

BEST SELLING SPECTRUM MAG!

SINGULAR

June 1989
No 87 HFL8.90

£1.60

**RED
HEAT**
REVIEWED

MEGATAPE 16
IF NO MEGATAPE 16 IS ATTACHED HERE
TELL YOUR NEWSAGENT IMMEDIATELY!



WIN:

AMAZING VIDEO
PLAYER! + 6
RED HEAT VIDEOS

FREE:

GIANT SILKWORM
POSTER INSIDE

WIN:

A DAY IN THE
COMBAT ZONE

RENEGADE III PLAYGUIDE
£20 OFF SOFTWARE OF
YOUR CHOICE

IRON LORD ★ PURPLE
SATURN DAY ★ GEMINI
WING ★ MORE!

ON TAPE 16

SIDE A: THE ELECTROGAMES!
+ IRON SOLDIER!
ROCK 'ARD COMBAT
FROM PLAYERS

SIDE B: PLAYABLE DEMO -
TASK FORCE FROM
PLAYERS + POKES
SHOTS FROM STREET CRED
FOOTBALL

A057581

THIS IS YOUR FIRST **ELECTRO NUMBER!**
IF YOU CAN BEAT THIS MONTH'S **ELECTRO GAME**
IT COULD BE YOUR KEY TO:
AN AMAZING SAM SUPERCOMPUTER
OVER 250 US GOLD BLOCKBUSTER GAMES
LOAD YOUR TAPE & TURN TO PAGE 6 NOW!

THE POWER

TAITO COIN-OP HITS

'THE ARCADE COMPILATION OF THE YEAR'

Featuring:

RASTAN

CRASH – "Rastan is slick and compelling"

YOUR SINCLAIR – "So another spanker from Imagine. You'll be a fool if you miss it!"

SLAPFIGHT

COMPUTER & VIDEO GAMES – "Simple. Smooth. Very addictive.

A winner." ZZAP – "A superb arcade conversion and a great shoot 'em up. This is one for the ZAPPERS collection."

RENEGADE

COMMODORE USER – "As conversions go this still takes some beating – literally and metaphorically."

YOUR SINCLAIR – "The graphics are so slick you really feel you're part of an action movie rather than just playing a game."

ARKANOID

ZZAP 64 – "I thoroughly recommend Arkanoid – for the simple reason that it's simply gorgeous playing with it."

COMPUTER GAMES WEEK – "The take home message is simple. You want a great arcade game?"

FLYING SHARK

COMPUTER WITH THE AMSTRAD

CPC – "This is an excellent game."

ACE – "Incredibly frustrating playable and addictive."

ARKANOID

REVENGE OF DOH

AMTIX – "Excellent – can't fault it. A future number one."

YOUR SINCLAIR – "Immensely impressive and chronically addictive. A Classic."

BUBBLE BOBBLE

AMSTRAD ACTION – "It's a cracker.

Definitely a game I should keep coming back to."

GAMES MACHINE – "Packed to the brim with entertainment."

LEGEND OF KAGE

CRASH – "One I won't put down until I get through to the next level."



CASSETTE: £12.95
DISK: £14.95



CASSETTE: £12.95
DISK: £14.95



CASSETTE: £12.95
DISK: £14.95



R PACKS!

**THE
IN-CROWD**
8 SPECTACULAR
GAMES IN
1 SPECIAL PACK



GRYZOR

"If you're looking for a high speed action-packed game that's good to look at and exciting to play - grab Gryzor now!" - Your Sinclair

BARBARIAN

"Its reputation for being the most bloodthirsty computer game ever, means that its phenomenal success will undoubtedly continue." - Sinclair User.

COMBAT SCHOOL

"Combat School is brilliant - definitely the best arcade conversion around." - Zzap 64

TARGET RENEGADE

"If you're after some exciting beat 'em up action this is a good excuse to part with all your hard-earned cash." - Crash

CRAZY CARS

"Crazy Cars is a three-dimensional real-time simulation. This must be the ultimate car game." - Sinclair User

KARNOV

"Stunningly colourful screens ... the most accurate conversion of an arcade hit in years." - Your Sinclair

PREDATOR

"Predator is a superb tie-in and really hits the mark." - ZZAP! Sizzler

PLATOON

"Platoon is absolutely superb - a milestone in film tie-ins, and a yardstick by which all others shall be judged." - Zapp 64

GAME SET & MATCH 2

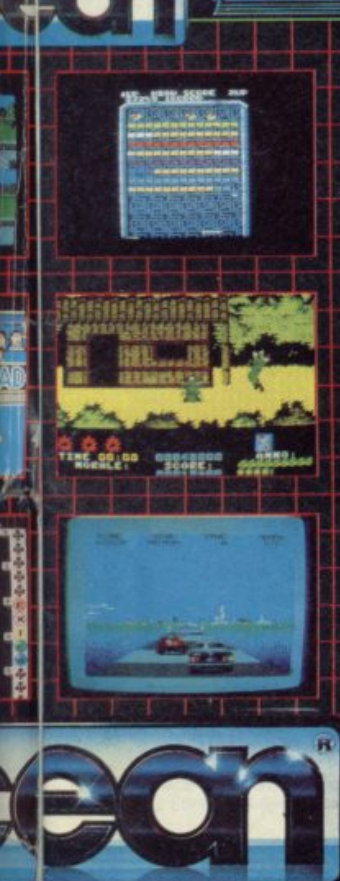
THE GREATEST SPORTS COMPILATION EVER

Score a goal, race on two wheels, compete in the Bob Sled, Ski jump, Slalom and downhill. Match strokes with Nick Faldo, make the winning break against Steve Davies but play a straight bat against Ian Botham, enter the arena in Track & Field as you compete in 100 metres dash, Long Jump, Javelin, 110 metres hurdles, Hammer Throw and High Jump and if that doesn't finish you off then throw jump shots against the basketball aces and go for a touchdown in the NFL Superbowl - then you can sit down ... in the cockpit of a Formula 1 racing car as you compete to take the chequered flag! Check out GSM 2 - the ultimate in sports compilations.

COMMODORE
CASSETTE: £14.95
DISK: £17.95

AMSTRAD
CASSETTE: £14.95
DISK: £17.95

SPECTRUM
CASSETTE: £14.95
DISK: £17.95



Note: SUPERBOWL and WINTER OLYMPIAD are not available on the AMSTRAD version

It's the **SU** All Stars! Yaaaaaaay!

Jim "The Natural" Douglas

A born superstar. Playing for the Boston Red Sox team in the 1947 world series Jim received a near-fatal injury at the hands of a jealous female fan. While details are a little fuzzy, it's known that Jim spent twelve years in traction and psychotherapy after the incident. Now a coach with many youth teams across the States, he makes regular appearances in game shows and sports quiz programmes in the US. He has been paralleled with Emelyn Hughes. Once



ALISON "Tin-legs" Skeat

In shock developments this month, motorcycle stunt racer Skeat was both involved in a horrific accident during a display and a ghastly mix-up in the resulting hospital visit. After weeks of plastic surgery it became clear that something was wrong with the very nature of Alison's appearance. Is there any hope left? Er, no.



TIM "Slugger" Noonan

From the wrong side of the tracks, the boy with the Golden Gloves came to prominence in the late 50's. Noonan made a name for himself throughout the boxing world as one of the worst fighters ever to be allowed in the ring. While finding much public support, Noonan unfortunately received such a pasting in his much publicised fight with Clubber Paris, he was forced to retire from boxing for good and took up a position running an occupational therapy daytime care centre for the slightly bewildered. His first book of poetry is due to be reprinted next month.



CHRIS "Black Avenger" Jenkins

Jenkins was trained by Shaolin monks after being discovered in a pile of noodles at the back of a Chinese take-away in Gerrard St. Now he runs his own martial arts centre in the mountains of South Wales. Described by himself as "the most dangerous man alive", he can break a plank of wood with a sledgehammer, can withstand hours of slight chilliness and can run as fast as someone else who can't run very fast. Truly, a force not to meddle with.



Special thanks this month: Tony "Oh yes..." Dillon, Jerry Paris, Graham "What?" Taylor. ADVENTURE The Sorceress ZAP. CHAT Jon Riglar TECHNICAL Andrew Hewson, Rupert Goodwins ADVERTISEMENT MANAGER Katherine Lee ADVERTISING EXECUTIVE Martha Moloughney AD PRODUCTION Emma Ward PROMOTIONS Debbie Pearson PUBLISHER Terry "Power Haircut" Pratt MARKETING Clive "Lovely" Pembroke

THIS MONTH'S COVER: Jerry Paris.
Printed by Nene River Press, Woodston, Peterborough.
Typeset by Professional Reprographic Services, Huntingdon.
Distributed by EMAP Frontline.

SUBSCRIPTIONS ENQUIRIES: 0858 410510

24 HOUR ORDER LINE: 0858 410888

BACK ISSUES: Back Issues Department (SU), PO Box 500, Leicester LE99 0AA

© Copyright 1989 Sinclair User

ISSN No 0262-5458

No part of this mag may be ripped off, or you're in deep trouble matey



SOFTWARE:

All the Reviews fit to print!

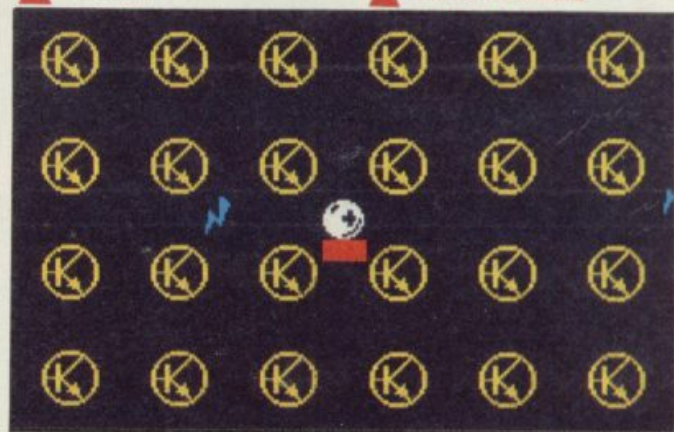
CARRIER COMMAND - 3D Flight meets wargames -	6
RED HEAT - Arnie's Back and BIG! -	12
3D POOL - Fantastic pool coup from BT -	14
SOCCER - More footy action from The Prose	16
ZYBEX - The best budget shoot-out ever? -	18
GRAND PRIX SIM II - Can the Codemasters beat No 1? -	20
PASTEMAN PAT - Jolly paste japes from F.Bird -	24
ARCADE FLIGHT SIMULATOR - Bandits at 3 O'clock -	28
SUMMER GAMES - USGold hits the sports field -	45
MOTO CROSS SIMULATOR - Vrrrrroooooom! -	62
MIKE READ'S POP QUIZ - Shock Fab quiz scenario! -	63
TWIN TURBO V8 - Vroooooom Mk II -	64
PARANOIA COMPLEX - They're out to get you! -	88



Red Heat



Carrier Command



MEGATAPE 16

8

ELECTROBINGO IS HERE! Turn to page 8 now in order to learn how you can use the mystical number you've found nestling just beneath Arnie's nose. It could well be your passport to a glorious life on a tropical island, well, alright, it could well be your passport to a life of astounding gamesplaying with Miles Gordon's amazing SAM Supercomputer.

There's also information about the rest of this month's all-star tape line-up. There are two demos - an all-action combat space game and a rough and tough footy extravaganza. And there's a fantastic complete game written specially for us by Players that'll blow your socks off.

EVENTS



COVER GAME 12

Is good, yes? Well, you'll have to go to page 12 to find out, 'cos we're not telling you here. But let's face it, a game featuring the hardest man in the galaxy, rivalled only by Dribbling Mad Gnasher Noonan the Art Ed, with huge sprites (fyak) and more punching than a queue for the fag counter at Tesco's can't be all bad.



WIN WIN WIN!

Win a SAM SUPERCOMPUTER 8

Get yourself to the Electromegatapebingofestival page NOW to see if you have already won! Virtually no effort required! Fab prizes on offer!

Win a fantastic video player! 26

If you enjoyed last month's compo where you stood the chance of winning a gorgeous compact disc player – if you didn't buy last month's issue, you missed out – this month's will be even better! We've got a fantastic video player/recorder to give away in honour of Ocean's Red Heat release. And just in case that isn't enough, there are SIX copies of the video to be won too.

Win some sex appeal! 37

Summer's nearly here and the time is right for getting yourself down on the beach, kitted out in the finest fashion available and getting eaten by a shark. Aaargh! It's Jaws from newcomers Seven Star, and to herald their appearance onto the Spectrum scene, we've got a super compo where you can win a fab pair of Arena (v.hip) swimming trunks – or a complete cozy for the girls – and a snorkel set-up too. Can't be bad.

Win some plastic people! 54

Widdly wires! It's Thunderbirds, the forthcoming release from Grand Slam and just so you can swot up on the characters you'll be playing in the game, there are stacks of videos of Thunderbirds – The Movie that have just got to be won.



BLUEPRINT ▲ 58

An amazing three page special this month with background info on the amazing Silkworm from The Sales Curve through Virginmastertroniclimitedpic.

OUTLANDS 82

It's back back BACK! The pages that haven't been seen since the last issue ride into town, get off their horses, stride through the swing-doors of the saloon and order a glass of milk. This month we've got everything from a new line in rubber toys (ferr-yak!) through Compact Disc Video, Comedy Vids and, of course, Sunglasses.



PREVIEWS ▲ 84

Probably the best previews in the world. This month we've got hot news on Licence to Kill, Continental Circus, Altered Beast, Gemini Wing and more. Colour pics. Release dates. Prices. What more do you want?

BACK ISSUES 76

Not, as you may think, the duller page in the whole magazine. No! It's actually a chance for you to get a copy of Sinclair User that you may have missed out on in previous months. And most importantly, you can complete your set of Megatapes.



POSTER 59

Phewew! Here's a saucy one for the girls (wot girls? – Ed) It's our glorious technicolour Navy Moves poster, celebrating the release of Navy Moves from Spanish software geniuses, Dinamic. It's brilliant, and we don't care who knows it.

ASK THE IMBECILES 48

Hello, good evening and welcome to our must surreal feature yet. We long for those heady days of yesteryear when the Gorgeous Robert Robinson polished his pate and presented quizzes of skull-fracturing dullness. In a tribute to such bygone days we ask you... what do you think this object is?

SUBSCRIBE! 94

Not, as you may think, the duller page in the whole magazine. No! It's actually a chance for you to get a copy of Sinclair User every month before most people and a completely free US Gold Software Stonker into the bargain. If you don't subscribe, you're stupid.

NEXT MONTH 98

What? You haven't started reading this month's yet! Hold your bloody horses.

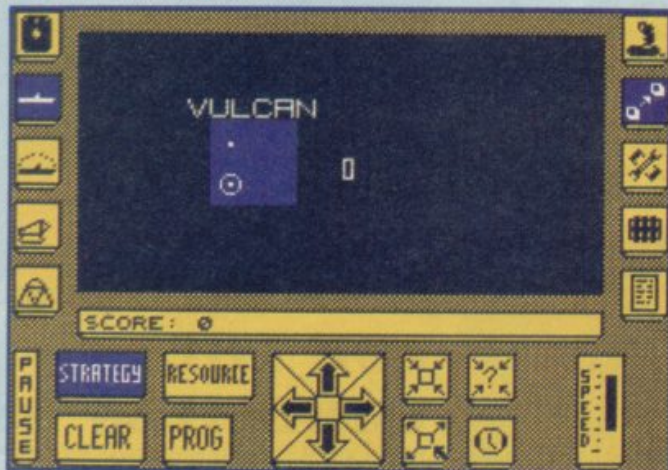
THE REGULAR EVENTS

Contents	Here!
Megatape	8
Tell it to the Bear	22
SU News	30
Charts	34
Write Stuff	38
Zapchat	41
Smash Coupons	46
Poster	50
Compo Winners	56
BluePrint	58
Sorceress	68
Play By Mail	70
Coin-Ops	74
How the Hell?	78
I've Got This Problem	80
Outlands	82
Previews	84
Gremlin	92
Next Month	98

It's taken eleven months of sheer hard work and programming, but it's finally here. Despite what certain other magazines claim (spit), **SU** brings you the first complete, definitive, review of Rainbird's **Carrier Command**, the sixteen-bit epic now converted to the Spectrum. And boy, has it been worth the wait!

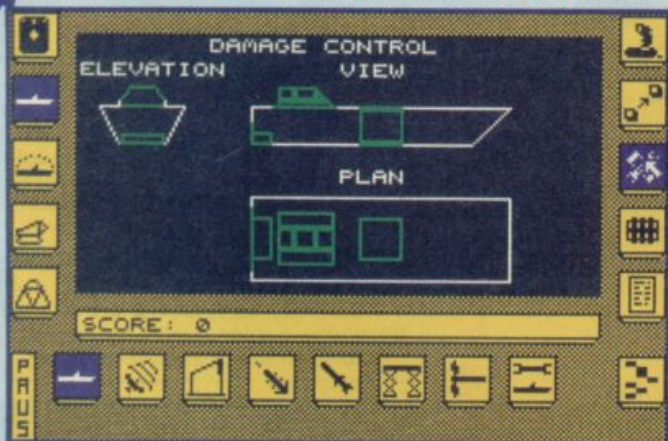
Carrier Command is a paradise for the wargamer or the arcade fan, because it presents you with a complex

CARRIER



strategic challenge played out in an all-action format. Using filled and vector graphics to represent a totally realistic world, the gamer puts you in command of an enormous

appeared on the Atari ST it was hailed as the best sixteen-bit game yet; amazingly, the Spectrum conversion comes pretty close to the original, but was not surprisingly it's 128K

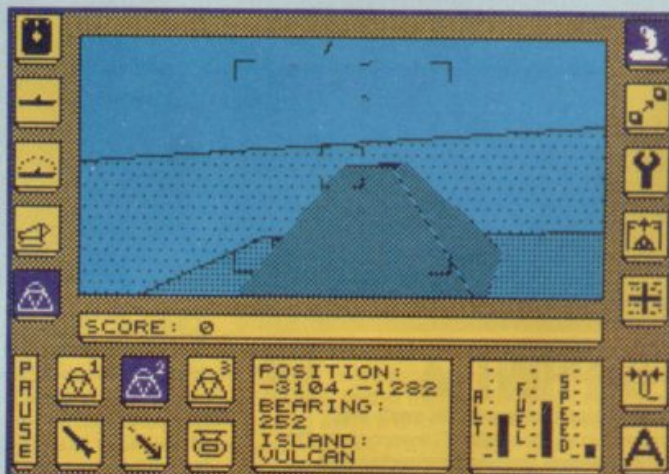
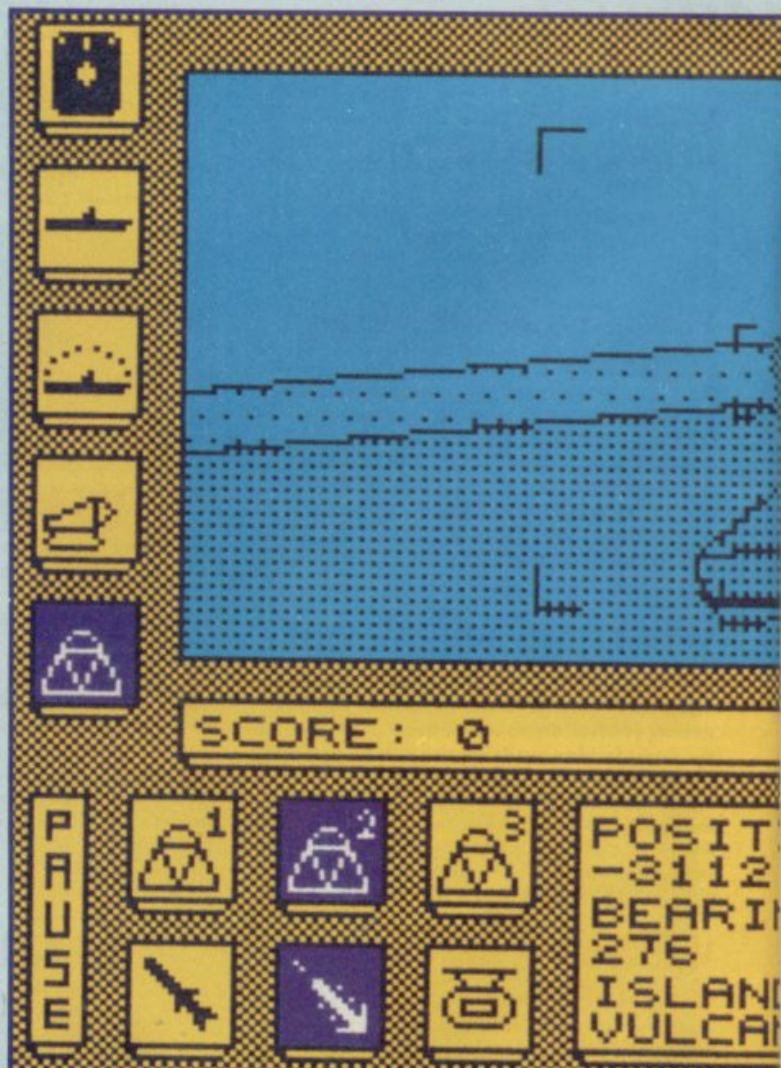


aircraft carrier, the ACC Epsilon. Its sister ship has been stolen by a terrorist group called Stanza – your task is to stop them taking over a strategically vital chain of 32 islands. You must use all the resources of the Epsilon to defeat the enemy carrier, the Omega.

When **Carrier Command**

Written by Realtime Software (**Starstrike**, **Starglider**) it scores well in all categories. First off, the graphics; they're fast, smooth and accurate. The game is fully icon/joystick driven. The centre of the screen shows you views from your vehicles – the flightdeck of the carrier, your Manta jets or your Walrus amphibians – while the border is surrounded by icons which access the function screens. Here you can arm your vehicles, monitor repairs, examine charts, arrange supplies and check your strategic position.

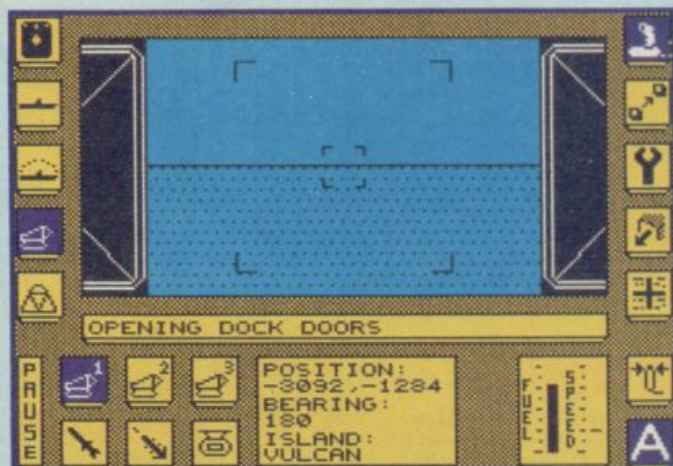
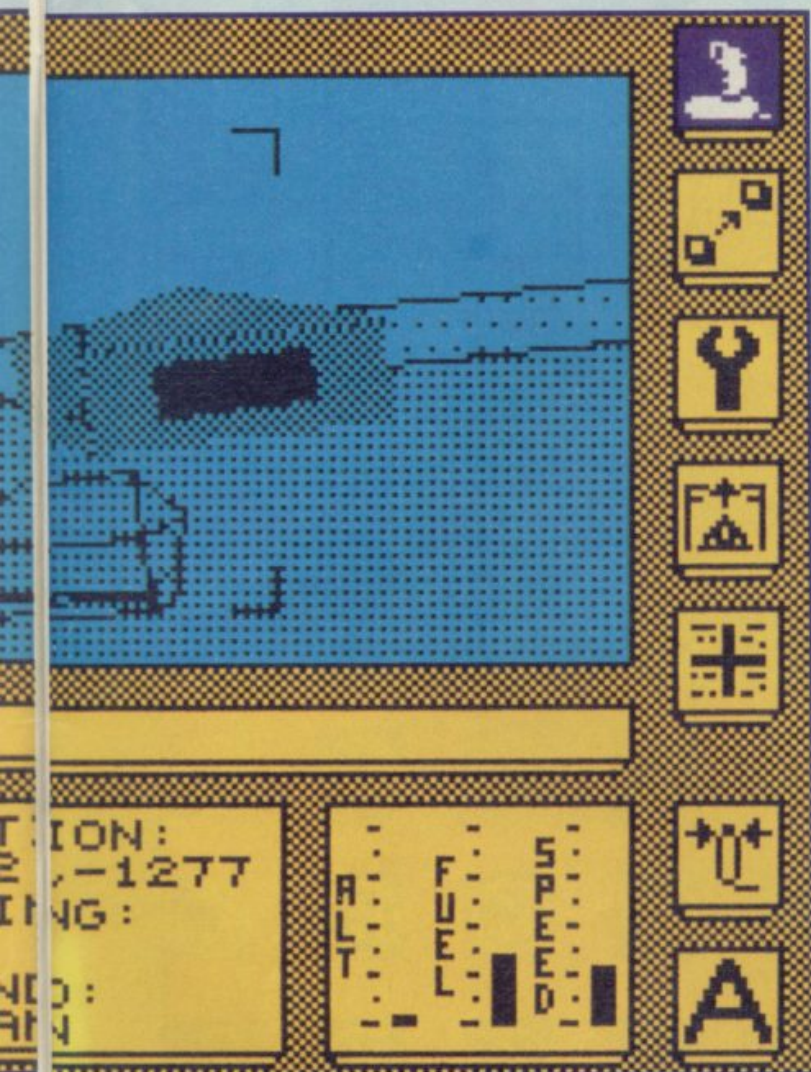
The sound is pretty amazing too; the programmers have obviously tried to mimic as closely as possible the sound of



GAMES
REVIEW!

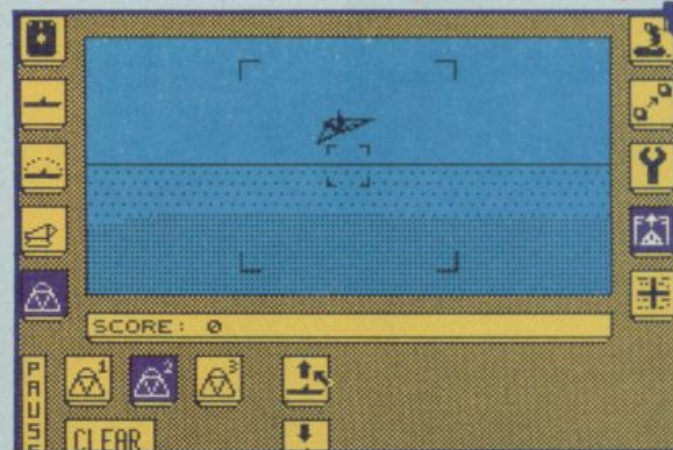
CARRIER COMMAND

GAMES REVIEW



the Amiga and ST versions, and believe it or not, in some places it's identical (Are you sure about this, Tony? - JD). Certainly this is true of the engine noise made by the

set up a command centre. You then have to defend it against enemy attack using your Mantas. Just the Manta flying routine would have been enough to make a decent game.



Manta, and the explosion effects (Oh, the buzz and the boom - JD).

Fortunately the gameplay has survived intact too. The aim is to take control of all 32 of the islands in the chain, and to do this you will inevitably come into conflict with Stanza's forces. Islands can either be friendly (if you already control them), neutral, or hostile; your computerised map tells you which is which, and keeps track of your vital supply links. The options screen lets you choose a more arcadey or more strategic version of the game.

To take over an island you have to equip a Walrus lander, launch it from the carrier and

but this is just part of the action; you also have to control the Walrus landers, the carrier's laser, automatic defence drones - the list is endless.

To take over an island which is under enemy control you have to destroy their command centre with a laser attack or virus bomb. You can then move supplies closer to your carrier - after all, three Mantas, three Walruses and a carrierload of fuel aren't going to last you very long.

What can I say? A masterful piece of programming, one of the finest products I have ever seen on the Spectrum, and a game which is on a par with Elite.

ARCADE
★
REVIEW

FAX BOX

CARRIER COMMAND Label: Rainbird Author: Realtime Software Price: £14.99 cass, £15.95 disk Memory: 128K only Joystick: Various

GRAPHICS	SOUND
95	89
PLAYABILITY	LAST ABILITY
94	96

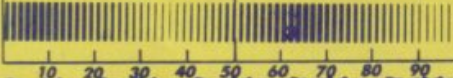
"-----!" (So brilliant, I'm speechless!)

Reviewer:

Tony Dillon

OVERALL

96



TAPE 16

MEGA

IRON SOLDIER



All action colour combat from the brilliant Players team.

IRON SOLDIER part 1: the escape THE STORY

Mercenaries led by Dr Mickell 'Scumski' Krime, infamous leader of the Soviet terrorist group: KRIME INTERNATIONAL LTD, have over-run the small South Pacific outpost Yap-Yap Six. His army of communist collaborators have constructed a huge fortified base on the island.

CIA intelligence reports suggested that KRIME is planning to invade the nearby US Airforce cruise-missile base on Yap-Yap Seven.

The United Nations, hard core, marine corp special 12 man unit, the legendary 'Iron Soldier' brigade, were secretly dropped on the island. They were equipped with state-of-the-art weaponry, and specially designed time bombs. The squad quickly set about planting their explosives, which, once detonated, would destroy Krime's sinister base.

Just as the last bomb was placed in position, the platoon were discovered. Although outnumbered and outgunned the unit bravely held off the frenzied Red onslaught for almost 15 seconds, before they were tragically cut down in a hail of semi-automatic gunfire. Only one marine, Harry Chainsaw, managed to escape with his life.

THE ESCAPE

Clutching the detonator in one hand, an M60 heavy machine gun in the other, our battered hero staggers from this scene of carnage, collapsing behind a row of oil-drums.

You are Harry Chainsaw, the fate of the free world rests with you. You must battle your way out of the fortress and reach the secret rendezvous point. Your escape will not be easy: Krime's highly trained private Red army of thugs, geeks, hoods and badmen patrol the base. They are heavily armed with machine guns, mortars, grenades, and anti-tank missiles. They have been given orders to kill any intruders, on sight.

THE CONTROLS

Q Leap up. You can only jump up when a ledge of solid support is directly above you.

A Leap down.

O Run left.

P Run right

M and the bottom row: Fire selected weapon.

Alternatively you may select Kempston or Sinclair joystick control from the title page. When using joysticks or keyboard press keys H to ENTER to cycle through your available weaponry.

ELECTRO BINGO

WELCOME TO ELECTROBINGO!

Welcome to the best experience of your whole life!

You're probably wondering what all this Electrogame, Electrobingo, Electrohype and the rest is all about. Quite simply it's the newest and most exciting competition ever seen in computer magazines. Electrobingo will run for the next couple of months. So even if you haven't won this time, don't worry. We hope you enjoy playing as much as we enjoyed putting it together. Now read on.



who will fry you on contact. Use keys: QAO and P to move around the grid. Try luring the Chasers away from unpainted areas if you're getting cornered. You mustn't take too long, or you'll run out of conductor-paint and you'll be done for. If you manage to beat this stage, move on to...

THE ELECTROCOMPUTER

You've fought through the game and now the excitement really begins. Using the cursor, point to each character in turn of the Electronumber on the front cover of your issue. This month it will begin with the letter "A". Once you have pointed



THE ELECTROGAME

Rewind Side A of your tape and load it NOW! Once loaded, follow the on-screen instructions 'til you reach the Game Screen.

Ring those circles! Using your cursor, rush around the grid surrounding the Power-plants with special paint. Once you've surrounded one plant, it will light up. Beware the deadly Lightning Chasers

at your number, press ENTER to type it into the Electrocomputer. Once your full number is in correctly, move the cursor over the back-arrow symbol and hit ENTER again. The computer will then check to see if you have won a prize.

Are you one of this month's winners? No? Well don't panic.

TAPE

AND DON'T THROW AWAY YOUR ISSUE. This number could still help you to win over the next two months.

Congratulations! You've won a runners up prize! In this event, send your name and address written CLEARLY on a piece of



paper along with your FRONT COVER (bearing your Electronumber) to: ELECTROWINNERS! US Gold, Units 2/3 Holford Industrial Estate, Birmingham B6 7AX to claim your fab US Gold Game. If you don't send your front cover YOU WILL NOT GET ANYTHING AT ALL.

Congratulations! You are the FIRST PRIZE WINNER. Telephone this number NOW: 01-251 6222 and ask for extension 2448. Once you're put through, we'll take your name and address and organise your super prize.

THE ELECTROPRIZES!

The 250 runners up will each receive a super full price US Gold game.

The lucky first prize winner will win a fantastic SAM SUPERCOMPUTER from Miles Gordon Technology, a machine capable of amazing ST-like graphics and speed.

What every Spectrum user needs to know about MGT's SAM Coupe.

● You've spent all your hard earned cash building up your software library. No problem. With the Coupe most of your games are still going to work.

● But with the Coupe's 64-colour palette, you'll be able to choose your own colour scheme for your existing games. Just imagine what you can do! Night-time versions of day-time games, ships ploughing across deserts instead of oceans, heroes painted a sickly puce . . . let your imagination run riot.

● You think 16 bit graphics are good. But you can't tell them apart from the Coupe. Every single pixel on your screen – that's almost 100,000 tiny points of phosphor – can be programmed for colour. Just think what software writers are going to do with 32 times the Spectrum's resolution.

● Speed! MGT have actually had to slow the Coupe down to be able to work with current software. At full speed, the Coupe runs nearly twice as fast as

the Spectrum – just watch the colour flood the screen. You think a PC-AT is fast? You won't.

● What sort of shape are your finger nails in after waiting for your Spectrum games to load? Fire your manicurist. With the Coupe's super slim-line new disc drives, you can load software in just a few seconds.

● But maybe you like the taste of finger nails. Well, you don't have to go for a disc drive straight away. You can use a cassette recorder first and upgrade any time you like later on. Just slide those drives in. (And if you've got a Plus D or DISCIPLE you're already on the way to a Coupe disc drive system now.)

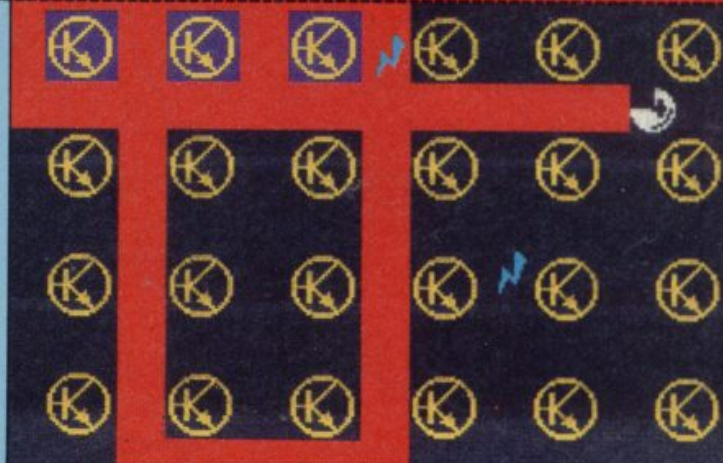
● 48K games aren't bad, 128K games are better – but how about 256K? That's what you get with the Coupe. If power is what turns you on, you can plug in up to 512K.

● Come out of the closet! There you are in your bedroom, just you and your Speccy playing together. Not any more. With the Coupe's on board network, you and your computer can go out into the world and challenge someone else and their computer. Think about it: you're trying to shoot someone up, they're trying to shoot you down, and your instructions are coming from a different machine back at H.Q. This is the real world.

● Music to your ears. 6-channel stereo sound with an audio headphone socket. And a full midi implementation to compete with the best. Rock on, SAM

● SCART. What? SCART. It's the standard the latest TVs use to give you monitor like resolution that's what. It's the standard the Coupe uses too – but there's still a normal TV socket for all you old fogies.

MEGATAPE 16



MEGA TAP!

ELECTRO BINGO

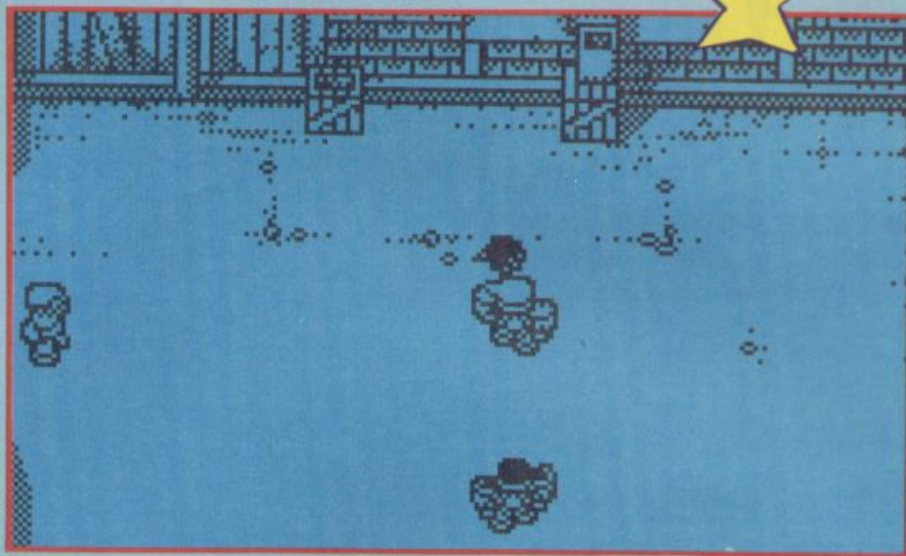
● Strange name for a computer – the Coupe, isn't it? Maybe, but Coupe means power, speed and style. And we mean STYLE. This is a computer for the 1990's for all your 1990 kids.

● MGT support – it's all part of the service. No matter where you buy, Coupe users will get a direct line through to MGT. So what? So have you ever tried talking over a problem with any other manufacturer?

● The punchline? Price. At £150.00 for the basic model MGT's computer isn't just desirable, it's affordable. Can you bear to wait until September?

THE ELECTROLAWYERS!

"Electrobingo", "Electrogame", all program code, typographical copy, logos, artwork and associated publicity material is strictly Copyright Sinclair User 1989. They may not be reproduced in any form without prior arrangement and written agreement from the publishers, EMAP. (We have marvellous lawyers.)



SCENARIO . . . Snide Gantree is up to his old tricks yet again, his evil band of mercenaries have over-run our top secret South Pacific Airforce base. In less than five hours, Snide's men will have hacked the targeting computers controlling the base's cruise missiles. Our only hope is to send in the TaskForce, an extremely manoeuvrable jet fighter equipped with a devastating payload of missiles, heat seekers, powerful bouncing bombs, impact mines and orbitals.

CONTROLS . . .

Thrust: Joystick up or thrust key.

Fly Left: Joystick left or left key.

Fly Right: Joystick right or right key.

Fire Blasters: Tap joystick fire button or tap fire key.

Fire Selected Weapon: Hold down joystick fire or hold down fire key.

Select Weapon: Pull down on joystick or select key.



STREET CRED FOOTBALL

And just as a bonus, we've got shots of Street Cred Footy for you too.

THE GAME . . . STREET CRED FOOTBALL: An excellent 5 a side street soccer simulation. Select your crack side from 24 different, tough street-wise city kids. SCF features an authentic smooth scrolling pitch, great effects and realistic footy action.

FEATURES . . . ★ Special guest appearance of JOE BLADE. ★ Realistic monochrome street-scene pitch, two screen high, full screen width scrolling. ★ Full simultaneous two player option alternatively compete against the computer or watch the Computer vs Computer demo mode. ★ Each player may select a team of five characters from a total of 24 different characters. Colin Swinbourne has drawn 32 * 32 pixel portraits of all 24 characters: The character who is in possession of the ball is shown at the bottom of the screen. ★ You are given the option to alter the initial positions of each of your five players at the start of each game.

CREDITS . . . Spectrum version was written by Andy Severn (Powerplay and Blob the Cop, [SU] megatape), with graphics by Colin Swinbourne (Joe Blade, Joe Blade 2, Shanghai Karate/Warriors and Deviants).

TASK FORCE

This month's playable demo is Task Force from Players. It's a bloody stonker.

UK PRICE . . . 8 bit versions £2.99 PLAYERS PREMIER.

RELEASE . . . Commodore 64 Street date: APRIL. Spectrum 48/128 Street date: APRIL. Amstrad CPC Street date: Out Soon.

CONVERSIONS . . . No other conversions planned.

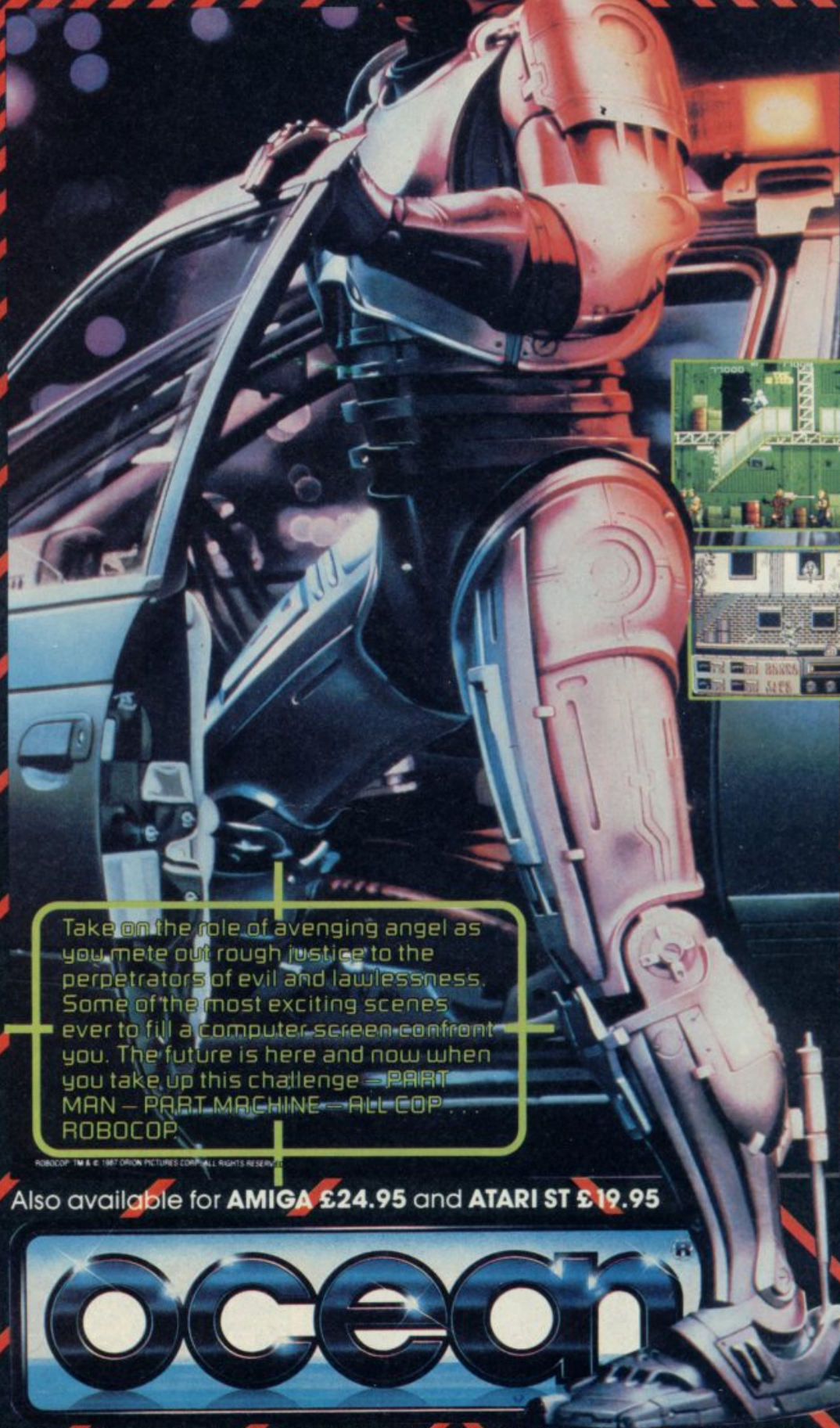
FEATURES . . . ★ TaskForce is set inside a massive fortress and includes a large number of mapable rooms, caves and tunnels, featuring brilliant techno-military backdrops by Richard Beston. ★ Large numbers of enemy aircraft and missiles on screen at any one time. ★ Exciting arcade style action. ★ Amazing in game effects and great music. ★ Joe Blade style sub-game puzzle. ★ A unique range of bolt on weaponry.

If your copy of Megatape 16 does not work correctly please send it to the following address for replacement: Interceptor, Unit 6, Mercury House, Calleva Park, Aldermaston, Berks RG7 4QW.

**THE MOST EXCITING
FILM OF THE YEAR
NOW FOR YOUR HOME MICRO.**

SEE THE
BLOCKBUSTING
MOVIE ON VIDEO
AVAILABLE NOVEMBER 1987
FROM VIRGIN VISION

ROBOCOPTM



Take on the role of avenging angel as you mete out rough justice to the perpetrators of evil and lawlessness. Some of the most exciting scenes ever to fill a computer screen confront you. The future is here and now when you take up this challenge — PART MAN — PART MACHINE — ALL COP...
ROBOCOP

ROBOCOP: TM & © 1987 ORION PICTURES CORP. ALL RIGHTS RESERVED

Also available for **AMIGA £24.95** and **ATARI ST £19.95**

SPECTRUM
COMMODORE
£9.95
AMSTRAD

ocean

GAMES REVIEW

RED

He's big. He's mean. He's got a spikey haircut. But that's enough about Jim — what about the game he commanded me to review, *Red Heat*?

The latest in a long line of Arnie Schwarzenegger movie conversions — remember *Predator*, *Running Man*, and, er, that's it really — *Red Heat* sticks pretty closely to the plot of the fillum, in which a Russian cop (*Red Heat*, geddit?) comes to America to track down a ruthless gang of drug smugglers who've offed his partner. Arnie's character is SO HARD that he can juggle hot coals, punch thousands of people and shoot his huge pistol dozens of times without ruffling his startling spikey



haircut, and this aspect of the film is well represented in the game.

Oh, we forgot to mention, Arnie's American liaison is played by James Belushi, less funny brother of the dead John, and he pops up between levels doing some sort of song-and-dance routine. Weird.

The actual action of the game largely involves Arnie PUNCHING people with unerring accuracy. As you move across the screen — right to left on the first stage, left to right later on — attackers swarm towards you from the far side. This ill-assorted bunch of thugs and hoodlums try to knock you down with an assortment of chops and jabs; you have to time your punches correctly to knock them across the screen, or duck under their blows. If you take a knock, an energy meter shows your falling energy. You have the traditional three lives to complete the game.



As you progress, the scenery changes from the opening scene in the bath-house to a Moscow winter, then to the interior of a hospital. By this time you're armed with an

enormous GUN, which certainly makes life easier.

The main punching action is interrupted by sub-games based on sections of the film. Each time you pick up a Bonus



HEAT

GAMES REVIEW



token you have a chance to score extra points by completing a sub-game. There are several different types of sub-game; in one, you have to re-arrange the jumbled sections of a key. To do this you move a cursor over a piece, and press fire to swap it with the adjacent piece. In another sub-game you're shown a dollar bill divided into blue and green



squares. By moving the joystick in different directions you can make different selections of squares change colour. The aim is to make them all turn green.

For joystick-wagglers there's a sub-game in which Arnie's fist squeezes a hot coal - waggle like mad to get the waggleometer up to the top.

My favourite sub-game shows a selection of three doors, which pop open in turn to reveal either gun-toting thugs, or innocent bystanders such as doggies,

schoolgirls and naked women (?!) The aim is to gun down the thugs and avoid shooting the bystanders, but the temptation is to shoot the lot. Each sub-game is, of course, played against a time limit.

The final aim is to confront and eliminate the arch baddie in a scene of such awesome wonderfulness that we haven't actually seen it. After all, completing all the sub-games to finish the game is a mammoth task.

Red Heat is most notable for

its excellent comic-style graphics. Though they're monochrome, the animation and design are excellent, and because you're only shown Arnie's top half, it gives an impression of great size. ■

ARCAD
REVIEW

FAX BOX

RED HEAT Label: Ocean Author: Special
FX Price: £8.99 Memory: 48K/128K Joystick:
Various

**Straightforward li-
cense of the all-action
Arnie cop film**

Reviewer: *Chris Jones*

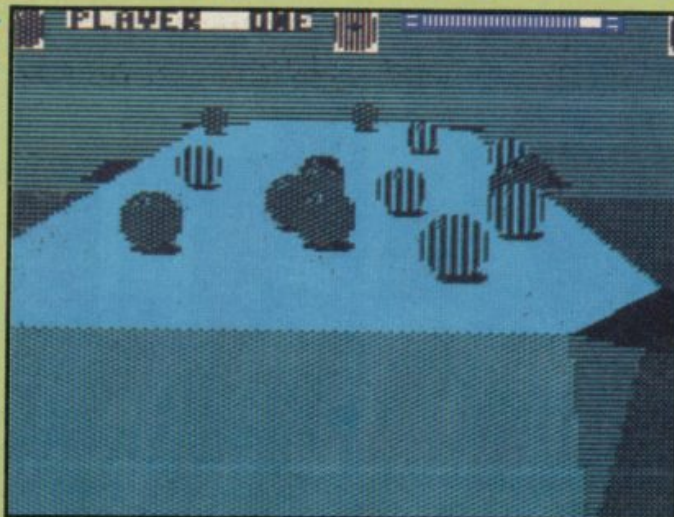
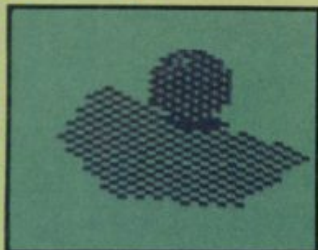
**OVERALL
78**

GRAPHICS	SOUND
78	56
PLAYABILITY	LAST ABILITY
78	79

10 20 30 40 50 60 70 80 90



GAMES REVIEW



Onto the game. This is where it becomes clear that the 3D factor of the game is far from a cheap gimmick. It's essential to the control of the shots. You can zoom in and out to get a better look at the table. You can walk around to check out possible shots, and you can stand up or crouch down too. Once you've chosen which ball you want to go for, it's a question of lining up your cue-ball; it always moves directly away from your position. Then you've got to decide which part of the ball to hit; this affects spin and screw – which way the ball bounces and how it behaves after hitting other balls. Finally you determine the strength of the shot. You've got more control in

3D POOL

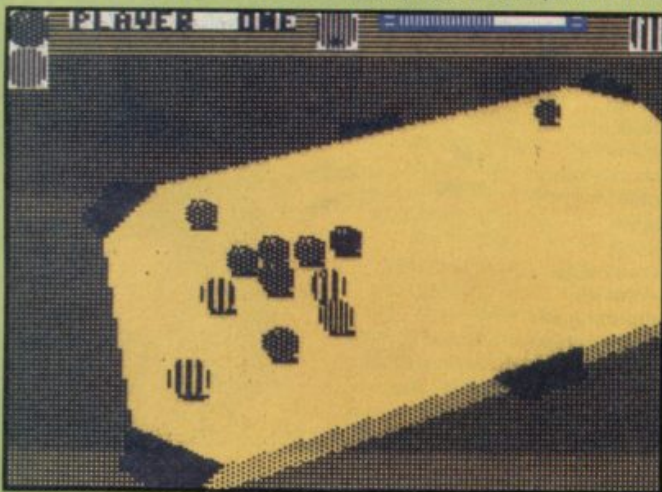
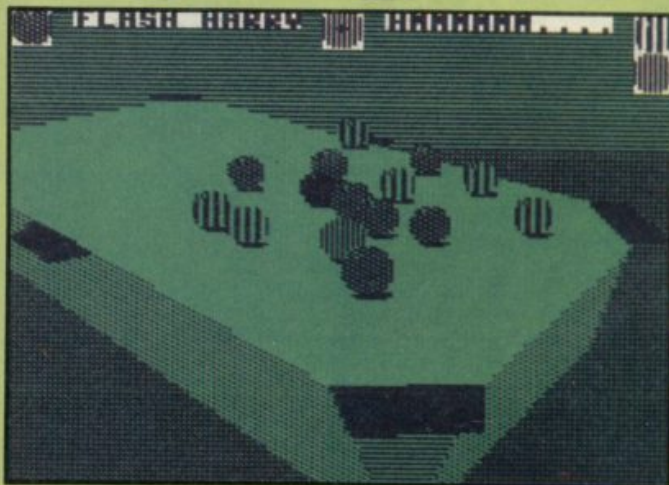
3D Pool is easily the most enjoyable game I've ever seen all month. It's neither graphically excellent, nor full of fast nail-biting action, but it's got playability that outstrips every other game.

