

BEST SELLING SPECTRUM MAG!

SINGULAR

3er

No 89 HFLB.90

AUGUST 1989

£1.60

EXCLUSIVE!

INDIANA JONES

PLAYABLE DEMO!

PLUS

COMPLETE ROLE-PLAY ADVENTURE

PLUS ELECTROBNGO

ALL ON THIS TAPE!

LONE WOLF

TOUGH ENOUGH?

DIRTY TRICKS:-

MAPS FOR STORMLORD + RENEGADE III FORGOTTEN WORLDS - ENEMY ANALYSIS

MEGATAPE 18
IF NO MEGATAPE 18 IS ATTACHED HERE TELL YOUR NEWSAGENT IMMEDIATELY!

CO11305

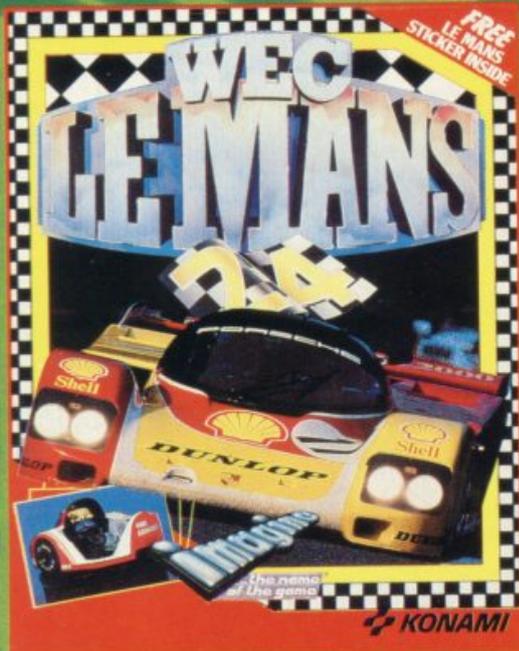
WIN:
A SAM SUPERCOMPUTER + OVER 300 GAMES!

BLUEPRINT:- INDIANA JONES - IN-DEPTH PREVIEW
COIN-OPS:- AUTUMN BLOCKBUSTERS REVEALED
WIN: A GHETTOBLASTER * A SURFBOARD * A RACE AROUND BRANDS HATCH

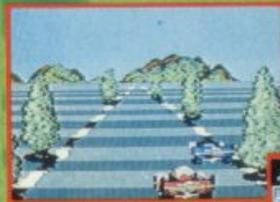
BLOODWYCHE POSTER FREE
MONEY OFF: FORGOTTEN WORLDS ULTIMATE CLASSICS



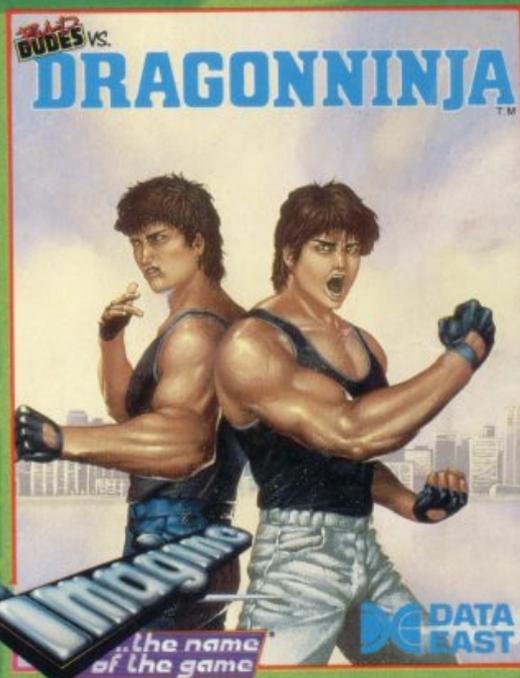
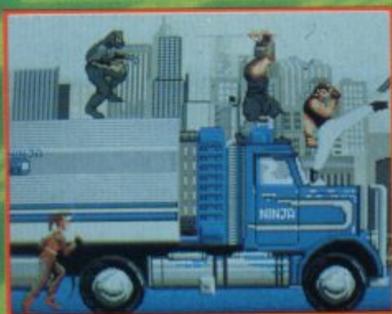
→ → PLAYFUL



WEC LE MANS
"Wec Le Mans has many things going for it... I reckon it will be the definitive racing conversion for 8-bit machines."
Wec Le Mans is not a game - it is the ultimate driving experience.



BAD DUDES VS DRAGON NINJA
"A sure winner with the official conversion to the home computer."
COMPUTER GAMESWEEK
"A very enjoyable and addictive game... The best conversion I have seen on the Amstrad."
AMSTRAD ACTION
"There is more than enough action in this one to keep you coming back for more."
ACE

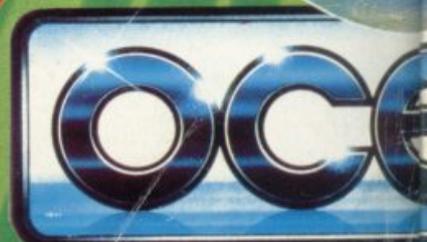


BATMAN
OPERATION WOLF

ATARI ST AMIGA
19.95 24.95

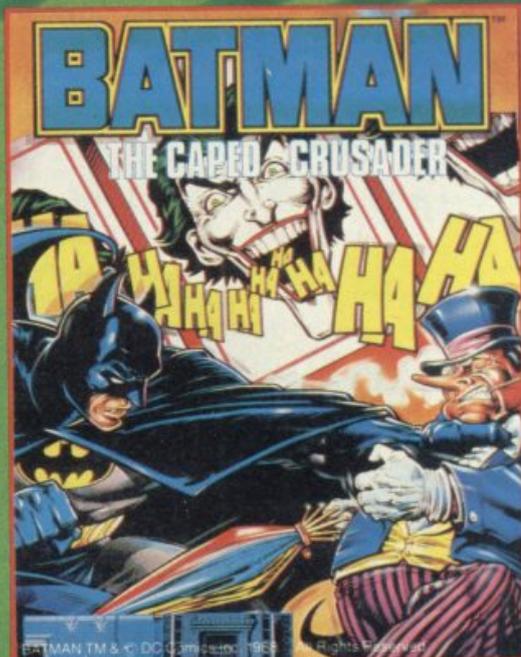
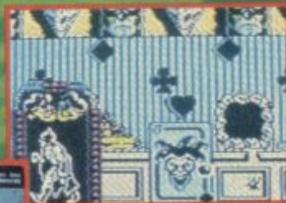
ROBOCOP
DRAGONNINJA

ATARI ST AMIGA
19.99 24.99



INTELLIGENCE

COP
 By the best film
 and is an utterly
 its own right-
 ss it."
OF THE MONTH
VIDEO GAMES



BATMAN
 "Incredible presentation... Just the
 right way to capture the comic book
 feel."

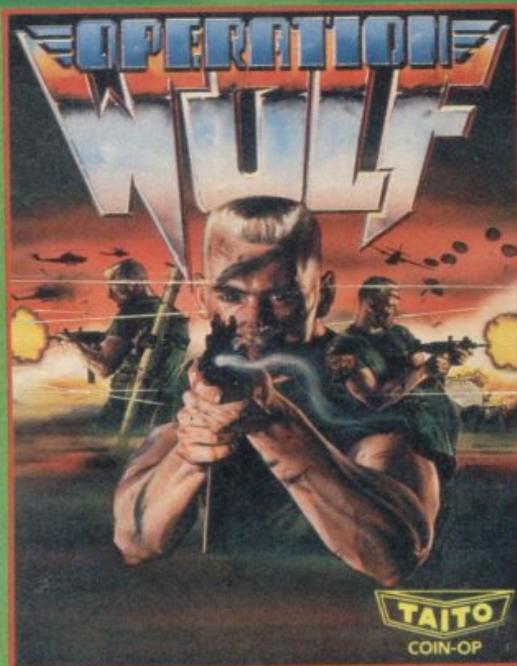
ZZAP SIZZLER ZZAP 64

"Batman The Caped Crusader will
 suit riddlers of all ages."
 AGU STAR GAME AMSTRAD
 COMPUTER USER

"Ocean have made a fantastic job on
 Batman and being in two parts you
 get excellent value for money,
 Brilliant!"
 A CRASH SMASH CRASH

OPERATION WOLF
 Voted "Game of the year." The
 world's No. 1 arcade game.
 "Super-smooth scrolling and
 excellent graphics... Without
 doubt this is a first class
 shoot em up."
 A CRASH SMASH CRASH

"Definitely the coin-op of the
 year... Buy Operation Wolf
 it's a brilliant conversion."
C+VG GAME OF THE MONTH
COMPUTER + VIDEO GAMES



BATMAN
 ROBOCOP
 WEC LE MANS

SPEC/AMS
9.95
 COMM

OPERATION
 WOLF
 DRAGON NINJA

SPEC AMS
8.95 9.95
 COMM

Meet the "Team JIM "Pedal Car" Douglas

To see Jim hurtling along the by-pass towards EMAP each morning, you'd never believe that he was pedal-powered. But it's true, brightly-coloured, high-impact polyurethane Jim has no motorised parts whatsoever.



Safe for children above the age of 6, Jim comes in a variety of colours with optional go-faster stripes, rear-view mirrors and a big knob on the gear stick.

ALISON "Sindy" Skeat

Supercool Sindy Skeat features a super

Mediterranean tan, extra long hair, brilliant T-shirt and bikini, super trendy sunglasses and hair twists. She's ready for fun on the beach, in a boat, back at the hotel, in fact anywhere you fancy - and you can bend her into the most incredible positions. Optional accessories extra.



TIM "Play Skool" Noonan

Just the thing for boys and girls with enquiring minds. Non-toxic, shatterproof Tim is perfect for ages 4 and upwards. Tim teaches shape recognition and hand-to-eye co-ordination, and no matter how much the little terrors kick him around the room he'll come up clean and sparkling with a wipe of a damp cloth.



CHRIS "Fluffy Pig" Jenkins

Soft and cuddly on the outside, and soft and cuddly on the inside too, Piggy Chris is everyone's favourite toy. He might have some disgusting habits, but with his little piggy eyes, big piggy nose and curly tail he's hard to resist. Completely fireproof and with locking safety eyes, Piggy Chris is the toy you'll want to take home and fondle.



Special thanks this month: John "If not tomorrow, the day after" Cook, Tony "I've had her" Dillon, Gary "Ner-ner-ner-ner-ner, Baat-Maan" Whitta, ADVENTURE **The Sorceress DIRTY TRICKS Jon Riglar TECHNICAL Andrew Hewson, Rupert Goodwins ADVERTISEMENT MANAGER Katherine "It's a bit orange" Lee ADVERTISING EXECUTIVE Martha "Is he not?" Moloughney AD PRODUCTION Emma "Jaffa Cakes" Ward PROMOTIONS Debbie "I must be going" Pearson PUBLISHER Terry "Body Language" Pratt MARKETING Clive "Hopkins" Pembridge DROP US A LINE AT: Sinclair User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU OR RING US ON: 01-251 6222 OR FAX US ON: 01-490 1095 THIS MONTH'S COVER: Lone Wolf from Audiogenic. COVER ARTIST: 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 magazine may be copied, translated, transcribed, yodelled, made into paper aeroplanes or otherwise abused without the permission of the publishers, EMAP B&CP, which we should warn you hasn't been given for centuries.

CONT



COVER GAME 27

Lone Wolf. More than just a boring old game, it's part of a huge concept; role-playing books, boardgames, phone-ins, tea-towels and the like. But we'll start with the game 'cos this is a computer magazine, despite what Mrs A. Hateful of Camberley claims about us being the tools of Satan.

WIN A SURFBOARD! 66

When we told Tim "Toobin" Noonan about this one he went blue with envy. Loads of summery gear up for grabs from Hewson, including surfboards, buckets and spades, t-shirts, Heatwave games compilations - let's hope we get this one judged before Christmas, eh readers?

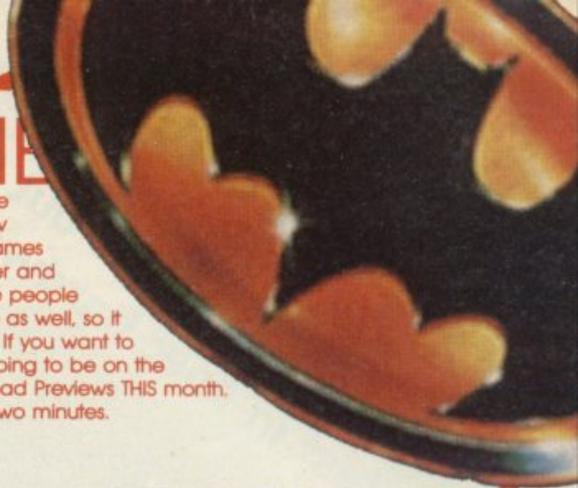


Fantasy Interactive Scenarios by Telephone - F.I.S.T. That's what our lad with the broadsword and the Betacom phone delves into this ish.

EVENTS

PREVIEW

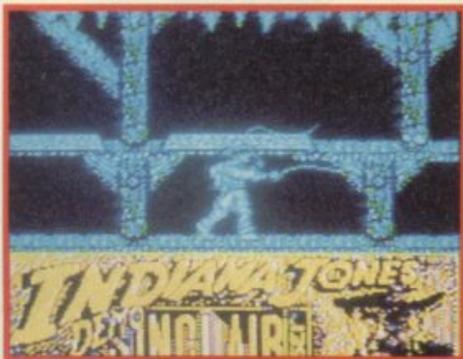
Black Tiger, Muties Stole My Truck, Batman, New Zealand Story – the games in Previews get stranger and stranger. Mind you, the people doing the previews do as well, so it doesn't make any diff. If you want to keep up with what's going to be on the shelves NEXT month, read Previews THIS month. Preferably in the next two minutes.



MEGATAPE 18

I don't know, how do we get all this wonderfulness onto the Megatapes without them melting. Apart from a playable demo of part of the very marvellous Indiana Jones and His Old Dad game, there's another adventure game from the man behind Portals of P'Thall, Martin Page. Actually he wasn't behind it, he was standing slightly to one side. Anyhow, The Seven Parchments is one of his, and it's full of role-playing pixiness.

NOT TO MENTION (But we will anyway) the third installment of our unique Electrobingo game. Another chance to win fab software and hardware prizes, and you don't need to answer questions about the life and times of Mary Queen of Scots AT ALL!



POSTER 59



Mirrorsoft's Bloodwyche is the eagerly-awaited role-playing adventure featuring huge slimey demons like this Chris Achilles creation. We thought you'd like to pin it on the wall and give your puppies nightmares.

OUTLANDS 84

All the usual nonsense; squashy toys, mad machines, gloopy games, the sort of things you want to play with when you're fed up with your Spectrum. Have you noticed how all the other magazines have started pinching ideas from Outlands? We have!

PRIZES! PRIZES! WIN A RACE! 40

In our rather fast-moving Crazy Cars 2 contest you can win, wait for it, not a crummy plastic model car, but a real car! Except that you don't get to keep it. But you DO get to drive it around Brands Hatch, the most famous track in Brands Hatch! You'll get a video briefing session, a zoom around the course under the skilled eyes of an instructor, then the chance to go it alone! What makes these Entertainment International guys so generous?

WIN A LIGHTGUN! 64

They're brand new, they're rather good and we've got three of them to give away. What could they be? Electrically-operated bagpipes? Self-inflating foodmixers? No, silly, Light Phaser guns for the Spectrum. We've got three gun-'n'-game packs to give away through the unparalleled generosity of Virgin-Mastertronic, so hurry up and enter or else they'll blub.

DIRTY TRICKS DEPT 16

Every day, in every way, Dirty Tricks Dept is getting better and better. This month we've got ginormous maps of Storm Lord and Renegade III (Yes, and who took all the photos, that's what I want to know, shut up Jenkins you're getting paid for it). Yes and there are more of those spiffy Bronze Stars (IE complete show-offs) boasting about their high scores.

BADGES GALORE! 72

We've got so many **SU** Crew badges to get rid of, we've devised possibly the stupidest, easiest competition of all time to give us an excuse to shift them. Can you read? Then you won't have much difficulty with this one. And as you compete you'll find out the truth behind the lies (or the lies behind the truth) about working at **SU**. If this can be called working.

LIGHT GUN SPECIAL 6

It's here – Sinclair's flipping wonderful lightgun for the Spectrum. Apart from this lethal bit of kit, the package comes with six games, some old, some new, so you can spend hours in darkened rooms ruining your eyesight (but not really). Is it worth the dosh? Only Tony Dillon, the meanest man south of Carlisle, is qualified to comment – so we asked him, and he told us.

BLUEPRINT 58

Indiana Jones and The Last Crusade, a demo of which appears on this month's Megatape, looks SOOO wonderful and SOOO playable* that we knew you'd want to know more about how it was put together. So here it is. The whole poop. Well, some poop, but most of it is really good stuff.

THE REGULAR EVENTS

Contents	4
Megatape	12
Dirty Tricks	16
SU News	22
Tell It To Wayne	30
Write Stuff	38
Charts	42
Poster	50
Compo Winners	54
I've Got This Problem	56
Blue Print	58
Sorceress	68
Precinct 19	70
Coin-Ops	74
Supercoupons	76
How the Hell?	78
Outlands	84

Lightgun

shielded from outside light interference. One gripe with the design was the angle the handle is set at. It's

much closer to 90 degrees than most actual guns, which means that aiming the gun seems too unnatural to start with. You have to remember to lift the muzzle, as holding the gun naturally results in the muzzle pointing earthward.

In tests, the gun performed with a large margin of success, but there were still times when it did things you wouldn't expect. Even so, it still looks poised to be much more of a success than the ill-fated

Stack Light Rifle. It's by no means a defensive addition to your home entertainment system, but if guns are your thing, you could do a lot worse than shell some dosh on this.

I remember having this explained to me when I was a nipper. Two things happen when you pull the trigger. Firstly, the light source in the muzzle of the gun fires a beam of infra red light at the screen. Secondly, the computer is told to stop everything and 'read' the screen to find the point that the spot of infra red light is hitting the screen.

To understand how the computer does that, you have to know how the TV picture is built up. A little spot races across the screen 625 times, leaving a trail of colour behind it. Then it goes back to the top of the screen and does it again. This it does 50 times a second. What Mr Spectrum does when the trigger is pulled is ask Mr Dot where he meets Mr Infra Red. Mr Dot tells Mr Spectrum and Mr Spectrum reacts as it should. If, for example, it finds that there is a man stood in the position that the infra red dot is touching the screen, it displays the man drying.

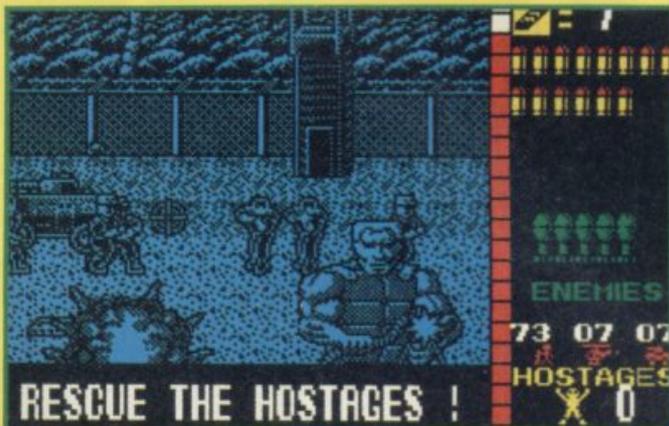
Unfortunately, this process takes a moment or two, and one of the resulting side effects is the game slowing for a second. The other major side effect is that the spectrum blocks out areas of the screen, creating large raster bars across the screen for a second or two.

You've unloaded your wad into Arkwright's Hardware Emporium's cash register. You've ran home expectantly with

your Sinclair labelled box under your arm. You kick open your door, you run up to your room and lock the door behind you. You pull out your Spectrum, set it up and plug in your brand new Sinclair Lightgun. Then, what do you do?

Easy, you load up one of the six free games bundled in with your plastic death machine. Here, we present a detailed look at the direction your first few tentative

shots are going to be aimed. Some of the names might seem vaguely familiar, others are a totally new spectrum experience. Make up your own mind as to which is which.



Operation Wolf

Easily the star of the pack, and possibly the sole reason a lot of people are going to buy the Lightgun. If you are a Zeeb from the planet PetShopBoys in the galaxy of Crappomuzik, then you're probably the only person who hasn't heard of this mega-sadistical Vietnam completelt-annihilate-em-up.

You are a Vietnam-posted soldier with a mission. More importantly however, you are a Vietnam-posted soldier with a gun and a stash of grenades. By cleverly utilising the two, your aim is to single-handedly win the war.

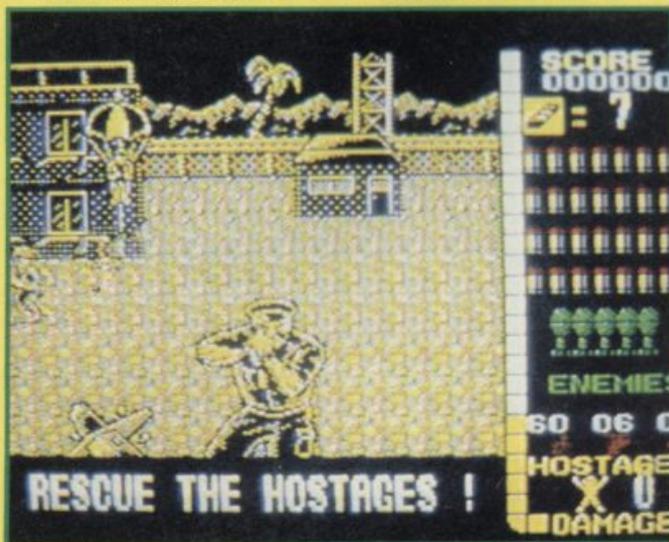
You only need to glance back a couple of issues to find that we thought the original, joystick controlled conversion of this completely classic coin-op was a monster hit. But still we moaned. Wouldn't it be nice, we said, if somebody could take the original control method of using a replica gun and playing like that. And now somebody has.

And it's every bit as good as the



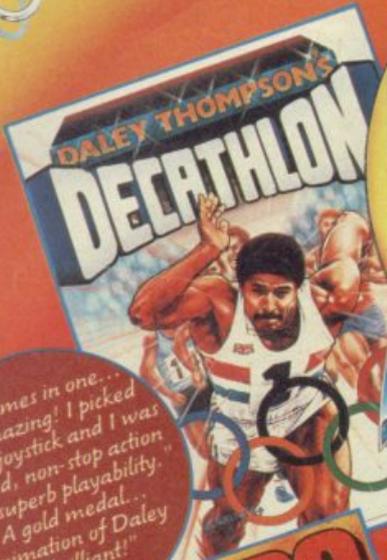
original Spectrum version. The game is the same, only now gone are the crosshairs and the keyboard entanglements. Now if you want to down a soldier, just level the gun with his head, and fire away.

It all sounds fine in theory, but practice is another matter. Aesthetically, the game is spoiled by the ever present raster bars and the slowing down caused by constant firing of the gun. Small discrepancies in the accuracy of the



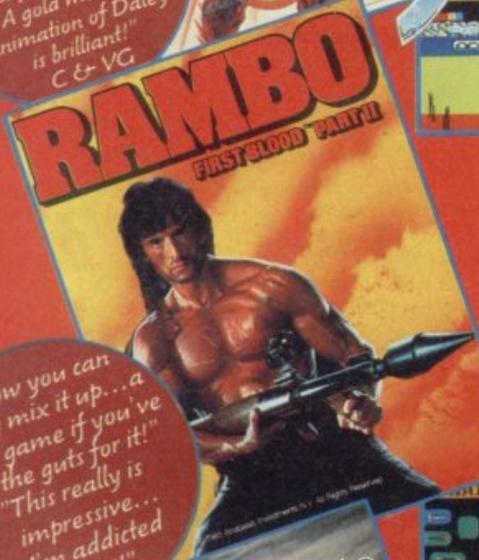
NOW THE HIT NAMES · THE HIT GAMES
From

**The
HIT
SQUAD**



"10 games in one... it's amazing! I picked up my joystick and I was hooked, non-stop action with superb playability. A gold medal... animation of Daley is brilliant!"
C & VG

"I just can't put it down!... the variety of moves is fantastic and the game-play is explosive!... All the features of the coin-op hit... fist devotees will love it." ZZAP



"Now you can really mix it up... a great game if you've got the guts for it!"
"This really is impressive... I'm addicted to it!"

"This is a mega-game!... capturing all the atmosphere, tension and excitement of the T.V. hit series... Another winner" YOUR COMPUTER



"It's brilliant!... it's fast! it's addictive and it's a CRASH and SMASH!" All the thrills and spills of the arcade original... a game road-race fans cannot be without!
CRASH

"Brilliant playability... fast, furious and terribly addictive!... One of the best bomb and around" ZZAP



**HIT NAMES
HIT GAMES · HIT SQUAD**

THE FIRST SIX TITLES IN A RANGE OF SUPERB GAMES
AT **INCREDIBLE PRICES** – ASK FOR THEM BY NAME AT YOUR
COMPUTER SOFTWARE STOCKIST **ONLY £2.99.**

Spectrum · Commodore · Amstrad

LIGHT

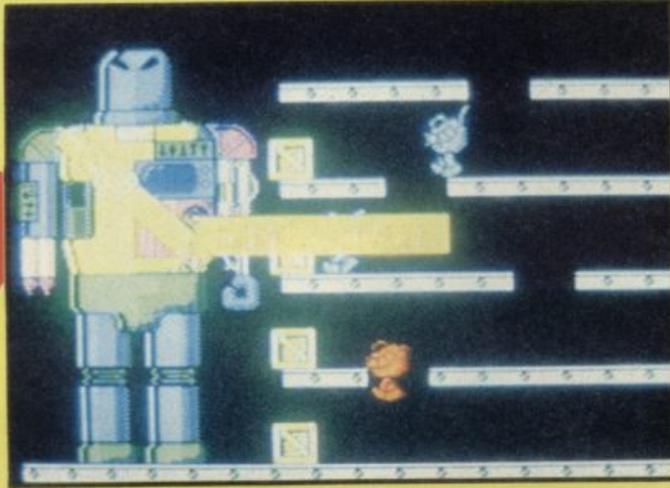
Blast

Robot Attack

Why does this game remind me solidly of the games you used to be able to buy for

your Atari VCS 2600. Robots move along the levels, picking up packing crates as they go. Pick them off with repeated body shots before they get to the bottom, as piece by piece they construct a giant robot to take over the world.

Final verdict: Sounds, plays and looks dated. Still fun with the gun though.



Target Range

It had to be here somewhere, a target range. Bonusses flash up onto the screen with a value shown on their face. The more time they spend on the screen, the lower the value gets. Simple idea, simple game.

Final verdict: Starts simple enough, but soon turns into a frantic blasting session. Excellent as a filler, not so good as a stand alone game.

TOP TEN SHOOTERS -



1. Tis but a scratch ! 10
2. Its only a flesh wound ! 60
3. Youre a loony ! 40
4. Moistened bint with a scimitar! 10
5. Go and boil your bottom ! 10
6. Bring out yer dead 10
7. Sheeps bladders prevent quakes 10
8. Ni Ni Ni Ni ! 10
9. Its only a model, sssh ! 10
10. Youre footing yourself.. 10

Alien Space Blasters

Luke Skywalker flying through the asteroid debris of Alderaan or what? You control the gun turret of the U.S.S. Queensryche on it's journey to the mystic planet of Tate. Rocks fly from all directions, along with little space aliens and

space craft. Your mission, shoot everything in sight.

Final verdict: Interesting to start with, but the lack of variation soon dullens what could have been an exciting solar escapade.



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, so 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

9

EXPLOSIVE EVENTS

SPECTRUM COMMODORE AMSTRAD
8.99 9.99 9.99



ATAPIST AMIGA
19.99 24.99
 6 Central Street · Manchester · M2 5NS
 Telephone: 061 832 6633
 Telex: 669977 OCEANS G · Fax: 061 834 0650

Also available on DISK.

Welcome to Megatape 18! Exclusive is the name of the game this month with two entirely fantastic software morsels that you won't have seen anywhere else before. And, of course, we've got the third instalment of the incredible Electrobingo.

MEGA

TAPE 18

INDIANA JONES

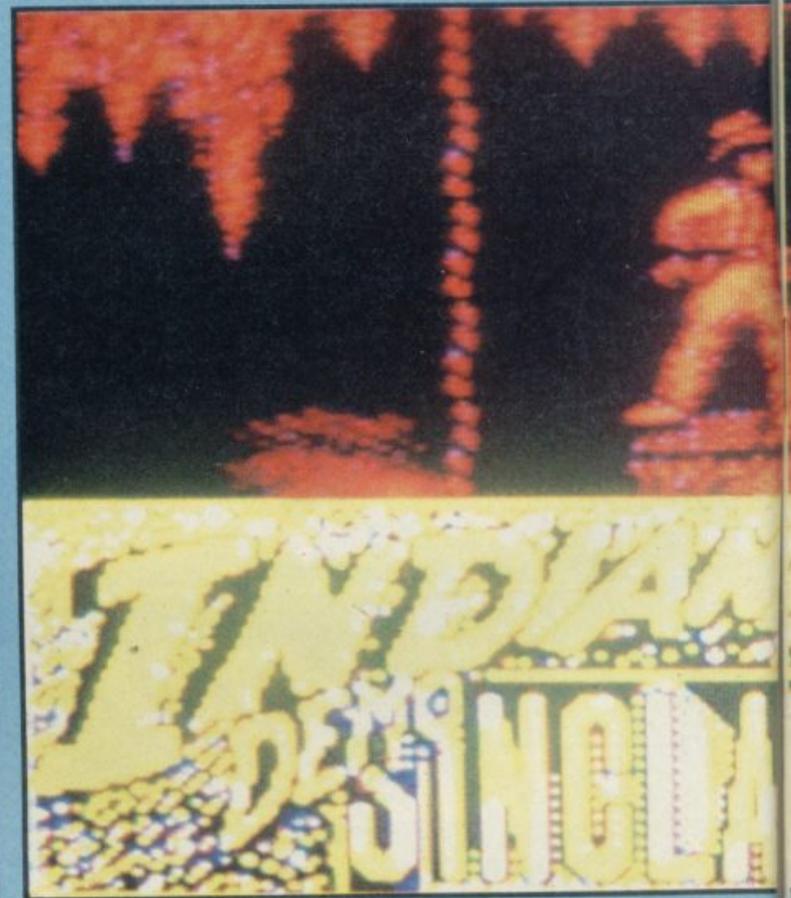
You've seen all the movies, you've worn the T-shirt, you've read the book, you've eaten the popcorn, you've voted in the elections, now exclusive to **SU**, play the demo!

You are the intrepid adventurer Indiana Jones (get away) on his final crusade. Yes folks, this one is honesty and positively the last one ever. Never again will Indy step out on another crusade. Never will we see Indiana Jones and The Crusade after The Last One. But you needn't concern yourself with that.

In our demo, all you have to concern yourself with is getting through the level. Indy starts on the left, he has to get to the right.

Load it up by entering into 48K mode (if required unless you have a 16K Spectrum in which case you're a bit behind the times aren't you?) and type LOAD "". See the amazing loading screen. Watch the incredible loading counter. Then, when the game is loaded, enter your favourite control method, star-sign and shade of blue and go Indy go!

What a fine specimen of a man Indy is, you muse as he starts walking. But where is his famed bullwhip, you spot as he swings a punch in the direction of an advancing enemy. Oh there it is, hanging on a wall. Quick, pick it up. Now this is the Indy we all know and love. Bullwhip cracking, joke cracking and wise-cracking.

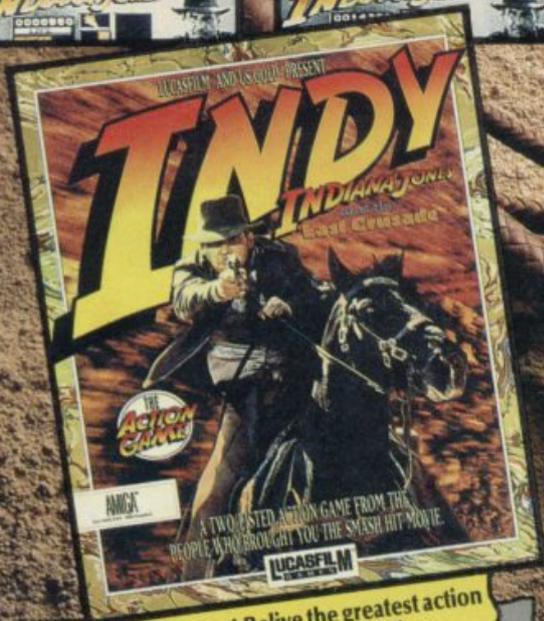


The Man with the Hat is back!

INDY

INDIANA JONES
and the
Last Crusade

SCREEN SHOTS FROM VARIOUS FORMATS



Whip those bad guys ... as only Indy can! Relive the greatest action scenes from the greatest Indy movie of them all. It's red hot, slam bam action in true Indiana Jones style!

- Capture the Cross of Coronado.
- Overcome a savage rat attack.
- Fight your way out of a giant Zeppelin.
- Survive the deadly tests of the Grail Temple.

.... and much, much more!

CBM 64/128 & AMSTRAD £9.99C/£14.99D • ATARIST & CBM AMIGA £19.99
SPECTRUM 48/128K £8.99C • IBM PC & COMPATIBLES £24.99

U.S. GOLD LIMITED, UNITS 2/3
HOLFORD WAY, HOLFORD,
BIRMINGHAM B6 7AX. TEL: 021 625 3388



MEGA

OBJECT OF THE GAME

The object of the game is to find the fabled seven parchments of Kandos and return to your cottage. You will find your quest an extremely hazardous and dangerous mission.

Those familiar with adventure gaming will already know the 'ropes' regarding the way proceedings are conducted. However a rough outline to the uninitiated follows.

The player can manipulate the computer and 'story' by entering (after (What now?) is displayed on the screen), a verb and a noun, or occasionally a verb on its own, e.g. HELP.

If the computer 'understands' your instructions, the result will be displayed on the screen. There is normally about a ten second delay while the machine searches its memory for the appropriate data. It understands about 125 words and it's surprising how much can be input successfully. Any misunderstood commands of any sort will be displayed on the screen.

NOTE: No more than 32 characters can be entered at one time. More detailed use of special verbs follow.

GO

This can be followed by NORTH, SOUTH, EAST, WEST, UP or DOWN. As this verb is used extensively, you can simply input NORTH, SOUTH, etc, or even N, S, etc on its own. All directions that are currently available will be displayed accordingly. These may change, so keep a careful eye on the screen.

ELECTROBINGO

ELECTROBINGO III

Welcome to the third episode of Electrobingo! It doesn't matter if you haven't got last month's issue, you can still enter the compo and win one of the fab prizes shown below:

What to do:

Load the Electrogame - It's the first program on Side A of the cassette. Now, those of you who had last month's issue will know what to do. This month, things become a little bit more difficult. You need to glide your Charge Ball around the maze of power-plants, charging them with energy. You charge a plant by circling it. You only have a limited amount of Charge, so you musn't dither about. Chasing you are two evil lightning bolts which will wipe you out on contact.

This month we've made your life even more difficult! The powerplants are now completely invisible until you circle them! You'll have to guess where they are and where you can and can't go. While this doesn't sound too tricky, we think it will give you enough to be thinking about.

Move around the grid using keys Q/AOP, circling the powerplants. Once they're circled, they'll light up. Once you've lit all of them, you can use the ELECTROCOMPUTER.

Type in your number digit by digit on the Electrocomputer, using the cursor to highlight which character you want to input next. Once you've typed in the number correctly, the comp will work out if your number is one of this month's winners. It will then explain what to do. Remember to try the numbers from previous issues: they may well be winners this time round!

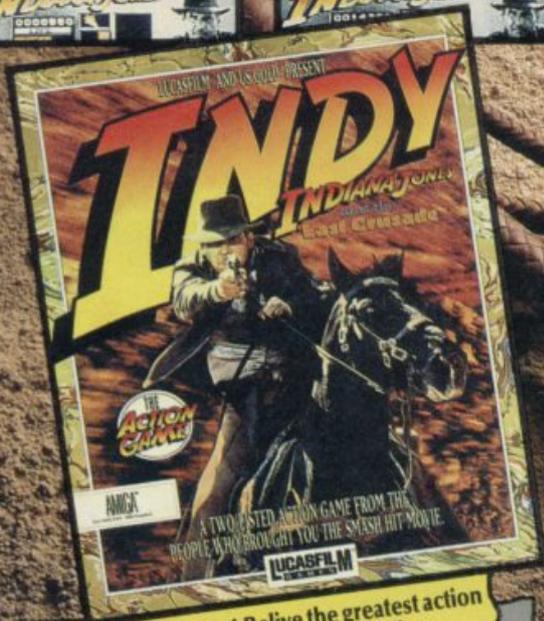
IMPORTANT: DO NOT TELEPHONE UNLESS YOUR COMPUTER TELLS YOU THAT YOU HAVE WON. DO NOT BOTHER HACKING THE PROGRAM. YOU WILL NEED TO PRODUCE YOUR FRONT COVER AS PROOF OF YOUR NUMBER.

The Man with the Hat is back!

INDY

INDIANA JONES
and the
Last Crusade

SCREEN SHOTS FROM VARIOUS FORMATS



Whip those bad guys ... as only Indy can! Relive the greatest action scenes from the greatest Indy movie of them all. It's red hot, slam bam action in true Indiana Jones style!

- Capture the Cross of Coronado.
- Overcome a savage rat attack.
- Fight your way out of a giant Zeppelin.
- Survive the deadly tests of the Grail Temple.

.... and much, much more!

CBM 64/128 & AMSTRAD £9.99C/£14.99D • ATARIST & CBM AMIGA £19.99
SPECTRUM 48/128K £8.99C • IBM PC & COMPATIBLES £24.99

U.S. GOLD LIMITED, UNITS 2/3
HOLFORD WAY, HOLFORD,
BIRMINGHAM B6 7AX. TEL: 021 625 3388



MEGA

OBJECT OF THE GAME

The object of the game is to find the fabled seven parchments of Kandos and return to your cottage. You will find your quest an extremely hazardous and dangerous mission.

Those familiar with adventure gaming will already know the 'ropes' regarding the way proceedings are conducted. However a rough outline to the uninitiated follows.

The player can manipulate the computer and 'story' by entering (after (What now?) is displayed on the screen), a verb and a noun, or occasionally a verb on its own, e.g. HELP.

If the computer 'understands' your instructions, the result will be displayed on the screen. There is normally about a ten second delay while the machine searches its memory for the appropriate data. It understands about 125 words and it's surprising how much can be input successfully. Any misunderstood commands of any sort will be displayed on the screen.

NOTE: No more than 32 characters can be entered at one time. More detailed use of special verbs follow.

GO

This can be followed by NORTH, SOUTH, EAST, WEST, UP or DOWN. As this verb is used extensively, you can simply input NORTH, SOUTH, etc, or even N, S, etc on its own. All directions that are currently available will be displayed accordingly. These may change, so keep a careful eye on the screen.

ELECTROBINGO

ELECTROBINGO III

Welcome to the third episode of Electrobingo! It doesn't matter if you haven't got last month's issue, you can still enter the compo and win one of the fab prizes shown below:

What to do:

Load the Electrogame - It's the first program on Side A of the cassette. Now, those of you who had last month's issue will know what to do. This month, things become a little bit more difficult. You need to glide your Charge Ball around the maze of power-plants, charging them with energy. You charge a plant by circling it. You only have a limited amount of Charge, so you musn't dither about. Chasing you are two evil lightning bolts which will wipe you out on contact.

This month we've made your life even more difficult! The powerplants are now completely invisible until you circle them! You'll have to guess where they are and where you can and can't go. While this doesn't sound too tricky, we think it will give you enough to be thinking about.

Move around the grid using keys Q/AOP, circling the powerplants. Once they're circled, they'll light up. Once you've lit all of them, you can use the ELECTROCOMPUTER.

Type in your number digit by digit on the Electrocomputer, using the cursor to highlight which character you want to input next. Once you've typed in the number correctly, the comp will work out if your number is one of this month's winners. It will then explain what to do. Remember to try the numbers from previous issues: they may well be winners this time round!

IMPORTANT: DO NOT TELEPHONE UNLESS YOUR COMPUTER TELLS YOU THAT YOU HAVE WON. DO NOT BOTHER HACKING THE PROGRAM. YOU WILL NEED TO PRODUCE YOUR FRONT COVER AS PROOF OF YOUR NUMBER.

TAPE

```

your location:
Your bedroom
A bed can be seen in the corners
There is little else

Exits & objects:
Down

>examine bed
You find an ornate chess set

>get chess set
O.K.

```

The computer will then show you a new scene, further instructions after 'What now?' is displayed. Note: Sometimes directions will not automatically be reversed to return to a given point; e.g. to get from B to A - GO NORTH; from B to A - GO SOUTH. You could find in the latter example that GO WEST would be the correct route.

This would be the result of the former route from A to B taking your round in a ninety degree angle.

It is advisable to make a map of your explorations.

If AND ONLY IF you are told that you have won the FIRST PRIZE, telephone 01-251 6222 and ask for extension 2409. We'll tell you what to do next.

If you win a runners-up prize (again, your computer will tell you), send your front cover to "Electrowinners Month 3", US Gold, Units 2/4 Holford Industrial Estate, Birmingham B6 7AX.

If you don't win this month - don't throw away your issue, it could still win you a prize next month.

