with a decimal point in it, then you can tell the compiler to store it in an efficient format. The compiler can look through a program while it runs, and tell you which variables are candidates for this treatment. Other things the compiler itself looks for include divide and multiply by two, as commands such as these can be coded into very fast machine language indeed.

The compiler takes three passes through the Basic program to produce its result. During each pass, it uses the screen memory to hold information and lists. This is quite a good idea, as after a while it's possible to judge what's going on by looking at the dots and colours whizz past, but to the uninitiated it does look horribly like a crash.

Does it work? I dug out my stock of Basic programs (on WH Smith C15 tapes!), and ran them through the mill. On average, it took about ten minutes to convert and produce an efficient compiled version, and nothing proved uncompileable.

Very impressive. The **Breakout** game on the old Spectrum **Horizons** tape ran far too fast to even see, let alone play...

## TOOL-KIT

ORG	60000
LOAD	60000
LD	IX,(23563)
LD	E,(IX+4)
LD	D,(IX+12)
LD	C,(IX+20)
LD	B,(IX+28)
LD	A,(IX+36)
PUSH	AF

## REVIEW

You get two compilers on two tapes for your money in the videotape size pack. The 48K version is about 10K long (leaving room for roughly 30K of Basic), and uses direct commands prefixed by a \*. The 128K+2 version is a bit more subtle.

It has about 500 bytes of program in the Basic area, but mostly lives in the silicon disc, thus leaving around 40K of room

### FACTS BOX

*If you ever write anything in Basic or machine-code this program is a must. It works like magic. Buy it.*



**BASIC COMPILER**



Label:  
**HiSoft**



Author:  
**in-house**



Price:  
**£15.95**



Memory:  
**48K/128K**

Reviewer:  
*Rupert Goodwins*

for your evil doings. It has a menu system for commands, brought into life by pressing *True Video* and *Inv Video* at the same time. These keys are also used as special shifts in conjunction with the cursor keys to duplicate the elusive keypad's editing functions. Don't try bringing up the compiler menu when the Basic's *Option* menu is up, as things can get confused! Both versions transfer to Microdrive with the minimum of fuss.

The only reason I can think of for you not buying this program is if your knowledge of Basic goes no further than *Load ""*. Even if you know Z80 machine-code backwards, the compiler lets you cook up a concept in Basic, debug it and then commit it to code fast enough to make dabbling a delight.

And for those who know Basic and type in the odd listing or two, this compiler must be nigh on invaluable.

Don't expect to rewrite *Elite*, but Basic is fun again ■

```

1 REM : int + cx,cy,j,1
10 REM : OPEN £
15 CLS
20 LET c=COS (PI/3)
30 LET s=SIN (PI/3)
40 LET cl=COS (PI/36)
50 LET sl=SIN (PI/36)
60 LET sf=.95
70 LET x=95
80 LET y=0
90 LET cx=130
100 LET cy=88
110 LET sc=1.16
120 FOR j=1 TO 43
130 FOR i=0 TO 6
140 LET sx=x*sc+cx
150 LET sy=cy+y
160 IF i=0 THEN GO TO 190
170 PLOT sx1,sy1
180 DRAW (sx-sx1),(sy-sy1)
190 LET sx1=sx: LET sy1=sy
200 LET xn=x*c-y*s
210 LET yx=x*s+y*c
220 LET x=xn
230 NEXT i
240 LET xn=sf*(x*cl-y*sl)
250 LET yx=sf*(x*sl+y*cl)
260 LET x=xn
270 NEXT j
280 STOP
285 REM : close £
290 SAVE "SPIRAL"

```



## STAR RAIDERS II

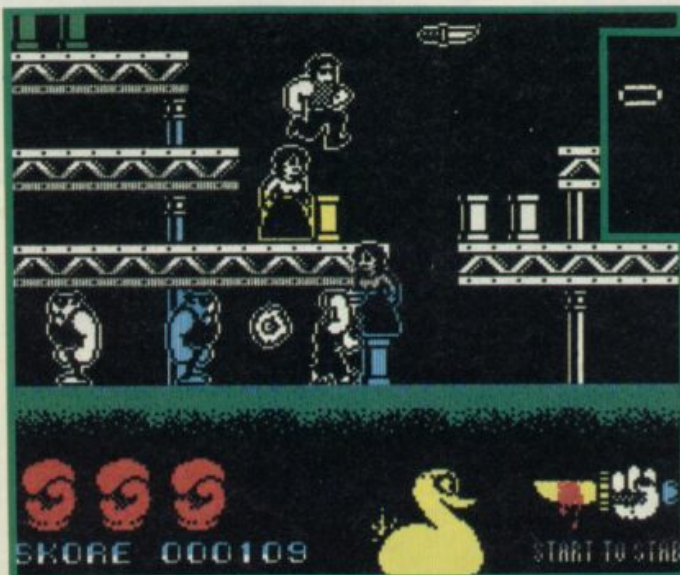
**H**old the 'phone! Electric Dreams has licensed the sequel to the coin-op giant *Star Raiders* (innovatively called *Star Raiders II*).

As the hottest pilot in the galaxy it's your job to defend the Celos IV star system from the evil Zylons, led by the dreaded Zylon master Chut (Chut by name and Chut by nature). If you fail, the attacking Zylons will wreak havoc on the defenceless Celos IV which seems a shame.

If you beat off the attacking Zylons, you'll have to follow them into deep space, to prevent them from encroaching further into your galaxy. Your best bet is to find and destroy the Zylon bases. Shoot first and ask questions afterwards.

This one-player game is a classic shoot 'em up. Eyes down, fingers on the button — this one is going to be a hit . . .

**Streetdate: November. Price: £9.99**



## OCEAN COBRA

**C**obra, the game of the film, is due soon from US Gold. It looks to be a sort of larger sprite version of Green Beret. Stallone is a large tuggish looking gun-wielding psychopath who leaps around a lot. Like the film, part of the game objective is to protect a helpless woman from gangs of criminals. Mostly however its about killing things a lot.

The demo version looked quite impressive with smooth animation of the large characters.

Streetdate: November. Price: £7.95

## RAM I AM DREAM'S EXPLORER

**T**he Ram Jam Corp has been known to promise more than the team can deliver — whatever happened to Three Days in Carpathia, boys?

So let's hope we see a finished version of their latest of Explorer soon.

Anyway, the Microdrive cassette I was given contained only the basics of a game which could either be great. Or terrible.

You've crashlanded on a lush, tropical world. Foolishly, you've allowed your space-ship to break up into its component parts. To leave again, you have to find them all and reassemble your vehicle. Sounds really innovative doesn't it. Actually it is a lot more interesting than it sounds.

You may have lost your ship, but you can still fly around. You get an aerial view of the planets surface; it's covered with seas, grassy plains, jungles and villages.

If you decide to land, you get a Lords

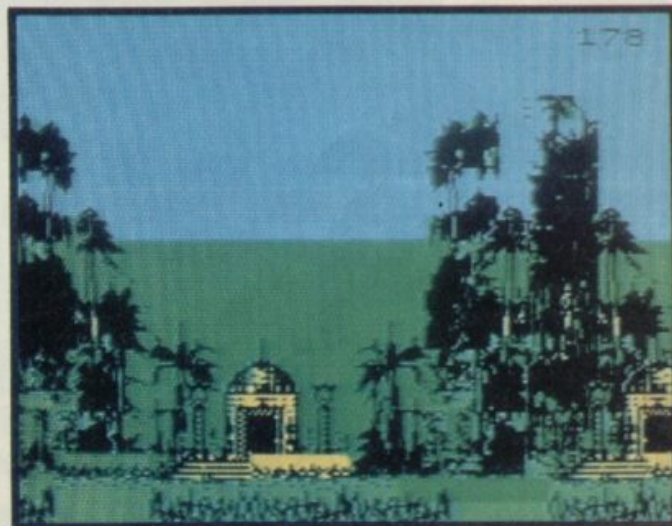
of Midnight-style graphics view of a landscape. You also get shown your compass bearing. You can pan left or right, or look behind you. The graphics are very detailed, full of palm-like trees, creepers, native huts, what could be temples, and strange rock formations that seem to have figures buried in them. Very creepy, very atmospheric.

Hit a key to call up a menu. You can shoot things — funny little black grasshoppers whizz about occasionally — or drop beacons which help you get your bearings.

And that's about it so far. Somehow it seems like just the bare bones of a game, but it's difficult to work out what else is going to be added to it.

If the RamJam team can build on this skeleton — and they've done some ace games in the past — then Explorer is going to be a classic.