There have been a few pool games around in the past, but all have fallen down in various respects. Many had slightly tacky control methods, from the very early simulations that asked what angle you wished to

this visual nightmare, the game shines through magnificently.

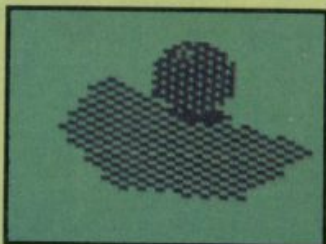
Before we get onto the play itself, I'll explain the peripheral factors. You can play against a friend or an ever-improving succession of computer-controlled players, from people like Cak-handed Kevin to Hustley Harold. You can even set up trick shots to impress the ladies.

The rules of pool are simple. Each player tries to pot all of his



cue the ball, and how hard (a pool shot comprises more than two parameters) up to even relatively "advanced" programs with extendable cues and accurate representations of the table set-up.

Not so here! Although the initial visual representation is pretty poor – the screen is green and black with horrific stripey balls and cross-hatching (about the only graphics system designed specifically not for use on the Spectrum). If you can stand to accustom yourself to



balls (either red or yellow/ stripes or spots) and then the black. He mustn't pot the cue ball or his opponent's, or he fouls and gives away two shots.

3D Pool than almost any other sim. It's also a more realistic feel, simply because of the way you view the table.

Once the shot has been set up, tapping ENTER will play it. You can walk around the table all the time to check how successful you have been.

If you're anything other than diametrically opposed to the concept of Pool, this is a definite must-buy, iffy graphics aside. A corker! ■

ARCADE
★
REVIEW

FAX BOX

3D POOL Label: Telecomsoft Author: In-house Price: £7.95 Memory: 48K/128K Joystick: Various

GRAPHICS	69	SOUND	60
PLAYABILITY	90	LAST ABILITY	90

Brilliant Pool sim. You need never go to the pub again.

Reviewer:

Jim Douglas

OVERALL

89

BRINGING HOME THE CHALLENGE OF THE ARCADE

LAST DUEL™



Atari ST	Amstrad	CBM 64/128
£9.99 Cassette	£9.99 Cassette	£9.99 Cassette
£14.99 Disk	£14.99 Disk	£14.99 Disk

CAPCOM™

IBM PC	Spectrum 48/128K	CBM Amiga
£8.99 Cassette	£8.99 Cassette	£14.99 Disk
£19.99 Disk	£12.99 Disk	

Screen shots from Atari ST version.



LAST DUEL™ The golden tribe of BACULA have ever run the twin planet MU and taken captive the beautiful Princess SHEETA. Few warriors survive and only one retains the courage and willpower to face the awesome task ahead. Battle your way through six enemy occupied territories laden with traps, terror and gargantuan defenders, the like of which no earthly body has ever set eyes upon. Your neutron powered car and galactic hoverplane provide speed and firepower, your nerve and skill offer the only hope of freedom for your beloved Princess.

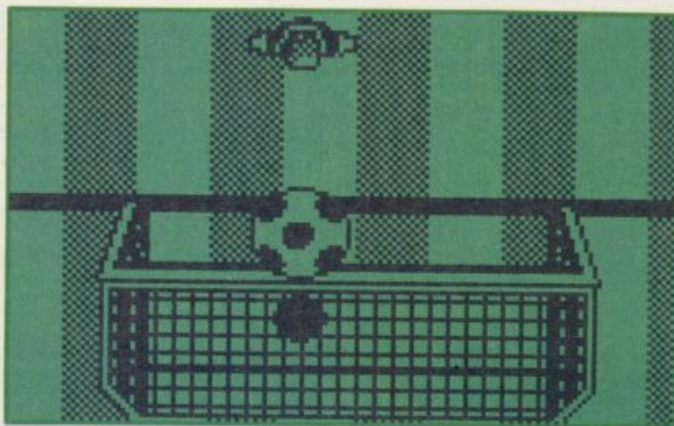


ILLUSTRATION: PETER ANDREW JONES.
COPYRIGHT: SOLARWIND LIMITED

© 1989 CAPCOM CO. LTD. Manufactured under licence from CAPCOM CO. LTD., Japan. Last Duel™ and CAPCOM™ are trademarks of CAPCOM CO. LTD.
Licenced by GO: Media Holdings Ltd., a division of U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 2288.

GAMES REVIEW

Microprose Soccer was originally an uncommissioned game developed by Sensible Software, who then, after producing the Commodore 64 version and seeing what a hot product it was, looked around



Then you have the size of the graphics. Well, they are very attractive and very well defined. The animation is fair enough, but because of the size in comparison to the size of the playing area, it means you can't see very much of the game. Also, because the graphics are large, detailed and monochrome, there are problems when it comes to telling which player is which. I found it difficult to discern which players belonged to my team and then to add insult to injury, I had to try and work out which player I was controlling.

MICROPROSE SOCCER

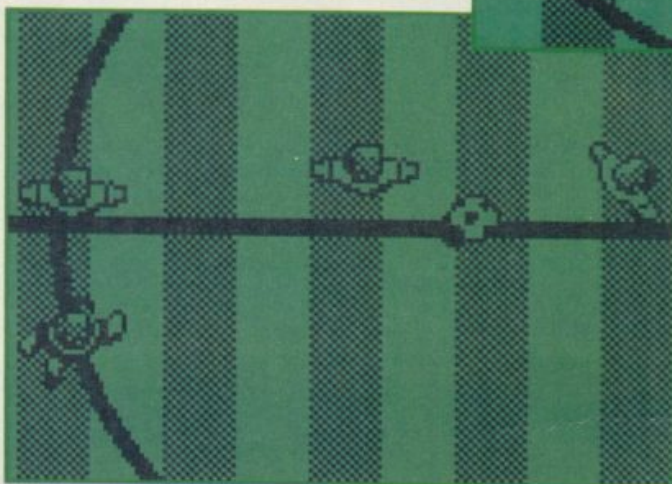


for a buyer. This came in the form of US sim giants Microprose who then released the game late last year to huge critical acclaim. (Well, me and Gary Whitta liked it). So, here's the Spectrum version at last, after only six months of waiting. How has it converted?

Not brilliantly. The original version relied prominently on the machine's hardware scrolling and sprites, along with the choice of colours. The Spectrum has none of these features available, and so you can't expect the game to be as good.

You get two games for your money, on a double sided cassette or disk. First is **Microsoccer**, the full blown soccer adventure and on the B-side you get six-a-side indoor soccer.

You can play either a two player firendly, a league with a



few of your firends (up to 16 players in total) and start a world championship, with up to 16 human opponents and the rest of the 29 teams controlled by computer. Then you have all

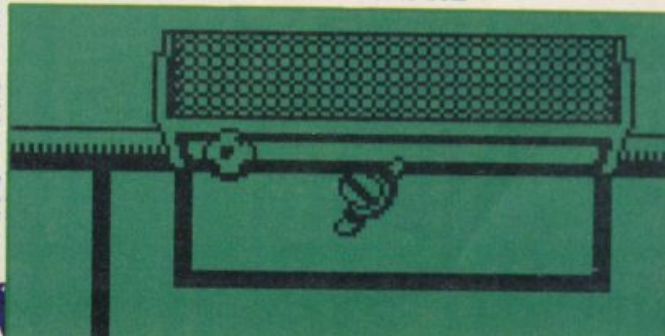
the finer options to choose from, such as controls action replays on/off, weather on/off (more later), banana shot power and match length.

So, what's the actual game like. Well, it's an overhead view eight-way scroller with large graphics. That's fine, nothing wrong with that. Now, let's start taking it apart. First point, the scrolling. It's not very smooth. It's actually downright jerky which is already a detraction from the action.

The problem is that there is little distinction between the three, and that's what spoils a great game. It looks great, but it just doesn't play very well. In a fast moving match against the computer, it's just a little difficult to keep up with what's actually going on, and I must say, most of the time it seems like you don't actually have a player on screen. This isn't very good at all.

But it's not all bad. The game does feature a lot of things that are interesting, if not revolutionary. The action replays, for one. After a goal is scored, the screen turns white and whizzes back through the last ten seconds of the game, and shows the goal in slow motion. Also, you can choose banana power. This is the amount of curve you can give a ball, and when set to high, you can kick the ball through 180°. A handy trick indeed.

Microprose Soccer has become the standard by which all others are set on the 64, and fool that I am, I hoped for the same for the Z80, but alas it was not to be.



ARCADE



REVIEW

FAX BOX

MICROPROSE SOCCER Label: **Microprose**
Author: **Smart Egg Software** Price: **£9.99**
Memory: **48K/128K** Joystick: **Sinclair/Keys**

Poor translation of an exceptionally good football game. Disappointing.

Reviewer:

OVERALL
75

GRAPHICS	SOUND
74	70
PLAYABILITY	LAST ABILITY
56	72



THE NERVE-SHATTERING
EXCITEMENT OF MOTOR SPORT'S
TOUGHEST CHALLENGE

SUPER SCRAMBLE SIMULATOR



The ultimate body ache as you take up the challenge of the thrills and spills of motor bike scrambling – Time Trial Style.
This real life simulation speeds you through 5 levels of difficulty with three testing courses on each level.

Power through dirt tracks, hill climbs, water hazards and numerous hogs of the road, but remember it's not just how fast you go, but how careful you are too ... penalties count seconds, 3 faults and you're out!

CBM 64/128, AMSTRAD & SPECTRUM
48/128K/+3 £9.99 cassette • £14.99 disk
ATARI ST & CBM AMIGA £19.99 disk

SCREEN SHOTS FROM AMIGA VERSION



SCREEN SHOT FROM CBM VERSION



SCREEN SHOT FROM SPECTRUM VERSION



COMPUTER
+video
GAMES

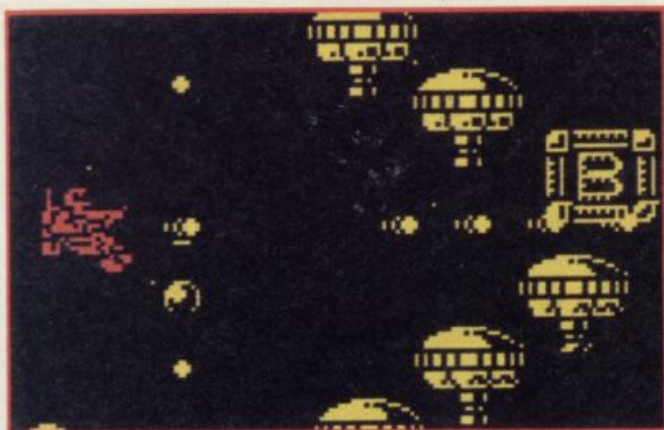


Gremlin Graphics Software Ltd., 32 Ludgate Hill,
Off St. Paul's Square, Birmingham B3 1EH. Tel: 021 236 9146

WIN!



A YAMAHA DT 50MX DIRT BIKE
IN THIS GREAT COMPETITION FROM
GREMLIN IN CONJUNCTION WITH
COMPUTER & VIDEO GAMES.
FOR DETAILS, SEE INSIDE
PACKAGING



ZYTRON

Greetings, puny Earthman. I expect you're sitting smugly in your armchair drinking Tizer and watching **Motormouth**, congratulating yourself because you've routed **R-Type**, battered **Blasteroids** and flogged **Forgotten Worlds**. You feel like the Master of the Universe, don't you? Well, I've got a shock for you. A nasty shock.

Imagine you're a condemned criminal trying to escape from an alien Death Row. You have a weapon, you have an escape route – but the way to freedom lies through the dreaded Czokan System (Oh no! Not the Czokan System!). As you make your break for freedom, you

find yourself on the first of many levels, Arcturus. From now on, only fast reactions can save you from death at the hands of the most horrible horde of alien slime you've ever encountered!

You have one advantage over your pathetic predecessors. Your weapon fires automatically and continuously – you don't even have to hold down the fire button. So what's the fire button for, you might ask? Foolish Earthling. It's to change your weapon selection.

As you fly through space against a scrolling star background, flights of aliens weave towards you. Eliminate them and they leave behind different tokens which add to



HINTS AND TIPS

- Try and stay in the middle of the left hand side of the screen. This will give you the best chance of eliminating a whole wave of aliens, though it makes you vulnerable to attacks from behind (fyak!).

- Select the bullet gun or rail gun to wipe out fast-moving lines of aliens attacking along the centre of the screen.

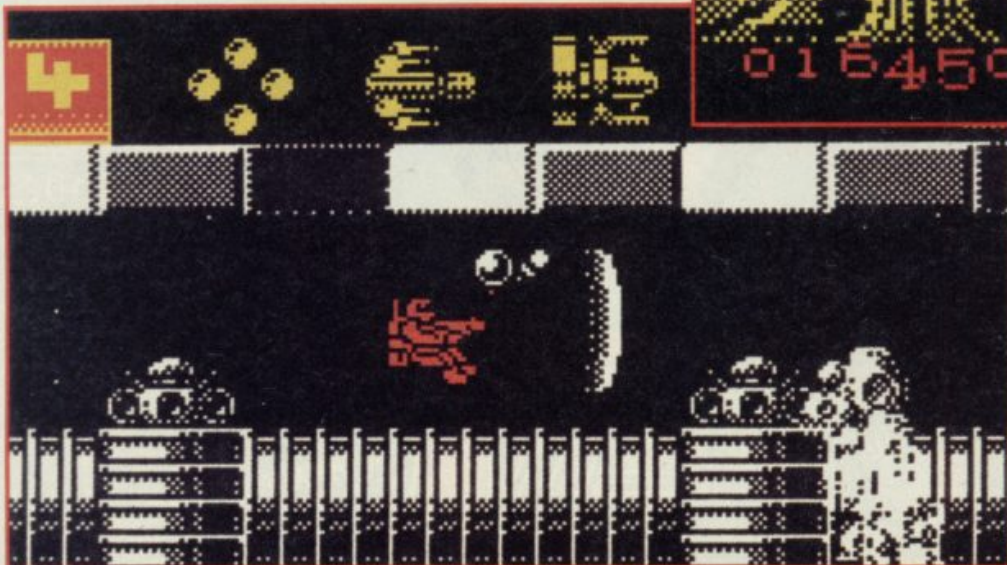
- After losing a life, use your few seconds of invulnerability to

collect tokens and weapons which lie on top of backgrounds.

- Don't fail to pick up bonus lives (spacesuits) – you'll need them!

- Always aim for the centre of the aliens – they aren't vulnerable anywhere else.

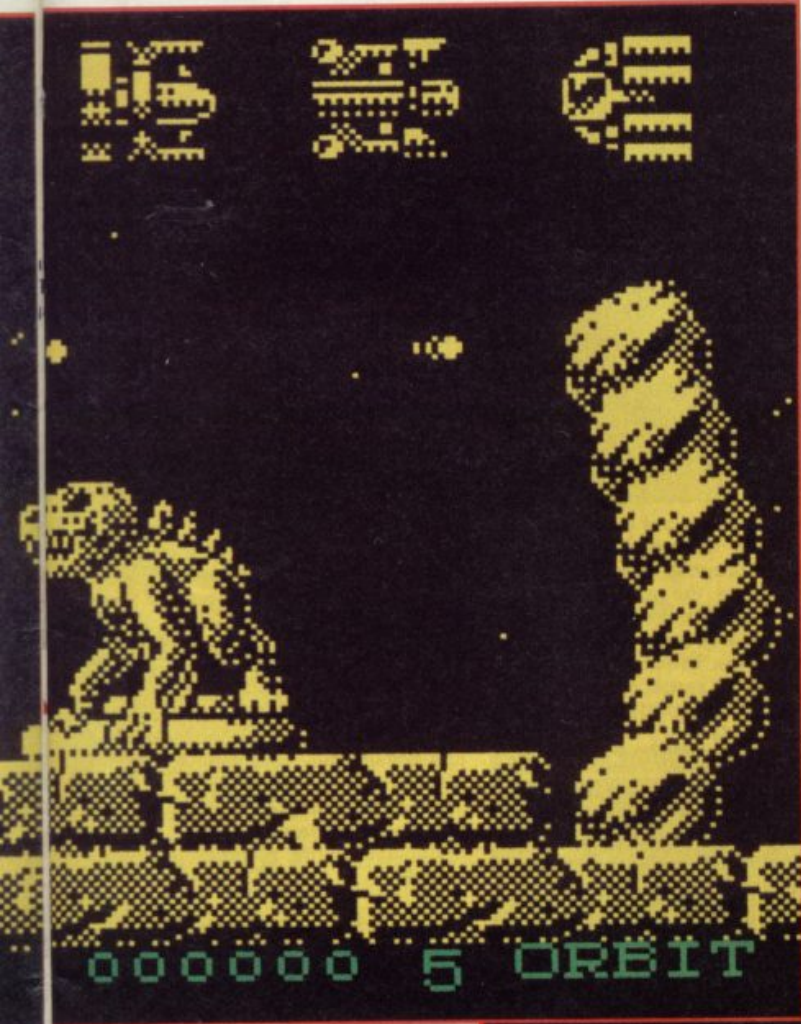
- Remember you don't have to complete the levels in order – it might be tempting to tackle the easier ones first, but will it gain you any bonus lives?



the power of your weapons. You can collect up to four for each type, and with each step the weapon becomes more fierce. The Bullet Gun finally delivers a constant stream of missiles; the 8-Way shoots in all directions; the Pulse fires a combination of bullets and beams; the Wall is a broad slab of destructive energy; and the Rail Gun builds into an unstoppable rod of force.

All the aliens can be destroyed, except for the fireballs and asteroids. The trick is to select the right weapon for

ZYBEX



picked up. As your mother ship picks you up to whisk you away to the next level, you can speculate with terror on what you may find; vast pyramids guarded by tubular starships, rocky asteroids surrounded by hideous demons, or technological towers infested by missile units. It may be that you will never fight your way through to the final level, Zybex, unless you recruit the aid of a fellow prisoner; in two-player mode, you may have some chance of coming through this trial unscathed. But

not MUCH chance . . .

Fab colours. Brain-numbing sound. Non-stop action. What more can you ask for a shoot-'em-up? Perhaps you want it to be on a flashy coin-op conversion label? Well, it isn't. It's from Zeppelin, the people responsible for the 1988 budget game of the year, **Draconus**. Perhaps you want to pay £8.95 for it? Well you don't need to. Perhaps you want to be frog-marched to the shop and forced to buy it at the point of a blaster? Surely that won't be necessary, Earthling . . . ■

ARCADE



REVIEW

FAX BOX

ZYBEX Label: **Zeppelin** Author: **Gareth Briggs** Price: **£2.99** Memory: **48K/128K** Joystick: **Various**

GRAPHICS	SOUND
 79	 60
 99	 90
PLAYABILITY	LAST ABILITY

Brilliant space shoot-'em-up; buy it or choke on space-dust

Reviewer:

Chris Jones

OVERALL

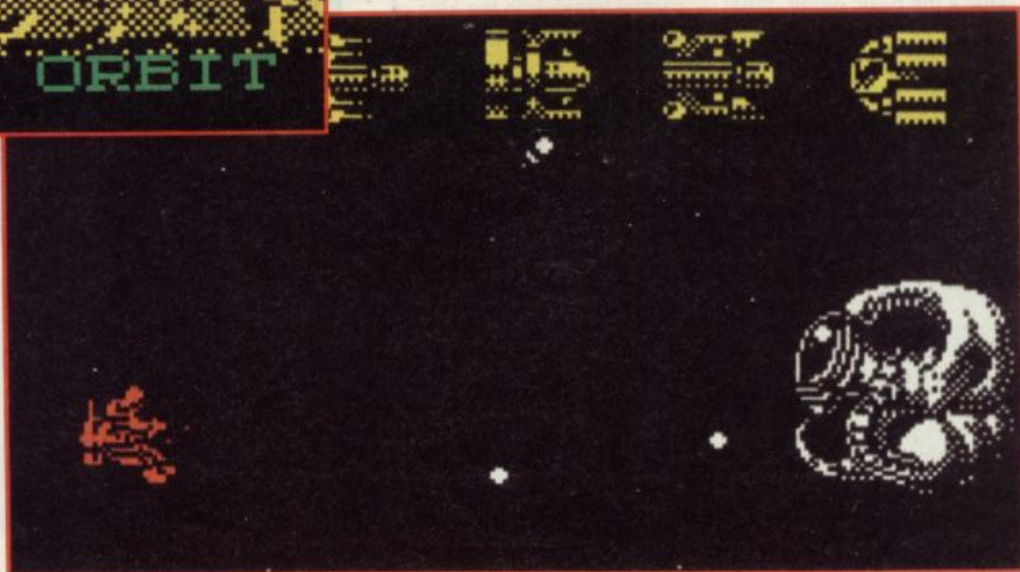
95

10 20 30 40 50 60 70 80 90

each attack wave; choose wrongly, and you'll be pounded to spacedust, with a few seconds' invulnerability your only consolation. You'll also lose a grade from your current weapon status.

At the end of each level is a command ship, the firepower of which is awesome. Aim for its head if you hope to defeat it, pick up a teleport token and proceed to the next level.

In the intermediate screen you may choose which level you tackle next, but the restricted levels require a number of special tokens to be



GRAND PRIX SIMULATOR 2

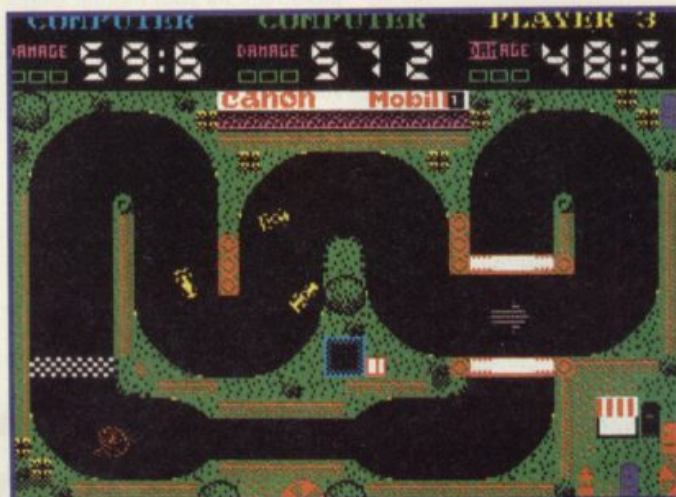


"Get that motor running, get out on the highway". Well, not quite. In fact the only relevance that the Steppenwolf goldie oldie has to Codemaster's latest offering is that it has something to do with cars and that for some reason, it just will not lie down and die.

Grand Prix Simulator strikes back revenge of the return 2 with added enhanced features is the Oliver Twins attempt at making a good game (Grand Prix Simulator, 80%) a better one. They haven't failed, but I don't quite think they've hit the mark they were aiming for.

First of all, let's take a look at the original formula. Three cars race around one of a large number of tracks. Any number of the three cars can be controlled by human competitors. The aim is to get around three laps of the track within a time limit. The time you have left at the end of a race is carried forward into the next, building your time limit up for the next race, and sometimes you haven't a hope of completing a race without it.

That's the basic game. What



have Philip and Andrew added to 'enhance it'? Well, firstly the game now features inertia, which means that no longer can you just drive around a corner, you have to 'powerslide' around it, which basically means skidding at high speed.

The second feature they've added is the damageometer. The more hits you take, be it through crashing into the side of the track or in collision with another vehicle, the more the damageometer rises. If it reaches maximum, you lose control, crash into the side of

the track and are out of the running. Oh well.

The graphics have been improved, the green boxes of the original have been replaced by finely detailed racing machines. The track looks more or less the same, apart from the addition of a bridge here and there.



The sound is quite good. A tune rattles away in the background and the engine rumbles. The cars scream around corners, and there is some pretty clear speech at the start of the race, but that's about it. Then again, how many more effects could you fit into 48K?

You want to know what it is about this game that I don't like? The controls aren't quite responsive enough and your car skids just a little too much. That is what makes it a little on the unplayable side, and that's the whole reason why I have had to drop the overall mark. It just doesn't play very well, and it's that that has solely managed to completely eliminate the fun of a multiplayer game. Shame really.



ARCADE



REVIEW

GRAPHICS

79

64

PLAYABILITY

LAST ABILITY

66

66

72

FAX BOX

GRAND PRIX SIMULATOR 2 Label: Code Masters Author: The Oliver Twins Price: £1.99 Memory: 48K/128K Joystick: Va-

Not a brilliant improvement over the original.

Reviewer: Tony Wilson

OVERALL

72

SOFTWARE THAT'S HARD TO BEAT

A range of powerful programs for the ZX Spectrum computers. Use the coupon below and send today for our free, comprehensive brochure. Quality, performance and great value for money.

TASWORD

The Word Processor

Power, flexibility and ease of use have given Tasword an enviable reputation for performance and unbeatable value for money. Each version is packed with useful features and is specifically designed to make maximum use of the memory and keyboard layout.

TASWORD: power, versatility and performance. The definitive word processor for the ZX Spectrum.

TASCALC

The Spreadsheet

At last! A comprehensive spreadsheet for the ZX Spectrum. A full working spreadsheet of 52 columns by 157 rows to process and evaluate numerical data. Advanced features include variable column widths, on screen help, interactive prompts and a full range of formula functions.

TASPRINT

The Style Writer

Print Tasword output in a range of five impressive print styles. The Tasprint lettering is twice the height of normal dot matrix output.

TASPRINT PLUS THREE features 25 fonts AND a FONT DESIGNER.

TAS-SIGN

The Sign Maker

Produce and print your own signs, posters, banners and large notices to get your message across with maximum impact. Add a new dimension to your dot matrix printer.

Prints signs, posters and banners with letters at any height from one inch to the full width of the paper.

MASTERFILE PLUS THREE

The Database

Accomplish your home and business filing with ease and elegance using MASTERFILE PLUS THREE. A sophisticated menu-driven data filing, storage and retrieval system. Data stored with MASTERFILE PLUS THREE may be exported for use with Tasword Plus Three.

TAS-DIARY PLUS THREE

The Electronic Diary

Keep an electronic day to day diary on disc with TAS-DIARY PLUS THREE. TAS-DIARY PLUS THREE features a clock, calendar and a separate screen display for every day of the year. Each year stored on disc includes a memo pad and several note pages. TAS-DIARY PLUS THREE is an invaluable aid to keeping records, reminders and any other data which is related to that most valuable commodity of ours — time!

TASMAN PARALLEL PRINTER INTERFACE

A low cost means to link your Spectrum to any printer fitted with the Centronics standard parallel interface. Supplied complete with cable, driving software for LLIST and LPRINT and screen copy software for most dot matrix printers. Compatible with 48K AND 128K ZX Spectrums.

ZX SPECTRUM 128
AND
ZX SPECTRUM+2

ZX SPECTRUM+3

TASWORD PLUS TWO

Cassette £19.95

TASWORD PLUS THREE

Disc £24.95

TAS-SPELL PLUS THREE

The spelling checker for Tasword Plus Three

Disc £24.95

TASCALC

Cassette £19.95

TASCALC PLUS THREE

Disc £24.95

TASPRINT

5 Fonts
Cassette £9.90

TASPRINT PLUS THREE

25 Fonts
Disc £24.95

TAS-SIGN

Cassette £19.95

TAS-SIGN

Disc £24.95

NOT AVAILABLE

MASTERFILE PLUS THREE

Disc £24.95

NOT AVAILABLE

TAS-DIARY PLUS THREE

Disc £19.95

£39.95

Parallel printer cable
£9.95
RS232 cable
£14.50

All prices include VAT and post and packing

Tasman

PERFECTION IN PROFESSIONAL SOFTWARE

Springfield House - Hyde Terrace - Leeds LS2 9LN - Telephone - Leeds (0532) 438301

If you do not want to cut this magazine, simply write out your order and post to: TASMAN SOFTWARE, DEPT SU, SPRINGFIELD HOUSE, HYDE TERRACE, LEEDS LS2 9LN.

I enclose a cheque/PO made payable to TASMAN Software Ltd OR charge my ACCESS/VISA number:

NAME

ITEM

Expires

ADDRESS

PRICE

£

£

£

£

£

£

Outside Europe add £2.00 per item airmail.

TOTAL

£

Telephone Access/Visa orders: Leeds (0532) 438301



Please send me a FREE Tasman brochure describing your products for ☐ ZX Spectrum+3 ☐ ZX Spectrum 48K/128K+2 ☐ IBM/Amstrad PC ☐ Amstrad PCW ☐ Amstrad CPC ☐ Commodore 64 ☐ Dept. SU

DISTRIBUTORS: Centresoft Ltd, Exeter Software, GEM Distribution Ltd, Greyhound Marketing Ltd, Lazer Distribution, Leisuresoft Ltd, Microdealer International, R & R Distribution.



Can't you and your mates from **SU** get a simple thing right like making a decent Megatape? Operation Wolf was cool, Blobocop was not bad, Xenon was brilliant and Phantom Club might have been the best if the ***/£\$! tape had loaded! Me and my mate Derry Killchrist (Oh yeah, I know old Derry - WS) who wrote in with me about Bear a Grudge (or "Can You Bear a Crud") loaded up "Will it be totally awesome?" Phantom Club - I'LL NEVER KNOW!

So unless I fork out £1.60 for another **SU** I won't get to play Megatape 13, will I? So cough up the dosh or else deal with me and Derry!
Paul Night
Peterborough

● OO-ER! I DON'T WANT TO TANGLE WITH A COUPLE OF HARDOS LIKE YOU AND DERRY (PARTICULARLY DERRY) SO I'LL TELL YOU WHAT WE'VE BEEN TELLING EVERYONE WITH FAULTY MEGATAPES FOR MONTHS - GET IN TOUCH WITH THE DUPLICATORS (YOU'LL FIND THEIR DETAILS ON THE MEGATAPE PAGE) AND THEY'LL SEND YOU A NEW ONE. NOT THAT THERE'S ANYTHING WRONG WITH BUYING TWO COPIES OF **SU - THEN YOU COULD LOOK AT BOTH SIDES OF A PAGE AT THE SAME TIME!**

Friends, Romans, countrymen, lend me your ears. On second thoughts don't, they're probably full of wax. Anyway, it has come to my attention that everyone is picking on Kami. AND I DON'T LIKE IT!!! So if you don't stop - I'm going to come round and blow your heads off!

And as for Dildoid, he can shove his heavy metal up his **** 'cos he's a girlie and I HATE girlies. He's always making cock-ups, and he never gets his reviews right. And then there's ugly mug Jenkins, God he's a wimp. But Jimbo, now

there's a man, he's like me, really witty, intelligent and good looking (but not as good looking as me!)

Bring back Tamara please! AND if you're nice to Kami I'll take the safety pin from my coat and mountains will turn to mashed potatoes, seas of gravy will flood the land and the world will become one giant meatball! Yours madly, George the fluffy dice

Lee Mulgrew
Hartlepool

● HOW CAN YOU BE SO NASTY TO ALL THOSE LOVELY LOVELY **SU PEOPLE? TONE'S A REAL STUD, CHRIS IS STUNNINGLY WITTY AND JIM, AS YOU SAY, IS BRUTALLY HANDSOME. I'M JUST VERY HONOURED TO BE ABLE TO BREATHE THE SAME AIR AS THEM. I THINK YOU'RE A BIT CRACKERS THOUGH, AREN'T YOU MATE?**

Dear cretinous ball of bumfluff (if you're back from the asylum that is), I claim to be the first to finish your Megatape 13 adventure **Escape**, at about 9.20 on the 16th of February I escaped from the room and was rewarded with the words "well done", what I want to know now is how much dosh do I get, and when will I get it? Secondly who the ??!!@&@&@&@£@ hell is this Wayne Smedley? Lastly, who is the chonga in the **SU** T-shirt ad?
PS We do want to see the bear in future, not 'cos we like him but because my little sister fancies him and will moan if he doesn't return.
PPS Tamara Howard was the greatest reviewer since Chris "Lunchbreaks" Bourne (??!?) - I just love that razor sharp feminine (??) wit.
Simon Field
Ferndown

● SORRY - KAMI ISN'T OUT OF HOSPITAL YET, SO YER MATE WAYNE'S FILLING IN! YOU'RE EVER SO CLEVER SOLVING ESCAPE - ONLY AROUND 11,000 OTHER PEOPLE HAVE COMPLETED IT SO FAR! I CAN'T GET ANYWHERE WITH IT. MIND YOU, I WAS THE FIRST PERSON TO GET STUCK IN THE GOBLIN'S DUNGEON IN THE HOBBIT. THE CHONGA IN THE AD IS TONY DILLON - HE'S MY MATE! TONE AND ME GET ON JUST GREAT. I REALLY ADMIRE HIM, SO DON'T LET'S HAVE A WORD SAID AGAINST

HIM. AS FOR TAMARA - ROOOOR, WASN'T SHE SMASHING! BUT SHE'S GONE FOR EVER, AND WE'RE STUCK WITH THAT WITCH ALISON. OWWWWW! ALISON - STOP TWISTING MY ANORAK HOOD!

Dear Wayne, I can't think of a better way to tell you how wonderful your mag is than by writing a poem.
Sinclair User is at the top
Other mags are a total flop
Pity about that stupid Bear
All he is is a ball of hair
It's just about time for me to go
But I just want to let you know
Sinclair User is so cool
That when I read it I dribble and drool.
David Robison
Huddersfield

● COOOOOR, DAVE, THAT'S REELY GREAT! I WISH I COULD WRITE POEMS LIKE THAT! HAVE YOU EVER THOUGHT OF TEAMING UP WITH STOCK, AITKEN AND WATERMAN AND MAKING A FAB HIT RECORD? THEN YOU COULD BE ON WIDE AWAKE CLUB WITH TIMMY MALLET!

On Saturday 18th Feb I got out of bed at 3 o'clock (AM). I got up to make sure I got Sinclair User, hoping to find the solution of the so-called **SU** Classic **The Colour of Magic** (hah, what a joke), but it WAS NOT THERE. Why? Make sure it is in the next issue or my pet python will be having an eye to eye talk with you, GET IT?
C Greatbatch
Sheffield

● WHAT WASN'T THERE? THE SINCLAIR USER? THE SOLUTION? THE PYTHON? SORRY, I DON'T UNDERSTAND. JIM SAYS I'M JUST THICK, BUT HE LIKES ME REALLY. DON'T YOU, JIM? JIM?

The game is up! I'm going to give you the chance to explain why there are no pokes on Megatapes 12 and 13? Had Adrian "Hotpants" Singh sat in a bucket of water? And another thing (said very menacingly!) I am sick of **SU** ignoring **Dizzy**. Just because you Kings of Crud don't like it means I might be forced to move to Your Sinclair. AAARGHHH! Please persuade me not to move by printing some tips on **Treasure Island Dizzy**! Grovel, Grovel...
S Southworth
Blackpool

TELL IT



● WELL, S (CAN I CALL YOU S?), HERE'S A TIP FOR TREASURE ISLAND DIZZY - DON'T PLAY IT, IT'S CRUD! HEEHEEHEE! ONLY JOKING, WE WOULDN'T WANT YOU TO DEFECT. TRY INSERTING THE SNORKEL INTO THE BANANA THEN TWISTING THE CAULIFLOWER AROUND YOUR HEAD WHILE YOU'RE IN THE TREEHOUSE (THIS IS NONSENSE, WAYNE - YOU ARE NOT GOING TO BE THE NEXT ADRIAN SINGH. YOU AREN'T EVEN GOING TO BE THE NEXT JON RIGLAR. UNLESS YOU PULL YOURSELF TOGETHER, YOU WON'T EVEN BE THE NEXT WAYNE SMEDLEY - JD)

Dear Kamikaze, it's a great pity you don't live up to your name (What - Mr Bear? - WS), 'cos then we might get some decent letters printed instead of a lot of drivel (Like this you mean? - JD)

It would be an improvement if compos were put on the back of adverts instead of reviews and features.

I'm sorry to hear you've had a nervous breakdown, but thankful that you don't live near enough to the hospital I work in. Well I'm off now to plan a farewell party (yours), anyway don't get well soon.
PS In case of recovery you're welcome to call around any

T TO WAYNE

POP ANNUAL '86



You got a comment? You got something to say? You got an opinion about what's good and bad. Wanna praise the mag? Wanna heap some indignation and kick a few butts? Don't keep it to yourself, just put your thoughts down on paper and **TELL IT TO THE BEAR!**

Kamikaze don't mess around. I'll print anything that got something to say with a name and address on it (No address no printy yellowbelly) you jus tell me all about it and send your message to 'Tell it to the Bear', **SU** Central, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU

time, and our dog will be only too pleased to remove your stuffing permanently.
PPS Perhaps you can call next month's letters "Stuff the Bear".
Carole Kraska
Middlesbrough

● YOU'RE COMPLETELY RIGHT ABOUT THE COMPOS, I ENTER EVERY COMPETITION IN EVERY ISSUE AND MY COPIES END UP LOOKING LIKE RAFFIA. I NEVER WIN ANYTHING THOUGH, JIM TEARS UP ALL MY COUPONS. I WOULDN'T UPSET THE BEAR LIKE THAT MISSUS - MIDDLESBROUGH ISN'T THAT FAR AWAY ON THE MOTORWAY, ESPECIALLY IF YOU'RE IN A JET FIGHTER.

I would like to congratulate you on your cool, superb magazine, but there's one small, teensy-weensy problem, why in £@!f"@\$ does the cover come off every time I turn the page? Is it 1) I am an alien and covers don't like me? 2) The cover is an alien and aliens don't like me? 3) You're a cheap sod and you're so mean you don't

spend any money on keeping the cover on? Try and improve it or I'll come to your office and play a Des O'Connor record on your record player.
Andrew Milton
Romford

● OR IT COULD BE 4) YOU DON'T KNOW YOUR OWN STRENGTH AND YOU TEAR THE COVER OFF IN YOUR FRENZY TO SEE THE INSIDES OF THE FAB MAG. ACTUALLY I THINK IT'S 3) THOUGH. JIM WON'T LET US USE ANY GLUE (IN CASE THERE'S TROUBLE) AND SPENDING MORE ON STRONGER PAPER WOULD MEAN LESS FOR HIM TO SPEND ON THE DOGS.

I think your mag is amazing and cool, without it the world would be in ruins! The Megatapes are Megacool, the Previews are Perfect, the Reviews are Revealing, the Mag is 'Mazing (Uuuurghhhh - WS) and the Posters are Phenomenal. You are great (so please print this). Everyone/ thing in the mag is great except Jenkins (of course). I am not

doing this for the cash, but for a ten quid cheque (ha ha). But everything I say is true (especially the bit about Jenkins). If not then you can blast me with a bazooka!
Chris Dainton
Newport

● OOH, YOU'RE SO WITTY! I 'SPESHIALY LIKED THE JOKE JOKE ABOUT JENKINS, SO I'LL BE SENDING YOU TEN POUNDS - NO FIFTY POUNDS - RIGHT AWAY! (SMEDLEY - CANCEL THAT CHEQUE AND PASS MY BAZOOKA - CJ)

Yo, you furry dude, tell my white-haired Dad (Brian R) to give me a lot more pocket money. I need more money to get **Batman 2, Robocop, Operation Wolf** and lots more, since I am a new **SU** buyer and I need these cool-ly reviewed games.
Steven Reeves
Southwick

● CRIKEY STEVE, MY DAD DOESN'T GIVE ME ANY MONEY AT ALL! IN FACT, I HAVE TO GIVE HIM MONEY JUST FOR HIM TO LET ME LIVE AT HOME!

AND JIM SMACKS ME ON THE HEAD IF I TAKE ANY GAMES FROM THE OFFICE (THOUGH I'M SURE HE LIKE ME REALLY). SO COUNT YOUR BLESSINGS, MR UNGRATEFUL!

I would like to say how megacoolbrillfab your mag is, so I will. Jim, Chris, Tony and El Presidente are brilliant (I'm sure you meant to mention me and Alison as well, you just forgot - WS). Also the reviews are the best. Even when the reviewer forgets to sign his name it gives me a mystery to solve (brilliant!)

Also I know that all you generous people at **SU** will give me a tenner to I can buy E.H.I.S. PS Who is Wayne Smedley?
Gavin Rae
Ersrine

● I'D GIVE YOU ALL MY MONEY, GAVIN, 'COS YOU'RE SO GREAT, AND I KNOW YOU'RE ONLY JOKING WHEN YOU SAY "WHO IS WAYNE SMEDLEY?", BUT I HAVEN'T GOT ANY MONEY 'COS JIM BORROWED IT ALL OFF ME TO SPEND ON FAGS, SORRY

GAMES REVIEW

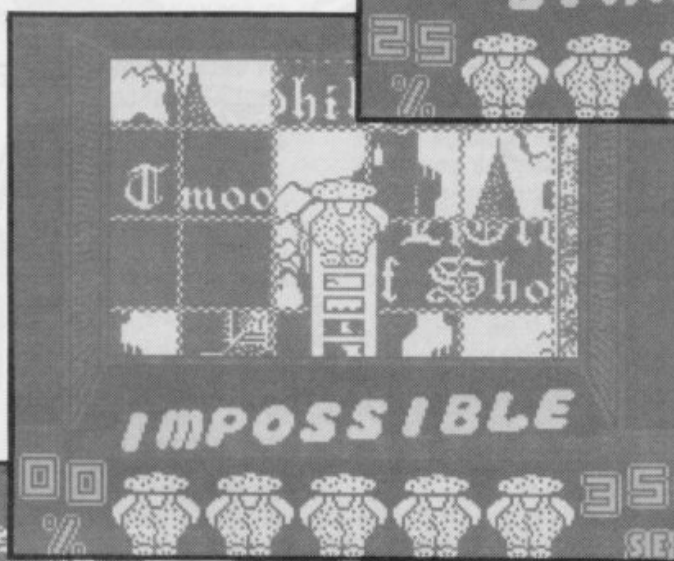
PASTEMAN PAT

Pat Plop is the best billboard poster in 'Groovetown' (!?!). After a hard day's work, Pat has gone back to inspect the fruits of his labours, to find that a rival posterer has rearranged all his posters. Oh no, how dreadful! Luckily, Pat's paste never dries (!?!?!!) and so restoring the posters to their former glory is simply a case of taking a horsehair brush and sliding them back into place. And that's the game.

It's based, very loosely, around the concept of the funny little sliding puzzles you used to get free from McDonalds if ever you held a birthday party there (at very reasonable cost too). You had a closed rectangle, inside which were a number of square sliding blocks, each with a portion of a picture on them. One block would be missing, which would leave enough room for you to slide a row or a column one space. It was by this method of sliding that you

itself into 64 pieces, with only half of those on screen at a time.

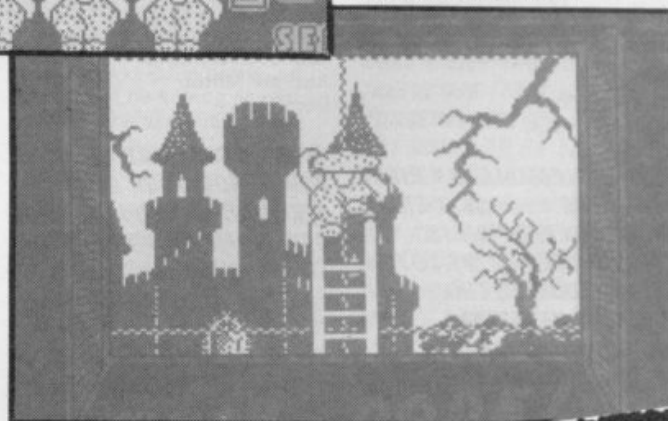
Controls are simple. You view Pat from behind, as he sits atop his ladder which, by some marvellous feat of new technology, allows him to scroll around the billboard in eight directions. This he has to do for two reasons. One so that he can



lavvy. No, not by wazzing on the wall, as I'm sure some of you out there originally thought, but by having a look at the plans whilst sitting on the big white telephone.

Graphics are OKish. The scroll works quite well, but apart from that, there's not a lot else. Well, what can you say about a puzzle game?

Basically, a bit dull. Perhaps puzzle games are meant to be dull, though I doubt it. Even if they are, why bother writing one for a computer?■



eventually rearranged the blocks and built up the picture.

In PP, rather than remove a block, the game goes beyond the realms of possibility and brings in a wraparound feature. For the uneducated this means that if in the course of sliding, a block comes off the bottom of the screen, it comes on again at the top. This doesn't make the game any easier, just a little different.

The first of the 16 levels is easy to do. After all, it's only split into four pieces. By the end level, however, the poster has successfully managed to split

get to all the parts of the board and the second is so that he can avoid all the missiles (boots, bricks, etc) being thrown at him by the selfsame billboard poster that messed them up in the first place. Scrolling the sections of the poster is via pressing the fire button to activate Pat's brush arm, and then pressing a direction to make him use it.

If you want to know how well you're doing, you can call up a picture of how the poster should look when it's finished, and then compare it to how much you've done. This is done by, believe it or not, going to the



FAX BOX

PASTEMAN PAT Label: Silverbird Author:
In-house Price: £1.99 Memory: 48K/128K
Joystick: Various

GRAPHICS	SOUND
71	55
PLAYABILITY	LAST ABILITY
73	51

Fairly good. By any other standards, it's pretty dull.

Reviewer:

OVERALL
65

TECHNOLOGICAL

PRESENTS

OBLITERATOR



DISTRIBUTED BY



AVAILABLE • NOW
SPECTRUM & AMSTRAD • CASSETTE £9.99 • DISC £14.99

Melbourne House is a member of the Virgin Mastertronic Group of Companies
2-4 Vernon Yard, 119 Portobello Road, London W11 2DX.

WIN A V

WIN A FANTASTIC VIDEO AND SIX COPIES OF RED HEAT!

Sick of finding that your mum has recorded Alan Bennet plays on top of your fave video tapes? Fed up with renting Death Slime Space Nun Onslaught only to find that – kuk! the video is being used by your sister to record Bros at the Kennington Spitbowl? Your worries are over.

Ocean, lovely lovelies that they are, have sorted out a smashing Ingersoll 995 remote controlled video recorder for the winner of our great RED HEAT competition. Never more will you have to sheepishly sit with your finger on the eject button in case you're discovered watching Scanner Beast Bikers in the lounge. Or worse, Scanner Beast Bikers In The Lounge.

You can plug it into your telly up in the bedroom if you want a rest from the Spec and watch away into the early hours. And just in case you don't have anything left on the tapes at home you want to watch, we'll throw in a copy of the latest Schwarzenegger blockbuster, Red Heat for you. Even if you don't win the vid you may

be lucky enough to win one of the FIVE other tapes up for grabs.

In the game (reviewed elsewhere this issue) you take the role of the movie's hero, Ivan Danko, on his mission to collect dangerous Russian drug dealer, Viktor Rosta. The mission goes horribly wrong and an American cop gets wasted. Rosta escapes and you've got to track him down.

Pretty tough. Luckily, the competition is so ruddy darned blooming easy matey that it'll make you say 'Now that's ruddy darned blooming easy matey, I'll have to enter it pronto or my friends

at school will think I'm a bit of a stoopy and they'll pelt me with elastic bands in the playground' (Steady on now – JD). Well anyway all you have to do is this. See that pic of saucy Arnie with not so saucy Jim Belushi . . . have you





found it yet – yes, good.

Now, they're having a wee chatette aren't they? We think Jimbo could be saying "Didn't you kill my brother" to which Arnie could reply "might have". Funny eh? Oh you think you could do better: Well here's your chance. Tell us what Mr Muscles and his friend are saying and make us chuckle at the same time.

Should you be the lucky bleeder to snaffle this splendiferous prize, we'll rush it off to you and you'll never have to sit through another of little sis' Care Bears – the movie vids again, and that can't be bad eh?

Fill in the entry form and send it to 'Ooooh Arnie give me that vid' Sinclair User, 14 Holkham Road, Orton, Peterborough PE2 0UF.

My caption

Name

Address

Closing date is June 30th 1989. EMAP and Ocean employees and little sisters who watch the Care Bears may not enter.

GAMES REVIEW!



ARCADE FLIGHT SIMULATOR



What ho, Algy! Spiffing day for an early morning reccel. Get your flying togs on, spin your prop, chocks away and watch out for the Hun in the sun!

It's lovely flying weather, visibility up to 50,000 feet, the birds are twittering and your machine-guns are oiled. What better way to spend the morning than a hunt for the Red Baron and his flying circus. Watch out for those Fokkers!

Yes, Codemasters' *ArCADE Flight Simulator* is the kind of game I've been waiting for for ages: it has a tiny tiny bit of simulatoriness about it, but the main aim is to blast everything that flies. The graphics are cool, the sound's OK and while it won't absorb your interest longer than it takes to explore all three levels, it's worth the £2.99.

A little like *Time Fighter*, the classic coin-op, *AFS* presents you with a top-down view of a scrolling playing area. Unlike *Time Fighter*, here your plane isn't limited to the centre of the screen; it can fly off the side and reappear on the other, or fly north

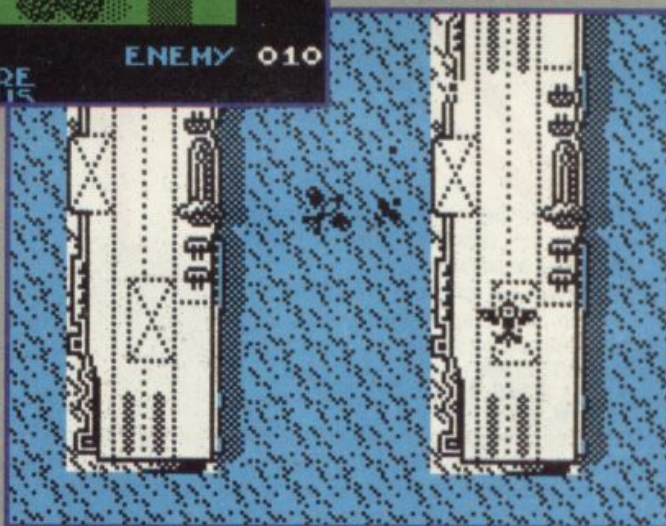


If you manage to shoot down the opposition, you have to land to pick up a bomb, find the enemy base (thoughtfully marked "BASE") and bomb it. Fail, and it's back to the start; succeed, and the next phase presents you with more enemy planes.

Strangely enough, that's it as far as the one-player game is concerned; but if you have two players, there are two further levels. These feature much smaller one-screen playing areas; level two features Second World War aircraft

or south far enough to get off the playing area altogether, and reappear at the other end. On the first level, set in WW1, the playing area is quite large, and since your nicely-detailed plane and those of the opposition are pretty small, you get a great feeling of space.

After taking off from your landing strip, your aim is to track down and destroy ten



enemy fighters. These weave around and change height; you can judge your own height from the position of your shadow, and the altimeter on the left of the screen.

You have a limited amount of ammunition, and since you have to get quite close to the Hun to shoot them down, you will probably have to land to re-arm at some point. This is pretty tricky, as is refuelling, since it's easy to smash into the trees or other obstacles.

carriers, level three World War Three desert combat. The planes are faster, but the principle's the same, only it's one-to-one combat.

AFS could have been brilliant; if you had control over your plane's speed, or the ability to perform loops or other stunts, or if you could play all three levels in one-player mode. As it is, it's excellent fun for about an hour, then you'll be looking for new targets to shoot down.

ARCADE



REVIEW

FAX BOX

ARCADE FLIGHT SIMULATOR Label:
Code Masters Author: Amazing Games
Price: £2.99 Memory: 48K/128K Joystick:
Various

Bit of sim, bit of blasting - great fun on the cheap.