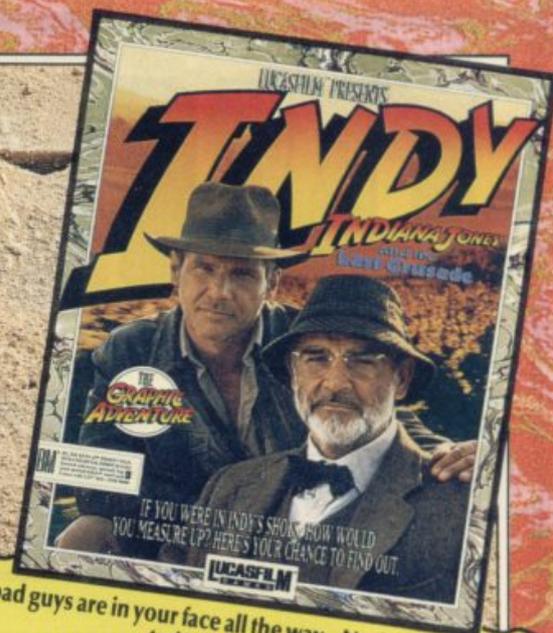
Nasty Legal Notice:

"Electrobingo", "Electrogame", all program code, typographical copy, logos, artwork and associated publicity material is strictly Copyright Sinclair User 1989. They may not be reproduced - because it's just not the done thing, is it? I mean, you wouldn't steal things from other places, would you? No. Well then. And besides, if anyone does breach the restrictions explained above, we'll send the boys round to deliver a good kicking.

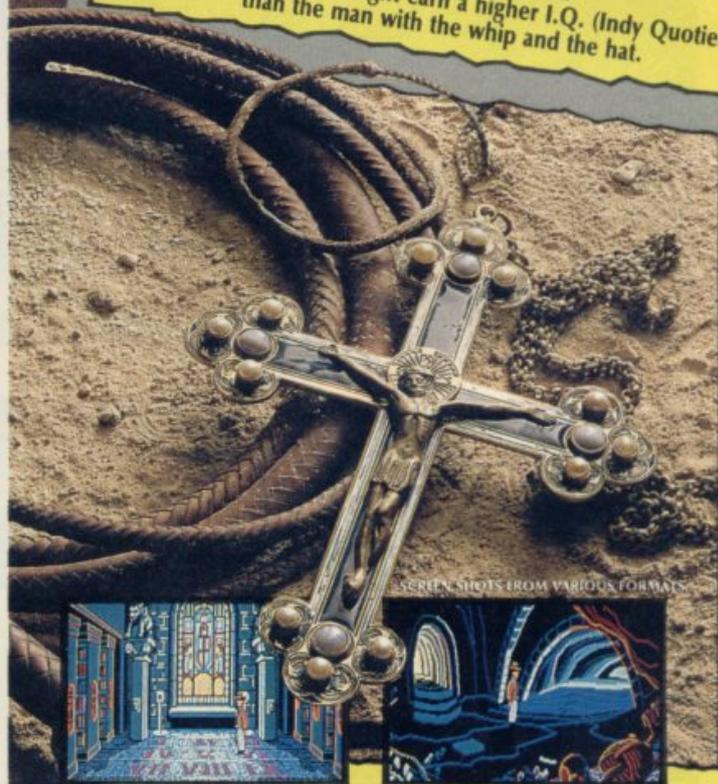
Rules

No employees or relatives of employees of US Gold or EMAP are eligible for entry of this contest. Entrants of the competition must provide an **undamaged** front cover with the number clearly visible and unmarked as proof. Any entrant who supplies a cover deemed to be defaced in any way will automatically nullify their entry. The decision of the Editor is absolute and final and no correspondence will be entered into.

SCORE
0000



The bad guys are in your face all the way - Nazis, mercenaries, traitors and spies. Not to mention everything the Luftwaffe can throw at you. Can you handle the rest? If you can, you just might earn a higher I.Q. (Indy Quotient) than the man with the whip and the hat.



- Visit dozens of locations not seen in the movie.
- Over 100 sound effects ... plus movie theme music.
- Comes with Henry Jones clue packed Grail Diary.

And this time he's bringing his Dad!

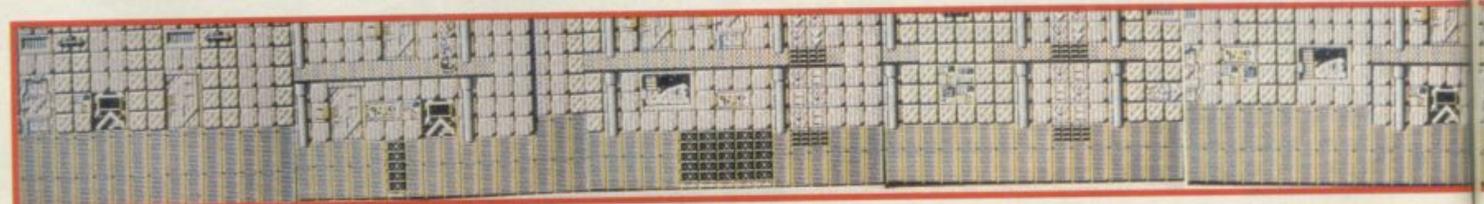
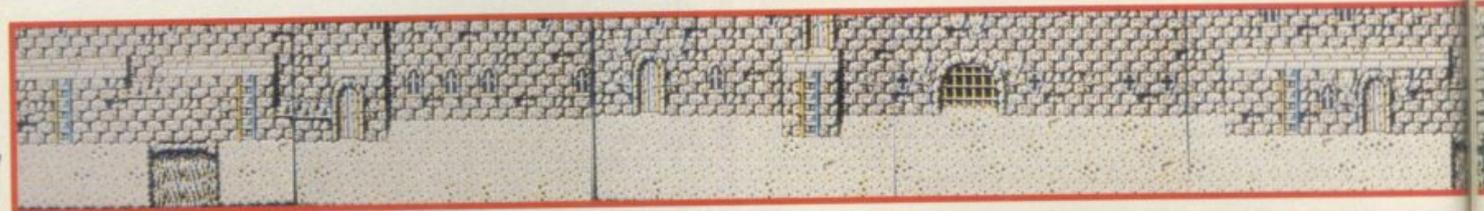
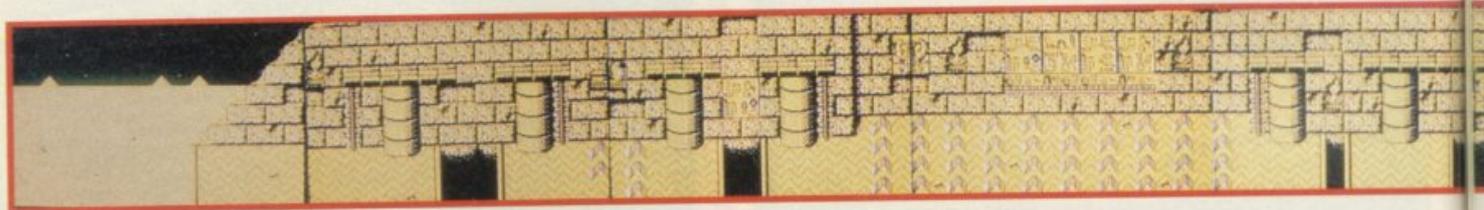
ATARI ST & CBM AMIGA £24.99 • IBM PC & COMPATIBLES £29.99

LUCASFILM
GAMES

TM & © 1989 LUCASFILM LTD., LTD.
INDIANA JONES
INDY AND LUCASFILM GAMES ARE
TRADEMARKS OF LUCASFILM LTD.
ALL RIGHTS RESERVED

DIRTY TRICKS

RENEGADE T



Each month, the Dirty Tricks Department brings you the very latest, hottest and most accurate techno-tips for all the worthwhile Spectrum games hitting your small screens right now. No more faffing around worrying about the nasties in Ocean's **Renegade 3** as we bring you the map. Get ahead in Hewson's **Stormlord**, as we run down the best in playing guides you'll find anywhere. Take a gander at this month's combat heroes in the **Bronze Stars** section. And we've got top secret info on the enemies in **Forgotten Worlds**.

Stormlord is the latest 8 bit release from Hewson and is written by the same author as **Cyberoid**, **Exolon** and the other one which nobody remembers because it looked exactly the same as the first.

LEVEL ONE

This level is so hard that it'll probably make you wonder whether there are actually any other levels in the game at all, if you see what I mean. What you need to do is grab the nymph's which are positioned in crooks and crannies throughout the level.

So here we go. Head left at the start of the game. If you lose a life, start again - you'll need all your lives later on. After a few seconds you'll notice the first fairy hanging down from the ceiling. Sat on the same platform as the fairy is a springboard which, when stepped on, will whizz you off to another part of the level, so carry on moving left. Then you'll

encounter your first nasty. The best way to describe this is volcano-like. Check out the map.

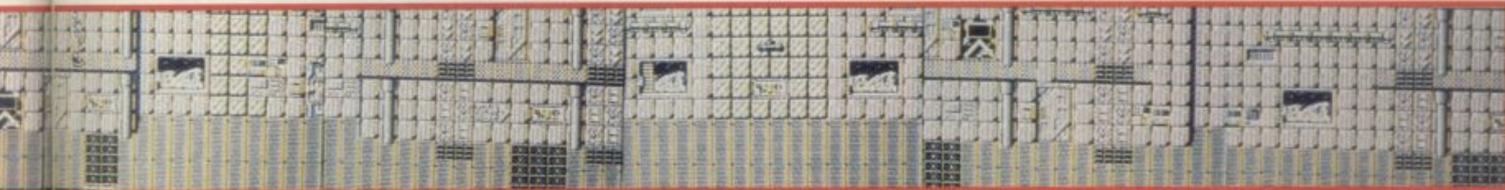
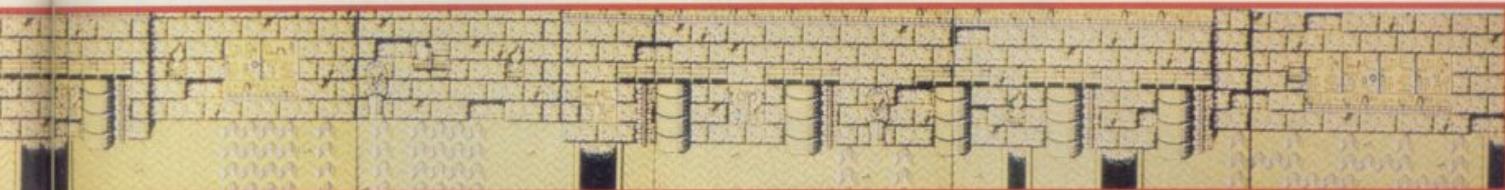
To get past the critter, jump straight up into the air and when your man starts to fall downwards again, press the left key once. The guy should now land with one foot hanging onto the side of the monster. Now wait until the ball flied up into the air, and when there is enough clearance for your guy, leg it quickly across to the other side of the screen.

Grab the key on the far left of the level, then turn around and walk back, avoiding the monster as described above. Pass by the start position and carry on till you reach a set of platforms with lots of little wriggly things appearing everywhere. These are killers. Don't walk into them. Don't jump on them. Jump up onto the top left hand ledge. Duck down and blast away at the level opposite until you've killed all the critters that are hiding there. When that level is clear, and the way below is clear, drop down and leg it off to the right. About now things will start to get busy again, so turn and blast as many nasties as you can and then, when you've got a spare moment (unlikely, I know) jump up and over to the right onto the nearby ledge. Watch out for your head as you walk to the right and jump over towards the locked door. If you've timed everything okay, you should be able to jump over any critters crawling around on the floor below and land directly in front of the door.

Now you should be able to unlock the door immediately because you've collected the key, right? If you've forgotten

CKS DEPT.

THROUGH TIME



you'll have to go back. Now we're really cooking. Right in your path is a spring board. Don't stay on it too long otherwise you'll end up transported somewhere you don't particularly want to go - instead grab the umbrella on the other side of the screen. (Watch out for the crumbling platform and the venus fly trap right below it). Once you've got the umbrella jump onto the spring board and collect the fairy which is sat at the other end of your journey. There isn't anywhere to go at the other end, so best you jump back on the springboard and come back.

You've now collected yourself a fairy and an umbrella. Walk over to the volcano-like monster and try not to collect the pot of honey. If you accidentally pick it up, all you've got to do is jump back on the umbrella. Couldn't be simpler. Pass by the nasty and jump over the skeleton statue and then drop down onto the spring-board. This will transport you away to the new section. Here you'll find yet another spring-board, but this one only transports you back, so avoid it at the moment. Right next to it, are two volcano-type monsters and dropping down from the ceiling are a load (and we're talking mega loads here) of rain drops. These won't effect you now because you still have the umbrella, so simply avoid the two volcanoes (if that's how you spell it) and jump onto the skeleton statue. Right now is when things get a bit hairy.

As soon as you walk over to the right from the statue, you'll be attacked by fleets of flying dragons, so you'll need to keep on the move and blasting as much as you can. Right at the

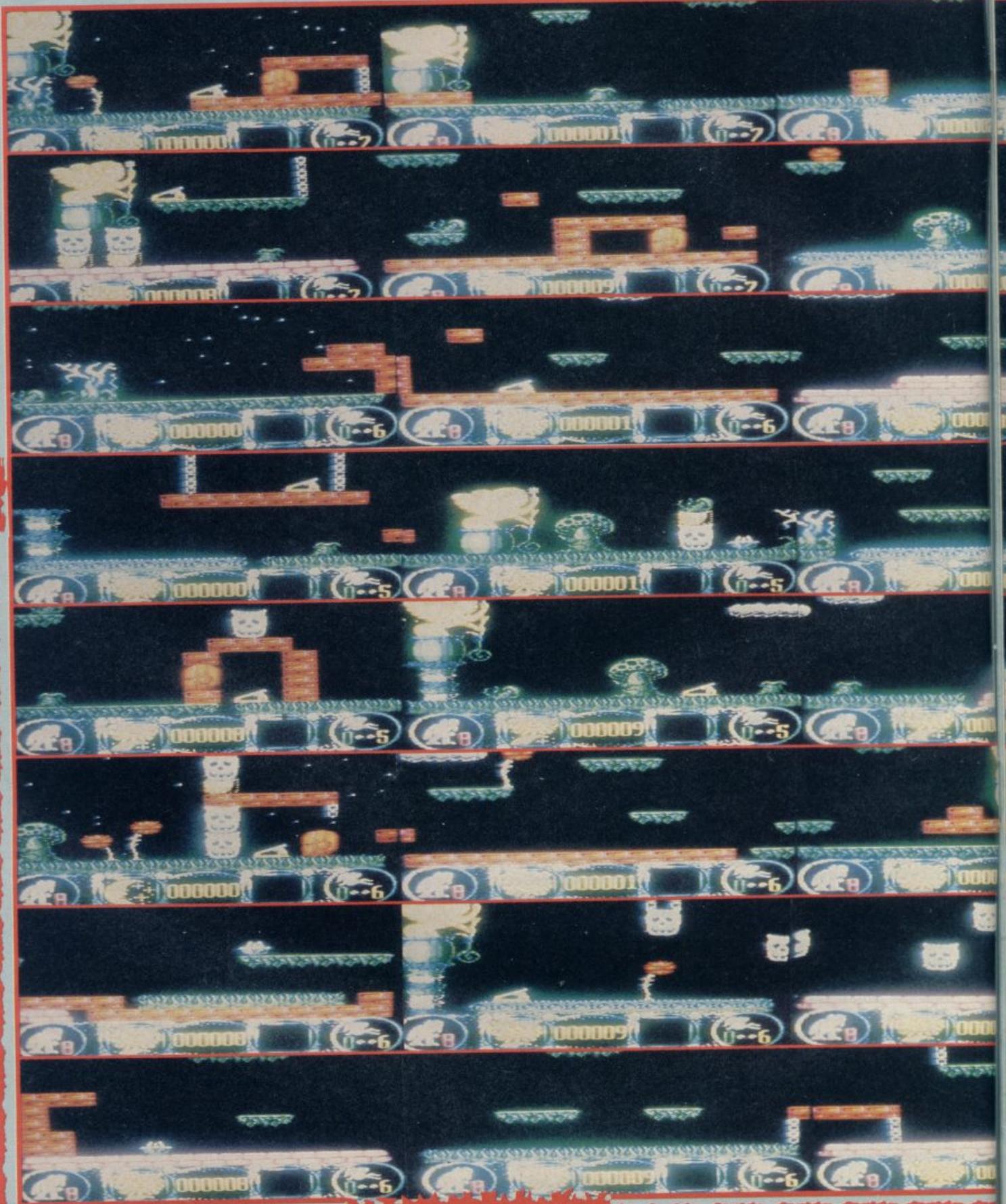
end of the section, you'll find the second fairy. Grab her and turn on your toes and leg it back the way you came, right back to the spring-board and back to the original section of level one.

Once back to the original section, backtrack to swap the umbrella for the honey pot. Now avoid the spring-board and jump across to the swarm of bees. (Watch out for the middle platform which disappears). Jump over the bees and leg it to the right until you can see the second key. Swap the key for the honey pot and you should find that the swarm of bees are now attracted to the pot. You are now in the clear to run back and collect the third fairy which was hiding under the bees.

You now only have two nymphs to go. The next section is by far the toughest, and involves lots of alien egg types which drop from the sky, break open and spring out nasty critters which leg it at you to kick you in the 'ead. Keep running and blasting and pray that you've enough lives left to see you through the section - there doesn't seem to be any pattern to follow which is probably where you will lose the game.

If (and it's a BIG 'IF') you survive you can then go on and collect a pot of honey to distract the final swarm of bees and in doing this, you can collect the final key. Grab the key and walk to the right. Avoid the door at the top of the section - this just wastes your key. Avoid the final wriggly things and collect the final fairy at the right hand side of the screen to finish off the section.

DIRTY TRAILS



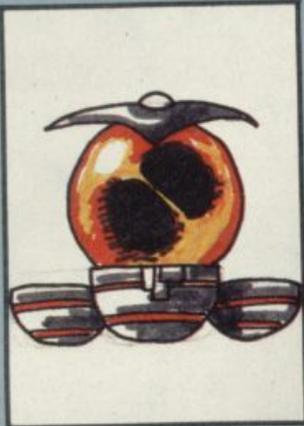
CKS DEPT.



DIRTY TRICKS DEPT.

SP/1

Type: Spider
Number of Shots: 10 for head, 10 for legs.
Zenny: 500 for legs.
Disintegrations: Large explosions for both head and legs.
Points: 1000 for legs.
Path Directives: Spider jumps up at point (1) then walks left and right pointing its head at you while its legs animate towards the right. If just the head is shot the legs still move and small fire balls shoot out of the neck. Destroying the legs also destroys the head. After a set period the spider walks off to the right.



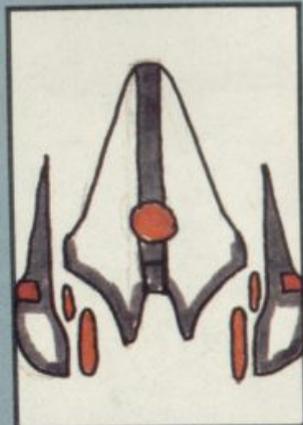
AL/1

Type: Armoured Lizards Rocket
Number of Shots: 3 for lizard, 1 for rocket.
Zenny: 100 for lizard.
Disintegrations: Lizard die. Small explosion for rocket.
Points: 100 for lizard.
Path Directives: Three lizards fly in from points (1), (2) and (3), facing left. At points (4), (5) and (6) they stop, wait and fire rockets. After flipping back to land at points (7), (8) and (9) they revert to the path directives of a green lizard at points (10), (11) and (12). The rockets flying with a constant X velocity tend to move towards your position.



SI/1

Type: Spinning Spaceships 1
Number of Shots: 1.
Zenny: Kill at the wave and appears at end.
Disintegrations: Small explosions.
Points: 500.
Path Directives: (1)-(2) Six ships spin on. (2)-(3) Ships stop spinning and bank round. (3)-(4) Ships continue still not spinning. (4)-(5) as (2)-(3). (5)-(6) as (1)-(3). Same path as above but Y-flipped starting from the bottom. SI/2.



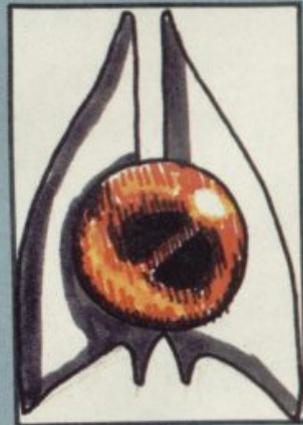
LP/1

Type: Lizard with Pod Launcher
Number of Shots: 10 for launcher, 1 for lizard.
Zenny: 500.
Disintegrations: Large explosion for pod. Lizard death for lizard.
Points:
Path Directives: Lizard pulls open launcher to launch a wave of spinning space ships #2, closes it waits then starts again. Lizard can be killed independantly of the pod but is then resurrected.



SI/1

Type: Small Spinning Spaceships
Number of Shots: 1.
Zenny: 1.
Disintegrations: Small explosion.
Points: 100.
Path Directives: The ship is launched from LP/1 in a wave of from point (1) to (2) the ships thrust up. From point (2) to (3) the ships glide round then at point (3) begin to spin.



CG/1

Type: Cop
Number of Shots: 10.
Zenny: 500.
Disintegrations: Large explosion.
Points: 500.
Path Directives:

LL/1

Type: Lizard Launcher
Number of Shots: 4.
Zenny: N/A.
Disintegrations: Lizard die.
Points: 100.
Path Directives: Three lizards jump up from points (1), (2), (3) then run along to points (4), (5) and (6) where they squat down and direct their launchers towards you. Eventually jump up and gthoot.
Variants: Three lizards run on from points (1), (6) and (9), squat at points (10), (11), (12) and follow as above. LL/2.



GL/1

Type: Green Lizard Man
Number of Shots: 1.
Zenny: Lizard die.
Disintegrations: 100.
Points:
Path Directives: Three lizards enter screen in close concension each one slightly above the one before it. While pointing at you they home in to a set distance, fire and then gthoot. Start at (1), (2) or (3).
Variants: Same as above starting from (4), (5), (6) two lizards GL/2. Two lizards starting from (1), (2) or (3) GL/3. Four lizards starting from (1), (2) or (3) GL/4.



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: _____ Expires _____

NAME _____ ITEM _____ PRICE _____

ADDRESS _____ £ _____

_____ £ _____

_____ £ _____

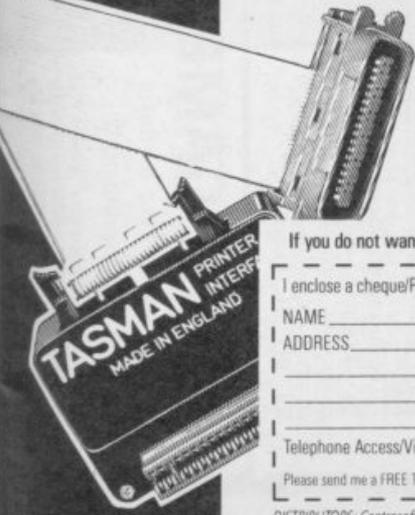
_____ £ _____

Outside Europe add £2.00 per item airmail. _____ £ _____

Telephone Access/Visa orders: Leeds (0532) 438301 _____ TOTAL _____

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.



SUN NEWS



KONIX STICKS ONE ON YOU WITH MICROSWITCHES

By our 'Cheap and cheerful' Correspondent

Up until now, if you bought a cheap joystick it was usually awful and doomed to an early death, probably because the inexpensive leaf type switches became unreliable after a few weeks of constant pounding. Now Konix, famous for the handheld Speed King, futuristic Navigator, and Megablast joystick, offer a solution.

The Megablast, a basic and unglamorous micky stick, is now being sold with more reliable, accurate, hard-wearing microswitches instead of leaf switches - but the price is being held down to £8.99. Konix claim that it's the cheapest microswitch joystick available in the UK. You can use it with any Spectrum joystick interface, or directly on the Plus 2 or Plus 3 using an adaptor.

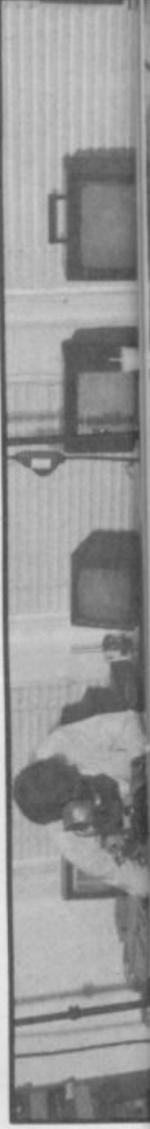
The Microswitch Megablast is in the shops now, and like all Konix products its assembled in their own factory in Ebbw Vale, South Wales, so it's BRITISH, Hooray!



SAUCY GAMES VIDS IN PRICE SLASH SHOCK!

By our 'ere, take a shufti at this' Correspondent

Revolutionary computer games vid Action Screenplay is now up to Issue Two - and the good news is that it's



Hi gang! Jim's just let me out of the cupboard - he says sensory deprivation is an important part of training to be a computer journalist, but he didn't explain why he has to hit the cupboard with a baseball bat. Anyway I'm a bit deaf now but it doesn't stop me writing my Headlines, which as usual are packed with up-to-the-minute stories about the exciting Spectrum software market. Like, for instance . . . er . . . oh. Well there isn't actually any news this month, is there? It's what passes for Summer, and everyone's out playing football and skateboarding (except me 'cos my mum took my skateboard away after I fell under that juggernaut) so no-one's playing with their computers.

Anyway it was a perfect time of year for the BBC to show the Horizon documentary about our patron saint Clive Sinclair. And what a thrill-packed hour it was! They told us that the Black Watch was a flop, that the pocket TV was a flop, that the QL was a flop and that the GS was a megaflop. Anita Sinclair (no relation) told us that Clive used to go to sleep in the middle of dinner (well you ought to talk about something other than

going DOWN in price.

66.49, Issue Two has been released at £4.99. Available through your usual software retailer, the regular video-tape aims to complement the games coverage of the monthly mags, allowing you a chance to see the hot new releases actually being played.

From now on Action Screenplay will also be featuring interviews with software industry celebs - kicking off with Mark Strachan and Dominic Wheatley of Domark (the infamous "Dom-Doms"). The lineup of Spectrum games reviews hadn't been finalised as this issue went to press, but A Spokesman promised that there would be "lots!" You can find out more about Action Screenplay by phoning 0206 751217.

FOOTBALL CRAZY, FOOTBALL MAD

By our 'If it had gone in the net it would have been a goal' Correspondent

Football football football! In fact, football four times, because it's how many football games there are in Gremlin's forthcoming compilation Soccer Squad. Three of the titles are tied in with Gremlin's licence with Gary Lineker. Hot Shot is a full scale eleven-a-side football game complete with throw-ins, fouls, sliding tackles, corners, goal kicks and even the

dreaded Red Card. Superskills puts your dribbling, tackling and shooting skills to the test, while Superstar Soccer lets you play a complete league tournament. The last of the four titles, Roy of the Rovers, was originally intended to appear on the Piranha label before it folded; it's based on the long-running comic character, and apart from featur-

ing five-a-side football action it also has elements of arcade adventure as the captain of Melchester Rovers battles kidnapppers to prevent the closure of Melchester's ground!

Soccer Squad should be in the shops by the time you read this, and is priced at £9.99 on cassette and £14.99 on disc.

ACTIVISION AIN'T 'FRAID OF NO GHOSTS

By our 'Look out it's behind you' Correspondent

It's official! Activision has tied up the game licence for one of the most eagerly-awaited film sequels of all time Ghostbusters II.

Following the massive success of the original supernatural comedy and Activision's game version, earlier this year the company also put out a package based on the Real Ghostbusters coin-op machine. Now the Ghostbusters II game is in the works, the movie having opened in the US to rave reviews and a box-office take of \$10m on its first day.

The movie features all the same characters as the original - the ghost-busting squad led by Harold Ramis

and Dan Ackroyd, and gorgeaceous Sigourney Weaver as the lurv interest. Special effects are said to be even more mindblowing in the sequel, Activision's game is due to be released at the same time as the movie in the UK, on December 1st. The game will stick closely to the plot of the movie, featuring four main sections and music from the film soundtrack, written by soul superstar Bobby Brown.

Activision spokesperson were in pretty high spirits (fyak) about the prospects of the game being a Christmas chart-topper, and we'll be previewing it real soon.



REVITALISE YOUR CLIVE

By our 'Where does this plug in?' Correspondent

Video Vault, best known for supplying spare parts for ailing Spectrums, is now offering a complete upgrade system for the 48K/128K/Plus 2. The system consists of a combined disk and printer interface, a thermal printer, and a miniature disk drive. The bad news is that it won't work with the Plus 2A (the black version) or the Plus 3.

The Clive Drive Interface costs £59.95, and consists of a user-port interface which contains a program in ROM. This Keymaster program allows you to save the computer's entire memory to disc and dump images to an 80-column printer.

The HushPrinter, at £59.95, prints on special 8.5" thermal paper and supports the full ASCII character set as well as graphics printing. The "Clive Drive", at £39.95, runs on non-standard 3" discs (not the usual Spectrum type, unfortunately), and responds to all the commands used by the Sinclair Microdrive.

You can buy the whole package - Interface, HushPrinter and Clive Drive - for £149.95. We're hoping to review the whole system soon - meanwhile you can contact Video Vault on 04574 66555.

machine-code, lovey) and somebody strange explained all about artificial intelligence and how Sir Clive was building giant elektronik branes in his garden shed. I can't wait to get hold of the first Cambridge Computing Portable Brane; it will probably have half-a-mile of cables hanging out of the back and it'll sing "Daisy Daisy" in a sloppy voice until you unplug it.

I suppose the same will apply to the pocket telephone (it'll only call Colchester, and only on Wednesdays) and the satellite dish (picks up ITV, Channel 4, BBC1 and BBC2. Sometimes.)

While we're waiting I suppose Lord Sugar of Amstrad will put out one little box that's a combined artificial brane, pocket phone and satellite dish, and sell it at £49.95. The only trouble will be that you have to get up on the roof any time you want to ask it a question or make a telephone call, 'cos otherwise it makes the picture on MTV go all fuzzy.

We don't have to worry about new technology in the office, because we haven't got any. Well, that's not strictly true. Jim's just been given a Tulip PC to play with. He must like it very much - he certainly swears by it.

Sometimes he swears for five minutes solid without repeating himself. It's something to do with the way the DOS batch file interface won't access the root directory for the hard disk driver when the printer definition file is in the same zone as the font loader for the hard copy interface. At least that's what I think he meant, though he actually said "F*** s(@*) this f**tG-\$-? bi?&£-£** bas@*££d computer!"

GAMES REVIEW

MIND TRAP

I can't understand why Mastertronic should have tried to put a plot to what is nothing more than an enjoyable arcade puzzle game, but try they did. Basically, we're told you are trying to keep the world in some sort of neat tidy order. This is difficult not because of political problems or certain attitudist racial inequalities. (Get on with it - JD). No Sirree. The reason it's very hard to keep the world in some sort of neat working order is because somebody keeps leaving all the lovely coloured blocks in a mess.

And so your task is to rearrange all the blocks and place them in rows of colour corresponding to small markers at the bottom of the screen.

Just because you're a real stickler for detail and order, you



cursor on are marked with a dot, and the places you can't aren't. It's pretty annoying when you think all you have to do is rotate a certain block of four to finish the screen, and it turns out you can't because you can't actually put your cursor over it.

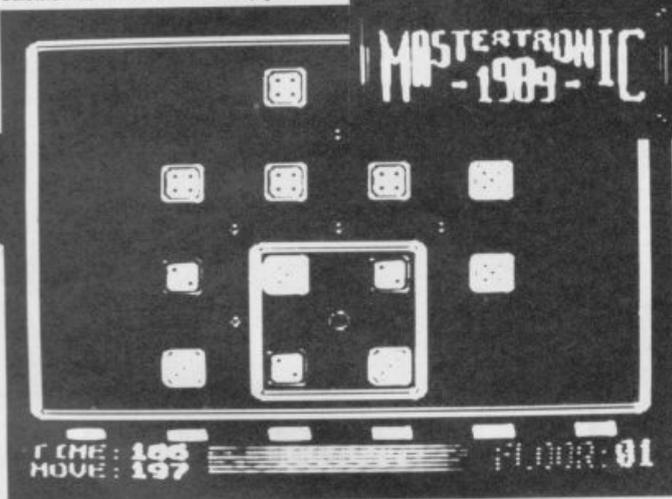
And that's the game. Well, not quite. For the first thirty levels, that's the game. Then the fun really starts. The game goes 3D. Then you have two planes to play on, taking blocks from one plane to the other. The number of planes increase as you work your way through the challenge, which could be pretty tough, taken as there are 999,999 screens.

The game is simple, and for this particular game, it's a problem. With a game of this type, there are only so many different types of puzzle you can come across, and once you've worked out all the little tricks, you find yourself flying through the levels at an alarming rate. So much so that the game becomes boring through repetition. I can't see anyone other than AS playing this through to the end.

But that's what they said about Rubik's Cube.

Graphics are simple and functional. Sound is simple and functional. A simple functional game. Worth checking for a challenge, but MENSA won't use it!

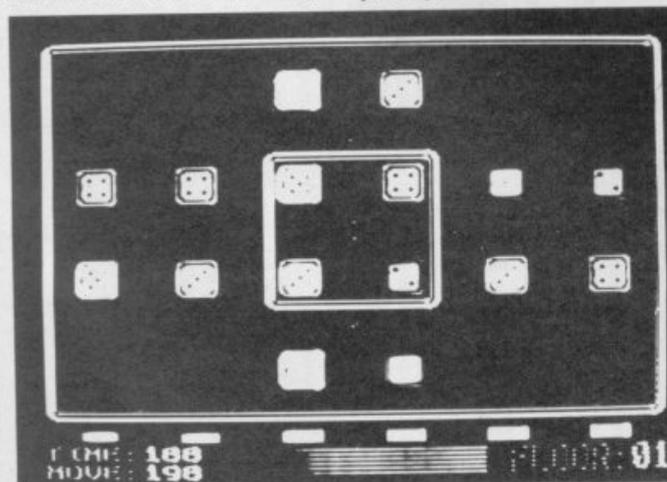
24



have decided that the only way you can rearrange the blocks is by rotating them within blocks of four. This is done by positioning a cursor over a group of four blocks, holding down the fire button and pressing

left or right to rotate the group of four left or right.

To add insult to injury, you are restricted to the amount of positions you can place the cursor. The places you are allowed to centre the



ARCADE

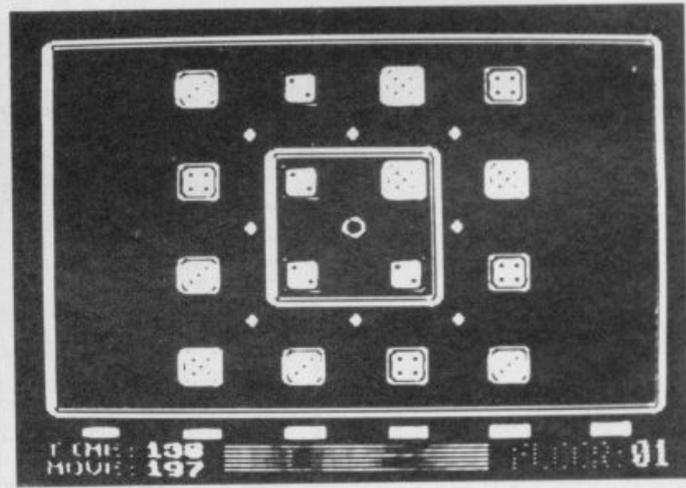
★

REVIEW

FAX BOX

MIND TRAP Label: *Mastertronic* Author: *?????????* Price: *£1.99* Memory: *48K/128K* Joystick: *Various*

GRAPHICS	SOUND	<i>Infinitely huge arcade puzzly thing. Interesting until it isn't.</i>
57	55	
71	70	Reviewer: <i>Tony Dillon</i>
PLAYABILITY LAST ABILITY		OVERALL
		71
10 20 30 40 50 60 70 80 90		



DOMINATOR

PENETRATE

DOMINATE

CONQUER



'Whichever format ... if you're a hardened shoot'em up veteran, Dominator is a game to scour the shelves for.'



Computer & Video Games magazine

DOMINATOR. DESIGNED BY SYSTEM 3. NOT TO BE BEATEN.

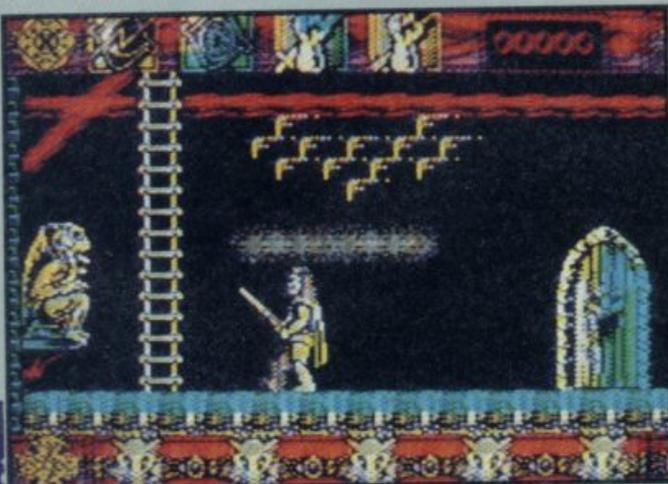
Spectrum, ST, Amiga, Commodore, Amstrad screen shots shown.
© 1989 System 3 Software
Commodore, Spectrum and Amstrad cassette (£39.99) and disk (£14.99)
Atari, ST and Amiga (£19.99) joystick control only.
Mail order: System 3, Bienenheim House, 1 Ash Hill Drive, Pinner
Middlesex HA5 2AG. Tel: 01 866 5692. Cheques and Postal Orders inside
payable to System Three Software Limited. FREE postage and packaging.

GAMES REVIEW

I used to be quite a fan of Lone Wolf, you know. Back in the days when D&D was law and the written works of Steve Jackson and Ian Livingstone were taken as gospel. And then the first Lone Wolf computer game appeared, complete with a keyboard overlay for a rubber keyed Spectrum. It wasn't any good, though. What you got for your £5.99 was the same as what you got for your £1.99, except you



26



didn't have to turn the pages.

The world has been crying out for one, (ever so slight untruth) and it has appeared. A Lone Wolf game that not only successfully captures the spirit of the book, but also turns out to be quite a good game. Why else would we put it on our cover?

You are the Lone Wolf, last of the Kai Lords. The Kai Lords were a bit like Jedi Knights only they didn't carry Lightsabres and they didn't walk in mysterious ways saying things like, 'You don't need to see his

identification' and 'Even though you have cut off my arm, destroyed the only family I ever knew and are now having some rather disgusting thoughts about my twin sister, I know there is good in you father'. The Kai were wiped out by the evil Zoltan (or something like that) and you have to avenge their deaths.

Your means of revenge? To climb to the top of a tower of evil and destroy the ruler of thine enemy. The journey is a long one, through a tower so evil and twisted, it's shaped like



an upside down triangle. You begin at the apex, which funnily enough happens to be at the bottom, and work your way up, via ladders and lifts, only pausing when making a decision at a junction.

Adversaries come in the form of warriors who are mirror images of yourself (reasons being too long to explain here,

LWOLF

GAMES REVIEW



personality and requires a different strategy to dispose of.

Other problems caused are the traps and puzzles. Traps take the form of statues that spit fire across ladders just as you are climbing, and open electric circuits, that blaze sparks as you walk past. Puzzles are usually formed by the lifts that constantly move up and down. Sometimes a series of three, maybe more have to be

and down.



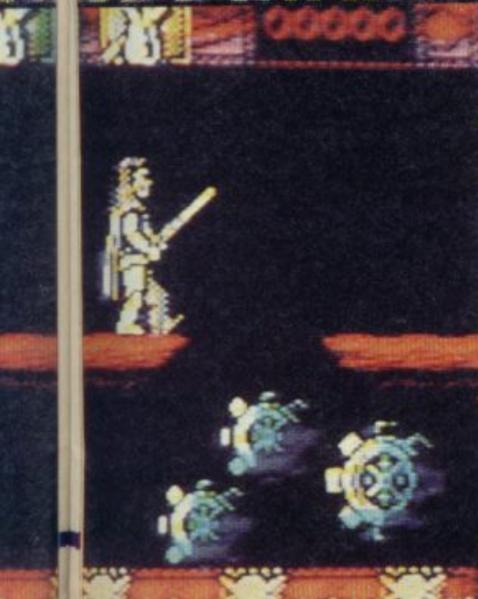
navigated by some well timed jumps, which aren't easy to come by, I have to tell you. It takes a great deal of patience just to wait for the right moment.

Graphically, the game reminds me of nothing more than Psygnosis' Barbarian right down to the flip scrolling. The only real difference between the two being that the backdrops on LW are much more attractive and atmospheric. All the little touches are there, from the

bustly statuettes to the skulls on poles.

Sound is just a little on the basic side, but with a game this size, I can't say that surprises me. Spot FX do their purpose, though I was a little disappointed by the lack of a tune.

Yet another enjoyable arcade adventure romp through the land of make believe. Fun, and it's size almost guarantees lengthy periods of play. Now, where did I put my ton-fun?



why not read the book?) and bats. The bats are easily dispatched with just a swift twitch of your blade. The warriors are a little more stubborn. As you progress through the game, they get better and better at combat, near the end some are downright impossible. Or are they? Each has their own

ARCADE



REVIEW

FAX BOX

LONE WOLF Label: ASL Author: In-house
Price: £9.95 Memory: 48K/128K Joystick: Various

GRAPHICS	SOUND
81	69
PLAYABILITY	LAST ABILITY
82	85

Fabbo samurai arcade adventurey thingey. It's Oh Kai!

Reviewer:

Tony Dillon

OVERALL
81

10 20 30 40 50 60 70 80 90

SPECIAL



Lone Wolf

Lone Wolf – the role-playing books, the computer game, the mythical world, the telephone game system, the boardgame, the worldwide phenomenon. Joe Dever has been a very busy lad over the past few years – as over 17 million sales of the Lone Wolf adventure books can testify. And that means the books must be pretty popular too, as not all of them can have been bought by his Mum.