Streetdate: November. Price: £7.99

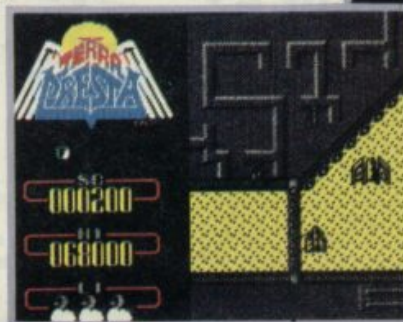
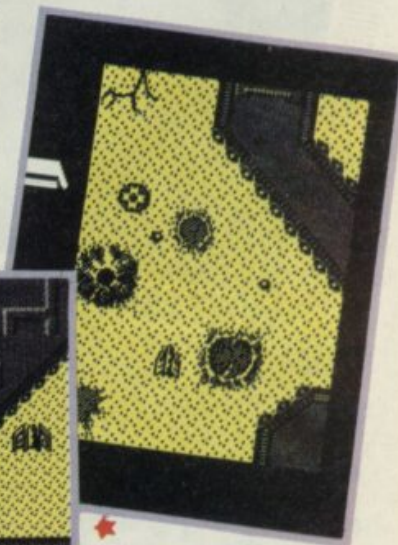


## ★ BIG TERROR IN TERRA CRESTA

**T**erra Cresta is an arcade game I can barely remember even having seen. It was, logically enough the follow up to Moon Cresta and involves destruction on a grand scale.

The game, faithfully recreated by Ocean features some complicated alien attack patterns and was always regarded by aficionados as a rather superior Zap 'em Up.

**Streetdate: November. Price: £7.95**



## MAD TERMINUS

**T**erminus is a new game from Mastertronic on the MAD £2.99 label. From the screen shots it looks very impressive but this has long been proved to be a most unreliable guide.

Anyway, it's some sort of complex maze/rescue game sounding a bit like *Shadowfire*. You have a team of four — pros, each with specialist skills — and have to use them to rescue the brain of the elder (it's in prison.) What you do with the brain once you've got it I have no idea. Perhaps it would make a nice ornament for the mantelpiece.

**Streetdate: end of November. Price: £2.99.**



**T**hey Sold a Million 3 is yet another compilation tape, this time from Ocean.

What is it about 1986 that has sent software houses scurrying to put out collections of previous games? Is it because they're there and nobody can work out what to do with them?

The star game on The Sold a Million 3 must be Activision's Ghostbusters. Remember the music "Who you gonna call? . . . Ghostbusters!" Great film. Good game on the C64 — OK-ish on the Spectrum.

**Digital Integration's Fighter Pilot** is the other program worth looking out for on the tape — it's a really good flying simulation.

And with US Gold's Kung Fu Master (not so good) and Ocean's Rambo (acceptable) also on the tape this is one of the better collections.

Streetdate: October 13. Price: £9.95

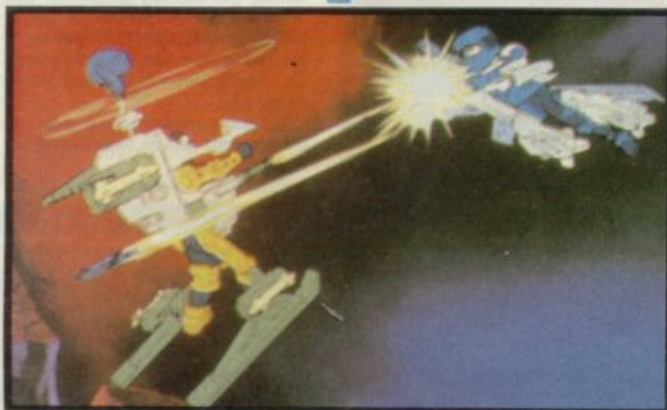


*compiled by Brendon Gore*





**C**enturion, the Saturday morning ITV cartoon strip is being made into a cartoon-style arcade game by Ariolasoft's Reactor label.



It's tricky to explain about the Centurians 'cause I'm never up at that time in the morning.

Anyway, it seems evil Doc Terror has the world in his grasp again (I missed it the first time — must have been too early on Saturday). And only the Centurians can save the world from his dastardly plot.

For reasons best known to himself, Doc Terror is planning to melt the polar icecap (maybe he likes swimming) and drown the world's population. The Centurians must find Doc's base and stop him. Otherwise where will the penguins go? I made that bit up. Who cares about the penguins?

Streetdate: December. Price: £8.95



## ZAP ACADEMY ▶

**Z**ap those aliens? Check for damage, fire lasers, bombs away.

Academy — Tau Ceti II, from CRL, is a classic shot 'em up in the mould of the original Tau Ceti.

You're in your skimmer choosing from up to 20 different missions with varying levels of difficulty.

The basic scenario is the same... clear an alien planet of assorted nasties before they zap you into a million pieces.

It's great. You even get a choice of skimmers, or you can design your own, within predefined limits. Thus you can have low, medium or heavy shielding, lasers and missiles, delayed action bombs, infra-red scanners and a load of other goodies which you bolt on and go. You can't have all of them on the same skimmer so you've got to establish your priorities.

Depending on the mission, you may face hoppers, towers or flying saucers, not to mention electrical storms, minefields and energy absorbing aliens.

Programmed by Peter Cooke, Tau Ceti II is as devastatingly addictive and intricate as Part I.

Streetdate: November. Price: £9.99



## TEMPEST KICKS UP A STORM ▲

**T**his one is a bit of a cult among arcade fans. Tempest, the official version from Electric Dreams, is an excruciatingly fast, reflex challenging version of the coin-op original.

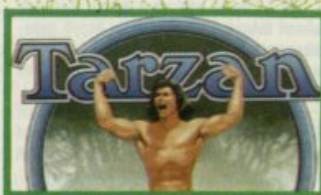
Zoom through three-dimensional grids into interstellar space and you will be attacked by strange creatures while creeping out of wormholes in the hyperspatial wireways. Luckily, you just happen to have your trusty pulser thing for knocking out any fuseballs, flippers, spikes and pulsars which get in your way.

You even have a weapon of last resort. If you are really in trouble, surrounded by green nasties and assorted scuzzballs, just use your super zapper. This clears everything on the screen and gives you a moment's respite before the nasties start up once again.

Actually, it's geometric ships, moving so fast, will make your head spin. The original Atari coin-op was — and still is — a classic.

Electric Dreams is obviously fond of arcade conversions. What's more important, they are good at them.

Keep 'em coming.  
Streetdate: October. Price: £9.99



**M**e Tarzan... Who you? Yup, our vine-clinging hero is making the transition from the big screen to the micro.

Edgar Rice Burroughs' legendary hero, aka Lord Greystoke, is searching for Jane (not still?), who has been kidnapped by unfriendly natives.

In the Martech program Tarzan —

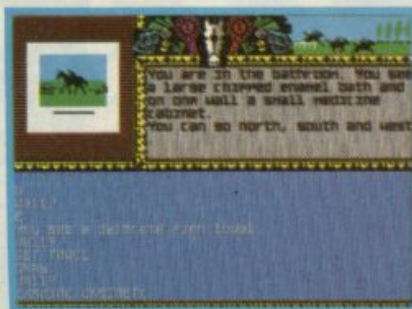
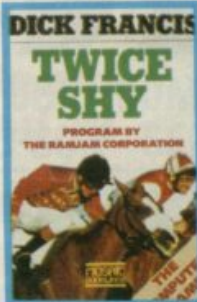
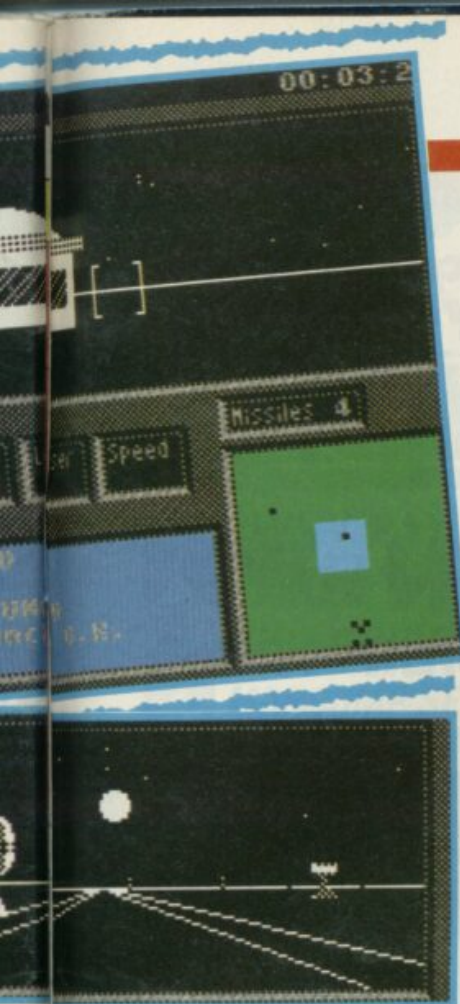
like Fido — can run, jump, somersault, swing from vines and indulge in fierce hand-to-hand combat, all under joystick control.

Jane has been taken to the natives' village hidden in the depths of the jungle and Tarzan must explore the jungle and overcome a multitude of hazards before finding her. Other dangers Tarzan stumbles upon are lions, quicksand, hooby-traped temples and a massive cave complex in which he can get lost.