Reviewer:

Chris Jones

OVERALL
65

GRAPHICS	SOUND
76	78
PLAYABILITY	LAST ABILITY
69	47





SALE		SALE		SALE		SALE		SALE					
Action Force 1.....	1.99	Rock Star Ate My Hamster.....	6.50	Fairlight II.....	1.99	COMPILATIONS		Brave Star.....	2.99	Out Run Europa.....	6.99		
Alt World Games.....	3.99	Carrier Command.....	9.99	Colour of Magic.....	1.75			Cholo.....	1.00	Grand National.....	2.99		
Bullseye.....	3.99	Blasteroids.....	6.99	*****				Dragons Lair.....	2.00	Incredible Shrinking.....			
Buggy Boy.....	2.99	Pacland.....	6.50	£1.00 CLEARANCE SALE				Shadow Skimmer.....	1.50	Sphere.....	7.50		
The Double.....	2.99	S.A.S. Combat.....	2.99	Black Lamp.....	1.00	CHART BUSTERS		Thing Bounces Back.....	2.50	Obliterator.....	6.99		
Dan Dare II.....	2.99	Emlyn Hughes Soccer.....	6.99	Basil Mouse Detective.....	1.00			Leaderboard.....	2.50	Thunderbirds.....	6.99		
The Fury.....	3.95	Captain Blood.....	6.99	Captain America.....	1.00			Enigma Force.....	1.00	Time Scanner.....	7.50		
Every Second Counts.....	3.95	Eliminator.....	6.99	Challenge of the Gobots.....	1.00			Go to Hell.....	1.00	Dominator.....	7.50		
Block Busters Goal Run.....	3.95	Run the Gauntlet.....	6.99	Crosswize.....	1.00	SPECIAL OFFER		Grange Hill.....	1.99	Navy Moves.....	6.99		
Gun Boat.....	1.99	Xenon.....	6.99	Dark Septre.....	1.00			Gauntlet.....	2.99	Voyager.....	6.99		
The Hit Squad.....	2.99	Kenny Dalglish Soccer.....	6.99	Eye.....	1.00			Galactic Games.....	1.99	Skate Crazy.....	3.99		
Krypton Factor.....	3.95	Operation Humorz.....	6.99	Dot the Destroyer.....	1.00			Hysteria.....	2.99	Microprose Soccer.....	7.50		
Hell Fire Attack.....	3.99	Renegade III.....	6.99	Flunky.....	1.00	ONLY £5.95 FOR ALL 20 GAMES		Glider Rider.....	1.75	Ace 2088.....	3.99		
Return of the Jedi.....	3.99	Wec Le Mans.....	6.50	Gunslinger.....	1.00			Tetris.....	1.99	Fernandez Must Die.....	3.99		
Strip Poker II+.....	3.99	Dragon Ninja.....	6.50	Gothik.....	1.00	ARCADE MUSCLE		Fire Fly.....	1.99	Cybernoid.....	3.99		
The Writer.....	5.95	Operation Wolf.....	6.50	Magnetron.....	1.00			Frightmare.....	2.99	4 Soccer Simulators.....	5.50		
Superman.....	3.99	Robocop.....	6.99	Mag Max.....	1.00			Ring Wars.....	5.50	Marauder.....	3.99		
California Games.....	2.99	Barbarian II.....	6.50	Last Mission.....	1.00			Skate Ball.....	6.50	Fox Fights Back.....	3.99		
19 Boot Camp.....	3.95	Batman II.....	6.99	Last Mohican.....	1.00	12.3		Dynamic Duo.....	5.00	Roy of the Rovers.....	3.99		
Vixen.....	2.99	In Crowd.....	9.95	Lazer Tag.....	1.00			Vigilante.....	6.99	Fairlight.....	1.99		
Shoot Out.....	2.99	Giants.....	8.95	Mystery of the Nile.....	1.00			Knightmare.....	1.99	Maria's Christmas Box.....	3.99		
Slaine.....	1.99	Human Killing Machine.....	6.99	Oink.....	1.00			Ninja Hamster.....	1.99	Super Sports.....	3.99		
Frightmare.....	2.99	War in Middle Earth.....	6.99	Out Cast.....	1.00	BEST OF ELITE VOL 1		Sentinel.....	1.99	720°.....	2.99		
Living Daylights.....	2.99	Double Dragon.....	6.99	Zythum.....	1.00			Mean Streak.....	1.99	Skate or Die.....	6.99		
Pacmania.....	6.50	R-Type.....	6.99	Terror of the Deep.....	1.00			Mask.....	2.99	JOYSTICKS			
Thunder Blade.....	4.95	Afterburner.....	7.00	Rescue on Fractalus.....	1.00			Moon Strike.....	2.99				
Running Man.....	6.99	Big Sneeze.....	2.00	Out of this World.....	1.00	BEST OF ELITE VOL 2		IK+.....	1.99				
Red Heat.....	6.99	Fast Food.....	2.99	Xarq.....	1.00			Ikari Warriors.....	5.50				
Vindicators.....	7.50	Gary Lineker's Super.....		International Speedway.....	2.99			Fat Worm Blows a Sparky.....	1.50	Cheetah 12+.....	6.50		
Xecutor.....	1.99	Skills.....	3.99	BATTLESHIPS, BOMB JACK II				Supersprint.....	1.99	Comp Pro 5000 black.....	10.95		
Real Ghostbusters.....	7.50	Sov Hunter.....	2.99					Championship Sprint.....	1.99	Konix Speed King.....	9.95		
										The Navigator.....	10.95		

CATALOGUE AVAILABLE ONLY £1.00 IF ORDERED WITH SOFTWARE

SALE		SALE		SALE		SALE		SALE					
Untouchables.....	6.99	ALL STRATEGY GAMES NOW REDUCED		SPECTRUM +3 DISCS		Please send me the following titles: (SU6)							
Techno Cop.....	6.50	*****		Robocop.....	9.50								
Ace 2288.....	6.88	ANCIENT BATTLES ..10.95		Gunship.....	9.50								
Out Run.....	6.99	*****		Thunderblade.....	9.50								
Rex.....	6.99	*****		Operation Wolf.....	9.50								
Time & Magic.....	6.99	*****		Double Dragon.....	9.95								
Battle Tank.....	1.99			Dragon Ninja.....	9.95								
Thunder Blade.....	4.99			Afterburner.....	9.95								
4 x 4 Off Road Racing.....	6.99			Airbourne Ranger.....	10.50								
Game, Set and Match II.....	8.99			Ikari Warriors.....	8.95								
Lazer Squad.....	6.99			Live & Let Die.....	9.95								
Gun Ship.....	6.99			Out Run.....	9.95								
Last Ninja II.....	8.00			Return of the Jedi.....	9.95								
Typhoon.....	5.00			Techno Cop.....	9.95								
Skate Crazy.....	5.50			Time & Magic.....	10.95								
Exploding Fist +.....	5.50			Typhoon.....	10.95								
Winter Olympiad 88.....	2.99			Wec Le Mans.....	9.95								
Wolfman.....	2.99			1943.....	9.95								
European Five-a-side.....	1.99			4x4 Off Road Racing.....	9.95								
Pacmania.....	6.50			Batman.....	9.95								
Westbank.....	2.99			Carrier Command.....	11.50								
Blood Valley.....	1.99			Echelon.....	9.95								
Venom Strikes Back.....	2.99			Football Manager II.....	9.95								
North Star.....	2.99			Match Day II.....	9.95								
Endzone.....	2.50			Platoon.....	9.95								
Arcade Alley.....	3.99			Peter Beardsleys Football.....	9.95								
6 Pack Vol 3.....	6.99			Microprose Soccer.....	10.99								
Taito Coin Ops.....	8.95												
Ten Great Games II.....	6.99												
Supreme Challenge.....	8.95												
Coin-Op Connection.....	2.99												

Please send me the following titles: (SU6)

Title	Amount
P & P (if applicable)	
Total amount	

Name

Address.....

Telephone No.

SUN EW



ACTIVISION IN ARMS RACE SHOCK!

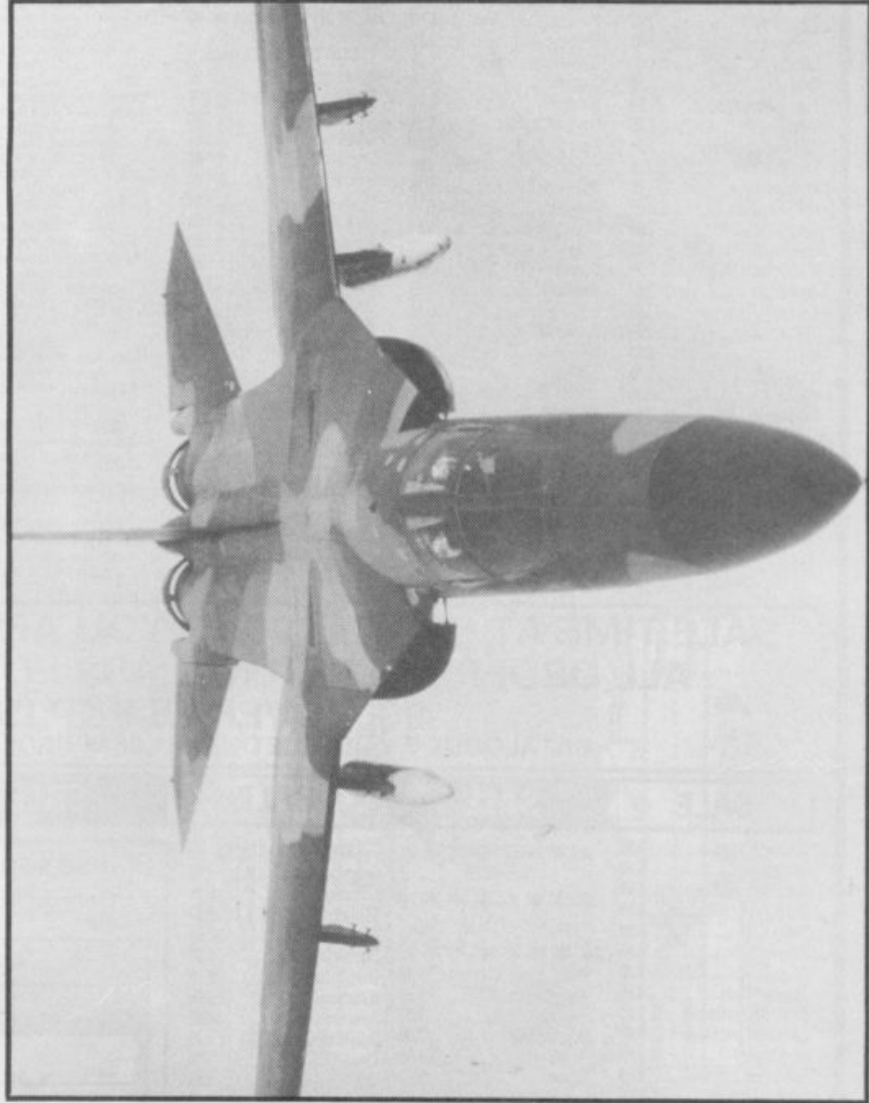
By our 'Mutually Assured Destruction' Correspondent

In a shock terror arms race move this week, American-based software company Activision announced a weapons deal with a high-powered development house.

Vektor Grafix, run by John Lewis formerly of Cascade, will be working on a series of four games, the first of which is **Bomber - Tactical Air Combat**. In development for a staggering nine months, **Bomber - T.A.C.** is a multi-aircraft flight simulator featuring planes such as the Tornado, Phantom, F-111 and MiG-27.

By concentrating on multi-role aircraft rather than fighters or bombers, **Bomber - T.A.C.** gives you the chance to take part in dogfights, strategic bombing missions, and the Strategic Air Command bombing competition for the coveted Curtis LeMay Trophy (well, we covet it, anyway).

Bomber - T.A.C. will be launched on the Spectrum in June. We phone Mr Gorbachev to ask his reaction, but we were told that he was in the queue for cabbages and could he phone us back later.



Eeh, I'm so 'appy. They've let me write something for the mag. Months I've been hanging around EMAP Towers, looking forward to talking to Tony, making tea for Alison and adoring the lovely Jim - but they wouldn't let me do ANYTHING on the mag! "No, Wayne", they said, "it's much more important that you concentrate on really difficult things, like sticking stamps on letters and making the tea. That's where your talents lie."

But then The Bear had his little breakdown and of course I was the first choice to take over. I'm sure that the queue of disgruntled interviewees - including Kelvin the Wondrous Sloth from Hell - who blocked up the stairways for a fortnight were going for some other job, because after a lot of shouting and arguing they all left, and Jim took me to one side and said "Wayne, Wayne boy. Of Wayne, my mate. We've thought long and hard, and we've decided that you're just the man to write the Headlines. We won't insult you by offering you any money - we know you'll want to do it for THE MAG - and you can carry on making the tea and sticking stamps on letters. We don't want to take your dignity away from you. Now get the kettle on... Well you're imagining born

WAR IN BUDGET MARKET

By our 'Keep your head down' Correspondent

The latest combatants in the budget software war are Winner, a sister label to Alternative. Over-the-moon Winner boss Roger Hulley crowed, "Winner will follow in the footsteps of our other enormously successful budget labels, and with the future titles we have lined up there will be stopping us. Think of our first release as a warning shot across the bows of our rivals."

The first release from Winner is W.A.R., Martech's oldie which didn't exactly storm to the top of any charts at all!

The first batch of games is due out in the Spring (sorry we couldn't give you a more specific date to go into hiding) and they'll be priced at a ground-breaking £2.99! We can't wait!

PRESTEL IN DRAMATIC MAC SHOCK

By our 'what type of modem have you got' Correspondent

Prestel subscribers were over the proverbial moon at the announcement that four new magazine features are now "on-line", as that sort of person likes to say.

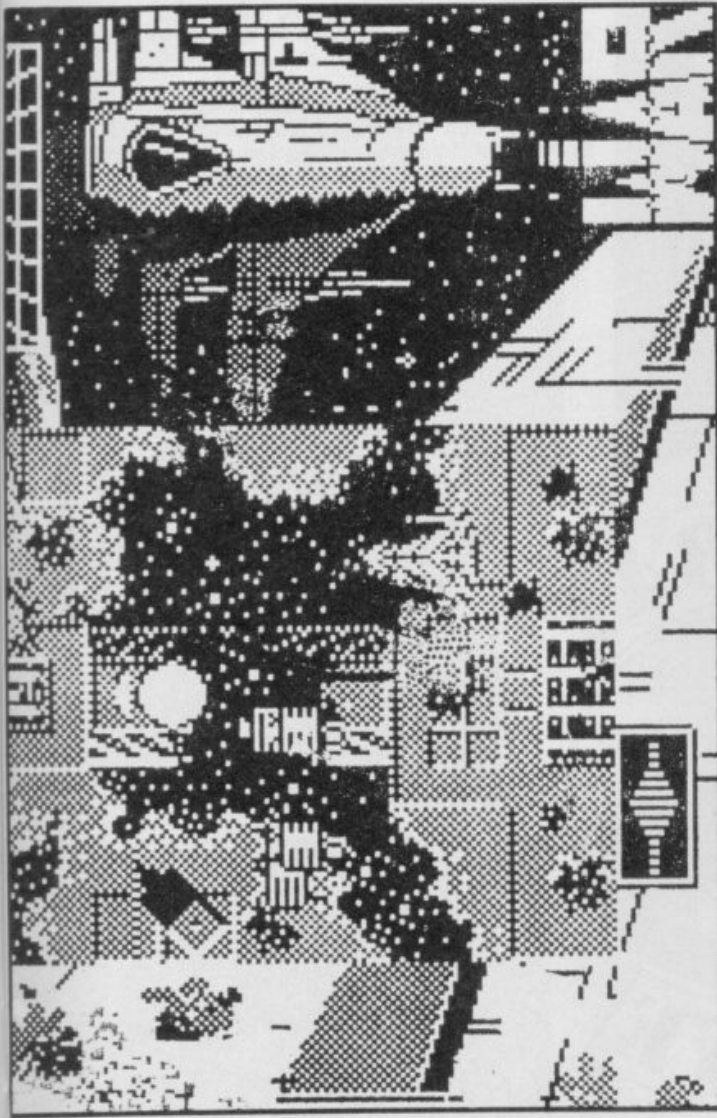
NEWSDAY brings you news headlines and stories from around the world, and includes all the features micro kids love - stock exchange reports, rainfall statistics and British Rail timetables!

SPORTSEYE provides sports information and results, so you can capture all the excitement of the Test Match scoreboard without having to watch the match!

LOOK! is a "lifestyle" magazine covering travel, health, music, theatre, food and personal problems - like being stuck at home playing with your computer when everyone else is out having fun!

Finally GAMES CITY features state-of-the-art electronic entertainment such as one-armed bandits, quizzes, word games and the on-line adventure game Shades.

For more details of Prestel subscriptions and the hardware required, you can contact Dialcom UK on 0442 237370.



OXFAM GOES SOFT

By our 'all in a good cause' Correspondent

Ever wondered what you can do with all that old software you have lying around? You can't eat it, you can't build a hut out of it, but you can do some good with it by giving it all to Oxfam.

Throughout June and July, Oxfam is appealing for ANY type of software for ANY computer, and they want to hear from manufacturers, distributors and retailers as well as ordinary everyday people. They'll even take hardware, so dig out that ZX81 16K RAM pack NOW!

Most of the software and hardware will be resold through London shops during a special computer promotion starting on June 27th, but you can hand stuff in at any Oxfam shop throughout the country.

The money raised will go towards a number of projects for relieving poverty, hunger and disease in the Third World. If you want further details you should contact Richard English on 01-585 0220.

Well you can imagine how thrilled I was by Jim's placing all his faith and trust in me, and I only hope I can live up to his expectations. He's sitting at the other end of the office waving at me now. In fact he's waving a pair of scissors.

So now I'm the official youth representative on the staff, I'll be answering all your hilarious letters, visiting all the computer shows and already been waving the flag for **SU** when I went to the European Computer Trade Show the other day. It was very swank, trade only, and all the big names were there. I tracked down Telecomsoft and offered to buy them out, 'cos I heard they'd been having a few problems, but they said they'd had a big offer from Microprose. What, I said, MORE than £45 and a collection of football cards?

Anyhow, my own company, Waynesoft, made a good start, and I'm just about to sign my first licensing deal for the conversion rights to Points of View. I'm hiring the same programmers who did Eastenders, and Jim's promised me a good review if I book eleven double-page colour ads at £6,000 each. He's so good to me!

APOLOGY

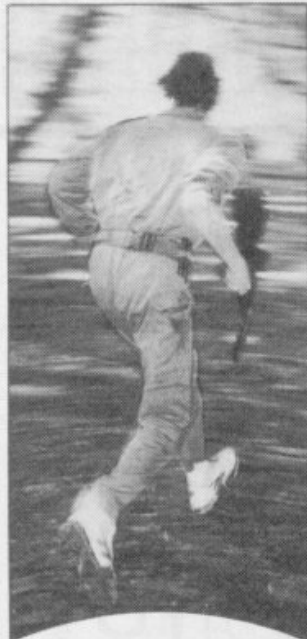
Quite apart from the usual style of this page, we would like to make a serious point.

The May issue of Sinclair User heavily featured the forthcoming FA Cup. This issue was obviously put together before the tragedy at the Hillsborough ground. We'd like to

apologise to anyone who found the issue offensive or upsetting in any way, and would like to explain that we were unable to alter the content of the May edition.

Sinclair User is to contribute to the Appeal Fund.

COMpetition



TEN lucky prize winners will win a trip to the Zone at a date to be arranged once we've decided who's won.

A further FIFTEEN not quite so lucky but still pretty lucky compared to most people will receive glorious US Gold T-shirts and copies of **Vigilante**. Incredible.

All you have to do is answer the following question and send it off to "Akka akka you're dead!" Compo, Sinclair User, 14 Holkham Road, Orton, Peterborough PE2 0UF. Competition closes June 30th.

US Gold, never a company to miss out on a new trend, have wised up to the incredible joys to be had from lurching around a forest shooting people. While this may sound like a bit of a primitive pastime, Combat Zone is, in fact, a growing leisure pursuit among city-types and high-flying executives.

And thanks to the release of **Vigilante**, a game with more than its fair share of unfriendliness involved, **SU** can proudly, gloriously even, offer you the chance to bag yourself a merchant banker.

Just in case you haven't a clue what goes on at these meetings, we'll explain. Twenty or thirty people get transported off into the hills somewhere in the north of London, they're kitted out with air rifles, protective goggles and camouflage and let loose on each other, shooting and firing for hours on end.

Well, okay, it's not quite as simple as that, but it's just as good. You get proper instruction in the ways of the Combat Zone. What to do. What not to do (getting shot is a bad thing. Shooting other people is a good thing). And generally the ground rules. It's considered a bad show for more than ten people to shoot someone at the same time.



(With perfectly harmless paint guns)

Question:

What does the tedious military abbreviation DMZ stand for?

Name

Address

Answer

I fully understand that should I win the competition I'm not allowed to shoot squirrels or deer or any protected species and no more than three orienteering imbeciles. Compo closes 30th June.

THE WORLD'S N°1 ARCADE GAME!

VOTED
"GAME
OF THE
YEAR"



ocean

TAITO
COIN-OP

Now THE COMPUTER SENSATION OF THE YEAR

— Six levels of thrilling coin-op action brought to life on your home micro. You'll need all the nerve and stamina you can muster to complete the mission which leads through steaming jungles and enemy strongholds. Fast and accurate shooting skills are a must if you are to liberate the prisoners and secure a safe getaway.
All the original arcade play features — magazine reloads, energy bottles, hidden supplies, rocket grenades and more... much more!

"Not only has all the action and gameplay been captured, but so has the excitement, making it one of the most satisfying and compulsive shoot-em-ups to have appeared in a long time" ACE

SPECTRUM
£8.95
COMMODORE
£9.95
AMSTRAD

**OPERATION
WOLF**

© 1989 Ocean Group Ltd. All Rights Reserved. M85NS. Tel: 061-922-6622. Telex: 669877 OCEANS G

FULL PRICE 20

SINCLAIR user

COMPILED FOR
SINCLAIR USER
BY GALLUP

1	(1)	ROBOCOP Still hanging on at the top like a mad thing		OCEAN £8.95 94%
2	(3)	EMLYN HUGHES IS Another step up the chart - go on you football games	CLASSIC	AUDIOGENIC £9.99 91%
3	(7)	WEC LE MANS One of the best racing games ever, ever, ever!		IMAGINE £8.95 91%
4	(4)	OPERATION WOLF Brilliant, addictive, the ruddy bizzo	CLASSIC	OCEAN £8.95 90%
5	(6)	DRAGON NINJA Another kicky kicky - but a good one		OCEAN £8.95 78%
6	(9)	IN CROWD Good value compilation from Ocean		OCEAN £14.95 80%
7	(5)	DOUBLE DRAGON Disappointing karate caper	CLASSIC	MELBOURNE HOUSE £9.99 51%
8	(8)	WAR IN MIDDLE EARTH Blend of every genre ever		MELBOURNE HOUSE £9.99 79%
9	NEW!	PACLAND A must for Pac-loons		GRAND SLAM £8.95 70%
10	(11)	FOOTBALL MANAGER 2 An improvement on legendary games - plays brilliantly		ADDICTIVE £9.99 94%
11	NEW!	FUN SCHOOL 2 Zany educational romp		DATABASE/MANDARIN £5.95 UR
12	NEW!	GARY LINEKER'S HOT SHOTS Previewed in April ish		GREMLIN GRAPHICS £7.99 UR
13	(2)	AFTERBURNER Ooer you're not so mad about this one anymore		ACTIVISION £9.99 90%
14	(14)	BATMAN First-class Batman romp scenario		OCEAN £8.95 90%
15	(10)	THUNDERBLADE Fab conversion of a good coin-op		US GOLD £8.99 87%
16	(15)	FOUR SOCCER SIMS Not brilliant footy game drops one place		CODE MASTERS £8.99 42%
17	(20)	BARBARIAN 2 Enjoyable beat-'em-up making a comeback		PALACE £9.95 69%
18	(18)	HEROES OF THE LANCE No move for this cross of RPGs and arcade-adventure		US GOLD £9.99 70%
19	NEW!	INTERNATIONAL RUGBY Yet another lovely scrumbo game		ARTIC £7.95 UR
20	(13)	GIANTS US Gold's great value compilation		US GOLD £12.99 78%

34



CHARTS
COMMENT
FULL PRICE

1	EMLYN HUGHES IS	AUDIOGENIC	
2	WAR IN MIDDLE EARTH	MELBOURNE HOUSE	
3	FOOTBALL MANAGER 2	ADDICTIVE	
4	GARY LINEKER'S HOTSHOTS	GREMLIN GRAPHICS	
5	FOUR SOCCER SIMS	CODEMASTERS	

1	ROBOCOP	OCEAN	
2	WEC LE MANS	IMAGINE	
3	OPERATION WOLF	OCEAN	
4	DRAGON NINJA	OCEAN	
5	DOUBLE DRAGON	MELBOURNE HOUSE	



SU[★]CHARTS



CHART'S COMMENT → BUDGET

Dizzy holds fast as the supreme king of the budget world. The gothic spectacle Werewolf of London gets this month's accolade of Highest Budget New Entry, with a sterling support in the capable hands of Super Cycle. SAS Combat Sim isn't doing too badly, surprisingly. Shows how many people take notice of reviews.

DESIGN AND PROGRAMMING
THE OLIVER THINS
GRAPHICS
NEIL ADAMSON
MUSIC AND SOUND FX
DAVID WHITTAKER

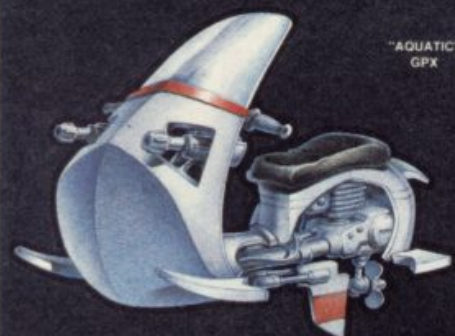
You prove yet again that football games are the donkey's left hind leg as Afterburner plummets forever downward to be replaced by... Emlyn Hughes International Soccer. Robocop stays there, as usual. Looks like this one's gonna be harder to beat than the guy in the movie. Fun School 2 slips in there. And people say there's no call for educational software.



★BUDGET 10

1	(1)	TREASURE ISLAND DIZZY Unsatisfying but as we said, popular sequel	CODEMASTERS £2.99 60%
2	(9)	SAS COMBAT SIM Not very simulatory, or very SASish either	CODE MASTERS £2.99 58%
3	(4)	STREET GANG FOOTBALL Lovely graphics but no real game	PLAYERS £1.99 54%
4	(6)	THE DOUBLE My God, football games are a licence to print money	ALTERNATIVE £2.99 60%
5	(3)	KNIGHTMARE Enjoyable graphical adventure based on SFX TV series	MASTERTRONIC £1.99 89%
6	(5)	JOE BLADE 2 On the way down this month	PLAYERS £2.99 55%
7	NEW!	WEREWOLF OF LONDON Dreadful spook catastrophe - for goths only	MASTERTRONIC £1.99 48%
8	NEW!	SUPER CYCLE Rerelease classy 3D game	KIXX £2.99 72%
9	(2)	BACK TO SCHOOL Follow up to Skooldaze - less funny	ALTERNATIVE £2.99 70%
10	(7)	BIG FOOT Big game, grotty graphics	CODE MASTERS £2.99 57%

NAVY MOVES



"AQUATIC"
GPX



AMIGA



FLAMMENWERFER FLAMETHROWER 5.56 mm. FA RIFLE

YOUR MISSION: DESTROY THE U - 554 NUCLEAR SUBMARINE

To accomplish this you have to master all types of oceanic warfare:
ON THE SURFACE, piloting your pneumatic launch and fighting against the enemy comandos on their aqua-jets.

BENEATH THE WAVES, where you will use a harpoon with explosive arrows to make your way through the shark infested waters.

IN THE DEPTHS OF THE SEA, inside a bathyscaphe loaded with missiles, fighting against bloodthirsty octopii and a giant sea-monster.

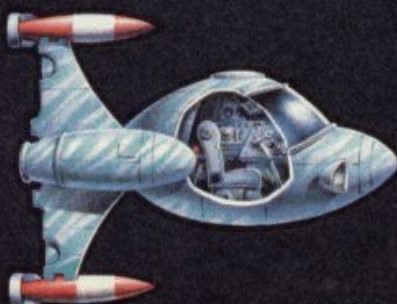
INSIDE THE ATOMIC SUBMARINE, sustaining man-to-man combat against the crew. Your flamethrower-rifle will be a great help, but you will also need to be an expert «hacker», manipulating the submarine's computers.

NAVY MOVES INCLUDES A DOSSIER FOR THE COMANDO AND A COMPLETE MAP OF THE SUBMARINE.

☐ SPECTRUM-AMSTRAD · COMMODORE 64 £ 9.95
☐ AMIGA · PC & COMPATIBLES £ 24.95
☐ ATARI ST £ 19.95



PC



BATHYSCAPHE



ATARI ST

DINAMIC

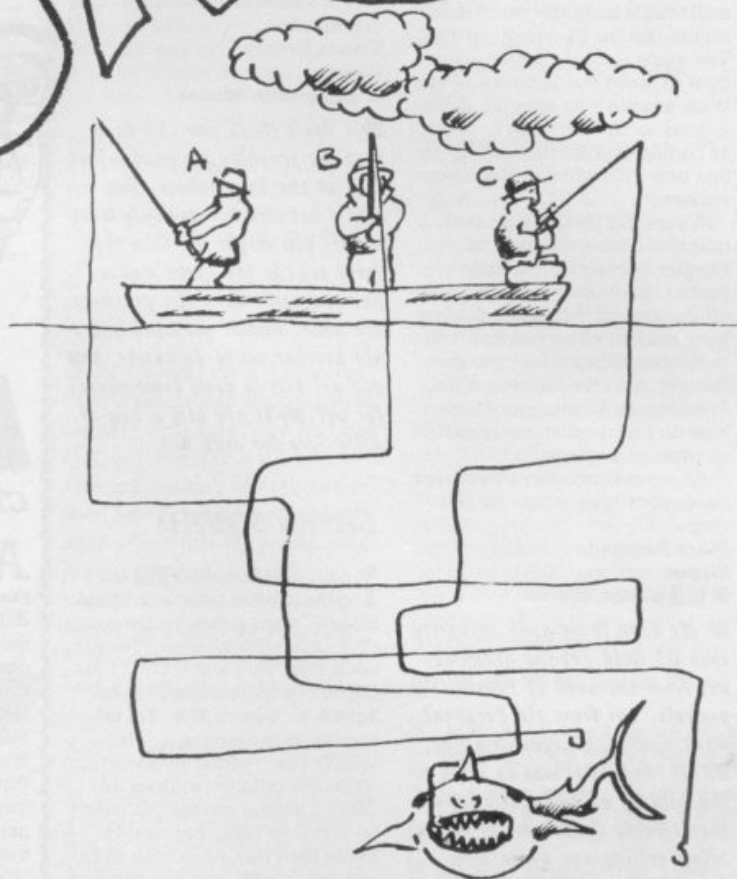
DISTRIBUTED BY

ELECTRONIC ARTS

Electronic Arts, 11-48 Station Road, Langley, Berkshire SL3 8YN, England, (051 68)

COMPETITION

JAWS



37

It's been a long time in the making (the original movie appeared over a decade ago), but with amazing competitions like this, the wait may well have been worth it. This is *Jaws*, the game of the film of the big gnashy fish, and it's about to be released by Screen 7 Software. For more info on the game splash along to this month's *Previews* page.

But it's not previews we're talking about here. No sir. It's swimming trunks and snorkels. Just right for those long, lazy beach days which come between the showers in this wonderful British Summer of ours.

TEN lucky people are going to get to splash around in a pair of Arena swimming trunks, and make bubbly noises through a gorgeous underwater-type mask'n'snorkel rig. If you're a girlie (and heaven knows, someone must be) you can get a dead sophis swimsuit instead of the trunks.

All you have to do is tell us, in your expert opinion as a deep-sea fisherman, which of the hearty seadogs on the Sharkcatcher is going to land something that might bite his leg off. Easy? Peasy.

Send your entry to: I could fill those trunks contest, Sinclair User, 14 Holkham Road, Orton, Peterborough PE2 0UF. Compo closes June 30th.

NAME.....ADDRESS

.....POSTCODE.....

I think that fisherman is going to catch something nasty.

If I win I'd look best in trunks/swimsuit (delete as appropriate).

I confirm that I realise it is foolish to breathe underwater and I will not bit any unwary swimmers while wearing the abovementioned trunks/swimsuit. Closing date 30th June 1989

SINCLAIR USER JUNE 1989



TONY

REPTON MANIA

I felt unable to contain my anger at your review of **Repton Mania**. I have never played the Spectrum version, so I'm not in actual fact reviewing it, but you were supposed to.

Let me start by saying that when reviewing games, don't slag other computers, after all, we are dealing with the Spectrum here. Right or wrong? And so what if it used to be a BBC game?

How long did you play the game for? If you ask me, I doubt whether you gave it a chance! You probably thought "Huh! A BBC game conversion, let's get this over and done with!"

I doubt whether Superior Software will be very happy with this unjust review. It used to be that reviews were clearly a reviewer's own opinion, but you've gone too far into the realms of bias. A very unprofessional review.

KD Ellis
Chelmsford

● **SU** goodie winner.

● *Silly, silly Mr Ellis, First you blow your whole argument by admitting that you haven't played the Spectrum version yourself (I have, God help me). Then you miss the point about the conversion; if a game is converted from the ZX81, you'd be happy to see black-and-white graphics and no sound, would you? EVERY game ought to take full advantage of the computer's capabilities. How long did I play the game for? Much too long, but I love my work. And am I biased? Yes! I'm biased against poor games, in favour of good ones! I don't get paid more for writing a critical review, you know. I call 'em as I see 'em. So yah boo sucks.*

the Write

THUNDERBLADE

Your review of **Thunderblade** convinced me that the Speccy version was brilliant, so I went out and bought it. At the time I didn't realise that the 87 was out of 1000. The game is crud - which again goes to prove that Tony is a Dillon. Well, anyone who says the game is good, is. Honestly, you're getting as bad as Your Sinclair (Surely not that bad - JD) with the Megagame industry.

Where did US Gold get the graphics from - the back of Frosties packets? It certainly looked like it. No sooner had I got off the ground than I was floating back to earth with a one way ticket to Heaven. Worst of all, the shot that got me, I thought was mine. I've just one question for Dillon, how do I distinguish my missiles or white blobs from his?

All considered, 50% would have been more appropriate for this crap.

Mark Rogerson
Wigan

● **SU** goodie winner.

● *We have it on good authority that US Gold got the graphics, not from the back of Frosties packets, but from old Sergeant Rock comics. No, just kidding, we all thought it was as close to the coin-op as you could get on the (t)rusty Spectrum. It is an effort telling one white blob from another, but isn't that a feature of the coin-op? Anyway, don't you dare say we're getting as bad as Y*** S*****, even in jest.*

WEC LE MANS

Tony, are you deranged or in need of psychiatric attention? Obviously. Imagine giving the graphics on **WEC Le Mans** 94%. They're almost as bad as **Afterburner's** graphics, and that's saying something. My two-year-old brother could design better scribbles than that! The graphics aren't even worth half the marks you gave them. You must be BLIND, and more needed in mags

such as **Opticians Monthly** or **My Speccy** (Ha!)

I hope you are able to read this letter. Apart from a few mishaps and mistakes (cough, cough), your mag is unbeatably crucial. Yours graphically

Kristin Dowey
Corby

● **SU** goodie winner.

● *I don't think you can deny that the graphics are good - just look at the screenshots. You might not like the way they move about, you might not like the fart sounds the game makes, but you can't deny the graphics are good. And if your two-year-old brother could do better, can you get him to draw some covers for us? We'll pay him a bag of Jelly Tots for each one.*

LASER SQUAD

I have been reading **SU** for quite a while now, and I think it's brill, apart from one thing, a t**d called Tony Dillon. (Tony is not a t**d. He's a t*****d. - JD). When he reviewed **Laser Squad**, he gave it 89%. Yet in another mag he gave it 97%. WOW! Yes, it's true, 3% away from 100%, 8% difference. Does this Dildoid always change his mind? So come on Dilly, you can do better than that, open your eyes and get on with your life. Whoops, sorry about that, you can't do better 'cos you're 100% PATHETIC!

PS Do me a favour Dildoid, shoot yourself, you're so daft you probably will.

PPS **Laser Squad** was crap anyway.

Asad Habib
Sheffield

● **SU** goodie winner.

● *So that's what it comes down to, is it - you thought **Laser Squad** was crap? Well why didn't you just say so? Incidentally, as Thomas Edison said, "Consistency is the bugbear of small minds". Mind you, look what happened to him.*

CHRIS



CAPTAIN BLOOD

Are you people at **SU** sure of Chris Jenkins' mental health (Yes - we're sure it's extremely dubious - JD). I'm not either. I think you should have him checked up, because acting on his **Captain Blood** review I think he is stark raving bonkers. The game is MEGA BRILLIANT AND COOL! It is almost as cool as me (Surely not that cool - CJ). Giving this game a mere 69% is catastrophic. The graphics are some of the best I've ever seen, and, even though it's a little weird, it should have got 101% at least, not to mention a triple Classic.

The music is also pretty cool, and the atmosphere is great. The game has great lastability as well. Try to do better next time Chris. I'm surprised you have the cheek to share my name. PS I think that Mark Lauden's idea of having three reviewers for each game is very good. It would add more variety.

Chris Wigley
Newnham

● **SU** goodie winner.

● *Well Mr Piggly Wiggly, I was here first so I guess that I have a better claim to the name than you do. I can see how you might have liked CB more than me, but*

te stuff

frankly I don't reckon much to "lastability" when it means that you have to devote eleven years of your life to finishing the game.

DOUBLE DRAGON

Dear Chrissy Babes (Er... Wot? - CJ), I think you have the brains of an Outer Mongolian Wombat only giving such a brilliant game as **Double Dragon** 51%! The two player option is cool, as well as being able to use a varied range of weapons. And if you think the characters have heads like squashed potatoes, then why don't you have a look in the mirror?

Jonathan Hills OBE, Peterborough

● **SU** goodie winner.

● Look in a mirror? Whatever can the child mean? Clump, clump, clump... creeeak (Ye Olde EMAP Towers Washroom Door) - click... glare... AYEIEEEGH!

XENON

Why on earth was **Xenon** given 90%? It must be the most unoriginal game of all time! The first level is so simple that I got to the end of it first go, only to be confronted by an almost indestructible end-of-level alien. Although you can choose between a space ship or a ground vehicle, the latter is slow and sluggish.

The graphics are poor and in monochrome, in fact, the only good point is the 128K sound, which hardly justifies the £7.95 price. Avoid this game at all costs, and don't be fooled by the **SU** Classic

G Gillam Ware

● **SU** goodie winner.

● Do I detect some bitterness here? Perhaps you were fooled by the easy first level into thinking that this one was a walkover - then you couldn't kill the end-of-level beastie. Hah! Well put a bit more effort into it, laddie, and your perseverance will be rewarded. As for the graphics, they're as stylish as Jonathan Ross's underpants, and I won't have a word said against them.

LED STORM

Jim Douglas should be shot! The rating he gave to **LED Storm** was far too low; it should have got at least 98% and a Classic, not a puny 63%. The graphics are almost identical to the arcade, and the game is wickedly addictive. Also, why no mention of the 128K version? No multiloading, and the title screens and high score chart music is the best 128 sound I've ever heard. The sound effects are pretty mega too. The scrolling has to be the best ever seen on the Spectrum and the game plays like a dream. PS Why don't you mention the 128K version on so many games, **Tiger Road** for instance?

James Greenhalgh Huntingdon

● **SU** goodie winner.

● Well it's like this. Sometimes we load things up in 48K mode, review them, and just go with

the marks we get from that. After all, it doesn't make much difference to the overall mark; it wouldn't be fair to give a game a good mark for sound, if 48K owners couldn't get it. Is that an adequate explanation? No? Oh well, we just couldn't be bothered to load it in 128K mode.

VICTORY ROAD

Are you MAD or is it just my imagination? How could you possibly give **Victory Road** only 74%? It's so brilliant. Playability is fab - it's the same all the way through, and the graphics are the best I've ever seen in my life (exactly the same as in good old **Ikari Warriors**, and I hate that game so much the programmers should have been squashed ages ago), and the sound is so fabdabadoozy I needn't even mention it, but I will. You should have given this game at least, oooh, 2%. No, you're not mistaken dummy. Now it's time to get down to business. This game is totally S**t! @ £&T. DO NOT BUY IT, especially if you've got **Ikari Warriors**, even though it was in

my opinion a complete cock-up. You will spend your money on something much more worth while like **R-Type**, won't you? As for you, you stupid reviewer, BE CAREFUL or I'll come around and sort you out!

Keith Salisbury Surbiton

● **SU** goodie winner.

● So you didn't really like it then? Well I admit I was a bit over-generous, but I don't think anyone actually deserves to die for writing **Victory Road** - a bit of mild torture, but I don't think the death penalty is indicated.

JOCKEY WILSON

Yeeek! Horror! Yikes! "Jimbo" Dudley has done it again. When I got March's **SU** I quickly read the contents to see if it had any simulations. Ahhh! I see **Jockey Wilson's Darts Challenge**. I read through it quickly and saw a classic mistake. You wrote: "The only thing it doesn't do is suggest a shot you should do". Well, darts fans, just press T when you're playing. Please take more care next time or I'll shove my Plus 2 up your nose! David Vasquez Kingston

● **SU** goodie winner.

● Hola! Jeem caught making a mistake! Pigs fly! The moon turns blue! Philip Schofield does something intelligent! The world comes to an end! OK OK, I made a tiny little mistake. Well spotted. Grumpph.



JIM

ALL CHANGE ON THE WRITE STUFF!

All right all right! You think we talk a lot of nonsense, do you? You think we can't tell an **SU** Classic from a 15% clunker? Well this is your chance to set the record straight.

Every month we'll devote the Write Stuff section to your thoughts and opinions on games. Is Jim mad? Tell us so! Is Tony the coolest thing since ventilated boxer shorts? Let us know! Is Chris the best software reviewer in the galaxy (hem-hem)?

Instead of insulting you by offering you money, if you get your contribution to the Write Stuff published you'll get an EXCITING EXCLUSIVE **SU** BADGE, so the whole world will know that your words have been immortalised in **SU**. Starting next issue the best letter will also get a £20 software bundle (of our choice, before you ask).

So if you have any opinions on recent games we've reviewed (or even ones we haven't), write your review and send it to us together with the completed form below.

Keep your wodge under 150 words, try to avoid blasphemy, obscenity and libel and send the lot to Write Stuff, Sinclair User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU

NAME
ADDRESS
POSTCODE.....

WORLDWIDE SOFTWARE
1 BRIDGE STREET
GALASHIELS
TD1 1SW

WORLDWIDE SOFTWARE

FOR IMMEDIATE DELIVERY

WORLDWIDE SOFTWARE
106 CHILWELL ROAD
BEESTON
NOTTINGHAM
NG9 1ES

CREDIT CARD
ORDER
TELEPHONE
LINE

SPECTRUM +3 COMPUTER

ONLY £195.99

INCLUDING JOYSTICK AND 6 GAME SOFTWARE PACK

CREDIT CARD
ORDER
TELEPHONE
LINE

ALL PRICES INCLUDE VAT AND DELIVERY IN THE UK

SOUTH
MIDLANDS
WALES
0602
252113

NORTH
SCOTLAND
N IRELAND
OVERSEAS

AMSTRAD 2160 DOT MATRIX PRINTER FOR SPECTRUM +2 AND SPECTRUM +3
ONLY £147.99

INCLUDES CONNECTION CABLES (+2 REQUIRES INTERFACE)

0896 57004
(24 HOURS)

FOR IMMEDIATE DELIVERY

AMSTRAD NLQ PRINTER MODEL 3250di FOR SPECTRUM +2 AND SPECTRUM +3
ONLY £189.95

INCLUDES CONNECTING CABLES

WORLDWIDE SUPER SPECIAL OFFERS ON SPECTRUM SOFTWARE

**SPECIAL
OFFER**
AMSTRAD 3160 NLQ
PRINTER FOR +3
NORMAL PRICE £199
OFFER PRICE
£169

COMPILATIONS	COMPILATIONS	COMPILATIONS	COMPILATIONS	COMPILATIONS	COMPILATIONS	COMPILATIONS	COMPILATIONS
TAITO COIN-OP HITS CASS DISK 9.00 13.50*	GAME SET & MATCH II CASS DISK 9.00 13.50*	OCEAN IN CROWD COMPIATION CASS DISK 9.00 13.50*	KARATE ACE CASS DISK 9.99 *	KONAMI ARCADE COLLECTION CASS DISC 7.25 13.50	ARCANE MUSCLE CASS DISK 9.99 13.99	GIANTS COMPIATION CASS DISK 11.99 14.99	WE ARE THE CHAMPIONS CASS DISK 6.99 13.50
SUPREME CHALLENGE CASS DISK 9.00 13.25	TEN MEGA GAMES CASS DISK 9.99 *	FLIGHT ACE CASS DISK 11.99 *	LEADER BOARD COLL PAR 3 CASS DISK 11.99 14.99	SOLID GOLD CASS DISC 7.99 11.99	GOLD SILVER BRONZE CASS DISK 9.99 11.99	ULTIMATE COLLECTED WORKS CASS DISC 9.99 11.99	

* Please phone for Spectrm +3 disk availability and price

* Please phone for Spectrum +3 disk availability and price

★ ★ LARGE VARIETY OF EDUCATIONAL SOFTWARE NOW AVAILABLE FOR 3 TO 15 YEAR OLDS ★ SEND SAE FOR CATALOGUE BY RETURN ★ ★
FAST DELIVERY OF ALL STOCK ITEMS BY 1ST CLASS MAIL IN UK SPECIAL OVERSEAS SERVICE BY AIRMAIL WORLD WIDE

CREDIT CARD ORDER TELEPHONE
0896 57004

CREDIT CARD ORDER TELEPHONE
0602 252113

WORLDWIDE SUPER SPECIAL OFFERS ON SPECTRUM SOFTWARE

1943 BATTLE OF MIDWAY	CASS DISK	INCREDIBLE SHRINK SPHERE	CASS DISK	ANNALS OF ROME	CASS
3D POOL	5.95	KENNY DALGLEISH MANAGER	7.25 11.20	ARNHEM	10.45
4 X 4 OFF ROAD RACING	6.99	KONAMI COIN OPS	6.99	BATTLE OF BRITAIN	6.99
A.T.F.	6.55 9.00	LANCELOT	10.85 14.95	BATTLEFIELD GERMANY	4.99
ACTION FORCE II	6.55 10.50	LASER SQUAD	7.25	BISMARCK	10.45
AFTERBURNER	9.45 10.85	LAST DUEL	6.99	BLITZKREIG	7.99
AIRBORNE RANGER	7.25 10.85	LAST NINJA 2	9.45	CONFLICTS 2	6.55
ARCANE MUSCLE	9.99 11.99	L.E.D. STORM	6.99 9.99	CONFLICTS	10.45
ARTIST 2	10.85 14.95	LIVE AND LET DIE	7.25 10.50	DESERT RATS	7.99
ARTURA	6.55 9.99	MATCHDAY II	5.95 10.50	GALLI POLI	6.99
BARBARIAN II	6.55 11.20	MICKEY MOUSE	6.55 9.99	NAPOLEON AT WAR	6.99
BARDS TALE	7.99 11.99	MICROPROSE SOCCER	7.99 11.99	OVERLORD (Disk 9.99)	7.99
BATMAN	6.55 10.85	MOTOR MASSACRE	6.55 9.99	PEGASUS BRIDGE	10.45
BLACK TIGER	6.99 9.99	NAVY MOVES	6.55 11.99	SORCEROR LORD	10.45
BLASTEROIDS	7.25 11.20	OPERATION WOLF	6.55 10.50	STALINGRAD (Disk 9.99)	7.99
BUGGY BOY	5.95 10.50	OBLITERATOR	7.99 11.99	THEATRE EUROPE	4.99
BUTCHER HILL	6.55 9.99	OUT RUN EUROPA	7.99 11.99	VULCAN	7.99
BIONIC COMMANDOS	6.99 9.99	PACMANIA	6.55	YANKEE	7.99
CLOCK CHESS '89	7.99 12.99	PRO BMX SIMULATOR	4.99 10.50	ZULU WAR	6.99
CALIFORNIA GAMES	6.99 9.99	PRO SOCCER	6.55		
CAPTAIN BLOOD	7.25 11.20	PROJECT STEALTH FIGHTER	7.25 10.85		
CARRIER COMMAND	10.85 11.45	PURPLE SATIN DAY	7.25 11.20		
COLOSSUS CHESS	7.99 11.99	RAMBO III	6.55 10.50		
CORRUPTION	11.99	ROBOCOP	6.55 10.50		
CRAZY CARS II	7.25 11.20	RUN THE GAUNTLET	6.99 11.99		
DARK FUSION	7.99 9.99	RENEGADE III	6.99 11.99		
DE LUXE SCRABBLE (128K)	7.99 11.99	RUNNING MAN	6.99 9.99		
D.N.A. WARRIOR	7.99 11.99	REAL GHOSTBUSTERS	7.99 11.99		
DOUBLE DRAGON	6.55	RED HEAT	6.99 11.99		
DRAGON NINJA	6.55 10.85	SANXION	6.55 9.00		
DOMINATOR	7.99 11.99	SHOOT OUT	6.99 11.99		
EMLYN HUGHES INT SOCCER	7.25 11.20	SILENT SERVICE	6.99		
EMPIRE STRIKES BACK	7.25 10.50	SKATE OR DIE	6.99 11.99		
EXPLODING FIST +	5.95	STORM LORD	6.55 11.99		
F-16 COMBAT PILOT	11.99 14.99	STRIP POKER II	5.95		
FERNANDEZ MUST DIE	6.55 9.45	SUPER TRUX	6.99 11.99		
FISH	12.99	TECHNO COP	6.55 9.99		
FISTS 'N' THROTTLES	9.45	THE DEEP	6.99 9.99		
FOOTBALL DIRECTOR II (128K)	14.95 14.95	TANK ATTACK	9.99		
FOOTBALL MANAGER II	6.99 10.50	THE NATIONAL	7.99		
FOOTBALL MAN II EXPANSION KIT	6.99	THUNDERBLADE	6.99 9.99		
FOOTBALL MANAGER	2.99 7.95	TIGER ROAD	6.99 9.99		
FORGOTTEN WORLDS	7.99 11.99	TIMES OF LORE	7.25 11.20		
FRANK BRUNOS BIG BOX	9.45 13.50	TOTAL ECLIPSE	7.99 11.99		
GAMES WINTER EDITION	6.99 9.99	TRACK SUIT MANAGER	6.99		
GARY LINKERS HOT SHOT	6.55 9.99	TRIV PURSUITS NEW BEGINNING	10.85		
GARY LINKERS SUPERSKILLS	6.55 9.99	TYGER TYGER	5.95		
GUERRILLA WAR	6.55 10.50	UNTOUCHABLES	6.55 10.50		
GUILD OF THIEVES	11.99	VICTORY ROAD	5.95 10.50		
GUNSHIP	7.25 10.50	VINDICATORS	7.99 11.99		
H.A.T.E.	6.55 11.99	WAR IN MIDDLE EARTH	7.25		
HEROES OF THE LANCE	7.99 11.99	WEC LE MANS	6.55 10.50		
H.K.M.	7.99 11.99	WHERE TIME STOOD STILL 128K	5.95 10.50		
		XENON	6.55		

Please make cheques or postal order payable to WORLDWIDE SOFTWARE.

All prices include postage and packing in the UK. Overseas please add £1.50 per cass/disk for AIR MAIL delivery.

Advertised price are for mail and telephone orders.

ZAPCHAT

Dangerously sexy. That's how one so-called 'expert' [our mate Trevor who says 'Salt and Vinegar?' down at the chippy] described the totally mega contents that make up this

month's 'visual experience' that is Zapchat. GASP at the earth-shaking tips for *Renegade 3*, WOOP over the

wondrous bits on *H.A.T.E.* from Vortex and shout 'LORDY LORD!' when casting your peepers over the so-called 'rest'. Then sit back in your very

best duffle coat, sip a cup of cha to clean the old pipes out and contemplate the fate of all

those poor souls who didn't purchase this issue of **SU** from the stout yeoman at the newsagent...