There are 12 Lone Wolf books in all, progressing the central character from lowly lad to battle-hardened warrior. All the action takes place in the world of Magnamund – a whole Mythos (outlined in yet another book, *The Magnamund Companion*) designed by Joe long before he ever even thought of Lone Wolf at all!

Joe was one of the original D&D die-hards back in the mid 70's, in the days before it became mega-popular. All it consisted of then was 3 small booklets – if you wanted any



extra detail in your campaigns, you had to invent it yourself. And so the world of Magnamund was invented! Interesting, huh? Who'd have thought then that a whole industry would come from such modest beginnings! The ball started rolling with 12 Lone Wolf Solo Role-playing books, then, now available in 18 countries around the world, including Japan. Translated into 12 languages. Used up 15 acres of forest (ummm that last bit isn't true by the way). Then there are 4 "World of Lone Wolf" books, more role-playing, but this time with a magician as a character, rather than a beefy fighter, still based within the world of Magnamund, of course.

You want more? How about 4 two player combat books? They're called *Combat Heros*. But there's more.....

You can now play Lone Wolf on the phone! The first of 4 PhoneQuest (tm) adventures is now on line, written by Joe

and, again, based on the Lone Wolf adventure gamebooks. Try 0898 400 341 to give it a go, and expect a review of the game in *Precinct 19* jolly soon.

Once you've got off the phone, you might feel like a good read – how about trying the new novels based in the Magnamund world? Two have been released so far – co-written by Joe in conjunction with John Grant: *Eclipse of the Kai* and *The Dark Door Opens*. There'll be at least another two more coming from that combination.

So far, so good, but what has the future in store for Lone Wolf? Well, there's a board game in the offing – then



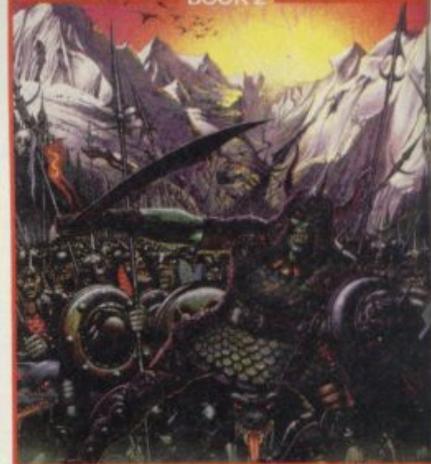
there's a whole new series of adventure gamebooks taking the original Lone Wolf character beyond Demi-God status to deal with real mega Evil.

In this series, you'll be flying from Planet to Planet, mixing it with immortals and generally being a Super-Hero. Now that sounds like my kind of

JOE DEVER'S LEGENDS OF LONE WOLF

THE DARK DOOR OPENS

BOOK 2



megalomania! Called *The Lone Wolf Grand Master Series*, they'll be hitting the streets sometime next year.

If you're interested in finding out more about Lone Wolf, maybe you'd be interested in joining the Fan Club? Write to The Lone Wolf Fan Club, Bever Books, 62-65 Chandos Place, London WC2 4NW with a large stamped address envelope for full details.

JOE DEVER'S LEGENDS OF LONE WOLF

ECLIPSE OF THE KAI

BOOK 1



PROBLEM SOLVING

THE PLUS D
£52.13
+15% VAT = £59.95

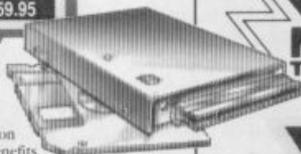
You want fast loading and storage for your Spectrum without buying a new machine.

MGT have the perfect, proven solution - the PLUS D with all these super benefits:

- Instant easy transfer of all your cassette software to disc
- Enormous storage (780K) Up to 16 games per disc
- With fully featured parallel interface
- Snapshot any screen to your printer
- Proper disc operating system with file handling
- Works with all Spectrums +8K and over (+3 & +2A require The Fixer)

Save £10 and get FREE Pick-Poke-It (value £13+VAT) with MGT SUPERSAVER package - PLUS D and 3.5" 780K disc drive. Pick-Poke-It unlocks your games, infinite lives, infinite power, the hacker's best friend.

SPECIAL OFFER £130.39 + 15% VAT = £149.95



MGT
MILES GORDON TECHNOLOGY

LIFETIME DRIVE

£113.00

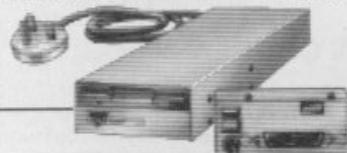
+15% VAT = £129.95

NEW

Lifetime Drive - you love your Speccy, but there are other computers in your life. If not now, maybe one day! Up till now each machine needed a different add-on drive. You could end up spending a lot of money.

Not any more! MGT's brilliant new Lifetime Drive will work with Spectrum, S.T., Amiga, Q.L., BBC, PC and compatibles. All you do is set the switches and change the cable. Problem solved. Now you can two-time without paying the cost!

Lifetime 350PA £113 + VAT £129.95
Cables:- Spectrum, BBC, QL (same cable) £8.69 + VAT £10.00
P.C., Amiga, S.T. (state which) £16.08 + VAT £18.50



OTHER DISC DRIVES

from £86.91

+15% VAT = £99.95

MGT is a distributor for Citizen 5.5" Drives - and we know they're the best. We can supply 3.5" Drives in almost any format, cased or uncased. Just call for details.

Now there's a great new solution from MGT: The Spectrum +3 external Drive. With our drive & software you can format to over 700K on your +3, nearly 4 times the capacity of the +3 internal drive. Only £99.95

PRINTERS

from £130.39
+15% VAT = £149.95

Printers to suit every pocket and every computer - from 9-pin to laser printers, normal or wide carriage.

Free connection cable with every printer sold. The Star LC10 in mono or colour with paper-park and font-select buttons.

The Citizen 120D - sold to 70% of UK schools. The new 180E - faster printing, font select, 2 year guarantee.

Typical prices (inc. VAT)

Star LC-10	£229.95
Star LC-10 Colour	£259.95
Citizen 120D (parallel)	£149.95
Citizen 180E NEW	£199.95
Citizen MSP 15E (wide carriage)	£258.75
Citizen HQP 40 (24-pin)	£449.00
Citizen Overture 106 Laser Printer	£1250.00

Ask for our detailed brochures on these and other printers in our range.



THE FIXER

£7.87

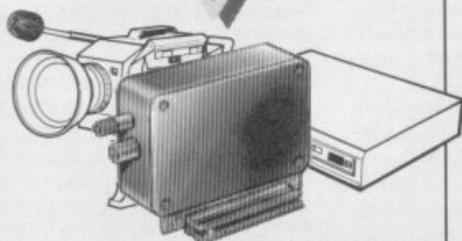
+15% VAT = £9.05

Got a Spectrum +3 or +2A? Your add-ons don't connect? The Fixer changes your Spectrum back to the normal standard. Problem Solved!

VIDI-ZX DIGITISER

£30.39

+15% VAT = £34.95



The digitizer that has the competition on their knees! Capture images from any video camera or recorder and use the PLUS D to store them to disc for editing later with the Animator 1. Has shading, high resolution and no distortion.

PCG DESK TOP PUBLISHING

£32.87

+15% VAT = £37.80

Problem: You want top quality page layout but you can't afford the expense of a new computer system and a DTP package.

Solution: The PCG Software offers you quality without the price and it's designed for your Spectrum

Add £2.00 for +3 Disc Version.

MGT BRAND 3.5" DSDD DISCS



MGT Name - MGT quality, with a lifetime guarantee! Sold individually or in plastic boxes of 10 with labels.

	Ex-Vat	W/Vat
10 Discs	£11.26	£12.95
20 Discs	£21.70	£24.95
50 Discs	£31.26	£35.95

MILES GORDON TECHNOLOGY plc, Lakeside, Phoenix Way, Swansea Enterprise Park, Swansea, SA7 9EH, U.K. Telephone: (0792) 791100. Fax: (0792) 791175.

FOR THE LATEST NEWS ON THE NEW

SAM COUPÉ
RING OUR HOTLINE
0792 791275



Telephone Orders with
Credit Cards



Card No:

MILES GORDON TECHNOLOGY plc, Lakeside, Phoenix Way, Swansea Enterprise Park, Swansea, SA7 9EH, U.K. Telephone: (0792) 791100. Fax: (0792) 791175.

- I enclose a large S.A.E. for more details of MGT products.
 Please send me the following products.

Name: _____

Address: _____

Tel: _____

MGT
MILES GORDON TECHNOLOGY

PLEASE ADD £4.50 FOR CARRIAGE IN THE UK.

S-08

DOUBLE DRAGON DRIVEL

Dear Vain Smelley, I know that you are only a tea boy, and don't know anything about computers, but would you please ask "Tin-legs" Skeat or Noooooonan why the hell nobody has come up with a Speccy conversion of the coin-op Chase HQ?

It's the most original racing game that I've seen in a long time. Instead of having to avoid the enemy cars, in Chase HQ you have to find the criminal's car and smash it up! The turbo button on the gear change make this cool came worth 30p easily!

P.S. How do you decide which games get a classic? I want to know how Double Dragon, which got a measley 51 percent got a classic?

Mark Bentley
Berkshire

● WHAT A FUNNY TYPEWRITER YOU HAVE. ANYWAY, I THINK THIS CHASE BUSINESS SOUND TOP-HOLE, THOUGH MAY BE A LITTLE BIT UNSAFE. APPARENTLY, THE LADDIES AT BIG OCEAN SOFTWARE WERE SO HEARTENED BY YOUR ENTHUSIASM THAT THEY'VE GONE AND BOUGHT THE BLOOMING LICENCE! (THIS ISN'T TRUE, THEY'VE HAD IT FOR AGES, ONLY IT WAS A SECRET - JD). AS FOR DOUBLE DRAGON, IF WE EVER ATTRIBUTED A CLASSIC TO IT, WE'RE SORRY, IT CERTAINLY DIDN'T DESERVE ONE. OUR PRINTY MEN MUST HAVE GONE MAD.

I'M NOT A VERY HAPPY CHAPPY

I hate your mag. You may want to know why. Well here are my reasons.

1) I have heard from an ex-reader of your mag that you say C64 graphics are better than Speccy graphics. You may say why C64 graphics are shown on adverts? Because detail doesn't show up but colour (blocky colour) does.

2) I thought that Megatape 16 was going to be good. Well I shall never know. The bloody thing wouldn't work. I didn't send it back because when I took the selotape off it ripped the label to pieces, and you would never have believed that I had not copied it off somebody.

3) Your review of Carrier Command was not the first. Your Sinclair and Crash have reviewed it at least...
KERSNIIP I think that's quite enough of you - JD
J Lord
High Wycombe, Bucks

● DEARY ME! WE'RE IN A BIT OF A TO-DO AREN'T WE! I DON'T UNDERSTAND WHAT YOU MEAN ABOUT ALL THIS C64 GRAPHICS BUSINESS. I THINK THE SPECTRUM IS GREAT AND AM PLEASED TO REPORT THAT IT IS INDEED NOW BEING USED TO ILLUSTRATE CASSETTE BOXES. MEGATAPE 16 IS MARVELLOUS AND IF YOU SEND YOUR TAPE BACK TO THE ADDRESS ON THE MEGATAPE PAGE, WE'LL REPLACE IT. ALSO JIM SAYS SOMETHING ABOUT US REVIEWING THE FINAL VERSION OF CARRIER, AND THAT HE'LL GIVE YOU SOMETHING TO WHINE ABOUT. I'M SURE HE'S JOKING.

CLUE ME IN COBBER

This letter is not your usual abusive type. I'm trying to find out about subscriptions to SU.

1) How much does it cost for one year's subs to SU including Airmail postage to New Zealand?

2) Can I pay for it by Visa credit card?

3) How many issues of SU are there per year?

4) How do I order back issues, can I pay for them by Visa?

5) Lastly, I have just started getting SU (Feb 89) and my Megatape 12 is a dud. Can I get a replacement?

Paul Lemon
Hastings, New Zealand

● TAKE A LOOK AT PAGE 90 OF THIS ISSUE WHERE YOU CAN FILL OUT THE SUBSCRIPTION COUPON, OR GIVE OUR LOVELY SUBS PEOPLE A CALL ON (0733) 555161, THEY ARE MORE THAN QUALIFIED TO ANSWER ALL OF YOUR QUESTIONS, HOWEVER TRICKY.

SU IS JOLLY GOOD (slurp, snog)

Wow. Fabulous. Mega. Excellent. I am of course

talking about two things. The first was Cyclone from Vortex (Megatape 14). It was a miracle. You actually stopped me and my brother from arguing for a full two hours while we were hypnotised by this wonderful game. The second this is the mag. What can I say?

Wonderful colour, hundreds of tips, it's packed full of information and facts. Most mags don't last long with me as I'm a fast reader, but SU is different. However much I read, there's still loads of pages left. I have only just started to read your mag but I'm sure I'll still be buying SU in about sixty years time with my pension.
Gavin Parkinson
Northampton

● GEE. SHUCKS. YOU'RE TOO KIND. WELL, JUST KIND ENOUGH. HOPE YOU LIKE THE NEW DIRTY TRICKS DEPT.

SU IS RUDDY MARVELLOUS FOLKS

Wayne the pain, I wish to congratulate SU on the cover game ELECTRO. When I loaded it I thought 'worra naff game', terrible graphics; it looked like the 1950's game painter, but worst of all it looked like a YS cover game. But after playing for 10 minutes I found I was hooked. I couldn't believe it. The terrible graphics didn't matter anymore, the game play and sheer adventureness kept me playing. After two hours solid playing I finished it (but I didn't win a prize). Well don't SU, you have once again proved you are the best.

SU RULES OK!
Jamie Cooper
Willerby, Hull

● HA-HA! YOU'VE FOUND THE HIDDEN WONDER IN THE ELECTROGAME. OF COURSE, WE CAREFULLY DISGUISED THE PLAYABILITY (HEM HEM). BUT THE MOST IMPORTANT THING TO REMEMBER IS THAT YOU'VE STILL GOT A CHANCE TO USE THE LAST TWO MONTH'S ISSUES IN THIS MONTHS GAME.

METAL MADNESS

Dear Smegend (steady on - Wayne), You best start talking as to why you allowed a screen shot of goggle eyed plonker's, er, Mike Read's Pop



Quiz to be published with Megadeath in your mag.

I'll 'ave you know that this is an insult to all us heavies. If you don't do something about it us heavies will come round to your stinking hovel of an office and ram copies of SU into certain parts of your anatomy. Or if we feel real mean we'll stock copies of Y*** S***** in sideways.

So you can tell Elite that they best change the spelling in their game, or me an' me mates will send 'em a poster of our thrash band 'Rancid Bile', and a copy of our new demo 'cerebral haemorrhage'.

So cough up yer dosh and get onto Elite or we'll rip yer face off gunk geature!!!!

Yours fishdancingly,
James King + band
Ferndown

P.S. Print this or eat filth, turdbreath
P.P.S. This was wrote in pencil 'cos lead's 'eavy metal - geddit?

● ERR. I'M NOT EXACTLY SURE WHAT YOU MEAN. BUT THE GUYS HAVE READ YOUR LETTER AND THEY SAY I SHOULD SAY "COME ON THEN, YOU WOOFER!" OR SOMETHING.

IT TO

WAYNE

FLY FISHING
POP ANNUAL '86



Now the Bear has gone he has been replaced, hopefully temporarily, by trainee super journo Wayne Smedley (sorry foks, we know he's abit of a spaz). So now here's your chance to write and tell what makes you angry or happy, let us in on some of your secrets, tell us what you and your mates are up to. Or if you like you can just slag Wayne off, he doesn't mind (no chaps, I don't mind - WS) ... we told you he was a spaz didn't we?

Send your letters to "Wayne you are a divvy", **SU**, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

WAFFLE A-GO-GO FOLLOW ON-SCREEN INSTRUCTIONS

S issue 87 page 39 - **Double Dragon**. What the fraggle rock is this Jonny (O.B. Benwon Kanobie) Hills talking about? If anyone's got the brains of an Outer Mongolian Wombat it's him. Pratt!! Maybe the only game he's played before **Double Dragon** is, wait for it, **Space Invaders**. Ever heard of **Target Renegade**? Now that's what I call cool. Twit! I'm quite enjoying insulting nuts like you. Now where was I, moron features? Oh yeah. 51% was very generous wasn't it? I think Chris must have forgotten about the decimal point before the five. As for the graphics, Gawd! By jove they're crap. The men look extremely ill. This game is CRAP. This transmission has come to a close.

Scott Brennan
Dundee, Scotland

● EER...

I'VE GOT THE RIGHT HUMP

I'm really xx:??%# off, why does most software take ages to come out on the +3. For example, **R-Type** has been out on the Spectrum for months, but still I can't get it for the +3. Instead I got **Giants** (and by the way, didn't you give **Giants** a higher percentage?) which seemed to supplement. I could make an endless list of games on cassette but not on the +3. Also, what's this about a shortage of CF-2 disks?
Daniel Harvey
Wimborne, Dorset
P.S When is Bomber coming out?

● APPARENTLY THERE IS BASICALLY TWO REASONS WHY YOU'RE HAVING DIFFICULTY FINDING THE SOFTWARE YOU WANT ON THE +3. 1) MANY SHOPS DON'T STOCK +3 SOFTWARE, SINCE LOTS OF PEOPLE WILL (GRUDGINGLY) BUY THE

GAMES ON CASSETTE INSTEAD OF DISK AND UPLOAD IT THEMSELVES. 2) SOME OF THE SMALLER SOFTWARE MANUFACTURERS SIMPLY DON'T RELEASE SOFTWARE ON DISK. IT'S A BUMMER, BUT THERE ARE STILL SOME PEOPLE WHO DON'T BELIEVE IN RELEASING SPECTRUM DISK SOFTWARE.

SORT EM' OUT WAYNE

Dear Wayne, Isn't it about time you stood up for yourself? Don't let the others push you around. Make their tea really horrible, and if Jim gives you slander, hit him back. Just think you could build a name for yourself, even become the boss at **SU**.
Richard Napper
Canterbury, Kent
P.S. Premier League was worse than Soccer Boss
P.P.S. YOUR MAG IS THE BEST

● GOSH! I DON'T KNOW ABOUT BECOMING THE BOSS.

MAYBE THE "TEAM" WILL LET ME BECOME THE HEAD TEABOY FOR A MONTH. WELL, I DON'T WANT TO PUSH MY LUCK. THE GAMES THAT THEY PLAY IN THE COMPANY WASHROOMS OF LOCKING ME UP AND HITTING ME WITH STICKS ARE ALL JUST PART OF "NEW BOY INITIATIONS". THEY TELL ME.

SILLY HAIR

I thought I just drop you a kine and say that I think Jim Douglas has got a really stupid hair-do. That's all bye.
Kevin Western
Southport

● LEAVE JIM ALONE! HE'S MY HERO. DESPITE SPENDING HOURS IN THE LAVATORY AND BUYING ARENA AND THE FACE AND POOFY MAGAZINE EVERY MONTH, WE ALL THINK HE'S A REAL STYLE SETTER. (HO YAK HO TITTER - **SU** "TEAM").

GAMES REVIEW

JAWS

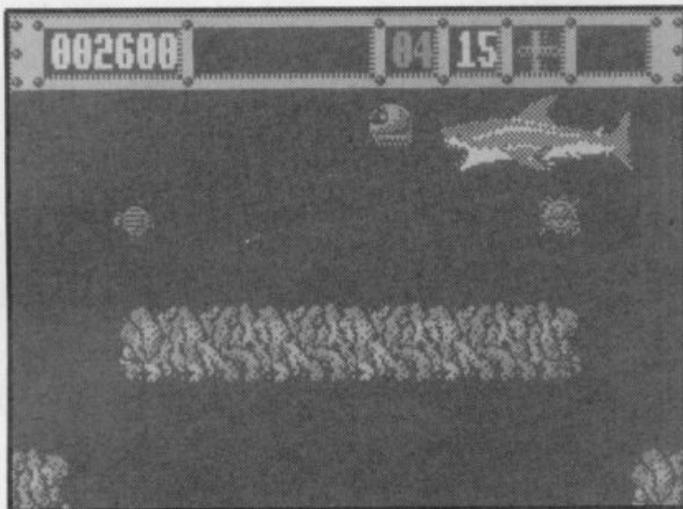


Der ner... der ner... der ner, der ner dunda dunda dunda... yikes and cripes here comes old toothy chops himself, and it's up to you to mash him up into shark kebabs. Ready? Well here we go.

Jaws is lurking around the various beaches of Amity, and playing the role of Brodie, the island's chief of police, it is your job to rid the shores of this deep sea beastie. If that job isn't tricky enough it seems that your 'trusty' diving team have lost all the equipment needed to kill the sharky dead. This consists of four gun parts which have sunk to the bottom of a huge underwater cavern.

So all you have to do is drop into the briney in your submarine type boat (it actually looks like a munchman from Pacland) and collect the four gun bits, then give Fish face three blasts in the mush and that's it. No it isn't. You also have to kill of plenty of sea creatures and pick up treasure as well - blimey o-flip they don't ask for much in these games.

Let me tell you about these sea creatures. Some of them flash (oer) and some of them don't. You can blast the non-flashy ones no problem, but the flashy creatures have to be hit with mega-bullets before they croak. So when you see the mega-bullets bleeping away on



your control panel at the top of the screen it's time to give old flashy just what he deserves.

Now and again, after shooting a sea creature he may turn into a time bomb. When this happens rush off the screen like billy-o or you'll be blown to smithierines.

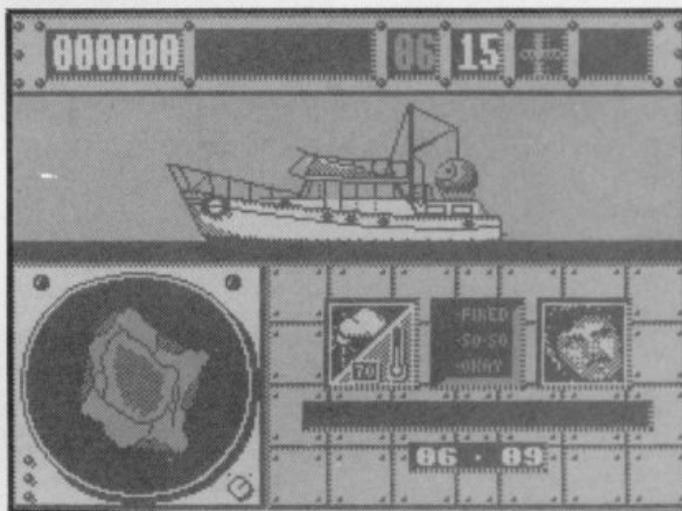
One thing to bear in mind is, if Jaws should float by with his teeth a-gnashing and you haven't yet managed to collect the four gun bits, don't try to shoot him with ordinary bullets - they will have no affect whatsoever.

Another major part of the game is a strategy section. As chief of police you can decide whether to close beaches around the island to guard against shark attacks. On the one hand you will be saving swimmers lives yet on the other you will make Amity's mayor angry because you are turning

exciting, preferring to just trundle around the caverns blamming all the sea beaties.

Earlier on I mentioned the huge underwater cavern. Well, let me tell you, calling it huge has got to be the understatement of the century. I managed to get through at least 30 screens and was told by manufacturers, Screen 7, that I'd only ventured into one fifth of the entire game. Now it took me bloomin' ages to get through that lot, so by my reckoning I should be able to complete Jaws in about 3 weeks time. Sorry, but this game with its slow scrolling and general lack of excitement just doesn't make me want to play for much longer than 10 minutes.

The graphics are fair, I guess, with the most exciting creature being Jaws himself (and you



tourists and their money away from the island. If you close all the beaches you will also lose your job - so it's time to make a few decisions after checking the mayorometer and weather guages (hot weather means a busy beach and big profits, would it be wise to close it?).

Unfortunately, I didn't find this section of the game too

don't see him too often either).

The main problems with this game are the fact that it's far too big, treasure hardly ever appears on screen and I didn't even manage to find one gun bit, let alone four, so had no chance of conquering Mr Fish. Will I ever get through this game? I think there's more chance of me being knighted

ARCADE



REVIEW

FAX BOX

JAWS Label: Screen 7 Author:
In House Price: £8.95 Memory:
48K/128K Joystick: Various

GRAPHICS	SOUND
68	68
PLAYABILITY	LAST ABILITY
66	71

Fair underwater shark shooty game. Strategy bit too tedious.

Reviewer:

Alison Skeet



OVERALL
63

RENEGADE

THE FINAL CHAPTER

THE FINAL CHAPTER



...the name
of the game

When a guy loses his girl – he loses his mind! Now, in the Final Chapter, Renegade must summon all his strength and lightning reactions as he chases his girlfriend's captors through time itself. Fight against neolithic man,

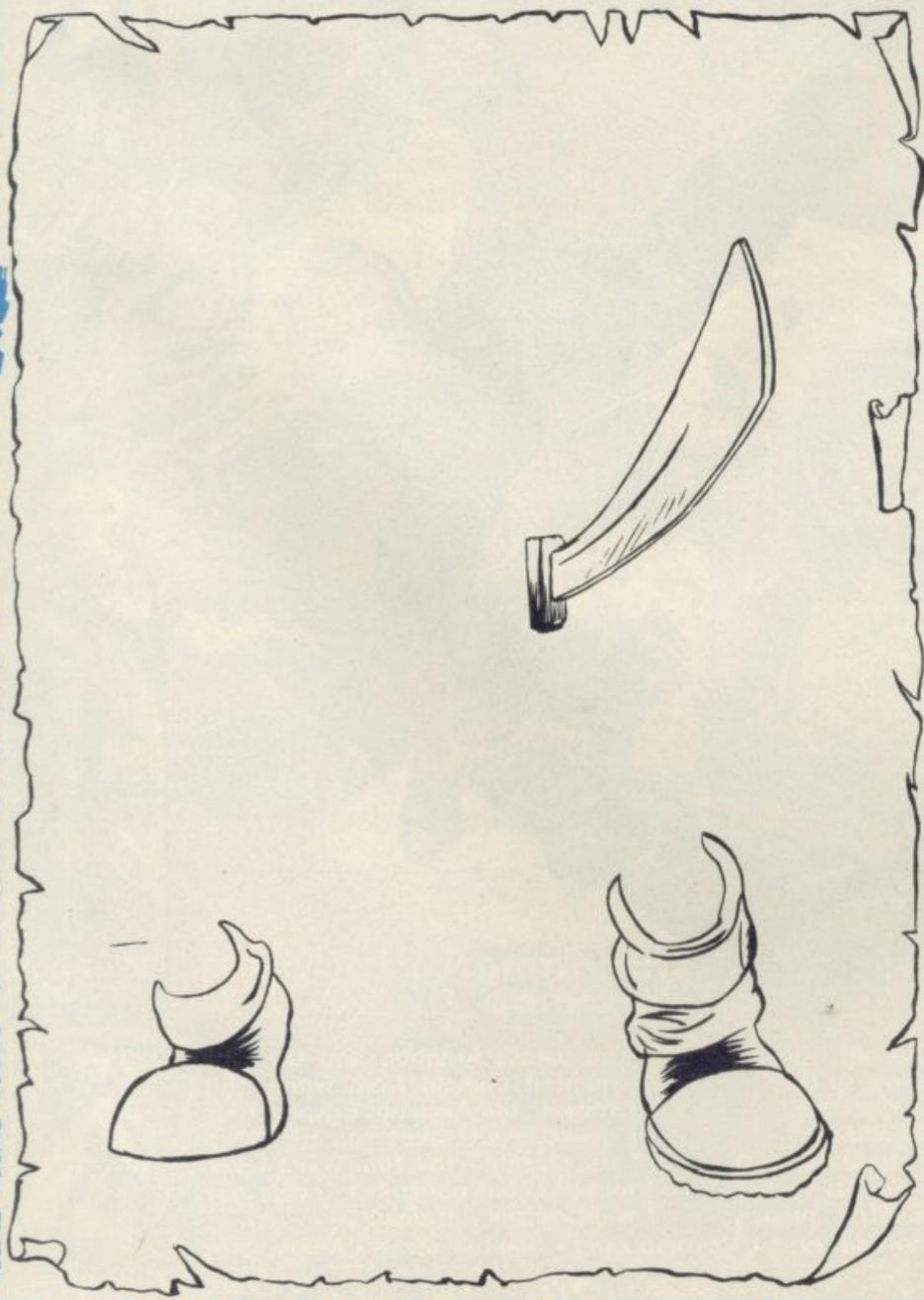
mediaeval knights, and the tormented undead from within the tombs of Ancient Egypt. Your quest finally takes you BEYOND the present – to a time you'll never forget! ... but remember ... your girl wants to see you alive!

SPECTRUM £8.99 • COMMODORE £9.99 • AMSTRAD £9.99 • ATARI ST £19.99 • AMIGA £24.99

THE LONE WOLF

Take home this super Sharp QT43CD complete entertainment outfit and a whole host of fantastic signed Lone Wolf clobber thanks to **SU** and Audiogenic!

34



Ha ha! So you thought last month's compo was the absolute in fab

prize giveaways did you? Well take a little look at the bee-ootiful piece of micro-circuit technology here and think again!

The more informed among you will instantly recognise this item as the rather exclusive Sharp QT43CD. And you'll not need telling that it is the end to all home entertainment misery.

Encapsulated in its tiny, almost pocket-sized (Are you sure? - JD) frame, are housed a myriad of glorious features.

For a start there's a multi-band, stereo radio, so you can listen to Shostakovich's Eleventh Symphony in all its glory, or Kylie Minogue in all her, er, mini skirts. Then there's not ONE, but TWO stereo cassette decks. Play tapes! Record things! Copy tapes (but mind the copyright laws!), As if that wasn't mindblowing enough, the QT43CD also features, yet you guessed it, a Compact Disc player with a whole host of hi-tech programming features much too brain-boggling to go into! Now you can experience the crystal-clear quality of CD through the QT43CD's thumping great stereo speakers.

Worth over £200, the QT

WOLF COMPO

(probably stands for Quite 'Triffic) 43CD will go to the first prize winner of our fab compo.

"And what," you may well ask "on earth has a miracle of modern technology like this got to do with the release of Lone Wolf?"

And we'd answer that yes, fair enough, it's got nothing at all to do with the game, but so what?

Items that have got rather a strong link to the game is the other part of the compo prize which are signed copies of the two new Lone Wolf books. Both Joe Dever and John Grant have inscribed their valuable monickers on TEN copies of both *Eclipse of the Kai* and *The Dark Door Opens*.



You may also fancy yourself in one of the TEN Lone Wolf T-Shirts we've got up for grabs. What You Have To Do:

Look at this rather mysterious expanse of whiteness here. Just screaming to have something drawn on it, isn't it? Well, here's your chance. We want you to design, sketch and draw your worst nightmare in the monster stakes, a foe tough enough even to make Lone Wolf have trouser traumas. It doesn't matter if it's black and white or colour, just so long as it's fab. There are no age range specifications - we're not Blue Peter. So get sketching and may the most bizarre and warped imagination win. Sorry we cannot return your entries.

Finished? That was quick. Right, cut out your pic, write your name and address on the coupon and send it to: "Watch Out! There's a Horrible Monster In This Envelope!" Sinclair User, Priory Ct, 30-32 Farringdon Lane, London EC1R 3AU.

The Rules:

EMAP and Audiogenic staff aren't allowed to enter the compo. Neither are people who find polar bears frightening, or people who are currently completing a six year scholarship at the Royal Academy of Doing Good Pictures. Closing Date: August 31st.

Name

Address:

.....
.....
.....



Castle Computers

DEPT SU 8
CASTLE HOUSE
NEWCASTLE STREET
BURSLEM
STOKE ON TRENT
TEL: 0782 575043



SALE	SALE	SALE	SALE	SALE
Microprose Soccer..... 7.25	*****	Fire and Forget..... 6.99	*****	The Untouchables..... 7.25
Classic Muncher (128K only)..... 6.50	★	Renegade 3..... 6.99	★	Outrun European..... 6.99
Run the Gauntlet..... 7.25	★	Rambo 2..... 2.99	★	F16 Stealth Fighter..... 7.25
Afterburner..... 7.50	★	Real Ghostbusters..... 7.50	★	Victory Road..... 6.99
Batman 2..... 7.25	★	The National..... 7.50	★	Tiger Road..... 6.99
Robocop..... 7.25	★	Last Duel..... 6.50	★	Weird Dreams..... 10.95
Rambo 3..... 6.99	★	Rockstar Ate My Hamster..... 6.99	★	Carrier Command..... 10.95
Dragon Ninja..... 6.75	★	Human Killing Machine..... 6.50	★	Red Heat..... 6.99
R-Type..... 7.50	★	The Running Man..... 6.99	★	Operation Hormuz..... 6.99
Techno-Cop..... 6.50	★	Skate or Die..... 7.25	★	Forgotten Worlds..... 6.99
Skate Crazy..... 6.50	★	4 x 4 Off Road Racing..... 6.50	★	Iron Lord..... 9.50
Heroes of the Lance..... 7.00	★	Blasteroids..... 6.99	★	Puffy's Saga..... 6.75
Airborne Ranger..... 7.50	★	Vindicators..... 7.25	★	Thunderbirds..... 6.75
Dark Fusion..... 6.50	★	Captain Blood..... 6.99	★	Aaargh!..... 7.50
Butcher Hill..... 6.50	★	Wee Le Mans..... 6.50	★	Bomber..... P.O.A.
Motor Massacre..... 6.50	★	War in Middle Earth..... 7.50	★	Titan..... 6.99
Guerilla Wars..... 6.00	★	Double Dragon..... 7.25	★	Purple Saturn Day..... 7.50
Buggy Boy..... 5.50	★	Emlyn Hughes Soccer..... 6.99	★	Supertrux..... 6.99
Pac Mania..... 6.50	★	Chicago 30's..... 6.99	★	Vigilante..... 6.99
Pac Land..... 6.50	★	Xenon..... 6.99	★	Dark Septre..... 1.99
1943..... 6.99	★	Sanxio..... 6.50	★	Shoot Out..... 1.99
Op Wolf..... 6.50	★	I.S.S..... 5.95	★	Enduro Racer..... 2.99
Samurai Warrior..... 6.50	★	Exploding Fist +..... 5.50	★	4 Soccer Sim..... 4.99
Savage..... 6.50	★	Eliminator..... 5.99	★	Ring Wars..... 4.95
Virus..... 5.50	★	Repton Mania..... 5.50	★	Enigma Force..... 1.00
Lazer Squad..... 7.25	★	Impossible Mission 2..... 6.75	★	Druid 2..... 1.50
Football Manager 2..... 6.99	★	Skate Ball..... 6.75	★	Gunslinger..... 1.99
Last Ninja 2..... 8.99	★	Nightraider..... 4.99	★	Skool Daze..... 1.99
Slient Service..... 6.99	★	3D Pool..... 5.50	★	Back to School..... 1.99
Gunship..... 6.99	*****	Barbarian 2..... 3.95	*****	Dambusters..... 1.99

SALE TIME AT CASTLE - CAN YOU AFFORD TO MISS THESE.
ALL ORDERS SENT 1st CLASS POST, P&P UNDER £5

50p, OVER £5 P&P IS FREE

CATALOGUE AVAILABLE ONLY £1.00 IF ORDERED WITH SOFTWARE

SALE	SALE	SALE	SALE	SALE
*****	*****	*****	*****	*****
FERNANDEZ	Grange Hill..... 2.99	THUNDERBLADE	Chuckie Egg 2..... 3.95	SENTINEL
MUST DIE	Star Strike 1 & 2..... 2.99	4.95	Athena..... 2.99	1.99
2.99	Spy Hunter..... 2.99	19 BOOT CAMP	Bedlam (128K only)..... 2.99	TETRIS
WOLF MAN	Action Force..... 2.99	2.99	Ballblazer (128K only)..... 2.99	1.99
1.99	Dan Dare 2..... 2.99	THE FURY	Little Comp People (128K only)..... 3.95	PSYCHO
FRANKENSTEIN	The Hit Squad..... 2.75	1.99	Alternative World Games..... 2.99	SOLDIER
1.99	The Double..... 2.99	HELLFIRE	Ace 288..... 3.95	1.00
STRIP POKER	Adv Pinball Sim..... 2.99	ATTACK	The Eidolon..... 1.99	SLAINE
2+	Jocky Wilson Darts..... 2.99	2.99	Handball Maradona..... 2.89	1.99
2.99	Para Assault Course..... 2.99	CYBERNOID	Inter Rugby Sim..... 2.99	SUPER SPRINT
STAR WARS	SAS Combat..... 2.75	3.95	Snooker Sim..... 2.99	1.99
3.95	End Zone..... 2.99	KNIGHTMARE	Pro Skateboard Sim..... 2.99	BLOOD
EMPIRE	BMX Sim 2..... 2.99	1.99	Sabotage..... 2.99	VALLEY
STRIKES BACK	Big Foot..... 2.79	BIGGLES	Street Gang Football..... 2.99	2.99
3.95	Blade Warrior..... 2.79	1.00	Light Force..... 2.99	ENDURO
RETURN OF	Treasure Island Dizzy..... 2.99	PREDATOR	Air Wolf..... 2.99	RACER
THE JEDI	Fruit Machine Sim..... 2.79	3.95	Gladiator..... 1.99	2.99
3.95	Gauntlet..... 2.99	CROSSWIZE	BMX Free Style..... 2.99	EVERY
MARIA'S	Ninja Massacre..... 2.99	1.00	Freedom Fighter..... 1.89	SECOND
XMAS BOX	Zybex..... 2.79	1.99	Twin Turbo V8..... 2.79	COUNTS
2.99	Hive..... 1.99	1.00	Turbo Esprit..... 2.79	3.95
VIXEN	Leviathan..... 1.99	1.00	Olie and Lisa..... 1.00	BULLSEYE
1.99	Leaderboard..... 2.99	1.00	Scraples..... 4.99	3.95
*****	Mega Apocalypse..... 1.99	*****	Adv Tactical Fighter..... 3.99	*****
*****	Mask..... 2.99	*****	Target Renegade..... 3.95	*****
*****	Doc the Destroyer..... 1.50	*****	World Class Leaderboard..... 3.99	*****
*****	Dragons Lair..... 2.99	*****	Arkanoid 2..... 2.99	*****
*****	Dragons Lair 2..... 2.99	*****	Doomdarks Revenge..... 3.99	*****
*****	Dark Empire..... 1.99	*****	Not a Penny More..... 3.99	*****
*****	*****	*****	Mindfighter..... 4.95	*****



the Write

TONY

BARBARIAN

This game is so cool it deserves 192 rather than 92%. If I were the ed (you're not mate, I am and don't you forget it - JD) I'd fire Dillon because Prince Charles could do better (not on Dillon's salary he couldn't - Alison). It's just so smooth the way Barb walks down the ladders. Tony Dillon is such a crud reviewer. Lastability 89? What? You can't be serious.

I've had this game since chrimbo and I haven't stopped playing it yet (well not quite). The graphics are brilliant, mind you I don't like the icon idea. So fire the idiot.

Mark Hooper
Chilton, Co. Durham
AN **SU** CREW BADGE IS BACKSTROKING UP THE THAMES TO YOU AS WE SPEAK

● *Let's be realistic. The Barb was indeed pretty damned fantastic, but 192%?! We think not. Let's face it, nothing is ever worth 100%, or it would be absolutely perfect, which of course is impossible.*

ZYBEX

After reading your mega review, I rushed to the shops and bought Zybox. I loaded it up and my eyes popped out of my head as I played. This game is so slick and fast and totally spondicious that it'll blow your brains out.

At £2.99 you can still afford to buy another 4 copies of **SU** and still have change of £10.

It's wicked, buy it now.
Mark Wightman
Flackwell Heath, Bucks
THE DILLON IS GIVING AN **SU** CREW BADGE A PIGGY BACK TO YOUR HOUSE

● *We need say no more.*

ROBOCOP

Robocop is the future of law enforcement, and in my view, a milestone in the future of Spectrum games. This game deserves not 94% but maybe 90% because it's a little too easy.

Tony has showed his superior talent at reviewing games but has really hit the nail on the head with **Robocop**. The sound and speech synthesis in 128K is utterly brilliant. The Music throughout the game and the amazing speech are just like the film. The graphics are superb, have you seen Robocop walking, shooting above and below, it's superbly realistic.

My only criticism about the review is that Tony doesn't take into consideration how easy the game is and for this **Robocop** should have received a lower score.

Tony is my favourite reviewer and **Robocop**, even though it's easy is my favourite game. The mag is brilliant.

Patrick McGivern
Co. Down, Ireland
AN **SU** CREW BADGE HAS JUST HOPPED ONTO ITS MOTOR SCOOTER TO YOUR HOUSE

● *Lawks! Reasoned comments ahoj! Glad you agree with us on the Big R.*

STREET GANG

Tony, have you got brain damage or something, giving a mega crud game like **Street Gang** 54%. It should have got 4. I agree that the graphics are pretty fab but it's dead easy, I finished it on my fifth go with four lives left.

Also it goes a bit mad when you kill someone, it looks like you've just walked into a big lump of poo. I ain't very impressed matey.

Joseph Claro
Macclesfield, Cheshire
AN **SU** CREW BADGE HAS JUST BOOGIED OFF IN YOUR DIRECTION

● *Tony is currently recuperating in the 'Bido-a-wee' home for burned-out reviewers. He said from his hospital bed "murmurgurglophoop". And he means it most sincerely.*



CHRIS

LAST NINJA

Last Ninja 2? Last Ninja poo more like. Do you know how long it took me to get used to this flamin' game? No time at all. I flushed it down the bog after I got onto the second screen. It didn't deserve 2%. Here are my ratings:

Graphics	91%
Sound	15%
Playability	1%
Lastability	0%

Whoever reviewed this should be dragged out into the street and shot.