The game takes place over three game days. Not real days! It's just that night and day come and go as you play the game. Tarzan operates both day and night and finds that some hazards are strictly nocturnal. If Tarzan takes

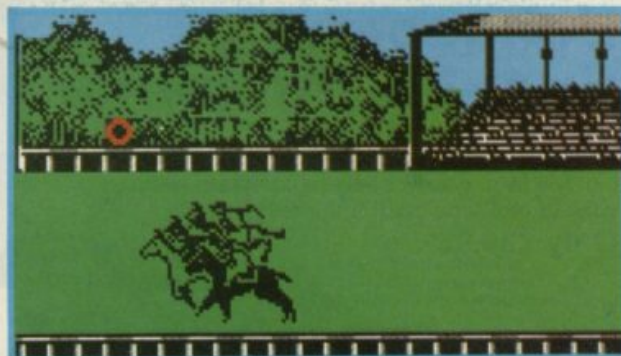






**T**wice Shy, from Mosaic, is based around the Dick Francis thriller novel of the same name. Gambling on the horses is the area we're in. Riders, bookies and villains rub shoulders in a world familiar to all Dick Francis fans. It's a graphic adventure. You play the role of teacher, Jonathan Derry. Your first problem is to discover who owns the computer tapes which have come into your possession and why the heavy mob will stop at nothing to get hold of them. It might help if you could work out what the tapes are for —

perhaps a computer would help? Perish the thought! The game also — curiously — contains a horse racing simulation. This is an integral part of the adventure, but it can be played as a separate game if you are fond of chancing your arm on the horses. You need money (who doesn't?) to progress in the game and betting on the horses is the way to get it. So like life isn't it? The trick is to make sure that the odds are in your favour. Streetdate: October. Price: £9.95



longer than three days to rescue Jane, her captors will dispose of her in some fashion far too ghastly to even contemplate.

It looks like making a map will prove to be essential to avoid getting completely lost in the jungle.

The original novel, written in 1911, has lasted remarkably well. Thirty-six films and both radio and TV series have followed the book.

Seventeen different actors have played Tarzan on film, from Elmo Lincoln in *Tarzan of the Apes* to Christopher Lambert in *Greystoke*.

Now, the leinclothed apeman has made to the Spectrum there will be no stopping him.

Streetdate: November. Price: £7.95



## INFERNO OUT

**B**urn, baby, burn! Dante's Inferno — Beyond's latest animated adventure — follows Pilgrim and his descent through debilitating depravity and the nine circles of hell to his final confrontation with Lucifer. Actually, this is the second crack at Dante's epic — Phipps Associates once did an adventure based on it.

The thing's being programmed by Denton Designs — of Shadowgate fame — so the plot looks like being interestingly treated.

On each level of hell you meet a new collection of miserable sinners all doomed to eternal damnation. In the first, Pilgrim must avoid demons armed with whips (failed again). And then there are hurricanes, black dogs, a forest of suicide and Medusa the Gorgon.

Then it's face to horns with Lucifer embedded in a lake of ice. Work out how to get past Lucifer, and you can escape to Purgatory.

Pilgrim has seven days in which to complete his task. Any longer and he'll be forced to join hell's other residents.

Streetdate: December. Price: £9.95

## FAIRLIGHT FOLLOWS THE TRAIL

**F**airlight II — Trail of Darkness is Bo Jangeborg's follow-up to Fairlight I. It picks up where The Edge's first adventure finished, with Isvar standing outside the castle of Avars. Isvar has just made the mistake of giving the Book of Light to the Lord of Darkness. Dumb move! Dumb plot, too, saved by the game which looks great.

The game is in two parts. In the first part, Isvar has to negotiate his way through a fearsome forest and a sun drenched seashore and find a ship. Look out for wolves, pirates and trees (Trees? What's wrong with trees?)

In the second part, Isvar sails off to the mountain stronghold of 'you know who' where caves and beasties abound.

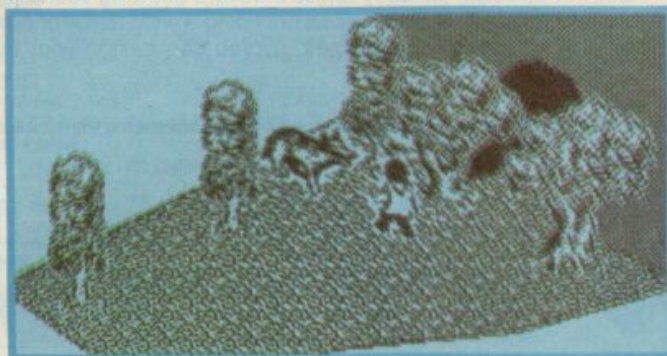
A heroine is hidden away in the adventure, waiting to be rescued and once Isvar has freed her, you can



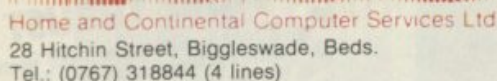
assume either character for the rest of the adventure — there are some parts of the game which Isvar can't complete on his own. Whatever that means.

The graphics and gameplay of the original Fairlight were brilliant — Alien-8 gets serious and medieval and Fairlight II is more of the same.

Streetdate: October. Price: £9.95.







# The Sinclair 128

# The **New** Sinclair 128



## Echo Musical Package

only

**£64.90**

(save £10.00)

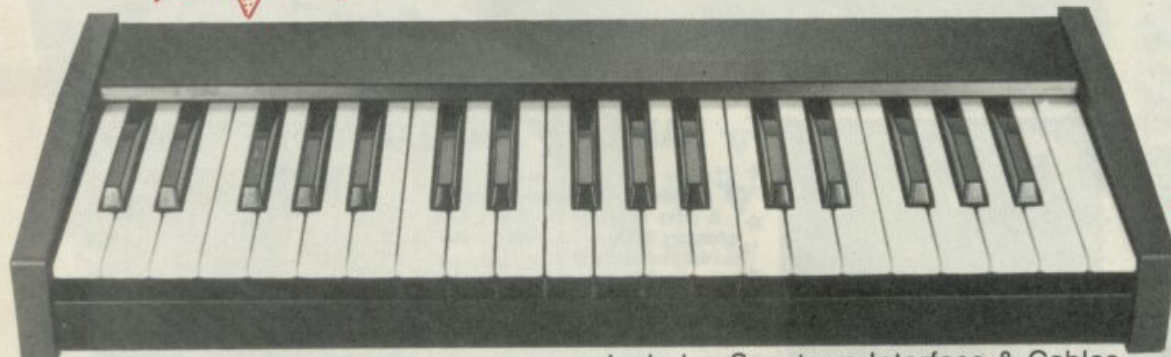
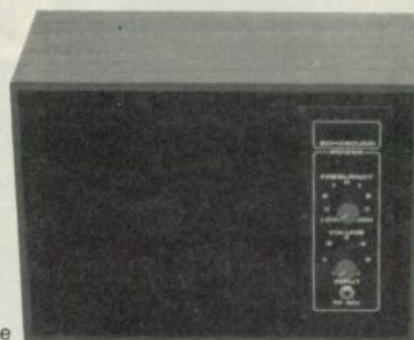
Includes FREE Keyboard tutor  
Sinclair 128 not included

## Echosound Speaker/Amplifier

Provides an impressive 5 watts output to its big 6" twin cone speaker, complete with volume and tone control; mains powered.

**Only £34.95**

includes 2M connecting cable



Includes Spectrum Interface & Cables

**The Incredible Echo Musical Synthesizer**

A musical package for users of all ages. For the beginner or the accomplished musician, the superb touch sensitive Echo keyboard will soon have you exploring the musical possibilities of your micro. Complete with Organmaster in cassette form. A powerful yet easy to use software allowing you to imitate various instruments such as a Piano, Organ, Hawaiian Guitar, Strings (violin) as well as providing a wide range of percussion effects and a synthesizer mode allowing you complete control of the voice envelopes, so you can design your own sounds.

**Only £39.95**

## Sinclair 128

Echo Keyboard  
Amplifier

£39.95

£34.95

\* Microdrive/Cassette

Accorn BBC

### Echo Keyboard Amplifier

£29.95

£34.95

\*Disc 40/80/Cassette

## ROM Version

£34.95

## Commodore 64

Echo Keyboard  
\*Disc/Cassette

\*Delete which is not applicable

Cheques payable to HCCS Ltd.

I enclose a cheque/P.O. for \_\_\_\_\_ Total

Name \_\_\_\_\_

Address

VAT and p. & p. inclusive within UK  
(Overseas inc. £3 per item)

Please allow 28 days for delivery

Or debit my Access/Visa/Diners Account No.

[illegible]

24 hour  
0767 316094



28 Hitchin Street,  
Biggleswade,  
Beds.  
Tel.: (0767) 318844 (4 lines)



SPECTRUM · BBC · COMMODORE · AMSTRAD · APPLE · IBM PC  
PRINTERS · EPSON · SEIKOSHA · MOST MAKES OF DISK DRIVES

# EXPRESS

COMPARE OUR GUARANTEE  
TERMS – YOU DON'T FIND  
ANY 'HIDDEN CATCHES'  
AFTER THE REPAIR!

WHY PAY HIGH  
"FIXED" PRICES?

# REPAIRS

OUR PRICES INCLUDE VAT, P&P AND INSURED DELIVERY!

MANCOMP SETS THE STANDARDS AND  
PRICES – OTHERS FOLLOW!

WHEN WE SAY 'NO HIDDEN COSTS'  
WE MEAN IT!  
**NO HIDDEN EXTRAS**

THE FIRST AND STILL THE BEST.