People who'll almost certainly get the 'hump' when they realise what they've missed while you can cruise

about feeling like a true groove-machine with enough worldly knowledge to dine out on for the next hundred years.

Blinking flip eh? If you 'fancy yourself' as a bit of a tipster/mapster, then we're always willing to read your stuff. Send the gunk in to 'I may be a swamp donkey but I still need the cash', Sinclair User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. It's where it's at!

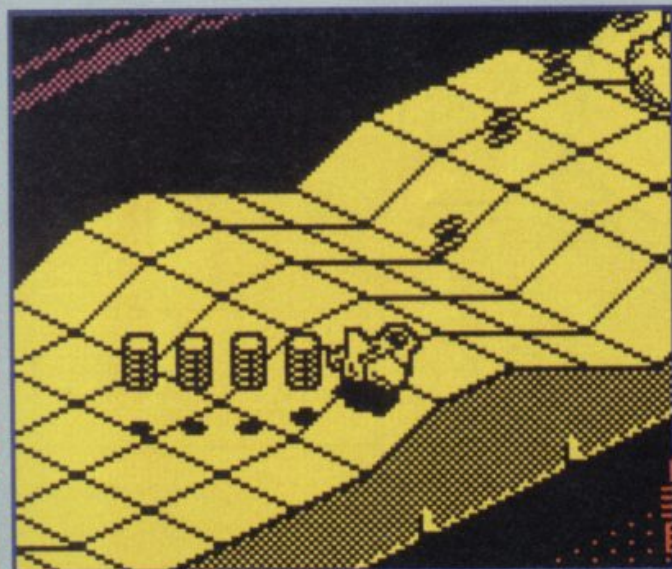
H.A.T.E. . . . Vortex

Your pilot on today's flight: Jon 'Watch out for that pillar!' Riglar

It's in 3D! It's got a strange name! It's got lotsa swarming alien types that can kill! It's got bits to collect and pull behind! It's big! It's *H.A.T.E.* from Vortex. And rather a splendid shoot 'em up it is too. There are, we are reliably informed, about twenty squillion levels to the game and so if you're a total geek and can't get off level one or two, here's what to do.

In order to pass from one level into another, you (blee!) need to collect at least one plasma cell (barf) and drag it along behind you. If you don't manage to keep hold of it and attempt to pass on to the next level, you'll be chopped by the dreaded cheesewire, or at least something like that.

At the start of level one, you'll take off on automatic pilot and virtually straight away, about four or five missiles will appear and lob themselves in your direction. The best way to deal with these critters (the type that don't shoot back) is to swerve from side to side and keep firing. Surviving these, you'll next be attacked by a set of things looking suspiciously like a spinning top. Keep down low and fire all the time. Keep over to the right hand side of the area and lob bullets like billyo towards the hatch where the alien types are being launched from. Directly behind that, there is the first plasma cell.



Shoot at the plasma cell to get rid of the outer coating and then fly into the 'stick' that remains to collect it. You'll now have collected the first cell which should be happily trudging along behind you. You need to be careful not to run into aliens in order to preserve this cell.

Moving on, you'll find another set of plasma cells to the left followed by another alien hatchway. The alien types found flying around in this area look remarkably (remarkably!) copyright D Coleman Ltd like the ones found zooming around in *Allen Highway*. Try to knock out as many as possible before getting too close. If there are any left once you reach the hatchway, dive down



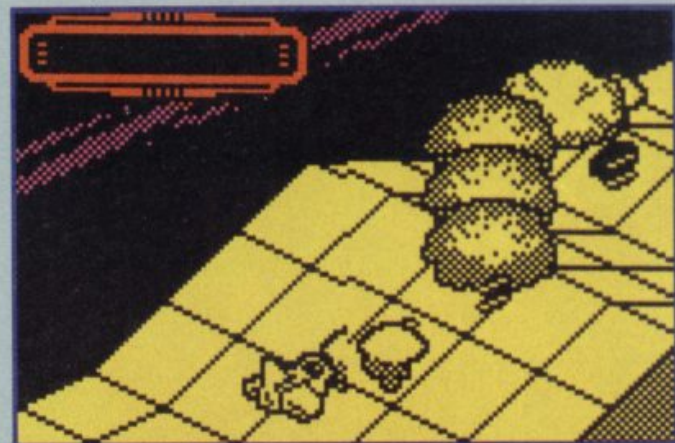
low and swerve to avoid them. You may find yourself losing a plasma cell though. The next plasma cell is on a hill straight ahead and you'll need to alter the height of your spacecraft to clobber it.

Level one should present no more major problems and soon you'll be flying over the end of level barrier and landing on automatic pilot reading to be transported into the ground attack vehicle. (Which looks remarkably like a Robin Reliant.)

Now that you're in control of the tank, remember that pulling the joystick will control the speed of the craft and so some pretty hairy aliens can be avoided by simply zooming around them or applying the brakes. Also remember that you can 'lob' heavy duty shells by putting the tank into full speed and pressing the fire button while accelerating.

Grab as many plasma cells as you can while on the move and watch out for the stinking rotten awfully horrible (Copyright T Dillon Reviews) alien types that fire back at you towards the end of the level. When you encounter these, make sure that the tank does not swerve too much otherwise the aliens can take out the plasma cells you are towing.

Level three is basically a re-hash of level one with you (blee) controlling the aircraft again. This level includes tunnels and passages which require some nifty flying to get through especially if you are towing some plasma cells. If you come up against what seems to be a blocked passage, simply fire at the blocks in the way and keep doing so until they disappear.



ZARCHAT

RUDDY QUICK
TIPS SECTION

*Ruddy Quick Tip
Inspector:*
Reginald Pughbottock

RENEGADE 3 ...

Imagine Wuffle creature
from Mars: Jon 'wuffle wuffle'

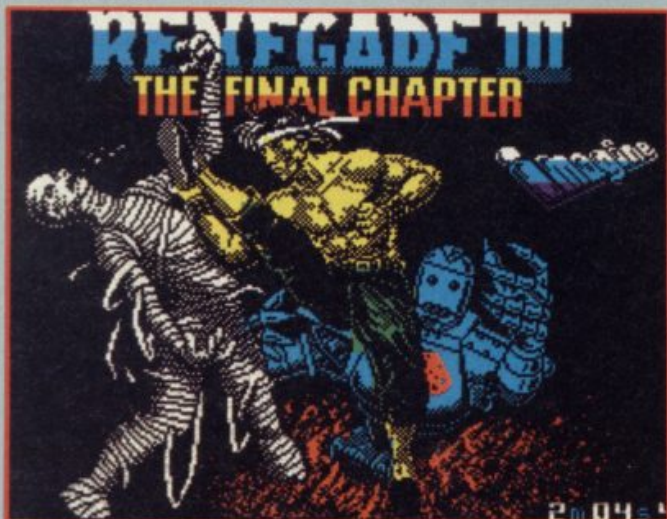
Riglar

Let's go back in time! (Cue spooky music. Oohohohoho!) Back to a time when Tony Dillon wore national health specs and bread was some ridiculous price like 2d. Go back a bit further and you might find yourself in *Renegade 3*. Poor old Rene (for it is he!) is surrounded by creatures that look like Dino from the Flintstones and other little furry ones that look uncannily like the Dildoid himself.

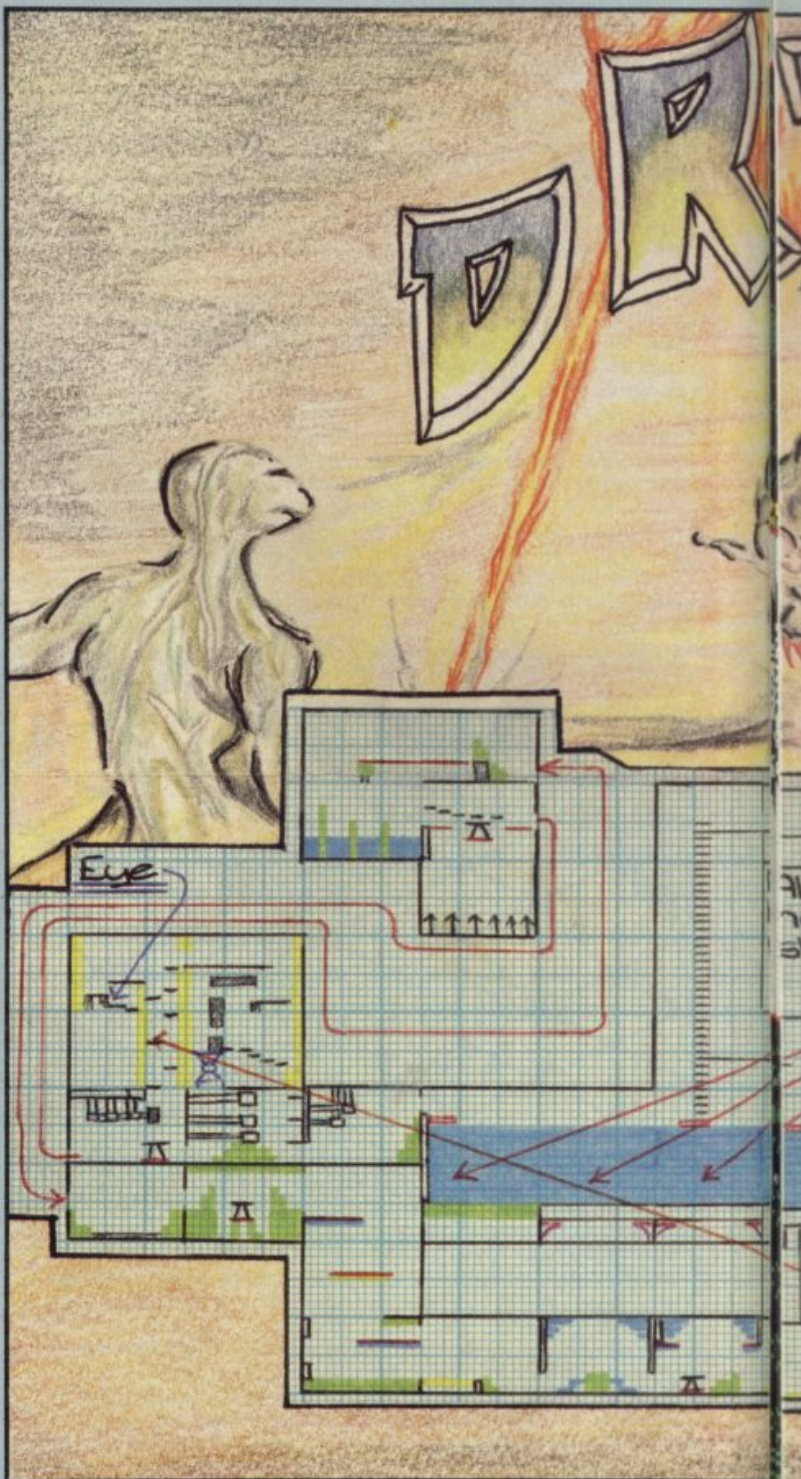
Renegade 3 has two main levels of play. You need only climb the holes in the rocks to gain access to the level above. If things get a bit hairy below or when you need to avoid jumping a big gap. And avoiding it is the best thing to do, because no matter how hard you tempt Rene, it is impossible to jump across some. When on the lower level don't worry about attacking Dildoids etc as they will only slow you down, instead run away to preserve your energy. The best route through level one is marked on the **SU** custom built map but basically the level appears to be split into two halves.

During the first half, you'll need to avoid the creatures and jump around to avoid the little crittars dropped from the sky and also watch out for the cave man who lobs rocks at you from the top level. At the end of this half, the screen will clear of creatures and then two groups of three will attack you, one group coming from the right hand side of the screen and the other running in from the left. This is the main combat part of the level and you can't run away now. Try to pick on one creature at a time and make sure that your man keeps on the move otherwise he'll be cornered. It doesn't matter which types of creature you attack first although it makes some sort of sense to attack the one which is nearest otherwise he'll put the boot into you. If things get too hairy then try to move up and down the screen which can sometimes make the creatures back off a bit. Each creature, whether it be a Dildoid type or not, needs to be kicked in the shins at least three times before 'giving up and rolling over'.

The second half of the level is similar to the first except that it has many more pit holes which either need to be jumped across or avoided altogether by climbing up onto the higher level. Towards the end of the section, you'll need to put the boot in again in a giant bliff-up situation similar to the one described above. Use the same tactics and provided you haven't already run out of time, you'll be on to level two!



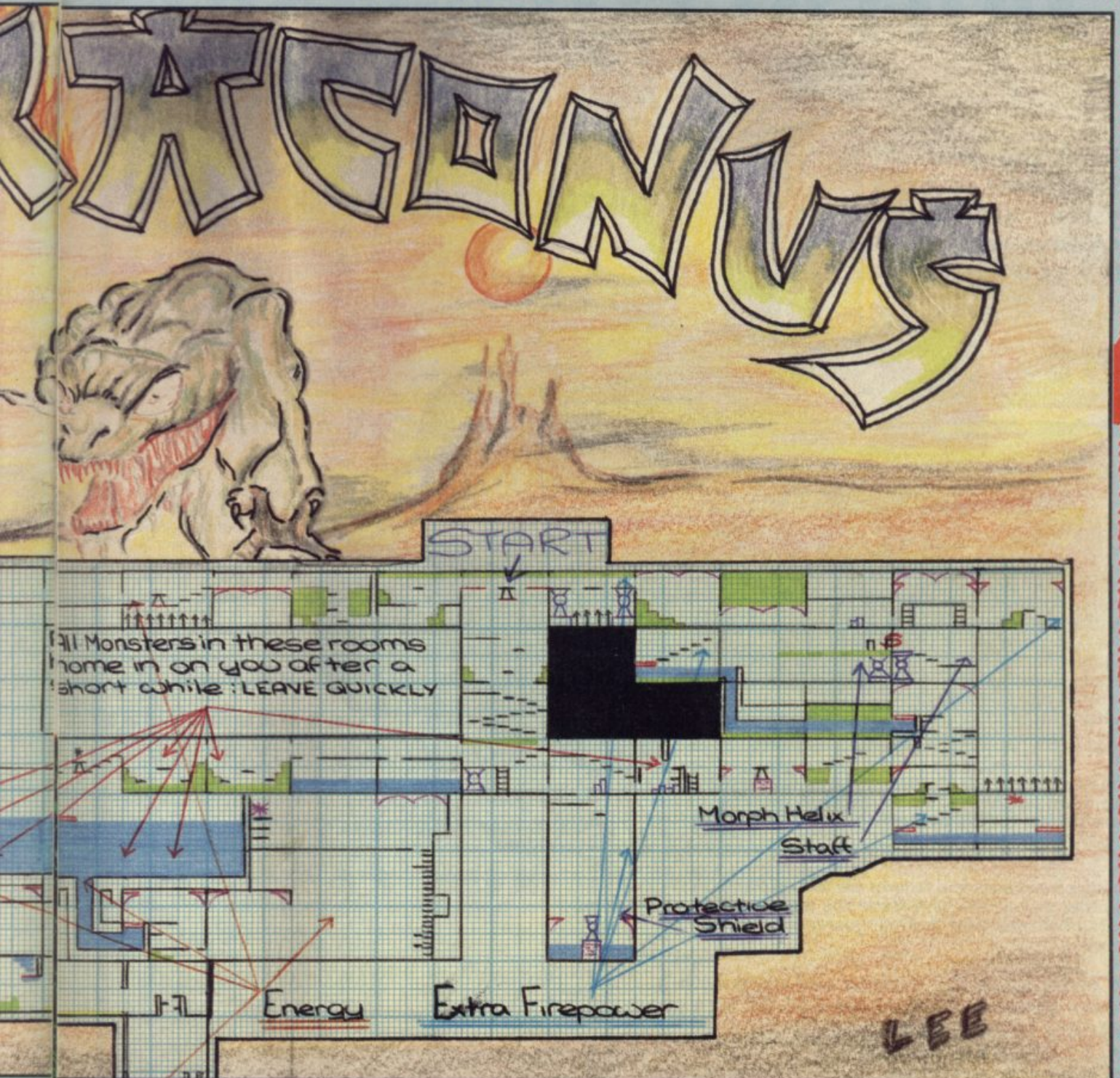
Sad isn't it? No I'm not talking about the state of the ozone layer, I'm talking about the state of your maps. They're terrible and it's just not 'on' frankly. (Probably 'cause he'd die of suffocation with all that paper on top of 'im.) So, listen up. If you want a chance to win the legendary 50 smackers as dispatched by our very 'accounts' depo then you're just gonna have to put more effort in. Remember to use lovely bright felt tips, we don't want any





more of these cruddy pencil efforts. Take this chap Lee Arnold. He's sent in a map for *Draconus* which is so well dudey that we're gonna print it and send him the money. As I've always said, make an effort now and in a few years' time you'll ... (Snip! Jon Riglar has been sent to the nearest retirement home for decrepit form teachers - Ed) In the meantime, here are Lee Arnold's tips for *Draconus* ...

- 1 When standing on the morph slab (after collecting the morph helix) you have to stand in a precise place to transform into a 'Draconewt'. This is usually on the left of the slab.
- 2 To collect spells you will need to find the Dragon's Eye. Once you have this Eye a hole in the room containing the morph helix will appear. Through the hole is a room containing the Necromancer's staff. With this staff you can collect spells (stars).
- 3 In some rooms the monsters will home in on you after a short while. Leave these as quickly as possible.
- 4 Do not shoot the groups of Diamond shaped monsters - they will start to chase you if you do.
- 5 Only enter water when you are a 'Draconewt' or you'll drown.



THE NEW "STARCURSOR" JOYSTICK SYSTEM

**YOUR KEY TO REALLY
MASTERING COMPUTER
GAMES**

SPECIAL INTRODUCTION OFFER

£18.99

This is the new
"Starcursor Joystick
System" and it's the most
accurate and reliable
stick you'll ever use.



ARCADE STANDARD

The stick is based
on the Arcade
joystick made by
MCA Ltd. which is
regarded as the best
Arcade joystick in the
world. It has 3 Arcade fire
buttons fitted to it.

SUITS ALL GAMES

The Starcursor is adjustable between 4-way or 8-way
operation simply by sliding a switch. So you can
have perfect control over any game.

3 YEAR GUARANTEE

Joystick breakages and failures are far too common
in other makes. We have made the Starcursor to
such a high standard that we guarantee it for 3
years!

To order fill in the coupon and send with a
Postal Order or Cheque for **£18.99** to:
MICRO LEISURE LTD.,
16/32 BERKELEY STREET,
GLASGOW G3 7DW,
SCOTLAND. TELEPHONE: 041-221 8944

PRICE INCLUDES DELIVERY IN U.K.

Name _____

Address _____

I REQUIRE ☐ STARCUSORS AND ENCLOSE

£ _____ + VAT TO COVER COST.

PLEASE ALLOW 14 DAYS FOR DELIVERY.

AVAILABLE ONLY FROM MICRO LEISURE

THE GAMES SUMMER EDITION

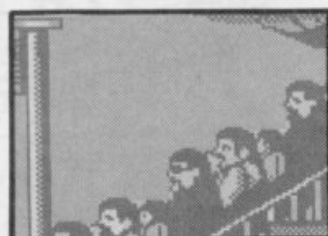
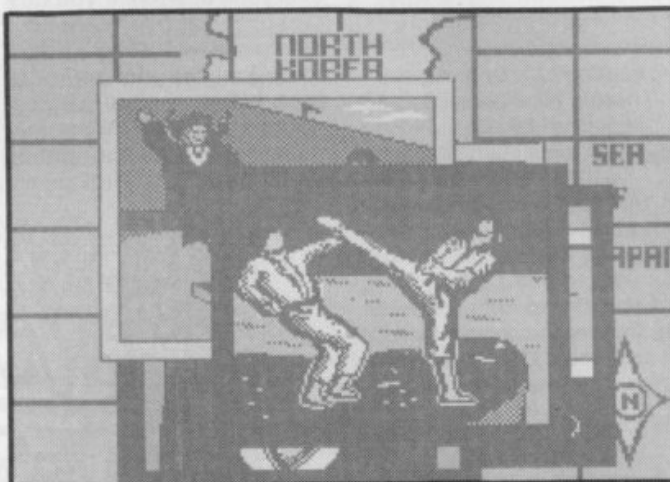
**GAMES
REVIEW**



Before I sink into the perilous task of reviewing this, there is just one question we need to ask ourselves. Do we need another in the games series? Let's face it, no. Evidently this hasn't occurred to Epyx, who assail the market yet again with the seventh in the Games series, **The Games - Summer Edition**.

To be fair, though not all the events are spanking brand new and original, they are all covered in a new way, or are just, in theory, executed a whole lot better.

In this little seven event bundle you get, and in no particular order or significance of rank: Diving; viewed as a side on (when isn't it?) you are given a lot more moves to choose from this time around. You can dive forward, you can drive backwards, you can change the springiness of the diving board. Hammer throwing; I thought Epyx had opted out of the joystick-busting events. Wrong. Waggle the joystick very fast, press fire, and then waggle the joystick

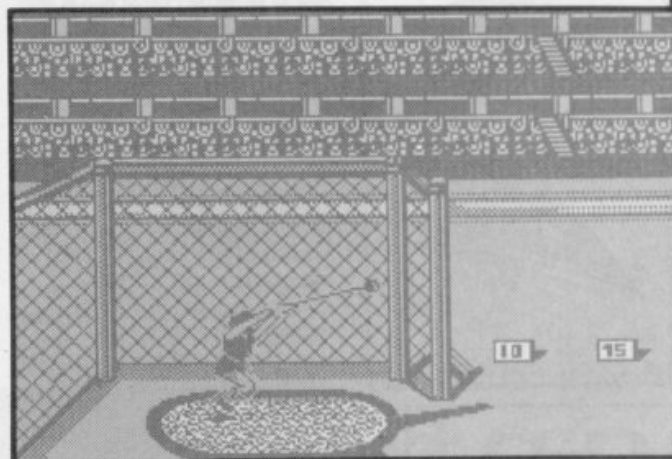


very fast again. Nice graphics though.

Velodrome Cycling; boring. Watch two guys nailed to bicycles made from plates racing round and round on the inside of a bowl. Even more joystick waggling. Uneven parallel bars, swing gracefully. Glide smoothly. Slam your pelvis painfully into the opposite bar. Fall clumsily to the floor. Get laughed at. The

facility, full opening and closing sequence and (disk only) the option to save world records to disk.

The other feature, which all Epyx products sadly have, is multiloop. Oh no! This could have been a disastrous fault, if only there was a brilliant game for it to ruin. Sadly there isn't.



rings; ouch. Try to perform flips and things while suspending yourself six foot above the floor by the use of two parallel rings. You won't do it.

Hurdles; this is more or less as everybody else portrays it, only this time, fall once and you're out of the running.

Pole vault; this is unusual. The camera is strategically placed on the end of your pole during the run up, but then changes to a side during the vault itself.

The game uses the usual Epyx system of playing all or some of the games, and comes complete with an eight player

The Games - Summer Edition has suffered two great blows in its transition from other eight-bit formats. It looks poor and it plays badly. A lot of the sprites are very badly designed, and the background can cause a lot of problems, attribute-wise.

As for the playability, there just isn't any fun involved at all. Either the programming team at Epyx haven't fully realised the Spectrum's capabilities, or the humble Speccy just isn't built for Epyx Games.

Oh Well, maybe **The Games - Sunday Afternoon Edition** will be good.

**ARCADE
REVIEW**

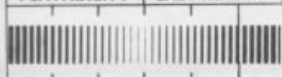
FAX BOX

THE GAMES - SUMMER EDITION Label: Epyx Author: In house Price: £9.99 Memory: 48K/128K Joystick: Various

Good in theory, but for some reason the game doesn't provide the goods.

Reviewer: Tony Dillon

GRAPHICS	SOUND
71	57
PLAYABILITY	LAST ABILITY
48	53



**OVERALL
59**

1

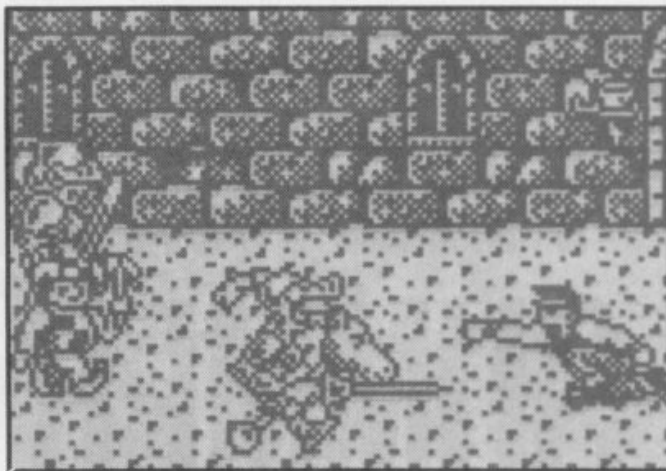
FREEBIES A GO-GO

Yes, it's official. That man Sean from Castle Computers is a stark staring ruddy maddo. He must be because he just gives Speccy games away like there's no tomorrow. Does he do it because he loves **SU** readers sooooo much? Or is it because he likes to chuck his money away? Nah, like we said before, he does it 'cos he's a complete loon, that's why!

So what's on offer this month troopers and troopettes?

There's Microprose Soccer at £6.99
Real Ghostbusters at £7.50
Outrun Europa at £6.99
Renegade III at £6.99

Look at that lot, great eh? All that lot is coming to you at a massive £2 off the usual price. And that's not all



(phew, slow down please – everyone at **SU**). If you buy one of the above you can also pick one of the below for no charge whatsoever (yes, it's true – free, zilch, nought and zero). What more could you want out of life? Here are the free

games for you to choose from:

Biggles
Terror of the Deep
Tetris
Super Sprint

Right, altogether now ...
"thank you Castle Computers".

£2.00 OFF

COUPON

Send coupon (with name and address) to: Freebies a-go-go Smash Offer, Castle Computers, Castle House, 11 Newcastle Street, Burslem, Stoke on Trent, together with a cheque for either £6.99 or £7.50 made payable to Castle Computers. Offer closes June 30th.

**SU
SMASH
OFFER**

SMASH OFFER

46

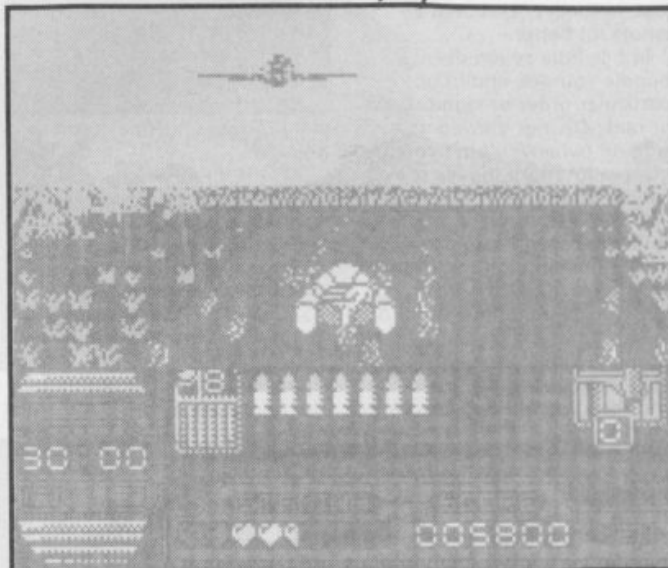
2

BUTCHER HILL

You lot out there think you're well 'ard don'tcha? Let's see how 'ard you really are. Are you the type that wreaks havoc throughout the school, scattering 1st year wimpos as you go? Or do you cower in the cloakroom while the girls from your needlework lesson turn your anorak inside out and eat your mittens? The big question is, are you 'ard enough to play Butcher Hill?

Butcher Hill, you should know by now, is a blasty blasty 'Nam epic from those saucy scamps at Gremlin Graphics. It includes sooo much bombing, shooting, hurtling along deadly rivers, having things dropped on your head by passing planes; rocks, mines and patches of weeds that you'll probably pass out just thinking about it, let alone playing it.

Now do you still think



you're up to all this as well as capturing and blowing up an enemy village at the end of the game?

You do? Well ruddy flip you must be bloomin' 'ard. We certainly don't want to mess with you.

Now, the important thing to do is fill out that Butcher Hill Smash Coupon and send it off today. What's that, you'll get your mum to help you. Pah, and you said you were really 'ard. What a pansie!

£1.50 OFF

BUTCHER HILL

Send coupon (plus name and address) to: Butcher Hill Smash Offer, Gremlin Graphics, Alpha House, 10 Carver Street, Sheffield S1 4FS, together with a cheque for £5.99 made payable to Gremlin Graphics. Offer closes June 30th.

**SU
SMASH
OFFER**

HUMAN KILLING MACHINE

Do you like skipping through fields of daisies cuddling fluffy bunnies as you go and wishing a cheery good morning to Mister Squirrel? You do? Okay lads pass the strait jackets! Nah, really we know you like crashing around like a mad loon on Vimto mashing anything that crosses your path into the pavement. So we wouldn't want to break a habit of a lifetime so we're giving you a chance of nabbing that sooper dooper beat-'em-about the bod Human Killing Machine from US Gold.

The idea behind the game is to tour around the world threatening the habitants of such countries as Russia,



Germany and Spain and bashing up anyone who so much as breathes in your direction. There are five levels to punch your way

through, and if you liked Streetfighter you'll most probably be pretty happy with HKM. We gave it a jolly sparkling review in the March issue and feel that you really shouldn't miss this opportunity to have a great game and save a whole £2 in dosh. Get the message – now get coupon filling.



LAST DUEL

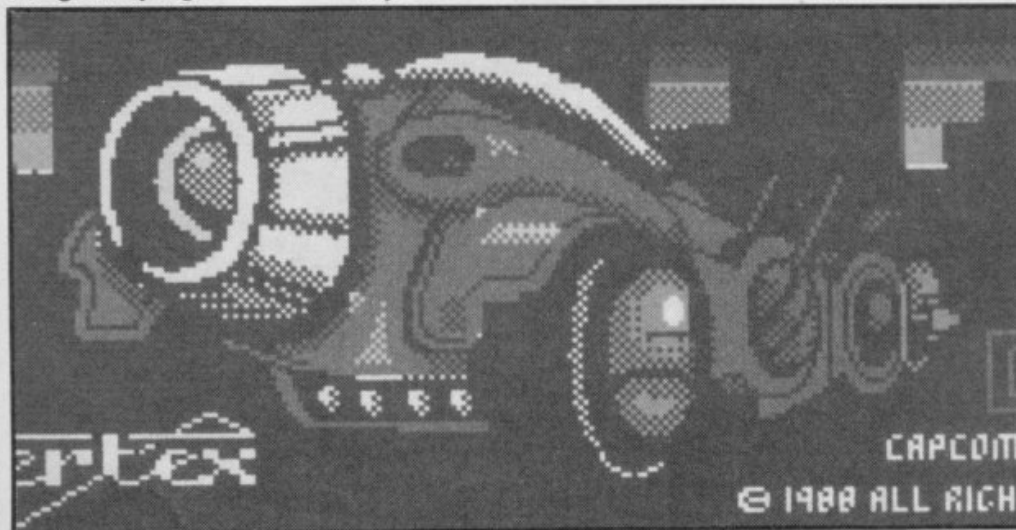
Due to the massive response from you lot when we last gave you a Smash Coupon for Last Duel, those snugly wuggly folks at US Gold thought they'd give those

who missed out last time a chance to get their grubby mitts on a copy of the game at a smidge of the original price.

As you should already know Last Duel is that smashing drivey extravaganza where you are in your skimmer whooshing

along like nobody's business one minute, then you turn into a spaceship and blast through the milky way kerzapping everything that isn't nailed down – great stuff.

We know we've got you all hyped up now and you want to play Last Duel so badly. Well matey boys here's your chance. Send your Smash Coupon off today and a copy will soon be hairing down the motorway to you lasers a-zapping.



3

£2.00 OFF

HUMAN KILLING MACHINE

Send coupon (with your name and address) to: HKM Smash Offer, US Gold Ltd, Units 2/3 Holford Way, Birmingham B6 7AX, with a cheque for £6.99 (cass, £10.00 (disc) made payable to US Gold Ltd. Offer closes June 30th.

US GOLD SMASH OFFER

4

£1.50 OFF

LAST DUEL

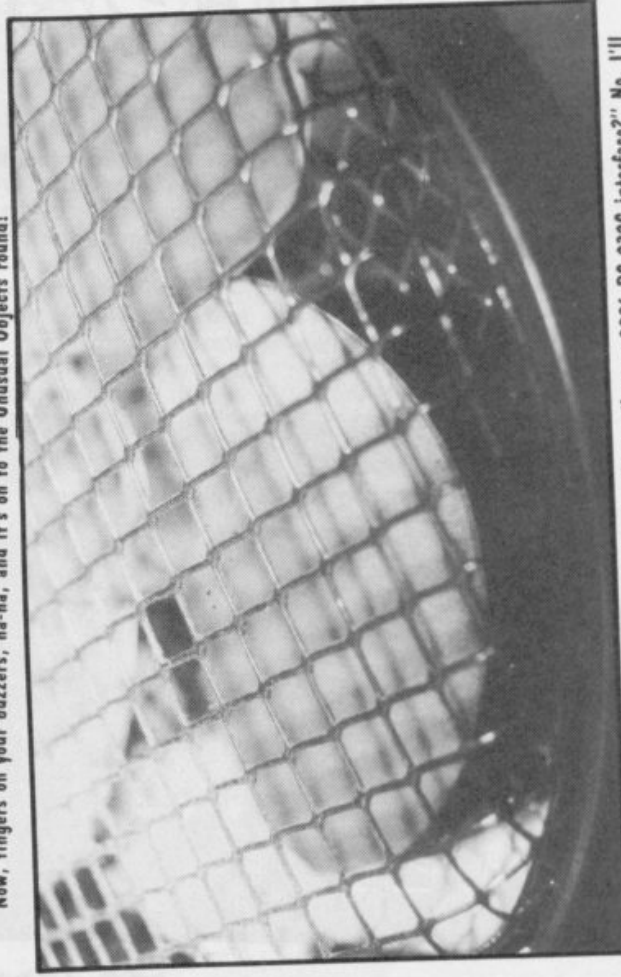
Send coupon (plus your name and address) to: Last Duel Smash Offer, US Gold, Units 2&3 Holford Industrial Estate, Birmingham B6 7AX, together with a cheque for £6.99 (cassette) or £10.99 (disc) made payable to US Gold Ltd. Offer closes June 30th.

US GOLD SMASH OFFER

FINGER ON YOUR BUZZER



It's the zany game you all love to play — Spot the Family! This month we have two typical families — the Smedleys from Southend and the Plunketts from Chipping Sodbury. Mr Smedley is a chartered accountant, and his hobbies are building matchstick models of matchboxes and collecting serial numbers of dog licences. Mrs Smedley describes herself as "A full-time home-maker", though this isn't how Mr Smedley describes her. The Smedley children are Wayne, 14, whose hobbies are computers, computers and computers, and Waynette, 12, who likes ponies and vodka. Mr Plunkett is an insurance salesman who likes reading Frederick Forsyth, but not his books. Mrs Plunkett is a librarian who likes rambling and hamsters, and the Plunkett children are Tommy, 13, who likes model aeroplanes, and Tanya, 18, who likes nightclubs and older men. Now, fingers on your buzzers, ha-ha, and it's on to the Unusual Objects round!



1) Yes, Mr Smedley . . . "Er, is it the interface bus from a Nascom 8036 RS-232C interface?" No, I'll pass that over to the Plunketts . . . Mrs Plunkett? "Ooh, it looks to me like . . . Yes, I'm sure . . . Is it an electric fan?" No, I'm sorry. You're both wrong: it is in fact the steel mesh protecting



2) Yes, Wayne? "Er, it's one of them deadly alien sci-fi robots from Battle of the Intergalactic Washing Machine Salesmen, isn't it?" No, over to the Plunketts . . . Tanya? "Well, I thought it might be one of Bros' earrings, but in fact I'm sure it's a fire extinguisher." Sorry, I can't allow it. It's a little household robot doing the hovering.

MICROSNIPS

Reply to Dept Sinc User

37 SEAVIEW ROAD, WALLASEY MERSEYSIDE L45 4QN

COMPUTER PACKAGE DEALS

SPECTRUM PLUS 2	£139.95
SPECTRUM PLUS 3	£199.95
SINCLAIR PC200	£339.95

**5 YEAR EXTENDED WARRANTY
FROM ONLY £34.80**

JOYSTICKS & INTERFACES

CHEETAH STARFIGHTER	£12.50
KONIX SPEEDKING +3 INTERFACE	£16.95
QUICKSHOT II PLUS + DUAL PORT I/F	£18.95
SPEC + 2 JOYSTICK ADAPTER	£3.99
KEMPSTON +2/+3 INTERFACE	£7.95
DK-SINGLE PORT I/F	£5.95 DUAL £9.95
INTRODUCTORY OFFER QUICKJOY III MICROSWITCHED JOYSTICK usually £12.95	£9.95
KONIX NAVIGATOR	£14.50

GRAPHICS & SOUND DEVICES

AMX MOUSE & AMX ART	£64.95
KEMPSTON MOUSE/TOOLKIT	£49.95
TROJAN LIGHTPEN 48K	£19.95 +2
TROJAN +3 LIGHTPEN	£22.95
DK-SPECTRUM LIGHTPEN	£14.95
GRAPH PRO+LAST WORD+L/PEN	£29.95 +3
*CHEETAH SPECTRUM-DIGITAL DRUM	£29.95
SPECTRUM SYSTEM II	£4.99 LATIN DRUM £4.99
DK-3 CHANNEL SOUND	£29.95
RAM MUSIC MACHINE	£46.50
VIDI-ZX DIGITIZER	£29.95

MODEMS & BACK-UP DEVICES

PRISM MODEM 1000 Requires I/F	£39.95
MULTIFACE 1	39.95 48/128 £44.95
MULTIFACE 3 THRU-PORT	£47.95 STD £42.95
BUS EXTENDER	£4.95

PROTECTIVE COVER

SPECTRUM PLUS	£4.99 ZX SPEC £4.99
SPECTRUM PLUS 2/3	£5.99
DMP 2000/2160/3000 PRINTER	£6.95
ALL COVERS STOCKED - CALL US	

DATA RECORDERS & ACCESSORIES

DATA RECORDER WITH +3 or 48/128 LEAD	£23.50
SPEC +3 CASSETTE LEAD	£2.99 48/128 £1.59
HEAD ALIGNMENT KIT (SPEC)	£6.95
HEAD CLEANER & FLUID	£3.99

UTILITIES

ADVANCED ART STUDIO (128)	£24.95
ARTIST II (128)	£17.95
ARTIST II (48)	£14.95
ARTIST II +3	£19.95
ART STUDIO	£14.95
CPM (+3) SYSTEM	£27.50
HISOFT DEVPAC +3	£17.95
HISOFT BASIC +3	£26.95
HISOFT 'C' +3	£27.00
HISOFT PASCAL +3	£33.00
HISOFT DEVPAC 48/128	£13.95
HISOFT BASIC 48/128	£22.95
HISOFT 'C' 48/128	£23.00
HISOFT PASCAL 48/128	£23.00
MASTERFILE +3	£26.95
MASTERFILE 48/128	£14.95
TASWORD 2 48K	£12.90
TASWORD 3 (MICRODRIVE)	£15.50
TASPRINT (CASS)	£8.90 (M/D) £9.90
TASCOPY (CASS)	£8.90 (M/D) £9.50
TASWIDE 48K	£4.50
TASWORD +2	£12.90
TASCALC +3	£18.95
TASPRINT +3	£18.95
TAS-SIGN +3	£18.95
TAS-WIDE +3	£8.95
DESKTOP PUBLISHER DISCIPLE/PLUS 'D'	£37.80
TASCALC (128+2)	£16.95
TAS-SIGN 128	£16.95
TASWORD +3	£18.95
TAS-SPILL +3	£18.95

YOUR CHILDREN WILL WANT TO LEARN WITH THESE GAMES!

Is your child's computer just another toy or
a invaluable teaching tool?



**HELP YOUR CHILDREN TO MAKE THE BEST USE OF
THEIR COMPUTER NOW!**



Immediate clearance of
cheques with guarantee
Card No. on reverse

FURTHER EDUCATIONAL SOFTWARE 5-8 YEARS OLD

TOPS AND TAILS	£8.95	ANIMATED MATHS	£6.95
MACMAN AND THE GREAT ESCAPE	£8.95	ASTRO MATHS	£7.99
MACMAN MAGIC MIRROR	£8.95	WORD GAMES WITH MR. MEN	£10.95
MACMAN IN THE TREASURE CAVES	£8.95	GIDDY GAMES SHOW	£10.95
SUNFLOWER NUMBER SHOW	£7.95	LOOK SHARP	£9.95
COUNT WITH OLIVER	£8.95	READ-RIGHT AWAY	£7.95
HERE & THERE WITH MR. MEN	£10.95	SNAPPLE HOPPER +3	£15.99
FIRST STEPS WITH MR. MEN	£10.95	WORDS AND PICTURES +3	£15.95
CASTLES & CLOWNS	£8.95	CASTLES AND CLOWNS +3	£15.99
SNAPPLE HOPPER	£8.95	TOPS AND TAILS +3	£15.99
PIRATE	£9.50	SUPER 5 PACK	£24.95

MAIL ORDER PRICES ALSO OFFERED FOR PERSONAL CALLERS PRODUCING THIS ADVERTISEMENT

IMPORTANT NOTE FOR OVERSEAS CUSTOMERS! Postgiro international accepted. NOT Postbank Postcheque. Books have no tax - Europe add £5. Non Europe add £10. We reserve the right to charge carriage at cost. We apologise for any alterations or omissions since going to press.

UK Postage and Packaging. Items under £50 add £2. Items under £100 add £5. Items over £100 add £10 for Group 4 Courier ensuring delivery to you the day after despatch. Overseas customers (Europe): Full price shown will cover carriage and free tax. Non European add 5% to total.

24 HOUR CUSTOMER ENQUIRIES 051 630 3013
37 SEAVIEW ROAD, WALLASEY, MERSEYSIDE L45 4QN
051-691 2008, 051-630 5396. FAX: 051-639 2714



NAVY MOVES POSTER No 26 June

Lift staples to remove poster



Britain's best selling computer magazine

SP-\$7.20 Dm6.50 350pta HFL 6.75

£1.20

COMPUTER

+video

GAMES

EXCLUSIVE!

INDIANA JONES
& THE LAST CRUSADE

THIS IS A
SPECTRUM
GAME!!
IMPOSSIBLE?
LOOK INSIDE!



WIN!
PC ENGINE +
CD ROM AND
CD GAMES!



THIS MICRO
BEATS IT'S
AMIGAS —
EVERYTHING!
(SUPPOSE IT
COST £399?)



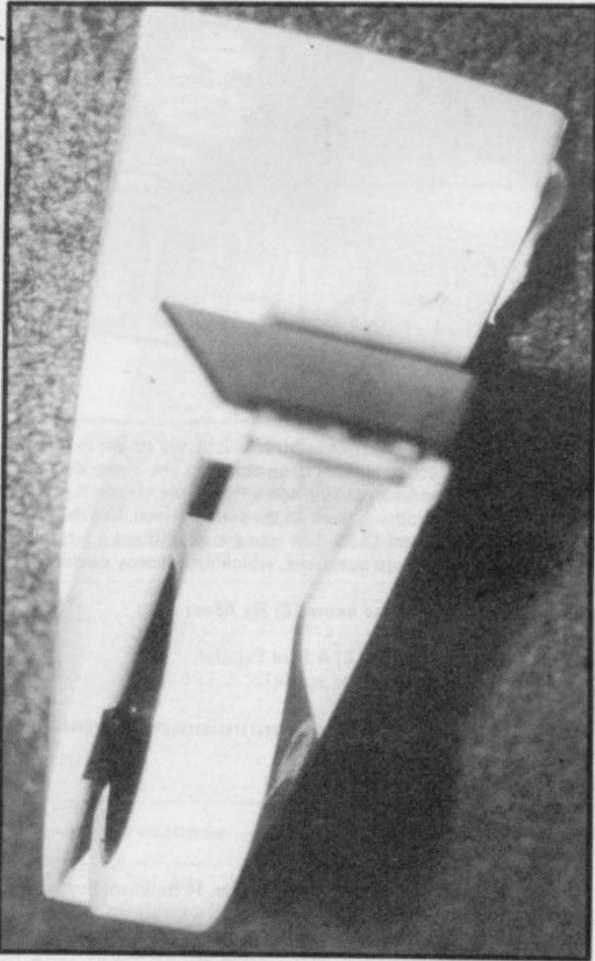
**OUT
NOW**

ON 16 BIT IMAGEWORKS' GAMES!
INCLUDING £10 EACH OFF BOTH
SPEEDBALL AND FALCON!

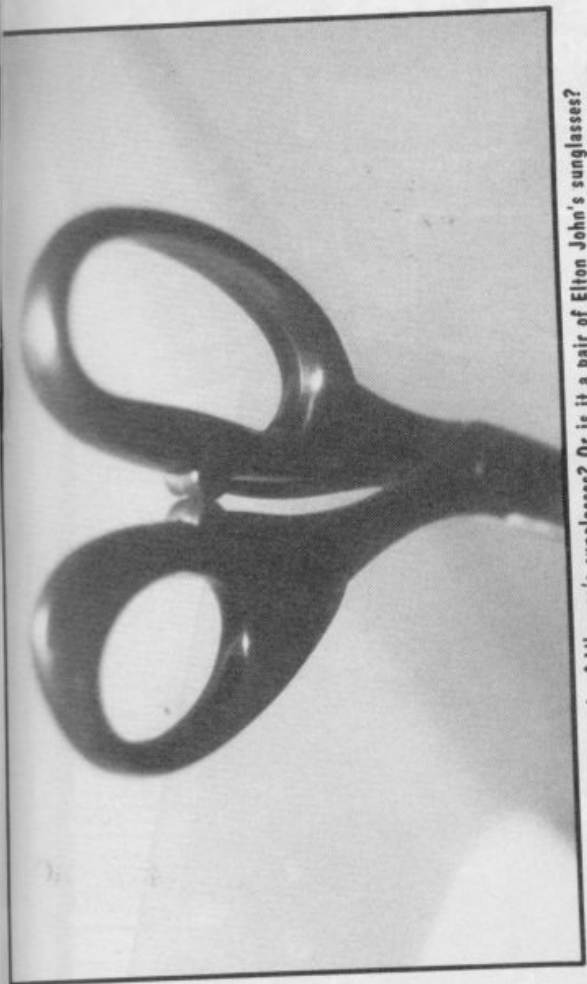
SAVE £50
FREE! DOUBLE SIDED POSTER!



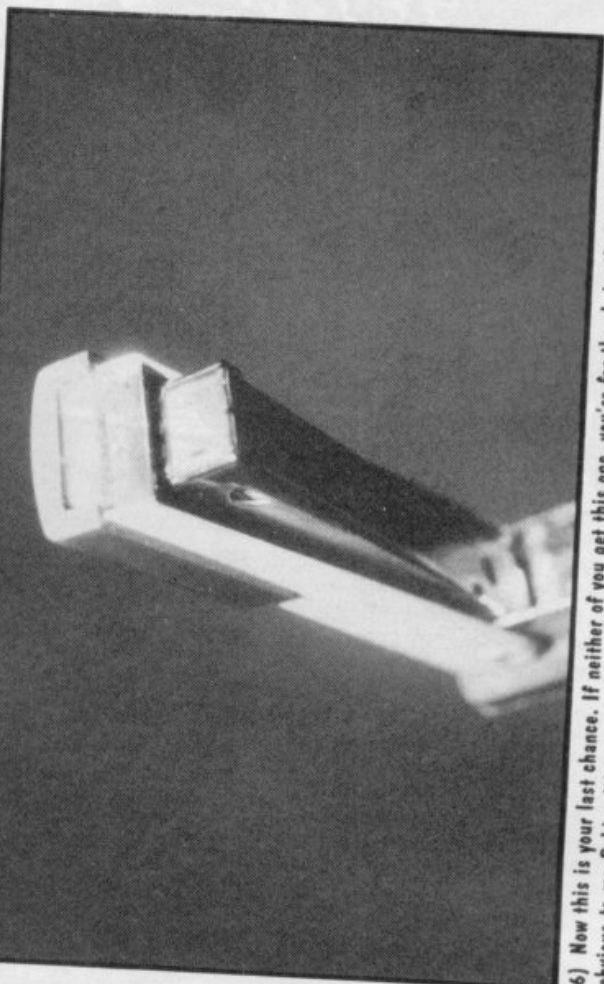
3) Waynetta. "Is it a shaffle girth from a feilock strap?" No . . . Tommy? Well, Robin, I don't know about you, but I'd bet my entire Airfix collection that it's a telephone receiver. I'm sorry, you're both light years away from the truth . . . it's a flying saucer from the Zarg nebula just about to release a horribly destructive death ray.



5) Now what about this one? Wayne — "It's the RAM expansion for an Issue Two Sinclair ZX Spectrum Personal Computer incorporating an infra-red joystick interface and 128 Meg ROM expansion with graphics enhancement card and food processor." Absolutely wrong — Mrs Plunkett? "It's an ordinary everyday Sellotape dispenser, Robin. It's just like the one I use in the library. In fact, I think it IS the one I use in the library." No, I have to cast doubt on the genetic purity of your ancestors once again; it's an attachment to convert your Spectrum into a spaghetti-twister.



4) Mrs Smedley. "Is it a pair of Liberace's sunglasses? Or is it a pair of Elton John's sunglasses? No . . . it's Dame Edna's sunglasses . . . no — I give up." Over to you, Plunketts . . . "We've talked it over, and we've taken a vote, and we're absolutely convinced it's a pair of scissors." Sorry, I have to disappoint you again, it's a pair of Tony Dillon's glasses after a night on the Heavy Metal Death Lager.



6) Now this is your last chance. If neither of you get this one, you're for the chair. Mr Smedley? "It's quite obvious to me Robin. It's the rolling bogie from a Series 2 8-16-8 Great Western Railways Steam Shunter with afterburner attachment." Plunketts? "Erm . . . it looks like a strange intergalactic robot to us, Robin . . . No. That was your last chance. It's a stapler. And you're history. Next month: The Sinclairs from Cambridge vs The Sugars from Brentwood. We can't wait!?"

COMPETITION

5-4-3-2-1

54

International Rescue are back in action in Gerry Anderson's first feature-length adventure **Thunderbirds Are Go!**

Thunderbirds Are Go features the International Rescue team including Jeff Tracy, the ex-astronaut and founding member as well as his sons Scott, Virgil, Gordon, Alan and John. Also feature are Brain's the inventor, Lady Penelope, her chauffeur/butler Parker, FAB 1 - the shocking pink Rolls Royce with more gadgets than James Bond's Aston Martin, and puppet sized Cliff Richard and the Shadows.

Zero X, a top secret 21st Century Spacecraft, is leaving earth's atmosphere, bound for Mars. With five men aboard, the craft is suddenly blasted by a mysterious explosion. Sabotage! Can International Rescue uncover the Hood, a shrewd evil villain, and save the next launch? Be there as the emergency call for help comes in - and **Thunderbirds Are Go!**

Not for sale or rent in South Africa or Australia. Colour Screening Times 92 mins. approx. © 1988 Associated Television (UK) Ltd. Released through United Artists Corporation. All rights in this motion picture reserved under international conventions. Design and Packaging © 1988 MGM/UA Home Video. All rights reserved. Printed in the UK.

WARNING

This product contains material that may be considered inappropriate for children under the age of 15. Parents are cautioned to supervise their children's viewing of this product. For more information on film ratings, see the back of the video box.



VHS
SMV 11231
PAL/JK



THUNDERBIRDS ARE GO!

5...4...3...2...1... that's how many Thunderbirds videos we've got to give away in our F.A.B. contest! (Five, that is.)

Yes, those woodenheads from Grandslam have been stringing you along long enough. Now it's time to launch the game of the cult Sixties TV puppet series, Thunderbirds, and Anderson fans can win some vids of the classic movie **Thunderbirds Are Go**. Meet all the diminutive superheroes - Jeff Tracy, sons Alan, Virgil, Gordon, John and Scott - as well as the sinister Hood. Can the lads save the Mars probe Zero X from the Hood's sabotage attempts? Find out in the fantabulous video, normal cost £8.99. Five runners-up will get a futuristic Thunderbirds T-Shirt from Grandslam.