Chris 'Killer Chezmo' Cherry
Burscough, Lancs
AN **SU** CREW BADGE IS BEING DELIVERED BY SPECIAL COURIER TO YOU (not really)

● *BLAM!*

DOUBLE DRAGON

Your mag is Mega cool apart from Chris Jenkins review of **Double Dragon**. Do you need a new brain or what? **Double Dragon** is cool. It's nothing like **Target Renegade** and it's got great characters. You're right about the backgrounds though. It deserves much more than 51%, at least 82%. So go and stick your review down the toilet.

Everybody buy this game, it is fab.

Richard Japheth
Angelsey, Wales
AN **SU** CREW BADGE HAS PEDDLED OFF ON ITS BIKE TO YOU

● *D.D. isn't cool at all, you blathering weirdo. The action is slow and jerky, the graphics look like jelly babies and it certainly doesn't capture the excitement of the arcade game. Target Renegade is a much classier entity.*

OPERATION WOLF

Jim was well right in giving **Operation 'dead in seconds' Wolf** 90%, but I'm not so sure about the Classic.

One thing that really bugged me off was stage three; there were more people in that than in a chinese laundry (!?!). As for stage five you are sitting there happily shooting the hell out of soldiers when a bald vicar comes across the screen with a sack of spuds. If you miss, it splats a sign saying "thank you" on the left of the screen and looses you a tank, but if you hit it it flies into the sky with a polo mint stuck on its head. The easy bit is shooting the blokes that play rolly polly on the floor.

Stuart G Hart
Chadderton, Lancs
AN **SU** CREW BADGE HAS GONE BY B.R. TO YOUR HOUSE (it'll never arrive)

● *Ooer! More reasoned thought! I don't think we can handle it here! Watch out for Operation Thunderbolt - the sequel - soon!*

Write Stuff

VICTORY ROAD

I'm writing to let you know what I think of **Victory Road**. It is about as exciting as my history lessons. I fell asleep at my computer desk. Now and again you get a flying wuzzel that pounces on you which really annoys. At a certain part in the game you go into a square which takes you into a different screen, then you have to grenade a moving head that spits out soldiers at you and makes a moaning noise, yawn, so easy.

The sprites are as big as an ant's filling. The best thing about this game is the blasting effects, but that's all.

Victory Road deserves about 56% and no more. Sorry Chris but it's just not my cup of orangeade. If anyone out there can't get to sleep at night, load up **Victory Road** and you will fall asleep straight away.
Nicholas Bawden
Henley, Bristol
AN **SU** CREW BADGE IS STRAPPED TO A PIGEON'S LEG AND FLYING OVER YOUR HOUSE

● Harsh words indeed, Nick. Is it really that bad? I don't think so. Pretty fair conversion we feel.

DOUBLE DRAGON

I think this is a naff game because it is very easy and I completed it on my fourth go. I think there should be more enemies. I also think there should be more colour and weapons on the screen, but the sound effects are ok (but not brilliant).

At the end of **Double Dragon** when you have killed Willy I think it would be better if you could pick up the machine gun and blast the rope which is above your girlfriend and let her run to you etc.

Jonathan Michael Ing
Stamford, Lincs
AN **SU** CREW BADGE IS WHOOSHING BY HOVERCRAFT TO YOUR DOOR

● Aye, we weren't too impressed with the **Dragon** either. Thankfully, *Virgin's Silkworm* and *Gemini Wing* look a great deal better.

THE REAL GHOSTBUSTERS

Jim 'totally blind to all good software' Douglas has, yet again, boobed (can we say that - Wayne)!! What am I talking about you may well ask? **The Real Ghostbusters**, of course.

How could he give such a wicked game a mere 65% overall? This game should have received at least 85% with only the graphics in mind. It is just SO colourful, with little colour clash. Why then, in the so called 'FAX BOX' were the facts overlooked and the graphics given only 65%.

And then there's the playability, addictiveness and sheer amount of levels. **The Real Ghostbusters** is totally amazing. How could it receive such a low mark?

Danny Hill
St. Ives, Cornwall
AN **SU** CREW BADGE HAS JUST RUN DOWN THE ROAD TO YOUR HOUSE

● Tosh! I stand by my marks! The graphics are indeed colourful, but they've all got a big black line round them to hide the attribute clash. Very poor. Totally amazing?. Non.

LED STORM

Jim, what have you done? Why only 65% for **Led Storm**? This game deserves a classic.

Everything about it is fantastic.

The way you can jump over gaps in the road is brill, and the speed is simply unbelievable. The graphics, scrolling and 128K sound are first class as well. Everyone should buy this game at once.

Andrew Roberts
Oldham, Lancs
AN **SU** CREW BADGE IS WHOOSHING UP THE NORTHERN LINE RIGHT NOW

● I think I had my grumpy head on (wah? - A.S.) when I did **LED**. Actually you're right about the speed element, but the depth of gameplay just isn't there.



JIM

ROBOCOP

This game is daylight robbery. It is so boring I thought I would play **Manic Miner** instead. When you have run out of ammo you don't stand a chance of getting any bullets, and up pops the guy who seems to know your secret and kills you. This game deserves 3***.

Stuart Smith

Leeds

AN **SU** CREW BADGE IS SKATEBOARDING UP THE M1

● No wonder there's so much crime about these days - people like you Stuart, who are off their bloomin rockers inciting people to give them a good smack! You shouldn't be so careless with your shots, and you'd get along much better. Methinks you haven't found the later levels yet.

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

CRAZY

It's another amazing **SU** competition!

DRIVE LIKE A MAD THING!

CARS

But Dad, let me explain, when my football rolled under your car I thought if I just reversed it back and then, I guess I must have pressed the accelerator a bit hard and it shot down the street and smashed into an oncoming meals-on-wheels van. Then it whooshed off down the road all sort of out of control, but luckily this tree jumped into the road and slowed us down a bit. The man at the garage says it

to cruise about in a motor mobile in our Crazy Cars 2 compo. But not just any old motor, this is a special racing car and you'll have the chance to drive around the track at Brands Hatch - completely brilliant or wot???

You pick the day you wish to visit and the people at Brands Hatch will give you the following:

1. A video briefing session to teach you the finer points of track driving.
2. Safety tips down on the track with your own personal instructor.
3. Three laps around the track in an XR3i with your instructor keeping an eye on you.
4. Driving analysis after 3 laps plus an analysis sheet to take home with you.
5. The fright of your life as your instructor whooshes you and the XR3i round the track.
6. The chance to drive a single seater racing car.

Now all you have to do is answer the questions below and send the coupon to us for your chance to handle a real crazy car (sorry 'bout that). So get to it people.



won't cost much to clean the hotpot off the upholstery and remove the branches from the exhaust... please don't be angry Dad, don't hit me with that shovel again... whaaaaaa.

Now, if you hadn't tried to be flash by pretending you could drive Pa's motor, none of this would have happened would it? You'll just have to wait until you're 17 (you'll probably be grounded until then anyway) and old enough to shoosh about in your own jam jar. OH NO YOU RUDDY WELL WON'T MY OLD MOTOR MANIAC.

Thanks to those great guys at Titus you now have the chance

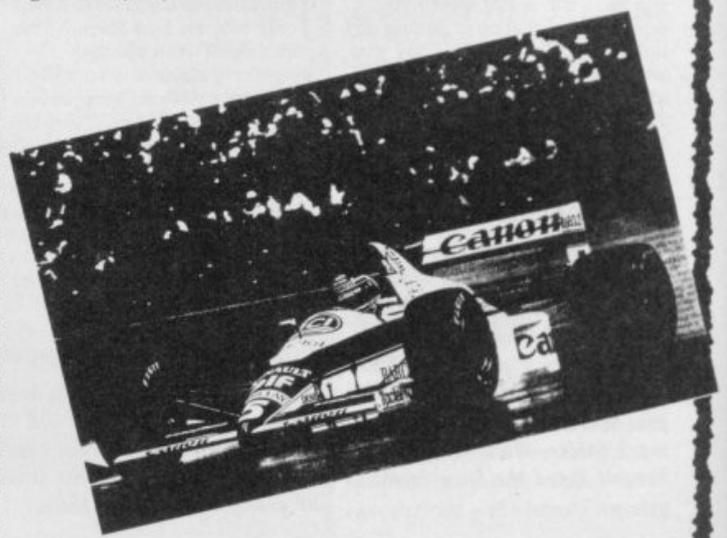
What does Nigel Mansell drive in his spare time?
a) A red bus b) a fridge on wheels c) everybody round the twist.
Complete the following title of a previous Titus game?
Crazy (don't count the dots, that would be too easy).
If you win which of the following cars will you drive at Brands Hatch?

a) Escort Mk 1 b) Escort RS2000 c) Escort XR3i.

Name:

Address:

Send your entry to 'Brands Hatch here I come, zerooooooom', Sinclair User, 14 Holkham Road, Orton, Peterborough PE2 0UF. Closing date 31st August 1989. The Workers of EMAP and Titus and their families and friends and neighbours must not enter this compo.



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/keyboard 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 2x19p 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 MEMBRANES FREE TO TEST YOUR SPECTRUM REPAIR

FOUR GREAT FOOTBALL GAMES

ONLY £9.99 plus SPECIAL OFFER! Buy Soccer Squad and get HOT SHOT for only £4.99 cassette!

From player's bench to manager's hot seat, every aspect of modern football in one action packed compilation. Punishing training routines, exciting on-field gameplay and behind the scenes intrigue make **SOCCER SQUAD** the only real alternative to live action football. Available on **SPECTRUM, AMSTRAD & CBM 64/128** on cassette and disk.

Please send me	Unit Price	Qty	System	Total Price
SOCCER SQUAD	£9.99c			
	£14.99d			
HOT SHOT (available only if ordering SOCCER SQUAD)	£4.99c			
	£7.99d			
Plus post and packaging				£0.75
				TOTAL

I enclose a cheque/postal order* or please charge my Access/Visa account
 Card No. Expiry Date
 Name
 Address
 Signature

* made payable to Gremlin Graphics Software Ltd. Please allow 14 days for delivery.

All mail order enquiries to: **Gremlin Graphics Software Ltd.**, Alpha House, 10 Carver Street, Sheffield S1 4FS



BUDGET 10

COMPILED FOR
SINCLAIR USER
BY GALLUP

1	(1)	TREASURE ISLAND DIZZY Well you just can't get enough of this chap can you?	CODEMASTERS £2.99 60%
2	NEW!	CUP FOOTBALL No! No more!	D & H GAMES £2.99 UR
3	NEW!	SOCCER STAR Aaaaargh!	D & H GAMES £2.99 UR%
4	NEW!	TURBO ESPRIT Re-released race sim. Fair.	ENCORE £1.99 UR%
5	(3)	STREET GANG FOOTBALL Lovely graphics but no real game	PLAYERS £1.99 54%
6	NEW!	SHANGHAI WARRIORS Ditto	PLAYERS £1.99 UR
7	NEW!	TWIN TURBO V8 Disappointing race game from the Codies	CODE MASTERS £2.99 59%
8	NEW!	THE REAL GHOSTBUSTERS Adequate conversion of TV cartoon	MASTERTRONIC £1.99 65%
9	(2)	SAS COMBAT SIM Not very simulatory or SASish either	CODE MASTERS £2.99 58%
10	(6)	JOE BLADE 2 Dropping even further this month	PLAYERS £2.99 55%

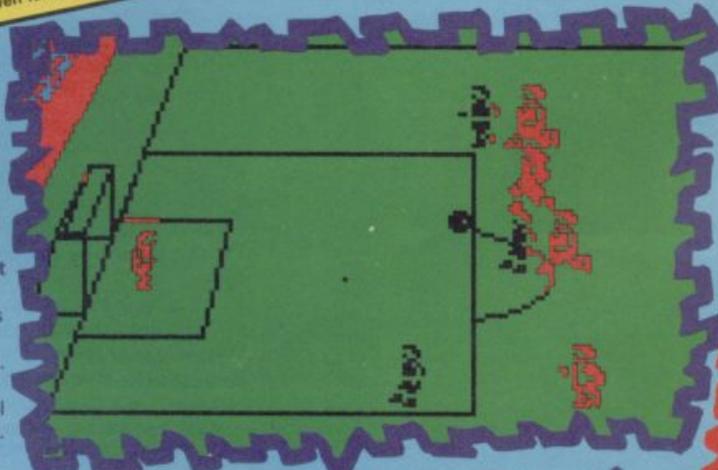
1	ROBOCOP	OC
2	RENEGADE 3	IM
3	DRAGON NINJA	OC
4	OPERATION WOLF	OC
5	WEC LE MANS	IM

1	EMLYN HUGHES IS	AU
2	WAR IN MIDDLE EARTH	MI
3	FUN SCHOOL 2	DA
4	FM2 EXPANSION KIT	AE
5	HEROES OF THE LANCE	US

42

COMMENT → FULL PRICE

Sock! Still there at number 1. Can no-one save the poor chart from Robocop's brutal domination? Bosh! Emlyn Hughes storms up from last month's new entry at No 3 to the No 2 position. Emmy's doing well. He knows it, he knows it. Kerzonk! Renegade III kicks and punches its way to No 3. A certain chart topper, take our word. Pfft! Little action elsewhere this month, merely a re-shuffle of last time's positions. We predict a similar scenario before the big autumn releases.



CHARTS COMMENT → BUDGET



SU[★]CHARTS

FULL PRICE 20

OCEAN
IMAGINE
OCEAN
OCEAN
IMAGINE

SIMULATION



AUDIOGENIC
MELBOURNE HOUSE
DATABASE/MANDARIN
ADDICTIVE
US GOLD

ARCADE

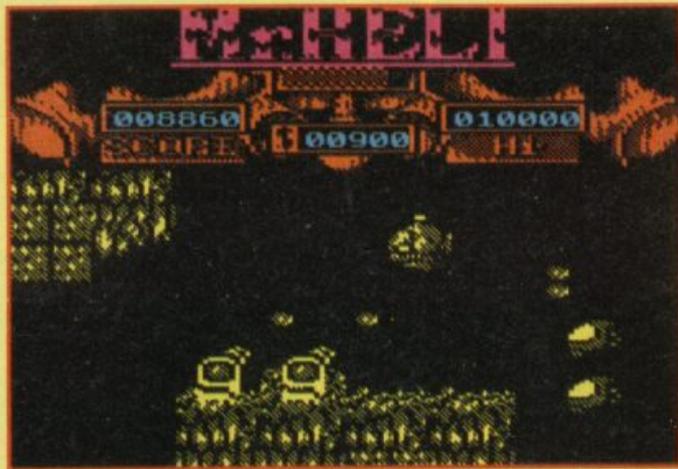
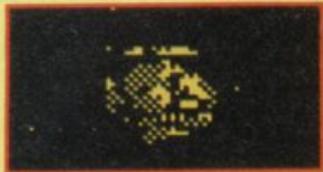


Dizzy holds out for another month! Surely his bubble will burst next time round and one of the plethora of recent football games will snatch its spot as the FA Cup whips the ball-kickers among us into a frenzy. Or maybe not. Players lose some ground with the classy Joe Blade II but some back with Shanghai Warriors and Street Gang Football. A number 1 on the way?



1	(1)	ROBOCOP Nothing is going to shift this chappie	OCEAN £8.95 94%
2	(2)	EMLYN HUGHES I.S. Still hanging in there - you just love this one	AUDIOGENIC £9.99 91%
3	NEW	RENEGADE 3 Time travelling escapade - not bad	IMAGINE £7.99 71%
4	(5)	DRAGON NINJA Another kicky kicky - but a good one	OCEAN £8.95 78%
5	(4)	OPERATION WOLF Looks like Ocean are going for world domination	OCEAN £8.95 90%
6	(3)	WEC LE MANS One of the best racing games ever, ever	IMAGINE £8.95 91%
7	(6)	IN CROWD Good value compilation	OCEAN £14.95 80%
8	(7)	DOUBLE DRAGON Disappointing karate caper	MELBOURNE HOUSE £9.99 51%
9	NEW!	RUN THE GAUNTLET We're thinking of renaming this the Ocean Full Price 20	OCEAN £8.99 80%
10	NEW!	ARCADE MUSCLE Corking arcade compilation	US GOLD £12.99 UR
11	(9)	PACLAND A must for Pac-loons	GRANDSLAM £8.95 70%
12	(8)	WAR IN MIDDLE EARTH Blend of every genre	MELBOURNE HOUSE £9.99 79%
13	(11)	FUN SCHOOL 2 Zany educational romp	DATABASE/MANDARIN £5.95 UR
14	NEW!	FOOTBALL MANAGER 2 EXPANSION KIT Just when you thought you had enough control...	ADDICTIVE £9.99 UR
15	(12)	GARY LINEKER'S HOTSHOTS Gazza footy extravaganza	GREMLIN GRAPHICS £7.99 UR
16	(13)	AFTERBURNER Slowly dropping off the edge of the chart	ACTIVISION £9.99 90%
17	(15)	THUNDERBLADE Fab conversion of a good coin-op	US GOLD £8.99 87%
18	RE	GAME SET AND MATCH Good collection of sports makes a comeback	OCEAN £12.95 84%
19	(14)	BATMAN First-class Batman scenario	OCEAN £8.95 90%
20	(18)	HEROES OF THE LANCE Looks like this one's on its way out	US GOLD £9.99 70%

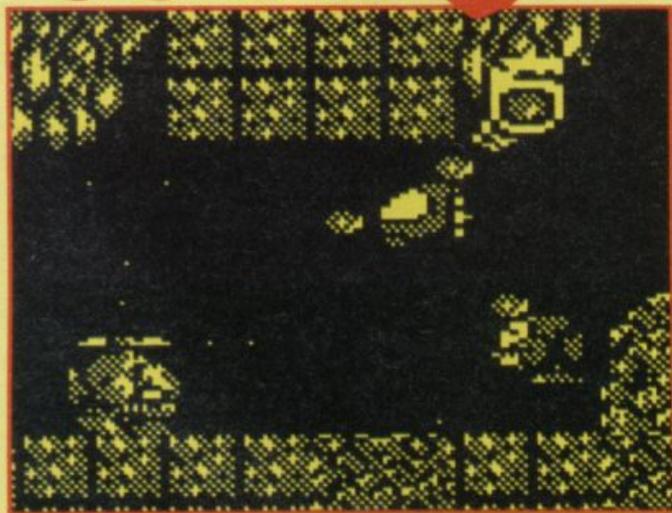
GAMES REVIEW



(when you are offered them at certain points in the game). A fully armed Mr Heli consists of bomb launchers, three way autofire, a shield, four homing missile launchers and an upward firing missile launcher. With that little lot, you're about as close to being indestructible as you can get.

The second section in each level is a push scroll maze. First find and activate the lights by

MR HELI



Engine one on. Woop. Engine two on. Woop. Rotor engage. Chug chug chug chug chugchugchug wugga wugga wugga wugga. Go Mr Heli go!

And go he does, through three levels of explosive multi-scrolling mayhem. Bullets fly (and so does Mr Heli) enemies die and not a single bit of colour

clash or flicker. Excellent.

Mr Heli was an amazing arcade game. Not graphically or sonically amazing (even though it does have a pretty addictive soundtrack), but it was amazingly playable. You are a little helicopter who happens to wear DM's (my kinda chopper). You're no ordinary helicopter (I'd guessed that much already

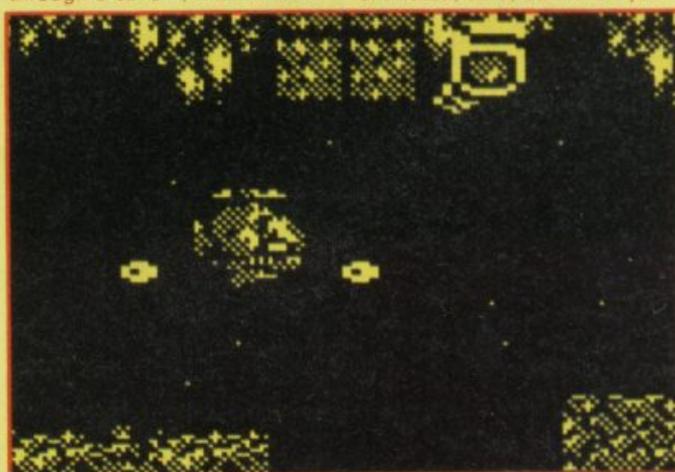
– The rest of the world). You are a helicopter with a mission. Your mission, save the world (Didn't Queensryche sing that one?). There is, as usual, a huge evil force that is trying to take over the world of Mr Heli, and Mr Heli has to go through three levels, each three parts long and wipe out everything.

First section has you flying through a cavern, that twists

and scrolls in all four directions, though not all at once, of course. Aliens fly on from random directions and you have to take them out. To start with, this isn't too easy, as all you have is a pathetic little single shot gun and an upward firing missile launcher. As you fly along, taking out certain areas of the walls results in crystals falling from the destroyed areas of scenery. Collecting these crystals provides you with money, and the more money you have the better weapons you can buy

shooting them, which isn't easy because you can't actually see anything when the lights are off. Make it to the end of the maze, and you get to fight the nasty mother alien, who is big (a third of the screen) and deadly. Kill it and, guess what, you get to the next level.

The graphics are fab. Well detailed and smoothly animated, sure, but when you



see the amount of stuff on screen at any one time, you'll be amazed. Not an ounce of flicker, not a touch of jerkiness. I was impressed, and that's saying something. (Yes, its saying you were impressed, isn't it? – JD). It plays really well too. Addictive, fun and fast, though never frustrating, Mr Heli has got it's difficulty level set perfectly. Well done Probe. A near perfect conversion, bar the lack of colour. Perhaps not quite a must buy but fans of the coin-op should check this one out.

and scrolls in all four directions, though not all at once, of course. Aliens fly on from random directions and you have to take them out. To start with, this isn't too easy, as all you have is a pathetic little single shot gun and an upward firing missile launcher. As you fly along, taking out certain areas of the walls results in crystals falling from the destroyed areas of scenery. Collecting these crystals provides you with money, and the more money you have the better weapons you can buy

see the amount of stuff on screen at any one time, you'll be amazed. Not an ounce of flicker, not a touch of jerkiness. I was impressed, and that's saying something. (Yes, its saying you were impressed, isn't it? – JD). It plays really well too. Addictive, fun and fast, though never frustrating, Mr Heli has got it's difficulty level set perfectly. Well done Probe. A near perfect conversion, bar the lack of colour. Perhaps not quite a must buy but fans of the coin-op should check this one out.

A near perfect conversion, bar the lack of colour. Perhaps not quite a must buy but fans of the coin-op should check this one out.

ARCADE



REVIEW

FAX BOX

MR HELI Label: Firebird Author: Probe
Price: £9.95 £12.95 Memory: 48K/128K
Joystick: Various

A fine conversion.
Feel and smell of the original machine.

Reviewer: Tony Dobson

GRAPHICS	SOUND
82	79
PLAYABILITY	LAST ABILITY
81	80

Reviewer: Tony Dobson

OVERALL

80





COMPUTER SERVICE CENTRE



HURSTRANGE SYSTEMS

230 TOTTENHAM COURT ROAD, (1st Floor), LONDON
TEL: 01-631 0139 FAX: 01-631 0139 VAT No 524 0573 69

We like to introduce ourself as a very fast growing Computer Repair/Service Centre in London. Since established seven years ago we specialise in the following

COMPUTERS

IBM PC, XT & AT Compatible, 386 AT, PS2 Series, Amstrad 1512, 1640 Compaq, Olivetti, Atari 500, 1040 Series, Amiga 500, 100, 200 Series Commodore 128, C64, Spectrum +, Spectrum +3 Series, Amstrad CPC 464, C6128, 644 Series

MONITORS

Cub, Samsung, Olivetti, Amstrad, Tatung, Panasonic, Fujitsu

POWER SUPPLIES

IBM. IBM Compatible, Atari, Amiga etc

DISK DRIVE UPGRADE

1.2mb 3-Disk Drive..... £75.00
1.4mb 3-Disk Drive..... £125.00
1.2mb 3-PS2 Disk Drive..... POA

ATARI & AMIGA D/DRIVE

1.2mb D/Drive £95.00

MEMORY UPGRADE

(IBM & IBM Compatible)

XT 384 K Memory Card O Ram £75.00
AT 2mb Memory Card O Ram..... £125.00
AT 4mb Memory Card O Ram..... £175.00
Atari 512K Upgrade £90.00

HARD D/UPGRADE

(IBM & Compatible)

20mb Hard Disk+Controller&Card.. £185.00
30mb £220.00
40mb £299.00
60mb £399.00
85mb £450.00
135mb POA
230mb POA

IBM & COMPATIBLE CARD

Fax Card POA
Mono-Graphic Card..... £45.00
Colour..... £45.00
EGA £125.00
VGA £175.00
Serial Card..... £18.00
Parallel Card..... £18.00
I/O Card 2 Serial, Parallel £65.00
Clock & Multi Winchester Controller.. £45.00
Winchester Controller & Floppy Card..... £90.00

CABLES

25 Ways D type - 25 Ways RS 232 or Null Modem D type
Male-Male £12.00
Female-Male £12.00
Female-Female £12.00

9 Ways D type - 25 Ways D type
M-M £12.00
M-F £12.00
F-F £12.00

5 Pin Drive - 25 Ways £12.00

1. MAINTENANCE CONTRACTS AVAILABLE.
2. CABLES MADE TO MEASURE TO YOUR REQUIREMENT.
3. FREE ESTIMATES ON ALL COMPUTERS, MONITORS, POWER SUPPLIES.
4. SPARES AVAILABLE ON ALL COMPUTERS.
5. ALL PRICES EXCLUDE V.A.T.

WE ARE NESS COMPUTER AUTHORISED DEALERS FOR XT, AT & 386 MACHINES.
PLEASE RING FOR PRICES

GAMES REVIEW

Life's great when your uncle is one of the greatest minds ever to walk the face of the earth. (That's what my nephew keeps saying - JD). Life then gets even better when that same uncle spends most of his life working on the theory of human flight. Things get even better better when your uncles



ladies. I for one am all for euthanasia, but in the role of Super Kid, you aren't. And people say computer games are fun.

Probably the most striking feature about this otherwise run of the mill screen arcade move-'em-up is the large amount of colour splashed about. Sure clash abounds, but it's not a bad thing. I think it successfully captures the feel of a city not entirely unlike New York, complete with the smell of the smog and the reflective glow of the neon signs.

The graphics aren't amazingly huge, but they are well defined. Super Kid runs, jumps, flies, the works. His cap flaps, his hair blows, his tights, well do whatever it is that tights are supposed to do, apart from hide all your varicose veins and

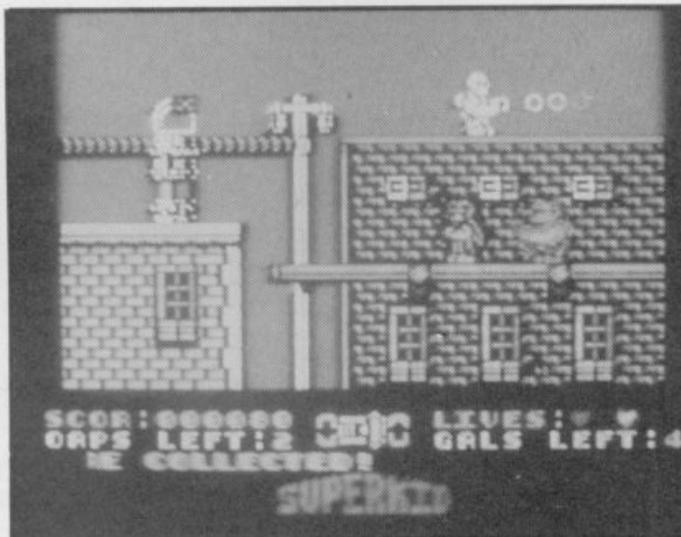
SUPER KID

46

accidentally leaves the door to his study open and leaves an untested flying potion disguised as a glass of lemonade. And funnily enough, you just happen to be thirsty.

And thus begins the legacy that is Atlantis' newie, Superkid. Not only have you been blessed with the power to fly, you've also been gifted with super strength. You are now so amazingly strong that all it takes is one little punch from your mighty little fists and enemies simply explode and disintegrate on the spot.

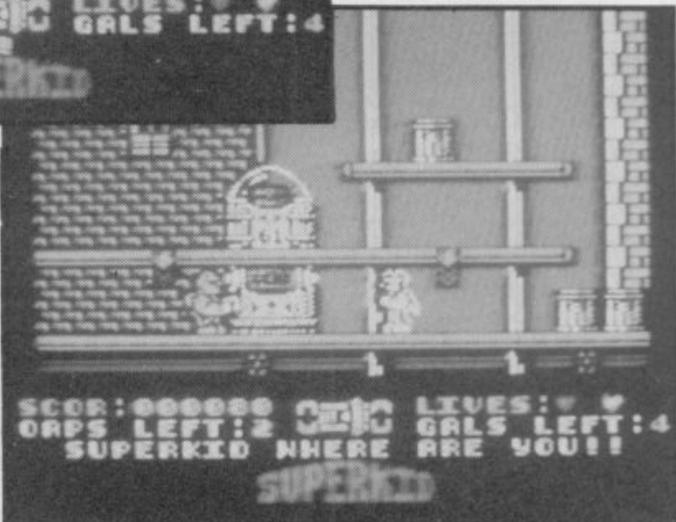
The aim: Be your average everyday superhero and protect all the innocent civilians of Boring New Town from all the bad guys. You can spot the bad guys a mile off, they are the ones who wear the stripey shirts and the black eye masks. They also pack pistols and shoot old



red blotches on your legs. The bad guys look like bad guys. The old ladies look like old ladies. The girls falling off the buildings look like girls falling off buildings.

There are some nice touches in the front end details; scrolling messages like "Superkid where are you!" and "Crimewave Overload!" keep you alert.

Super Kid is a very average product. Amazingly so. It has some nice graphical touches, but nothing that Players haven't been doing for ages. Once again, Atlantis manage to match everyone else's standard, but fail to beat them.



FAX BOX

SUPER KID Label: **Atlantis** Author: **In-house** Price: **£1.99** Memory: **48K/128K**
Joystick: **Various**

Fairly run-of-the-mill sort of game. OK. Again.

Reviewer: *Tony Elliott*

GRAPHICS	SOUND
76	72
PLAYABILITY	LAST ABILITY
71	70

OVERALL

71



10 20 30 40 50 60 70 80 90

CAPTAIN FIZZ

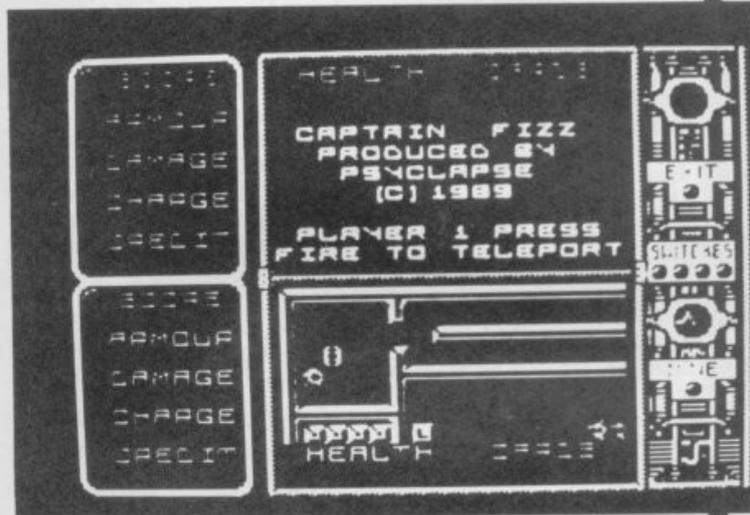
MEETS THE BLASTERTRONS

It doesn't inspire you with hope when you realise that the zappy artwork on the cover of a new game appeared on a paperback several years ago - no expense spared, eh chaps? It wouldn't be so bad if the screenshots of the game looked marvellous, but they don't; tiny little sprites placed in a two-dimensional maze, surrounded by meters and readouts which conspire to make the playing area relatively small. "No", I thought, "That must be some sort of introductory screen - that can't be the real game. I expect the real game is some sort of three-dimensional vectorgraphic

artificial intelligence space strategy shoot-'em-up with go-faster stripes." It isn't.

Captain Fizz Meets the Blaster-Trons certainly boasts the worst title of all time (OK OK, I know it's meant to be a jolly laughey satirical version of titles from the dawn of software history, but you can only get away with playing for laughs if the game's any good). What the title doesn't give away is the fact that what we have here is basically an inferior **Gauntlet** clone, notably only because it has a simultaneous two-player mode which probably demanded some nifty programming. But it's not the sort of graphically sophisticated arcade-adventure we've come to expect from *Psychapse*/

Psygnosis.



There are twenty levels of so-called "action", involving guiding your tiny blob around flip-scrolling mazes representing alien complexes. The aim is to destroy the aliens' master computer; to do this you have to wipe out the alien generators, collect keys and passes to other levels, and work your way through the system of one-way doors.

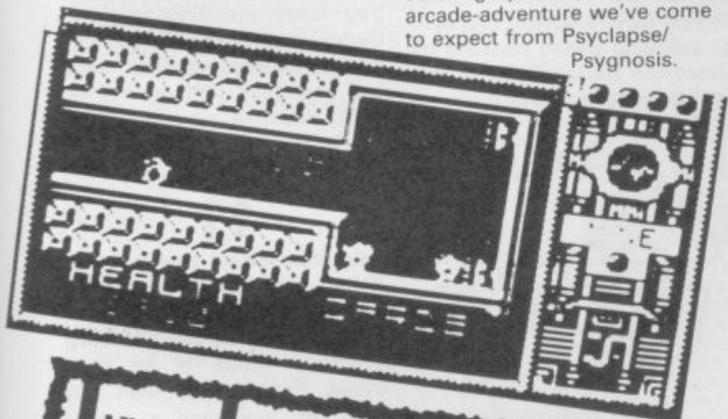
Each player has a control key for a "blitter-bomb" in addition to their standard joystick/key controls for movement and laser fire. It's easier to work together to solve certain problems; bear that in mind if you don't always have a partner to play with. It can get pretty frustrating trying to handle two joysticks yourself.

The usual **Gauntlet** features are there; energy, armour and credit cards to pick up, fast-moving weebies to avoid or blast, sliding doors to negotiate, destructive barriers to cross, moveable objects to shove around and transporters to enter. So, if you enjoy the sheer

challenge of **Gauntlet**-type games and don't mind the lack of graphical sophistication, you might find **CFMTBT** reasonably engaging.

Sound is pretty good too; a muteable game tune with all the funk you might require, and a range of zaps and bleeps which inform you when you've achieved some worthwhile objective.

Not a complete write-off, then, but a pretty unambitious game to stick in such a flashy box and sell at full price.



ARCADE

★

REVIEW

FAX BOX

CAPTAIN FIZZ MEETS THE BLASTER-TRONS Label: *Psychapse* Author: *Clockwise Software* Price: £9.99 Memory: 48K/128K Joystick: *Various*

GRAPHICS	SOUND
48	70
PLAYABILITY	LAST ABILITY
59	40

Disappointing Gauntlet-type maze number.

Reviewer: *Ben Jones*

OVERALL **54**

10 20 30 40 50 60 70 80 90

GAMES

REVIEW!

Wayne's Big

Have you ever wondered how teen twonk Wayne Smedley spends his time when he's not being abused and humiliated at **SU**? No? Well, neither have we. But, as a dire warning of how things could turn out if you don't pay attention in Biology lessons, **SU** is proud to present the fantasy roll-playing game to end all fantasy role-playing games... Wayne's Big Night Out. Now you **KNOW** how to play these games, so don't mess about. Read the opening section then move to the paragraph number of your choice. If you have to get into a fight, just throw a dice, double the number, take away the first number you thought of and run like hell.

1

It's Saturday! You, Wayne Smedley, are getting ready for a Big Night Out. Your kagoule is polished, you've got your buss pass, you've combed the backs of your hands and you're ready for action. What's the **LAST THING** you remember to do before you go out! If you decide to squeeze your spots, go to 6. If you polish your glasses, turn to 7. If you tell your Mum not to wait up, turn to 8. If you slip one of Richard Branson's little packets into your pocket, turn to 9.



2

Now you have to decide where to go for your night's entertainment. Will it be the Sexy Boink Dolly-Bird Discorama? If so, turn to 18. How about the

Orpington and District TrainSpotters' Annual Binge? Turn to 13. Or there's the Teeny Toddlers' Bop with Timmy Mallet - turn to 14. If you're desperate, try the Greenpeace Save the Whale Folk Singers Night. Turn to 15.

3

So you've chosen to fight the bouncer. Throw a dice. If you score 1-6, you are mashed into a thousand fragments and spend two years in a life support machine. Your night out is over go back to the start and try again. If the dice lands **ON ITS CORNER**, and sits spinning in place, you survive your encounter and enter the Sexy Bonk Dolly-Bird Discorama. Go to 16.



4

You run away. You big girlie. Still, it saved you from having multiple lacerations, and next time you'll have the sense to stay at home watching The Krypton Factor, won't you?

5

As Timmy falls stunned to the floor, you take over the decks and spin those Kylie and Jason discs until the tinies go mad with excitement. Grabbing Timmy's mallet you lay about them like Conan the Barbarian, and a good time is had by all. You return home in the certain knowledge that Wayne Smedley is a kid who really knows how to have fun!



6

Bad decision! You squeeze a Giant Yellow Pusmonster, and the resulting mess makes you about as attractive as the SDP candidate at the next election! Now you'll have to spend the entire evening with your scarf tied around your face! Go to 2.

7

That final polish was just enough to wear through the lenses of your glasses, which shatter into a thousand fragments! Now you won't be able to see who you're chatting up down the disco. Perhaps this is a good idea. Go to 2.



8

Good boy. Now your Mummy won't worry about you. Even if you're knocked over by a bus and lie bleeding to death in a corporation skip. Perhaps it would have been better to let Mummy worry - at least she could have phoned the hospitals. Go to 2.



9

What a complete waste of time. You haven't got a chance of using those before the sell-by date. What were you going to do with a Virgin Atlantic airticket in Southend, anyway? Go to 2.

10

You leave the TrainSpotters' Club just as Lola Luscious the exotic dancer appears with her enormous buffers. You've really messed up your night out, haven't you? Go home and take up knitting.

11

You demonstrate your unparalleled knowledge of diesel-electric goods vehicles of the Southern Region and suddenly everyone wants to be your friend. People fight over the right to buy you a drink, women melt at your very glance and men burst with pride at your every patronising word. It's been a great night out and you return home blind drunk and smeared with lipstick.