**FIRST –**

To provide 'While-U-Wait' Service.

**FIRST –**

With International repairs and discounts for Schools, Hospitals and H.M. Forces.

**FIRST –**

To provide Insured/Recorded Delivery on return journey.

**FIRST –**

With **LOW CHARGES** (e.g. £9 for keyboard faults).

**FIRST –**

For **PROFESSIONALISM**... "Of all the repair companies 'Sinclair User' spoke to, **MANCOMP** seemed the most professional when it came to advice and a helpful attitude". AUGUST 1985.

**FIRST –**

For **SPEED**... "One firm, at least, can usually effect any necessary repair 'over-the-counter' in 45 mins. Based in Manchester, **MANCOMP** can offer what is arguably the fastest turnaround in the business, to personal callers". 'CRASH' Magazine, JUNE 1985.

**FIRST –**

For **ADVICE & HELP**... "I have come across a firm that will be more than willing to advise you as to how to remedy your problem. They are called **MANCOMP** and as well as repairing faulty Spectrums, are also quite willing to discuss your problems with you, and offer reasonably cheap and (more importantly) **CORRECT** cures". Phil Rogers, 'POPULAR COMPUTING WEEKLY', JANUARY 1985.

**FIRST –**

For **LOW PRICES**... "My Spectrum blew recently. I took it to **MANCOMP**, who fixed it in 8 mins. and for less than £10. they are local, 'clued-up', and blindingly efficient!" COMPUTER COLUMN, '4 HEATONS DIGEST', (Vol. 1, No. 11.).

**FIRST –**

For **HONESTY**... Call in and watch your computer being tested and repaired 'While-U-Wait'. Our engineers don't disappear into a back room. If there is nothing wrong, we will tell you!

**FIRST –**

For **REPUTATION**... We have a reputation built on 2½ years of successful Spectrum, BBC, Commodore, Apple and IBM repairs.

**MANCOMP GUARANTEE**

IF THE SAME FAULT  
OCCURS WITHIN 90 DAYS  
OF OUR REPAIR, WE WILL  
REPAIR IT **FREE** OF  
CHARGE AND REFUND  
THE POSTAGE.  
(TERMS AND CONDITIONS AVAILABLE  
ON REQUEST.)

**JOYSTICKS**

PRO JOYSTICK  
QUICKSHOT II

MANCOMP  
PRICE  
16.50  
9.50

**INTERFACES**

TRISTATE I/F.  
PRO JOYSTICK I/F.  
RAM TURBO I/F.  
STD. JOYSTICK I/F.  
SWITCHABLE  
J/S I/F. & THRO CONNECT  
MULTIFACE 1  
CENTRONICS E I/F.  
DISC I/F.  
KEMPSTON MOUSE I/F.  
PARALLEL PRINTER I/F.  
AMX MOUSE  
RGB I/F.

12.50  
16.50  
17.99  
7.50  
9.50  
12.40  
38.50  
38.50  
80.00  
64.50  
28.50  
65.00  
35.00

**TASMAN**

TASWORD 3  
TASWORD 2  
TASMERGE  
TASPRINT  
TASDIARY  
TASWIDE  
TASCOPY

16.50  
12.99  
10.50  
9.50  
8.99  
5.00  
9.50

MEGA SOUND  
SWEET TALKER  
RAT  
SPECORUM

10.50  
22.15  
18.99  
28.50

ROBOTEK  
LIGHT PEN & I/F.  
CURRAH SPEECH  
CURRAH MICROSLIT  
WAFADRIE DISC SYS.  
ROTRONICS 128K WAF  
ROTRONICS 64K WAF  
ROTRONICS 16K WAF  
MICRODRIVE CARTRIDGE  
RS232 CABLE FOR I/F. 1

28.50  
18.99  
19.50  
6.50  
120.00  
3.50  
3.35  
3.25  
1.99  
13.99

**PRINTERS**

EPSON FX804  
EPSON LX80  
JUKI 6100  
BROTHER HR10  
BROTHER M1009

442.75  
225.00  
350.00  
274.85  
149.00

**DISK DRIVES**

OPUS DISCOVERY 1

149.50



WE ARE  
MOVING.  
CHECK  
FOR  
DETAILS

SPECTRUM REPAIRS  
BETWEEN £9 and £20

COMMODORE  
REPAIRS BETWEEN  
£14 and £35

BBC REPAIRS  
BETWEEN £14 and £45

AMSTRAD REPAIRS  
BETWEEN £14 and £55

ESTIMATES GIVEN ON  
PRINTERS/DISK DRIVES  
ETC.

(Terms and conditions available on request.)

PHONE OR SEND  
YOUR COMPUTER (without  
power supply or leads) FOR  
FREE, NO OBLIGATION  
ESTIMATE!

## MANCOMP LTD.,

(Dept. SU10)

PRINTWORKS LANE, LEVENSHULME,  
MANCHESTER M19 3JP.

Tel: 061-224 1888/9888

OPEN  
MON-SAT  
9AM-8PM

48K SPECTRUM UPGRADE  
£18 FITTED  
THE BEST KEYBOARD FOR  
YOUR SPECTRUM –  
THE SAGA 1 EMPEROR –  
£39.95 INCLUSIVE!

**MONITORS**

STD. RES. M'VITEC RGB  
PHILIPS GREEN BM7502  
PHILIPS COLOUR CM8501

201.50  
79.00  
209.95

**DISKETTES**

BOX OF TEN INCL. FREE  
LIBRARY CASE

10.95

**LISTING PAPER**

60 g.s.m. 11" x 9½"  
(2000)

13.00

**PRINTER RIBBONS**

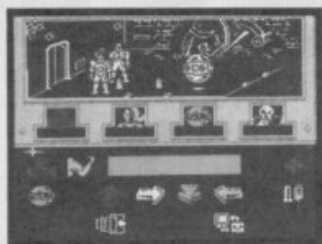
PLEASE PHONE  
ALL PRICES INCLUDE  
VAT/CARR. EXTRA.

WE REPAIR HUNDREDS OF  
COMPUTERS EVERY WEEK, SO WE  
CAN PASS ON OUR BULK-BUYING  
DISCOUNTS TO YOU – Z80 CPU –  
£1.50, 4116 RAM – £0.50.  
COMMODORE CHIPS: 906114 – £23,  
6526 – £23, 6510 – £23 (INCLUSIVE  
OF VAT & P&P).

SOFTWARE & ORDERS ABOVE £5.00 add £1.80 P&P  
SOFTWARE ORDERS BELOW £5.00 add 50p P&P



# PREVIEW



## BEST OF BEYOND

Christmas time is compilation time. Whooo-weee! Faaantastic!

And the Best of Beyond is a compilation tape of four action packed strategy/adventure games — Shadowfire and Enigma Force by Denton Designs, Sorderon's Shadow and Doomdark's Revenge.

Shadowfire, is the real mega hit of the four. In its day it claimed to be the world's first icon-driven adventure. Rescue Ambassador Kyrix from the traitor General Zoff with a team comprising humans, droids, an insectoid called Syyik and an Avain called Torik.

Enigma Force, the sequel to Shadowfire, is easier to play. The same team, having captured the evil General Zoff have let him escape (more of a Z-team than an A-team). Now they have to find him again, locate the only usable spacecraft and get off the planet fast.

Sorderon's Shadow is a more traditional adventure.

Doomdark's Revenge, the follow-up to Lords of Midnight, was an immediate hit when launched and it's still a classic. Luxor, Rotheron and Tarithel have entered the chill world of Ice-mark, searching for Morkin.

All-in-all, quite a collection, though I'm not sure it deserves the accolade 'Best of Beyond'. But then 'Quite good of Beyond' doesn't sound the same.

And all this Lord of Zebadora rubbish can really get ya' down!

Streetdate: October. Price: £9.95

## SAM CRUISE

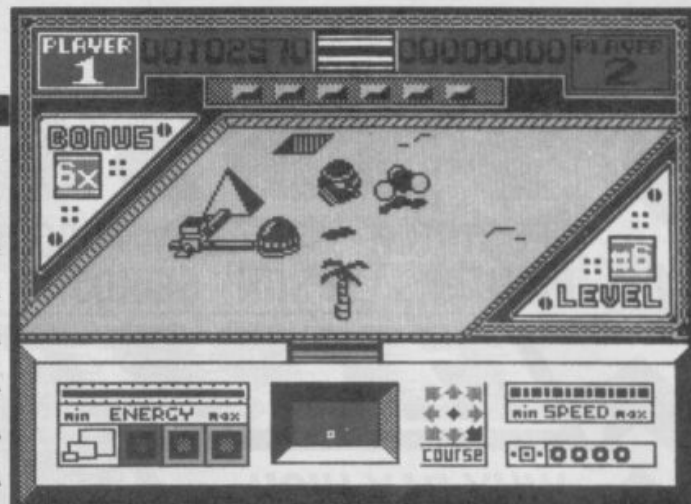
Dis broad walked in off de street and started crying on ma shoulder. What could I do? I pulled a grimy sweat-stained handkerchief from ma top pocket and told her to blow.