All you have to do is answer the simple questions, which any dummy could do, and the Thunderbirds team could be winging their way towards you!

- 1) What does F.A.B. stand for?
A) Father's a B***** B) No-one knows C) Fly About a Bit
- 2) What was Thunderbird Six?
A) A giant motormower B) A biplane C) A Ford Popular
- 3) What pop star appears in puppet form in the movie?
A) Prince B) Madonna C) Cliff Richard

Answers: 1) 2) 3)

NAME

ADDRESS

POSTCODE

Send your entry to No Strings Attached Contest, Sinclair User, 14 Holkham Road, Orton, Peterborough PE2 0UF. Closing date is June 30th. The Hood and all other international spies are excluded from entertaining.

(OPEN 7 DAYS 10 am-8 pm)

Just in:
Renegade 3
or
Run the Gauntlet
Only £5.50

 **BUY BY PHONE**
741 1222
552

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 the current issue). Price Promise does not apply to other companies "Special Offers".

 **ENQUIRIES**
01-567 7621
Office hours 10 am-6 pm 5 days

	RRP	OUR PRICE
AAARGH	9.99	6.99
AFTERBURNER	9.99	7.49
AIRBORNE RANGER	9.99	6.99
BATMAN II	9.99	5.99
BLASTERDIDS	9.99	6.59
BUTCHER HILL	9.99	6.59
CAPTAIN BLOOD	9.99	6.59
CARRIER COMMAND	9.99	6.99
CHICAGO 30's	8.99	7.59
COSMIC PIRATES	8.99	6.59
CRAZY CARS II	8.99	6.09
DARK FUSION	7.99	6.59
DOUBLE DRAGON	9.99	6.99
DRAGON NINJA	8.99	5.99
ECHOLON	9.99	6.59
ELIMINATOR	8.99	6.09
EMILY WHIGGLES INTERNATIONAL SOCCER	9.99	6.99
EXCOMBAT PILOT	14.99	10.59
FEDERATION OF FREE TRADERS	9.99	7.29
FOOTBALL DIRECTOR II	19.99	13.99
FOOTBALL MANAGER II	9.99	6.59
FOOTBALL MANAGER II EXPANSION KIT	7.99	5.59
FOUR LANEY HOT SHOT	7.99	6.29
GEMINI WINGS	9.99	7.49
GUERRILLA WARS	8.99	4.59
H.A.T.E	8.99	6.99
HERDS OF THE LANCE	9.99	7.49
HUMAN KILLING MACHINE	8.99	6.99
INCREDIBLE SHRINKING SPHERE	8.99	6.99
JOYSTICK CHEETAH 125+	9.99	7.99
JOYSTICK KONIX SPEEDKING	12.99	10.50
JOYSTICK PRO 5000	14.99	9.99
JOYSTICK QUICKSHOT II	9.99	5.99
JOYSTICK STAR PRO	15.99	12.99

FENNY DALGLISH SOCCER MANAGER	8.95	6.5
LAST DUEL	8.99	7.5
LAST NINJA II	17.99	10.5
LED STORM	8.99	6.9
NIGHT HUNTER	9.99	6.9
OPERATION HORMUZ	9.95	6.9
OPERATION NEPTUNE	8.95	6.0
OPERATION WOLF	8.99	5.5
OUTRUN	8.99	5.9
OUTRUN EUROPA	8.99	7.5
PAFLAND	8.95	6.5
PRO SOCCER	8.99	6.5
PURPLE SATURN DAYS	9.95	6.9
R-TYPE	9.99	7.2
RAMBO 3	8.95	4.5
RED HEAT	8.99	5.5
RENEGADE	7.95	3.9
RENEGADE 3	8.99	5.5
RETURN OF THE JEDI	9.95	4.9
ROBOCOP	9.95	6.5
ROCK STAR ATE MY HAMSTER	9.99	6.5
RUN THE GAUNTLET	8.99	5.5
RUNNING MAN	8.95	6.5
SANXION	8.99	6.5
SAVAGE	8.99	6.5
STORM LORD	7.99	5.5
SUPER SPORTS	7.99	6.2
SUPERMAN OF STEEL	8.95	6.0
SUPERTRUX	7.99	5.5
TANK ATTACK	12.99	9.9
THE GAMES SUMMER EDITION	9.99	8.9
THE MUNCHERS (128 ONLY)	7.99	6.5
THE NATIONAL	9.99	6.9
THE REAL GHOSTBUSTERS	8.95	6.9
THUNDERSLADE	9.99	7.2
TIGER ROAD	8.99	4.5
TIMES OF LORE	9.95	6.5
TITAN	9.95	6.9
TOWER OF LIGHT	12.99	9.9
UNTOUCHABLES	9.95	8.9
VIGILANTE	8.95	6.5
VINDICATOR	7.99	4.5
VINDICATORS	9.95	6.5
WANDERER (128X ONLY)	8.95	6.5
WAR IN MIDDLE EARTH	9.95	6.5
WECLE MANS	8.99	8.2
XENON	9.99	6.9

GHOSTBUSTERS
FA CUP FOOTBALL
AGENT X2
KANE
LA SWAT
NINJA MONSTER
RASPUTIN
OMIE & LISA
RICOCHETT
ZOLYX

WAY OF THE EXPLODING FIST
DAN DARE
FORMULA ONE SIMULATOR
BRIAN JACKS SUPERSTAR CHALL
TAU-CETI
I-BALL
PARK PATROL
THRUST
HARVEY HEADBANGER
WAR CARS

GAME SET & MATCH
Only £8.99

Featuring: WORLD SERIES BASKETBALL +
MATCH POINT + JB SQUASH + SNOOKER
+ PING PONG + HYPER SPORTS + SUPER
SOCCER + B McG. BOXING +
BASKETBALL + DALEY'S SUPERTESTS.

COMMAND PERFORMANCE
Only £9.99

10th FRAME + SHACKLED + XENO +
ARMAGEDDON MAN + BOBSLEIGH +
MERCENARY + TRANTOR + CHOL +
HARDBALL + PSYCHO PIGS LIVE

KONAMI ARCADE COLLECTION
Only £6.99

Only £6.95
JAIL BREAK + GREEN BERET +
YIE AR KUNG FU + PING PONG + YIE AR
KUNG FU II + MIKIE + JACKAL +
NEMESIS + SHAD-LINS +
HYPER SPORTS

THE IN CROWD

Only £9.99
KARNOV + GRYZOR +
BARBARIAN +
CRAZY CARS + PREDATOR +
COMBAT SCHOOL + PLATOON +

TAITO COIN OP

Only £9.99
 RASTAN + FLYING SHARK
 + ARKANOID + ARKANOID II +
 SLAP FIGHT + BUBBLE BOBBLE +
 ARKANOID + RENEGADE +
 LEGEND OF KAGE

SUPREME CHALLENGE

Only £4.99

SENTINEL +
STAR GLIDER +
ACER II +
ELITE + TETRIS

**STAR
BUY**

TEN GREAT GAMES 3

Only £8.99
10th GRAVE, FIRELOAD, RUNARAMA,
FIGHTER PILOT, LEADERBOARD, ROCCO,
SURVIVOR, IMPOSSIBALL, CITY SLICKER,
DRAGONORE

GAME SET & MATCH
Only £8.99

MATCH DAY II & I • BOTHAMS +
BASKET MASTER • TRAK & FIELD •
SUPER HANG ON • N. FLADO'S GOLF •
S. DAVIS SNOOKER •
WINTER OLYMPIAD '88 • SUPERBOWL

ARCADE MUSCLE
Only £9.99

Only 19.99
BIONIC COMMANDO + SIDE ARMS
+ 1943 + ROAD BLASTERS +
STREET FIGHTER

MEGA HITS
Only £5.50

30 STARSTRIKE + BLUE THUNDER +
WHEELIE + SON OF BLAGGER +
PSYTRON + FALL GUY + AUTOMANIA +
BUGABOO + BLADE ALLEY +
PENETRATOR

COMPUTER CLASSICS

Only £4.99
DYNAMITE DAN + EXOLON + ALIENS
(US) + CAULDRON II + INTO THE
EAGLES NEST

COMPUTER HITS 4

Only £6.50
PULSATOR + CITY SLICKER +
REVOLUTION + STARQUAKE +
DEACTIVATORS + ANTIRIAD + BRIDE OF
FRANKENSTEIN + UCHIMATA + PYRA
CURSE + CONTACT SAME CRUISE +
SPINOZZY + DANDY

WE ARE THE CHAMPS

Only £4.99
SUPERSPRINT +
RENEGADE +
RAMPAGE + IK +
BARRARIAN

COMPUTER HITS VOL.5

Only £6.50
DARK SCEPTRE, TARZAN, MEGA-
APOCALYPSE, MAGNETRON, TRAZ,
MYSTERY OF THE NIGHT, NINJA
HAMSTER, CATCH 23, FRIGHTMARE.

SPECIAL OFFERS	
ARKANOID	7.95
ARKANOID II	7.95
ARMY MOVES	7.95
AVENGER	9.99
BRIAN CLOUGH'S FOOTBALL FORTUNES	14.95
COMBAT SCHOOL	7.95
COMBAT ZONE + SPECTRUM CHESS II	7.95
DANDY	7.95
DRILLER	14.95
EMPIRE STRIKES BACK	9.99
ENLIGHTENMENT DRUID II	7.99
EVERY SECOND COUNTS	9.99
FERNANDEZ MUST DIE	9.95
FORCE (THE)	9.99
FOXY FIGHTS BACK	8.99
GAME OVER	7.95
GARY LINEKERS SUPERSKILLS	9.99
GLADIATOR 128K	10.99
GOTHIC	7.95
GRYZOR	7.95
GUTZ	7.95
HARDBALL	8.99
HEARTLAND	9.99
HYPERBALL	8.99
I OF THE MASK	1.99
IAN BATHAM'S TEST MATCH + SUPERFILE 128K	6.99
IMPOSSIBLE MISSION II	7.99
KING ARTHUR'S QUEST	7.99
KRYPTON FACTOR	9.99
LORD OF THE RINGS	15.95
MASK II	2.99
MATCHDAY II	7.95
MEANSTREAK	7.95
MS PACMAN	8.99
PITFALL (if ordered with any other game)	8.99
POLE POSITION	8.99
PRODIGY	7.99
ROY OF THE ROVERS	8.99
RUN FOR GOLD	7.99
SCOOBY DOO	7.95
SNOOKER	7.99
SPLITTING PERSONALITIES	9.99
STAR WARS	9.95
TETRIS	7.99
TIME + MAGIK	14.99
TOY BIZARRE (if ordered with any other game)	8.99
TRAVEL HUNT	3.99
TRIVIAL PURSUITS	14.95
TYPHOON	8.95
VALKYRIE 17	9.99
VIEW TO A KILL	10.99
WEST BANK	4.99
WHERE TIME STOOD STILL	7.99
WIZBALL	7.95
ZEN II (if ordered with any other name)	8.99

BUDGET GAMES

BATTLESHIPS	1.99
BMX KIDZ + NINJA MASTER + ROCK 'N WRESTLE	2.99
COMMANDO	2.99
CUP FOOTBALL	2.99
DALEY'S SUPERTEST (128K)	1.99
FOOTBALLER OF THE YEAR	2.99
G. GOOCH TEST CRICKET	1.99
GAUNTLET	2.99
GHOSTBUSTERS	2.99
HEAVY ON THE MAGIC	1.99
INTERNATIONAL MATCHDAY (128K)	1.99
JET SET WILLY	1.99
JOE BLADE II	2.99
KNIGHTMARE	2.99
LEADERBOARD	2.99
NEVER ENDING STORY (128K)	2.99
POWER PLAY (8 Great Games)	2.99
PREMIERE II	1.99
SABOTEUR	1.99
SOCCER STAR	2.99
SPY HUNTER	2.99
SUPERCYCLE	1.99
THE DOUBLE	2.99
WORLD GAMES	2.99

Amount

50 page catalogue @ 50p	
Total enclosed f	

Total enclosed £

Address

Postcode

Tel. No.

Please make cheques or postal orders payable to **Bargain Software**
 Orders under £5 please add 50p. P&P: Over £5 P&P is **FREE**. Europe please add £1.00 per tape.
 Elsewhere please add £1.50 extra per tape



COMPETITION WINNERS

Righty-ho, off we jolly well go with winners of some of our super smashing lovely compos from issues gone by. First out of the **SU** golden envelope are the results of the 'WIN A DRAGON' compo. All of the prizes are courtesy of Games Workshop. Have you nabbed any booty... read on.

The 'ready painted by Tim Noonan for your delight Giant Imperial Dragon' goes to Anthony Boyce, Dorset.

The 'paint it yourself matey Giant Imperial Dragon' goes to:

B Shimmings, St Leonards-on-Sea

Zombie Dragons go to:

Campbell Bruce, Glasgow

Marc Tate, Eastbourne

Fantasy Regiments go to:

David Arundel, Pontefract

Danny Bickford, Essex

Owen Sweeney, Perthshire

Nathan Griffiths, Maidenhead

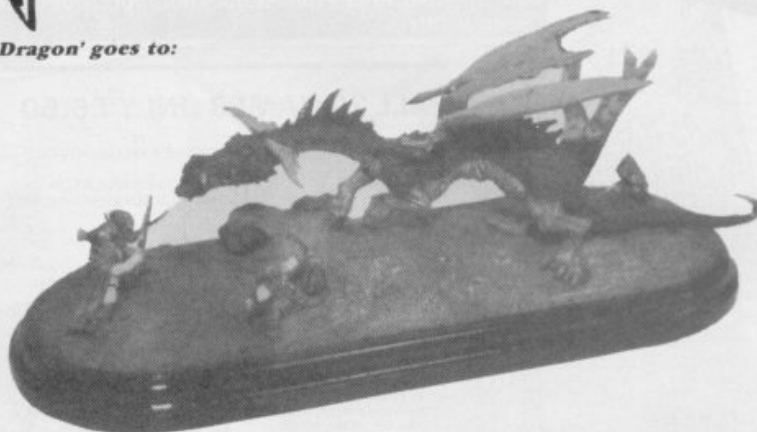
John Brealey, Nottingham

Skeleton Regiments go to:

Neil McLeod, Glasgow

Lewis Atkinson, Penrith

Gavin Carter-Evans, Mid Glam



Next out of the shimmering envelope are the 'WIN A SPACESHIP' compo people. Prizes were put up by Virgin Mastertronic. (Said in best Oscar Award voice) 'And the winner is...'

Shadowbat winging its way to:

Angus Watt, Morayshire

Shadow Parasites whooshing off to:

Jonathan Martin, Chigwell

Michael Arnold, Leeds

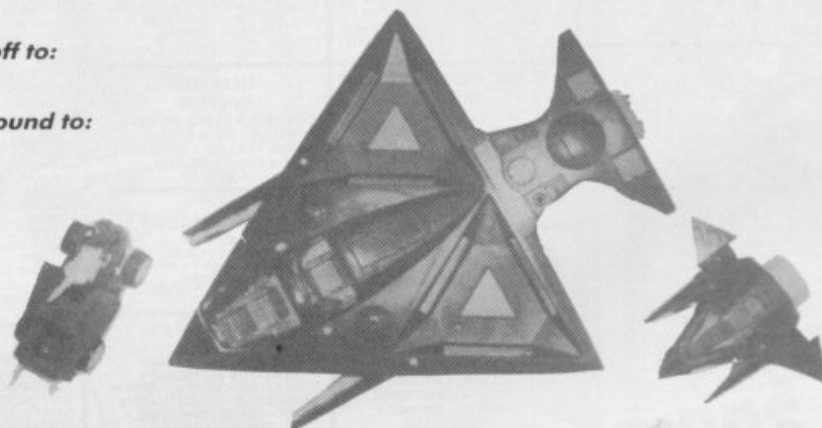
Shadow Invader kerzooming round to:

Noel Nicolas, Jersey

Astro Marines toodling off to:

Nathan Twigge, Derbyshire

Peter Cruden, Aberdeenshire



Moving right along then, the next two compos are oldies from way back in December 88 and January of this year. You thought we'd forgotten didn't you, well nah you're wrong! First up is the AIRBORNE RANGER compo with prizes stolen from Microprose.

Military civil highly trained killer outdoor survival tent parachuting down to:

M Green, Accrington

Military style highly trained killer sleeping bags squashed through the letter boxes of:

O Dawson, Leeds

B Stuart, Inverness

Haven't you won anything yet (shame - all the people in the **SU** office)? Don't lose hope you might have bagged a goody in the last compo on this page, MOTORBIKE MADNESS compo. Here we go then...

This lot here are soon to be broom brooming a model Yamaha YZR500 around the house:

Helen Saville, Bolton

B Coutinho, Leics

M Hall, Roxton

A Wilson, Mansfield

D Thomas, Woking

A Hulmes, Timperley

C Leese, Erdington

Helen Williamson, Elgin

L O'Brien, Grangemouth

Miss E Hilton, Mossley



- ESTAB: SINCE 1978

SPECTRUM TITLE	Our Price	SPECTRUM TITLE	Our Price	PC ENGINE	Our Price
1943-03	7.25	LION LORD-02	10.99	PC ENGINE UK-SYS	219.99
2000 POOL	6.50	JUNKYTER & MUSK	10.99	CD ROM HIT	499.99
450CCER SIM	7.50	KNIGHT ORC	10.99	CONTROL PAD	19.99
ACTION SERVICE	7.25	KONAM COIL-03	7.50	ALIEN CRUSH	35.00
AFRERUNER-02	6.50	LANCETOLD-02	11.99	BABALAN MACMOT	30.00
AIRBOURNE RANGER-03	7.50	LAST DUDD-02	7.50	CHAM & CHAN	40.00
ANIMATOR-02	9.99	LED STORM	7.99	DEEP BLUE	45.00
ANALS OF ROME	9.99	LINERK HOTSHOT-03	6.40	DRAGON SPIRIT	40.00
ARCADE MUSCLE-03	10.99	LINKERS SOCCER-03	7.40	DRUMMERS	45.00
ARENHAM	7.50	LIVE & LIE DIE-02	7.50	DUNGEON EXPLORER	45.00
ARKANOID II-02	8.30	MAGNETIC7-03	7.50	P4 PILOT	35.00
ARTIST 128K	12.99	MANSELL'S RACING-03	7.99	GALAGA	35.00
ARTIST II-48K	15.99	MOTOR MASSACRE-02	2.99	LEGATORY AXE	45.00
ARTIST III-3+DISK	15.99	NEMESIS	7.99	MOTOR ROAD	35.00
ASPHURD-02	7.50	NIGHT RIDER-03	7.99	R.47	45.00
BALDAM-02	7.50	OCEAN COMBAT	10.99	R-TYPE 1	35.00
BARTON TALE-03	7.99	OC PACT STUDIO	10.99	R-TYPE 2	45.00
BATMAN-02	7.99	OPERATION WOLF-02	7.25	SHANGHAI	35.00
BATTLE OF GERMANY	7.99	OUTRION-03	6.30	SHIBUBI	40.00
BIONIC COMMANDOS-03	7.25	OVERLORD-02	5.50	SPACE HARRIER	35.00
BLACK LAMP-01	5.50	PACLAND	7.65	TALES MONSTERPATH	40.00
BUCK TIGER-03	7.99	PACMANIA	6.75	TIGER HILL	35.00
CLUSTERS	7.50	PETER BARDSEY	6.75	VICTORY RUN	45.00
CLUSTERS	7.50	PRO SOCCER	7.99	VIGILANTE	45.00
BUBBLE BOBBLE-01	6.50	PUFFS SAGA-03	7.25	WINNING SHOT	45.00
JUGGE BOY	6.50	QUESTION SPORT-03	11.99	WONDER BOY	30.00
CRASH HILL-02	7.50	RAMBO HILL-02	5.30	WORLD TENNIS	35.00
CRZY CAR'S II	7.50	RED OCTOBER	10.99	YAKSA	40.00
CYBERNOID-03	6.40	RENAEGAD-3-02	7.50		
DANDY	6.75	RETURN OF JEDI-02	7.50	10+ JOYSTICKS/ACCS...	24.99
DAVE RAIN FUSION-02	7.50	RED HEAT	7.99	3X3 DISKS	7.99
DOUBLE DRAGON	7.50	ROBOCOP-02	7.50	CHEETA MAN	11.99
DRAGON NINJA-02	7.50	ROY OF THE ROVERS	6.30	CHEETA MAN MACH 1	9.99
EGG BUSH FOOTBALL-03	5.50	S&S	6.50	CHEETA STARFIGHTER	13.99
OTOMS GL YMPICS-03	7.50	R-TYPE-02	6.50	COMP PRO-BLACK	12.99
EMILYN HUGHES	7.50	SANCTIONS-03	6.99	COMP PRO-CHAMP	13.99
EMPER STRIKES-02	7.50	SANCTIONS-03	6.99	COMP PRO-EXTRA	14.99
F16 COMBAT PILOT-04	10.99	SAVAGE	6.99	CREUSER CLEAR	11.99
FIRE & FORGET	6.99	SKATE BALL-03	7.25	DUAL LIFE SURFACE	17.99
FIRE & THROTTLE-02	6.99	SOKER OR DIE-03	7.99	EUROMAX-AUTOFIRE	7.99
FOOTBALL DIRECTOR	5.50	SOLDIER OF FORTUNE	9.99	KEMPSTON INTERFACE	7.99
F. BRUNOS BOX-03	9.99	SORCERER	9.99	KONICK-AUTO	10.99
F. DIRECTOR 02-04	13.99	STALINGRADER-02	5.50	DUAL LIFE SURFACE	17.99
F. MANAGER 02-04	13.99	STARGLIDER-03	9.99	MULTIFACE 3	39.99
F. MANAGER II-02	6.99	STORMILORD-02	6.50	MULTIFACE 3 + 1 PORT	44.99
GAME OVER 2-02	7.25	STALINGRADER-03	9.99	MULTIFACE ONE	29.99
GARFIELD	6.99	THE MUNCHERS-02	6.99	NAVIGATOR/ISTICK	13.99
GOLDEN WARR-02	6.99	THE NATIONAL	7.50	2X2 LEAD	4.99
GUILD OF THIEVES + 3	11.99	THUNDERBIRDS	6.99	PLUS 5 CLASS LEAD	4.99
GUNSHIP-02	7.50	THUNDERBIRDS	6.99	PLUS 5 COVER	4.99
H&T RATCH-03	7.50	TUNINGBIRDS	6.99	QUICK JOY	7.99
HELLFIRE ATTACK-03	7.25	TUNINGBIRDS	6.99	QUICK SHOT II	7.99
		UNDEAD ATTACK-02	7.50	QUICK SHOT TURBO	19.99
		VINDICATORS-02	7.50		
		WFC TAMAAS-02	7.50		
		XENON	7.50		

Also available on disk format: D1 = £9.99, D2 = £11.99, D3 = £12.99, D4 = £14.99

Please make cheque/PO payable to: S.C.S. (SU), 855 Green Lanes, London N8 0QY. P&P add 50p on software + £1.00 on accessories in UK. EEC add £1 per item, elsewhere add £2 for airmail. Add £5 for all machines (UK only). Please give alternative choice in case items are out of stock. Tel: 01-348-2907, 340-8565, 831-4827.

Callers can pick up software at our branches at 221 Tottenham Court Road, London W1R 9AF (nr Goodge Street Station) or at 655 Green Lanes, N8 0QY (nr Turnpike Lane Station). On production of this advert we will give you 10% off the R.R.P. off software which appears on this advert except Sega Software. We also stock software for the PC engine. Above are mail order prices only.

Access and Visa card holders ring
01-348 2907, 340-8565, 631-4627.
Fax: 01-436 9590. Credit card
orders despatched same day sub-
ject to availability. We stock soft-
ware for all home computers.

TREBLE CHAMPIONS

A Classic NEW Football Strategy Game - Can you Win The League, The F.A. Cup & The League Cup - 4 Divisions of 20 Teams + 1 Div. 20 Non League Teams - Details of OVER 1500 Players - Results & Leagues - ALL Divisions - League Cup with 1st, 2nd Rnds + S/Finals over 2 Legs - F.A. Cup includes Non League - Transfer Market by ANY PLAYER ANY DIVISION - 3 Skill Levels - Start ANY Division + FULL PLAY OFF COMPETITION - 2 in Match Subs. - Coaching + Fitness Training - PLUS MUCH MORE

Genuine European Nations Cup Simulation – Full Random Draw of 32 Teams – Fixture List, Results & League Tables ALL 8 Groups – Squad of 22 Players + Other Players Available – Qualifying Matches (Arrange Friendlies) & The Finals – **FULL MATCH ACTION** with Goals, Free Kicks, Penalties, Injuries, Bookings, Corners, 2-In-Match Subs – Select Team Tactics & Style of Play PLUS MUCH MORE.

A Complete World Cup Campaign on 7 Skill Levels - Select Friendlies - Squad of 25 Players - Qualifying Group + Tour Matches & The Finals - **SUPERB TEXT MATCH SIMULATION** with Bookings, Goals, Corners, Free Kicks, Penalties, Injuries, Injury Time, 2 In-Match Subs., Extra time, Penalty Shoot-Out, etc. **PLUS MUCH MORE**

An Outstanding Simulation of One Day International/County Cricket on 3 Skill Levels - Varying Weather, Wicket & Outfield Conditions - Select Batting & Bowling Tactics - Fast, Med. & Spin Bowlers - Team Selection - 4 Types of Batsmen - Select Field Layout - Wides, Byes, No Ball, Run Outs, Malfields, Dropped Catching, Scoreboard, Batting & Bowling Analysis - FULL MATCH OVERVIEW showing BALL BY BALL ACTION and Commentary PLUS MUCH MORE

A Cricket Masterpiece Simulating a Full 5 Day Test Match - Includes Most of the Features of Cricket Master with **FULL MATCH OVERVIEW & Commentary** - Declarations, Follow-On, Nightwatchman, Light Match, Rain/Bad Light Stops Play. Varying No. of Overs per Day - New Ball - Save Game - **PLUS MUCH MORE - THE ULTIMATE CHALLENGE** for all Cricket Enthusiasts

Software Availability	Spectrum 48/128K		Commodore 64/128K		Amstrad CPC	
	Tape	Disc	Tape	Disc	Tape	Disc
Treble Champions	9.95	13.95	N/A	N/A	N/A	N/A
European Champions	8.95	12.95	N/A	N/A	8.95	12.95
World Champions	7.95	11.95	7.95	10.45	7.95	11.95
Cricketer Master	7.95	11.95	7.95	10.45	7.95	11.95
Test Master	8.95	12.95	N/A	N/A	8.95	12.95

Buy 2 games deduct	£3.00
Buy 3 games deduct	£5.00
Buy 4 games deduct	£7.00
Buy 5 games deduct	£12.00

Send to E & J SOFTWARE, Room 1, 37 Westmoor Road, ENFIELD, Middx EN3 7LE

SOFTWARE

IMMEDIATE DELIVERY BY FIRST CLASS POST

24 HR HOTLINE 0407 50609	NEW TITLES SENT DAY OF RELEASE	GAME NOT LISTED? PHONE FOR PRICE
AAARGH!	6.95	OVERLANDER 5.95
ACE 2086	6.95	PACLAND 6.95
ACTION FORCE 2	6.50	PACHMANIA 6.50
AFTERBURNER	6.95	PREDATOR 6.50
AIRBORNE RANGER	6.95	PROF SOCCER 5.95
ALIEN SYNDROME	6.50	PUFFY'S SAGA 6.95
ANCIENT BATTLES	9.95	PURPLE SATURN DAY 6.95
ARCADE MUSCLE	8.95	QUESTION OF SPORT 9.95
ARCHON COLLECTION	T.50	R-TYPE 6.95
ARKANOID 2	5.95	RAMBO 3 6.50
BARBARIAN 2	6.95	REAL GHOSTBUSTERS 6.50
BATMAN	6.95	RED HEAT 6.50
BIONIC COMMANDO	6.50	RENEGADE 3 6.95
BLASTEROIDS	6.95	RETURN OF THE JEDI 6.95
BUTCHER HILL	5.95	REX 6.50
BY FAIR MEANS OR FOUL	5.95	ROAD BLASTER 6.50
CAPTAIN BLOOD	6.95	ROBOCOP 6.95
CARRIER COMMAND	9.95	ROCK STAR ATE MY HAMSTER 6.95
CHICAGO 30'S	6.95	RUN THE GAUNTLET 6.50
CIRCUS GAMES	6.50	S.D.I. 6.95
CLOCK CHESS	6.50	SAMURAI WARRIOR 5.95
COLOSSUS CHESS 4	6.95	SANXION 5.95
COMMAND PERFORMANCE	8.95	SAVAGE 6.50
COMPUTER MANIAC'S DIARY	5.50	SKATEBALL 6.50
CRAZY CARS 2	6.50	SKATECRAZY 5.95
CYBERNOID 2	5.95	SKATE OR DIE 6.95
DALEY'S OLYMPIC CHAL	6.95	SOLID GOLD 6.95
DARK FUSION	5.95	SPLASH 6.95
DARK SIDE	6.95	SPITTING IMAGE 6.95
DNA WARRIOR	6.95	STEALTH FIGHTER 6.95
DOUBLE DRAGON	6.95	STORM LORD 6.95
DRAGON NINJA	6.50	STREET FIGHTER 6.50
DYNAMIC DUO	5.95	SUPERMAN 6.50
ECHELON	6.95	SUPERSPORTS 5.95
ELIMINATOR	6.95	SUPERTRUX 5.95
EMILY V HUGHES SOCCER	6.95	SUPREME CHALLENGE 6.95
ESPIONAGE	6.50	TAITO COIN OPS 8.95
EXPLODING FIST +	5.95	TANK ATTACK 6.95
FED OF FREE TRADERS	6.95	TARGET RENEGADE 5.95
FERNANDEZ MUST DIE	6.50	TECHNO COP 6.95
FIRE AND FORGET	6.95	THE DEEP 6.50
FISTS 'N' THROTTLES	8.95	THE MUNSTERS 6.95
LIGHT ACE	9.95	3D POOL 6.95
FOOTBALL DIRECTOR	6.95	THUNDERBLADE 6.50
FOOTBALL MANAGER 2	6.95	TIGER ROAD 5.50
FOOTBALL MANAGER 2 EXP KIT	5.95	TIMES OF LORE 6.95
FORGOTTEN WORLDS	6.50	TOTAL ECLIPSE 6.95
FOUR SOCCER SIMS	6.50	TRACKSUIT MANAGER 6.95
4 X 4 RACING	6.50	TRIVIAL PURSUIT 9.95
FOXX FIGHTS BACK	6.50	TRIV PURSUIT NEW BEGIN 9.95
FRANK BRUNO'S BIG BOXING	8.95	TWENTY CHARTBUSTERS 6.95
G.I. HERO	5.95	TYPHOON 5.95
G.LINKER'S HOTSHOT	5.95	ULTIMATE THE WORKS 5.95
G.LINKER'S SUPERSKILLS	5.95	VICTORY ROAD 9.95
GAME OVER 2	6.50	VIGILANTE 6.50
GAME SET AND MATCH 2	8.95	VINDICATORS 6.95
GIANTS	9.95	VIRUS 5.95
GOLD SILVER BRONZE	8.95	WAR IN MIDDLE EARTH 6.95
GUERRILLA WARS	6.50	WE'LE MANS 5.95
GUNSHIP	6.50	WINTER OLYMPIAD 6.95
H.A.T.E.	6.50	XENON 6.95
HEROES OF THE LANCE	6.95	DISCS
HUMAN KILLING MACHINE	6.50	AFTERBURNER 9.95
IMPOSSIBLE MISSION 2	6.50	ARCADE MUSCLE 9.95
INCREDIBLE SHR SPHERE	6.95	BARBARIAN 2 9.95
INTENSITY	5.95	BATMAN 9.95
IN CROWD	9.95	BLASTEROIDS 9.95
K. DALGLISH SOC MANAGER	8.95	CAPTAIN BLOOD 9.95
KARTE AS	5.95	CHICAGO 30s 8.95
KONAMI COLLECTION	6.95	DARK FUSION 8.95
LAST DUEL	6.50	ECHELON 8.95
LAST NINJA 2	8.95	FOOTBALL MANAGER 2 9.95
LEADERBOARD PAR 3	9.95	G.LINKER'S HOTSHOT 8.95
LED STORM	6.50	HEROES OF THE LANCE 9.95
LIVE AMMO	6.95	HUMAN KILLING MACHINE 9.95
LIVE AND LET DIE	6.95	INCREDIBLE SHR SPHERE 9.95
MARAUDER	5.95	LED STORM 8.95
MATCHDAY 2	5.95	MOTOR MASSACRE 9.95
MICROPROSE SOCCER	6.95	NETHERWORLD 9.95
MOTOR MASSACRE	5.95	OPERATION WOLF 9.95
NETHERWORLD	5.95	RAMBO 3 9.95
NIGHTRAIDER	6.95	RETURN OF THE JEDI 9.95
1943	6.50	ROBOCOP 9.95
OBLITERATOR	6.95	RUN THE GAUNTLET 9.95
OPERATION HORMUZ	6.95	TECHNO COP 8.95
OPERATION WOLF	6.50	THUNDERBLADE 8.95
OUTRUN	6.50	TOTAL ECLIPSE 9.95
		WE'LE MANS 9.95

UK DELIVERY FREE, ELSEWHERE £1.50 FOR AIRMAIL
PLEASE MAKE CHEQUE/PO PAYABLE TO KEY SOFTWARE

STATE CASS OR DISC

GAME	COST
TOTAL	

Name

Address

Tel.....(SU6)

SEND TO: KEY SOFTWARE, 1 UPPER PARK ST., HOLYHEAD, GWYNEDD LL65 1HA

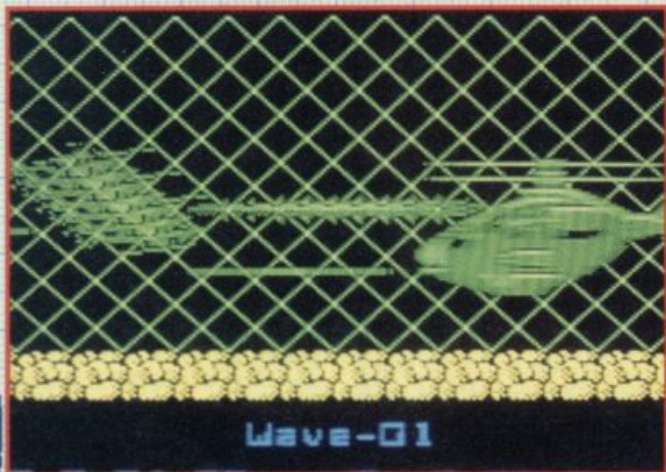
Silkworm was programmed by Random Access, the development arm of The Sales Curve Ltd. Silkworm is a Tecmo coin-op, the licence of which is owned by The Sales Curve Ltd. It has been the policy of Random Access to only employ people that we feel are right for the job. Given our high standards only a few of those people who send demos to us are ever employed – this tough attitude means that we can guarantee quality throughout all of our products. The game is going to be released around May time, being distributed by Virgin. Virgin and The Sales Curve have concluded a production and distribution agreement with Virgin, whereby Virgin have the exclusive right to

BLUE

How do the games we all marvel at appear on the Spec? It certainly isn't magic. Exactly how is a

game from start to finish and then paused the video to see particular sprites. This method turned out to be not very useful, since the picture quality of the video wasn't sufficient. The actual arcade game had no pause function on it (as some do), so after contacting several arcade game board designers, we decided it would be alright to stop the game by grounding the HALT line on the Z80. This worked fine but by the end of the project we had burnt out around five Z80 chips – luckily then cost under £5 each ... we wouldn't like to repeat the process with a 68000 based arcade machine!

The most time consuming



distribute Silkworm together with some other exciting coin-op conversions, such as The Ninja Warriors, Gemini Wing, Continental Circus and Shinobi.

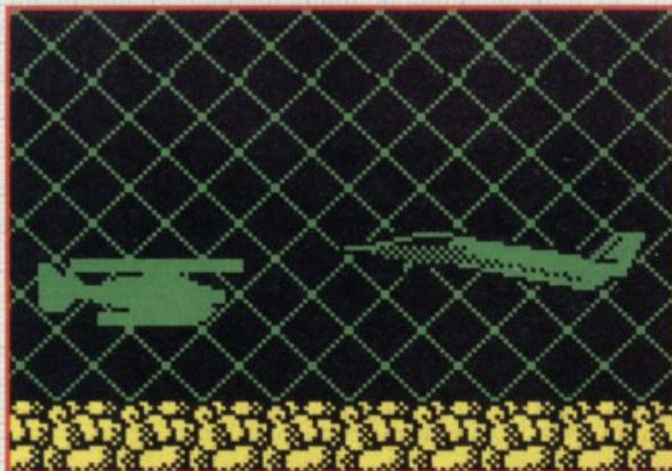
GRAPHICS

The graphic artist on all versions of Silkworm was Ned Langman. Ned is 19 and started doing graphics for his own BASIC games on the ZX81. He quickly got fed up with the limitations of the ZX81 and moved onto the VIC120. From there it was a small step to the Commodore 64 and finally, the Amiga. Although Silkworm is his first involvement with coin-op conversions, his graphics have received considerable acclaim in the press – the Amiga and Commodore versions have been awarded a Zzap sizzler "... I'd say that some of the graphic effects on the Amiga are better than the coin-op!" (MAFF).

The graphics were originally produced on an ST art package (OCP art studio) as full sixteen colour sprites for use on the Amiga and ST versions of Silkworm.

These were then turned into single colour sprites by reducing the number of bit planes from four to one. Stippling was then added to give the impression of a darker colour, for shading and so on.

SILK



No sketches were made as all the graphics were copied directly from the Arcade game. Originally we hired a video camera and taped the entire

drawing the masks – whenever a helicopter is drawn an accompanying mask was also drawn (this is, in effect,



an inverted picture of the helicopter and is used as a stencil to cut a hole out of the background into which the helicopter fits). Due to changes



PRINT

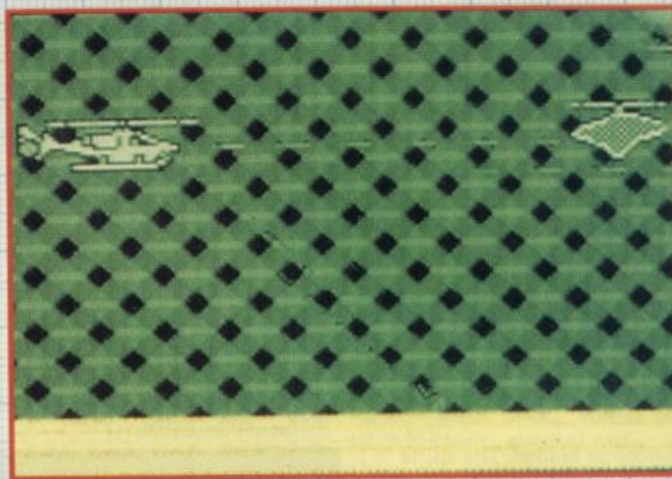
coin-op or movie converted? These questions and more are answered each month in **BLUEPRINT**.

three times for the masks!

THE PROGRAM

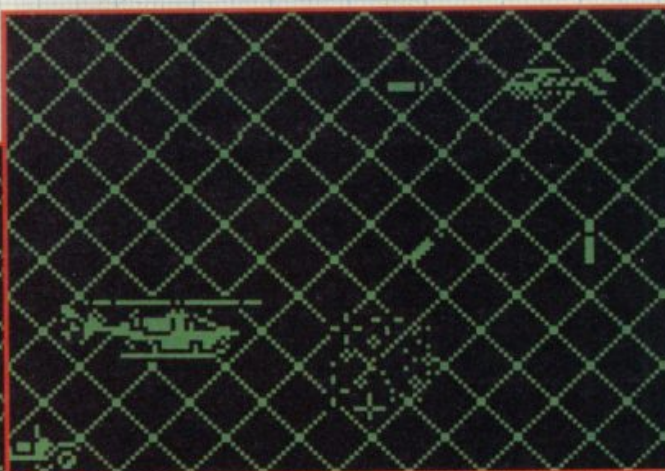
The Spectrum version of **Silkworm** was written by Nigel Brown. Nigel is now 28, married with four children. He started programming on a ZX81 which he built himself. "It didn't work," he says, "but then none of them did!" His more notable past projects include **Andy Capp** and **GI Hero** – he has also written quite a few budget titles.

Nigel is currently working on **The Ninja Warriors**. In **Silkworm** (as explained later) we decided to leave out the scrolling backgrounds. For **The Ninja Warriors** Nigel has developed a technique doing a



WORM

in graphic format the masks had to be redrawn three times – in effect the graphics for Spectrum **Silkworm** were done four times – once for the graphics and



smooth screen scrolling – he is currently spending time optimising this code...

SCROLLING

Although **Silkworm** is a horizontally scrolling shoot-'em-up the player has no interaction with the background

(unlike **R-Type** for example). Because of this we felt that it was a waste of processor time to actually make the backgrounds scroll – we would rather have a fast game with plain backgrounds than a

S... L... O... W game with a smooth scrolling background.

To give the impression of forward motion a repeated block technique was used – the background is made up of a pattern which moves, giving the impression of a scroll (it's best to see it in action to understand it).

When programming the Spectrum, sprites and all graphics are not actually drawn onto the screen, they are drawn onto a 'back-buffer' and this buffer is then copied onto the

visible play area when it is complete. This prevents the ever deadly sprite flicker problem, because you are never seeing something as it is being drawn (which gives rise to flicker). Using this technique it is necessary to clear the background of the 'back-buffer' each time new sprites are placed on it (this prevents sprites from leaving trails as they move). Whether this background is cleared out with a solid black background or with a repeated pattern makes no real difference to how quickly the computer can do it, so we simply clear the 'back buffer' with a slightly different pattern each time.

Initially we thought that it would be possible to have a scrolling background so Ned drew all of the backgrounds (seven in total), but eventually memory constraints and game speed meant that we couldn't use them.

For the technically minded the 'back-buffer' is cleared by pointing the stack pointer to the end of the buffer and simply PUSHing registers. The registers pushed are set up with the pattern used for the background – each PUSH moves the stack-pointer up through the buffer, so repeated pushing will eventually clear

BLUEPRINT

the buffer totally. This is the fastest way (that we know of) of clearing large areas of memory.

ANIMATION

Most sprites have two animations – these two animations are used to give the impression of rotating

the processor constantly busy, and therefore the game running as fast as it can.

The entire game was made to run as fast as possible by spending a large amount of time going through the code again and again looking for ways to improve its efficiency.



helicopter blades. The sprite with the most number of animations is the jeep, which has to be able to jump (using three animations) and it also has to have many different animations for all the different angles of the gun turret.

All sprites are built up out of 24 by 24 pixel blocks. Large enemies are built up out of several sprites 'glued' together – the end level helicopter, for example, is built up from 8 sprites. Up to 20 sprites were allowed on screen at a time, this limit gave us the correct game speed and game difficulty without making the game seem unduly restricted.

We had no real colour problems as the play area is in only two colours. The parallaxing foreground is a different colour but no sprites are allowed to pass in front of it (they disappear behind it).

SPEED

As is always our policy speed of game play always comes first – if a game is no good to play it doesn't matter if it looks wonderful because no one will ever play it! Naturally wherever we can we try to hit the perfect compromise.

Silkworm isn't smoothed – in other words the game will speed up and slow down as the number of aliens on screen changes. In this way we keep



Most speed can be gained by making the most frequently used routines as quick as possible – even if they end up taking more memory. For example, it is quite frequent for a program to 'loop', ie do the same thing many times in a row, by removing the loop and simply duplicating the code many times the program runs faster (since the processor doesn't have to waste time counting down how many loops it has left to do, and doesn't have to jump back to the start of the loop again).



By using undocumented op-codes the processor can be made to do two things with one instruction that usually require two instructions. These op-codes (ie machine code instructions) do not 'officially' exist since Zilog (the designers of the Z80 chip) may withdraw

development of the product we didn't have enough *Silkworm* boards to go round (one for the artist, one for the sixteen bit programmers etc), so the Spectrum version was copied from the Amiga version (the Amiga version is virtually identical to the original).

The entire Spectrum program took about three months from start to end. The Spectrum version was started later than the other versions since we wanted to find the right person for the job – this meant that Nigel could use the extra experience of the other programmers if he ran into any problems.

CONTROLS

The main problem with the controls was getting enough functions into one joystick button! The arcade game had three – fire, bomb and tilt helicopter (which moved turret on the jeep controls).

We ended up by the helicopter losing the tilt option (no great loss) and firing both bombs and bullets at the same time. For moving the turret on the jeep we made it so that holding down the fire button while moving the joystick up/down had the desired effect.

PROBLEMS

The hardest part of the program was making the aliens move a pixel at a time. This required writing 8 different routines (for speed), which all, more or less, did the same thing. In *Silkworm* we didn't have enough memory to store 'pre-shifted version', so Nigel had to develop a method of calculating all the positions of a sprite while the game was running.

OTHER VERSIONS

The Spectrum version was actually converted from the Amiga version! During

AT MICRONET WE'RE REALLY TALKING!

FREE MODEM
with annual subscription or
£11.45 HALF PRICE 1st quarter

With Micronet you can turn your computer into a communications terminal that will download free software, access up-to-the minute computing information, play exciting multi-user games, talk to other people (and computers) and a lot more. And if you join before June 30th 1989 (offer extended) you can get your first quarter's subscription at half price – just £11.45!



FREE SOFTWARE

On Micronet you can browse through an extensive software library of free programs, select one and then download it.

We now have software for all popular machines, from the Spectrum to PC compatibles, including the Atari ST and the Amiga.



INFORMATION

Micronet is also a computer magazine. Our computer news area is updated every day, so there's no better way to stay up-to-date, and our software reviews and features for all popular micros mean Micronet members are

always better informed.

Add to this Prestel's massive database and you'll have all the facts at your fingertips.



ENTERTAINMENT

Micronet is not just informative, it's also a lot of fun! As a member you'll have access to a range of games, including the UK's most popular multi-user game, Shades, where the action is live and so are your opponents!



FREE DEMONSTRATION

If you have access to a modem (1200/75 baud) and viewdata you can see a free demonstration of Micronet. Just Dial 021-618 1111 and use the ID 444444444 and password 4444.

You can look up a local telephone number once on-line.



COMMUNICATIONS

Join Micronet and use your computer to communicate with thousands of other users. From electronic mail, telex and fax to chatlines and teleconferencing, Micronet lets you do the talking.

Low Cost

Now, not only can you get your first quarter's membership for £11.45, but using Micronet starts at just 50p an hour – and that includes telephone charges!

Wherever you are, Micronet is just a local phone call away.

If you need a modem, we'll even give you one free if you choose instead to take out a year's subscription in advance.

Just phone our Sales Desk on 01-837 7872 or clip the coupon today for more information and a free brochure.

Join Micronet, and get talking!

Return to: Micronet, Dialcom House,
Brindley Way, Apsley, Hemel Hempstead, Herts HP3 9RR.

Name: _____

Address: _____

Tel. No.: _____

Age: _____

Machine Type: _____

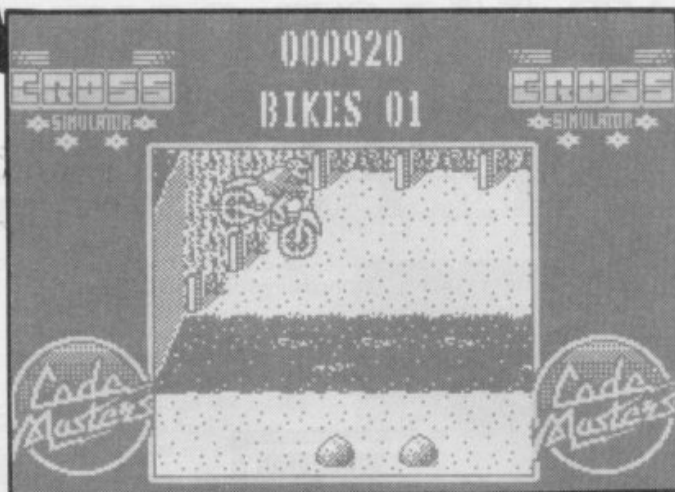


SU/SP/6 89

MICRONET

Price includes 1st quarter residential subscription by direct debit only (normally £23) and does not include hardware or software. Minimum subscription period 1 year. Offer available in the UK only to new members. Free modem available to first time UK subscribers while stocks last. Free modem and half price subscription offers are separate and not available together.

GAMES REVIEW



motocross event where the competitors were required to fling themselves over sheer cliffs, but that's all part of this game. Just try to keep your nose up as you land, and you might make it.

Simple slopes and level bits are easy, in fact dull, to negotiate; this just leaves you with the big jump at the end of the level. I must have tried this 200 times, and though I can get

MOTO CROSS SIMULATOR

62

They have their good days. And they have their bad days. **Moto Cross**

Simulator must have been written on a wet Thursday afternoon in Slough.

Codemasters' series of budget simulators wobble up and down in quality like, er, something extremely wobbly indeed. When they're good (like **Jet Bike Simulator**) they're very good; when they're bad (like **Pro Ski Simulator**) they make you very sad.

Moto Cross Simulator veers and skids more towards the downside; there might be a game hidden in there somewhere, but it's so irritatingly difficult to play, so poorly presented and so, grrrrr, annoying, that I can't find much good to say about it.

The concept's OK. Imagine a 3-D version of **Kikstart** – all motorbikes, jumps, ramps, obstacles and mud – and you've

to the general idea. Steering your Super Mudbuster bike, you have to complete five skill sections, where the challenge is to control your bike and avoid falling off, and four time trials,



where it's a matter of you against the clock. I can only really comment on the "skill" section, because after a solid hour of effort I never managed to complete it and get on to the time trial.

The first problem is that the monochrome backgrounds are so poorly designed that your eyes keep flipping over into the back of your head. Is that a ramp or a drop ahead of me? Is that a slope going up, a wall



to within sight of the finishing flag, I'm stonkered if I can do it without falling off. At this stage my patience evaporated and I flung the computer out of the window.

If there was any incentive to get to the higher levels I might have persevered, but the graphics are dull, the sound minimal (David Whittaker's 128K theme music being largely wasted) and the gameplay is more Moto-irritated than Motocross. Sorry about the lousy pun, but that's how I feel about spending my precious life reviewing this one.

going sideways or a ditch? By the time you can work it all out, you'll have fallen off dozens of time. All you can do in the first section is to raise or lower your front wheel, and press fire to jump. It took me ages to work out that you have to jump at the bottom of a slope, otherwise you'll fall off. Crazy.

If you can work out how to negotiate the logs and boulders (wheelie, jump, level off), the next challenge is the jump. Now I don't remember seeing a



ARCADE



REVIEW

FAX BOX

MOTO CROSS SIMULATOR Label: **Code-masters** Author: **Pete Williamson/Neil Adamson** Price: **£2.99** Memory: **48K/128K** Joystick: **Various**

GRAPHICS	SOUND
58	40
PLAYABILITY	LAST ABILITY
30	20

Irritatingly difficult and unrewarding bikey sim, best buried in the mud

Reviewer: *Chris*

OVERALL

42



10 20 30 40 50 60 70 80 90

ER JUNE 1989

Mike Read's Pop Quiz



Not arf! Oh, that's the wrong DJ. What does Mike Read say? Well, what **does** Mike Read say? I'll be blown if I can remember. Perhaps this is the problem with Elite's conversion of the board game of the TV series of Mike Read's radio show. Mike Read himself isn't especially interesting.