12

The gorgeous dolly-bird puckers up and gives you an amazing snog that makes your ears wiggle! "Blimey!" she squeaks, "I've been waiting all

MICROSNIPS

Reply to SINC USER/8

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
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 PROD+LAST WORD+L/PEN	£29.95 +3
*CHEETAH SPECTRUM-DIGITAL DRUM	£29.95
SPECTRUM SYSTEM II	£4.99 LATIN DRUM
DK-3 CHANNEL SOUND	£29.95
RAM MUSIC MACHINE	£46.50
VIDI-ZX DIGITIZER	£39.95

MODEMS & BACK-UP DEVICES

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

DATACORDER WITH +3 or 48/128 LEAD	£23.50
SPEC +3 CASSETTE LEAD	£2.99 48/128
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 DEVPCAC +3	£17.95
HISOFT BASIC +3	£26.95
HISOFT 'C' +3	£27.00
HISOFT PASCAL +3	£33.00
HISOFT DEVPCAC 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)
TASCOPIY (CASS)	£8.90 (M/D)
TASWIDE 48K	£4.50
TASWORD +2	£19.95
TASCALC +3	£24.95
TASPRINT +3	£24.95
TAS-SIGN +3	£24.95
TAS-WIDE +3	£8.95
DESKTOP PUBLISHER DISCIPLE/PLUS 'D'	£37.80
TASCALC (128+2)	£19.95
TAS-SIGN 128	£19.95
TASWORD +3	£24.95
TAS-SPELL +3	£24.95
NEW TAS-DIARY +3	£19.95



UNBELIEVABLE UNREPEATABLE — OFFER! —

*SUPERB SPECTRUM PLUS 2 *SENTINAL *STARGLIDER
*ELITE *ACE 2 *TETRIS *ADVANCED ART STUDIO
*KEMPSTON MOUSE PLUS TOOLKIT *MULTIFACE 128
COPIER/BACKUP DEVICE *5 HIGH QUALITY C15 TAPES

IF BOUGHT
SEPARATELY
£302.05

£249.95



Immediate clearance of
cheques with guarantee
Card No. on reverse

DISC DRIVES & ACCESSORIES

ROTRONICS WAFADRIIVE INC Serial + Parallel Printer Interface (NEW, BUT NO GUARANTEE) MRP was £69.95	£15.00
64K WAFAS 2	£7.99 16K
DISCIPLE	£79.95
DISCIPLE + 3 1/2 Drive	only £169.95
*PLUS 'D'	£59.95
*PLUS 'D' + 3 1/2 Drive	only £159.95
PICK-POKE-IT 'PLUS D'	£14.99
3 1/2" DISC CLEANER	£6.99
3" DISC CLEANER	£6.99
3"/3 1/2" (20/40) LOCKABLE DISC BOX	£7.50
3"/3 1/2" (60/80) LOCKABLE DISC BOX	£8.95
MICRODRIVE EXTENSION CABLE	£6.95
WAFACENT OR SERIAL CABLE	£13.99
10-CF2 3" MAXELL/AMS DISCS	£26.95
5-UNBRANDED 3" CF2	£9.99
10-3 1/2" SSD SONY DISCS	£14.99
MICRODRIVE CARTRIDGE (4 Pack £8.95)	each £1.99
MICRODRIVE BOX	£4.99
3 1/2" SINGLE DRIVE FOR SPECTRUM	£99.95
25 DSDO 3 1/2" BULK VERBATIM DISKS	£24.99

MONITORS/TV

FERGUSON MC-09 TV/MON INC +3/+2 LEAD	£219.90
PHILIPS MED. RES. COLOUR MONITOR INC +3/+2 LEAD	£239.95
+3 or +2 SCART MONITOR LEAD	£9.95
TV/COMPUTER LEAD	£1.59 H/DUTY

PRINTERS/INTERFACES

AMSTRAD 2160 INC +3 PRINT LEAD	£159.95
PANASONIC KX-P1081 INC +3 LEAD	£179.95
STAR LC-10 MONO	£229.95 COLOUR
CITIZEN 1200/PARALLEL	£149.95
+3/ALSO NEW VERSION +2 PRINTER LEAD	£9.95
MULTIPRINT BY RR (Works as Kempston 'E' but even better)	£43.95
LPRINT 3 INC. SER CR CENT LEAD	£39.95
ZX-PAPER ROLLS-5	£14.95
ALPHACOM 32/TIMEX THERMAL PAPER-5	£9.95
INTERFACE 1/SERIAL CABLE	£9.95
OPUS CENTRONICS LEAD	£9.95

SPARES & REPAIRS

SPEC 48 POWER SUPPLY	£9.95 128K +2	£16.95
SPEC + MEMBRANE	8.95 ZX	£3.99
ZX/SPEC + SERVICE MANUAL (EUR+£2)		£29.95
16K-48K UPGRADE KIT		£34.50
SPEC +2 REPAIR	£24.95 ZX/SP+	£19.95
4164 MEM CHIPS	£4.99 4116	£4.99

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	£19.95
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	£19.95

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

BLOODWYCHE POSTER No 28 August

Lift staples to remove poster



SINCLAIR user



MEGASAVE FANTASTIC SAVINGS

Afterburner	D1	6.90	Guerrilla War	D2	5.95	Run the Gauntlet	D1	6.25
Airborne Ranger	D1	6.99	Gold Silver Bronze	D3	9.95	Running Man	D2	6.25
Alien Beast	D1	6.95	Hate	D1	6.95	Skate Ball	D4	7.25
Ancient Battles	D1	9.95	Heroes of the Lance	D4	7.00	Star Wars	D1	6.45
Any (Hit Squad)	D2	2.90	High Steel	D1	6.90	Steigar	D1	6.90
Apache Gunship	D4	6.95	Ikan Warriors	D2	5.95	Storm Lord	D2	6.95
Arcade Muscle	D4	6.95	I.S.S.	D1	6.95	Streetfighter	D2	6.50
Bard's Tale	D1	6.95	Indiana Jones II	D1	6.90	Skateball	D4	7.25
Batman (The Movie)	D1	6.90	Ingrod's Back	D3	9.95	Samurai Warrior	D1	5.15
Bionic Commandos	D1	6.00	Jaws	D1	6.95	Silkworm	D1	6.95
Black Tiger	D1	6.00	Karate Ace	D1	9.95	Special Action	D5	9.50
Blastroids	D1	6.95	K. Daiglich Soccer Man	D1	6.75	Super Scramble	D4	6.95
Barbarian II	D2	6.50	Last Duel	D1	6.45	Super Trux	D2	5.95
Bloodwych	D1	6.95	Last Ninja II	D1	9.00	Supreme Challenge	D6	8.95
Cybernion II	D1	6.95	Laser Squad	D1	6.50	Stealth Fighter	D1	7.25
Captain Fizz	D1	6.90	Lancelot	D5	9.95	Stuntman	D1	6.45
Carrier Command	D5	9.95	Live and Let Die	D1	6.25	Superman	D2	5.95
California Games	D1	6.25	LED Storm	D1	6.75	Storm Lord	D2	6.95
Chicago 30's	D2	6.25	Licence to Kill	D4	6.95	Space Ace	D1	9.95
Chuck Yeager	D4	6.90	Mickey Mouse	D4	6.25	Spitting Image	D1	6.45
Crazy Cars II	D2	6.25	Microprose Soccer	D4	6.95	Sansion	D2	6.45
Collected Wks	D4	6.95	Mike Flood Pop Quiz	D1	6.45	The Double	D1	3.00
Continental Circus	D1	6.95	Munsters	D1	6.40	Time Scanner	D1	6.95
Captain Blood	D1	6.90	Motor Massacre	D1	5.95	Time Flood Still 128	D1	5.45
Corn Performance	D4	9.95	Navy Moves	D1	6.25	Times of Lore	D4	6.90
Dark Side	D1	6.50	New Zealand Story	D1	6.95	Tank Attack	D1	8.95
D.N.A. Warrior	D1	6.45	Obitelerator	D1	6.95	Track Suit Manager	D1	6.00
Dragon Ninja	D1	6.45	Outrun	D1	6.50	Treble Chance	D1	6.95
Dominator	D4	6.95	Overlord	D2	6.75	The Games (Winter)	D4	6.95
Double Dragon	D4	6.95	Operation Hormuz	D1	6.45	The Games (Summer)	D4	6.95
Dynamic Duo	D1	5.95	Operation Wolf	D1	5.50	The Human Killing Machine	D1	6.75
D. Thompson Olympic	D1	6.50	Out Run Europa	D1	6.45	The National	D1	6.95
Empire Strikes Back	D1	6.50	Overlander	D2	5.25	Taito's Hits	D1	8.95
Eliminator	D1	6.25	Ocean in Crowd	D1	9.95	Total Eclipse	D1	6.45
Exploding Fist +	D1	5.00	Platoon	D1	6.45	Tiger Road	D1	6.25
Emlyn Hughes Soccer	D1	6.75	Pac-land	D1	5.95	Titan	D1	6.25
Fists & Throttles	D1	9.45	Puffy's	D4	9.95	Thunderbirds	D4	8.95
F. Bruno's Big Box	D3	8.95	Par 3	D5	9.95	Thunder Blade	D1	6.25
Football Manager II	D1	6.45	Pacmania	D1	5.95	Triv P New Beginning	D3	9.95
Football Manager II Ex Kit	D2	6.45	Pro Soccer (CRL)	D1	6.45	The Deep	D1	6.25
Football Director	D1	6.25	Purple Saturn Day	D1	6.85	Untouchable	D1	5.75
Football Director II	D1	128 D5 13.95	Rainbow Island	D1	5.95	Vindicator	D1	6.65
Forgotten Worlds	D1	6.95	Rambo 3	D1	5.95	Vigilante	D1	6.45
Flight Ace	D3	9.95	Real Ghost Busters	D1	6.45	Wanderer 3D	D2	6.45
Fire & Forget	D1	5.95	Red Heat	D4	6.45	War Middle Earth	D1	6.95
F16 Combat Pilot	D5	9.95	Renegade III	D1	6.45	WEC Le Mans	D1	6.45
G. Lineker's Hot Shots	D1	6.45	Rick Dangerous	D1	6.90	Wellington Waterloo	D1	8.95
Game Set & Match II	D1	9.95	Robocop	D1	6.45	Xanon	D1	6.45
Gemini Wing	D1	6.95	Rock Star Ate My Hamster	D1	6.45	Xybots	D4	6.95
Giants	D5	10.50	Road Blasters	D1	6.75	3D Pool	D1	6.25
Gilbert (Drill)	D1	6.90	Return of the Jedi	D1	6.45	4 x 4 Off Road Racing	D1	6.75
Garfield	D1	6.00	R-Type	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 £10.50
 D1 at £9.90 D5 at £13.45
 D2 at £8.75 D6 at £11.90



GREAT STRATEGY GAMES

From E & J Software

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 & League ALL Divisions - League Cup with 1st, 2nd Rnds + 5/Finals over 2 Legs - F.A. Cup includes Non League - Transfer Market buy ANY PLAYER ANY DIVISION - 3 Skill Levels - Start ANY Division + FULL PLAY OFF COMPETITION - 2 In-Match Subs. - Coaching + Fitness Training - PLUS MUCH MORE.

EUROPEAN CHAMPIONS

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.

WORLD CHAMPIONS

A Complete World Cup Campaign on 7 Skill Levels - Select Friendlies - Squad of 25 Players - Qualifying Group + Four 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.

CRICKET MASTER

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, Misfields, Dropped Catches, Scoreboard, Batting & Bowling Analysis. + FULL MATCH OVERVIEW showing BALL BY BALL ACTION and Commentary PLUS MUCH MORE.

TEST MASTER

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 Meter, 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
Cricket 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

FANTASTIC DISCOUNTS

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

All prices include postage & packing & full instructions. All games in stock now for immediate despatch by first class post.

(Add 50p per Game outside UK or £1.50 per Game for Air Mail outside Europe. Payment in Pounds Sterling Only).

Please state which machine and specify tape or disc. Cheques or Postal Orders payable to E & J SOFTWARE.

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

TELL IT TO

WAYNE



Wayne, Wayne
 What a pain!
 Sinclair User's
 Sold out again
 I've travelled far
 I've tried in vain
 Without your mag
 Life's such a strain
 So help me Wayne
 And tell me how
 I can get **SU**
 I NEED IT NOW

Tim

Tim, Tim
 Don't be so dim
 Get to your newsagent
 Speak to him!
 Reserve your copy
 Of the best mag in town
 For you every month.
 Life needn't be down.
 Fill in this form
 Sign with your name.
 Give it to the Newsagent
 Do it now! Love Wayne

Dear Mr Newsagent,
 Please reserve me a copy of Sinclair User every month:

Name

Address

Signed:

Night Out

my life for an offer like that!" She is obviously demented, but your luck is in! Whisk her off to Chateau Kiskey for dinner for two and a SPECIAL dessert! Your Saturday nights are going to be busy for the foreseeable future!



13

At the Trainspotters' Club, things are hotting up. Someone's brought out his album of saucy snaps of misaligned bogie couplings, while in the darkened corner an excited group is watching a video of two shunters, er, shunting. Do you give up in disgust and go home (turn to 10) or try to strike up a conversation regarding the superiority of Great Eastern electrified rolling stock of the late 50's over Portuguese flatbed dollies of the late 30's (turn to 11).

14

At the Teeny Toddlers' Bop, Timmy Mallet, your all-time hero, is jumping up and down with excitement when he strikes his head on the ceiling. Do you leap to take over the turntables in the hope that no-one will notice the substitution, (turn to 5) or burst into tears with all the other tinies (turn to 19).

15

Sticking one finger in your ear and speaking in a high whining voice, you enter the folk club. Women with painted faces are chanting to the Earth Mother. Naked babies are

widdling in the non-alcoholic nettle punch. A man is singing about trees, while a Brazilian does a mime representing the plight of the three-toed sloth to the Amazon. You spot a rather attractive young lady wearing a T-shirt saying "Meat is Murder". Do you say to her "Yes, I could murder a kebab - d'you fancy one?" If so, turn to 21. Or do you just buy an I Love Ozone badge and get out? (turn to 22).

16

The discorama is full of curvaceous cuties strutting their funky stuff. You catch sight of one popsie who wouldn't be out of place on The Hitman and Her - long blonde hair, skin-tight day-glo dress, and an obvious case of amnesia in the underwear department. Do you come over all sweaty, wet yourself with fear and run home? Turn to 4. Or do you straighten your kagoule, march up to her and announce "Hi! I'm Wayne. I'm looking for a foxy chick like you to look after the keys to my moped!" Turn to 20.



17

The dolly-bird takes one look at your manly (hah!) frame and bursts out laughing. The entire audience joins in, adding taunts such as "Mr Weedy!", "What a Jiffy-Bag!", "I don't think much of your kagoule!" and "Eat my shorts, Spazmo!" Wet with embarrassment you slink home. Perhaps you ought to join the Cubs.



18

Down the Discorama, your entry is blocked (oo-er) by a hulking Bouncer (Strength 12, Intelligence 0). Do you choose to fight him (go to 3) or run like Ben Johnson on laxatives (turn to 4).

19

After the holocaust at the Teenies' Disco, you spend the rest of the evening trying to comfort blubbering infants (including yourself). It's been a complete washout, hasn't it? Next time stick to flower-arranging.

20

The sexy dolly-bird turns towards you. She looks you up and down, taking in your cool kagoule, your enormous facial blemishes, your speckled National Health spectacles and pudding-basin haircut. Suddenly there's a silence as the record ends, and you realise the entire crowd in the disco is waiting for her response to your amazing offer. Throw a dice. Score 1-3, turn to 17. Score 4-6, turn to 12.

21

The young lady beats you over the head with her Smiths

album, and the entire audience give you a good ecologically-sound kicking. You limp home and resolve to spend your Saturday nights sticking pictures of Philip Schofield into your scrap-book.



22

Wearing your I Love Ozone badge, you are set upon by a group of militant anti-ecologists who pour effluent over your head and dump you in the river. Mum isn't going to be too happy about having to get those stains out of your Y-Fronts!

THE END

So remember kids, if you don't want to end up like Wayne, the best tip is to eat healthily, don't watch too much television and cut down on the cheeseburgers. Then you're sure to have a fab time and never spend your Saturday nights watching Bob Sez Opportunity Stinks!



COMPETITION

WINNERS

54



WIN A MILLION INFLATABLE THINGS
 Nick Lewis, Cardiff. SP Hussey, Middx. Stuart Relf, Battle.
 Merryn Tonkin, Somerset. Paul Wright, Grays. Jennifer Cooper,
 Glasgow. David Haskoll, London. Nicholas Goldspink, Bradford.
 Lee Arold, Gloucs. Graham Gillam, Herts. Chris Spencer, Cheadle.
 Marcus Berry, Norden. Michael Tiernan, North Shields. Stuart
 Allison, Rotherham. Stewart Bell, Macclesfield. B Ellison, Oxon.
 Trevor Cluley, Weymouth. Edward Brown, Birmingham. Stuart
 Adamson, Belfast. J Plummer, Coventry.

WIN A BIKE
1ST PRIZE: Joseph Cutting, Battersea.
10 2ND PRIZES: Steve Lee, Surrey. Mark Willoughby, Cornwall.
 Simon Charlton, Reading. Damon Dolan, Grimsby. Stephen May,
 Braintree. Darren Moore, Wilts. David Clarke, Leics. A Hardy,
 Notts. Asym Syed, Doncaster. Kenneth Green, Wirral.



WIN A CD PLAYER
1ST PRIZE: David Salton, Ayrshire.
20 RUNNERS UP: Richard Lees, South Shields. Daniel Brice,
 Bristol. Justin Rowlands, Gwent. Scott Harrison, Nuneaton.
 Marcus Mikely, Catford. Philip Carney, Penrith. Paul Johnson,
 Thornton Heath, Catford. Tim Denby, Harrogate. William Kear,
 Rachel Ashton, Catford. Tim Dickson, Surry. Neil Moyes,
 Gloucs. Robin Petty, Colne. Gavin Toomex, Bromley.
 Romford. Tim Crampin, S Humberside. Gavin Toomex, Bromley.
 Richard O'Brien, Cornwall. Carrie Wilkinson, Wirral. Daniel
 Tuller, Birmingham.



WIN A PACMAN PACK
 R Howard, Rayleigh. Alex Emmons, Southend. Michael Meers,
 Skeimersdale. Jermaine Ebanks, Birmingham. Ben Rapler.



I'VE GOT THIS PROBLEM

Gizmo gone bonkers? Can't get your thingy connected? Don't be afraid to tell us . . .

. . . with my statements

Dear Deirdre, Playing a game on my 48K Spectrum produced the error message "Statement Lost 0:1", possibly because the joystick interface moved. The computer crashed when I tried to reload. Lots of tapes that had always worked before wouldn't load, and I got a few odd error messages.

Now I can't CLEAR above 32767. It looks like a permanent hardware problem to me, but what is it?

Kevin Mansell
Worthing

● What you've got there is a 16K Spectrum, a breed thought extinct for nearly five years. It was probably the joystick interface wobbling that trashed the top 32K of RAM, which is separate electronically from the rest of the memory.

If you're lucky, you'll have an early-ish Speccy which has got the 32K of memory in sockets on the board, which means you can take the old chips into a repair shop and get replacements without having to solder anything.

Do I look like Deidre?

. . . wot no cartridges

Dear Dr Rupe, I recently bought a Multiface One with Lifeguard from Romantic Robot, to go with the Kempston joystick interface I've got. This has a ROM cartridge slot, like the Interface Two. In the Romantic Robot advert it says that it will load a game from tape and save it to a ROM cartridge.

Where can I get these cartridges?

Ann Onymous
Fulchester

● You can't, and even if you could, you couldn't save games onto them from the Multiface. There were a few ROM cartridge

games produced, and those were relics from the dawn of time (Space Invader, Hungry Horace, Backgammon).

You can make your own cartridges from standard electronic components though, but you need both a special board and a device (called an EPROM blower) to program the chip (a 27128) that holds the software. It's only really a good idea if you want to dedicate your Speccy to one special task, like controlling the central heating. Other than that, treat the ROM slot as an historical accident . . . bit like an appendix, really.

. . . with Rozzers and my +2

Dear Dr Rupe, My Spectrum +2, Interface One and microdrive has a strange problem - it won't load Technocop from Megatape 10. If I unplug the interface, the game loads. All of my other games load with or without the interface. What's going on?

Martin Smith
Swindon

● There are two possibilities here - first, that Technocop has got some odd programming in it (I've seen some games

programmers at work, and believe me - there are some very odd things that go on. Weirdsville, Arizona, man). This could activate the interface and make everything crash, but would have no effect when the interface isn't there.

Since the Interface 1 takes up some memory, there's a chance that Technocop tries to use that memory itself, which would be followed by a small war between the game and the microdrive software. Whatever, the best cure is to grin and bear (ahem) it.

. . . with Maplin info

Dear Ms Rayner, A few issues back, you mentioned a data sheet for the AY sound chip from Maplin Electronics. After phoning about (and finding the stock code, which you didn't give us, whinge whinge gripe gripe), they told me that the sheet costs £6.50 plus 50p postage and packing.

Why didn't you tell us this, eh? Eh? Is the data sheet really the size of a large paperback book?

David Knill
North Devon

● Er . . . yes. Last time I looked, the data sheet was.

. . . with Alan Sugar's BASIC

Dear Duck, I've got this problem. I was looking through a listing of a BASIC program and there was no writing next to lines 30 and 80. How can I see what's there?

PS. Why does everyone seem to be taking the mickey out of Alan Sugar?

Greg Rogers
Ventnor
Isle of Wight

● Two possibilities here. First, that there's nothing but a space after 30 and 80 - some people do this just to make their

program listings look good. Second, that the INK and PAPER have been set to the same colour to disguise the contents of the lines. The real programs will appear if you LLIST it to a printer; otherwise you can move the cursor across the line and delete a few characters. Eventually you'll see the line reappear as you delete the INK and PAPER settings.

Alan Sugar? Probably because everyone's waiting for him to produce an electric car with three wheels.

Duck. Hmmm.

MEGA TIPS SECTION

BRITAIN'S BEST SELLING COMPUTER MAG!

AUGUST NO 93

DM 7.00 SP \$7.20 3.50PTA HFL 6.75

£1.20

COMPUTER +video GAMES

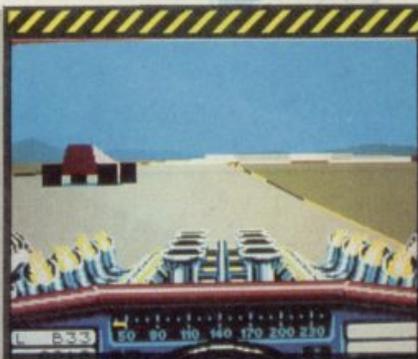
EXCLUSIVE!
SHINOBI
KUNG-FU CRAZY

**OUT
NOW**

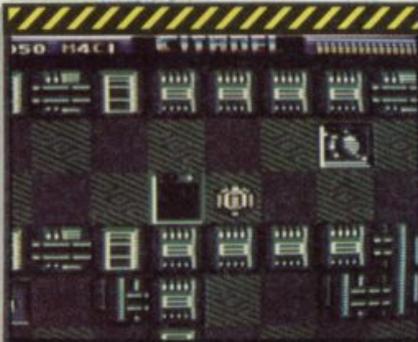
EXCLUSIVE!
POWER
DRIFT
IS THIS
THE XMAS
NO 1?



EXCLUSIVE!
STUNT CAR
THE BEST
RACE GAME
EVER?



EXCLUSIVE!
CITADEL
GREATEST
C64 GAME
THIS YEAR!



EXCLUSIVE!
PC ENGINE/16 BIT SEGA: MEGA NEWS!



THIS AMAZING
HAND-HELD
BEATS THE
AMIGA

MEGA MONEY-OFF VOUCHERS
R-TYPE, AFTERBURNER AND SUPER HANG-ON GO CHEAP
EXCLUSIVE! INDIANA JONES III ● STAR
TREK V ● THEATRE EUROPE II ● BLOODWYCH
HOT SEGA EXCLUSIVE! ● GHOSTBUSTERS



BLUE

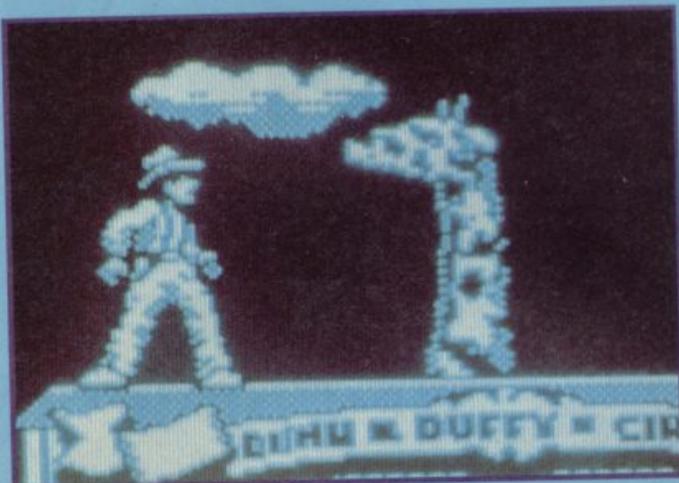
Indiana Jones and the Last Crusade is the latest exciting adventure movie from Lucasfilm. Manchester-based TIERTEX, whose recent work includes *Thunder Blade*, were given the task of adapting the film to a home computer game.

The game is divided into four main sections, each of which relates to a major action sequence from the film. Indeed, the actual script of the film was used to ensure that the game remained faithful to the overall concept of 'Indy'. The four sections of the game are 'The Cross of Coronado', 'The Ascent of Castle Brunwald', 'On board the Zeppelin', and 'The Holy Grail'.

Because of the large amount of graphics and data required, the game has been split into four multi-load sections (128K owners have the benefit of all the levels loading into memory at the same time).

DEVELOPMENT SYSTEM

The game was written on an Atari 1040STF with a 20Mb SH205 hard disk. An inhouse Z80 assembler was used in conjunction with the Tempus program editor, customised shell, and specialised parallel communications software (also written inhouse). All graphics were designed using Degas Elite on the Atari ST and then converted into Spectrum format by the communications software.



58

MAPS

The background graphics for each level are held in the form of a 'map' which is constructed from 16 by 16 pixel 'blocks'. The width and height of each map is entirely variable, and another inhouse utility program on the Atari ST was used to generate the maps for all the different versions.

GRAPHICS

Possibly the biggest problem with programming the game has been the large amount of data required by both the sprites and background graphics. In order to reduce the amount of memory used by sprites, several important techniques were used.

Firstly, the 'mask data' for each sprite (i.e. the data which allows a sprite to overlay the background graphics correctly) were compressed to a quarter of their original size. This obviously introduces a time overhead when expanding the data but it was essential in order to fit the required graphics into the game.

Secondly both mask and sprite data was shared between

INDIA

different objects, for example both Indy and the

Cowboy sprites used the same mask data. They also use the same graphics for their legs.

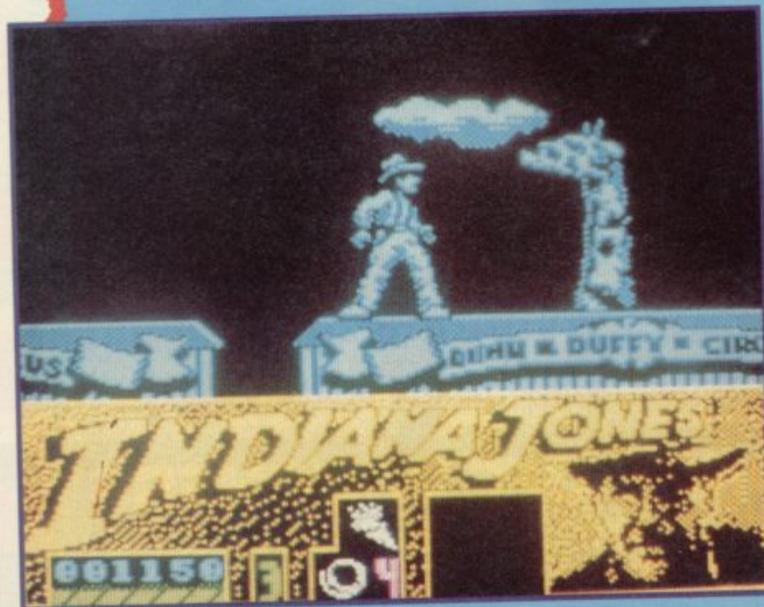
The game also features a fair amount of digitised graphics. These are in the form of 'interim screens' which are shown before each of the multi-load sections, and consist of a relevant scene from the film itself.

SCROLLING

The game features a fully multi-directional scroll routine which is locked to multiples of four pixels horizontally but can move any number of pixels vertically. The scroll acts as if the viewport was 'panning' across the map and is based relative to Indy's position within the map.

SOUND

The 128K version includes the main Indy theme music, which was transcribed from John Williams' original film score, and various jingles/sound FX. Unfortunately, the 48K version could only contain



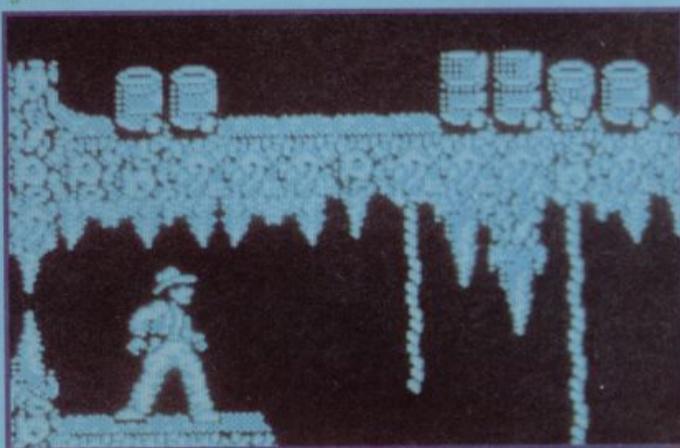
PRINT

The game has been developed across all the major formats at the same time and the Spectrum version is in fact extremely close to the Atari ST version. The same logic has been used concerning the way in which Indy walks, uses his whip, etc so that all versions 'feel' and play the same way.

PROGRAMMERS

Tiertex was founded two years ago by Dr John Prince and Electronics Engineer Donald Campbell. The company has offices in South Manchester and employs eight programmers in-house plus two graphic artists and a musician.

Mark Haigh-Hutchinson was the programmer in charge of the Spectrum, Amstrad and IBM PC versions of the game. His previous Spectrum work includes *Alien Highway* and *Overlander*. Mark Tait composed the music and sound FX for the 128K version of the game.



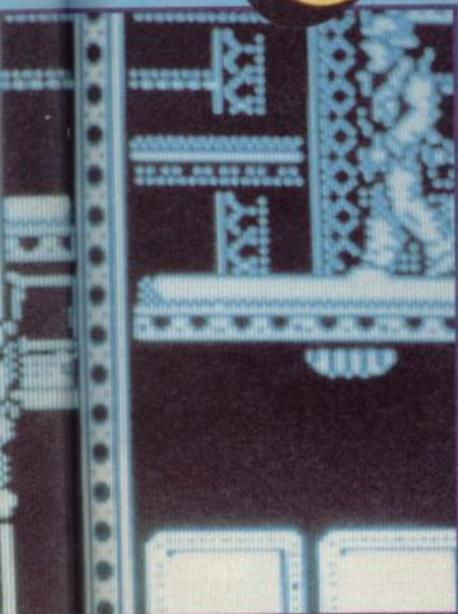
INDIANA JONES

TRICKS AND PROBLEMS

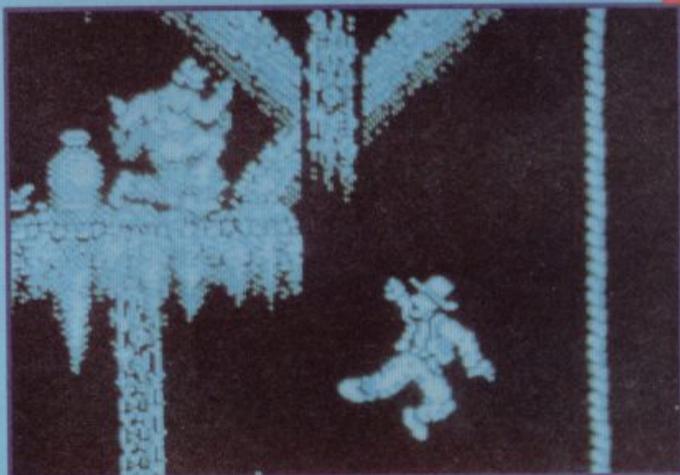
In order to optimise the scroll and map printing (which governs the speed at which the game executes), a 4K buffer is used into which the map and sprites are printed. A high efficient routine to copy the buffer to the real screen is synchronised with the frame flyback pulse in order to ensure that the game is entirely flicker-free.

As mentioned before, the sprite routine has to deal with expansion of mask data along with the usual problems which include reversal of sprite images (reducing the graphics required by half).

The main problem was still, of course, simply cramming the game into the Spectrum. A further step that was taken to reduce memory requirements was to multiloop actual object code. This caused no end of problems since routines in both the main code and the multi load code would have to access each other. This in itself necessitated the use of 'jumpblocks' which occupy standard locations in order to reference routines and variables correctly.



simple sound FX due to memory limitations.



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.

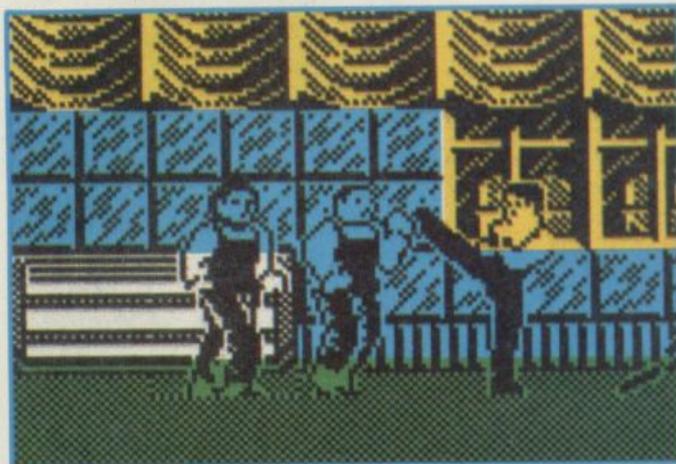
And let's not forget the factors that make **SU** such a desirable fashion accessory anyway:

- ☆ **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.

ROMANTIC ROBOT

regrets

Because of possible implications of the coming new Copyright Act we will NOT sell the MULTIFACE in the UK after 01/08/1989.

This is our **LAST ADVERT** and your **LAST CHANCE** to buy!

To help EVERYBODY to get the ESSENTIAL Spectrum ADD-ON whilst still possible, we offer **£10 OFF** any **MULTIFACE**, and **Multiprint & Videoface**.

We are also offering **£2 off LIFEGUARD** and **£3 off GENIE!**

Please **DO** realize that this is more than an absolutely unique offer: *this is the LAST CHANCE you have!*

All sales will end on July 25

BUY NOW - or NEVER...

All offers apply only to MAIL ORDERS received with the coupon below 15.6.-25.7.1989

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.

Is there life after Multiface? Take no risk - buy one NOW!

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"/>
LIFEGUARD	£ 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

POOLSWINNER II

THE ULTIMATE POOLS PREDICTION PROGRAM

- **MASSIVE DATABASE** Poolswinner is a sophisticated Pools prediction aid. It comes complete with the largest database available - 22000 matches over 10 years.
- **PREDICTS** Not just SCOREDRAWS, but ALWAYS, HOMES and NO SCORES.
- **SUCCESSFUL** SELEC guarantee that Poolswinner performs significantly better than chance.
- **ADAPTABLE** Probabilities are given on every fixture - choose as many selections as you need for your bet. The precise prediction formula can be set by the user - you can develop and test your own unique method.
- **SIMPLE DATA ENTRY** All team names are in the program. Simply type in the reference numbers from the screen. Or use FIXGEN to produce fixture list automatically (see below).
- **LEAGUE AND NON-LEAGUE** All English and Scottish League teams are supported, and also the non-league sides often used on pools coupons.
- **PRINTER SUPPORT** Full hard copy printout of data if you have a printer.



PRICE £24.00 (all inclusive)

NOW AVAILABLE

FIXGEN 89/90 AT LAST: No more struggling for hours to get the fixture list into the computer. FIXGEN has been programmed with all English and Scottish League fixtures for 1989/90. Simply type in the date, and the full fixture list is generated in seconds. Fully compatible with Poolswinner. Yearly updates available. **POOLSWINNER with FIXGEN £26.50 (for both)**



COURSEWINNER v3

THE PUNTERS COMPUTER PROGRAM NOT JUST A TIPSTER PROGRAM, Coursewinner V3 can be used by experts and occasional punters alike. You can develop and test your own unique winning system by adjusting the analysis formula, or use the program in simple mode. Coursewinner V3 uses statistical analysis of major factors including past form, speed ratings, course statistics, prize money, weight, going, trainer and jockey form etc. etc. It outputs most likely winners, good long odds bets, forecasts, tricast etc. The database includes vital course statistics for all British courses. You can update the database - never goes out of date. **FULL PRINTER SUPPORT.**

PRICE £24.00 (all inclusive) includes Flat AND National Hunt versions.

AVAILABLE FOR AMSTRAD CPCs, BBCs, COMMODORE 64/128, SPECTRUM, AMSTRAD PCW, IBM Format, COMMODORE AMIGA, ATARI ST. Please state tape or disc (add £2.00 for disc).

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



62 ALTRINCHAM RD, GATLEY, CHEADLE, CHESHIRE SK8 4DP. ☎ 061-428 7425 (Send for full list of our software)

'MICRO-MONEY'

Now, you don't need to be a computer wizz-kidd to make £100's after school, all you need is a micro.

READ ON!!! Everyone has heard of the computer wizz-kids, who make more money in their half-term holidays than their dads make in six months. How?? you're asking yourself can you make £100's for just a few hours a week.

Well it's easy, all you need is the book 'MICRO-MONEY', the full guide to making money on a full/part-time basis from home.

The book is partially devoted to making money, and shows you don't have to be a computer wizz-kid to make £100's a week.

It also shows you how to run your business 'PROFESSIONALLY' and how to advertise and promote it successfully, so that by the time you have left school you could be earning £25,000+, a year.

So, if you want to make lots of money to buy that new computer, car, bike etc, then what you need is our book.

The book costs ONLY £8.99 (Inc P&P), less than the price of an average computer game and just a fraction of what you could make on your first job. So why not give it a try. You're never too young to be rich.

If you want to know how this book, your micro and not much time can make you £100's then send **NOW**.

FORGET THE REST - WE'RE THE CHEAPEST AND THE BEST

Please rush me my copy of 'MICRO-MONEY'
 I enclose cash or a cheque/PO for only £8.99 (inc P&P) payable to:
 'RECRUTE SERVICES'
 Please complete in BLOCK CAPITALS

NAME.....
 ADDRESS.....
 POST CODE.....

Send to 'RECRUTE SERVICES', P.O. BOX 63, SHIPLEY, W. YORKS SB17 5TJ
 Books normally sent within 24 hours. 14 Day Money Back Guarantee.

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 ▼



SEPTEMBER 1988
MEGATAPE SEVEN
FEATURED: AMAUROTE
FROM MASTERTRONIC.
POKES INCLUDED:
 MARAUDER,
 BARBARIAN, ASTRO
 CLONE, MICKEY MOUSE,
 OCTAN, OVERKILL,
 STUNT BIKE SIMULATOR
AND MORE. PLAYABLE
DEMO: DALEY'S
 OLYMPIC CHALLENGE
PLUS FREE FOX BADGE!

JULY 1988 ▲
MEGATAPE FIVE
FEATURED:
 BRAT ATTACK FROM
 PLAYERS. **POKES**
INCLUDED: VIXEN,
 HYPERACTIVE, 1999,
 ACTION FORCE II, GUTZ,
 EARTHLIGHT, METAL
 ARMY **AND MORE!**
PLAYABLE DEMO:
 HOTSHOT FROM PRISM



DECEMBER 1988 ▲
MEGATAPE TEN
FEATURED: THREE
COMPLETE GAMES!
 FINDERS KEEPERS/
 SPELLBOUND KNIGHT
 TYME. **PLAYABLE**
DEMO: TECHNO COP
AND COMPO ON TAPE!

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. ▼



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!) ▼



**In another
dimension,
another time,
another kingdom
a new quest
begins.**

You've survived the perils of F.I.S.T. I. Now it's time to really set your adrenalin flowing with a mighty new saga.

The five wizard rings of the Sorcerer Allion have been stolen. Have you the courage to rescue them from the clutches of evil, deep beneath Castle Mamon? Each ring has its own magical power which you must discover. Only then will it help you on your thrilling journey.

The sound effects are so realistic, so blood curdling, it will feel as if you're really there. The sword in your hand. Stone beneath your feet. Legendary creatures on your trail: the fire breathing dragon, viscious hobgoblins, flesh eating zombies, and many more terrors.

But remember, you control your every move by dialling numbers on your phone. Which road do you take? Which stairway do you climb? Which doorway do you open? Your choice must be swift as you're on a frantic race against time, with the



dreaded Death Watch Patrol constantly tracking your scent. The only way to escape them is by finding a Crypt of Sanctuary. But watch out. Each month, just when you think you've memorised the labyrinth, it's dungeons, crypts and stairways all rearrange, and once again you're lost in the darkness.

Luckily you're not alone. Allion will contact you telepathically, giving you helpful hints and guiding you along the way. Succeed, and he'll reward you with 50 gold pieces, or more, for each ring you reclaim.

Fail, and become a monster's feast!

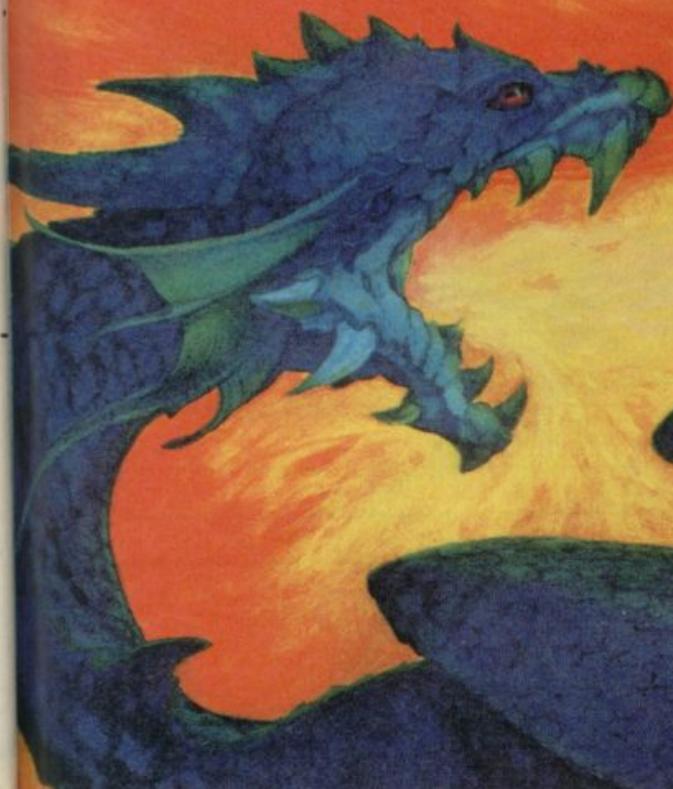
The Rings of Allion.



0898-800-877

HE WHO DARES DIALS

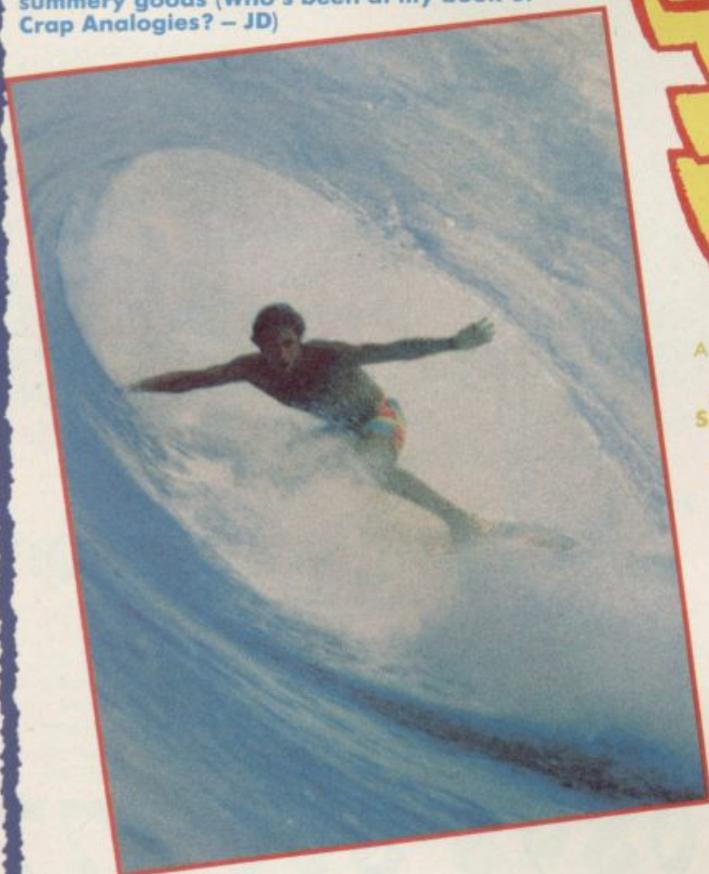
MF MULTI-FREQUENCY PHONES RECOMMENDED. CALLS CHARGED AT 25P PER MINUTE CHEAP AND 38P PER MINUTE OTHER TIMES. COMPUTERDIAL LTD, 7 LEAPALE ROAD, GUILDFORD, SURREY, GU1 4JU.