'Jus' another hard luck story... I musta heard 'em all. But, she seemed like a nice kid, and I hadn't eaten in a week. Two hundred dollars a day and I'm all yours. She was broke, but I took the job anyway.

'It's not easy being a private 'tec, what with Mike Hammer and Humphrey Bogart for competition. Then there's this stuffed Maltese falcon perched on my hat stand... I wouldn't mind. But I'm allergic to feathers.

'Things ain't bin the same since we got this new mayor. A lot of people have left town, without leaving a forwarding address. Also there's this new craze for underwater concrete sculpture.

'The night porter at the Hotel Royale said he had a hot tip for me, but when I



got there I found he'd bin eaten by roaches. Ugh! What a way to go.

'As a master of disguise, I can mix in all circles to get information. De only trouble is there is never a 'phone box around when you really need one. Dis could be ma hardest case yet.'

Contact Sam Cruise, from Microsphere. Snappy dialogue and cartoon

graphics reminiscent of Mugsy. It's been advertised for ages and still no game. Maybe that's the mystery you've got to solve. Microsphere is still keeping the gameplay a secret until closer to the release date, but the demo tape looks interesting.

Streetdate: mid-November. Price: not released

## WHY DR WHAT?

Dr What. Who? No, What. What? Yes, What. You what? No, he's What, I'm not. Confused? You will be.

Dr What is a new arcade adventure from CRL. It features four Drs... What, Why, When and Where. No Who for obvious legal reasons (expensive licence that one, guys). The four Drs have travelled back in time to watch the Big Bang at the aptly named Big Bang Burger Bar. I guess they took over the concession from the Restaurant at the End of the Universe.

The object of the game is to get each Dr to the Jellybaby of infinite wisdom... What? Well, only if he's first in line. No, What is the jellybaby of infinite wisdom? Oh, sorry. Confusing isn't it. Yes, but about this jellybaby? You cannot be serious? Well, someone is. Yes, but who? Not Who, What.

Streetdate: October. Price: £7.95.



If you know which state Tennessee Williams was born in (I'll give you a clue — it wasn't Tennessee) the chances are you have played Trivial Pursuit.

This yuppie board game was converted to the Spectrum by ODE and released by Domark (see last month's mag).

Now, Young Players Trivial Pursuit is set to baffle more micro owners. The game, again programmed by ODE, is designed for eight to 16 year olds. It takes some questions from the board game, but ODE has added a number of graphical and musical questions.

And a Baby Boomer version of the game is due out early next year.

Streetdate: November. Price: £7.95

## HAPPY, HAPPY

The Happiest Days of Your Life is another Manic Miner clone, but is not as good as the original. It's another of Firebird's silver £1.99 range — and features all the things you'd expect to find in a school, like mortar boards, school ties and gin bottles.

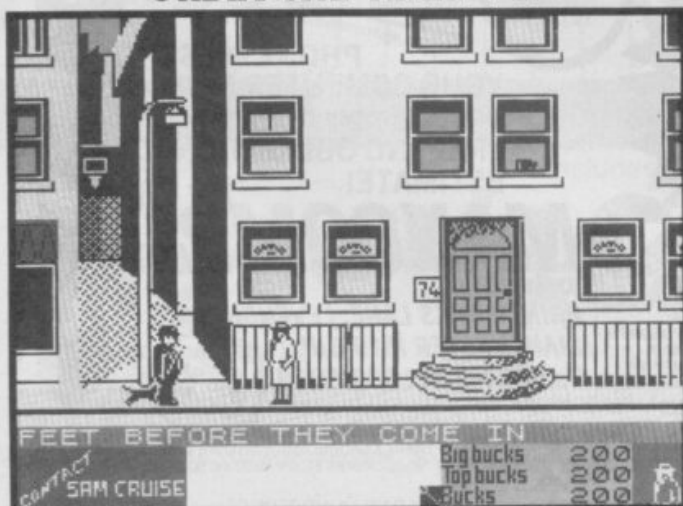
Wander round the school and its environs, supposedly looking for the headmaster's wallet. If you find it, don't empty the contents into your own pockets — you are trying to prove your innocence after all.

You have three lives and an energy counter. Lose too much energy and you will lose a life. Bumping into alien nasties will reduce your energy.

Technically, the game is OK-ish, but it is about as attention grabbing as a bowl of cold pasta.

Streetdate: October. Price: £1.99

## ORBIX THE TERRIBLE



Orbix the Terrible (terrible name, I presume) is a hi-speed shoot 'em up from Streetwise — the new Domark action label.

Programmed by Jon Pragnal, it is set on an alien planet where Orbix's spacecraft has been disassembled and hidden by the hostile inhabitants. Orbix has to find the seven different sections of the spacecraft, put them back together again and leave the planet.

The 3D roving landscape includes

cities, trees and burnt-out forests. And, rather worryingly, holes appear in the ground which will suck in Orbix unless he manages to avoid them.

Orbix has five lives and an unlimited supply of missiles. His energy can be replenished by killing aliens.

Orbix, who bears a strange resemblance to an animated football, gets an extra life each time he assembles one of the spacecraft sections.

Streetdate: November. Price: £7.95

## NOW VIRGIN'S A WALLY

Virgin's Now Games 3 is (surprise, surprise) the third in its series of re-release collections.

The five games on this tape are Nick Faldo Plays the Open, Sorcery, Codename Mat II, Everyone's a Wally and View to a Kill.

The version of Sorcery contains improved graphics and extra rooms — the other games are unchanged from their original release.

Codename Mat II, from Domark, is a shoot 'em up revolving around Mat and his new ship Centurian II in a battle to defeat the Myons.

Nick Faldo's golf simulation is set in Royal St George's Golf Club at Sandwich, which was the venue for the 114th Open Championship in July 1985. You select the club, strength and direction of your shot using either keyboard or joystick. Your caddy is not shy about telling you his comments.

Everyone's a Wally is a multi-screened arcade adventure while View to a Kill is a very poor three-part arcade

adventure based on the James Bond film (remember how bad that game was? So do I).

Streetdate: October. Price: £9.95





# Sinclair Supermart

TO ADVERTISE IN THE SUPERMART CALL SINCLAIR USER ON 01-251 6222

## SPECTRUM TAPE and DRIVE TRANSFER UTILITIES

**TU8 — ESSENTIAL for ALL Spectrum 48K or Plus owners — our tape utility for backup and drive conversion**

- \* Simple operation for fast loaders — accurate even if over 48K (tone and rate measurer).
- \* Integrated header reader, manages headerless blocks.
- \* Deals with caddy loaders — converts COMPLETELY to normal for tape load (plus easy drive transfer with TPM).

Plus many other features — a unique product!  
COST only £6.99 on tape OR £7.99 on m/drive cart.

### TRANSFER PACK 2 — FOR TAPE TO DRIVE TRANSFER

Package of programs including TU8, other utilities, allows drive transfer of many programs

- \* Details given on transfer of 40 programs.
- \* Manages virtually all caddy loaders. Bytes chopper/splitter, header reader etc.

State name of drive system (e.g. m/drive, Opus disc, etc).

ONLY £11.99 on tape OR £12.99 on m/drive cart.

INFORMATION SHEETS £1 each (up to No. 18 available) includes many top 20 hits — SAE for list. OVERSEAS: add £1 Europe, £2 others for each. UPDATE SERVICE: — SAE for details.

PROGRAMS CARRY OUT MONEY BACK GUARANTEE (not updates)

LERM, DEPT SU, 11 BEACONSFIELD CLOSE, WHITLEY BAY, TYNE AND WEAR NE25 9UW.  
TEL: 091 253 3615

## SPECTRUM SOFTWARE HIRE FREE MEMBERSHIP

We offer prompt personal service, all top titles. Send SAE for Hire Details to:

SSH (SU);  
21 Chanceley Way, Willford  
Nottingham NG11 7EG

## POOLS PREDICTION

Perfected over 6 seasons. Outputs best draws, homes & aways. Holds form comparison graphs. Analyses & graphs results. Takes full account of mid week games & "Cup" matches between main league teams. Promotion/relegation option (can be used from season to season). Easy to use, even for beginners.

62 wins (385 dividends) received by author so far. "The best and most scientific of any program I have seen" — Mr R.A.P. Secretary Orpington Computer Club. "once again, thank you for one of the best investments I have made" — Mr D.L.B. Feltham. "I would like to congratulate you on your excellent service. It is a rare thing these days" — Mr L.G.P. Shrewsbury. "I found your program very professional and user friendly, I am very satisfied with it" — Mr B.D. Spalding.

Ask for British Pools @ £11.95  
Australian Pools @ £11.95

Allow 7 days for delivery. Cheques, POs payable to ROMBEST or quote Access card number.

Rombest Dept SU, 2 Welland Croft, Bicester,  
Oxon OX6 8GD  
(0869) 248002  
Available for 48K Spectrum

## SINCLAIR REPAIRS

SPECTRUM/PLUS £12.00  
KEYBOARD £8.50  
INTERFACE/MICRODRIVE £17.00 each

All prices are fully inclusive of p&p and VAT. Send Cheque with computer only unless power supply suspected. Callers Welcome.