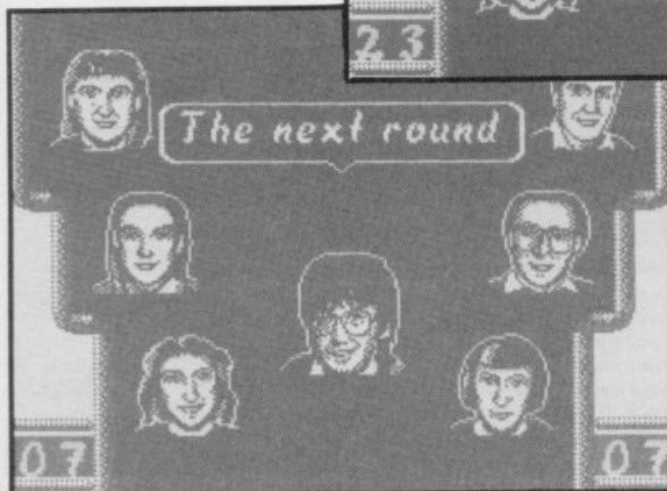
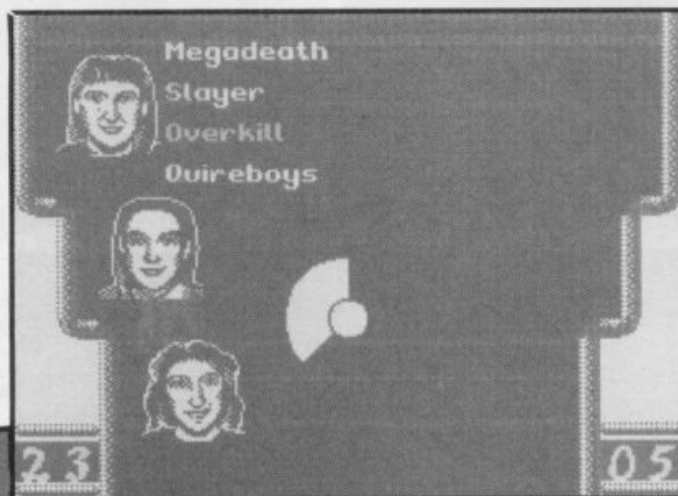
So, the bonus factors which most licence game rack up by being associated with fab movies or coin-ops or TV shows are largely absent. Instead, it's more down to the fact that the

slightly new twist; allowing you to choose hard or easy questions and gambling for bigger bonuses. There's a race-against-the-clock round too, which is actually bloody exciting, though maybe for the panic involved in trying to highlight the correct answer than the interest in the question itself.

Pop Quiz is presented completely satisfactorily. There are semi-digitised pics of Mike Read (phurgh!) as well as members of the teams. Alas you can't digitise yourself and you have to suffer the insane grins of the Elite team. The questions seem to be alternately easy as pie and totally impossible, while some were simply so remarkably dull they weren't worth answering.

It's pretty fab. Of course, if you're not into "pop" or "quizzes" you'll think it's hopeless. Me? I reckon it's the best game Elite has done in ages ■

63



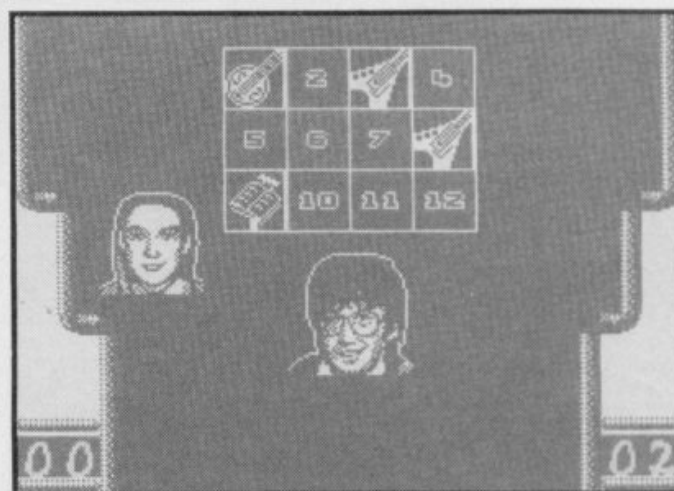
questions are bloody tough that makes **Pop Quiz** a smashing game.

Just as playing those Trivial Pursuit machines in pubs is far more exciting when you're with a roomful of lager frenzied dribbling idiots, **Pop Quiz** certainly comes into its own once you've reached hilarity level.

First up is the Jukebox round. Each member of each team in turn is asked to select an icon indicating which musical style they want to answer questions on. Now the fun really begins. Uncle Mike's scrolling speech bubble presents the brain

tinglingly tricky question. Usually something like "Who could be found in the Imperial Bedroom in 1983?" You're then shown four possible candidates, one of whom it's certain even your parents will never have heard of. Using all your skill and judgement (hem) you've got to "plump" in best TV quiz style for an answer. A correct answer incurs points. An incorrect means it's passed over to the opposing team. Ooh.

And so the game goes on. While there are different rounds, the principles remain the same. Each round has a



ARCADE



REVIEW

FAX BOX

MIKE READ'S POP QUIZ Label: **Elite**
Author: **in-house** Price: **£8.99** Memory:
48K/128K Joystick: **Various**

GRAPHICS	SOUND
60	60
80	80
PLAYABILITY	LAST ABILITY

Fab TV/Board-game conv. Fingers on your buzzers!

Reviewer:

John Douglas



OVERALL
79

SINCLAIR U!

GAMES REVIEW

Er, well, it's a nice idea isn't it? There's a lot of colour, isn't there? There's plenty of... no, sorry I can't keep this up. How am I supposed to review a game positively when it plays as badly as this one? Not only that, but **Turbo V8** is in the same vein as **Out Run** but not nearly as good.

You are driving a Twin Turbo V8, the latest in a long line of supercars. You have to drive a mad 500 mile dash across varying types of US landscape including desert (yellow), winterland (blue) day and night.

Along the way, you get to career through tunnels and industrial piping that hangs between pylons. The road snakes along and loads of cars



all side objects and even the road itself are made up of vectors, and not the most complicated ones at that.

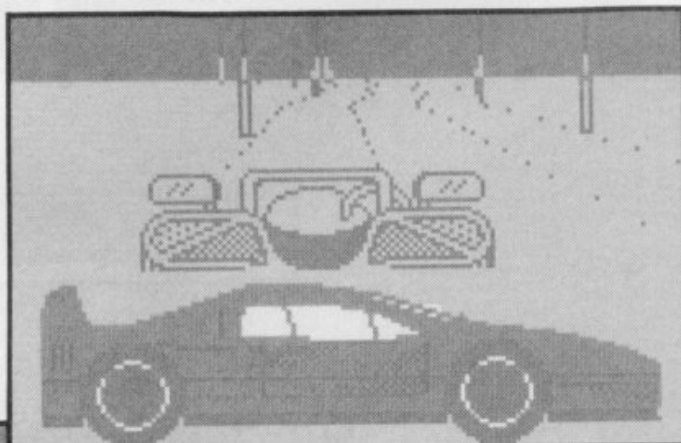
The sound is far from brilliant, but the idea behind it works far better than the final product. A click-track gets faster or slower depending on the car's speed, and as opposing

TWIN TURBO

all travel along in the same direction with the aim of driving just a little bit slower than you so as to cause maximum obstruction.

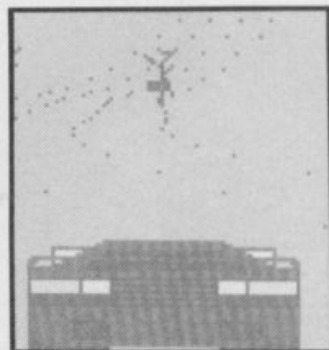
This is all routine. There are five stages, you have to complete each stage within a chosen time limit, your car has two gears and the road is very hilly. So what new features does the game have to offer? Level three has a low cloud layer.

As you can see, **TTV8** isn't too much of an advancement. That's OK, that's cool. A SEU

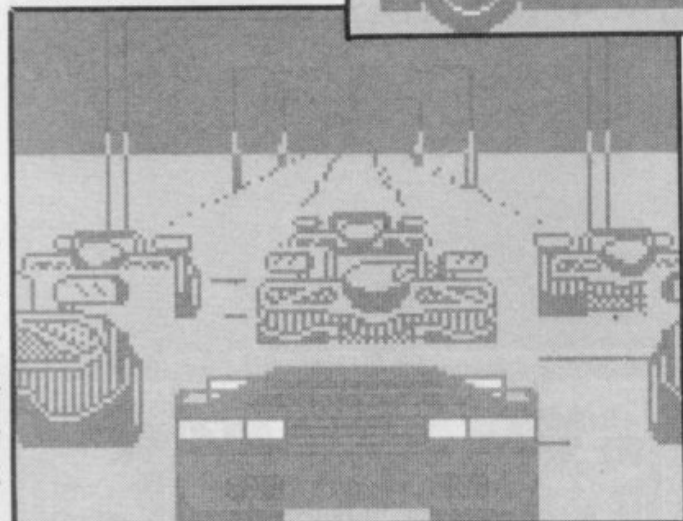


than **WEC Le Mans**. The only sprites used are the other cars, cars race past a droning noise gets louder and softer, depending on the distance between you and them.

It seems that, for now, **WEC Le Mans** still holds the standard by which all are to be judged. Come on industry, aren't you going to put up some sort of fight? ■



with more on screen than this even at the heaviest of times, move way faster. Going under bridges slows the game further, to a completely unplayable pace. It's a shame, because with a little more speed, the game could be great, much better



doesn't have to lead the way forward to be fun. Does it make you come back for more? Do you sweat on the hairpin bends? Do you struggle to see down the hills that quickly disappear from view? Do you duck as you drive under low

bridges? Well, not really I'm afraid.

The main problem is the speed of the game. Considering how little there is to update on open road, the game moves appallingly slowly. Even dated products like **Deathchase 2000**,

ARCADE



REVIEW

FAX BOX

TWIN TURBO V8 Label: **Code Masters**
Author: **Ian Dunlop** Price: **£1.99** Memory:
48K/128K Joystick: **Various**

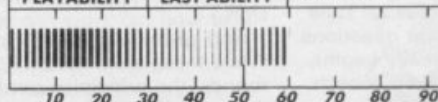
GRAPHICS	SOUND
59	61
PLAYABILITY	LAST ABILITY
61	55

Disappointing race game.

Reviewer:

Tony Dillon

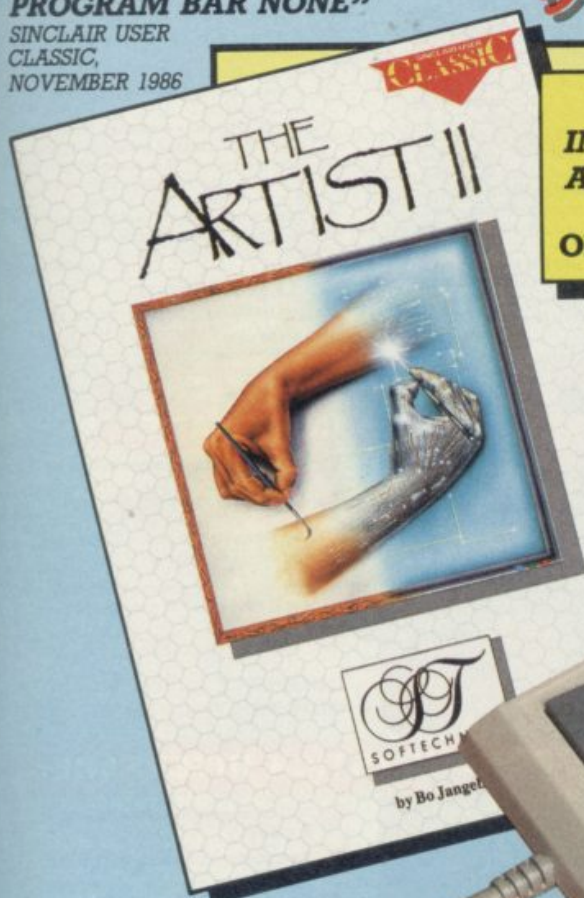
OVERALL
59



The best deal for Spectrum Artists bar none

**"THE BEST SPECTRUM ARTIST
PROGRAM BAR NONE"**

SINCLAIR USER
CLASSIC,
NOVEMBER 1986



**FULL PACKAGE
INCLUDING ARTIST II
AND MOUSE SYSTEM
ONLY £49.99**



**KEMPSTON
COMPATIBLE
JOYSTICK AND
MOUSE
INTERFACE**



TOP QUALITY MOUSE

The Artist II is an all new graphics package following in the footsteps of its extremely successful predecessor, the Artist. A host of powerful new features includes:-

- SUPERB QUALITY MULTI-FEATURE ● PULL DOWN MENUS
- WINDOWS ICON DRIVEN ● FONT AND SPRITE DESIGNER ● ZOOM MODE
- FLEXIBLE CUT AND PASTE ● ABLE TO SUPPORT MANY PRINTERS.

To complete the package, the Artist II also comes with a top quality mouse system and Kempston compatible joystick and mouse interface. Take advantage of this special offer, then just plug in and go!!



ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS
HOW TO ORDER ...

BY PHONE
0782 744707
24 hr Credit Card Line

BY POST
Send cheques/PO's made
payable to 'Datel Electronics'

UK ORDERS POST FREE
EUROPE | OVERSEAS
ADD £1.00 | ADD \$3
FAX 0782 744292

DATel ELECTRONICS

DATel ELECTRONICS LTD, FENTON INDUSTRIAL ESTATE,
GOVAN ROAD, FENTON, STOKE-ON-TRENT, ENGLAND

SALES ONLY
0782 744707

TECHNICAL ONLY
0782 744324



FREE OFFER!
ORDER YOUR ARTIST II PACKAGE
NOW AND WE'LL SEND YOU A FREE
MOUSE MAT AND MOUSE HOLDER
(WHILE STOCKS LAST).
USUAL RETAIL PRICE £12.99

PLEASE STATE
48/+2/+3 WHEN ORDERING

DATTEL ELECTRONICS

SPECIAL VALUE PACK



OCF MICRO MANAGERS

ADDRESS MANAGER

- Store up to 350 names, addresses & phone numbers.
- Find just what you want easily - multi-indexing.
- Label printing routine - full screen editing.

FINANCE MANAGER

- A superb yet simple program that allows you to keep your finances in order.
- From household to small business this is your answer.

STOCK MANAGER

- Ideal for the small business - up to 600 lines.
- Produce invoices, sales totals, pricelists, etc. easily with this simple to use program - stock management has never been so easy!

**ALL THREE ONLY
£14.99** (All Microdrive compatible)



OCF TOOLKITS

MASTER TOOLKIT

- Add a whole range of powerful new commands to the existing Spectrum Basic.
- Re-number, realtime clock, memory map, trace function, number conversion, program compression, etc.
- A real must for the programming beginner.

EDITOR ASSEMBLER

- If you are writing Machine Code or just exploring your Spectrum then this is for you.
- Full 280 instruction set supporter.
- Too many features to list.

MACHINE CODE TESTER

- The ultimate professional tutor/de-bugger
- This program was written to help the beginner to explore the world of machine code programming.
- Sits in memory alongside the editor assembler program.

**ALL THREE ONLY
£14.99** (All Microdrive compatible)



WITH FREE SUPERSPRINT GAME!!

- The Ram Turbo has long been recognised as the best joystick interface ever devised for the Spectrum. The Quickshot II has sold over 15 million world wide!! Put the two together & you have got the best combination possible - add a free copy of 'Supersprint' from Activision & you can't get a better deal!!
- The Ram Turbo is a dual port interface supporting all formats - Kempston, Cursor & Interface II.
- Through port allows for other add-ons.

QuickShot II

VALUE PACK

- Built in reset switch & power protector.
- Allows simultaneous two player option for dual games (inc. free Supersprint).
- Works with any standard 9 pin joystick including auto fire types.
- The Quickshot II is a superbly styled joystick with trigger & top fire buttons for ease of use.
- Four suction cups on the base facilitate one hand operation.

ONLY £22.99 COMPLETE

(WHILE STOCKS LAST)

RAM TURBO INTERFACE AVAILABLE
SEPARATELY **ONLY £14.99**

JOYSTICK INTERFACE

- Full Kempston compatibility.
- Works with most any program.
- Superbly styled case - fits snugly into your Spectrum.
- Accepts any 9 pin type joystick, including rapid fire models.

ONLY £6.99

COMPLETE WITH
QUICKSHOT II **ONLY £13.99**

DUAL PORT JOYSTICK INTERFACE

- Full compatibility with Kempston & cursor.
- Two sockets to accept any 9 pin joysticks.
- Supports rapid fire models.
- Allows two player simultaneous control.

ONLY £8.99

COMPLETE WITH
QUICKSHOT II **ONLY £15.99**

CABLES ETC.

+3 CASSETTE ADAPTOR

- Allows you to connect a cassette recorder to your +3.

ONLY £3.49

REPLACEMENT TV LEAD

ONLY £3.49

REPLACEMENT CASSETTE LEADS

- For 48/128/+2.

ONLY £3.49

+2 JOYSTICK ADAPTOR

- Allows standard 9 pin joysticks (Quickshots etc.) to be connected to your +2 & +3 computers.

ONLY £2.99

56 WAY EXTENSION

- Allows you to distance peripherals from your computer. 6" long.

ONLY £8.99

TWO WAY EXTENSION

- Allows peripherals to be connected together (memory conflicts allowing).

ONLY £10.99

RAMPRINT™

THE ULTIMATE PRINTER INTERFACE WITH BUILT-IN
WORDPROCESSOR...NO SOFTWARE TAPES TO LOAD!!

- Works with most any fullsize Centronics printer.
- Huge range of printer driver options for maximum compatibility.
- Software on ROM - just power up & go!
- Even has built-in joystick interface (Kempston).
- Comes complete with printer cable - no more to buy.

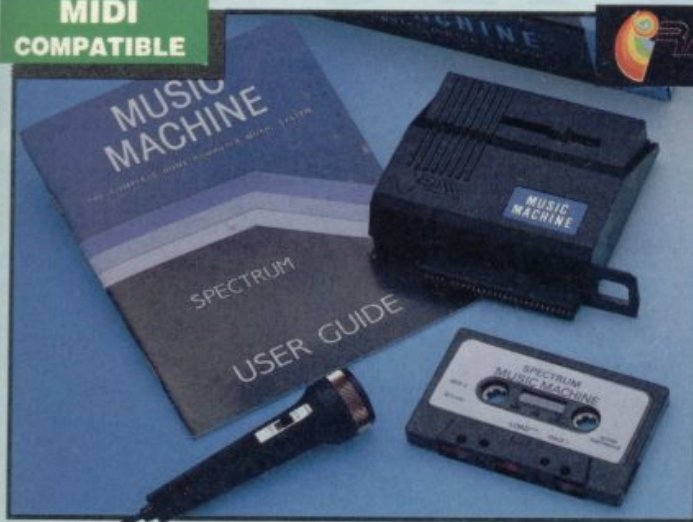
PLUS A SUPERB WORD PROCESSOR...

- Not only are the printer drivers in ROM - the RamPrint even has a wordprocessor built-in!! Just power up & type.
- Full range of wordprocessor commands without the need to load anything.

ONLY £34.99 NO MORE TO BUY!!

DATTEL ELECTRONICS

**MIDI
COMPATIBLE**



music machine

THE RAM MUSIC MACHINE IS PROBABLY THE MOST EXCITING MUSIC ADD-ON AVAILABLE FOR ANY COMPUTER.

- ✓ It's a full sound sampling system allowing any sound to be recorded digitally into computer RAM. Once stored the sound can be replayed at different pitches with many varying effects.
- ✓ It's an echo chamber & digital delay line. Create very interesting effects.
- ✓ Various sampled sounds are provided to get you going.
- ✓ The Music Machine can be used as a drum machine - eight drum sounds are provided, but you can easily produce more of your own.
- ✓ The powerful software allows you to compose tunes from individual bars of music. You can edit on screen & Save/Load sounds, instruments & rhythms.
- ✓ It's a two voice music/sound synth.
- ✓ Fully MIDI compatible. The Ram Music Machine supports full MIDI In, MIDI Out & MIDI Thru.
- ✓ Output through your Hi-Fi or Headphones. Comes complete with Microphone.
- ✓ Use a full size MIDI keyboard to play the Music Machine.
- ✓ Sounds produced by the Music Machine can be mixed with a MIDI Synthesiser's own sounds.
- ✓ On screen Sound Editor can produce MIDI data from your own compositions.
- ✓ No other product can offer so much in one unit - it's the total solution!!

ONLY £49.99



THREE CHANNEL SOUND SYNTHESISER

- ✓ Allows you to create an infinite range of synthesised sounds over 8 octaves.
- ✓ Explosions, zaps, chimes, whistles, etc.
- ✓ 3 channels of tone &/or white noise.
- ✓ Comes complete with it's own 4" pod mounted speaker - volume control - cassette software.
- ✓ Even acts as a "Beep" booster to amplify the sounds from your games for added realism.

ONLY £19.99



- ✓ Not only a fully Kempston compatible joystick interface - but also boosts the sound from your games & delivers it through your television speaker.
- ✓ Fully controllable from a whisper to a roar.
- ✓ Ideal for early Spectrums with only a "Beep".
- ✓ Accepts any 9 pin joystick.

ONLY £10.99

**COMPLETE WITH
QUICKSHOT II ONLY £17.99**



SPEECH SYNTHESISER

- ✓ Very easy to use, comes complete with comprehensive instructions.
- ✓ Complete with 4" pod mounted speaker.
- ✓ Infinitely variable vocabulary using allophones.
- ✓ Create words & sentences easily.
- ✓ Can be used to create sound effects.
- ✓ Complete with software on cassette.
- ✓ Through bus connector for other add-ons.

ONLY £19.99



PARALLEL/ CENTRONICS PRINTER INTERFACE

- ✓ Now you can connect most full size parallel printers to your Spectrum.
- ✓ Fully relocatable controlling software (cassette).
- ✓ Interfaces with most software using the printer channel e.g. Tasword, Devpac, etc.
- ✓ LList, LPrint supported, HiRes screen dump (Epson).
- ✓ Comes complete with printer cable - no more to buy.

ONLY £19.99

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

HOW TO ORDER ...

BY PHONE
0782 744707
24hr Credit Card Line

BY POST
Send cheques/POs made payable to "Datel Electronics"

FAX
0782 744292
UK ORDERS POST FREE
EUROPE ADD £1
OVERSEAS ADD £3

PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS AND SUBJECT TO CHANGE WITHOUT NOTICE

CALLERS WELCOME - Please reserve goods by telephone prior to visit.

DATTEL ELECTRONICS

**DATTEL ELECTRONICS LTD., FENTON INDUSTRIAL ESTATE
GOVAN ROAD, FENTON, STOKE-ON-TRENT, ENGLAND.**

**SALES ONLY
0782 744707**

**TECHNICAL ONLY
0782 744324**



Lightwriter™

- ✓ Just plug in & draw circles, rectangles, squares & freehand drawings.
- ✓ Choose inks, papers, erase, fill, etc.
- ✓ Fully menu driven.
- ✓ Very easy to use - all functions selected from on-screen instructions.
- ✓ Top quality interface & lightpen unit complete with software (cassette).
- ✓ Save/Load screens created with your Lightpen.
- ✓ Animate several screens in memory.
- ✓ Plugs neatly into rear of Spectrum.
- ✓ Comes complete ready to go.

ONLY £15.99



Dear mortals, I appear to be suffering from Spell-itis at the moment. My anti-rain spell has failed completely. Normally I am kept in a warm cocoon that protects me from the elements, a spell which works on the opposite principle to the thermos flask. If it is too hot or too cold then I am kept at a reasonable temperature. If it is raining then I am kept dry. Normally, today, however, has seen a disaster in the ongoing anti-rain spell department and it is a very soaked sorceress who addresses you. The first person to make a comment

about having a wet cloak competition will be banished from the realm.

Fortunately this does not prevent me from bearing news. Being in a privileged position (i.e. a Sorceress) means that I have access to material that others cannot hope to see. For instance, information from Level 9.

Everyone (including, it has to be said, my good self) has been referring to a forthcoming game from Level 9 by the name of **Spook**. A spooky scoop for you, it will not be called Spook, dear mortals, it will be called **Scapeghost**. How do I know

this? I have seen it, that is how. Admittedly not on a Spectrum, 'twas on some other instrument of the devil, but I am assured by a Level 9 spokesperson that you will not have too long to wait.

What I saw was a version for play testing, and it looks to be a cracker. Definitely one worth purchasing as soon as it appears. You play the role of Alan Chance, once a detective investigating a chain of drug smugglers, but when the game starts the only thing that you're investigating is your own funeral. Thus the game starts off with you as a ghost, and you have to learn all about being a ghost before you can even begin to think about solving the main puzzle of the game, which is connected with your own murder and said drug smuggling. The first part of the game all takes place in a spooky cemetery, but fortunately a neighbour of yours, the former local landlord Joe Danby, is a friendly sort of ghost and he gives you a tour of the place and introduces you to all the other residents. There's some funny spirits in there I can tell you, like Bob and Edna Willmot, an argumentative couple when you first meet them.

Graveyard humour abounds, all sorts of puns and jokes, with the game itself moving at anything but funeral pace. Another winner for Level 9, that's for sure. I shall keep you posted on this, and any other news.

Talking about keeping people posted, I mentioned a new fanzine last month, a little number called

Spellbreaker. I hadn't seen a copy then (editors, being mere mortals, panic if one so much as gets a day over the magazine's deadline), but now my gnarled postman has climbed the path and presented me with one.

Fanzine, that is. I have to say that the print quality of that first edition of the first issue is pretty atrocious, but cheery editor Mike Brailsford assures me that all duff copies were replaced, things will be better from now on, and the person

DANGER MOUSE continued: Keep the tongs, enter the tunnel, climb up the ladder, enter the stable, take the pliers, return to the yard, go down the mouse hole, enter the dungeon, keep the knife, enter the passage, go south, go west, go west, go south, go west, go along the passage, give him the thread, climb up the steps, play a tune, examine the displays, take the eggs, go to the steps, go through the exit, go down the mousehold, enter the dungeon, keep the tongs, enter the passage, go south, go south, go south, go south, enter the store, take the pegs, leave the store room, return to the maze, go north, go north, go north, go north, keep the tongs, enter the passage, go south, go east, go east, keep the mirror, open the coffin, take the mirror, take the cape, climb up the steps, climb on to the ledge, enter the library, enter the corridor, go down the stairs, pull out the nails, go through the door, take the ladder, go through the

doorway, climb up the stairs, enter the library, climb out the window, look down ... to be continued, just one bit to go now!

PHAROAH'S

TOMB - Climb mountain, get horn, n, get matches, n, move rock, y, enter tomb, drop matches, e, e, e, get cloak, e, rub lamp, get slab, w, get fan, s, s, get ice, m d, e, stand on scales, w, u, w, w, get ring, n, open door, wear cloak, wear ring, enter tunnel, get matches, e, e, s, s, s, e, drop matches, w, n, enter tunnel, e, s, w, s, s, blow horn, drop horn, go through door, w, get rod, s, rub ring, get shield, s, e, w, n, e, e, n, n, drop cloak, drop ring, get key, get ladder, get candle, e, n, w, w, w, drop rod, drop shield, n, enter tomb, e, e, s, s, s, e, drop ladder, drop candle, n, n, pull lever, s, d, s, s, n, w, e, s, s, w, w ... to be continued.

THE SORCERESS

Stuck in a dungeon or helpless at the hands of fetid trolls? Write to
The Sorceress **SU** Priory Ct, 30-32 Farringdon Lane,
London EC1R 3AU



You are standing outside a large, imposing house that towers above you. The driveway runs southwards and the doors of the house beckon you northwards.

What will you do now?
RELAX FOR A WHILE AND MAYBE GET
SOMETHING TO EAT

responsible for the print quality of the first issue has been converted into part of Birmingham's spaghetti junction. Neat spell, that, must borrow it sometime.

If the print quality's bad (but only for the first one) then the quality of the content is a distinct improvement, so provided things are sorted out for the next issue (I'm waiting...) this should be a good addition to the fanzine ranks. Hints, tips, solutions and maps, all in abundance, so for a mere £1.25 it might be worth taking a look if this is the sort of thing that you're after. Lots for the Spectrum (including a few special offers, like the *Time and Magik Trilogy* for £7.99), and the address is 19 Napier Place, South Parks, Glenrothes, Fife KY6 1DX.

One thing they haven't got, although I notice that some others have, is a software swap shop. My spies tell me that a computer club in the vicinity of Sorceress Towers indulges in software swapping (i.e. copying) to a large extent, to the extent of charging money for the copying in fact. This is, of course, illegal. I know that the vast majority of computer users do not break the law in this way, but a curse on those who do. It IS illegal, and it makes software prices higher as companies attempt to recoup their losses. So be warned, pirates, my spies are everywhere!

But back to small companies who do not suffer in the same way, or if they do they turn a blind eye. I notice in *Spellbreaker* that Zenobi Software have a list of seven titles for the Spectrum, not one of them over £2.49, and on the reverse side of the tape for most of the games is another program of some sort. Good value for money from 26 Spotland Tops, Cutgate, Rochdale, Lancashire OL12 7NX. I give you the address in case you want further details.

Ditto River Sftware, 44 Hyde Place, Aylsham, Canterbury, Kent CT3 3AL. They have seven tapes as well, all of them containing two adventures (well, all right, one of them contains an adventure and a word "game"), and all apart from the word game one are priced at £2.50; add an extra £1.45 for that. Small companies like these deserve your support, fellow adventurers, otherwise they'll go out of business and we'll all be paying not far short of a tenner or even more. You pays your money and you takes your choice, as I believe some wise sage once put it.

And still on the subject of little companies, anyone who took up the *Crystal Cavern* from Handasoft might be having a few problems, so ever eager to oblige we find that you can only carry four objects at a time but you may wear more. Do not drop the giant wound-up clockwork

mouse until you reach the giant rat location. Do not go forward where there is a danger-present. The hedgehog, lance, geiger counter, skull, betting slip, horseshoe and manure are useless, as is the chastity belt.

With Jack O'Lantern, you must try to get him and follow him west. With the Angel of Death you have to wave a pin and catch angel on the head of pin (how many angels will fit, I wonder?) At the mouse-hole, you must crush, squash or squeeze the shrinking violet in order to make you tiny enough to go in, and as for the owl you must crush the violet again outside the mouse-hole after getting cheese and pie. To finish for now with a rather stange one, if you're having fun with a

gargoyle then try kissing the toad. Don't drop the toad, whatever you do, especially near the mouse-hole, otherwise you'd have toad in the hole.

We'll finish this month with a big company and get you going with *Lancelot*. From the beginning, east, kill knight, yes, run to quest room, wait, wait, south, east, read books (ten times if you want to read all of them), run to arthur, wait (x4), run to logris, "damsel hello", run to beacon, light beacon, run to broch, in, west, down, east, unbolt door, east, "lamorak follow me", west, "lamorak wait, push chest", push chest, down, out, run to mermaid... and I will leave you playing with the mermaid. Bye!

WITTS END

HAMMER OF GRIMOLD

In the graveyard, Prise Lid then Look In Coffin to find a cross which will prove useful later on. Move Landlord (when he's dead of course!) in the inn to find the trapdoor. It's pointless wearing the backpack as you have to remove it every time you put something into it or take something from it. Search Uniform you receive from the dwarf and you will find a knife.

RED DOOR

Feed Cow to find coin. Make sure you have the Basket and the pipes to catch the snake - she's a real charmer? Tell a Joke to the Sphinx to get the now dead fly. The concubine is looking for two items. Cut Shroud in order to get some bandages.

SKELVULLYN

For extra points, try Sniffing the Flowers in Tolan's garden. To pass the hedgehogs, wear the armour and Stroke or Pet them. Say Hello to the shape in the woods. Listen to the Rose for a clue. Try throwing the sickle after you read the notice in the High Street!

Play by Mail

Remember last month we were talking about the differences between

Computer Moderated (Conmod) PBM games and Hand Moderated games?

Broadly, the advantages of Conmods are that they can accommodate large numbers of players in a single game at the expense of, sometimes, limiting the actions of the individual players in that the game is run within a rigid set of rules.

Having a huge number of participants, combined with the fact that by definition most of the book-keeping is done by the computer, means that Conmods can make



money, sometimes (!), for individuals or companies concerned.

With hand moderated games, however, the game is controlled completely by another human being (sometimes with micro assistance).

This, in the best instances, means that the player has

the maximum flexibility open to him or her – and doesn't have to simply write a few codes and numbers down as orders . . . they can be detailed and imaginative.

However, the care and imagination that is needed to adjudicate orders like this, and reply in an atmospheric and enjoyable way, is rare. What's more it takes time . . . that means Handmods are often comparatively expensive and still don't make the organisers a profit!

In my opinion a good handmod game can bring more pleasure and excitement than the average conmod, and allows huge scope for true role-playing. It was with great pleasure then that I received a communication from **Tertium Games** – a set up run by Stephen Casey and Martin Westhead.

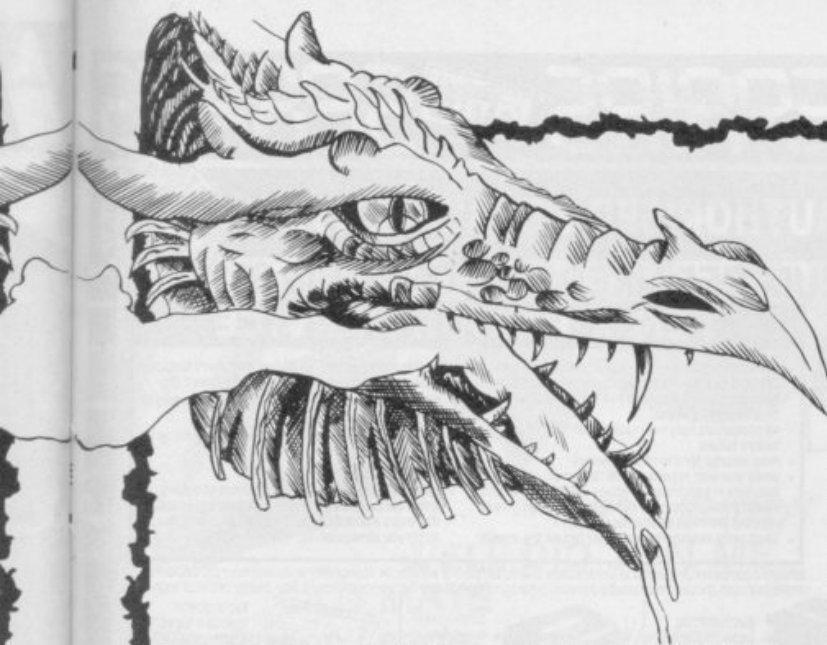
I had heard rumours that they were running a superb role-playing handmod called **Calvana** – and I wasn't disappointed with what they sent me. I can safely say that **Calvana** is the most detailed, best presented, best illustrated, well thought out, alternative universe that I have ever come across. It is, in other words, superb.

The start-up for **Calvana** will cost a cool £7.50 (not even the price of a full-

price game) and you'd be unlikely to be disappointed when it solidly thumps onto the hall floor of a morning.

A fully illustrated 50 page A4 sourcebook, with all the background information on the world Earsha that the Holy Province of Calvana forms a small part. More of this later. A beautifully drawn province map, together with a detailed map of the parish of Ne'ranthis (the capital city of the province) in which your character initially lives. A parish guide describing the major places and personalities of that parish. A Character Creation Sheet to help you design your character, a Character Supplement to enhance your character – give him/her depth and





true character and carve out a social niche for them in the game. A Character Sheet detailing the variable information for the character. Finally, a sheet setting out the Earshan year together with the 314 major saints of the Empire and a Questionnaire through which you can set out your character's internal workings and long term desires, etc. That's a lot. It also includes two free turns – after which further turns will cost £2.00.

the common knowledge that would be available to the common man. To call it detailed is almost an insult. What it describes is a alternative society/world/universe within which your character lives.

You have to invent a character to live, exist and thrive within that world – be it among the laity or within the four parts of the

corporal punishment, imprisonment or exile and grassing to the Inquisition is a popular hobby.

There are also plenty of guilds, secret organisations, etc in which to practise intrigue and nastiness – in this way I guess **Calvana** bears some resemblance to that fab role-playing game **Paranoia**.

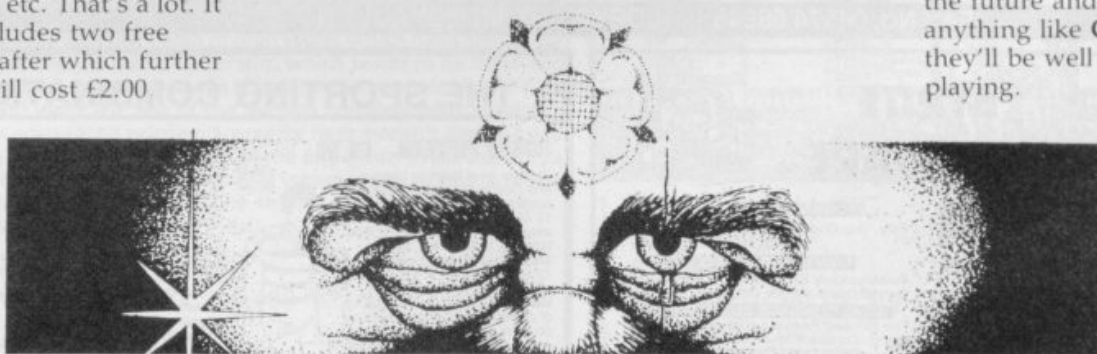
Weapons are heavily restricted, morality strict, magic rumoured, but unheard of publicly and compulsory euthanasia practised at 53! Who said things were bad after 10 years of Thatch?!!

Most of all, **Tertium** have created a real and believable alternative world in which you create your own character, goals

In many ways, this type of game is like being the central character within a novel – with the advantage that the action is completely interactive. Deadlines are dependent on you, except when you are working in concert with other player-characters.

Now the bad news – there aren't any places in the game at the moment. But if you write to **Tertium** at 81 Coldyhill Lane, Scarborough, N Yorks YO12 6SE, they will put you on the waiting list for a new game – and in fact might even be tempted to expand the operation to accommodate you.

Tertium is also in the process of developing a number of PBM games for the future and if they are anything like **Calvana**, they'll be well worth playing.



From the above, you might note that **Calvana** is role-playing of a kind you might not be used to. For a start, you are presented with very rudimentary stats, outlining the physical attributes of the player only. What? No intelligence? Charisma? Absolutely not – these are attributes that can only be played out by the individual.

Likewise, **Tertium** provide a Sourcebook rather than a Rulebook. Rules? There are none – except that you have to live within the society of **Calvana** and the Sourcebook describes all

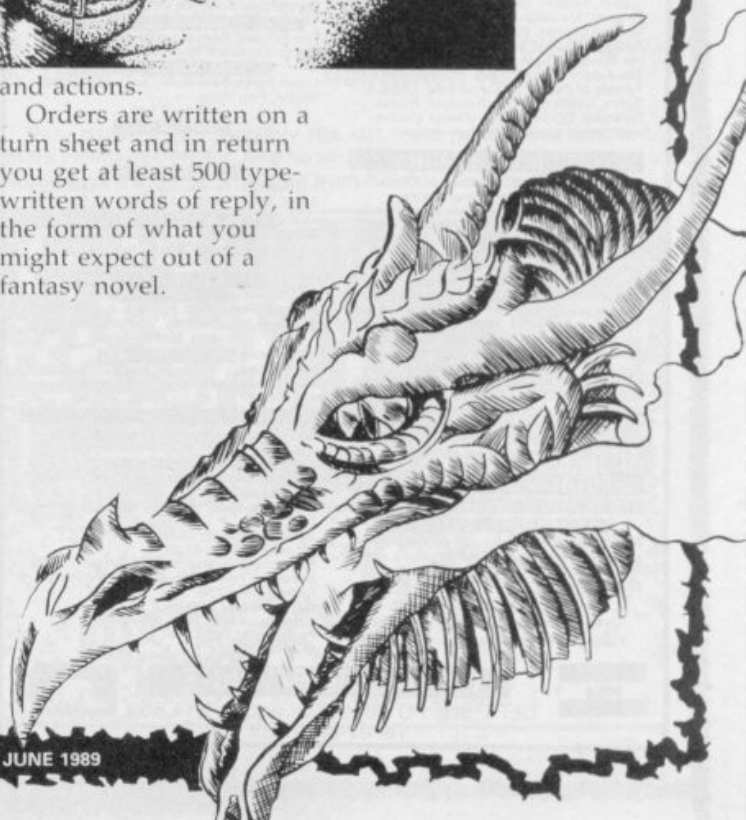
Holy Church of Rishennan, the controlling force of the society.

The Sourcebook's contents are wide ranging encompassing the Geography, Nature, History, Religion and Society of the world, as well as a guide to playing the game.

Briefly described **Calvana** is a highly organised society, with the Church of Rishennan at its centre. The Church controls, via its four arms: policing, learning, as well as religious matters. Deviance from the prescribed paths are frowned upon with

and actions.

Orders are written on a turn sheet and in return you get at least 500 type-written words of reply, in the form of what you might expect out of a fantasy novel.



**24
HOUR**

COMPUTER REPAIRS and SPARES

SINCLAIR QUALITY AUTHORISED REPAIR CENTRE**HOW TO GET YOUR 48K SPECTRUM REPAIRED FOR ONLY £19.95****BEST SERVICE - BEST PRICES!**

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

Need your computer repaired fast? Then send it now to the **VideoVault 24hr Repair Service**. We are able to repair your 48K Spectrum using all the latest in test equipment for only £19.95 (Spectrum 16K/48K and Plus models only). We also have a 'while you wait' department (please call for an appointment) for same day repairs. Commodore 64 computers repaired for only £35.00 including VAT & P+P (Power supplies and Tape Recorders excluded). Please note we give you a 100% **low fixed price of £19.95** which includes return post and packing plus VAT. Don't forget we are Amstrad authorised for quality and speed, don't risk your computer to any other unauthorised repair centre. We don't just repair the fault and send your computer back, we give your computer a free overhaul, included in the price. We check sound, loading, memory, colour and ear/mike sockets to make sure your computer will give you years of service.

We now have available a Disc Drive and Printer System for the Spectrum call us for details.

VideoVault Ltd.

Send your computer to: **VideoVault Ltd.**, Railway Street, Hadfield, Cheshire SK14 8AA. Tel: 04574 66555/67761/69499. Main Office, enquiries and orders only.

Manchester telephone 061-236 0376 While you wait centre only.

FAX No. 04574 68946 © COPYRIGHT VIDEOVAULT NO. 981013

TEN ★ REPAIR SERVICE

- Mail order repairs (Spectrum and Spectrum +) only £19.95. Spectrum +2 £25.00. Commodore 64 £35.00 including parts, labour and P+P (Power supplies and Tape Recorders extra).
- All computers fully overhauled and fully tested before return.
- Fully insured for the return journey.
- While you wait repairs £25.00 (Spectrum and Spectrum +) Spectrum +2 repairs £30.00. Commodore 64 £40.00 (Replacement Tape Recorders and Power supplies are at an additional charge).
- Spare parts available by mail order or over the counter.
- Six top games worth £39.00 free with every Spectrum repair. Now includes FREE memory/key board test.
- We also repair Commodore 64's, VIC 20, Commodore 16 +4, Spectrum +2 and +3.
- The most up to date test equipment developed by us to locate faults within your computer.
- Over 6 years of service in computers.
- 3 month warranty subject to our terms of trading which are available on request just send 2 x 19 stamps (The extra warranty by us is additional to any other rights you already have).

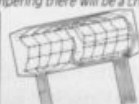
(Should a computer be classed as unrepairable due to tampering we may be able to offer a replacement circuit board at additional cost, should we be unable to repair your computer due to tampering there will be a charge of £10.00 levied).



Spectrum Power Supply Units new model has its own plug. Only **£10.95** + £1.75 p+p



Commodore 64 Power Supply Units Only **£29.00** + £1.75 p+p



Replacement Keyboard Membranes Spectrum 48K **£5.50** + £1.75 p+p Spectrum + **£12.90** + £1.75 p+p

VideoVault Now over 6 years, repairing home micro's throughout the world, 1st class service and fast turnaround. All computers are soak tested before return.

URGENT NOTICE Don't be misled by adverts showing 'between prices.' A recent complaint against a Manchester repair firm, Mancomp, was upheld by the Advertising Standards Authority on two counts, 'it had stated BBC repairs between £14 and £45 then charged the customer £85.' Their guarantee policy was misleading as it did not make clear that all repairs were not covered.

THE VIDEOVAULT COMPUTER COMPANION

EDITION NOW HOT OFF THE PRESS

New bigger catalogue now available containing over 3,500 items including software for all computers, joysticks, spare parts, business software, books, plus many more. Just send 3 x 19p stamps for your free copy. Over 24 pages full of top quality products delivered to your door by return post.

6 GREAT FREE GAMES PLUS BONUS KEYBOARD MEMBRANE FREE TESTER ON EACH TAPE TO TEST YOUR SPECTRUM REPAIR **£39.00**



BYRITE SOFTWARE



SPECTRUM £1.99 EACH OR BUY TWO GET ONE FREE

Sky Runner, West Bank, Imp Mission, Battle of the Planets, Pole Position, Sky Fox, Hacker, Twister, Mermaid Madness, Rogue Trooper, Moonlight Madness, Knightmare, Mission Omega, Biggles, Red Scorpion, Telidon, Cosmic Shock Absorber, Nemis the Warlock, Diamond, Tempest, Bubble, The Eidolon, Dark Empire, Koronis Rift, Temple of Terror, Space Shuttle, Druid II, Gyrone, Death or Glory, Avenger, Nihilist, Defender, Donkey Kong. (Please choose alternatives to avoid disappointment).

SPECTRUM £2.99 EACH

Winter Olympiad 88, Headcoach, Colour of Magic, Ramparts, Blacklamp, Slaine, Implosion, Dark Sceptre, Crosswise, Tetris, Black Magic, Supersprint, Winter Games, Basil the Gt Mouse Detective, JSW2/Manic Minor, Galactic Games, Chuckie Egg, Venom Strikes Back, Unbelievable Ultimate, Thing Bounces Back, Guadalcanal, Jailbreak, Freightmare, Nemesis, Lazer Tag, Mega Apocalypse, Gothik, Samurai Blood, Karnov, Dragons Lair, North Star, Blood Valley, Falcon Renegade Lord, IK+, Captain America, Chubby Gristle, Championship Sprint, Zynaps, Living Daylights, Magnetron, Terramax, Earthlight, Rampage, Staraiders II, GB Air Rally, Survivor, Cholo, Chess Master, Mario Brothers, Countdown, Krypton Factor, Maria Whittaker Strip Poker, Strip Poker 2+, Rampage, Ace 2088, Fernandez Must Die, Treasure Hunt.

SPECTRUM COMPILATIONS 90 SPECTRUM GAMES £9.95 - £1.50 P&P

10 COMPUTER HITS VOL 5 INC Dark Septre, Enlightenment, Magnetron, Ninja Hamster, Traz, Tarzan, Mystery of the Nile, Frightmare, Catch 23, Mega Apocalypse. All for £5.99

Overseas orders add £1.00 per item. Postage 1-3 titles 75p 4 or more £1.00



BYRITE SOFTWARE

DEPT SU, PO Box 589, London N14 6SJ
Tel 01-882 6833



THE SPORTING COMBINATION

RUGBY FIFTEEN £6.95

Captain your team in League and Cup + pick your playing position + select your team from 12 club sides + individual assessment of strength, speed, tackling, kicking and natural ability for 30 named players + 12 League clubs + full assessment of opponents + team selection from two squads of players + match play with full 80 mins, tries, penalties, drop goals, missed chances, named scorers, substitutes, injuries, other match scorers + full League tables + season fixtures/results + seasons honours, list + promotion + relegation + sacking + save game. Plus much more.



FOOTBALL FEVER £6.95

Take the ultimate soccer challenge of managing a team to win the League title; FA Cup; Cup Winners; European Cup + full 90 mins of play + named goal scorers + suspensions + injuries + booking + sending offs + penalties + substitutions + cup replays + other leagues scorers + full League tables + relegation, promotion and season honours + rename players + transfer market + players goal tally + save game plus much more.



CRICKET CHALLENGE £6.95

Captain one of the 17 county sides in a one-day 60-over cup competition. Six group/round matches. Individual assessment of over 250 named players. Fast, slow, medium paced bowlers. Team selection and decisions on the field regarding batting, bowling and fielding tactics will determine result. Batting/bowling analysis. Scorecard, Pitch analysis. Full match play. Save game + much more.



THE RACING GAME £6.95

An exciting game designed for the horse racing enthusiast. Manage your horses to win group, graded or open races. Form, fitness, going, distance all affect results. Full betting market. Races over 5F to 2 miles. Weekly training sessions. Pre-race reports. Stewards enquiries. Rename horses. Three levels of play. Save game. Watch them race.



SPECTRUM COMBINATION TAPE OFFER

**ANY TWO TAPES £11.95 - ANY THREE TAPES £14.95
ALL FOUR TAPES £17.95
DISK FOR SPECTRUM +3 - ALL FOUR GAMES ON ONE DISK - EXCELLENT VALUE £17.95**

THE RACING GAME NOW ON COMMODORE 64/128 TAPE £7.95 DISK £8.95

ALL ORDERS SENT FIRST CLASS POST
Send cheque/P.O. to:

TANGLEWOOD SOFTWARE

DEPT SU, 157 WARWICK ROAD, RAYLEIGH
ESSEX SS6 8SG
Proprietor: J. MOSS

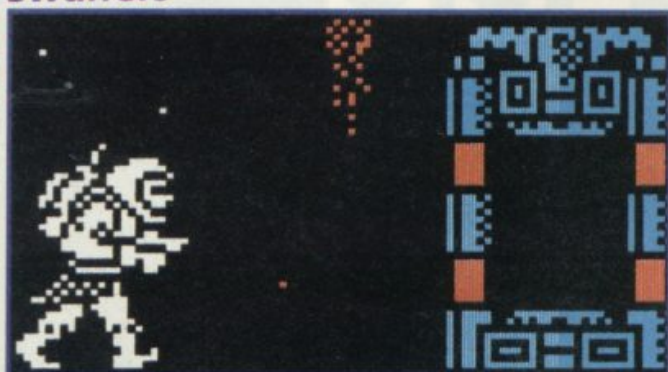
ZAPCHAT

EXTREMELY
NOSTALGIC
BIG FIVE
(BLUBI) *Man*
singing 'I'll

make it through
the rain': Jon 'Nostril
quivering' Riglar

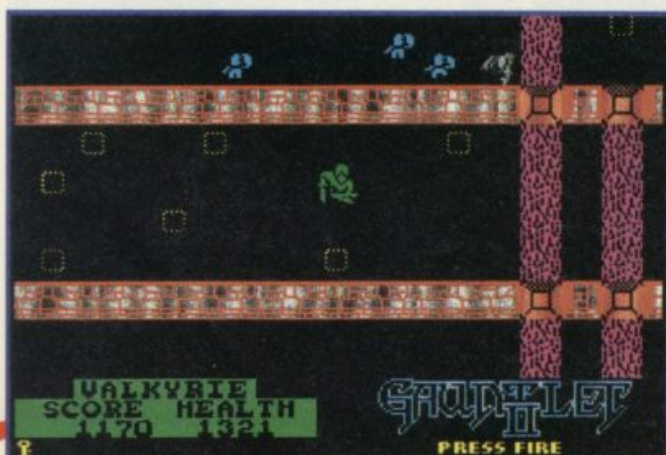
YES I RUDDY
WELL DID JON ME
OLD MATE

*Regiment Leader: Col Bugle
Swaffers*

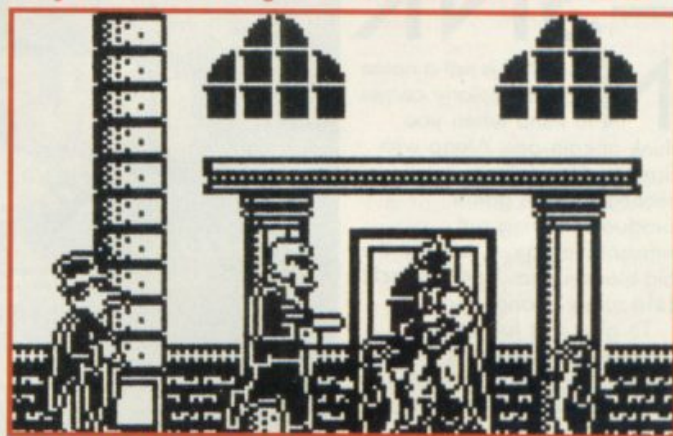


This is the very very last batch of high scores which have arrived by the mystic Royal Mail post service, which seems to be behaving itself of late. So, all the peeps below can rattle their bicycle clips with joy and leave the rest of the punters seething with jealousy 'cause their scores ain't printed! Scores for next month's Zapchat will be lovingly received by the mystic postle and given a nice warm cup of soup before being passed on to **SU** where we're so lovely to the little things that you'll probably be sick if I carry on. So I won't. (Thank gawd for small mercies - Ed).