Win an entire holidays worth of goodies from Hewson!

They must be mad. We think the sun has addled their brains. Hewson, to celebrate the launch of their bumper summertime compilation, Heatwave had a word in our shell-like (haw haw) and persuaded us that a rather marvellous surfboard could well be a more than spiffing prize in our competition.

And who are we to argue? Pictured here (in case you haven't checked out the photo already) is a surfboard. You can tell it's a surfboard cos it looks like one. And the lucky winner of our competition will be able to walk away with the very same one (except it'll probably be a bit different) as well as a whole pandora's box full of other summery goods (Who's been at my book of Crap Analogies? - JD)



ONE OFF FLIP!

Yes, **FIRST PRIZE** is a lovely surfyboard, plus a brilliant **BUCKET AND SPADE PLUS A T-SHIRT PLUS A COPY OF THE GAME!**

And there are **TWENTY** runners-up prizes of fantastic stay-cool-in-the-sun, have-lots-of-fun **BUCKET AND SPADE SETS!**

Heatwave, for your information is an astonishing bargain at a mere **£12.00** and it includes the following blockbuster Hewson releases. If you missed them the first time round, here's your chance! (Or so it says in the press release)

***NEBULUS*ALLEYKAT*NETHERWORLD*IMPOSSABALL* FIRELORD*ZYNAPS and RANARAMA!**

What to do:
Simply answer the following questions and send your answers to "Big Wednesday or What?!" Compo, Sinclair User, 14 Holkham Way, Orton, Peterborough. The competition closes on August 31st, and like everything else in this world isn't open to employees of EMAP or Hewson, who are all paid so much they could buy ten surfboards all of their own. The Ed's decision is final and no correspondence will be entered into.

The Questions:

1) Which of the following terms is not a surfing expression:
a) Tube
b) Kia-ora
c) Surfboard

2) A surfboard with a sail attached is called:
a) A Sailboard
b) A Surfsail
c) A Farce

3) One of the **SU** Team is a big surfing fan. Who is it?
a) Jim
b) Alison
c) Tim the Surfer

Coupon:

Name:

Address:

1)
2)
3)

FIGHT YOUR FRIENDS IN A FIGHT FOR YOUR LIFE, IN A FIGHT TO THE DEATH.

From the makers of F.I.S.T. comes the ultimate confrontation. Gladiators is the game of ancient Rome that will test your guts, skill and stamina. You can even take on a friend by deciding upon your own four figure match up code.

Just picture yourself in the arena. You strike your opponent. He falls to the ground, seriously wounded. As you press your sword against his throat, he holds up his hand in a plea for mercy. The choice is yours. Do you spare him, or do you finish him off?

If you don't wish to fight a friend, you can pit your wits against another caller, or the

famous Spartacus, controlled by the computer. Defeat him and you can defeat anyone.

But don't let your concentration lapse, because you control your Gladiator's every move using the special combat system. By dialling numbers on your phone you can select which part of the body you wish to defend and attack. Remember, 1-2-3-4 equal head, body, arms and legs. There's a running commentary to tell you if your moves have been successful, and the sound effects are gruesomely realistic. Hear the clash of swords, the groan of your injured opponent, the gasp of the crowd as the blood flows.

But whose will flow first?



STEVE JACKSON'S

GLADIATORS
OF THE ROMAN EMPIRE
YOUR LIFE'S ON THE LINE
0898 800 890



who knows?

If anyone, including the Adventurers Club Ltd. themselves, would get in touch and let me know

what's going on, then I shall pass all relevant information on to my army of readers.

Many of you, I know, are members of the Adventurers Club, so it would be nice if

we could find out what is happening. And there's more, there's more, as they say.

Can it be true? Are Level 9 really to cease marketing adventures in order to branch off into the world of Role

Greetings mortals. Straight away I will pass on a report from my top secret and extremely confidential Rumour and Gossip department. To wit (to woo!), what has happened to Henry Mueller and the Adventurers Club Ltd? Your Sorceress has long been a fan of theirs, mentioned them in these hallowed pages several times, I have even met Henry himself, but, I repeat, what has happened to them? They seem to have vanished off the face of the earth, perhaps fallen off a rickety bridge after refusing to pay a toll to a troll,

Playing Games? I know there's *Scapeghost* to come out, and the third in the *Ingrid* series, but after that? Sadly, this does appear to be the case, so if devoted Level 9 fans write to them in drives they might change their minds. I doubt it, though, the clan Austin generally seem to stick to their decisions.

Happily, Level 9 are not the only company producing adventure software for the Spectrum, so I shall bring three new releases to your attention. It was going to be four, but as RCL have done no better than to produce *YET ANOTHER* parody of the world of Tolkein I shall cruelly ignore them. Poor old Bilbo must have featured in more press releases than "Sir" Ronnie Reagan. What next? Sir Ronald McDonard? Lady Sorceress? It does have a certain ring to it ...

Back to the land of reality, and I see that River Software have released a game called **Bounty Hunter**. It's a small game, only 1500 locations ... sorry? ... yes, one thousand five hundred locations ... and you only have to earn seven million products by wiping out twenty two strange life forms that have been allowed to roam the planet karakata. Fortunately, you don't have to laboriously move east, north, north etc, to get from one location to another if those locations happen to be some way off. Maps are best drawn on a sheet of wall paper, by the way. Instant transportation is available to you, if you can work out how to use it. Tremendous value for £3.50, the game comes with full documentation and a map, although it's fun drawing your own, and River Software live at 44 Hyde Place, Aylesham, Canterbury, Kent CT3 3AL, which should be a familiar address to some people.

Ever hear of Axxent Software? Well you have now. Send £2.99 to Shirwedean, Sandyhill Road, Saundersfoot, Dyfed SA69 9ED and *The Great*

DEVIL'S ISLAND:

Up, pull bars, get bar, down, open door, west, south, kill guard, examine guard, get key, get gun, drop bar, north, east, examine bed, get sheets, knot sheets, up, squeeze through, east, examine sacks, get torch, west, get sheet, unlock gate, open gate, north, torch on, drop key, examine clearing, get branch, east, shoot snake, south, examine leaves, drop branch, avoid pit, east, south, south, south, south, drop torch, examine native, get beads, north, east, north, get mask, wear mask, south, south, south, south, west, drop mask, west, west, south, west, west, give beads, enter boat, pak, pak, north, climb, get boat, west, examine bushes, get water, west, drop boat, enter boat, pak, west, use sheet, drink water, west, drink water,

west, drink water, west, drink water, west, drink water, west ... end of game!

CASTLE BLACKSTAR:

Drop vase, drop cross, out, drop keys, drop scroll, w, se, w, w, w, w, s, in, d, w, on lamp, get picture, off lamp, e, examine picture, get bottle, u, w, w, u, u, u, say friend, look, in, on lamp, push roof, u, get vane, d, d, d, get boat, u, u, off lamp, out, d, out, e, d, n, e, e, drop vane, drop picture, drop gloves, drop boat, drop bottle, s, w, d, fill lamp, n, on lamp, e, drop bar, w, n, n, n, se, d, get diamond, se, e, e, in, s, get bar, n, drop bar, s, get goblet, n, out, e, e, n, in, n, n, sw, s, w, get chess, n, nw, s, s, s, nw, nw, e, read message, u, off lamp, u, s, e, e, get vane, get picture, e, e, e, ne, in, drop chess, drop picture, drop vane ...

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



possible from the scene of your crime.

Behind you are the forces of Law and Order and on either side are high brick walls. To the south, the lane winds its way towards Seaton.

What next, Jimbo?

Peepingham Train Robbery could be yours. Detective-type stories aren't everyone's cup of tea, but this is quite fun. As Frank Flukeit (remember Inspector Flukeit from a while ago? - same author), in harness with your trusty comrade Blunders, who is totally inept, you have to solve a crime in the town of Peepingham before your deadly rival Sam Shovel. The local police are at a loss to solve the crime (one of the most baffling and sinister that I have ever encountered), penetrating at Upper Peepingham train station, when a secret device belonging to Professor Mundle was stolen! You must get it back.

The adventure is played in real-time, as the screen display constantly reminds you, and to make it more fun if you stop typing anything in then the game carries on playing. Characters wander around having a natter to each other, without any interference from you. You have to examine everything in sight, talk to everyone (some of them tell porky pies, so be careful), in your attempts to unravel the mystery. Just two complaints. One is that the maximum input is a paltry 31 characters, and the other is the decidedly slow response time, but as so many characters are behaving (or

mis-behaving) of their own accord then perhaps we'll let them off that. An enjoyable romp.

The third game comes from a company called Stormbringer Software. Stormbringer? A familiar name to readers of the fanzine *Adventure Probe*, still going strong and still published by Mandy Rodrigues, home base 24 Maes Y Cwm, Llandudno, Gwynedd LL30 1JE. Issues cost £1.25 each and are well worth having. Stormbringer, or to give him his proper spelling of Strombrigner is the name of a hopeless wizard in a series of stories which always end in dreadful puns. Is this adventure, called *The Menagerie*, anything to do with hopeless wizards with a liking for dreadful puns? It is not.

Seventy odd locations to explore in this text and graphics PAWed adventure, and most of the locations seem to be inhabited by stange aliens and evens stranger objects: intelligent doors, for instance. Basically you're searching for a Bloodstone, which takes a reasonable amount of finding. Slightly juvenile humour at times, I must confess, and obviously influenced by *Hitch-Hiker's Guide to the Galaxy* but anything that's been playtested by Hugh Walker

can't be all bad. Cheques for £2.49 to Ian S. Brown as opposed to Stormbringer Software, and the address to write to is 1 Amanda Road, Glen Parva, Leicester LE2 9HW.

Oh go on then, if you insist, if you twist my arm, I will tell you that it costs £2.99 for a copy of *Black Knight* on tape for the Speccy. Who is the author of this? Mandy Rodrigues, mentioned her earlier, same address as *Adventure Probe*. A two part game (passwords being the order of the day), with part two being far too short. Lots of searching and examining to do, and jolly good fun it all is.

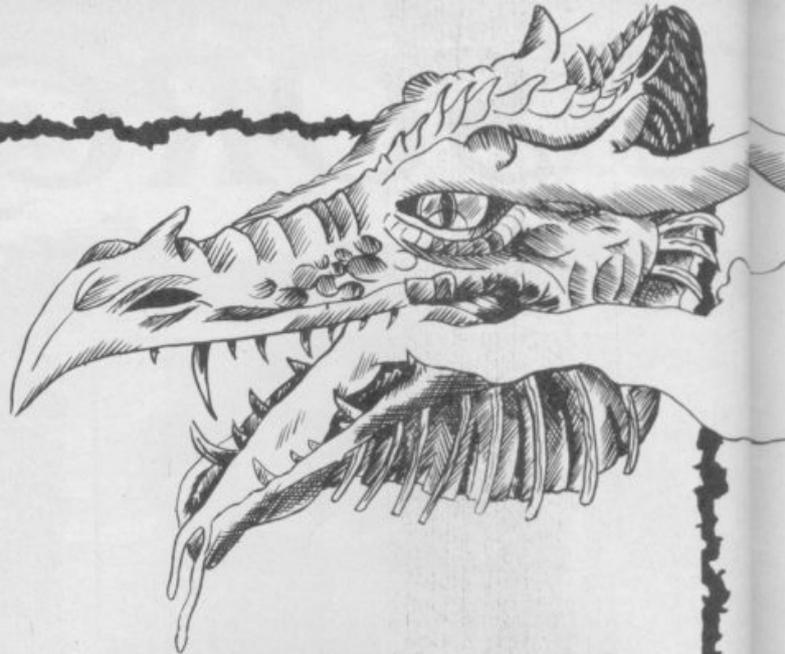
Let's start a new scheme going, a scheme to help Sorceresses who do not know

the answer to everything. That was hard to write, a lump in my throat as I did so, but it's true. Mr. P. Reilly is having problems with the Domark game *Eureka*. This part adventure, part arcade game has close links between the various parts. In the arcade sections you are aiming to get your vigour level up as high as possible, so that you can make progress in the adventure sections. Owing to a certain lack of patience on the part of Mr. Reilly, he is unable to get very far in the adventure bits because he can't get a high enough vigour level in the arcade bits. So, does anyone out there know any POKEs or little cheat-ettes for helping us out? Love to hear from you.

WITTS END

SHIPWRECK: Wear the tie to be allowed into the restaurant. Order a meal and eat it. The waiter drops something when he clears the table, it will enable you to drink the beer. Tidy the cushions on the sun deck to find a key. Wear a wet towel around your face to go down to the oil store and fill the empty beer bottle with oil. Remove the towel when you come back up. When the pursur has left his office, go in and examine the desk to find permits to visit the bridge. Sign the permit with the captain's name with the pen in the writing room. Avoid the swimming pool, you'll only hurt yourself and be taken to the sick bay, although rest and an aspirin will soon make you feel better. Examine the chart on the bridge to learn the ship's position. Oil the lock on the chest in the corridor then unlock it with the key. Wear the lifejacket you find inside. When the order to abandon ship is given, go to your cabin, open the porthole, and jump. Swim to the small boat and board it. Search the boat to find a compass. Knowing the ship's position, the map and compass will enable you to plot a course to land.

BLIZZARD PASS: Can't get past the guards? Find a way to frighten them, by going to where the yeti's buried, digging him up, and wearing the skin. To find a bless spell, find church in green and pleasant valley and talk to priest.



PRECINCT "19"

Eeeeee, whatever will they think of next? By the looks of it, the latest craze seems to be playing Fantasy Games by telephone. The big one, so to speak is F.I.S.T. which stands for Fantasy Interactive Scenarios by Telephone. In this, you dial up the magic 0898 number (you really need to have a tone dial phone by the way) and you are transported into a medieval fantasy land, where you play the part of a swashbuckling hero on a quest for loot and fame.

Computerial, the company behind the game, describe it as being in your own private radio drama, with you as the hero. And to an extent, it's true. The whole thing is done very well with actors and sound effects making the game atmosphere very convincing. One of

the problems, however, is the phone system itself - unless you get a perfect connection, you can lose some of the dialogue and atmosphere in a welter of electronic crackling!

Into the game itself, it works on the principle of Lone Wolf or Fighting Fantasy books, in that there is a tree structure, with you making choices at certain decision points along the way. It's a format that is very popular indeed with a claimed million calls into the F.I.S.T. system since it started in March 1987. That's a lot of calls. It's also a lot of money.

Like all 0898 calls, it's charged at 36p per min at peak rate, descending to 25p off peak. Unfortunately, this makes playing these games very, very expensive indeed. Take the new F.I.S.T. game that's opened up recently. This one's called The Rings of Allion. The scam is that Allion, a powerful wizard, has had his rings stolen and you've got to get them back. Interesting stuff.

My first call, in which I met Allion, tried to bargain with him about the price he was paying me for the job, and for my impudence got sent to a part of the Forest I could never get out of took almost 6 minutes. In that time I took 2 game decisions.

My next call - I skipped straight to the dungeon entrance, which in itself takes 1 min. My first attempt at messing about took 7 mins in which, before I got locked out of the dungeon, I took about 10 decisions.

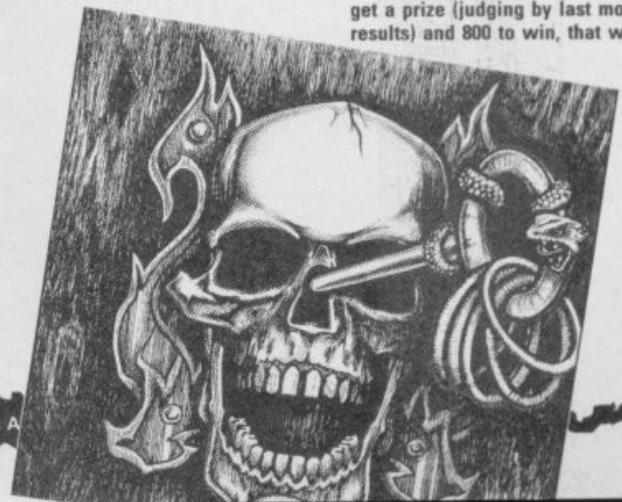


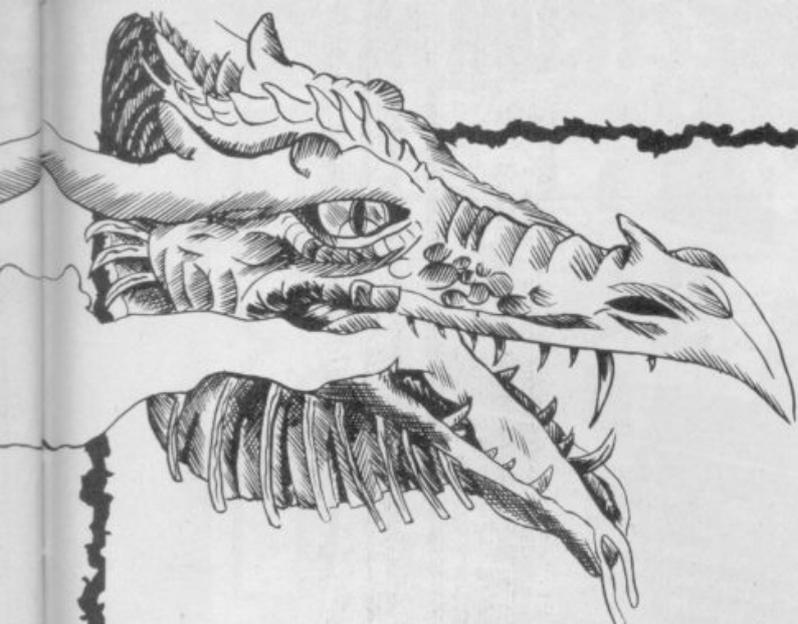
Another foray took about 5 mins.

Just this kind of tinkering alone starts to add up to big money! There's no doubt that it was a lot of fun, but if you're to get seriously into it, rule one, use a stopwatch and log your calls. Rule two, make sure, if you are using the family phone, that the person that pays the bill knows you're playing the game!

There are prizes to be won playing F.I.S.T., but my estimation is that you'd have to speculate a large amount of money to be in with a chance of winning a prize. The top 50 odd players (measured in how many gold pieces you finish the adventure with) get something, ranging from T-Shirts to real gold!

Considering you need 70 or so to get a prize (judging by last months results) and 800 to win, that would





take a lot of air-time, so don't think you can justify the expenditure on the basis you could pay for the calls by winning!

Given all that - if you can afford it, F.I.S.T. is a fun experience and the best of luck to you if you want to give it a bash! The number is 0898 800877.

interactive phone game based on the Lone Wolf books by Joe Dever. I'll be looking at that next month, but if you want to try it yourself before then the number is 0898 400 341.

The big Play-By-Mail event of last month was the 4th British PBM convention which was covered by our Martha - the good Tarquin being

makes it the 4th time in a row for Sloth! Was it that busload of supporters they brought from Southampton or is Sloth, indeed, just a bunch of cuddle bunnies that everybody loves? Well, I'll be finding out very soon, as I make the long trek down to Southampton to interview them.

To make it all more symmetrical, Spiral Arm II (a space game run by Sloth) got an award too. Jolly well done to them. Altogether now, hip-hip....oh alright, be like that then.

Here's a plug for an excellent magazine - probably the most 'official' of all the PBM mags - called Flagship. Edited by Nicky Palmer, Issue 21 is a 50 page (plus cover) A4 publication and chock full of info about PBM. Nicky is also in the process of putting together a comprehensive introduction to the world of PBM, too, which should be well worth looking at if you have any interest in the hobby whatsoever. Details of that - as they say in the current vernacular - when the time is right. Just going bi-monthly, a sub is £8 for four issues, going up to £12 for 6 and £20 for 12, but I bet they can be persuaded to send you a single issue as a tryout if you throw some money at them and ask them nicely. Try writing to Flagship at PO Box 12, Aldridge, Walsall, West Midlands, WS9 0TJ.

For a different approach to publishing you could try the excellent PBM Scroll run by John Woods. At £1.25 per copy, this is a good read, very enthusiastically (although not nauseatingly so) and professionally put together. I'm glad that John

agrees with me about Calvana (reviewed last month) too! Try writing to him at 91 Wandle Rd, Morden, Surrey, SM4 6AD, which is just around the corner from me, oddly!

Enough for this month, then - look forward to seeing you again next time, with an "in-depth" review of Judge Dread the role-playing system. See you around....

PS the bit about the busload was a joke boys - OK?)



Computerdial and Steve Jackson are also setting up another phone game - based on Gladiatorial Combat. Called Gladiators of the Roman Empire you don't play against the computer, you fight against other people! Using a completely different combat system to the one used in F.I.S.T., it sounds interesting to say the least. They expect that one to start around July/August time, so we'll be looking at that soon, too.

There is also, just opened, a new

on another planet at the time.

She reports that the event was well attended, with all the major companies there, and most of the smaller ones. Guest of honour was author Storm Constantine - and the raven-haired beauty (outshone only by Martha herself, natch) went down a treat with the punters, to say the least. There was also plenty of Live Role Playing at the event - so by all accounts a good time was had by all.

Awards went to Sloth Enterprises as company of the year...again! This



Spectrum Software	
Cass	Disk
1943 Battle Midway	6.55 9.50
3D Pool	6.99 10.50
Acas 2088	7.25
Acrojet	6.99
Afterburner	7.25 10.85
Airborne Ranger	6.99 10.50
Alien Syndrome	6.30 10.50
Alien's Beast	7.25 10.85
Ancient Battles	10.85
Annals of Rome	9.45
Archie Collection	9.50 13.10
Arnhem	7.25
Artist II 128K	12.80 14.00
Artist II 48K	10.50
Brian Clough Ftbl	5.99 6.99
Barbarian II	6.99 10.50
Bards Tale	2.99 6.99
Batman	7.25 10.85
Battlefield Germany	9.50
Bismark	7.25
Blasteroids	6.99
Blitzkrieg	7.25
Bloodwych	7.25 10.85
Bridge Player 3	9.10
Buggy Boy	5.99 10.50
Butcher Hill	5.99 9.50
Captain Blood	6.99 10.50
Captain Fizz	6.99
Carnier Command	10.50 11.20
Chicago 30's	6.55
Circus Games	6.50
Classic Games 4	6.99 10.50
Clock Chess 89	6.99 10.50
Colossus Bridge	8.50 10.50
Colossus Chess 4	6.99 10.50
Combat School	5.99 10.50
Command Performance	9.50 14.50
Computer Hits 5	9.10 12.60
Continental Circus	7.25 10.85
Corruption	9.10 11.20
Crazy Cars II	6.50
Cybernet II	5.99 9.50
Dark Fusion	5.99 9.50
Dark Side	6.99 10.50
Deluxe Scramble 128K	7.99 11.20
Deluxe Scramble 48K	7.99
Desert Rats	7.25
DNA Warrior	7.25 10.85
Dominator	7.25 10.85
Double Dragon	6.99 10.50
Dragon Ninja	6.30 10.50
Driller	10.50 12.60

Spectrum Software	
Cass	Disk
Dynamic Duo	5.99
Eliminator	7.25
Emlyn Hughes Soccer	6.99 10.50
Empire Strikes Back	7.25 10.85
Espionage	6.30 9.10
Fun School II 6 to 6	6.99 9.10
Fun School II over 5	6.99 9.10
Fun School III	6.99 9.10
P15 Strike Eagle	6.99
Fernandez Must Die	6.55 9.50
Fish	11.20
Fists n Throats	9.10
Flight Ace	10.85
Football Director	6.99
Football Director II	14.00 14.00
Forgotten Worlds	6.55 9.50
Frank Brunos Big Box	9.10 12.60

Spectrum Software	
Cass	Disk
In Crowd Compilation	10.85
Incred Shrink Sphere	6.99
Jaws	6.99 10.50
Karate Ace	6.50
Kenny Daiglish Mgr	6.30
Konami Arcade Coll	6.99 12.60
Konami Coin Ops	6.99
Lancelot	10.50 14.00
Laser Squad	6.99 9.50
Last Duel	6.55
Last Ninja II	9.50
Leaderboard Coll	10.85 14.50
Led Storm	6.55 9.50
Licence to Kill	7.25 10.85
Live Ammo	7.25 10.85
Magnificent Seven	7.25 13.10
Masterfile Plus 3	17.50

Spectrum Software	
Cass	Disk
Rambo III	6.55 10.85
Real Ghostbusters	7.25 10.85
Red Heat	6.55 10.85
Renegade III	6.30 10.50
Repton Mania	5.99 9.10
Return of Jedi	7.25 10.85
Rex	6.55
Rick Dangerous	7.25 10.85
Road Blasters	6.55 9.50
Robocop	7.25 10.85
Rock Star	6.99 9.10
Roy of the Rovers	5.99
Run the Gauntlet	6.55 10.85
Running Man	6.55 9.50
SD I	7.25
Salamander	5.99 10.50
Savxion	6.30 9.10

Spectrum Software	
Cass	Disk
Tascalc Plus 2	14.00
Tas Sign Plus 2	14.00
Technoop	5.99 9.50
The Deep	6.55 9.50
The Muncher	5.99
The National	6.99
The Pawn	10.50 11.20
Thunderbirds	9.10 10.50
Thunderblade	6.55 9.50
Tiger Road	6.55 9.50
Time and Magic	10.50 10.50
Times of Lore	6.99 10.50
Timescanner	7.25
Total Eclipse	6.99 10.50
Trackshot Manager	6.99
Victory Road	5.99 10.50
Vigilante	7.25 10.85
Vindicators	6.99 10.50
Vulcan	7.25
Wanderer	6.55 9.50
War in Middle Earth	6.99 10.50
We Are the Champs	7.25 13.10
Wec Le Mans	7.25 10.85
Wellington at Wirioo	9.50
Wh Time St Still 128K	5.99 10.85
Xenon	6.99 10.50
Xybots	7.25
Yankes	7.25
Zulu War	6.55

Fast Delivery on All Stock Items by 1st Class Mail in UK.
Special Overseas Service by Air Mail Worldwide.
Credit Card Orders accepted by Phone or Mail.
North, Scotland, N. Ireland, Wales, South, Midlands, Credit Card Order Telephone Lines
0896 57004 (24 hours) 0602 252113

Football Man II Exp	5.99
Football Manager	6.99
Football Manager II	6.99 10.50
G Linekers Football	5.99 9.50
G Lineker Hot Shot	5.99 9.50
Gallipoli	6.55
Game Over II	6.55 9.50
Game Set Match	9.50 13.10
Game Set Match II	9.50 13.10
Games Summer Edition	7.25 10.85
Games Winter Edition	6.55 9.50
Germanin Vint	7.25 10.85
Giant's Completion	9.50 14.50
Gold Silver Bronze	10.85 13.10
Guerrilla War	6.30 10.50
Guid of Thieves	11.20
Gunsling	6.99 10.50
H.K.M.	6.55 9.50
HATE	7.25 10.85
Heroes of the Lance	7.25 10.85
High Steel	6.99 10.50
History in Making	14.50
Hunt for Red October	10.50
Ikarus Warriors	6.30 9.10
Imp Mission II	6.55 9.50

Matchday II	5.99 10.85
Mickey Mouse	5.99 9.50
Microprose Soccer	6.99 10.50
Mike Reads Pop Quiz	5.99 9.50
N. Yor Massacre	5.99 9.50
N. poleon at War	6.55
Navy Moves	7.25 10.85
New Zealand Story	6.55
Nigel Mansell G Prix	6.55 10.85
Night Raider	7.25 9.50
Obliterator	6.99 10.50
Operation Wolf	6.55 10.85
Outrun	6.55 9.50
Outrun Europa	7.25 10.85
Overford	7.25 9.50
P Beardsley Football	6.30
Pacland	6.30 9.10
Pacmania	6.30 9.10
Pistol	7.25 10.85
Prof Adv Writer	22.95
Professional Soccer	6.30
Proj Stealthfighter	6.99 10.50
Question of Sport	10.50 10.50
R Type	7.25
Raffles	6.30

Silent Service	6.99
Silkworm	6.99 10.50
Skate Ball	6.55
Skate or Die	6.55 10.85
Solid Gold	7.25 10.85
Space Ace	9.50
Special Action	9.50 13.10
Spitting Image	7.25 10.85
Stalngard	7.25 9.50
Star Wars	7.25 10.85
Starglider II	10.50 12.60
Stormlord	7.25 10.85
Strike Force Hammer	7.25
Super Scramble	7.25 10.85
Super Trux	5.99 9.10
Supreme Challenge	9.10 11.99
Taito Coin Op Hits	9.50
Tank Attack	9.10
Target Renegade	5.99 10.50
Tasword Plus 3	17.50
Tas Sign Plus 3	17.50
Tas Sign Plus 3	17.50
Tas Sign Plus 3	17.50
Tas Diary Plus 3	14.00
Tasword Plus 2	14.00

Spectrum Software	
Cass	Disk
Tascalc Plus 2	14.00
Tas Sign Plus 2	14.00
Technoop	5.99 9.50
The Deep	6.55 9.50
The Muncher	5.99
The National	6.99
The Pawn	10.50 11.20
Thunderbirds	9.10 10.50
Thunderblade	6.55 9.50
Tiger Road	6.55 9.50
Time and Magic	10.50 10.50
Times of Lore	6.99 10.50
Timescanner	7.25
Total Eclipse	6.99 10.50
Trackshot Manager	6.99
Victory Road	5.99 10.50
Vigilante	7.25 10.85
Vindicators	6.99 10.50
Vulcan	7.25
Wanderer	6.55 9.50
War in Middle Earth	6.99 10.50
We Are the Champs	7.25 13.10
Wec Le Mans	7.25 10.85
Wellington at Wirioo	9.50
Wh Time St Still 128K	5.99 10.85
Xenon	6.99 10.50
Xybots	7.25
Yankes	7.25
Zulu War	6.55

Joysticks and Utilities

Cheetah 125+	6.99
Cheetah Mach 1	10.95
Comp Pro 5000	12.95
Comp Pro 5000 Clear	13.95
Comp Pro 5000 Extra	14.95
Cruiser	8.99
Konix Speeding	10.99
Autofire Speeding	11.99
+2/+3 cover	4.99
Spec Power Supply	9.95
Azimuth Tape Head Align Kit	8.99
Joystick Adaptor for +2/+3	4.99
+3 Cassette Lead	4.99
10 x 3" Blank Disk	23.95

PRINTERS
AMSTRAD 3160 PRINTER
DOT MATRIX HQ
FIB + 3 08 + 2A
USUAL PRICE 199.50
SPECIAL OFFER PRICE
*** ONLY 169.99 ***
INCLUDES DELIVERY AND ALL CONNECTING LEADS

Europe (other than UK) shipping costs are:
£1.50 per disc for normal airmail
£2.50 per disc for express airmail

Please make cheques or postal orders payable to WORLDWIDE SOFTWARE
All prices include postage and packing in the UK.
ADVERTISED ARE FOR MAIL AND TELEPHONE ORDERS

Outside Europe shipping costs are:
£2.00 per disc for normal airmail
£3.00 per disc for express airmail

BYRITE SOFTWARE

SPECTRUM £1.99 EACH OR BUY TWO GET ONE FREE

Temple of Terror, High Frontier, Deactivators, Bride of Frankenstein, Triaxos, Las Filas, It's A Knockout, Roundie Micks, Deathride, Big Trouble in Little China, Tujad, Hacker II, Deadinger, Greyfell, Krackout, Comet Game, Deathscape, Mermaid, Madness, Twister, Dogfight 2187, Tempest, Fifth Quadrant, Bubbler, Space Shuttle, Sordons Shadow, Druid II, Gyron, Moostrike, Moonlight Madness, Killer Ring, Express Raider, Mission Omega, Howard the Duck, Kinetic, Sigma 7, Mindstone, Red Scorpion, Wibstars, Galvin, Hybrid, Cosmic Shock Absorber, Jerry the Gem, Costa Capers, 10th Frame, Pulsator, Life of Harry, Xarq, Prodigy, Orbix, Rebel Star, The Eidolon, Dark Empire, Cop Out, Double Take, Koronis Rift, Big Sleaaze, Through The Trap Door, Skyfox, Hacker, Xcel, Ball Blazer, Mooncresta, Action Reflex, Brainstorm, Fighting Warrior, Toy Bizarre, Sailing, Revolution, Chain Reaction, Spec Graf, Colour of Magic, Equinox, Battle of the Planets, Pub Games, Sky Runner, Yogi Bear (Please choose alternative games to avoid disappointment).

SPECTRUM £2.99 EACH

Quartet, Magnetron, Star Raiders II, Rampage, Greyfell, Samurai Trilogy, Survivor, Dragons Lair Pt 2, Firetrap, Games, Impossible Mission, Winter Games, Winter Olympiad 88, Solomons Key, Guadalcanal, Jailbreak, Nemesis, Superchess 3.5, PSI-5 Trading Co, Ninja Hamster, Hysteria, Dragons Lair, Crosswise, Fighter Pilot, Dark Sceptre, Gothik, Implosion, Blacklamp, Staine, Ramparts, Headcoach, Onik, Death or Glory, Knight Orc, Cholo, Championship Sprint, Galactic Games, Money Manager, Gunslinger, Earthlight, Teledon, Diamond, Zynaps, International Karate.

SPECTRUM COMPILATIONS
COIN-OP CONNECTION INC
Breakthrough, Express Raider, Metro Cross, Crystal Castle. All for £2.99

LEGAS FILM GAME COLLECTION INC
The Eidolon, Rescue on Fractulus, Ball Blazer, Koronis Rift. All for £2.99

TRIO HIT PACK INC
Great Guardians, Airwolf 2 3DC, Cataball. All for £2.99.

HIT PACK SIX VOL II
Into the Eagles Nest, Batty, Ace, Shockway Rider, International Karate, Lightforce. All for £3.99.

GAMESTAR SPORTS PACK INC
American Football, Basketball and Baseball. £3.99.

KIDS PLAY COMPILATIONS INC
Bounty Bob, Mailstrom, Starstrike, Lunar Jetman, Starion, Monty on the Run, Mansport, Nightgunner, Metabolis, Xeno. £3.99.

SPECTRUM NEW TITLES

Football Manager 2	5.95
Street Fighter	5.95
Road Blasters	5.95
World Class Leaderboard	4.95
Gauntlet II	4.95
Star Glyder	4.95

SPECTRUM MISCELLANEOUS

Rotronics Wafadrive + 1 free 64K Wafa £17.49 inc P&P.
Extra Wafadrive Cartridges: 16K £2.00 each, 64K £3.50 each.
Spectral Writer (Word Processor on Wafa) £3.95 each.
Alphacom Paper (black) 5 rolls £10.95 inc P&P.
Gunshot Joystick £5.00.
Trojan Light Pen + Graphics Software (+2 only) £6.95.

Postage 1-3 titles 75p 4 or more £1.00
Overseas orders add £1.00 per cass.
Computers please add £5.00 postage.
Please note that cheques must be made payable to:

BYRITE SOFTWARE
Dept SU, PO Box 589, London N14 6SJ
Tel 01-882 6833

"ATTENTION ALL MICRO OWNERS!"

"IF YOU WANT TO MAKE A QUICK £100 A WEEK BY JUST USING YOUR MICRO FOR A COUPLE OF HOURS A WEEK, AFTER SCHOOL, READ ON!"

We know you will have heard of the "computer wizz-kids", who make more money in half term than their dads make in 6 months, but the question is... "How can YOU make a quick £100 with your standard micro, basic knowledge and a few spare hours a week?"

The answer? This book!! "MAKE MONEY WITH YOUR MICROCOMPUTER". This book is fully devoted to the subject of making money and shows you that you don't need to be a "wizz-kid" to make a quick £100 in just a few spare hours, the book also shows you concrete ways of turning your part-time venture, into a thriving full-time micro business, which could easily make in excess of £20,000, which can't be bad for someone who is just leaving school.

So if you want to make a quick £100 now and then (just think what you could do with that, new clothes, computer games, etc etc, basically anything you want), or you want to become a teenage director of your own micro business. **THIS IS THE WAY TO DO IT! O.K. HOW MUCH?!! £10.00 inc P&P.** This is about half the price of a new game, and an absolute fraction of what you could make in your first month. **JUST ASK YOURSELF THIS... "WHAT ELSE COULD I DO WITH A TENNER THAT WOULD MAKE ME SO MUCH, AND SHOW ME HOW TO START MY OWN BUSINESS????????",** now you can see what a chance you've got here? and what's more... IF FOR ANY REASON YOU ARE NOT 100% HAPPY AFTER YOU'VE READ OUR BOOK SEND IT BACK WITHIN 14 DAYS AND WE'LL REFUND YOUR £10.00. WITH THIS SAFE DEAL YOU'VE GOT NOTHING TO LOSE, SO SEND NOW!!!! AND WE'LL SHOW YOU HOW YOU AND YOUR MICRO CAN MAKE ABSOLUTELY HUNDREDS!

Please rush me a copy of "MAKE MONEY WITH YOUR MICROCOMPUTER". I enclose a cheque/PO for £10 (including P&P), payable to **AC PUBLISHING** PRINT CLEARLY

NAME:

ADDRESS:

.....POST CODE:.....

SEND TO: AC PUBLISHING, 2 PRETORIA ROAD, CHERTSEY, SURREY KT16 9LN
Books normally sent in 3 days, but allow 21 days for delivery.

SU1

The heat is on down in the arcades – it's official – as **SU** brings you the very best of the latest summer releases in videoland. Sega wheels out its entry in the driving simulator stakes, **Super Monaco Grand Prix**. Fast, furious, sprite-based, awesome. A new PCB from the Japanese giant, too, **Golden Axe** – state-of-the-art fantasy combat. And finally, a true successor to **Op Wolf**, **Mechanised Attack** from SNK.



Golden Axe - Sega



Golden Axe is a arcade adventure cum beat 'em up PCB release from Sega – and it's good stuff. Making an initial choice of character from a Barbarian (tough, but low magic ability), an Amazon (Great magic, not so good at hand-to-hand) and a Dwarf (half and half) you embark on quest to do in some guy called Death. Not easy.

As you make your way (scrolling right/left) through the land you come across huge wrongs being wrought (cue fleeing, screaming crowds of peasant villagers) and even bigger monsters.

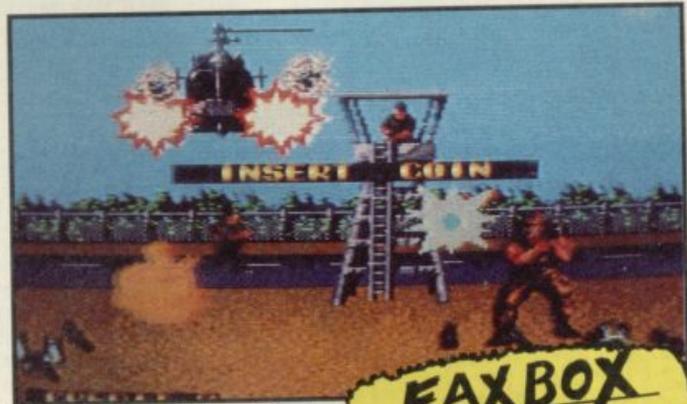
Gameplay is varied, with some hard thinking and sparing use of magic potions needed sometimes to get past particularly nasty groups of monsters. The beat-em up aspect of the game gives you some good moves – and at times you can capture enemy monster mounts (looking like mini-dinosaurs) and use them against their owners. Flame on!

74

Mechanised Attack – SNK

Op Wolf was the arcade phenomena of 1988 – but somehow the follow-up from Taito **Operation Thunderbolt** didn't quite have the same bite, despite having a two player option. Well, now SNK have come up with a two player military gun-toting killing spree – and if you're into that sort of thing, eight out of ten blood splattered veterans say that they prefer it to **Op Thunderbolt** – it's called **Mechanised Attack**.

Largely sticking to an **Op Wolf** kind of formula, the action, somehow, is that little bit more gripping – something reflected in the fact that the units have been sprouting



almost as fast as the original **Op Wolf** cabinets. Ultimately, just another electronic shooting gallery, but if you must wipe out regiments of other human beings, it's probably better you do it this way, rather than using the conventional methods.

FAXBOX
 Mechanised Attack
 If it moves pump it full of photons – but watch the ammunition – you're contributing to global warming.
 Graphics 8
 Sound 7
 Gameplay 8
 Addictiveness 8
OVERALL RATING 8

FAXBOX
 Golden Axe
 Another winner from Sega – expect to see this all over the place this Summer!
 Graphics 9
 Sound 9
 Gameplay 8
 Addictiveness 8
OVERALL RATING 8



Super Monaco Grand Prix



In case you didn't know it, Coin-ops are big, big, business. How big? Well, put it this way, Sega claims to have over 400 engineers working in house on Research and Development back East. And that's a lot of rice bowls to fill. Still, with all that manpower beavering away, maybe it's not all that surprising that they come out with such show stoppers. Earlier this year Sega set a new standard for driving games with **Power Drift**. That was a fun "great grandson of **Outrun**".

Now Sega has turned its collective talents to the area of driving simulations and come up with something really special, **Super Monaco Grand Prix**. This is — yes — a Formula One Grand Prix simulator, driving around the glam, twisty circuit of Monaco.

Firstly, a big chance — no foreground ride "mind your

breakfast please" bumping around; although the unit is a big chunky attractive looking sit-in, your whole body is not physically assaulted, only your bottom, as highly realistic vibrations are transmitted through the seat as you drive along. No wonder Nigel Mansell walks like that.