I.T. WESTERN ELECTRONICS  
Unit F2A & F3  
Avonside Enterprise Park  
Newbroughton Road,  
Melksham, Wilt  
Telex: (0225) 705017

## MICRODRIVE/INTERFACE 1

We have made it — so can you! In Denmark we found a hidden stock of Microdrives and Interface 1 for your SPECTRUM! — at only £29.95 each and £8.00 p&p.

Please make cheques or postal orders payable to:

COMPUTER KING  
Guldsmedgade 40, DK 8000  
AARHUS C DENMARK.  
Tel: 045 6137423 (1.30-4.30pm)

## SPECTRUM SOFTWARE

Each of below Microdrive Cartridges £9.75  
Microdrive Management & Recovery Package  
Indispensable. Versatile. Easy to Use — SU Review Oct '86  
Copy any type of files or cartridges even on one drive  
Sensible CAT, analyze problems, recover corrupt files.  
FREE TEXT DATABASE & INFORMATION SYSTEMS  
Easy to use, multi-purpose, address book, diary, letters, lists, tables. Random access, input, edit, search, print.  
MACHINE CODE SYSTEM (Also on tape £7.95) Assembler, Disc Assembler, test, debug track features.  
On line machine code learning, teach yourself booklet.

Roybot SU3, 45 Hullbridge Road  
Rayleigh, Essex S56 9NL  
Write or tel: 0268 771663 for leaflets

## HINTS · POKES · MAPS

"Stunning value" — Tony Bridge, Popular Computing Weekly

The monthly handbooks packed with tips, pokes, hints, maps, solutions, gossip, latest reviews, competitions and much more

ADVENTURERS HANDBOOK

(CBM/Spec) £1.00

SPECTRUM ARCADE HANDBOOK

(48/128) £1.00

or for even better value take advantage of our reduced subscription rates 3 issues £2.75; 6 issues £5.00; 12 issues £9.00. Send cheque or P.O. to

H & D SERVICES (SU),  
1338 ASHTON OLD ROAD  
HIGHER OPENSHAW  
MANCHESTER M11 1JG  
Tel 061 370 5666

## COMPUTER SPARES

SINCLAIR/AMSTRAD  
/COMMODORE

ROM CHIPS	CMOS CHIPS
RAM CHIPS	74LS CHIPS
ULA'S	VOLT REGS
MEMBRANES	Z80 CPU
POWER SUPPLY'S	DFS KITS
TEMPLATES	EPROMS
MODULATORS	SERVICE MANS
SPEAKERS	TRANSISTORS
RIBBONS	TUBES
DISC'S	KEYBOARDS

TRADE COUNTER OPEN  
MON-SAT 9.30a.m.-5p.m.

Just phone  
your order  
through, we  
do the rest

Order from Govt. Institutions,  
Schools, Nationals etc.,  
accepted with official order.

TEL: 0254 390936

P.V. TUBES  
104 ABBEY ST.  
ACCRINGTON LANC  
BB5 1EE  
Telex: 635562  
Griffin G (For P.V.)

## GAP SOFTWARE

17 ST. JOHN'S TERRACE

LONDON E7 6BN

01-552-5452

### FRONT PAGE — DESKTOP PUBLISHING FOR QL

TEXT | GRAPHICS | CUT/PASTE |  
PRINT ROUTINE FOR EPSON/COMPATIBLES |  
LOAD/SAVE FULL/PART SCREENS |  
RUNS ON STANDARD QL1 SUPPORTS EXTRAS |  
£22-50!

FOR THE ZX SPECTRUM 48K and PLUS |  
"DESIGNER" for artwork on Spectrum. 32 lines printed in  
one go! Full attribute control! £8-95  
"CHARACTER DESIGNER" fonts/obj's, many facilities £4-98  
"BUMP" design your own screenshot software. Easy! £7-98  
ALL THREE PROGRAMS FOR £18-95!

Address labels 80x160 £7-50/1000. 8000 ribbon £4-25,  
11000 ribbon £5-00. Ring for quote for ribbons.  
ETHIS RD, WHO PRODUCED ON FRONT PAGE

## PREVIEWS — NEWS — COMPETITIONS REVIEWS

### TURBO TIPS

THE EXCITING NEW MAGAZINE FOR ALL  
TYPES OF SPECTRUM GAMES

MAPS — TIPS — POKES

COMPLETE SOLUTIONS

ISSUE TWO A SELL OUT

NO. 3 READY NOW

SEND 75p to TURBO TIPS

6 Stenrdale Road, Romiley, Stockport SK6 3LA

# QUALITAS

Turns dot-matrix printing like this  
into NEAR-LETTER QUALITY like this!

Professional features include justification with equal spaces between words and proportional character widths. Five business fonts are supplied, plus a font editor so you can create your own! Works with Brother M1009, Canon PW1080A, Epson LX/FX/RX, Kaga-Taxan KP810, Rotronics DX85, Star Gemini 10-X and others. Tasword Two version £7.95, Tasword Three version £8.95. Please state printer and interface.

"A shot in the arm for your printer. Easy to use and great value. The link into Tasword is neat. (Five stars)"

— Sinclair User

**GENER-80 PLUS** — a complete machine code programming system, all you need for copying listings in magazines or writing and testing your own programs. Contains easy-to-use editor/assembler plus handy monitor/disassembler. Only £9.95.

**M-DOC** — the comprehensive microdrive file repair kit. If your files still CAT but no longer load, rescue them with M-Doc. Only £6.95.

**TASPRO** — gives justification with equal spaces between words with Tasword on daisywheel and dot-matrix printers. Tasword Two version £4.95, Tasword Three version £5.95. Please state printer and interface.

Selected programs available from good computer shops and Micronet 800. Also via fast mail order (UK post free, Europe add £1, elsewhere add £2 airmail) with 14-day "full refund if not entirely satisfied" guarantee (statutory rights unaffected). Trade enquiries welcome.

## SEVEN STARS

Seven Stars Publishing (Dept U),  
34 Squirrel Rise, Marlow, Bucks,  
SL7 3PN. Tel: 06284 3445.



## ELITE EDITOR

Redefine status, rating, fuel, cargo, weapons, credits, galaxy, special missions, even cloning device and E.C.M. Jammer, after every feature for only £1.99.

## ASTROCADE The Collection

C+VG (July) "Fancy a Bit of Arcade Fun for £4.50? Then ASTROCADE on the Spectrum from D.D.S. Software could be for you. The six games on offer are Simeon, Caverns D'Or, Bomber, Zombies Luna-Rover and Alien".

Your Sinclair (July) "They are all very playable. The graphics are adequate, the sound excellent". Addictiveness 7/10. Playability 8/10. Value for money 8/10.

CRASH (June) "Overall the ASTROCADE Collection should keep any games player quiet".

P.C.W. (May) "You can't call it a rip off at the price".

Your Sinclair (July) "If you fancy a nostalgic bash (it's absolutely aces since since I've potted a good Zombie) then rush £4.50 to D.D.S."

Stewart Green "Now it's only £1.99+p&p. You can't afford not to buy it".

Cheques/Postal Orders to:  
D.D.S. Software, 49 Beaumont Road, Halesowen,  
West Midlands, B62 9HD.

## SPECTRUM REPAIRS

Spectrum repairs £18.95 including parts insurance and P/P.

Send your computer with cheque or PO for £18.95 and description of the fault to:

## SUREDATA (SU)

45 Wychwood Avenue,  
Edgware, Middlesex.  
Tel: 01-951 0124

SEIKOSHA GP250X Matrix Printer complete; with Kempston interface for Spectrum. £70.00. C.W. Mann, 18 Windermere Road, Ealing, W5 4TD. Tel (01) 567 6660 (home) or (01) 278 4444 X2204 (work).

FOR SALE: Apricot portable with add-on software, manuals, worth £1000. Sell £450. Spectrum 48K, T Recorder, Interface 1, Micro-Dry, Curram-U Speech, £50 with software, manuals, etc. Tel (0245) 356298. After 6pm. Ask for Daren.

SPECTRUM 48K FOR SALE With Microdrive, Interface 1 and Interface 2 with over £300 worth of Software Microdrive comes with Four Cartridges and special box. Asking £250 or best offer. Phone Daily. (01) 863-5817.

16/48 Tape magazine issues, 1 to 26 with original packs. Over £80 value. Accept £30. Also vast range of Spectrum software list available. Send s.a.e.: M. Blackburn, 21 New Road, Trimley St. Mary, Ipswich, Suffolk.

FIGHT NIGHT. An accurate boxing simulation including 9 different weight levels, 15 rounds with RSF, KO, towel, points, training, bribes, pre-flight report, save game. £5.99. Ring 01-578 3193 after 6pm.

NATIONAL FLAGS OF EUROPE: Full colour graphics include location map and statistics: Informative and entertaining: A worthwhile investment for only £6.95 + p&p, and free card game for 48K Spectrum.

TURBOBAUD (48K Spectrum) turns your programs into reliable turboloaders, hand-

## SPECTRUM REPAIRS

We expertly repair Spectrums for £17 inclusive of parts and labour and return postage.

Spectrums upgraded to 48K for £34 inc. P&P. All keyboard faults cost only £12.