EXOLON	999,640	Martyn Dolphin
OUT RUN	175,700,400	Martyn Dolphin
GAUNTLET 2	996,280	Will Downing
DRILLER	3,181,160	Will Downing
EXOLON	785,500	Geoff Miles
ROBOCOP	118,140	Lee Clutterbuck
1943	2,145,560	Lee Clutterbuck
AFTERBURNER	36,222,130	Gary Higgins
BATMAN (2)	Completed	Gary Higgins
BATMAN (2)	Completed	Mike Osborne
Fin!		

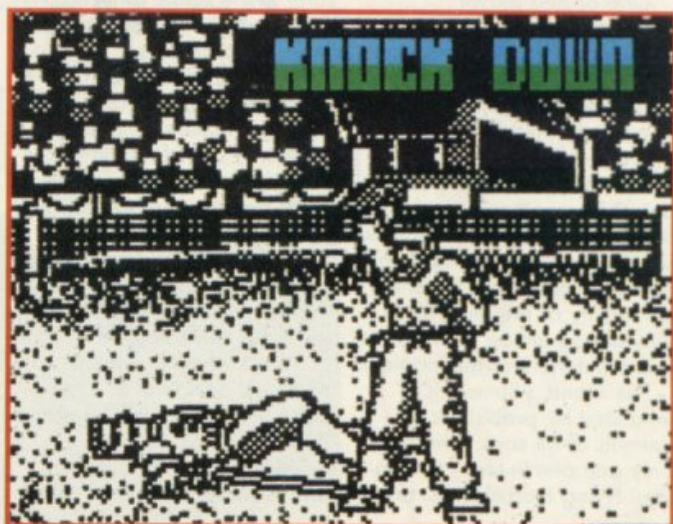


Life's an almighty bum is it viewers? One minute you're slapping people round the head shouting 'How's the wife?' and the next [woosh] minute you're either stuck at home doing the dreaded revision (don't worry, I won't mention THAT word again!) or picking up bits of your battered bike after some complete drongo hit it with his 'wheels' and then had the cheek to leave a note saying 'Sorry!' Well, brace yourself for more sad news. This may be the very very last big five to be printed in Zapchat. It's enough to make your nostrils quiver isn't it? Well, do something about it! If you want the feature to stay in the column send in thousands and thousands of big faves all addressed to 'I'll-make-it-through-the-rain-so-long-as-I've-got-my-big-five-printed-and-my-red-wellies-on!', Sinclair User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Pronto!



- 1 HUMAN KILLING MACHINE US Gold
- 2 BATMAN 2 Ocean
- 3 OPERATION WOLF Ocean
- 4 LAST NINJA 2 Thingybob, you know
- 5 DEACON BLUE Raintown (Eh?)

Very strange. This, possibly the last chart (blubi) was sent in by Mark Hillman of Bristol. And he reckons that the worst game ever to appear on the globe is R-Type from Electric Dreams. (Blubi)



The nationwide 10p shortage continues as we test our trigger fingers to destruction in the cause of truth, justice and finding out for the faithful readers of **SU**, which coin-ops to avoid, which to play and which to sauté lightly, then finish off in the oven at Regulo 5. Baste on, daddy...



Prehistoric Isle

-SNK

Now, SNK is not a name that particularly comes to mind when you think of coin-ops. Along with firms such as Jaleco, it is a second division game producer, turning out reasonable games, but not the big blockbusters. **Prehistoric Isle** might change that.

To give it its full name, **Prehistoric Isle in 1930**, this is a shoot 'em up that is certainly the best game that SNK have ever come up with and is destined for greatness.



One or two player simultaneous, you fly a biplane along the predominantly right to left scrolling landscape of Greenhell Isle – based out slap bang in the middle of the mysterious Bermuda Triangle.

"What??!!," I hear you cry out. "Not another horizontal scrolling shooter?" Yes – 'fraid so, but the humour and detail of the graphics and the sheer playability of the thing lift it way above almost every other game out there at the moment.

The island, you see, is inhabited by prehistoric animals of all sorts, who have only one aim in life – to zap you! Flying Pterodactyls, bright

green and brown, flap straight for you with no mercy!

Crusty Iguanadons leap up from the ground and try to claw you – as do the Neanderthal men, walking along dragging their knuckles on the ground – just like Tony Dillon does!

Thye start getting smarter later in the game (unlike Tony Dillon) when they hitch rides on huge mutated bats.

While all this mayhem is going on (and you are zooming around, shooting your way out of it) there are power-up to collect – three sorts. Extra speed, extra points and extra fire-power. The latter gives you a pod that you can rotate around your ship. At the front – 3 o'clock – it will give you extra zap. At 12 and 6 o'clock it will fire sheets of flame up or down. In other positions it will chuck bombs or shoot globs of plasma.

Sound good so far? Well, add massively colourful and

smooth scrolling fore and backgrounds, amazing sound effects and huge end of level dinosaurs to zap – like the Brachiosaurus (a full 116 feet long). Phew! I get excited just listing the features... imagine what happens when I play the game. Blagh... second thoughts, don't imagine what happens when I play the game.



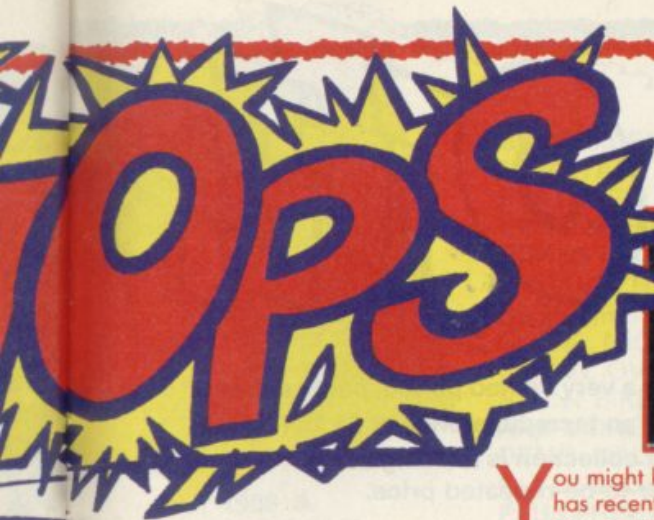
FAXBOX

Prehistoric Isle
The most original, colourful, playable shooter for ages. Play it!

Graphics 9
Sound 9
Addictiveness 9
Gameplay 10

OVERALL
RATING

10



Crack Down Sega



You might know that Sega has recently introduced a game system called System 24. This is a board packed full of chips and an operating system which can do almost everything except the ironing. The most important thing about it, however, is that the actual game code and data is loaded from disc.

This is quite a breakthrough for arcade operators, because it means if they want to change a game, instead of having to buy a whole new PCB (printed circuit board), which can cost up to £700-800, they just have to buy data discs (plus a security chip).

It also allows Sega to be a little more adventurous with the style of games they produce on this system – as if a particular game bombs out, they won't be left with half a ton of useless hardware on their hands, only a few discs.

The first couple of games on the system haven't exactly been superb, however. There's been **Scramble Spirits** – a fairly unremarkable vertical scroller and **Gain Ground** – an odd vertical scroll fantasy combat game. The newest, and you'll be glad to know, the best is called **Crack Down**.

Crack Down? Those Japanese sure know how to think of snappy titles, don't they? The scam here is that some mad scientist (probably an Experimental Biochemical Geneticist I expect) has been trying to produce artificial humanoids. He's succeeded too, and you (or you plus a friend) have got to go in and destroy that many-levelled complex in which he and his creations are hiding.

Trouble is, they are smart and they've all got guns... and the complex itself is littered with traps. You yourself are

armed with two different sorts of gun, but very limited ammunition – you just have to pick up more as you go along.

The screen is split up into three zones. The top third across the whole of the screen is a view of the whole of the level, showing the layout, location of enemies and red crosses, upon which you must stop and plant time bombs. This display is very detailed, with all figures on it animated. Nice.

The bottom bit is split into two down the middle of the screen, showing your character and the immediate surroundings in a **Gauntlet**-type plan view. The graphics on this display look very stylish indeed.

If you are playing the two player game, the two of you can roam around the maze (for that is what each level effectively is) completely independently – each window scrolls perfectly separately from the other.

The nasties are roaming around the place looking mean, and if you kill 'em, more are generated – so it's best not to stick around. In cases of extreme danger, however, the old smart bomb can take out everything on the screen.

All this activity is played against the background of your time bombs counting down. You have about two minutes to plant them all... otherwise they'll go off with you still in the proximity – not the most healthy thing to do.

Reminiscent of both **Gauntlet** and **Zybots**, **Crack Down** is easy to pick up and playable – particularly in the two player mode. Fun sound too – grab a friend and give it a try.



Battle Rangers – Data East

Women in distress are generally out. Hostages are in... have you noticed? How many games can you think of where the bad guys have taken hostages and you have to go in there and do the business? Loads.

Battle Rangers is no exception – one or two of you have to blame away at assorted uniformed opposition with the object, at the very end, to free the President. Just as well the SAS in reality are more successful than the average kid playing a vid!

This is a game in the old **Ikari Warriors** mould, with a few variations – you can

enter houses, jump over stuff – and at the end of each level there's a big thing to take out.

Not too much to it, but there is a hilarious bit near the end of the first level. You encounter a baddie in a room who says something like, "Take you the red hot bullets of the shotgun to death."

This had me creased up – and I shall be playing it more, if only to find the other linguistic Japanese mistranslations therein.

FAXBOX

Battle Rangers
Chances are you'd rather leave this Ranger alone... except if you have an advanced sense of humour!
Graphics 7
Sound 6
Addictiveness 6
Gameplay 6

OVERALL
RATING
6



FAXBOX

Crack Down
Gauntlet meets **Zybots** meets some good graphics in the best Sega System 24 game to date
Graphics 9
Sound 7
Addictiveness 7
Gameplay 8

OVERALL
RATING
8

FAB SU OFFER

IT'S unbelievable! Sinclair User is offering, for a very limited period, back issues of Sinclair User for the period March 1988 to March 1989 for an incredible price of £1.15 (normal back issue price £2.00!) including postage and packing. If your collection is missing some megatapes this is your chance to fill in those missing gaps at a never-to-be-repeated price. **DON'T MISS OUT!**

- Get the great games you missed like Hyper Active and Magic Knight
- Get those pokes you've always wanted
- Read some of the best articles ever written in a computer magazine featuring a bear
- Get those fabulous posters and front covers you missed
- Get complete sets of things

IT'S LIMITED HONESTLY!!!

Now people usually run back issue pages to clear away vast piles of dodgy old issues nobody else wants. **THAT'S NOT TRUE HERE!**

We've never run back issues in the past and may never do again.

We have very limited number of spare issues, so **ACT NOW!**

AS IT IS WE SHOULD BE ABLE TO FILL MOST ORDERS BUT CAN SUPPLY ORDERS ONLY WHILE STOCKS LAST.

WHAT YOU MISSED

◀ **MARCH 1988
MEGATAPE ONE
FEATURED: ZARJAS
FROM BINARY DESIGN.
POKES INCLUDE:
TERRAMEX, MADBALLS,
PHANTOM CLUB, ACE 2
AND NEBULUS.
PLAYABLE DEMO: 19
FROM CASCADE
GAMES.**

WHAT TO DO
Fill in the coupon below
ticking the boxes of the

months you require. Please allow 28 days for delivery.

SPECIAL ORDER COUPON

NAME.....

ADDRESS.....

Please send me the following brilliant issues:

MAR 1988	<input type="checkbox"/>	APRIL 1988	<input type="checkbox"/>	MAY 1988	<input type="checkbox"/>
JUNE 1988	<input type="checkbox"/>	JULY 1988	<input type="checkbox"/>	AUG 1988	<input type="checkbox"/>
SEPT 1988	<input type="checkbox"/>	OCT 1988	<input type="checkbox"/>	NOV 1988	<input type="checkbox"/>
DEC 1988	<input type="checkbox"/>	JAN 1989	<input type="checkbox"/>	FEB 1989	<input type="checkbox"/>
MARCH 1989	<input type="checkbox"/>				

I HAVE CHECKED THE APPROPRIATE BOXES AND
ENCLOSED A CHECK FOR (No of issues x £1.15)
made payable to 'Sinclair User'

SEND CHECK OR POSTAL ORDER TO SINCLAIR
USER BACK ISSUES, PO BOX 500, LEICESTERSHIRE
LE99 0AA



▲ **APRIL 1988
MEGATAPE TWO
FEATURED: GO BEAR
GO FROM ODE. POKES
INCLUDE: PLATOON,
PREDATOR, IK+, INSIDE
OUTING, ROADWARS,
DEVIANTS, KIKSTART II.
PLAYABLE DEMO:
BARD'S TALE FROM EA**



▼ **MAY 1988
MEGATAPE THREE
FEATURED: DAN DARE II
SPECIAL GAME. PLUS
100 POKES. PLAYABLE
DEMO: STREET
FIGHTER FROM US
GOLD**



▲ **JUNE 1988
MEGATAPE FOUR
FEATURED:
HYPERACTIVE FROM
SPECIAL FX. 20 POKES
INCLUDE: KARNOV,
ENERGY WARRIOR, DAN
DARE II, FRIGHTMARE,
GHOSTBUSTERS,
BUGGY BOY,
MAGNETRON, GOTHIK,
XARAX, ETC. PLAYABLE
DEMO: SKATE CRAZY
FROM GREMLIN**



JULY 1988 ▲
MEGATAPE FIVE
FEATURED: BRATATTACK FROM PLAYERS. **POKES INCLUDED:** VIXEN, HYPERACTIVE, 1999, ACTION FORCE II, GUTZ, EARTHLIGHT, METAL ARMY AND MORE! **PLAYABLE DEMO:** HOTSHOT FROM PRISM



FEBRUARY 1988
MEGATAPE TWELVE
FEATURED: BLOBOCOP FROM PLAYERS **FANTASTIC ORIGINAL GAME!** **PLAYABLE DEMO:** XENON FROM MELBOURNE HOUSE (PLUS SAM COUPE DETAILS) ▼



OCTOBER 1988
MEGATAPE EIGHT
FEATURED: DEVIANTS FROM PLAYERS. **POKES INCLUDED:** THE DARK SIDE, VIRUS, EMPIRE STRIKES BACK, DEVIANTS, 19 - PART ONE. **PLAYABLE DEMO:** TYPHOON. ▼

DECEMBER 1988 ▲
MEGATAPE TEN
FEATURED: THREE COMPLETE GAMES! FINDERS KEEPERS/ SPELLBOUND KNIGHT TYME. **PLAYABLE DEMO:** TECHNO COP AND COMPO ON TAPE!



JANUARY 1989 ▲
MEGATAPE ELEVEN
FEATURED: 2 COMPLETE GAMES! BEACH HEAD 1 AND 2 FROM US GOLD. **POKES INCLUDED:** FINDERS KEEPERS, SPELLBOUND, KNIGHT TYME, SAVAGE, DRACONUS. **PLAYABLE DEMO:** CIRCUS CIRCUS FROM MARTECH.

YOU KNOW IT MAKES SENSE!



AUGUST 1988 ▲
MEGATAPE SIX
INCLUDED: ASTRO CLONE FROM HEWSON. **POKES INCLUDED:** BEYOND THE ICE PALACE, FOOTBALL MANAGER II, BRAT ATTACK, GRYZOR, FURY. **PLAYABLE DEMOS OF:** VIRUS, BARBARIAN II AND MOTORBIKE MADNESS.



NOVEMBER 1988
MEGATAPE NINE
FEATURED BEAR A GRUDGE **ORIGINAL GAME.** GIANT OP WOLF **POSTER.** **PLAYABLE DEMO:** OPERATION WOLF!!!! ▼



MARCH 1989
MEGATAPE THIRTEEN
INCLUDED: 2 COMPLETE GAMES PHANTOM CLUB FROM OCEAN (FAB ARCADE ACTION) ESCAPE FROM TARTAN SOFTWARE (OUR FIRST ADVENTURE!) ▼



HOW THE

ASCII code nightmares
disassemblers? Baffled by
problems with programming
or not, Andrew Hewson says
and he'll be investigating
say "Ram Dos Buffer Iter

... DID WE DESIGN A PINBALL GAME?

Timescanner, the new coin-op conversion by Activision, is virtually completed, and was previewed in **SU** a couple of months back. It is basically four large pinball tables in one game, and it takes the simulation of a pinball game to the n'th degree. All the subtle ball movements you would come to expect from this type of game are reproduced very accurately, and it is the design of the ball movement which forms this month's 'How the Hell?'

PURE SIMULATION

Virtually all computer games are unrealistic in their nature. Flight simulators on home computers only really skim the surface when it comes to realism, so it was nice to have a 100% simulation problem in the shape of **Timescanner**. The first impression when thinking how to make a ball move around curvy shaped walls and obstacles with only a couple of flippers to control was - "easy peasy, give us the graphics and we'll have this job done in no time!" However, after staring at the wall for several hours pondering how to get all those subtle bounces and ricochets that full size pinball machines achieve, the problem seemed to get

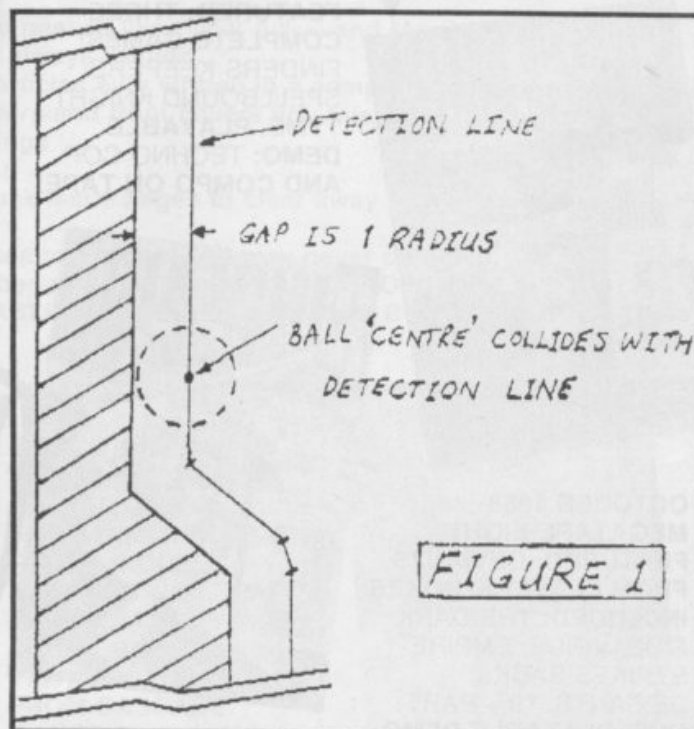


FIGURE 1

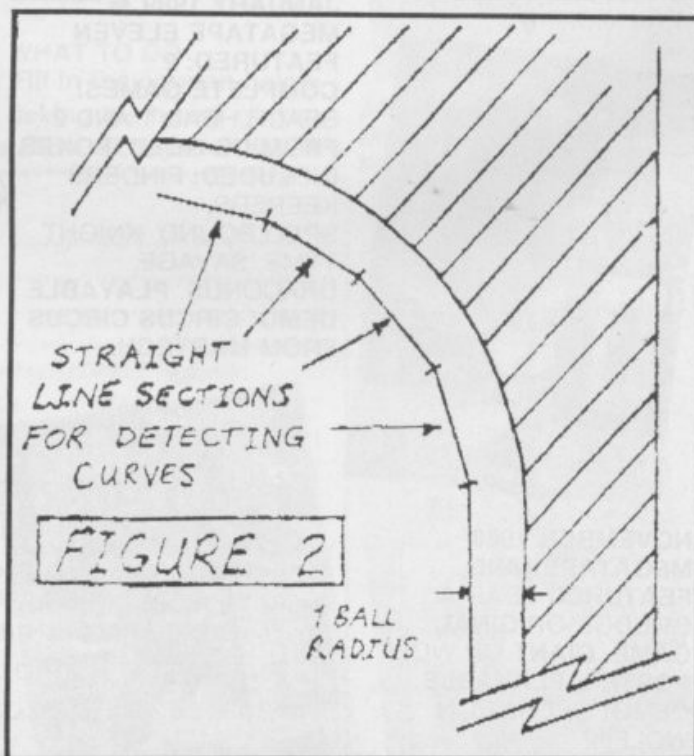


FIGURE 2

more and more complex. Just think about it for a moment - a real pinball is approximately one inch in diameter and there are an almost infinite number of collision points around the periphery of the ball, let alone all the walls. Each collision will produce an infinite number of reactions on the ball, and basically any program which fails to produce the look of the real thing will ruin the 'feel' of the game.

The major headache was how to model the ball. The coin-op screen has a normal TV screen but is turned through 90 degrees and the ball is about 16 pixels in diameter. In converting the game to the Spectrum, we have to design the game with the TV screen in its normal orientation as some parents might get a little miffed if their offspring start to tip the new 80 inch stereo/satellite TV on its side to play **Timescanner**. As a result of this, the playing area does not fill the screen and our pinball is only 7 pixels in diameter when keeping everything else to scale. A ball of this size has only 16 pixels around its periphery and even if we based out detection system around the collisions between the peripheral pixels of the ball and external wall pixels it wouldn't give anywhere near the kind of ball control required.

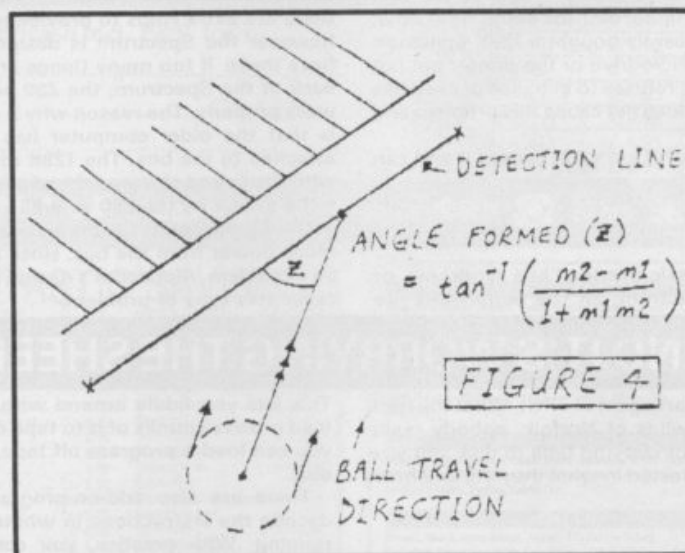
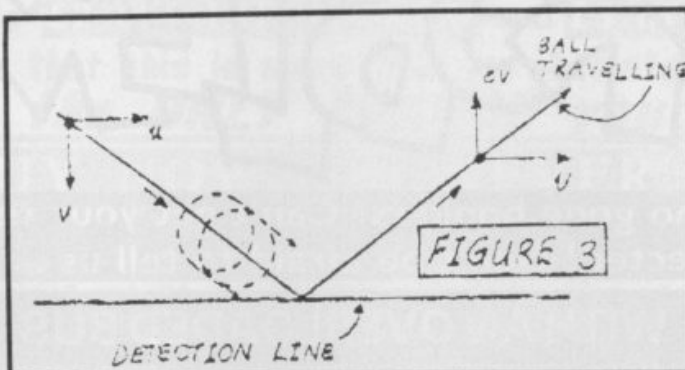
THE HELL

htmares? Disillusioned with
led by bytes? If you're having
amming, whether they alliterate
son is your man. Drop him a line
ating the problem before you can
fer Interface Edge Connector"

NEWTON AND HIS MERRY MEN!

As with any problem, once the penny drops and a solution is found, you kick yourself for not thinking of it earlier. This was the case with the solution of this problem. While studying applied maths books for the equations needed for restitution (posh word eh!) and momentum, it occurred to us that old Newton and his merry men drew lots of examples of applied mathematics by using particles to show reflection angles and such like; especially when tracing rays of light. The key to the pinball simulation was to model the ball on a particle – as an object without size, but with a position in space. A ball is effectively a one inch diameter particle – good job atoms aren't that big! Obviously the centre of the ball is the co-ordinate of our 'particle', and if we can offset the detection of the particle to the walls by the radius of the ball then things should start to work. Look at Fig 1 to grasp the concept. It shows part of a wall with a line representing the detection line for the centre of the ball. All the visible walls of the game have a detection line displaced from them by one ball radius in size.

The detection system therefore is based upon a large number of straight lines which the centre of the ball collides with. Even the detection lines around curved walls can be made up of straight lines and produce a reasonably accurate representation of a curve fig 2.



ANGLE BETWEEN TWO LINES

To get a realistic impression of ball speed we base the ball's movement around an X/Y velocity system (discussed in this column a few months back). Figure 3 shows the rebound angles for a basic collision. The ball has two components of velocity – 'v' and 'u'. 'v' is the velocity component 'normal' to the line and 'u' is the velocity component parallel to the line. After colliding with the line, the ball's new velocities are 'ev' and 'u'. Basically, the variable 'e' is the elasticity

of the surface ie. 'e' can vary from 0 to 1. When 'e' = 0, there is no rebound at all and the surface is said to be 'perfectly inelastic'. When 'e' = 1 on the other hand, the surface is 'perfectly elastic'. A steel ball colliding with steel for example would have 'e' approaching 1 while a ball made out of polystyrene would have a low elasticity. It may seem that I have jumped on very quickly from a ball detection system to the way the rebound angles are computed. This falls into place like so.

The ball, remember, is now modelled around a particle in our co-ordinate system. To work out where

the ball is going to travel we simply translate the ball's start position and end position (after moving) into an equation for a line passing through those two points. The line equation is of the form:

$$y = mx + c$$

as are the lines that form the detection for the walls and obstacles. Obviously there are hundreds of lines in a typical pin table and the major part of the programming exercise is to search quickly through each line until the line which the ball centre is going to pass through is found. Once that has been found, there is an equation to find the angle formed between two lines expressed in the form of $y = mx + c$. Referring to fig 4, the equations for the angle between two lines is:

$$1 \text{ Line A} - y = m_1x + c$$

$$\text{Line B} - y = m_2x + c$$

Without taking lots of space up here, suffice to say that the angle 'z' in fig 5 is given by:

$$2 \ z = \tan^{-1} \frac{-1 \ m_2 - m_1}{1 + m_1 m_2}$$

This angle information provides the routine with enough information to produce new velocities after the collision and the correct angle of rebound. My apologies if the way it works still sounds complicated to understand, but obviously a whole magazine could be filled with the technical details of such a system. Hopefully the programmers reading this can interpret the information and we may see more games based around this type of simulation. Play the game when it comes out shortly and judge it for yourself.

I'VE GOT THIS PROBLEM

Gizmo gone bonkers? Can't get your thingy connected? Don't be afraid to tell us . . .

.. WITH AN OVERLOADED BUS

Dear Dr Rupe, I've had a 48K Spectrum, Microdrive and Sinclair 2040 (a rebadged Alphacom) for some time now, and they've all worked well. I recently bought a 128K Spectrum and this works with either the Microdrive or the printer but not both together – if I try, it crashes, refuses to initialise or switches to 48K mode. My old ZX printer does not cause this problem and works fine.

Is this a known incompatibility? If so, what causes it and can anything be done about it?

David Acton
Northwich
Cheshire

● What we have here is the classic overload bus syndrome, or COBS. No, it's true. In the Spectrum, all the peripherals are

connected, more or less directly to the Z80 chip itself. Normally, there are extra chips to provide more power than the Z80 can, however the Spectrum is designed to be cheap and doesn't have these. If too many things are plugged into the bus at the back of the Spectrum, the Z80 becomes overloaded and can't work properly. The reason why it all worked on a 48K Spectrum is that the older computer has much less internal circuitry attached to the bus. The 128K models have extra bits to cope with the sound chip and the expanded memory, and these have to be driven by the Z80 as well.

The ZX printer has a low-power circuit that doesn't take very much power from the bus, since Sinclair knew that this would be a problem. Alphacom's design is more conventional, and can cause this type of problem.

... AND IT'S WORRYING THE SHEEP

Dear Dupe (now then, let's start again . . . RG), What the heck is a multiface? Up in the wilds of Norfolk, nobody really seems to know. I've heard it's for copying tape to disk and vice versa. I've got a +3 and I'm interested in what they do, and how.

A Bolton
King's Lynn
Norfolk

● Multifaces are boxes of tricks that have the electronics to stop a Spectrum dead in its tracks, no matter what it's doing. When it's stopped, the Multiface then gets it to run a program.

This lets you fiddle around with the computer's memory and load or save chunks of it to tape or disk. This has the effect that you can load a program off tape, let it run and then save it to disk.

There are also add-on-programs, like Genie, that let you decode the instructions in whatever software the Spectrum's running. With practice, you can add infinite lives or cheat modes to programs with a Multiface; it's a classic hacker's tool, even in Norfolk. Contact Romantic Robot on 01-200 8870.

... I CAN'T RESIST ASKING ABOUT

Dear Dr Rupe, I have just sent off for a replacement ULA 5C112E-3 for my issue 2 16K Spectrum. However, they've sent me a ULA6C001E-7, which needs some resistor changes. They didn't send any instructions, although they did send some resistors.

What should I change? I've tried plugging in the ULA, but all I get is coloured squares on the screen and the chip gets very hot.

J Levett
Plumstead
London

● The short answer is I don't know. Sinclair sent their service agents details of the modifications needed whenever they updated the ULA design, and there were quite a few of these. However, the people who sent you the new ULA should be able to tell you, and I'd ask them.

A word of warning – you shouldn't try the chip by itself. The resistors set the voltages on some of its pins, and if you don't make the modifications you run the risk of blowing the chip and the Spectrum sky high.

... BUT I'VE FORGOTTEN WHAT IT IS

Dear Dr Rupe, I seem to have lost my memory. Or rather my computer has. Although my +3 has 128K of memory, all of which I need for my program, I can only have around 41K of program and data loaded at once. Where's the extra memory gone?

Marcus Chaplin
Clevedon
Avon

● There's nothing wrong with the computer. At any time,

there's only about 48K available for BASIC, and 6K of this is used by the screen, leaving 42K for program and data. The rest of the 128K memory is used by the disk operating system and for the RAMdisk. This is probably what you need to investigate next. You can save about 60K of data in the RAMdisk; if you load it in to the BASIC program only as you need it you can have a much bigger program without running out of memory. See chapter 20 in the manual for more details.

ROMANTIC ROBOT regrets

Because of possible implications of the coming new Copyright Act
the **MULTIFACE** may soon be **NO LONGER SOLD** in the UK.

This is YOUR LAST CHANCE to buy the ESSENTIAL SPECTRUM ADD-ON.

To give EVERYBODY an opportunity to acquire a MULTIFACE whilst still possible,
we offer **£10 OFF any MULTIFACE**, and **Multiprint & Videoface**.

We are also offering **£2 off LIFE GUARD** and **£3 off GENIE!**

Please do realize that this is more than an absolutely unique offer:
this is the ONLY CHANCE you have!

BUY NOW - or NEVER...

All offers apply only to MAIL ORDERS received with the coupon below 15.5.-15.6.1989

MULTIFACE 1 - for Spectrum 48K. MULTIFACE 128 and MULTIPRINT- for Spectrum 48K, 128K and +2.
MULTIFACE 3 - for Spectrum+3 and +2A. VIDEOFACE - for any Spectrum. Send SAE for full details.

This is YOUR LAST CHANCE to buy the ESSENTIAL SPECTRUM ADD-ON.

I enclose a cheque/Postal Order/cash incl. P&P for £.....

or debit my Access/Visa No.....

Name..... Card Exp.....

Address.....

P&P UK & Europe £ 1.00	<input type="checkbox"/>	P&P OVERSEAS £ 2.00	<input type="checkbox"/>
MULTIFACE One £29.95	<input type="checkbox"/>	MULTIFACE 128 £ 34.95	<input type="checkbox"/>
GENIE ONE £ 6.95	<input type="checkbox"/>	GENIE 128 £ 6.95	<input type="checkbox"/>
MULTIFACE 3 £34.95	<input type="checkbox"/>	M3 w/through BUS £ 39.95	<input type="checkbox"/>
MULTIPRINT £29.95	<input type="checkbox"/>	Videoface Digitizer £ 34.95	<input type="checkbox"/>
LIFE GUARD £ 4.95	<input type="checkbox"/>	MUSIC Typewriter £ 5.95	<input type="checkbox"/>
Spectrum +3 Disks £ 2.75	<input type="checkbox"/>	+3 TAPE LEAD £ 2.95	<input type="checkbox"/>

ROMANTIC ROBOT UK LTD 54 Deanscroft Ave, London NW9 8EN ☎ 24 hrs 01-200 8870

SU

MEGASAVE FANTASTIC SAVINGS

Afterburner D1 6.90	Gold Silver Bronze D3 9.95	Run the Gauntlet D1 6.25
Airbourne Ranger D1 6.99	Hate D1 6.00	Running Man D2 6.25
Ancient Battles D1 6.95	Heroes of the Lance D4 7.00	Skate or Die D4 7.95
Apache Gunship D4 6.95	Ikan Warriors D2 5.95	Skate Ball D4 7.25
Arcade Muscic D4 6.95	I.S.S. D1 6.95	Star Wars D1 6.45
Arkanoid II D1 5.95	Ingrid's Back D3 9.95	Storm Lord D1 6.95
Alien Syndrome D1 5.95	Karate Ace D1 9.95	Streetfighter D2 6.50
Bard's Tale D1 6.95	K. Dalgich Soccer Man D1 6.75	Skateball D4 7.25
Bionic Commandos D1 6.00	Last Duel D1 6.45	Salamander D1 5.25
Black Tiger D1 6.00	Last Ninja II D1 9.00	Samurai Warrior D1 5.15
Blasteroids D1 6.95	Laser Squad D1 6.50	Supersports D1 5.50
Barbarian II D2 6.50	Lancelot D5 9.95	Super Trux D1 6.45
Butcher Hill D1 5.95	Live and Let Die D1 6.25	Supreme Challenge D6 8.95
Batman II D1 6.45	LED Storm D1 6.75	Stealth Fighter D1 7.25
Cyberman II D1 5.95	Matchday II D2 5.95	Stuntman D1 6.45
Carrier Command D5 9.95	Mickey Mouse D4 6.25	Superman D2 5.95
California Games D1 6.25	Microprobe Soccer D4 6.95	S.D.I. D1 6.45
Chicago 30's D2 6.25	Muncher 128 D1 5.75	Storm Lord D1 5.75
Crazy Cars II D2 6.25	Munsters D1 6.40	Space Ace D3 9.95
Collected Wks D4 6.95	N Mansel's Grand Prix D4 6.95	Spitting Image D1 6.45
Captain Blood D1 6.90	Motor Massacre D1 5.95	Sanxion D2 5.95
Comm Performance D4 9.95	Navy Moves D1 6.25	The Double D1 3.00
Dark Side D1 6.50	Night Raider D1 6.75	Time Stood Still 128 D1 5.45
D.N.A. Warrior D1 6.45	Obolator D1 6.95	Tank Attack D1 8.95
Dragon Ninja D1 6.45	Outrun D1 6.50	Track Suit Manager D1 6.00
Domination D1 6.45	Overlord D2 6.75	Treble Chance D1 6.95
Double Dragon D1 6.95	Operation Hormuz D1 6.45	The Games (Winter) D1 6.95
Dynamic Duo D1 5.95	Operation Wolf D1 5.50	The Games (Summer) D1 6.95
Dark Fusion D3 9.95	Over Run Europa D1 6.45	The Human Killing Machine D1 6.25
D. Thompson Olympic D1 6.50	Overlander D2 5.25	The National D1 6.95
Empire Strikes Back D1 6.50	Ocean Compilation D6 8.95	Typhoon D1 5.25
Eliminator D1 6.25	Platoon D1 6.45	Tailor's Hits D6 8.95
Exploding Fist + D1 5.00	Pac-land D1 5.95	Total Eclipse D1 6.45
Emlyn Hughes Soccer D1 6.75	Puffy's D4 6.95	Turbo Cup D2 5.95
Espionage D1 5.95	Par 3 D5 9.95	Tiger Road D1 6.25
Fists & Throbbles D1 6.45	Pacmania D1 5.95	Titan D1 6.25
F. Brunos Big Box D3 8.95	Pro Soccer (CRL) D1 6.45	Thunder Blade D1 6.25
Foot Man II D1 6.45	4 Pro Soccer D2 6.00	Triv P New Beginning D3 9.95
Foot Man II Ex Kit D2 5.45	Purple Saturn Day D1 6.65	Ten Mega Games D1 9.95
Football Director D1 6.25	Rainbow Island D1 5.95	The Deep D1 6.25
Foot Director II D1 128 D5 13.95	Rambo 3 D1 6.95	Untouchable D1 5.75
Fernandez Must Die D2 6.75	Real Ghost Busters D1 6.25	Victory Road D1 5.25
Forgotten Worlds D1 6.45	Red Heat D1 5.95	Vindicator D1 6.65
Fox Fights Back D2 6.00	Renegade III D1 6.25	Vigilante D1 6.45
Flight Ace D3 9.95	Robocop D1 6.45	Virus D1 5.20
F16 Combat Pilot D5 9.95	Rock Star Ate My Hamster D1 6.25	Wanderer 3D D2 6.45
G. Lineker's Hot Shots D1 6.45	Roy of the Rovers D1 6.45	War Middle Earth D1 6.95
Game Set & Match II D6 10.50	Road Blasters D1 6.75	WEC Le Mans D1 6.45
Gauntlet D1 6.95	Return of the Jedi D1 6.45	Xenon D1 6.45
Garfield D1 6.00	R-Type D1 6.75	1943 D2 6.25
Guerilla War D2 5.95	Rex D4 6.95	3D Pool D1 6.25
		4 x 4 Off Road Racing D1 6.75

Mail order only. Postage included Great Britain, add 75p per item. EEC overseas add £1.50 per item. Fast service. Send cheque/PO to Megasave Dept SU, 49H Sutherland St, Victoria, London SW1 V 4JX. Please send for free list of new releases on Amstrad, Atari ST, Amiga, Commodore 64 PC, Spectrum and +3 Disc. State which list. Future League Ltd.

Please note new programs will be sent the day they are released
Mail Order only
D = +3 Disk D4 at £12.50
D1 at £9.90 D5 at £13.45
D2 at £8.75 D6 at £11.90

ALL £0.99 EACH

Avenge, Ballblazer, Boulder, Bubble Buster, Camelot Warriors, Chamber, Club Record Controller, Cosmic Shock Absorber, Dandy, Deactivators, Dead Ringer, Fifth Quadrant, Fighting Warrior, Future Knight, Greyfall, Gunrunner, Impossiball, Hybrid, I Of The Mask, Inheritance, Kat Trap, Karmas Rift, Lazerwarp, Leviathan, Mermaid Madness, Orbis, Parabola, Pulsator, Ramalama, Spin, Dizzy, Tamest, Tread Runner, Toy Bazar, Trixos, Twister, War, Xcal, Zang.

ALL AT £1.49 EACH

Josh Barrington's Squash, Bubble Buster, Codename Matt 2, Final Matrix, Galvan, High Frontier, Max Headroom, Nascar, Nexus, One Hundred & Eighty, Paytron, Valkrie 17.

ALL £1.89 EACH

Arwulf, Alien 8, Alpine Games, Antiraid, ATV Back to School, Battlefield, Battleships, Bertie Tank Simulator, Beach Buggy Simulator, Beaver, Bigger, Bomb Jack, Bobby Bering, Bosconian, Bosses, Frank Bruno's Boxing, Buggy, Butch Hard Guy, Catch 22, Cauldron 1, Cauldron 2, Chess, Colour of Magic, Combat Lynx, Combat Zone, Cricket Crazy, Cyber Rats, Demobusters, Dan Dare, Danger Mouse Double Trouble, Danger Mouse Making Whooops, Dark Star, Steve Davis Snooker, Defcon, Defenda, Deviants, Dynamite Dan, Earth Defence, Elevator Action, End Zone, Endurance, Enduro, Enigma Force, Everyone's A Winner, Express Rider, FA Cup Football, Feud, Fighter Pilot, Flunky, Frightmare, Galeasius, Ghostbusters 48K, Gladiator, Glider Rider, Graham Gooch Match Cricket, Gridrunner, Gunstar, Gyroscop, Heavy On The Map, Hollywood Poker, How To Be A Complete Bastard, Howzat, Icups, Implosion, Incredible Hulk, Indoor Soccer, International Cricket, International Speedway, Into The Eagles Nest, Jet Pac, Jet Set Willy 1, Joe Blade, Knightmare, Knockbushers, Last Mission, Laser Tag, Bruce Lee, Lunar Attack, Lunar Jetman, Manic Miner, Mantronic, Milk Race, Minishadow, Mooncrafter, Mr Wembo & She Vampires, Mystery of the Nile, Nightshade, Noxteratu Vampire, Pitfall 2, Planetoids, Powerplay, Pro Golf 1, Pro Golf 2, Past, Rally Driver, Red Arrows, Rentakill, Rita, Reversi, Revolution, Rock 'n' Wrestle, Rock Horror Show 48K, Savage Trooper, Saboteur, Sabre Wolf, Sailing, Sam Fox Strip Poker, Sam Spade, Sam Steel Saboteur, School Daze, Skyrunner, Soccer Boss, Space Invasion, Space Raiders, Spectrum Chess, Spiders Web, Starfox, Star Wars, Star Raiders 2, Starship Enterprise, Strike Force Cobra, Super Chess, Tank Command, Tau Ceti, Terminator, Terra Coptis, The Big Shave, Thing, Thrust, Tr Nig, Transmover, Tranz AM, Trap Door, Trap Door 2, Trax, TT Racing Simulator, Turbo Esprit, Uchi Meta, Video Pool, Virgin Atlantic Challenge, Way of Exploding Fist, Who Dares Wins 2, Wizard's Lair, Winter Sports, Xang, Xecutor, Xeno, Xevous, Yagi Bear.

General enquiries to: Soundbox, 25B Sandy Road, Renfrew, Renfrewshire PA4.

GOING QUICKLY GOING QUICKLY GOING QUICKLY
RYGAR £1.99 (full price cassette of the hit game from US GOLD).
DATA GENIE £3.99 (R.R.P. £12.95) Database for all sorts of lists - microdrive compatible, save, search, pop up menus (has 48K and 128K side).
P & P: Add 50p for orders under £5, orders over £5 are postage free (UK only).
EEC countries add 50p per tape, elsewhere add £1 per tape.
SOUNDBOX SOFTWARE Dept SU,
(For Orders) 8 Renfield Street, PO Box 12, Renfrew, Renfrewshire PA4 0FS

TAKE THIS, FOUR-EYES!

Mickey Rourke wears these don'tcha know? We couldn't get him to model so here's Jim 'big chief' Douglas doing a pretty good impression (no he isn't - everyone in the cosmiverse). £3.99 from Beau Baggage - Leather Lane, London EC1.

Pretend to be Bruce Willis in these brillo bins. Remember you'll have to pull half of your hair out to be really convincing - £3.99 Beau Baggage. Dayglo orange stringy - 50p Beau Baggage.



Be really 'up to date' (we don't think) in these Acceeiidy type shades - £2.99 Beau Baggage. Dayglo yellow stringy thing to hang your goggles round your neck 50p Beau Baggage.

The sun has got his hat on hip hip hip hooray, the sun has got his hat on and he's coming out to play!!! Yes indeedy folks Summer is ruddy well on it's way and some of you will soon be flopping your bods about in the sun beams of Torremolinos while the rest of us are spending the summer hols with Mum, Dad and Auntie June at Auntie's caravan in Clacton eating curly spam sandwiches saying "ooh no I'm not going outside today it's far too hot!!"

Whether it be 'Phew wot a scorcher' time in Brittyland (like not very often) or 'Phew wot a blimey blink hotty' time abroad you'll not want to be without those summertime essentials sun gerlasses to protect your dainty eyeballs while turning you into a twizzling trendo. Now that's where we come in.

Last month Outlands gave you a peeky at the best tifers (hats to you) to sport on the beach and now in this second stage of **SU**'s guide to summertime fashions we bring you the bestest eye goggles to be seen in this year. So if you don't want to be the only one still wearing shades with Mickey Mouses on the side of them, that your mum bought you when you were six, you best take a gander at a few of our faves!

Wear these and you will ally become Arnie Schwartz in the Terminator - £1.99 Beau Baggage.



KOOSH!

One day last week a strange and weirdy object turned up at EMAP Towers. What could it possibly be? Chris Jenkins thought it was a wibbly sea anemone, Jimbo reckoned it was a little chum for lonely hedgehogs and Sir Terwonee thought it was an intergalactic being from the milky way (what a drongo, eh readers?)

Well that just proves what thickies they are because they were all completely wrong. The creature in question is, in fact, a Koosh (a wha? - all **SU** readers). Yes a Koosh. It's made of stringy coloured elastic in a sort of pom-pom shape, like your sister makes out of wool (!!!) and you can have endless fun with it (if you can believe the press release).

Distributors Matchbox say you can do all of the following with a Koosh: Throw 'em; Catch 'em; Wear 'em (Gawd knows where?) Wiggle 'em; Teach 'em tricks (but don't be surprised if you get very little response); Juggle 'em; Collect 'em; Hug 'em (this one's just for perverts); Volley 'em back and forth . . . sorry I'll have to stop there because I'm getting all hot under the collar and excited just thinking about this - phewee!

In the **SU** office we actually had much more fun slinging our Koosh against the wall in anger, or pelting visitors with it as they walked through the door, great fun. The Koosh is available at leading toy shops and costs £5, but if you're Mister Speedy you can get one for nought. We have 20 lovely Kooshes to give away, so if you want one you have to answer the following question:

A Koosh is made of:

- a) spaghetti
- b) plastic
- c) elastic

Send your answer to: Ooh goosh I really want a Koosh! Sinclair User, Priory Court, 30-32 Priory Lane, London EC1R 3AU. Closing date May 25th 1989.





IT'S A CHEAP JOKE ...

Aaaaaaaarrrggghh! Wossat? My sides splitting. We've just got through watching a whole section of the funniest things we've ever seen. No. It's not Tony Dillon chatting up bimbos in Stringfellows, it's the latest selection of classic comedy to appear on the Channel 5 video label.

All the sorts of comedy that people used to pay their licence fee to see and the stuff you can't even get on telly these days (fyak). Take a look at the selection of vids here. You're bound to see one that tickles your fancy. Even so, for a mere £10.00 you can always buy a couple and you won't go far wrong.

Just in case you're not feeling very adventurous, we've broken down what sort of stuff you'll find on each tape.

This is a Spinal Tap (cert 15) Hilarious and perfect Rock'n'Rawl spoof. Only for non-heads or riders at the gates of dawn with a sense of humour.

The Goons (cert U) Zano-rama! Harry Secombe (tubby religious smile of Highway fame) actually quite wacky in his day, along with comic genius types as Michael Bentine (Pottytime), Spike Milligan (Portable phone ads) and Peter Sellers (Pink Panther etc) indulge in outrageously self indulgent indulgery.

Rising Damp - The Movie (cert PG) Super sit com laffs with lovely Leonard Rossiter (Fall and Rise of Reginald Perrin) plays scheming disgusting landlord called Hoogstraten or something. Lots of other semi-celebs and the brilliant Denholm Elliot appear in the movie of the TV show. Ace.

Attack of the Killer Tomatoes (cert PG) Cucumbers have invaded New York! Well, alright, they're tomatoes. But no ordinary toms, they're vicious killing beasts and I don't know how funny it is because we haven't seen it.



TECH, AHoy!

Revolution after revolution? After first discovering how to place video signals onto unreliable magnetic tape, and then discovering how to put audio signals on a shiny plastic disc, some clever boffin has come up with a way to put video and stereo audio signals onto a shiny gold coloured plastic disc. The result, CDV.

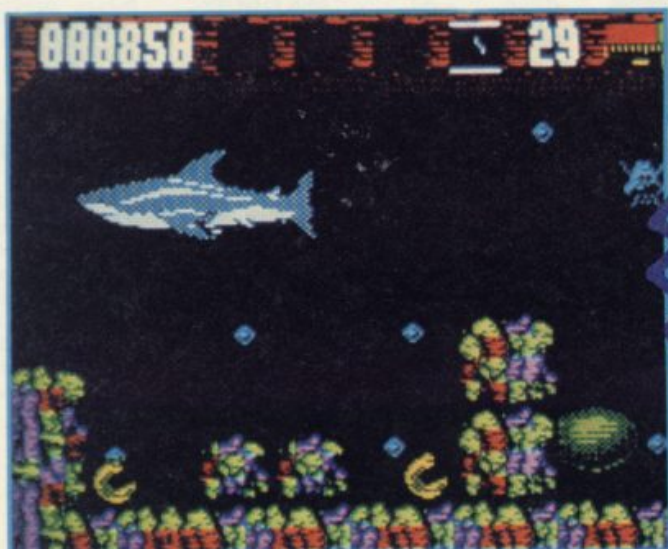
Compact Disc Video lets you enjoy the same sort of crystal clear sound quality the more well off people like me like listening to, along with a picture that doesn't deteriorate in time, like magnetic tape does. It also provides greater accuracy, allowing you to jump to a specific track on a disc, or even a specific second on the track.

The CDV players made by Philips also support the old Laservision discs (silver, not gold), though these fail to create stereo sound. A plus feature with the old Laserdiscs, is that they allow you to access some pretty amazing features. Like adjustable playing speed, forward and reverse, as well as unblurred freeze frame and frame count.

A full size player takes all three sizes of disc (6cm, 20cm and 30cm) (pictured) will set you back £499.99, though Philips are releasing a player sometime this year that only takes 6cm discs, so it only plays CDV singles and regular CDs for £349.99. Is it worth it? At the moment no, due to the small selection of titles, though both EMI and Phonogram are supporting it. Who knows what the future holds?



PREVIEW



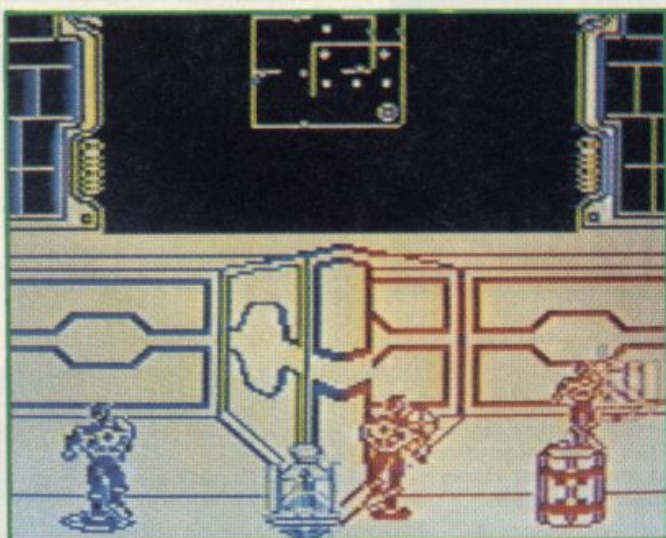
JAWS

Avoid those embarrassing oh-dear-where-have-my-legs-gone experiences by buying *Jaws*, the game of the film of the book of the nasty big fish with gnashy teeth. For those of you too young to remember the impact of the ten-year-old film (and its inevitable sequels *Jaws 2* and *Jaws 3 - 3D*), imagine the sensation of

swimming along quite happily when suddenly you're entirely dismembered by a chomping great shark.

Complete with digitised Roy Scheider, the game looks like it sticks to the plot of the film about as well as Hitler stuck to the treaty of Versailles. Still, the shark looks pretty, the underwater scenes look suitably, er, underwatery, and we can't wait to get our hooks into it.