Insert coins and you get an options screen giving you three choices for playing the game. Automatic clutch, where the hard work of changing gear is done for you, or the 4 gear model (with slightly more maximum power) or, if you are super hard and astonishingly talented a 7 gear job that goes like the clappers. Believe me, start off with the automatic option, or you'll find yourself spending a lot of money learning the track!

Sega tries to make it easy to change gear with a novel system — a yellow butterfly

lever on the reverse side of the steering wheel. Gripping the wheel with your palms, your fingers touch the ends of this control. Press the left side and the automatically change down, press the right and you'll be changing up. No problem, if you can call messing around with seven gears, each with a



narrow power band, no problem.

Back with the wimps on automatic, the next thing you have to do is qualify for the main race, by driving around the short circuit in under 45 seconds you get counted down and, you're off!

As you scream down the starting straight you realise several things — **SMGP** is fast, loud, hugely colourful, and massively detailed (to the point of sensory overload). As you reach the first corner and smash into the Armco you realise another thing — it's not easy.

For starters, there's a lot of information to take in on the screen. The top 20% of the huge screen is a full reverse view of what's going on behind — this is useful for advanced drivers — as a beginner, it's best to concentrate on the front view that fills the rest of the screen.

FAXBOX

Super Monaco Grand Prix
Best sprite-based driving game to date — a return trip to Monaco that'll only take five minutes!

Graphics 8
Sound 9
Gameplay 9
Addictiveness 9

OVERALL RATING

9

FORGOTTEN WORLDS
 £2 OFF £2 OFF £2 OFF
 Send a cheque/postal order (with your name and address) to **FORGOTTEN WORLDS**, Smash Offer, US Gold, Units 2/3, Holford Industrial Estate, Birmingham B6 7AX. Offer closes 31st August 1989.

MARS
 "A good strategic war game."
 "The slickest simulation of global geopolitics yet."
 Your Sinclair

CHOLO
 "Superb 3D vector graphics. Is it really?"

BORBLEIGH
 "300+ rated by Ace. Brilliant version of a board game that should by rights have been impossible to programme. Lots of fun."
 "An addictive simulation with plenty to do."
 Crash 88%

HARDBALL
 "A truly realistic sports simulation which sets new standards."
 Zzap 64 Sizzler
 "It will take one hell of a sports game to beat this one."
 CCI rating: Your
 Achievement: Your
 Air Magazine

MERCENARY
 Zzap 64
 "A classic. Zzap 96% Gold Medal 96%." "A staggering achievement."
 Your

10TH FRAME
 "Another slick and extremely well programmed/Access sports simulation."
 Zzap 64

Minimum 48/128K + 2 Cassette

SMASH OFFER

ULTIMATE COLLECTION
 £3 OFF £3 OFF £3 OFF
 Price: \$12.99 (cassette) \$14.99 (disk)
 Send a cheque/postal order (with your name and address) to **Ultimate Collection**, Smash Offer, US Gold, Units 2/3, Holford Industrial Estate, Birmingham B6 7AX. Offer closes 31st August 1989.

COMMAND PERFORMANCE
 £3 OFF £3 OFF £3 OFF
 Price: \$12.99 (cassette) \$19.99 (disk)
 Send a cheque/postal order (with your name and address) to **Command Performance**, Smash Offer, US Gold, Units 2/3, Holford Industrial Estate, Birmingham B6 7AX. Offer closes 31st August 1989.

LEADERBOARD BAR 3
 £5 OFF £5 OFF £5 OFF
 Price: \$14.99 (cassette) \$19.99 (disk)
 Send a cheque/postal order (with your name and address) to **Leaderboard Bar 3**, Smash Offer, US Gold, Units 2/3, Holford Industrial Estate, Birmingham B6 7AX. Offer closes 31st August 1989.

HOW THE HELL

ASCII code nightmare disassemblers? Baffley problems with programs or not, Andrew Hewson and he'll be investigating say "Ram Dos Buffer"

HOW THE HELL . . . DID THE TECHNICIAN TED TAPE LOADER WORK?

- 2AH - Move letter right routine
- 2CH - Move letter up routine
- 2EH - Move letter down routine
- 30H - GOTO start of routine list
- 32H - Keyboard scan routine

Last month, we discussed the workings of the special tape loader used in **Technician Ted**. This game set a precedent for multi-tasking loaders among many other pioneering technical bits and bobs. Basically I explained how short delays are built into loaders for the purpose of timing the electrical signal from the ear socket. These delays are very short - typically 100 microseconds in the standard Spectrum loader. It is this short period which we make use of with our specialist routines.

I proposed last month to make use of this delay to run a 'game' while the loader was loading data. Obviously a complicated shoot-em-up is out of the question, but a simple 'patience' type of game is practically possible. So the program listed here functions exactly the same as the ROM loader routine but with the added ingredient of the old 'letter shuffle' game (a simple matrix of letters with one letter missing - you slide the letters around shuffling them and then returning them to their original position).

Without further ado, type in the machine code using an assembler or the decimal

listing alongside it. Note that the decimal listing version of the loader will only work at address OFCOOH_{hex} so it is virtually essential that you type it in with an assembler if you want to relocate the loader to be more versatile.

THE PROGRAM - HOW IT WORKS

The first part of the program is a few tables with important details such as character codes and print positions etc. 'MATRIX' is laid out as a 4 x 5 matrix with an ASCII character code x 8 followed by a low byte of a screen address. This table is for quick printing of the letters of the shuffle game. 'OFFTB' is used to recalculate the Absolute instructions of the ROM loading routine. The ROM loader is moved into RAM just after the code here, and 'OFFTB' is then used to modify 8 instructions. 'RLIST' is a table of 'routine' numbers x 2 ie routine OOH to routine 26H are print routines while the others are:
 28H - Move letter left routine

DECIMAL LISTING FOR THE JUNE HOW THE HELL CHECKNUM

16	46	72	47	160	48	248	49	16	78	780
200	79	160	80	40	81	96	110	120	111	1077
8	112	32	113	152	142	8	143	176	144	1030
40	145	104	174	40	175	56	176	8	177	1095
23	38	45	60	70	117	128	142	255	50	928
54	0	2	4	6	8	10	12	14	16	126
18	20	22	24	26	28	30	32	34	36	270
38	50	52	48	48	182	253	182	253	182	1288
253	182	253	182	253	182	253	182	253	182	2175
253	182	253	182	253	182	253	182	253	182	2175
253	182	253	182	253	182	253	182	253	182	2175
253	182	253	182	253	32	253	47	253	62	1770
253	77	253	239	253	117	253	13	253	224	1935
253	0	3	0	6	252	221	33	0	64	832
17	0	27	62	255	55	195	194	4	217	1026
229	33	49	252	217	205	176	252	221	33	1667
0	64	17	0	27	62	255	55	205	249	934
253	251	217	225	217	201	33	86	5	17	1505
249	253	1	175	0	237	176	33	143	254	1521
17	141	254	1	27	0	237	176	33	138	1024
254	54	205	33	247	252	34	139	254	33	1505
171	252	34	2	254	1d200	163	248	17	40	1182
252	26	19	254	255	35	213	198	249	111	1777
206	253	149	103	94	24	86	43	235	9	1213
235	115	35	114	209	75	230	217	6	252	1437
126	79	35	229	198	233	111	206	252	149	1460
103	126	35	102	111	135	225	217	235	33	1386
131	252	62	4	150	195	198	40	201	73	1095
252	6	13	16	254	60	10	253	50	132	1189
252	254	3	40	71	252	50	132	58	62	1176
2	24	45	58	132	254	254	0	252	56	863
61	50	132	252	62	60	24	30	40	133	1056
252	254	4	40	41	252	50	133	58	62	1148
8	24	15	58	133	248	254	0	252	26	810
61	50	133	252	62	34	24	0	42	134	1006
252	84	93	133	111	2	134	252	126	18	1237
54	248	6	2	24	219	6	12	16	254	624
195	10	253	62	253	24	254	230	1	32	1509
6	68	1	6	12	62	43	62	251	219	686
254	230	1	32	6	79	2	6	9	24	626
29	62	223	219	254	14	230	1	32	6	1135
62	3	6	7	24	24	121	230	2	32	501
6	62	4	6	4	195	3	175	6	5	295
16	254	50	131	252	22	10	253	10	3	1174
111	10	95	38	62	126	72	126	18	44	598
20	126	18	44	20	44	18	44	20	126	562
18	44	20	126	18	126	20	126	18	44	478
20	126	18	44	20	167	18	195	10	253	830
58	131	252	6	14	6	32	9	6	14	689
16	254	195	10	253	0	16	225	16	254	1245
33	49	252	217	201	0	0	0	0	0	752

THE HELL!

Disillusioned with
ed by bytes? If you're having
mning, whether they alliterate
on your man. Drop him a line
ing the problem before you can
er "Interface Edge Connector"

34H - Vector into required
MOVE routine ie
28H to 2EH
36H - Debounce keys
routine
'JPTAB' is a jump table with
the routine addresses stored
for quick vectoring. The
variables used are:

- JVAR - Stores an address
of a routine to
vector to (used by
routine 34H above)
- XPOS - The X co-ordinate
of the blank space
in the letter matrix
- YPOS - The Y co-ordinate
of the blank space
- 0,0 is the top left
corner and 3,4 is
the bottom right
- PNTR - Points to the actual
byte in 'MATRIX'
which is the blank
space character.

The routine SAVE uses IX
as a base address pointer
and DE as the number of
bytes to save. Before we use
the loader we must
obviously save something to
tape with this code before
we call the loader. Just a
few lines down in 'LOAD',
we have a similar load IX
and load DE. The numbers
put into these registers

should match those in
'SAVE' above. The rest of
the program
documentation is fairly self
explanatory but essentially,
in 'LOAD' we do the
following:

1. Relocate the ROM
routine to sit just after our
routine
2. Re-calculate instructions
in the RAM loader and
put a CALL instruction in
the delay section of the
'EDGE1' sub-routine
3. Set up IX and DE and call
the RAM loader
4. Each time EDGE1 is
called within the loader, it
CALLS the GAME routine
in 358T state chunks
Each of the routines in
'GAME' have been written
to last approximately 358T
states. They also use the
exchange registers for quick
accessing and to all intents
and purposes, the loader
just 'sees' the 'GAME'
routine CALL as a delay -
what was there originally.

It shouldn't be too difficult
for keen programmers out
there to expand on this idea
and if you do come up with
anything good then lets
hear from you! See you
next month.

```
EXPOS:  DEFB 3
YPOS:   DEFB 0
PNTR:   DEFW MATRIX+6
SAVE:   LD IX,4000H
        LD DE,1800H
        LD A,0FFH
        SCF
        JP 04C2H
```

```
LOAD:   EXX
        PUSH HL
        LD HL,RLIST
        EXX
        CALL RELOC
        LD IX,4000H
        LD DE,1800H
        LD A,0FFH
        SCF
        CALL LSTART
        EXX
        POP HL
        EXX
```

```
EIRET:  EI
        RET
```

```
RELOC:  LD HL,0556H
        LD DE,LSTART
        LD BC,0605H-0556H
        LDIR
        LD HL,LSTART+150
        LD DE,LSTART+148
        LD BC,27
        LDIR
        LD HL,LSTART+145
        LD (HL),OCDH
        LD HL,GAME
        LD (LSTART+146),HL
        LD HL,EIRET
        LD (LSTART+9),HL
        LD BC,LSTART-0556H
        LD DE,OFFTB
```

```
RELOOP: LD A,(DE)
        INC DE
        CP OFFH
        RET Z
        PUSH DE
        ADD A,LSTART AND 255
        LD LA
        ADC A,LSTART/256
        SUB L
        LD H,A
        LD E,(HL)
        INC HL
        LD D,(HL)
        EX DE,HL
        ADD HL,BC
        EX DE,HL
        LD (HL),E
        INCL HL
        LD (HL),D
        POP DE
        JR RELOOP
```

```
GAME:  EXX
        LD B,MATRIX/256
        LD A,(HL)
        LD C,A
        INC HL
        PUSH HL
        ADD A,JPTAB AND 255
        LD LA
        ADC A,JPTAB/256
        SUB L
```

```
LD H,A
        LD A,(HL)
        INC HL
        LD H,(HL)
        LD LA
        *JP (HL)
```

```
PRET:  POP HL
        EXX
        RET
```

```
VECT:  LD HL,JVAR
        LD A,4
        SUB (HL)
        ADD A,A
        ADD A,28
        LD (RL),A
        LD B,13
```

```
VE10:  DJNZ VE10
        JP PRET
```

```
;THIS IS THE SAVE ROUTINE
;IX-BASE ADDRESS, DE=LENGTH
;FINALLY JUMP TO THE SAVE ROUTINE IN THE
;ROM TO SAVE THE DATA IN HEADERLESS
;FORMAT
;FIRST SAVE THE AUXILLIARY HL REGISTERS
;SET HL TO POINT TO THE ROUTINE TABLE
;NOW RELOCATE THE ROM LOAD ROUTINE
;LIKE THE SAVE ROUTINE ABOVE, IX=BASE
;AND DE=LENGTH FOR THE LOAD ROUTINE
;NOW CALL OUR MODIFIED ROM LOAD ROUTINE
;WHICH HAS BEEN RELOCATED
;RESTORE THE AUXILLIARY HL REGISTERS
;ENSURE INTERRUPTS ARE ON...
;BEFORE RETURNING
;THIS CODE SIMPLY MOVES THE ROM
;LOADING ROUTINE FROM 0556 TO THE
;END OF THIS CODE AT THE LABEL
;'LSTART'
;A FEW MODIFICATIONS ARE NECESSARY
;BECAUSE THERE ARE A FEW LINES OF
;CODE IN THE LOADER THAT REFER TO
;ABSOLUTE ADDRESSES WITHIN THE ROM
;SO THE CODE FROM RELOOP BELOW IS
;DEDICATED TO RE-CALCULATING THE
;INSTRUCTIONS ONCE THE LOADER HAS
;BEEN REPOSITIONED. NOTE HOW IT
;USES THE OFFSET TABLE 'OFFTB'
;A IS THE 8 BIT OFFSET
;FF IS THE STOP BYTE
;IF EQUAL TO FF THEN RETURN
;SAVE DE TEMPORARILY
;ADD IN THE OFFSET TO LSTART AND
;STORE RESULT IN HL
;MAKE DE=ABSOLUTE VALUE FROM THE
;OLD INSTRUCTION FROM 0556+
;PUT DE INTO HL FOR THE ADDITION TO
;BC AND PUT THE NEWLY CALCULATED
;ABSOLUTE ADDRESS BACK
;RESTORE DE
;AND CONTINUE UNTIL COMPLETE
;THE SHUFFLE GAME IS COMPLETELY
;WRITTEN USING THE EXCHANGE
;REGISTERS
;A AND C BOTH = ROUTINE NUMBER*2
;STEP ROUTINE POINTER ON FOR NEXT
;VALUE AND SAVE IT FOR LATER
;VECTOR IN TO THE JUMP TABLE FOR
;THE REQUIRED ROUTINE WITH THE
;ADDITION OF A AND HL
;USING THE ACCUMULATOR AND HL
;WE NOW GET THE JUMP TABLE VALUE
;FOR THE REQUIRED ROUTINE AND
;AFTER SETTING HL TO POINT TO IT,
;WE JUMP TO THE ROUTINE.
;ALL BUT ONE ROUTINE JUMPS BACK
;HERE WHEN FINISHED
;NOW RETURN TO THE LOADER 360th T
;STATES LATER
;HL POINTS TO THE SUFFLE DIRECTION
;NUMBER
;USING THE ACCUMULATOR, WE NOW DO A
;SIMPLE CALCULATION TO ARRIVE AT A
;ROUTINE NUMBER AND 'POKE' IT INTO
;THE ROUTINE LIST AT 'RL'
;NOW WE SIT AROUND FOR A WHILE
;TO TOT UP OUR 358 OR SO T STATES
;AND FINALLY RETURN
```

MACHINE CODE ROUTINE FOR JUNE 'HOW THE HELL?'

EQU OFCOOH; THIS MUST BE ON A PAGE BOUNDARY!

```
MATRIX: DEFB 10H,2EH,4BH,2FH,A0M,30H,FBH,31H,10H,4EH
        DEFB CBH,4FH,A0H,50H,28H,51H,60H,6EH,78H,6FH
        DEFB 08H,70H,20H,71H,98H,8EH,08H,8FH,80H,90H
        DEFB 28H,91H,68H,AEH,28H,AFH,38H,80H,08H,B1H
```

```
OFFTB:  DEFB 17H,26H,2DH,3CH,46H,75H,80H,8EH,FFH
```

```
RLIST:  DEFB 32H,36H,00H,02H,04H,06H,08H,0AH,0CH
        DEFB 0EH,10H,12H,14H,16H,18H,1AH,1CH,1EH
        DEFB 20H,22H,24H,26H,32H,34H
```

```
RL:     DEFB 30H,30H
```

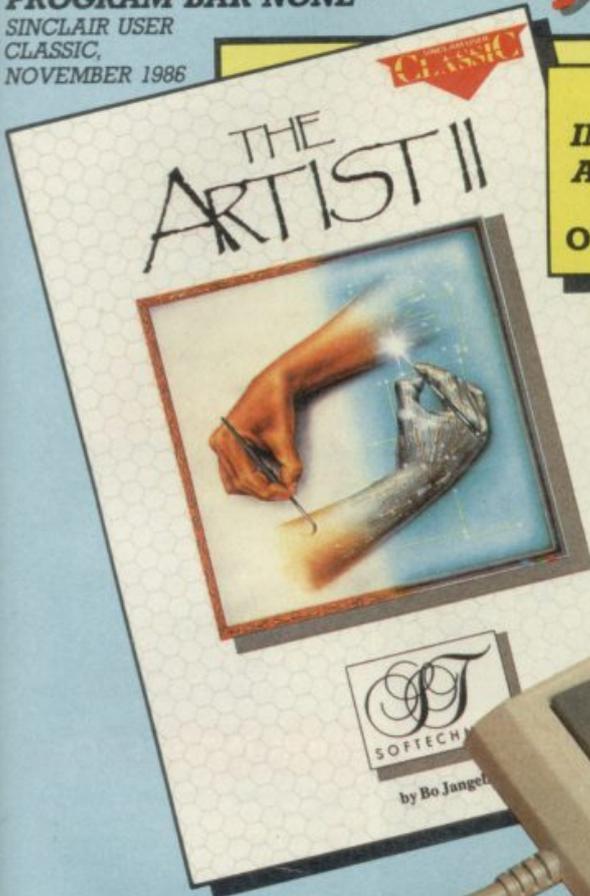
```
JPTAB:  DEFW PRT,PRT,PRT,PRT,PRT,PRT,PRT,PRT,PRT,PRT
        DEFW PRT,PRT,PRT,PRT,PRT,PRT,PRT,PRT,PRT,PRT
        DEFW MVLT,MVRT,MVOP,MVDN,GTO,KEYS,VECT,DEBN
```

```
JVAR:   DEFW 0
```


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 ...

BYPHONE
0782 744707
24 hr Credit Card Line

BYPOST
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

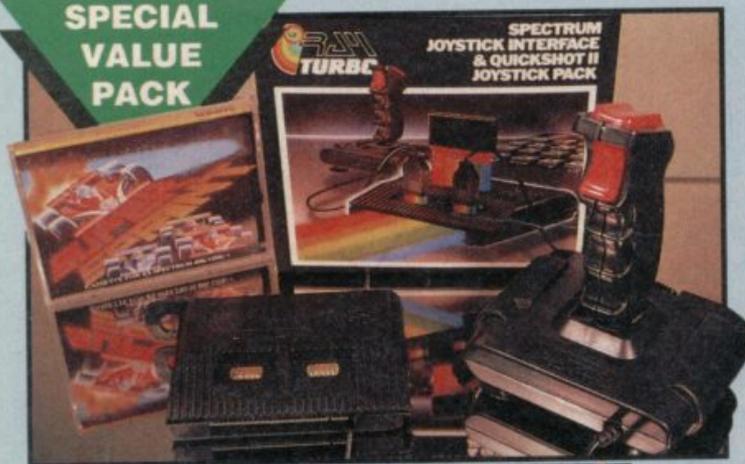


FREE OFFER!
ORDER YOUR ARTIST II PACKAGE
NOW AND WE'LL SEND YOU A FREE
MOUSE MAT AND MOUSE HOLDER
(WHILE STOCKS LAST).
USUAL RETAIL PRICE £12.99

PLEASE STATE
48/+2/+3 WHEN ORDERING

DATTEL ELECTRONICS

**SPECIAL
VALUE
PACK**



**WITH FREE SUPERSPRINT
GAME!!**

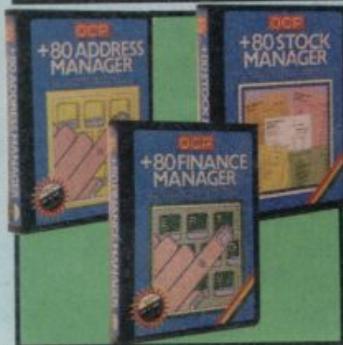
- ▼ The Ram Turbo has long been recognised as the best joystick interface ever devised for the Spectrum. The Quickshot II has sold over 15 million world wide!! Put the two together & you have got the best combination possible - add a free copy of 'Supersprint' from Activision & you can't get a better 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**



**OCP 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)



OCP 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)



**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

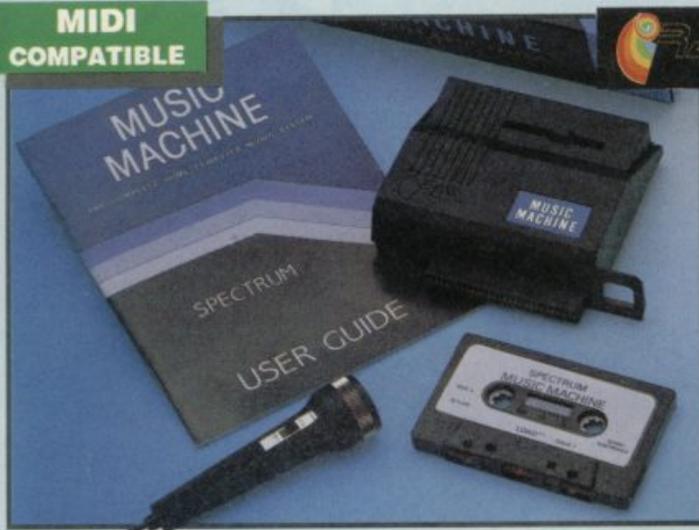
music machine

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

MIDI COMPATIBLE



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

Games ace



- ▼ 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



LIGHTWRITER™

- ▼ Just plug in & draw circles, rectangles, squares & frehand 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

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

UGLY LITTLE SOD!

They're ugly! They're revolting! They're disgusting! No, not C...h readers (I don't know, though - JD); they're *Boglins* Glooping up from the nearest swamp come this assortment of latex semi-human weirdies, blessed with names such as Drool, Sponk and Squidge. They come in their own little cages, to stop them getting out and performing all sorts of horrible tricks, and if you stick your hand up their backs and wiggle your fingers they pull horrible faces (But you can do that with Tony - AS).

Mattel's *Boglins* come in two sizes at around £5.50 and £12.50, and they're so revolting they'll probably be an enormous hit. If you really want to nauseate your granny, tell her you found one in the fridge.



Ladies and Gentlemen, performing tonight without the aid of Conrad Poohs, it's... (appearing at Cascade shops)

LAUGHING

GEAR What's small and pinky-red, has a life of it's own and will have you amused for hours? Yes. Finally, after years of apparent exile from jokeshops around the globe, **CHATTERING TEETH** are back! Huzzah!

The history of the mirth-making masticators (Groan) can

be traced back to early Victorian days when the false plates of upper and lower dentures were assembled and moved, hilariously, as if they were talking.

Obviously throughout the years the product was refined and improved though it's largely unclear as to when the clockwork mechanism was introduced.

As you can see, our *manic molars* (Ouch) have developed little feet to help in their comic journey.

And for the astoundingly *bite-sized price* (Aaargh) of £1.99 we firmly predict that teeth will be chattering all over the country this summer. (Hem hem).

SMILE PLEASE

James Bond, eat your heart out! Now anyone can disguise themselves as a Japanese tourist (not that there is anything at all comedic about being a Japanese tourists; they provide a large amount of revenue to our National tourism industry and are very nice people) with this super mini-camera.

A slightly jazzed-up version of the ultra-cheap crappy non-working cameras which you can find on the floor almost anywhere, this one is slightly nicer, and takes halfway decent pictures. There's no focus, shutter speed or, well, anything apart from a button to take the pic and a windy thing to wind the film on.



There are two super little carrying compartments large enough to contain some loose change (this is actually where the film goes) and a keyring too.

F.Fwd Strikes again! Very ingenious, Mr Bond!

Available at F.Fwd for a fiver.



HANDS



IS THIS YOUR LUCKY DAY?

The problem with most of these live combat games is that they involve driving out into the countryside, getting cold and wet and being splattered with paint. Quasar is different. Imported from Australia, the first outlet has just opened up in North London's exclusive Turnpike Lane, in a converted cinema. Instead of paint-guns you have infra-red pistols and a chest-pack sensor, a bit like a sophisticated version of the popular Laser Tag toys. Two teams fight it out in a multi-level maze full of smoke, lights and rock music. Get zapped and your power-pack cuts out, and you have to find an energy source to re-energise ???? ????? ???? ???? ???? ???? Quasar, 01-348 9798.

It's mad! It's Crazy! It's Maglite!



STRIKE A LIGHT

If you're planning any sort of nocturnal activity, whether it be a late-night comics session, a trip down the garden to the lodger's home-brewing kit for a "sample" or a simple breaking and entering*, Maglite is the item for you.

It's revolutionary! It's phenomenal! It's a pen-light! Well, okay, it's a bit better than your standard pen lights. It works, for one thing, and it's got that sturdy, job-to-be-done feel about it which will withstand a fair few knocks.

The feature that makes the Maglite stand out from the millions (? - JD) of other similar torch type affairs is that you can focus the light to the most sensible shape depending on your after-dark work.

If you're trying to find the cat in the garden, switch to wide-beam and the whole blummin place is instantly as bright as dayf. If you're leafing through some back issues or searching your parents' underwear drawer for, "Er.. nothing" you'll need ultra-high density mega-focus beam which is like focusing the sun through a magnifying glass. You'll have to be careful that you don't cut a laser-beam-like line through thing, thought†.

There are even loads of incredible accessories you can use to CLIP THE MAGLITE TO YOUR SHIRT! Or CLIP THE MAGLITE ON YOUR BELT! Or even CLIP THE MAGLITE TO YOUR CAR! Excellent.

And it's available at F.Fwd (posey gadget shop full of actually quite good things) Newburgh St. W1 for the bargain knock-down couldn't do it any cheaper price of £10.00.

* Sinclair User does not condone breaking and entering, armed robbery or littering. (Legal Dept.) † Slight exaggeration. †† Outright lie.

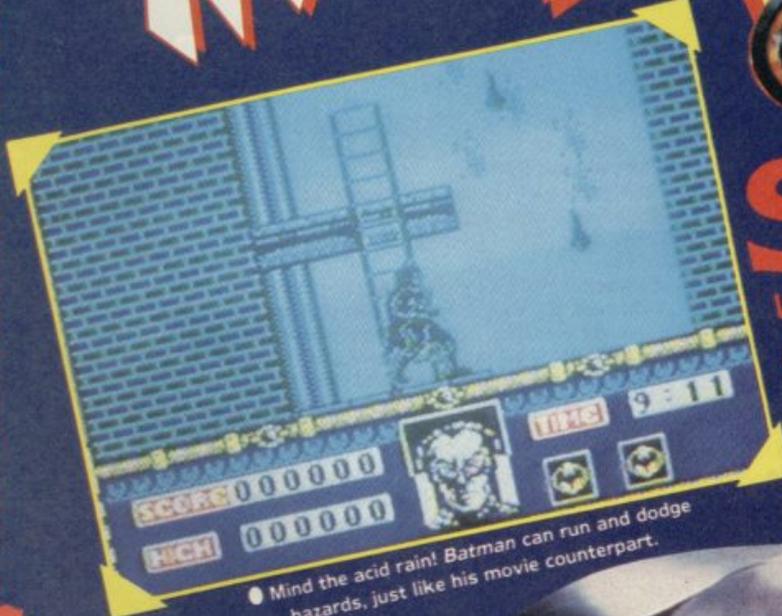


RAT A TAT TAT

Remember Gary Whitta looking a right spaz dressed up as a rockin', rappin' body-popper with the Body Rap drum machine in Outlands a while back? Well, now you can achieve almost the same effect without looking such a divot.

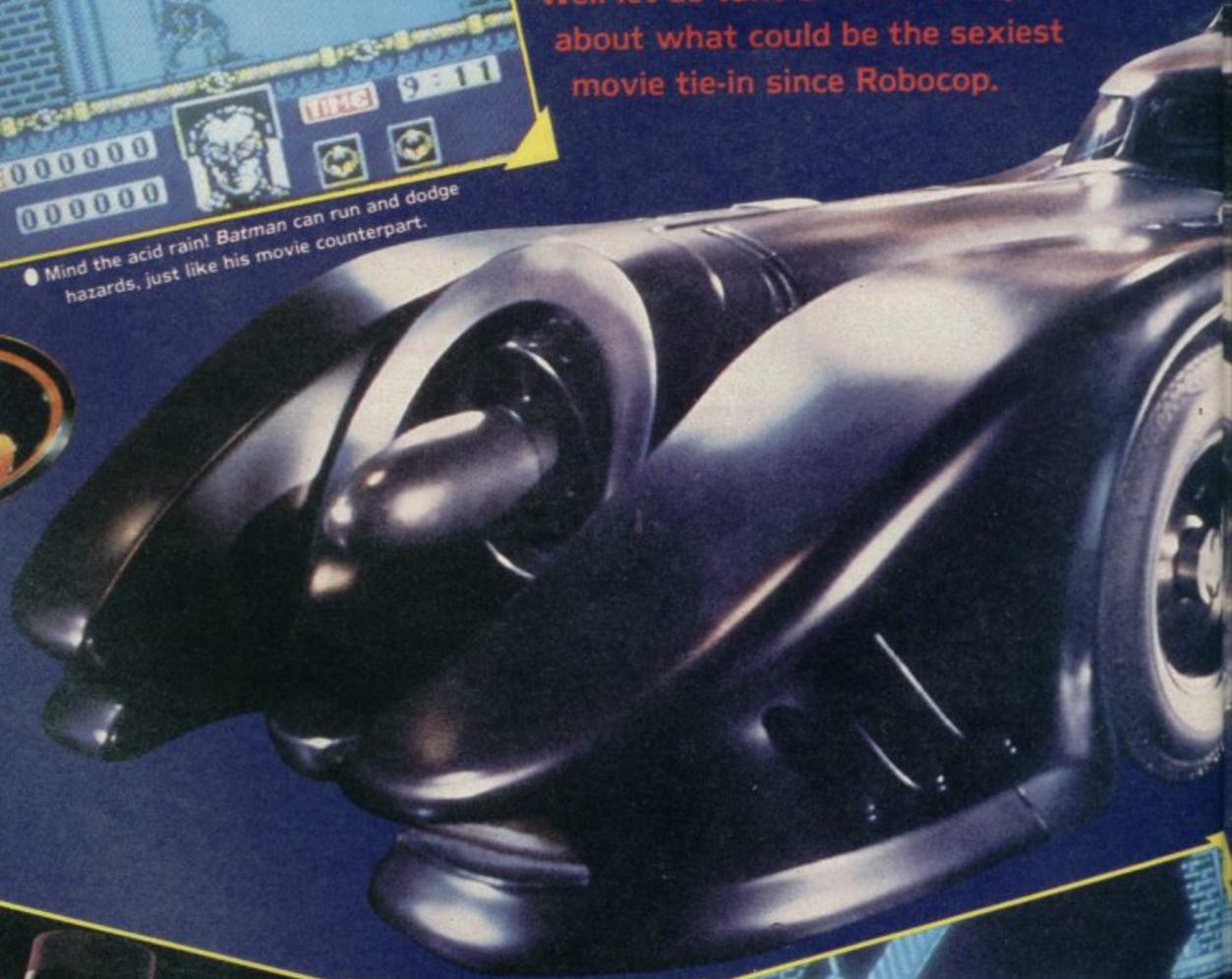
Rhythm Stix from Rainbow consists of two (2) brightly-coloured plastic drumsticks, connected by curly leads to one (1) drum synth and amplifier, which can be clipped to your belt (or your trouser turn-ups, come to that). Hit anything - yes, ANYTHING - the cat, a spam sandwich, Colonel Gaddafi - with the sticks, and you get the most fantaaa-stic drum synth noises ranging from Fuzz Tom (peeow peeow!) to Phaser (er, PEEeow PEEeow!). There are sixteen sounds in all, which are selected using press-buttons on the amp. The widget costs around £19.95 from Toys'R'Us.

MOVIE PREVIEW



● Mind the acid rain! Batman can run and dodge hazards, just like his movie counterpart.

S hhhh! I'm trying to watch the film! What? You mean you don't know anything about Batman? Well let us take a while to explain about what could be the sexiest movie tie-in since Robocop.



86



● The the Batmobile! Racing through Gotham City, you must take on the bad guys on tarmac too.

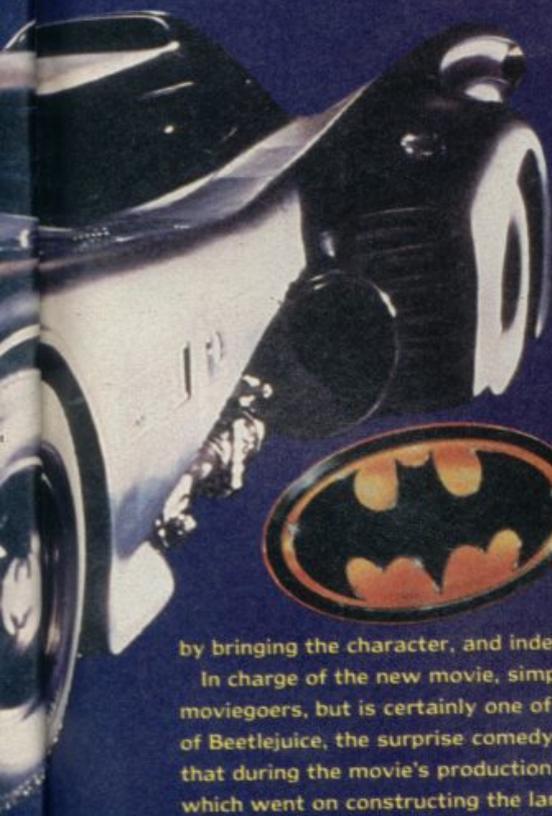


NEWS



If your only memory of Batman is that of the outrageously-camp Sixties TV series, you could be in for a shock this Summer. The Caped Crusader is back – and he isn't smiling much.

Whenever you mention the word "Batman" everyone thinks of Adam West leaping around in a light-grey leotard



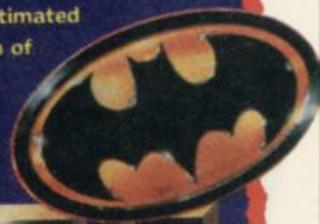
87

cracking jokes while diminutive sidekick Robin punches the palm of his hand exclaiming "Holy despicable plan to take over the world!" Hardly surprising, given that the 20-year old TV Show is the only source of most people's Batman knowledge. It's Batman's original grim and menacing image that the new movie intends to revive

by bringing the character, and indeed the whole scenario, back down to earth.

In charge of the new movie, simply titled *Batman*, is director Tim Burton, who may not be a household name among moviegoers, but is certainly one of Hollywood's major whiz-kids at the moment – he's best known as the director of *Beetlejuice*, the surprise comedy hit of last year. For *Batman*, Burton pulled out all the stops. It's estimated that during the movie's production he spent every last penny in the £40 million budget, over £3 million of which went on constructing the largest open set ever built to bring Gotham City to life at Pinewood Studios, where the majority of the movie was filmed.

The most famous names among the new cast are Michael Keaton, star of *Beetlejuice* (where he



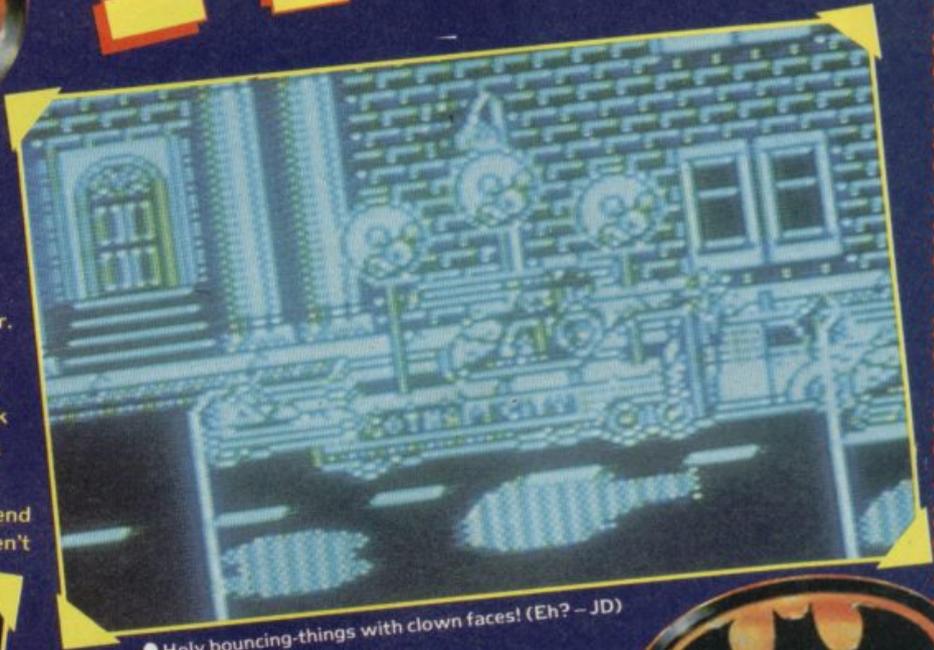
BATMAN

PREVIEWS



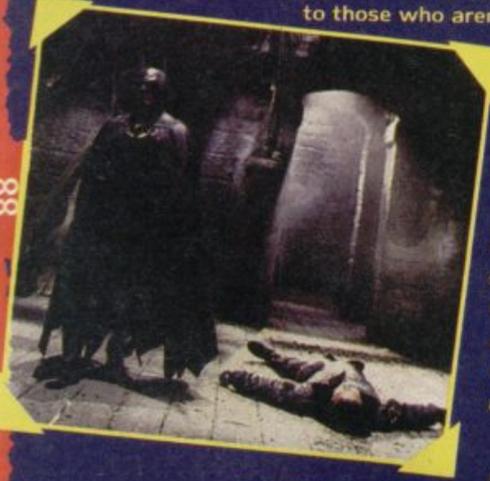
worked with Tim Burton) who plays Batman/Bruce Wayne, and Jack Nicholson who co-stars as his arch-enemy The Joker. Other well-known faces include Kim Basinger as Vicki Vale, Bruce Wayne's dizzy reporter girlfriend, Billy Dee Williams, Jack Palance and even Jerry Hall, who makes a short appearance as The Joker's moll.

To introduce the original Batman legend to those who aren't



● Holy bouncing-things with clown faces! (Eh? - JD)

88



familiar with it, much of the movie's plot deals with the origins of Batman and The Joker, showing how the two came about and goes on to depict Batman's first encounters with Gotham's criminal element by night (under Bob Kane's advice, throughout the entire film he's never seen during the day) - and of course his first public meeting with The Joker, when the demented criminal threatens to wipe out half of Gotham's population with a poisonous gas.

Batman has now looked up significantly since the TV show days. The famous utility belt now features such weapons as a gas-powered grappling gun that shoots wire around villains' necks to ensnare them, and the new \$50,000 Batmobile doesn't let little things like brick walls get in its way - it just blows holes in them with a pair of front-mounted machine guns!

Batman is being hyped as the biggest movie event of the year, and from what has been seen of it so far, it looks like it's going to be just that. We'll have to wait until August 11th, when it's premiered here to find out if the finished product lives up to the publicity, but one thing is certain - it'll make a box-office killing.



PREVIEWS

Black Tiger

Black Tiger? Black Background more like! Ho ho, I'm such a card. But seriously folks, Black Tiger is two things. First, it's an arcade scrolly shoot-em-up thingy that received seriously good reviews, and it's also US Gold's newest coin-op signing thingy, and boy does it look good. I never actually played the original coin-op, so as far as I can tell, you are a stubby little man with a very long spiked thingy which he wazzes about all over the screen and uses to take



out the obligatory bad guys.

Should feature loads and loads of levels, playability, action, bad guys and small yellow circles with the number five inside them.

Release date: Soon

Price: Probably around a tenner.

Starglider 2

Over, this looks a bit ultra fabby, don't it. Funnily enough, it reminds us quite a bit of one of those sixteen bit masterpieces that Firebird said they were going to convert to the Spectrum eons ago. How we laughed! How on earth is anybody going to take an ultra-fast filled vector 3D space shoot-out adventure and put it on a spectrum. Especially when you think that there are over 80 different types of enemy craft, plus the ability to not only fly around in space, but also dive down toward a planet surface, fly around the planet a bit, and then fly into tunnels in the ground and go underground. The only way they could ever possibly hope to get any kind of speed on the Spectrum would be to use hidden line vectors rather than filled or shaded. A bit like the game in this screenshot. No, Starglider 2 will never work on the Spectrum.