## RA ELECTRONICS

133 London Road South  
Lowestoft, Suffolk  
Tel: (0502) 66289

## SINCLAIR COMPUTER REPAIRS

All machines dispatched within 72 hours of receipt

Spectrum: £17.00

ZX-81: £12.50

Spectrum 16-48K Upgrade: £25.00

(includes parts, VAT, and return postage)

For a fast and reliable service, send machine, brief description of fault and cheque or postal order to the experts:

## CAPITAL COMPUTER SERVICES

Unit K2, Cardiff Workshops, Lewis Road,  
East Moors, Cardiff CF1 5EG  
Tel: (0222) 461801

les basic/Mcode/commercial. Halves loading times. Protects and professionalises. Easy to use. Prompt despatch. £4.95. P. Stanley, 81 Jutsums Lane, Romford, Essex.

SPEECH SYNTHESIZER PROGRAM for Spectrum 48K. Outputs speech through Spectrum's own loudspeaker. Runs completely from software. Unlimited vocabulary. Only £3.99 from: SMB Software, Dept. SU, PO Box 38, Inverness IV1 1GA.

MAPS FOR SALE, 50p each: Eureka! (Prehistoric), (Roman), (Arthurian), (German), (Caribbean), Robin of Sherwood, Tir Na Nog, Alien 8, Bobby Bearing, Ghosts n Goblins, Nomad, Panzadrome, and Roller Coaster. E. Bennett, 42A, Northcote Road, London SW11 1NZ.

MICRODRIVE EXPANSION SYSTEM with 20 cartridges and storage box. Microdrive fully working, boxed with manuals. Also ZX Printer, Quickshot II Joystick and AGF Interface. For details phone 061-432 8228 after 6pm.

BROTHER EP44 electronic typewriter with 4K of internal memory. RS232 interface with TX/RX capability ideal for computer printer. Mains/bty operation. Letter quality print. Bargain £150 on.

SECONDHAND TAPES 48K Spectrum. Character designer and 64 column program £2.99 for both. Cheques to A. Stanley, 1 Merlin Close, Hainault, Ilford, Essex IG6 3XL. Also others available cheap. All original.

## THE PRICE OF TAPES TO COME

### SPECTRUM

Beach Head .....	£3.25
Elite .....	£9.15
Transformers .....	£3.89
D.T.'s Decathlon .....	£3.85
Friday the 13th .....	£3.85
View to a Kill .....	£3.85
Large selection of tapes at .....	£1.99
Lord of the Rings (2 cass. plus book) .....	£5.69

Please send S.A.E.

## FACULTY ENTERPRISES LTD

29 Rutland Court, Ponders End  
Enfield, Middx EN3 4BJ 01-805 8054

## ADVERTISEMENT INDEX

Advanced Software .....	IFC	Martech .....	6
AGF .....	22	MacMillan .....	IBC
Alpha Plus .....	47	Mancomp .....	115
Amstrad .....	34/35	Megasave .....	56
Applied Tech. ....	100	Melbourne House .....	60
Bargain Software .....	40	Micro Control Systems .....	100
Creative Sparks .....	39	Miles Gordon Technology .....	14
Cut Price Software .....	47	National Software Lib .....	37
Datagen .....	47	Ocean .....	71, 52, 74, 08C
Dataskip .....	21	Opus .....	53
Datel .....	56	Palace Software .....	65
Digital Integration .....	44	Ram Electronics .....	63
Domark .....	49	Rapid Results College .....	47
ECL .....	17	Romantic Robot .....	61
E & J Software .....	37	Rinnsoft .....	47
Firebird .....	91	Saga Systems .....	72, 55, 95
Gargoyle Games .....	79	Selec .....	37
Gremlin Graphics .....	24, 25	Shekhana .....	37
General Information Systems .....	11	Sinclair User Club .....	99
HCCS .....	114	Softcat .....	101
Hewson .....	3	Subscriptions .....	122
Hisoft .....	90	Tasman .....	82/83
Interceptor .....	9/89	Tech Research .....	45
Kirk Automation .....	21	Transform .....	75, 107
Logic Sales .....	39	Trojan .....	21
		US Gold .....	94, 85, 68
		Video Vault .....	27/61
		Volex .....	75

Reach an estimated readership of 250,000 users per month for as little as £6.00\* (inc VAT)

Or if you are starting your own small business advertise in the supermart for only £20.00 (inc. VAT)

Yes, all you have to do is fill in the coupon below including your name, address and telephone number and send to: Supermart, Sinclair User, EMAP, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU  
Maximum 30 words.

Your advert will appear in the earliest possible edition.


Name .....

Address .....

Tel: .....

Have you included the fee of £6.00\* or £20.00?

Make cheques payable to EMAP PUBLICATIONS LTD

\*for second hand sales only

### Conditions

The Advertisement Manager reserves the right to alter, reject or suspend an advertisement without assigning any reason.

Advertisements are accepted subject to approval of copy and to the right of the Advertisement Manager to alter, reject or cancel any order without explanation. The Proprietors are not liable for any loss from any cause whatever, nor do they accept liability for printers' errors. The Advertisers shall indemnify the Publishers in respect of any claim, cost and expenses arising out of any libellous or malicious matter or untrue statement in any advertisement published for the advertisers, or any infringement of copyright, patent or design therein. The placing of any order will be deemed to be an acceptance of these conditions.



# NEXT MONTH

You'll  
owe US  
money

**B**uy Sinclair User and save money! In the December issue we have a dozen ways to save you money (at least).

Obviously we'll review more software, earlier than anybody else and give you our rating when you need it — just before the thing hits the streets. That could save you plenty on naff games not bought.

Then there's this project. Listen, We know electronic projects are a bit boring — all those pages and pages of circuits with funny squiggles but if we said you could build a robot for fifteen quid or so that would trundle around, learn mazes, do all that clever stuff and needed the electrical expertise of dead hamster — then would you be interested? Next month find out how.



**W**e review the Compliment — the ultimate up-grade including disc, real keyboard and printer for £345. Sounds cheap? Maybe. Find out next month.

Check out the front cover next month. If all it has are two bits of sellotape and tear marks then somebody has stolen another astonishingly amazing free booklet.

This time we look at money. Money? Money is what matters most. We look at what costs what and provide the definitive Christmas buying guide to everything for the Spectrum that's worth scrimping, saving or nagging aged aunts for.

**I**n fact — after buying next month's issue you'll probably have saved so much money that you'll owe us cash. But it's OK we're reasonable. Our boys are reasonable. We're sure you'll be reasonable.

Don't wear concrete shoes. Buy Sinclair User

DECEMBER  
Sinclair User.

Out on Parole, November 18th





Bug Byte Software hits rock bottom with some bum it picked up off the street

No one will ever guess my secret identity

Whenever *Gremlin* has perused Micronet it has seemed to be full of boring messages along the lines of "Hi Mick have you heard the new *Dire Straits*". "No, is it good?"

Anyway the 'Net' (as real people call it) is now mootting a new feature more commonly known to the tabloid press as Bingo.

What prizes will be on offer must also be in doubt—it'll probably be a cheese sandwich with Lunchbreaks O' Bourne and a voucher for two minutes access time. (Just long enough to type 'Hello Mum' in someone's mailbox)

## GREMLIN FICTION FILE

Amstrad's expensive lawyers please note: The following story is, *Gremlin* is sure completely untrue and purely apocryphal. It has no basis in fact whatsoever. Don't believe it. Here it is.

The joke, so the story goes, is that when the first model of Amstrads 'all in one' radio, record, dual tape, CD unit were first delivered to Amstrad central control from parts foreign it was eagerly examined by big Al Sugar himself.

He clicked that and prodded this and listened to some music on both the record player and the CD. He frowns "Do you know?" he growls "I don't think I can hear any difference whatsoever between the record player and the compact disc". Various people look nervous and stare at their feet pondering fearfully. What will this mean to Amstrad's (expensive) plan for the product?

Alan thinks hard for a while. Eventually he looks up, a gruesome smile playing across his lips "I know what we'll do", he says—"we'll just make the record player a bit worse".

This is genius. If only it were true.



## ODD FACTS

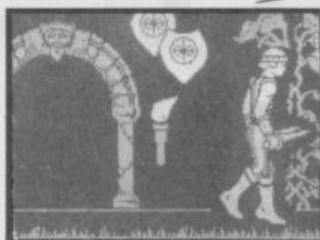
Here is an odd fact. At the PCW show there was a sign on the Boots stand saying Boots Top 10 Chart. Among titles in the top five were *Fist II*, *Paperboy*, *Miami Vice* and *Galvan*.

A further sign explained that these games were not available to be purchased from the stand.

True because at the time they weren't available anywhere.

But how could they be in the chart? *Gremlin* remains confused

"Excuse me has anybody seen a arcade, strategy or adventure game anywhere around here?"



OK so where is *Dark Sceptre*? *Gremlin* doesn't know.

Last time we saw it it looked pretty near finished, but for a good many weeks now there has not been a squeak.