Streetdate: June.
Price: £8.95



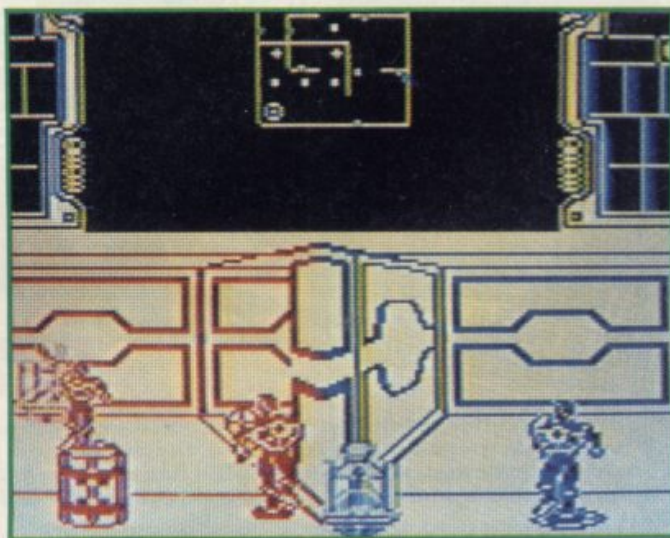
ZYBOTS

Zybots. The sort of name to strike terror into your heart. The sort of name to make the bravest man blanch. The sort of name no-one can spell.

Still and all, it was a rather good coin-op, and in the way of rather good coin-ops, someone's having a bash at converting it, and since it was an Atari coin-op the onus (good word that) has fallen on Tengen, Domark's new label. Their first effort was

Vindicators, a not-bad-but-not-marvellous tank battley thing. *Zybots* is a quite different kettle of eels, featuring a split-screen maze thingy shown in 3-D. The plot's a bit like *Humanoid* – remember *Humanoid*? – in that it's mainly a matter of chasing robots around and zapping them before they zap you. Could be good.

Streetdate: July.
Price: £8.95





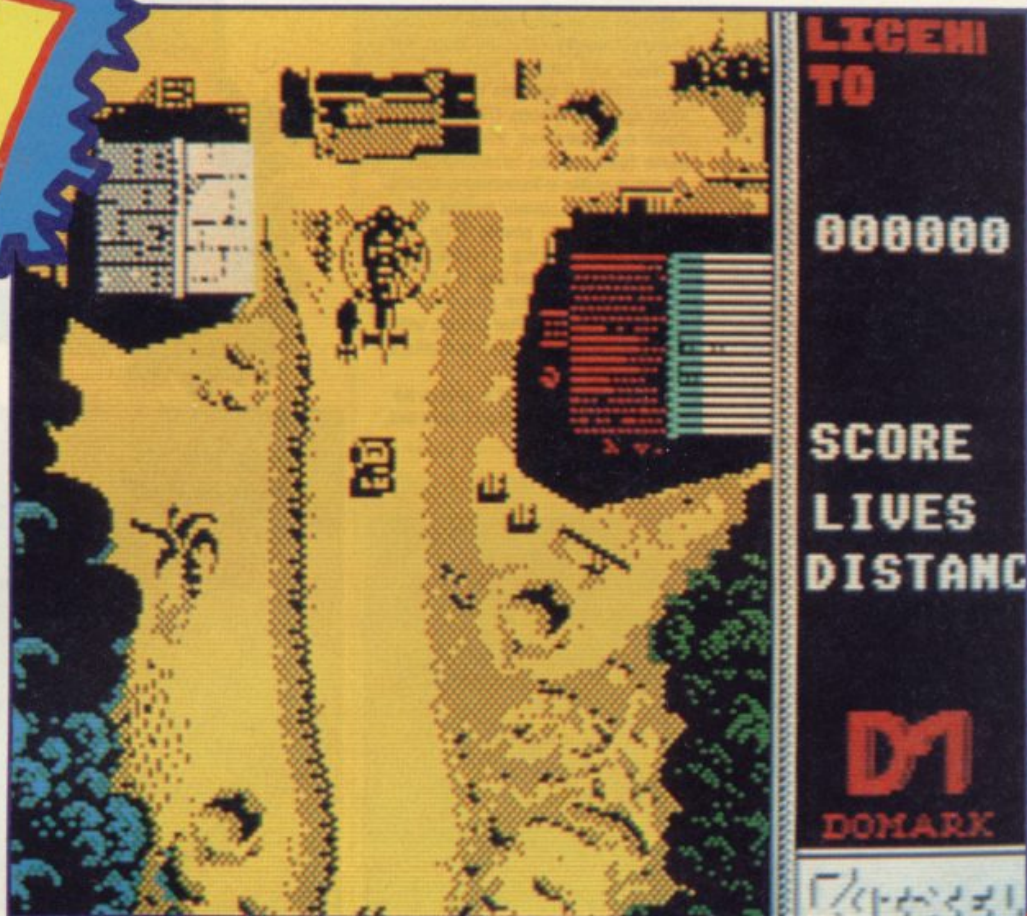
LICENCE TO KILL

I don't think Alistair McLean meant James Bond to be such a poof when he wrote the books (or was it Neville Shute?) but here we are with Timothy Dalton playing the neo-fascist imperialist sexist assassin in the fifty-fifth spy romp, Licence to Kill, and good old Domark are doing the game, and quite right too.

I think we can expect the usual selection of biffs, bangs, explosions, shooting and mayhem, rather than, say, a thoughtful strategy game involving an in-depth knowledge of higher mathematics and semantic skills. Certainly the screenshot look full of helicoptery fun, and who can say fairer than that?

Streetdate: June.

Price: £8.95



GEMINI WING



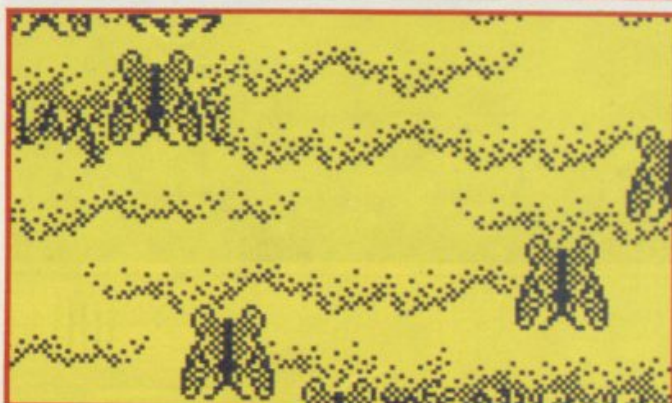
Last night I had this terrible dream. I was flying along happily in my cosmic space cruiser, and just as I was coming up to a lovely waterfall, this HUGE WALRUS jumped out, all teeth and

bad breath, and started gnashing at me...

Too much Stilton for supper, you might think, but no! This is in fact the actual scenario of Gemini Wing, a forthcoming biggie from Virginmastertronic-incorporatedPLC. Converted from the Tecmo coin-op, it's a one- or two-player vertical scroller with loads of levels, loads of aliens and loads of lovely weapons to collect. The coin-op's a bit aged but the Speccie version, produced by The Sales Curve, is looking good. And the walrus? He's one of the end-of-level guardians. Other baddies include savage butterflies and stingy scorpions. Sounds like my back garden.

Streetdate: June.

Price: £8.95



ALTERED BEAST

It's big this one. There can't have been anybody who hasn't looked at the coin-op, seen the huge, well animated graphics and said, 'coo, that's nice!' Funnily enough, it doesn't look like it's going to be completely unconvertible. The lucky folks blessed with the job of converting it are those lovely Activision people, and judging from this screen shot, they aren't doing too bad a job of it.

The plot is simple. You are a dead Roman gladiator, who has been awoken from your grave by some deity or other to rescue his daughter from an enemy who

bears an uncanny resemblance to Freddy Krueger. You run from left to right, and have to kick and punch through swarms of ghouls, head sucking gloops (!!!) and much more besides. Plus, the game features the revolutionary change-o-matic-o-transform-o-action-vision, which simply means that by collecting the power balls left behind after kicking a white wolf, you get a bit bigger and a bit harder. Collect three and you transform into another beast, with even better capabilities and who's even harder.

It sure looks like it's gonna be something special. One to look out for.

Streetdate: July.

Price: £9.95



98

SUPER-SCRAMBLER

You loved Kikstart. You loathed Moto Cross Sim (well we did, anyway). But is there space in your life left for another motorcycling simulation?

Well there'd better be, otherwise you're going to have a big dent in your petrol tank when SuperScrambler from Gremlin wedges its way in next month(ish).

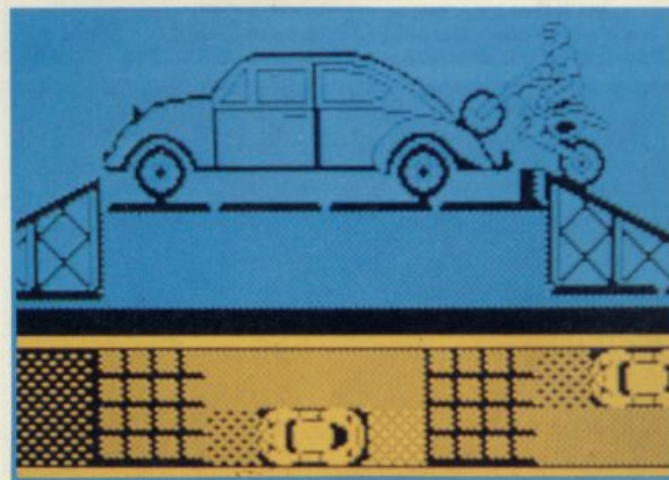
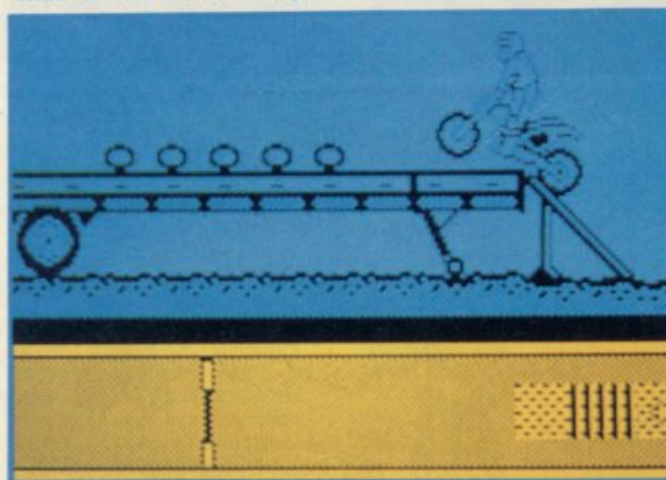
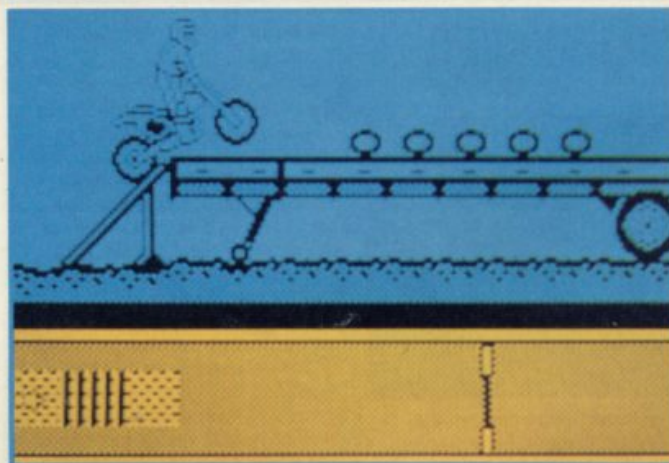
With dual vertical and horizontal views of a scrambling



course which appears to be littered with second-hand cars and kitchen appliances, this may be the challenge Kikstart devotees have been waiting for.

Streetdate: June.

Price: £7.95





CONTINENTAL CIRCUS

Now we all know the anecdote about how the little Japanese chappie was on the Transatlantic phone link to the European coin-op manufacturer, and he was

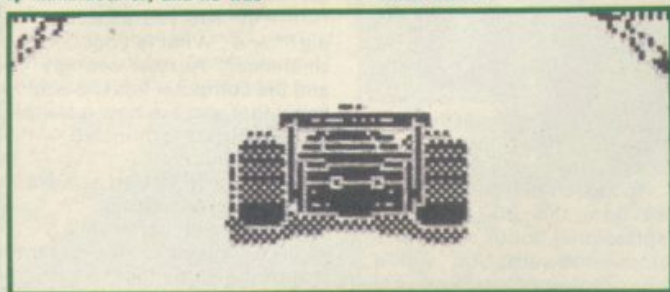
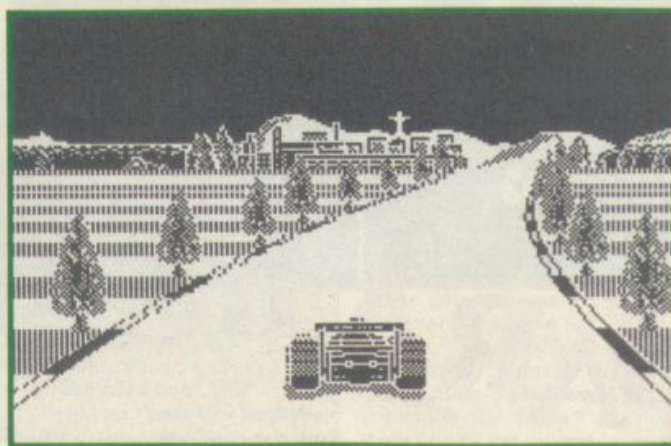
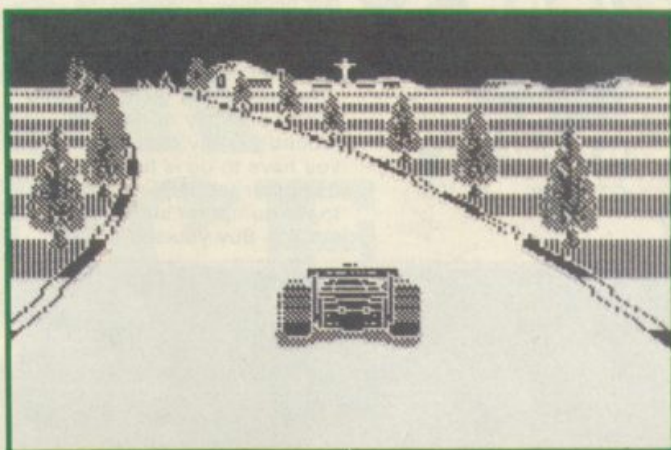
asked "What's this flippin' racing game called then?" and replied

"Continental Circuits", and the

silly Belgian or whatever at the other end thought he said "Circus", so it's a racing game and not a funny laughy clown simulation at all. All we know so far about the conversion is that it's looking a bit black-and-white - hopefully the programmers will put some colour in before letting the thing off the starting grid. And it's another Virginmastertronic-incorporated PLC production!

Streetdate: June.

Price: £8.95.

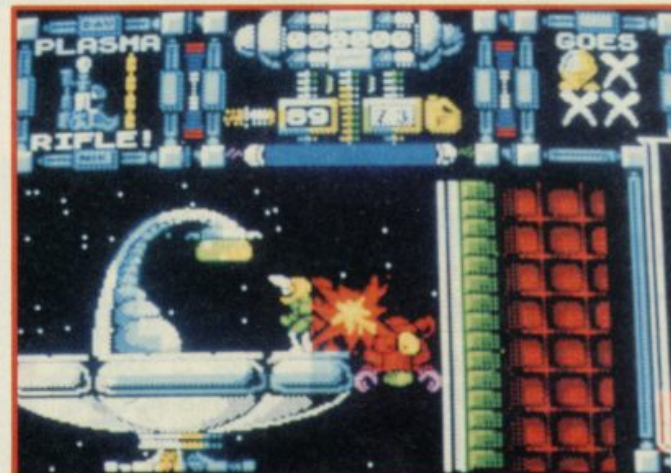


OH MY GOD IT'S INCREDIBLE!

Yes, these are screenshots from the SPECTRUM VERSION of a game currently being worked on by those masterful programmers at Probe. Everything is so completely top secret that we can't even tell you what it's called, but that by next month it will have been signed to one of the major software companies and we'll have a storyline etc.



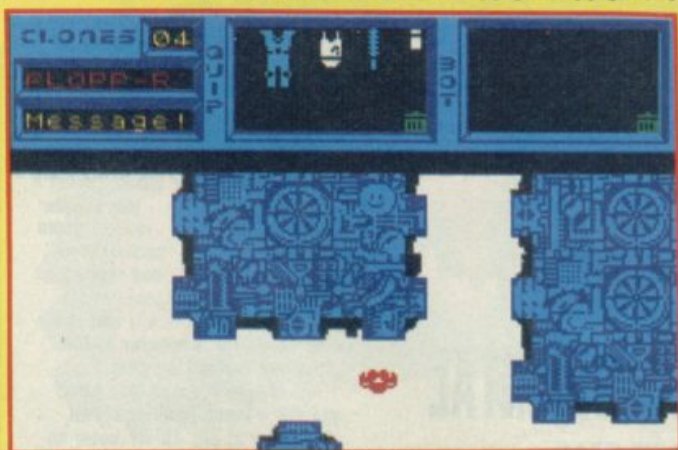
What we can tell you is that so far as we're concerned, it looks as if it could turn out to be one of the finest graphics extravaganzas ever seen on the Spec.



GAMES REVIEW

generally keeping within the law because, Friend of the computer or not, the guards will still shoot you on sight upon word of command from ol' FC.

At the start of the game, you are an ordinary minion moving around the city. The first thing you have to do is find a computer terminal and log on to the computer shopping system. Buy yourself a



you of a traitor who is running around the city killing people. This means that if you get in his way, he'll kill you. The trick is to stand on a corner and jump him

Questions such as "Are you happy?"

"Are you a fascist pig?" and "What is your clearance?" Answer wrongly and the computer lets the world know that you are now a traitor and should be terminated immediately.

The game is viewed as a plan view flip screen arcade adventure with some very nicely animated sprites, but the rest of the game looks a bit sparse. All the sprites are the same, just different colours representing different ranks. The backdrops are bland and very samey all the way through. I must say, I get bored very quickly looking at this game.

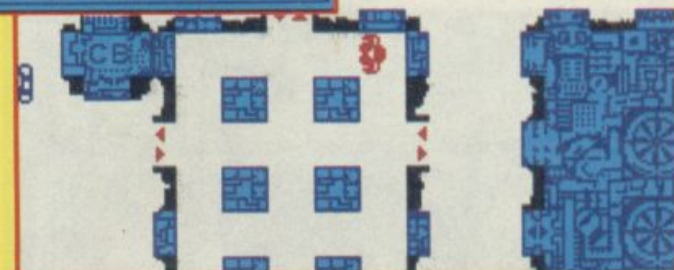
A game with as much content and promise as this should be (a) deep, (b) involved and (c) fun. In reality **The Paranoia**

as he walks past. Once he's down, you have to search his pockets for a disk. Bring this disk to a confessional booth, and the computer rewards you with a large amount of money and a clearance promotion,

communicator and before long, messages will start coming from the computer, giving you instructions. The first one warns

Why do I get the feeling that this game might of taken some inspiration from 1984. The Paranoia Complex is a largish city set somewhere in the vicinity of Milton Keynes. The controlling force of the city is Friend Computer. He provides all the food, jobs, issues of **SU** and everything else needed to survive, and peace is controlled via a bunch of burly henchmen known to all as Police.

The city is at unrest. Lots of people are unhappy and are joining together to form resistance groups. You have been chosen by the computer to be an undercover agent. You must travel around the city keeping an eye on things and



which allows you to reach other levels of the city.

Just to make sure you are mentally sound, you are stopped by the guards and at computer checkpoints, where you are asked psychoanalytical questions, all of which are answered by a simple yes or no.

Complex is (a) dull, (b) boring and (c) tedious. I just didn't enjoy playing it at all. At first I thought it was because there was some gameplay element I was missing out on, but as I played through I realised this wasn't the case. ■

ARCADE
★
REVIEW

FAX BOX

THE PARANOIA COMPLEX Label: Grem-lin Author: Magic Bytes Price: £9.95 Memory: 48K/128K Joystick: Various

Failed attempt to create a dark, moody atmosphere and a paranoia inducing situation.

Reviewer:

Tony Dillon

OVERALL
62

GRAPHICS	SOUND
58	61
PLAYABILITY	LAST ABILITY
68	60

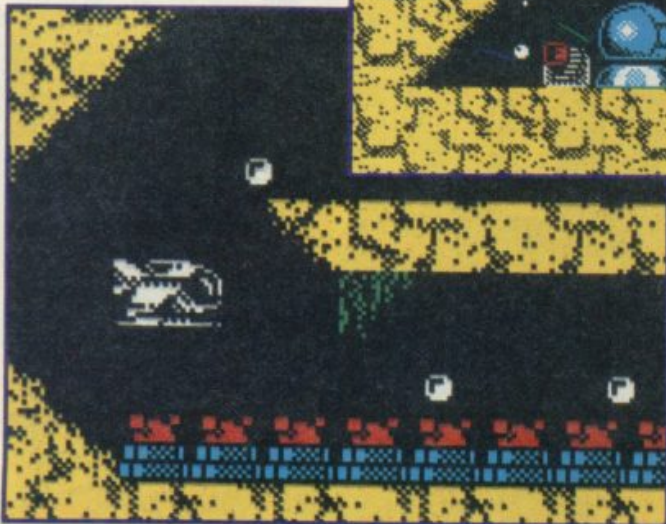
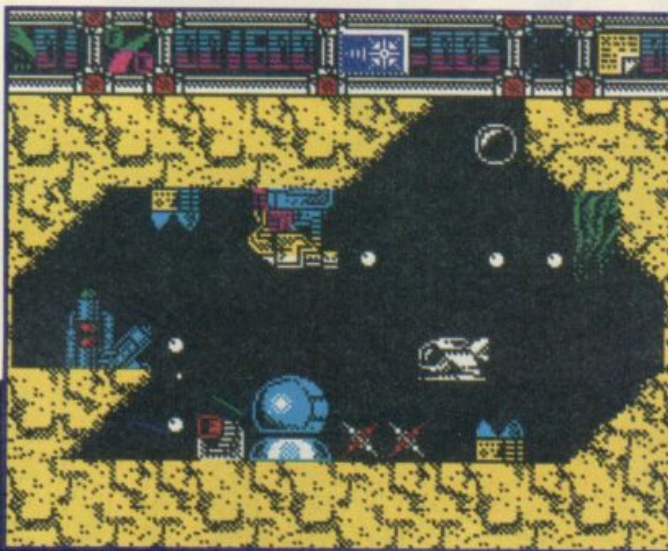
10 20 30 40 50 60 70 80 90

The Taskforce is in fact "a state of the art jet fighter bristling with destructive firepower missiles, heat seekers, mines, orbitals and bouncing bombs", or so the blurb says. All I can say to add to that is it must be one hell of a jet plane.

It can fly in eight directions, hover and saying that it's a low level attack craft is like saying that the channel tunnel is going to be a bit damp on the outside. **Taksforce**, which let's face it is a pretty bad name for an aircraft, flies through caverns and down deep within the bowels of the planet, seeking out... the dreaded Snide Gartree!

Dan dan daaa! (Woman's voice) No, not the Snide Gartree. (Butch male voice) Yes, the Snide Gartree. That dastardly bunch of mercenaries led by none other than Graham Taylor. Shortly after losing his job on **SU** and moving off to become Editor of C+GT, he lost his mind under the pressure of working on the same floor as

TASK FORCE



Ad Manager Garry Williams. His will snapped, and he now threatens to take over the world. He doesn't quite know how yet, but he says where there's a will, there's a way. (This is all lies, what's going on? - Alison.)

After a build up like that, naturally you'd expect a brilliant game to follow. Yet again, the Spectrum software industry lets you down. It's good, but it's far from brilliant. Viewed, and in fact played very similarly to **Cybernoid 2**, the screen flips in

bombs to shield, taking in a homing missile or two along the way.

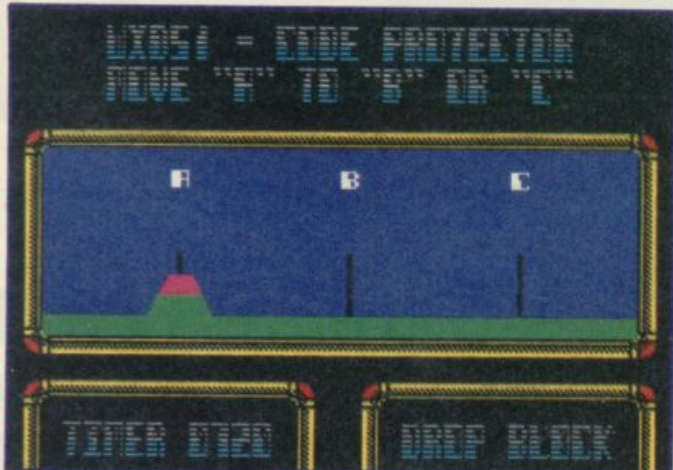
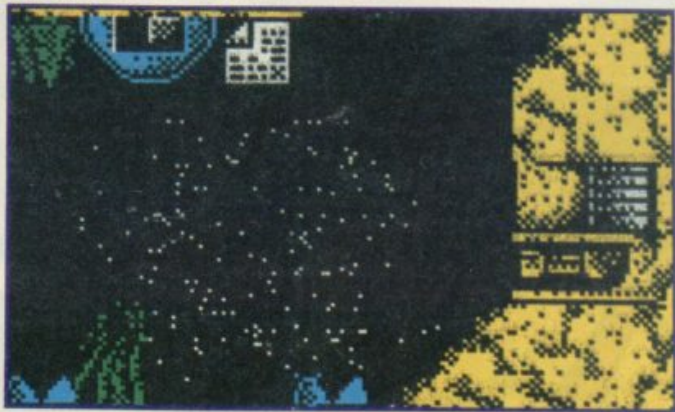


Another thing the game has that isn't in **Cybernoid** is a sub-game. In **TF**, you have to find all the missile activate icons that when detonated, will blow up the island and take the Snide with it. You are presented with three pegs, one of which has a pile of three blocks. You have to move the pile, a block at a time onto one of the other two pegs. The only rule is you can't put a large peg onto a small peg and you have to take the top peg in any pile. Fun eh?

Taskforce is fun for a short while, but it isn't something I'd have to keep playing for hours before I could happily relinquish the joystick. It's good but no more.

four directions, though unlike **Cybernoid**, the game is a maze, rather than a set pattern. That said, it's not a very difficult maze.

As in **Cybernoid**, you have a selection of weapons to choose from. These range from four way bouncing bombs, through delayed four-way bouncing



ARCADE



FAX BOX

TASKFORCE Label: **Players Premier** Author: **Knight/Beston/Severn** Price: **£1.99** Memory: **48K/128K** Joystick: **Various**

GRAPHICS	SOUND
76	65
PLAYABILITY	LAST ABILITY
79	68

A fun shoot-'em-up, but surprisingly short on addictive qualities

Reviewer:

Tony Dillon

OVERALL

74

THE ALLTIME GREATEST 10 Game COMPILATIONS

An outstanding collection of the best hits from the best software houses. Not just a good buy because of its amazing value for money, but also because the proceeds of all sales are to be donated to the National Society and the Royal Scottish Society for the Prevention of Cruelty to Children.

10 GREAT GAMES FOR
SPECTRUM
48K

£9.99

KIDSPRAY

THE BACK PACK COMPILATION

XENO (ANF Software)

DEACTIVATORS (Ariolasoft)

NIGHT GUNNER (Digital Integration)

MARSPORT (Gargoyle Games)

MONTY ON THE RUN (Gremlin Graphics)

ALL PROCEEDS TO THE NSPCC & RSSPCC

A FUN FILLED WAY TO HELP OTHERS..... IT'S KIDSPRAY

BOUNTY BOB STRIKES BACK (US Gold)

MAILSTROM (Ocean Software)

STARSTRIKE (Realtime)

LUNAR JETMAN (Ultimate Play the Game)

STARION (Melbourne House)

10 GREAT GAMES FOR
CBM 64

£9.99

KIDSPRAY

THE BACK PACK COMPILATION

XENO (ANF Software)

DEACTIVATORS (Ariolasoft)

SPINDIZZY (Electric Dreams)

BOUNCES (Beyond Software)

MONTY ON THE RUN (Gremlin Graphics)

ALL PROCEEDS TO THE NSPCC & RSSPCC

BARRY MCGUIGAN'S BOXING (Activision)

BOUNTY BOB STRIKES BACK (US Gold)

STARION (Melbourne House)

ELECTROGLIDE (English Software)

SKYFOX (Electronic Arts)

10 GREAT GAMES FOR
AMSTRAD

£9.99

KIDSPRAY

THE BACK PACK COMPILATION

XENO (ANF Software)

DEACTIVATORS (Ariolasoft)

NIGHT GUNNER (Digital Integration)

TEMPEST (Electric Dreams)

MONTY ON THE RUN (Gremlin Graphics)

ALL PROCEEDS TO THE NSPCC & RSSPCC

KNIGHTSHARE (Ultimate Play the Game)

NOMAD (Ocean Software)

MARSPORT (Gargoyle Games)

STARSTRIKE (Realtime)

STARION (Melbourne House)

YOU HAVE THE FUN....!
THE NSPCC/RSSPCC
HAVE THE PROCEEDS

BACK - Battle Against Cruelty to Kids. The 1987 software industry charity promotion in support of the NSPCC & RSSPCC
BACKPACK - A compilation of 10 first class software games donated free by software companies.

KIDSPRAY thanks this magazine and the following companies for the generous donation of their services: CAMEL ADVERTISING, G & L SERVICES, ROWLEY STUDIOS

oi! BUY! THIS!



No messin'. You young punks gotta be seen in this! The all-new 1989 **SU** T-Shirt is totally great and comes with the near legendary punk from the amazing Street Fighter issue of **SU**. It does not only guarantee instant credibility on the street, it comes in a choice of two fabulous sizes; XXL for really big people and medium for normal type people. It's also pretty cheap for something that is so totally marvellous. So buy it OK?

THE **SU** T-SHIRT COSTS £5.95

Please complete the form below:

Send me T-shirt(s). I enclose a cheque or postal order, made payable to 'Sinclair User' for £..... (no of shirts times £5.95). This price includes postage and packing. I will wait 28 days for my T-shirt but no longer. I have ticked the size that I want.

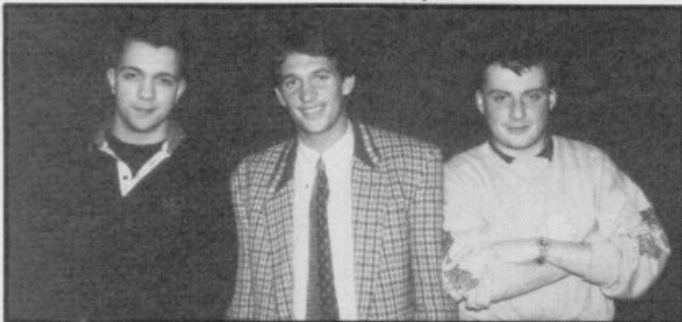
Name

Address

Tick size required: Extra Large ☐ Medium ☐

Send completed form to: **SU** Punk T-Shirt Offer, EMAP PREMIUM SALES, 14 HOLKHAM ROAD, ORTON SOUTHGATE, PETERBOROUGH PE2 0UF

Gremlin



Gary Lineker. The Man. The Legend. And now, the Spot on the Carpet in the **SU** office which will never be cleaned again. (What's so unusual about that? - AS). No, this spot is special. Because that's the spot where Gary (as we call him) stood to have his photo taken with lovely Jim and lovely Tim, who were both overcome with awe as you can see from this "snap".

Why was Gazza (as we call him) here? Why, the girlies on the staff want to know, didn't they have their pictures taken with him ('Cos they'd have got over-excited - JD). What team does Gazzoola (as we call him) play for again? The answers to these and eleven other questions won't be answered in next month's "Gremlin's Sports Stars Who Just Happened to be Passing and Needed the Lav Corner".

More Not Quite Rude Characters

Well you really are a smutty bunch of readers. We're still getting plenty of entries to the Smutty Name - Well Nearly Compo, and here are a few to keep you a-snickerin' and chortlin'. Keep 'em coming.

Calvin Buckler (the 24-hour trucker)
Simon Trent (he's totally spent)
Douglas Hurd (with a face like a nerd)
William Batt (he's a complete sprat)
Cecilia Fritz (and her oversized bits)
Gordon O'Grit (he stinks of spit)
Anthea Stitch (and her humorous twitch)

A big thank you to Leigh Loveday for the above suggestions - ooh you are awful Leigh!

Caption Compo No 29

Well I really don't know what to say. May obviously wasn't a month for hilarious, rib splitting jokes was it. Frankly your attempts were pretty bloomin' weedy. We know you can do better than this, so you better buck your ideas up and be screamingly jolly for Compo No 30.

We've waded through all the crud and among the not so crap ones was the following from Victor Peixoto, "I told you we shouldn't have read Your Sinclair" which gave us a bit of a giggle. The winner though this month is Paul Tapner from Poole in Dorset with "Now that's what I call a heavy curry". Not bad Paul, £20 is on its way to you now.



92

KAMIKAZE BEAR

A FAST BUCK!

TAIKE URE MUNNY & RUNN
ESTATE AGENTS



AT A HIGH STREET ON A TYPICAL WEEK DAY....



Oh No Not Again!!!

You're really not gonna believe this readers. Remember last month we gave a ruddy long list of names for those of you who **SU** owes money to. You see we'd lost all the addresses and blow me down if it hasn't happened again. It's all Tony Dillon's fault (it isn't really but we've got to blame someone) so we've given him a good kicking and he's really sorry. So here goes with this month's mega list. We promise this will never happen again:

- | | |
|---------------------|--------------------|
| 1 DAVID RUCK | 15 DOMINIC ALLOTT |
| 2 OWEN SMITH-JAYNES | 16 NOEL BYRNE |
| 3 M CADIER | 17 DAVID LEIGH |
| 4 G NORRIS | 18 CARL REDFERN |
| 5 RICHARD GREEN | 19 IAIN SISSON |
| 6 A ROBERTS | 20 DAVID RATCLIFF |
| 7 JP DUNHAM | 21 IAN GORSKI |
| 8 KEITH ELLIS | 22 SJ LONGWORTH |
| 9 MARK FALCONER | 23 MICHAEL MEEHAN |
| 10 DAMIAN HIGGINS | 24 PAUL MOUNTNEY |
| 11 JONATHAN HINDS | 25 CHRIS GOODCHILD |
| 12 PAUL JACKSON | 26 K STABLER |
| 13 DUNCAN SMITH | 27 PAUL LEWIS |
| 14 BEN SOUTHGATE | |

If your name has appeared in the list above them give me, Alison a ring at the **SU** office on 01-251 6222 (ext 2447) and claim your cash.



Caption Compo No 30

Right then, what's going on here? It's that chappie Sean Connery with his mate Christopher Lambert from that flick of quite a while ago, Highlander. As you can see they're deep in conversation. What do you think they're chatting about . . . the meaning of life, or maybe the price of Kellogs raisin splits? We think Sean is saying, "Oi saucy give us a song", then again we could be wrong. If you think you know what's occurring fill out the coupon below and whoosh it off to us at the following address: Sinclair User, 30-32 Priory Court, Farringdon Lane, London EC1R 5AU. Remember to mark your envelope Caption Compo No 30. Closing date 30 June 89.

Name

Address

Caption.....



FREE GAMES!

12 copies of Sinclair User and a Free US Gold Game for 50p! (well, not quite . .)

Are you mad? No. You're not. You're reading the only monthly Spectrum Games Guide worth buying. You know it's good and you've already taken enough time to get yourself to the newsagent to buy it. And wasn't it worth the effort?

No!

Thanks to **SU** you can now have the best mag for your computer before anyone else for a bargain price **and a fantastic US Gold game into the bargain** – and you need never leave the house again.

We're not talking any back-catalogue crap freebies here, though. **Forgotten Worlds** was reviewed last month and got a Classic. **Vigilante**, the other option is a smashing punch-'em-up.

And let's not forget the factors that make **SU** such a desirable fashion accessory anyway:

- ☆ **Loads of hard-hitting, fun colour reviews!**
- ☆ **The hottest tips of the game YOU are stuck on!**
- ☆ **Previews – a bumper colour section EVERY MONTH choc-a-bloc with up-coming games!**
- ☆ **Your views – we're not proud! Tell us what you think and we'll listen! – and print!**
- ☆ **The Megatapes. Quite simply the finest software given away with any magazine, and a lot better than lots of stuff you'd have to pay for. Always at least one complete game and a fully playable demo EVERY MONTH!**

And wouldn't it be lovely if you were presented with this glorious package on the very date of publication – the 18th of every month? We think it would.

And the price of this astounding deal: £22.50 – a few pence more than the cost of 12 issues, and don't forget, you need never leave your house again, neither to buy the mag or any more software – the USG game will keep you happy for months.

Now. Are you mad? No? Well, fill in the form then.



Please start my subscription from the _____ issue.

Tick appropriate box:

One year UK £22.50 ☐

Airmail Europe £28.00 (incl Eire) ☐

Rest of World (Airmail) £50.00 ☐

(We suggest that overseas readers pay by International Money Order)

My choice of FREE Spectrum 48/128 games is:

(One game only per subscription)

Forgotten Worlds/s/c 14 ☐

Vigilante ☐

Your free game will be sent under separate cover – please allow 28 days.

I enclose my cheque/postal order payable to: SINCLAIR USER for

£ _____

Please charge £ _____ to my Access/Visa/Diners/Amex account.

Card No _____

Signature _____

Expiry Date _____

NAME _____

ADDRESS _____

POSTCODE _____

Return to SINCLAIR USERS SUBS OFFER, Subscriptions Department, PO Box 500, Leicester LE99 0AA

Or ring our special 24-hour orderline service and quote your credit number.

TEL: 0858 410888

ENQUIRIES: 0733 555161

Closing date 18th August 1989.



SINCLAIR user

SUPERMART

TO ADVERTISE IN THE SUPERMART CALL MARTHA MOLOUGHNEY ON 01 251 6222

UTILITIES

E.E.C. LTD

* SPECTRUMS *

AS NEW

SP +48K £69.95

128K £89.95, PLUS 2 £109.95

* QL AS NEW *

QL UNIT ONLY £85

Complete with PSU, leads, instruction book, s/ware 4 pack incl Quill (word processor), Archive (database), Abacus (spread sheet), Easel (graphics) £120

* ALPHACOM 32 PRINTER NEW

(incl Interface and PSU) Just plugs in! £49.95

Alphacom paper (5 roll pack) £12.50

* BROTHER HR 5 PRINTER 80

COL. Centronics, battery/mains portable, plus 1 roll paper and 2 ribbons £59.95

* MICRODRIVE INTERFACE

£19.95

* MICRODRIVE EXPANSION KIT

includes microdrive interface 1, booklet, introduction cartridge and flex connector £59.95

As above and with extra microdrive £69.95

* MICRODRIVES ONLY

(reconditioned) £14.95

* CARTRIDGES

Singles £1.70 10 for £16.00 100 for £150.00. Box with 10 carts £21.00

POWER SUPPLY UNITS

Spectrum 48K £7.95 128K £9.95

128K Plus 2 £14.95

QL £12.95

* LEADS

Cassette, TV, M'drive, Solid and flexible, RS232, Connectors £3.00 each

Postage: Please add £6 for PRINTERS UK. Other items £3. Outside UK add £15.

Other items £5.

C.W.O. OR VISA/ACCESS ALL OFFERS SUBJECT TO AVAILABILITY.

ORDERS TO EEC LTD 18-21

MISBOURNE HOUSE, CHILTERN HILL,

CHALFONT ST PETER, BUCKS SL9 9UE.

TEL: 0753 888866

UTILITIES

P.C.G.

61 School Street
Barrow-in-Furness
Cumbria
LA14 1EW



Desk Top Publishing Software:

WordMaster the word processor £11.90

Headliner graphic & title designer £8.95

Typeliner desktop publisher £16.95

DTP Pack (all three above programs) £35.95

DTP Font Packs now available £6.95

Disk versions: +3 + £2.50; Disciple/Plus D + £1.50

Professional Spectrum Software:

Devpac machine-code assembler £15.95

HiSoft BASIC floating point compiler £24.95

HiSoft C language system £25.00

TasSign sign designer for 128's £16.95

TasCalc spreadsheet for 128's £16.95

CP/M Plus operating system for the +3 £25.95

Masterfile +3 powerful database £25.95

TasWord + TasSpell +3 word processing £30.95

Disk versions available: call for prices.

For more details phone 0229-36957

now or send an SAE for catalogue.

Spectrum DTP

PCG's DTP Pack represents a revolution in Spectrum software. Compatible with ALL Spectrums this amazing set of programs drives your Epson-compatible printer to the limit using 12 NLQ fonts. Extra fonts are now available from PCG. The DTP Pack can be used with cassette, microdrive and disk systems, and with a wide variety of printers. Send now for details and sample prints.

MUSIC

LEARNING MUSIC?

LOOK HERE

THEORY OF MUSIC EXERCISES - Grades 2 to 5 (practice program). Cassette £7. GRADE 1 THEORY OF MUSIC - from the beginning (tutorial). Cassette £8. State 48K or 128K, M/Drive or +3 Disk. Inquire. Leaflet free. TED KIRK (SU), 33 Number Crescent, St Helens, Merseyside WA9 4HD (0744-818761)

SPEC SUPPLIES

SINCLAIR SUPPLIES

Spectrum Power Supply £9.95
Spectrum +3 Computer £159.00
48K Membrane £6.95
Plus Membrane £9.95
Spectrum Datacard £19.95
Azimuth Head Alignment Kit £9.95
Used M/Drive Carts (10) £9.95
Dustcover (please state model) £3.50
+3 Cassette Lead £4.95
+2/+3 Joystick Adapter £4.95
Prices include VAT and P&P. Allow up to 14 days for delivery. Chq/PO to: Omnidale Ltd, SU, 23 Curzon Street, Derby DE1 2ES. Tel 0332 291219

UTILITIES

KOBRAHSOFT SPECTRUM 48K/128K/+2/+3 UTILITIES

SP4 TAPE TO +3 DISC UTILITY:- Transfer the tapes to +3 Disc. Many transfer examples; transfers PROTECTED prog; Handles the very latest Pulsing programs; FULL Manual; FREE Disassembler + Header Reader. Even easier to use - £9.95. Also on disk £12.95.

DICE:- Multi-function disc utility for the +3. Modify and read sectors. Back up discs; FULL DiRectory; Recover erased files; Lock out faulty files; Erase/Rename files; String search; Menu Driven; "An excellent package" CRASH Oct 1988. Easy to use - £12.95 on Disc.

DB1 +3 DISC BACK UP UTILITY:- Makes back ups of +3 ordinary AND protective discs, either to DISC or to TAPE. Easy to use. Many other features. Handles multi load programmes - £12.95 on Disc.

SW1 TAPE TO WAFADRIE UTILITY:- Transfer tapes to Wafadrie. Handles PROTECTED programs; Pulsing programs; FULL Manual; FREE Disassembler - £7.95

SC5 ADVANCED TAPE UTILITY:- Backup the vast majority of your tapes. Handles Fast Loaders, LONG blocks (up to 80K by code compression); Pulsed programs; multi blocks; 128K programs - £7.95.

KOBRAHSOFT SPECTRUM MACHINE CODE COURSE:- FULL course from beginner to advanced level. Applies to ALL Spectrums. Suitable for everyone. Comes with FREE Disassembler - £20.

IMBOS 2.0:- New microdrive commands e.g. Monitor, FX Sound, Double Height Text, and much more. Supplied with 10 minute demo and ORGAN program. Your Sinclair, Sept '88. Every Speccy owner should have one - £12.95.

ALL UTILITIES COVERED BY OUR MONEY BACK GUARANTEE - BUY WITH CONFIDENCE!

Send cheque/PO to:-
"KOBRAHSOFT"

Dept SU, "Pleasant View," Hulme Lane, Hulme, Nr Longton,
Stoke-on-Trent, Staffs. ST3 5BH

(Overseas - EUROPE add £1 P&P PER ITEM, OTHERS £2).

Please mark your envelope "Enquiries". For more information please phone 078 130 5244
Access and Visa welcome please ring above number - 24 hour service

EDUCATIONAL

EDUCATIONAL SOFTWARE

All Spectrums. Maths, Language and Games for 4 year olds upwards. Cassette, Plus D and +3 discs and micro-drive, "Concept" keyboard series. SAE lists please.

B. Seymour,
25 Chatsworth Gardens,
Scarborough, N. Yorks YO12 7NQ.
(0723) 372621 (24 hr)

HARDWARE

ALL HARDWARE AND SOFTWARE WANTED

For cash or exchange:
Music & Video Exchange
56 Nottingham Gate, London
W11. (Tel: 01 727 0424)

UTILITIES

48K/128K/+2/+3 UTILITIES

SPECFIX PICTUREBASE SYSTEM - Tape £11.95, +3 Disc £14.95, Microdrive £13.95
Type coloured pictures or text, save in filing system, retrieve, update, display via index, as repeating series or slide projector, print. For artists, admen, gamers, graphics learners.

COMPLETE MACHINE CODE PACKAGE - Tape £8.95, +3 Disc £12.75, Microdrive £10.75
Assemble, disassemble, test, debug, trace, step, backtrack, breakpoints, hex, binary, decimal. Character/screen/games design, copying tapes examples given. Unique on-line facilities to teach yourself assembler and machine code, instructions supplied - Crack, Hack or Learn the Knack.

MICRODRIVE MANAGEMENT AND RECOVERY Copy, sensible CAT, recover corrupt files £9.75
RAMDOS MICRODRIVE OPERATING SYSTEM Random access, screen edit, sort, search £9.75
MICRODRIVE FREE TEXT DATABASE Multi-purpose filing system with search £9.75

SAE for leaflets. Tel 0268 780663 queries. Pay by cheque/PO, airmail 50p EEC, £1.50 world.

ROYBOT SU 45 Hullbridge Road, Rayleigh, Essex SS6 9NL

AD INDEX

Activision	IBC
Bargain Software	55
Castle Computers	29
Datel Electronics	65,66,67
E&J Software	57
Exclusive Software	96
Gremlin	17
Key Software	57
Logic Sales	72
Micro Leisure	44
Microdigital Soft	36
Megasave	81
Microsnips	49
Ocean	IFC,OBC,33,11
Romantic Robot	81
Shekhana	57
Soundbox Software	81
Tanglewood	72
Tasman	21
Telemap	61
US Gold	15
Videovault	72
Virgin Mastertonic	25
Worldwide	40

SPORT-SIM
PO Box 116
Colchester CO2 7SJ

SU SUPERMART SUPERMART SUPERMART

WORDSEARCH

VIDI-ZX Video Digitiser v.2

GRABS 2 or 3 Shade Screens Direct from Video!

NEW Software Version 2
now supports multi
screen animation,
M/Drive, Tape, All Discs.

The ULTIMATE Input
Graphics Device!

£34.95 inc P&P

ROMBO Productions

Dept SU, 11 Crofthead Centre, Deadridge, Livingston EH54 6DG
Tel: (0506) 414631 - ACCESS VISA accepted



16 shade print from PC version

Sinclair User is the best,
If you want response,
Forget the rest!

S/W HIRE

ACTIONWARE
SPECTRUM SOFTWARE
HIRE
£2.00 Life Membership
First Hire Free
All postage paid (1st Class)
Send stamped addressed envelope
to:
ACTIONWARE (SU)
108 Collingwood Street,
Hebburn
Tyne & Wear NE31 2XW

S/W HIRE

MATRIX SOFTWARE HIRE

The cheapest way to play them all.
Top games titles for Spectrum,
Commodore & Amstrad Amiga. Please
state system. Large SAE for details from:
MATRIX LEISURE CLUB
Dept S.U., 271 Stanstead Road,
Bishops Cleeve, Notts CM23 2BT

REPAIRS

REPAIRS

SPECTRUM REPAIRS/SPARES
128K SPECTRUM £20.00
48K SPECTRUM £14.00
48K KEYBOARD FAULT £9.00
4116 MEMORY IC 50
4164 MEMORY IC £2.70
Z80 CPE £2.10
Many other spares stocked.
Minimum order £5.00
All prices include VAT and return postage.
RA ELECTRONICS
133 London Road South, Lowestoft,
Suffolk NR33 0AX
Tel: 0502 566289

REPAIRS BEAT THESE PRICES!

Spectrum/+ **£9.95***
Interface 1 **£13.50 inc P&P**
fixed prices - 4 month guarantee
TOP QUALITY REPAIRS BY EXPERTS.
Send cheque/ PO, and computer to:
GSF SERVICES
113 Mountbatten Road,
Braintree, Essex CM7 6TP.
Tel 0376-46637
*Please add £2.45 for P&P + Insurance
Please phone for 128/+2 prices
GSF SERVICES - EXPERT REPAIRS

LINEAGE COUPON

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 whatsoever, nor to 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.

• MEGATAPE 17 • MEGATAPE 17 •

NEXT MONTH

You may well be tempted to buy another Spectrum mag next month. They'll offer you some pretty okay software on their tape. But won't you feel just a little bit cheated? Shouldn't you get a decent sized mag as well as a good tape . . . ?

Megatape 17 will make you feel a lot better. We've got a **SET OF GAMES** to wipe the floor with **ANYTHING** that you've ever seen before. We've got demos of forthcoming stormers and there's the second Electrobingo; another chance to win prizes worth over **£2,000**.

But we haven't forgotten the issue itself. You'll be impressed. We've got the largest set of **PLAYGUIDES** and **TIPS** we've ever printed. There's an in-depth look at **SECRET NEW GAMES** the software barons were trying to keep under-wraps.

We're not giving any more away, but believe us – you haven't seen anything like it. Ever.

**SU JULY –
ESCAPES
JUNE 18th
Great forces
are at work**

Hey Mr. Newsagent!
I've just got through reading the Next Month page in **Sinclair User** and I think I should warn you to order a whole load more copies than usual, 'cos they're doing something rather special for the July issue. Please reserve me a copy. I don't want to miss this one.

Name
Address

SINCLAIR
User

MEGATAPE 17 • MEGATAPE 17 • MEGATAPE 17 • MEGATAPE 17 •

MEGATAPE 17 •



TIME

THE
ULTIMATE
EXPERIENCE IN
PINBALL

SCANNER



SUDDENLY ONE DAY IT HAPPENS! YOU ARE TRAVELLING,
AND WITHOUT WARNING YOU HAVE FALLEN INTO A TIME WARP.
A FATE. A DOOM. BEYOND ANYTHING YOU COULD IMAGINE
AWAITS YOU.

NOW! IT TEMPTS YOU IN.
TIMESCANNER THE ULTIMATE EXPERIENCE IN PINBALL!



MAIL ORDER: POSTRONIX LTD.
NEW ENTERPRISE CENTRE FREEHOLD STREET
NORTHAMPTON NN1 6EW TEL: 0604 791771
QUOTE REFERENCE ACT 11 FOR CONSUMER ENQUIRIES
TECHNICAL SUPPORT: 0734 310003

MARKETED AND DISTRIBUTED
BY ACTIVISION UK LTD.

- ★ MULTI-BALL PLAY ★
- ★ UP TO 5 FLIPPERS ON THE TABLE ★
- ★ 4 EXCITING STAGES: VOLCANO, SAQQARAH, RUINS AND FINAL ★
- ★ NUDGE AND TILT FEATURES ★
- ★ SPECIAL FINAL BONUS SCREEN - A COMPLETELY NEW "BREAKOUT" STYLE GAME ★



TIMESCANNER™ SE
ARE TRADEMARKS
SEGA ENTERPRISES
THIS GAME HAS
MANUFACTURED UNDER LIC
FROM SEGA ENTERPRISES LTD., J.

Sort out the  MEN from the  BOYS!

RUN THE GAUNTLET



"... What a brilliant game! ... all the action, thrills and spills. This is an excellent game, 50 Go and Run The Gauntlet, NOW!"
 "... apart from technical excellence, it's the sheer range of playable sections that makes Run The Gauntlet one of the best multi-event games ..."
 Crash

JETSKIS

HOVERS

SPEEDBOATS

METEORS

BUGGYS

Inflatables

SUPERCATS

QUADS

THE HILL

EXPLOSIVE EVENTS

SPECTRUM 8.99 COMMODORE 9.99 AMSTRAD 9.99

Also available on DISK.

ocean[®]

ATARI 19.99 AMIGA 24.99

6 Central Street Manchester M2 5NS
 Telephone: 061 832 6633
 Telex: 669977 OCEANS G Fax: 061 834 0650