Now what game do I have here? Oh, it's Starglider 2.
Streetdate: August
Price: £8.95

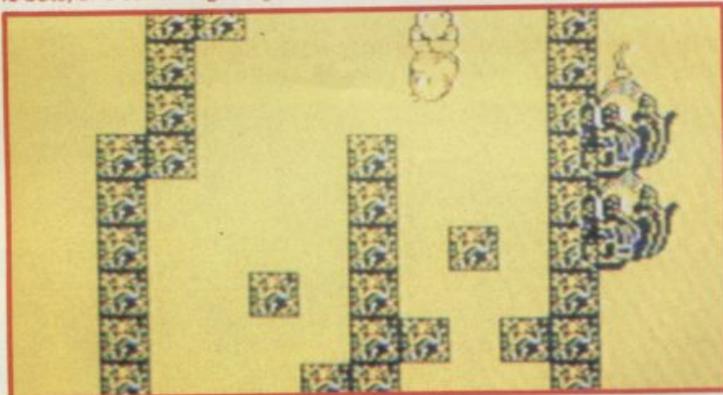


PREVIEW

New Zealand Story

Altogether now, aaaaahhh! Isn't it sweet! Meet the ever lovable Mr Kiwi, hero of yet another of those Ocean arcade thingies. Mr Kiwi has a bit of a problem. Mrs Kiwi keeps being kiwinapped by the evil, well, whoever. So you have to run, jump and shoot your way to her freedom.

Armed with only a bow and arrow (!?!), our intrepid little birdlike friend races around the multi scrolling landscape shooting the bad guys, like the hedgehogs and the bats, and collecting the goodies they drop, which can range from sweets



The Muties Stole My Truck

No, it's not another one of those strange games from Software Products, TMSMT is the biggest and best thing Players have ever done, apparently. Looking at the screenshots, we almost feel inclined to agree.

It seems that the muties have in fact taken your six-wheeled woner, so off the set through numerous levels of madness and mayhem in an effort to retrieve it. Battle the zombies in the graveyard and through the forest. Fight off the mutant giant guards in the mutie fortress. And all done with massive chunky, hunky, funky graphics, with smooth scrolling and animation to match.

All this and extra weapons and capsules to make you invincible and everything. Could be a hit, check next ish for full review.
Release date: Soon Price: Cheap.

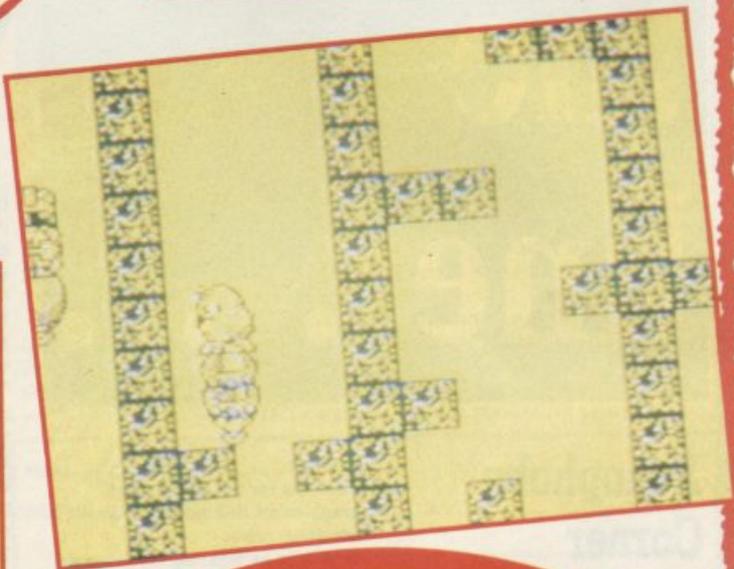
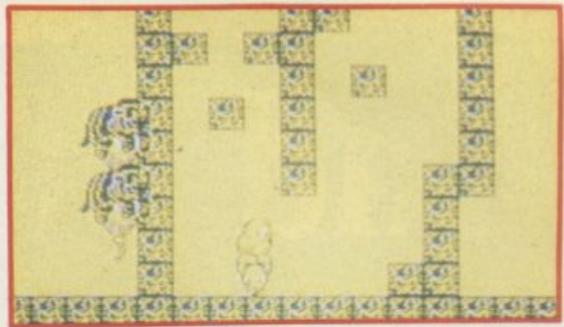
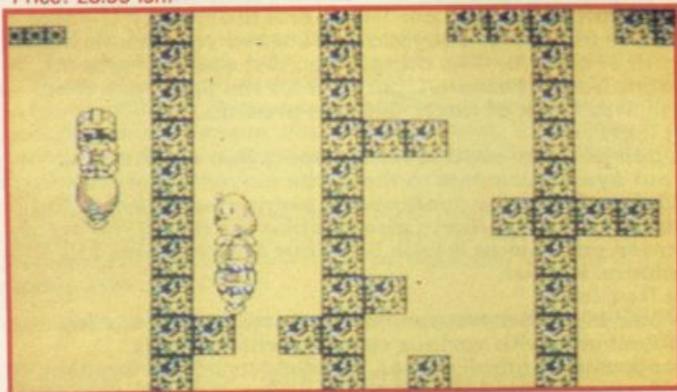
NEWS

to extra weapons like bombs (!?) and laser rifles (!?).

And just in case he needs a little lift, there are hot air balloons to lift him up where eagles fly, where he belongs, above the clouds, and oh dear I'm turning into Joe Cocker.

It all seems like complete madness, but in a really cute sort of way. Expect a review just as soon as our stomachs resettle.

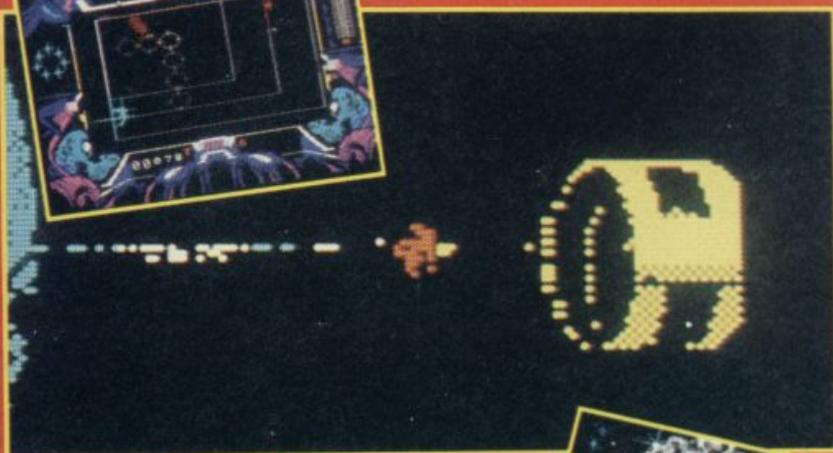
Release date: Soon
Price: £8.95 ish.



PURPLE SATURN DAY

91

Well, this is a strange Gallic-type affair and no mistake mon dieu. Crazy title, crazy game; Purple Saturn Day is Infogames' idea of what the Olympics might look like if they took place in the far future; but there's none of your "I feel as sick as a Venusian Weeble-bird" space football to be seen. Instead you take part in four radically different sporting evenings against seven alien races, after practicing against a droid. The events include Time Jump, a fairly straightforward shoot-'em-up;



Brain Bowler, where you have to solve puzzles to activate a circuit board; Tronic Slide, where you battle to collect energy globes on a special grid; and finally Ring Pursuit, which is a race through an asteroid belt.

The graphics look spiffing, as you'd expect from the company responsible for the original but strange Captain Blood. Exxos Software. PSD also boasts lots of stats screens and such on 16-bit, so let's hope they all make it across to the Spectrum or there'll be some long faces. Streetdate: August
Price: £8.95



End of the line . . .

ADD-ON-O-RAMA

Xenophobe Corner

92

Foreigners. Funny lot, aren't they? Take Bo Jangeborg, Swedish programmer famed for software hits such as Fairlight (I and II) and, er, others too. Here Bo (in a press release explaining that he's putting together whizzy graphics packages for the forthcoming SAM Coupe) is in a most odd photo

scenario.

Allowing for the slightly naff graphics/art link two immediate questions arise:

- 1) Why is he wearing his granny's cardigan - like his granny?
- 2) Why is he using such a big brush and paint-pot?

Either they are cunning subliminal message-jokes selling Bo to us as a new Van Gogh and suggesting that he's "painting the house" - har har on the picture or he's as batty as a fruitcake and has been the victim of a horrible PR get-up. You decide.



If you can't sell 'em a new computer, sell 'em something new to plug into their old computer! These marketing guys aren't stupid you know....Nintendo have come up with stuff like the Power Glove and the spooky U-Force (where instead of a joystick, you wave your hands in front of a mirror-like thing, ohoo err) and that nice Mr Sugar has released a Light Gun for the Spectrum. What will they think of next? Gremlin predicts....

1) The I-Force

A pair of wrap-around mirror specs that synchronise your eye movements to the sprite movement on screen. Blink to fire, raise eyebrows to enter your name on the high-score. The I-Force also doubles the resolution of the screen and makes it look like your Spectrum has 512 colours. Honest.

2) The L-Force

A pair of rubber trousers which synchronise your leg movements with various custom-written sports programs. Football games, sports sims and strip poker will never be the same again. For extra value, the L-Force doubles as a servicable set of waders...

3) The Power Ring (Girlies only)

This ring (solitaire diamond set in plasticine) will give you the following mysterious powers over your boyfriend:

- a) The ability to stop him going down the pub with his mates
- b) Make him do the washing-up
- c) Mow the lawn
- d) Be polite to your relatives

NB. For this item, a Spectrum computer is not needed. Previously marketed as The Engagement Ring.

4) SU-Force

Essential peripheral device manufactured from the finest Scandinavian wood pulp overlaid with the choicest coloured inks. Therein lies vital information that will impart to you knowledge of brill and/or dodgy games plus providing several

chortles along the way - or your money back* ("This bit isn't actually true). May also be used for eating chips out of.

5) The F-Spiky-

sticky-in-head-atron Force

This moulded plastic

helmet, trimmed

in modern colours is

designed to appeal

to the hardened

gamesplayer.

Games

are controlled

normally using

the joystick,

but when the Game

Over screen appears, steel

bolts are driven from the inside

of the helmet into the cranium of

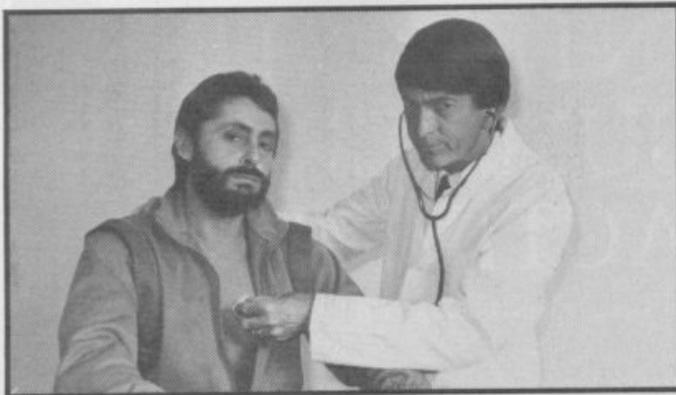
the user....for the ultimate Game Over experience.

N.B. The high density plastic moulding facilitates easy

hosing down for multiple use!



Gremlin caption Compo No 31

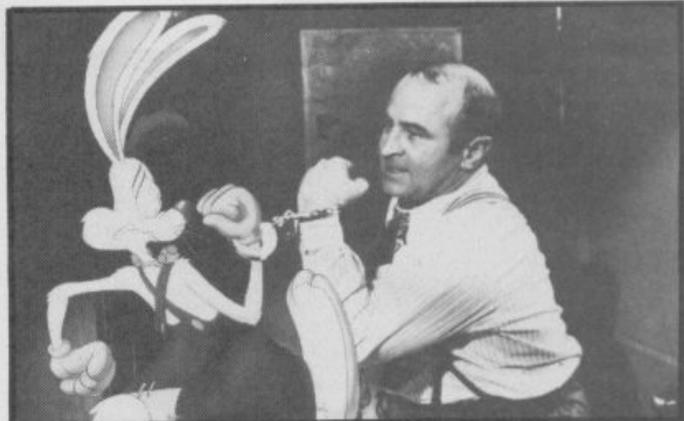


A while back we only received a wee trickle of replies to Caption compos, but these days we can't breathe beneath the piles of entries. We think that many of our readers must be friends of Simon Ellis because you all wrote captions along the same lines of his "Hmmm, this could be serious. You've been reading Your Sinclair again, haven't you?" entry. Sorry Simon you don't win this time.

But Darren Knight of Dewsbury is West Yorkshire does with his hilarious (hem hem) "I just hope for your sake that my Stethoscope's broken". Hope that's not too subtle for some of our readers. Well done Darren.

Spot The Difference

Take a good look at the picture here. Try to count up all the objects on the desk and the surrounding area and memorize them. Then, turn the page and see how many differences you can see.



Caption Compo No 32

Now this piccie should wind old Skeatsy up a treat because she hates Roger Rabbit soooo much you just wouldn't believe. She saw the film when it first came out and despised it (Bob Hoskins was great though - Alison) then was forced to watch it again on the plane when she flew to New York (maan) for her hols.

Anyway, have a bit of a think and if you come up with a cracker of a caption send it into us before August 31st 1989. We reckon Uncle Bob Hoskins could be saying "come and meet Alison, Roger, she thinks you're great really". If you think you can do better than that we'll send you £20 worth of games. So get scribbling troops.

Name

Address

Caption



Spot the difference
won't even get a mention, so don't bother, alright?

STEREOTYPE SPAZMO

There are lots of people we get to meet that would have you in stitches, so we're going to give them a chance to say hello right here. This Month: The Hardware Boffin.

WAYNE'S TOP TEN INTERESTING SUMMERTIME ACTIVITIES

1) Checking out the kids page on *Ceefax* and *Oracle* - "The're Mega!" explains Wayne, "I especially like the quiz pages with the REVEAL bit. It's so exciting to see if you've guessed the right answer. You can get up on all the latest pop news, too. I see these areas as a fun way to get involved in semi-interactive new technology response viewing. If you haven't tried them already, you must be a square!"

2) *Planespotting* - "It's a totally beezee pastime, homeboys! On a hot and sexy summers day, the best way to relax is to just lie back on the grass and catch some rays, and while you're at it, you can note down the numbers of Class A Jumbo Freight liners on their way from Heathrow. Imagine how cool you'll appear chilling out on the pavement, able to stun everyone with your tan and tell the chicks how many flights Syrian Airlines have coming into Terminal 4 each hour.

3) *Playing Cards* - "You can't beat a good hand of Top Trumps to while away some fun-filled summer hours. The guys (well, my half-brother Duayne and my sister Waynetta) find a hand of cards a bit too crazy sometimes, and they have to say 'No thanks Wayne, not today'. Still, as they pointed out, it's a tough choice between playing cards with me and arranging their bogie collection.

4) *Mess about on the River* - "There's nothing that I enjoy more than hiring a little boat from some friendly chap and have a good muck about

in the river. Very few people realise the potential for newt-spotting while out in a dinghy. I have recorded, by length and colour more than four hundred varieties of the common British newt. Some even have legs! And they grow up to be frogs! Radical!"

5) *Go to the Pub* - "Going down the pub is a truly fascinating experience, and a right good laugh too. Me and the lads (Duayne and his mate Shane) have a heck of a good crack sinking some beakers of vimto and hanging out. The best

laughs are to be had when you add up the scores of the lads playing darts, divide them by their lowest common multiple, determine the mean and piece together a point-accurate success curve related to their alcohol intake. Sometimes for a joke we pretend that we're all drunk, but then we're pretty crazy.

6) Shut up Wayne - You're a miserable twozock. - Everyone.

"Hello! My name is Mr Extremely-Boring, and I thought that I'd better pop in to tell you about our wonderful and exciting new hardware interface. You may well find the Extremely-Boring brand a new name, but we follow in the footsteps of other great Spectrum peripheral manufacturers as Snoozesoft, Zzzzz-Technics and Tedlum International. We aim to break down the prejudices inherent in many of today's computer users about the Spectrum.

"Of course, we don't mind people playing games. Far from it. There's no-one who likes a game more than me, except Rogers in development, and maybe my wife. Come to think of it there are a good many people who like games more than me but that isn't the point. At Extremely-Boring, we've been working on some new technologies which will open up whole new horizons for the Spectrum owner.

"Our new product, we call it the Hardware Interface opens the door to a whole new world of discovery and excitement with its RS232 port and MS-Dos variable directory hard data microdrives. We've bundled it with a spreadsheet program with inbuilt profit/loss forecasts for a hypothetical company which can be incorporated into a fascinating Kingdom-esque data management simulation. Anyway, must be off now, places to go, people to drive round the twist, and I'm on Look North tonight representing a typical home computer user. Byeeeee!"



SINCLAR USER



TO ADVERTISE IN THE SUPERMART CALL MARTHA MOLOUGHNEY ON 01 251 6222

UTILITIES

48K/128K/+2/+3 UTILITIES

SPECIFAX GRAPHICS PACKAGE - Tape £9.99, +3 Disc £13.99, Microdrive £11.99
220 user changeable charas/symbols to type colour pictures/text, save, retrieve, update, print, display by index, repeating series, slide projector, Games screens, ads, art, learning graphics.
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
RANDOMS MICRODRIVE OPERATING SYSTEM Random access, screen edit, sort, search £9.75
FREE TEXT DATABASE Multi-purpose text processor/filing system with search £9.75
SAE for leaflets. Tel 0268 790663 queries. Pay by cheque/PO, airmail 50p EEC, £1.50 world.
ROYBOT SU 45 Hullbridge Road, Rayleigh, Essex SS6 9NL.

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
Typoliner 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.

UTILITIES

E.E.C. LTD

*** QL & SPECTRUMS ***
PLUS 3 £149.95
SP + 48K £69.95
128K £89.95, PLUS 2 £109.95

*** QL AS NEW ***
Complete with PSU, leads, instruction book, s/ware 4 pack incl Quill (word processor), Archive (Database), Abacus (spread sheet), Easel (graphics) £120 JM Rom; £135 JS Rom
QL UNIT ONLY: JM Rom £65.00; JS Rom £80.00

*** 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 3 ribbons £59.95
CENTRONICS INTERFACE £24.95
*** 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 NEW**
Singles £2.00 10 for £18.00 100 for £175.00. Box with 10 carts £25.00, with 20 £40.00

POWER SUPPLY UNITS
Spectrum 48K £7.95 128K £9.95
128K Plus 2 £14.95
Plus 3 & QL £19.95
Alphacom £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. SOME PRODUCTS MAY BE RECONDITIONED. ORDERS TO EEC LTD 18-21 MISBOURNE HOUSE, CHILTERN HILL, CHALFONT ST PETER, BUCKS SL9 9UE.

TEL: 0753 888866
FAX: 0753 887149

SPE SUPPLIES

SINCLAIR SUPPLIES
Spectrum +3 Computer £159.95
Spectrum +2 Computer £119.95
Spectrum +2/+3 Power Supply £34.95
Spectrum 48K/128K Power Supply £9.95
Spectrum Membrane (+ or 48K) £9.95
Spectrum Data-Recorder £14.95
Ten Microdrive Carts (Used) £9.95
Dustcover (state machine) £2.95
Spectrum +3 Cassette Lead £4.95

Chq/PO to Omnidale Ltd (SU), 23 Curzon Street, Derby DE1 2ES
Tel: 0332 291219

REPAIRS

SINCLAIR REPAIRS & SPARES

SPECTRUM/+3 £14.00
128K/+2/+3 £20.00
INTERFACE 1 £13.00
MICRODRIVE £12.00
QL £25.00

All prices include VAT and return postage.
Many spares & leads stocked. Send 19p stamp for price list. Send cheque/PO, and computer to:
ACE REPAIRS
Outways Fm, Pelynt, Looe Cornwall PL13 2NW
TEL: (0503) 20282

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

UTILITIES

KOBRAHSOFT SPECTRUM UTILITIES

SP5 TAPE TO +3 DISC UTILITY:- INEW! Transfer the tapes to +3 Disc. Many examples. NOW transfers the VERY LATEST Pulsing and Countdown programs. FULL Manual. FREE superb DISC HEADER READER and DISASSEMBLER. Supplied ON DISC at £12.95.

D.I.C.E.:- INEW! Version 2 disc utility for the +3. Modify and read sectors, Back up discs; FULL DiFactory. Recover erased files; Lock out faulty files; Erase/Rename files; Menu Driven; Easy to use. An excellent package! - CRASH Oct 1988. £12.95 ON DISC.

SD5 TAPE TO M/D UTILITY:- INEW! Transfer tapes to M/D. Now transfers the LATEST Pulsing and Countdown programs; FULL Manual. FREE Disassembler. £7.95 on Tape; £9.95 on Cart.

SW1 TAPE TO WAFADRIVE UTILITY:- Transfer PROTECTED tapes to Wafadrive. Handles Pulsing programs; Manual and FREE Disassembler - £7.95 on tape.

SC6 ADVANCED TAPE UTILITY:- INEW! Now will backup MOST tapes. Handles Fast Loggers, LONG Blocks, the VERY LATEST Pulsing and Countdown programs. FULL Multi-load programs - £8.95.

SPECTRUM MACHINE CODE COURSE:- FULL course from beginner to advanced level. Applies to ALL Spectrums. Suitable for all. Free Disassembler AND Editor/Assembler - £20.

IMBOS 2.0:- Gives 66 NEW M/D commands e.g. MIRROR, FX SOUND, TEXT SCROLL. With 10 min demo and ORIGAN PROGRAM. "Vastly improved M/D syntax" - CRASH, Dec '88. £12.95 on tape.

DB1 - 3 DISC BACKUP UTILITY:- Backup +3 PROTECTED discs to DISC or TAPE. Easy to use. Handles Multi-load programs. £12.95 on disc.

ALSO AVAILABLE: SD5 - TAPE TO M/D; SD5 TAPE TO OPUS DRIVE; SL4 SPEEDLOADER; CODE INVESTIGATOR - Phone for more details

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).
Send SAE (9 in x 5 in) for detailed catalogue - mark envelope "Enquiries".
For more information please phone 078 130 5244

Access and Visa welcome please ring above number
(24 hour, 7 day service for FAST Mail Order)

HARDWARE

ALL HARDWARE AND SOFTWARE WANTED

For cash or exchange:
Music & Video Exchange
56 Nottingham Gate, London W11. (Tel: 01 727 0424)

REPAIRS

COMPUTER REPAIRS

All makes from £15
P & J Enterprises
18 Anston Avenue, Worksop
Notts S81 7HT
Tel: 0909 483255

SUPERMART SUPERMART SUPERMART

REPAIRS

COMPUTER REPAIRS

All types of home computers: Amstrad, Sinclair, etc - prices from £7.00 inc VAT and post and packaging and three month guarantee. Also available: Spares, Software, Cables, Peripherals, etc
Tel: (0702) 618455 for immediate estimate

THE COMPUTER FACTORY
Analytic House, Unit 18A,
Grainger Road Industrial Estate,
Southend-on-Sea, Essex

REPAIRS

REPAIRS BEAT THESE PRICES!

Spectrum/1 **£9.95***
Interface 1 **£10.45***
Fixed prices - 4 month guarantee
TOP QUALITY REPAIRS BY EXPERTS
Send cheque/PO, and computer to:
GSF SERVICES (A)
113 Mountbatten Road
Braintree, Essex CM7 5TP
Tel: 0376-46637
* Please add £2.45 for P&P + Insurance
Please phone for 128/12/1+3 prices

GSF SERVICES - EXPERT REPAIRS

REPAIRS

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

REPAIRS

FAST COMPUTER REPAIRS BY RETURN POST ON MOST MAKES

3 MTH GUARANTEE ON ALL REPAIRS
SUPER LOW FIXED PRICES:
SPECTRUM + 48K £14.00
SPECTRUM + 2 £22.95
SPECTRUM + 3 £24.95
SINCLAIR QL £34.95
AMSTRAD From £34.95
COMMODORE From £16.00
Send Cheque or Postal Order to
Menditall Service Centre,
3 Greys Terrace, Drummau Road,
Birchgrove, Swansea SA7 9QB
Tel: 0792 813607 (24 hrs)

SOFTWARE

Cassette Clearance Top Spectrum Games

Predator **£4.50**
Platoon **£5.00**
Afterburner **£6.00**
R-Type **£6.00**
Ikari Warriors **£4.00**
Last Ninja II **£6.50**
Prices quoted include return postage, send S.A.E. for full list. Games new & guaranteed. Send to:

SJ SOFTWARE
Unit 25, Arkwright Court, Blackpool and Fyde Industrial Estate, Blackpool FY4 5DR
0253 64353 (postal enquiries only).
WHOLESALE ENQUIRIES WELCOME

SOFTWARE

ONLY POOLS AND HORSES

BOXFORM enables anyone to quickly weigh up a race. Track characteristics built in. Easily amended to suit the user's ideas.

HANDICAP WINNER shows the value for money in handicaps. Over 430 winners in 1989 include 25/1, 16/1, 15/1, 2 at 14/1, 5 at 12/1, 4 at 11/1, 5 at 10/1, 9 at 9/1, 14 at 8/1, 2 at 15/2, 13 at 7/1, 12 at 13/2, 9 at 8/1 etc. etc.
Two programs for the price of one. Easy to use and they never go out of date. All you need is a daily paper.

Tape £11.95, Disc £14.95
BOXFOXT programs **SAVE TIME** that waste it. Why pay inflated prices?
BOXFOK CLEVER and get the **BEST**
BOXFOFT, SU, 85 Allans Meadow, Neston South Wirral L64 9SD
(051) 236 7968

REPAIRS

BROKEN SPECCY?

Authorised agents for Sinclair, Commodore and Amstrad. We repair and test most computers at all inclusive prices.

Eg. Spectrum 48K **£19.95**
QL **£33.00**
Spectrum 128K **£25.00**

Ring for advice or send to:
TECHNICOM SERVICES
1 Corner House, Woodborough Road, Winscombe, Nr Bristol, Avon BS25 1AQ
Tel: (093 484) 3460

REPAIRS

J.D. LEWIS COMPUTER & REPAIR SERVICE MAIL ORDER ONLY

Joystick Interface £7.50
Dual Joystick Interface £8.50
Konix Speed King Autofire £10.99
Quickshot 2 £7.95
Other types of joystick available + 3 Casette Leads £3.45
20% discount on all full priced software. All items subject to availability.
Postage Free on orders over £10.00
Otherwise add 65p.
Send large SAE for catalogue. Make cheques and PO's payable to:
J. D. LEWIS
97 Chaplin Road, Longton
Stoke on Trent, Staffs ST3 4RH
Tel 0782 323348

96

SOFTWARE

THE GAMES SHOPPE

Established 1 year

Discount computer games eg Arcade Muscle £8.95, SDI £6.95 Red Hat £6.25, The Munsters £6.95 (all cassette prices)

Send SAE for full price list to
THE GAMES SHOPPE
2 Crawford Village, Upholland, Lancashire, WN8 9QP

SOFTWARE

ON DISK FOR +3 THE SPORTING COMBINATION TAPE FOR ANY SPECTRUM SPECIAL OFFER - ALL COMBINATION PRICES REDUCED!

HUGGY £6.95!
Customise 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 mental 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. time, penalties, drop goals, missed chances, named scorers, substitutes, injuries, other match scores - full League tables - season fixtures/results - season honours list - promotion - relegation - scoring - semi-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 - bookings - sending offs - penalties - substitutions - cup replays - other league 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. Pace, 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. Semi-game - much more.



THE RACING GAME £6.95

An exciting game designed for the horse racing enthusiast. Manage your horses to win groups, 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.



DISK FOR SPECTRUM +3	ALL FOUR GAMES ON ONE DISK EXCELLENT VALUE! £17.95	Send cheque/PO. to: TANGLEWOOD SOFTWARE 157 WARWICK ROAD RAYLEIGH ESSEX SS6 8SG	TAPE FOR ANY SPECTRUM	COMBINATION OFFER ANY ONE TAPE £6.95 each ANY TWO TAPES £11.95 ANY THREE TAPES £14.95 ANY FOUR TAPES £17.95
----------------------	--	--	-----------------------	---

Proprietor: J. MOSS

ALL ORDERS SENT FIRST CLASS POST

ADULT SOFTWARE

ZX SPECTRUM 48/128. CASSETTE ONLY

ADULT GAMES

FANTASY

Loosen your collar, get out your JOYSTICK and get stuck in. By the time you finish you'll be exhausted.

COVER UP!

Participation game for 2-4 players where anything goes. You never know what you'll be doing or wearing.

WHAT THE BUTLER SAW

Two programmes. A naughty but amusing look at the roaring 20s, and a peep show with some very attractive women. (These are NOT games)

FREE NAUGHTY GIFT

when you buy 2 or 3 of the above games.
£5.50 each
£10.00 + FREE GIFT for any 2
£14.00 + FREE GIFT for all 3
*FREE GIFT may vary



P&P and VAT included
DEY AVAILABLE BY MAIL ORDER
WARNING: If you are under 18, do not order these games.

R'n'M MICROTEC
32 Hazell Way
Stoke Poges
BUCKS SL2 4DD

YOUR CONTACTS

Martha Maloughney: Advertisement Executive
Emma Ward: Production Executive

Tel: 01 251 6222

Fax: 01-490 1095

SOFTWARE

BOXING COACH
Can you train your boxer to become champion of the world? Do you like a long hard challenge? If the answer is yes then you just have to buy Boxing Coach.

Features: 15 boxers: Reach: Rounds: Next fight: Moral: Fight record: World champ: Power bars: Lightweight: Middleweight: Heavyweight: Money: Bank manager: Tactics: Training: Sacking: Other boxers records: Full match: Points decisions: Sound effects: Knockouts: Months till fight: National anthem: Monthly profits: Match graphics: Seasons: Coach + Manager + Physio- salaries: Crowd attendance: Sponsorship deals: TV contracts: Unbeaten runs: Resignation + Much Much More!

ALFO
Tel (07357) 2175

WINTER TERM
Remember your memories from your school days. Good or bad, Winter Term will bring them all back. This adventure contains very funny original comedy and features 92% graphical screens. Many of these have amazing cartoon graphics as well. You have to try this game to believe the playability in it. If you haven't liked adventures before then try this one and you'll be hooked!

Each Game £6.95
2 games only £11.95
3 games only £16.95!

ON THE RUN
After escaping from jail you must survive long enough to skip the country. Amazingly this is a comedy of epic proportions! During your quest you will encounter many hilarious characters, including: Fellow inmates called Roy Hattersley, a pair of motorists daytripping in a Skoda! And a lady just waiting for a ride! However you must be over 15 to buy this game because its lyrical content is a bit dodgy.

Send SAE to: 5 Short Street, Pangbourne, Reading, Berks RG8 7ME.

Cheques or POs accepted, with cheques made out to: ALFO SOFTWARE

SOFTWARE

G-TEN LIMITED
THE MAIL ORDER SOFTWARE HOUSE

Spectrum 48K	Tape	Spectrum +3	Disk
Dominator	7.75	Red Heat	12.50
Red Heat	7.25	Special Action	15.50
Special Action	9.75	Thunderbirds	12.50
Thunderbirds	9.75	Afterburner	12.50
Wulfpack	1.75	Best of Elite	12.50
Time Scanner	7.75	DT Olympic Chall.	12.50
Hill 19	7.25	Gunship	12.50
Action Service	7.75	Hotshots	9.75
Blasteroids	7.75	Led Storm	9.75
Aaargh	7.75	Stormlord	9.75
The Final Assault	7.25	Thunderbirds	9.75
They Sold a Million 4	7.75	Time Magick	12.50
Virus	6.50	Typhoon	12.50
War in Middle Earth	7.75	Xenon	12.50
Soccer	7.75	Robocop	12.50
Karate Ace	9.75	Pawn	13.50
Giants	9.75	Rambo II	12.50
Outrun	7.25	Matchday II	12.50
Risk	7.75	Quandam	12.50

Please allow 14-28 days delivery. Strictly mail order. P&P inclusive in UK. Elsewhere add £3.00 per item. Do not send cash by post. Postal order or Access credit card orders despatched within 48 hours subject to availability.
Send orders to: G-TEN LTD, DEPT SU01, 5 EDGWARE ROAD, LONDON, NW9 5 DL.
TELESALES NO: 01 205 4858

Buy 2 games, get 1 mystery game free. Tape versions only

SOFTWARE

ENDZONE
American Football Simulation
Two cassette package includes rosters with individual player statistics for all 28 NFL teams. Rosters updated twice per season
48K £5.95 128K £7.95

SPORT-SIM
PO Box 116
Colchester CO2 7SJ

SW HIRE

SPECTRUM S/WARE HIRE
FREE MEMBERSHIP
Over 1,000 Titles
Monthly Prize Draw/Newsletter
* ALL POSTAGE PAID (1st Class)

Send SAE to:
**SSH (SU), 16 Fleam Road,
Clifton Grove,
Nottingham NG11 8PL**

FANTASY RPG

TRAVELLING MAN — The new independent mail order service. We stock a wide variety of the latest in RPGs at great prices! Here's just a small selection of what we can offer you:-

MONSTROUS COMPENDIUM #1	9.85	2nd ED. DMG	9.85
KARA-TUR	7.95	2nd ED. PHG	9.85
FR8 CITIES OF MYSTERY	8.95	FRE2 TANTRAS	3.50
TROLLPAK	10.50	GLORANTHA	13.95
GODS OF GLORANTHA	10.50	APPLE LANE	5.85
CALL OF CTHULHU 4th ED.	11.50	COC MONSTERS	8.95
STAR WARS RP BOOK	8.95	PRINCE VALIANT	11.50
THE PERIPHERY	8.95	BATTLETECH	13.40
MERP Boxed	6.95	SHADOW WORLD	11.50
STAR TREK RPG (Deluxe)	19.85	TMNT	6.25

For orders upto £10.00 add 10%P&P, between £10.01 to £20.00 add 5%P&P. Orders over £20.00 — Post Free!
Send Cheques and POs to **TRAVELLING MAN, STONECROFT, PARK ROAD, COLTON, LEEDS, LS15 9AJ.** Better still, send an SAE for the full price list.

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)

LINEAGE

SPECTRUM HIRE CLUB. Free membership. Chart topping games available. Very popular club. Send large SAE to: SHC (SU), 8 Brookside close, Godley Hyde, Cheshire SK14 2QQ.
SPEECH SYNTHESISER SOFTWARE for Spectrum 48K/128K/+2. Add speech easily to your own programs! Ready to use. No additional hardware needed. Only £3.99 from: SMB Software, PO Box 38, Inverness IV1 1GA.
"GRAND PRIX RIDERS" — 100% menu driven strategy, fast response, excellent colourful graphics, race highlights, save/load game, injuries, tactics, mechanics, crashes and more! Only £2.99 inc P&P! V. Vity (SU), 11 Willow Grove, Bare, Morcambe, Lancs. SAE for details.

HARDWARE

MICRO-BYTES?
98 SEASIDE, EASTBOURNE, SUSSEX
Fast, reliable service at keenest prices

Atari ST	£289
Amiga	£389
Atari 520 STFM	£289

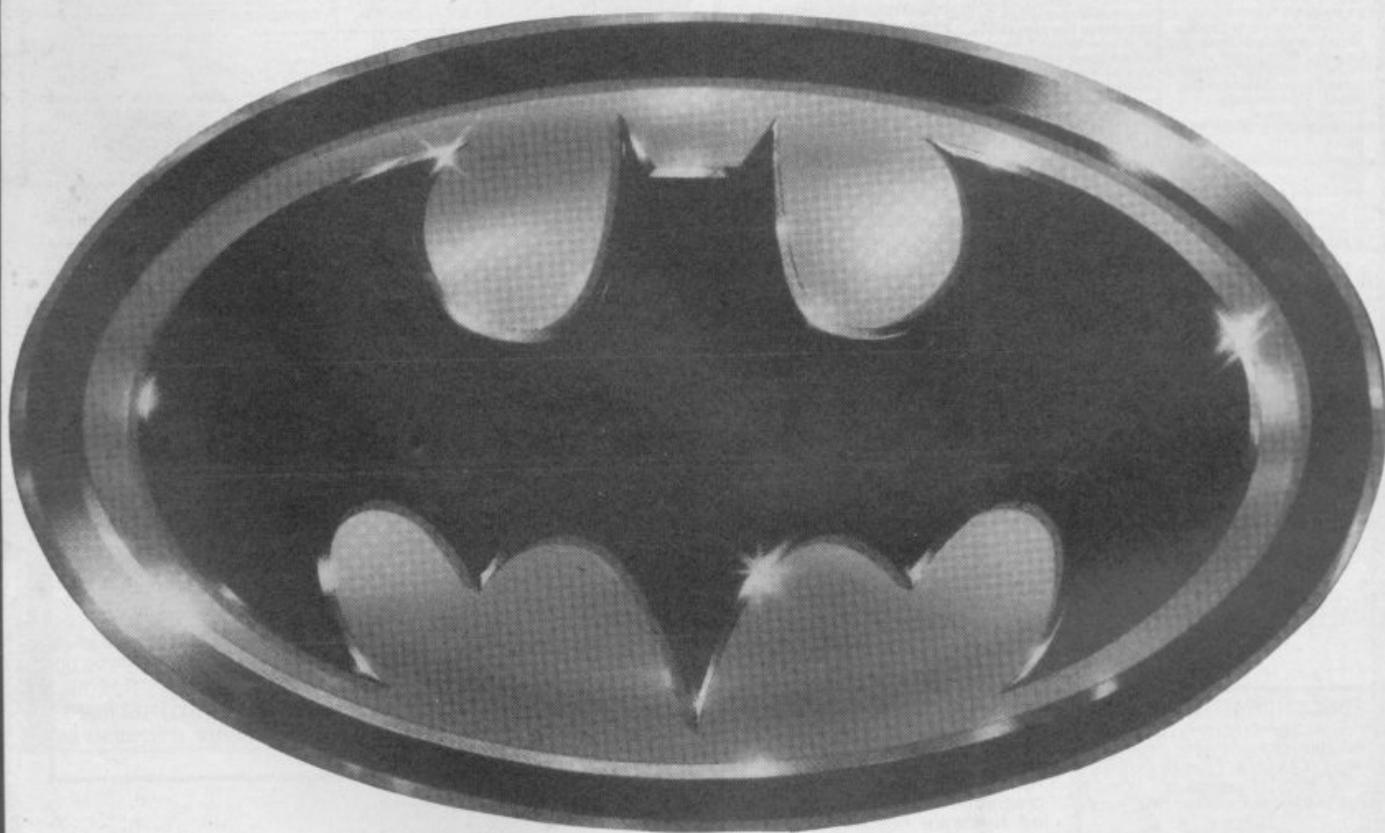
★ All inclusive of VAT
Computers and software bought, sold and exchanged.
ALL THE LATEST TITLES!
Ring for details
Tel: (0323) 412182/3

AD INDEX AD INDEX AD INDEX

AC Publishing	73	Microsnips	49
Bargain Software		Mirrorsoft	IBC
Castle Computers	36-37	Ocean	OBC, IFC, 9, 11, 33
Computer Dial	65, 67	Romantic Robot	61
Datel Electronics	81, 82, 83	System 3	25
E&J Software	52	Soundbox Software	77
Gremlin Graphics	41	Shekhana	77
H Systems	91	Selec	61
Key Software	77	Tasman	21
Logic Sales	73	US Gold	14, 15
Megasave	52	Videovault	41
MGT	29	Worldwide Software	73

• MEGATAPE 19 • MEGATAPE 19 •

NEXT MONTH



HOLY PLAYABLE DEMO!

"Going to Work"

AUGUST 18th

• MEGATAPE 19 • TAPE 19 • MEGATAPE 19

MEGATAPE 19 • MEGATAPE 19 • MEGATAPE 19 • MEGATAPE 19

19 • MEGATAPE 19 • MEGATAPE 19

Bloodwych



**ARGUE! BARTER!
LIE THROUGH
YOUR TEETH!!!**



Atari ST Screen Shots



Amiga	£24.99
Atari ST	£24.99
Spectrum (tape)	£9.99
Spectrum (disc)	£14.99
Amstrad CPC (tape)	£9.99
Amstrad CPC (disc)	£14.99
Commodore 64 (tape)	£9.99
Commodore 64 (disc)	£12.99

As the people of the Bloodwych awake to a new dawn, they find a stranger in their midst – from one of many races he has come. His task; to halt the demon that lies dormant within the Castle of the Bloodwych.

Unification of the Crystals of Sanguis will secure the Behemoth in his lair for all eternity. Should they remain separate, then he shall rise to bring darkness into the world.

This unique role-playing fantasy game allows greater interaction with the environment than has ever been seen before. Argue, barter, negotiate – even lie through your teeth! The fully implemented personalities of all the characters in Bloodwych allows a rich style of role-playing that has only been dreamt of.

With one or two player simultaneous mode, this is the game that you've been waiting for. Bloodwych for those that dare!

**FUN FROM DOWN UNDER
THAT WILL HAVE YOU STANDING
ON YOUR HEAD**

TAITO

**THE
NEWZEALAND
STORY**

**C+VG
HIT!**

SPECTRUM
8.99
CBM/AMSTRAD
9.99
ATARI ST
19.99
AMIGA
24.99

TAITO'S ARCADE HIT **POUNCES**
ONTO YOUR MICRO SCREEN WITH
A BURST OF ZANY ACTION.

Wally Walrus has captured his tea – 20 of Joey Kiwi's friends from the New Zealand zoo, and if Joey doesn't rescue them all by tea-time they'll be stuffed, served and swallowed at Wally's table. Joey has to search Wally's domain which is just how you would expect it to be – FAT with danger! Armed only with a bow and arrow, Joey can accumulate more weapons along the way. Beware of the malicious rabbits, boomerang throwers, deadly frogs, blood-sucking bats and many, many more villainous creatures.

ocean[®]

Ocean Software Limited · 6 Central Street · Manchester · M2 5NS
Telephone: 061 832 6633 · Telex: 669977 OCEANS G · Fax: 061 834 0650