Could Mike Singleton have been kidnapped by a Romulen battle cruiser? I think we should be told



Don't say that at Sinclair User we don't breed 'em tough. In the above picture we see John 'take no prisoners' Gilbert putting paid to an old age pensioner who innocently tapped John on the shoulder to ask for tips on programming. Brain Jacks intervenes to prevent further bloodshed

"I leave all the difficult questions to him"



Mosaic has done some bizarre licencing deals in its time but *The Archers*—much loved radio series concerning the tedious lives of country folk (and a few Sloanes down from London for the weekend) must

be one of the oddest.

In the picture above we see the *Archers* programming team together with the technical advisor to the series (the one in the middle with neither horns or a cap)





**F**rancis Lee who was some sort of software supremo (Label manager, whatever that means) at Beyond, has left the job. Possibly not entirely willingly. This state of affairs leads Gremlin to ponder the following analogy:

If Beyond were an episode of Star Trek (and sometimes that seems not impossible) then would Francis be Lieutenant Witherspoon the geology specialist that you have never seen in any previous episodes who has to beam down to the planet surface first with Kirk and Co and who you just know is not going to come back?



"I can't believe my ears captain. That's OK I can't believe your ears either Mr Spock"

▲ **W**hat's up at Melbourne House? Once a leading software house, now reduced to releasing things like Conquestador — a game which is sheer tossblanketry (to use someone else's word) — cutting staff and causing big shot Geoffrey Heath to leave.

▲ Geoffrey was considered by all and sundry to be a) brilliant b) very, very, very expensive.

▲ What comment can be got out of Melbourne House on why he has departed seems to add up to the computer trade equivalent of that meaningful rock band phrase 'musical differences'.

▲ Meanwhile as you can see from the picture Geoffrey has fallen on hard times and can now be hired for £20 an evening as El Geoffrey and his magic gypsy violin (leaving parties a speciality)

#### KIDDIE CORNER

▼ This month Sylvester (aged seven) reviews Lightforce "I think it is quite good, because there are these round aliens. You can use either a joystick or the keyboard. The sound is quite good. I got 23000 but my friend Kevin can't get past the first bit. All in all quite a good game"



**A**t the 11th annual awards of the British Fantasy society — the fantasy convention where, presumably, people go to be conventionally fantastic — there were many odd things.

Among the death and destruction and horrible sights from horror fiction writers like Shaun Hutson (author of a charming little opus called Slugs) was a sight even more horrible.

The deadly Dom-Dom brothers had a representative at the convention trying to promote dodgy old titles like Friday 13th. This was too much even for the assembled fantastic horror fans who shunned them utterly.



The dreaded Dom-Dom duo. Would you buy a merchandising concept from these men?



#### GREMLIN CHARTS

Games arranged in order according to how difficult it is to understand the plot

- 1) Octagon Squad
- 2) Nexor
- 3) Glider Rider
- 4) Deactivators
- 5) Prodigy

Mastertronic  
Design Design  
Quicksilver  
Ariolasoft  
Electric Dreams

Gremlin is the proud owner of a humble new magazine feature: The Creative Caption Competition. Each month SU will print a picture from the archives and invite you, proud and humble reader to put a caption to it. Writer of the most amusing, or the least unfunny, caption will win £20 and our undying admiration



Above, we see Sir Clive Sinclair about to make a very, very wrong product decision. What is he saying?

Name \_\_\_\_\_

Address \_\_\_\_\_

Caption (max 12 words) \_\_\_\_\_





Services, EMAP, 30-32 Farringdon Lane, London EC1R 3AU



# OUT OF THIS WORLD

Programmed by Design Design

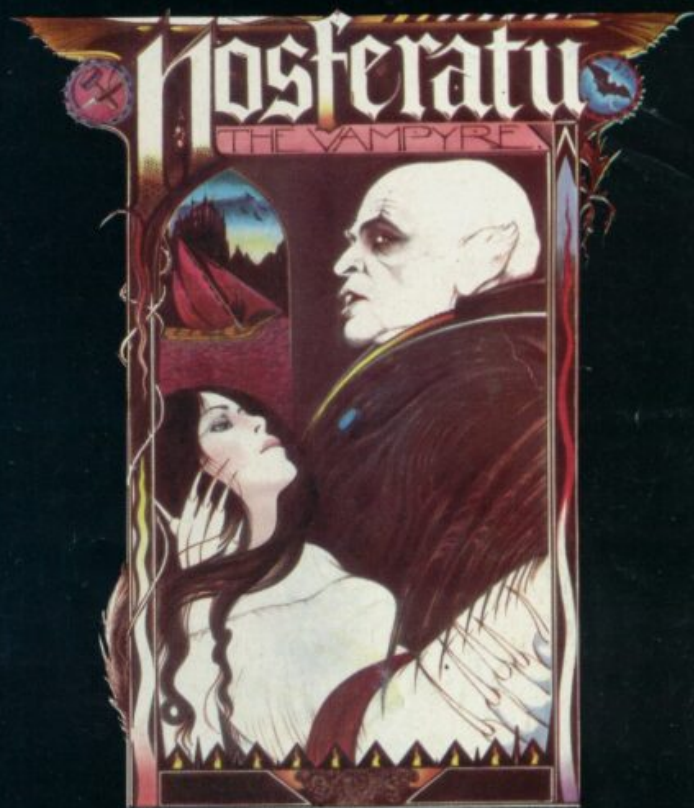
Nightfall. The deadly enchantment begins.  
Will you live to see the dawn?

Fight a desperate battle to save your soul from the Vampyre's bloodlust. Your enemy's power is subtle and mysterious, his strength never-ending. Can you overcome his cunning and bring to an end his reign of terror?

Based on the haunting horror movie from 20th Century Fox, the ancient legend is terrifyingly restored to life.

- ★ Challenging graphic adventure
- ★ Superb three dimensional graphics
- ★ Filled with the sinister atmosphere of the original legend

Spectrum · Commodore · Amstrad · £9.95



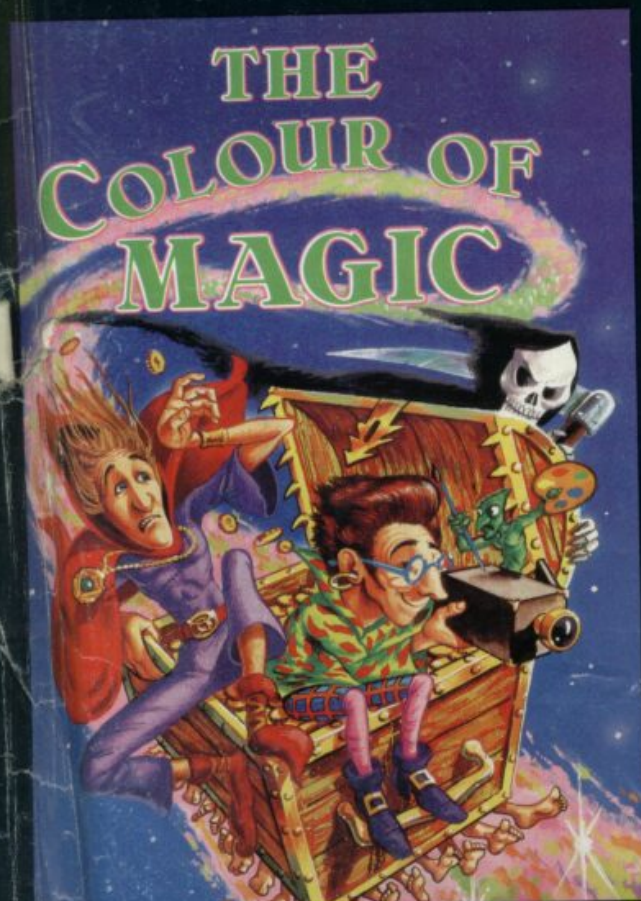
DELTA 4

Programmed by

Enter the amazing Discworld, set on a turtle's back. Meet naive, four-eyed Twoflower, the Discworld's first Tourist, with more money than sense. You are Rincewind, the inept and cowardly young wizard charged with safely guiding and guarding the ridiculous Twoflower. Wherever you go, his many-legged luggage is sure to follow. Meanwhile, Death, rather weary from overwork, has a few surprises in store.

- ★ Challenging adventure by Delta 4
- ★ Based on the spoof fantasy by Terry Pratchett

• Spectrum · Commodore · Amstrad · £9.95



Available from all good games stockists.  
In case of difficulty, from

Richard Bason, Piranha  
4 Little Essex Street,  
London WC2R 3LF  
Tel: 01-836 6633







- T**wo worlds – the mirror image of each other, touch in space through a Time-Warp.
- C**ome is positive, good, familiar – our World; the other is negative, evil yet unnervingly familiar.
- T**heir interface – a time window through which objects and beings can pass; contact has resulted in the beginning of exchange.
- R**estore our World – stop the invasion, but do it now, for as the exchange accelerates, the time window grows larger – domination is a hand!

# DOUBLE DONBRE TAKE

STARTLING ACTION · INNOVATIVE GAME PLAY · STATE OF THE ART 3-D GRAPHICS

SPECTRUM  
**£7.95**  
COMMODORE 64  
**£8.95**



6 Central Street • Manchester M2 5NS • Tel: 061 834 3939 • Telex: 669977