

EXCLUSIVE:
SAM COUPE
PIC AND
DETAILS!

BEST SELLING SPECTRUM MAG!

SINCLAIR

3

£1.60

SEPTEMBER 1989
No 90 HFLB. 90

MEGATAPE 19



PLAYABLE DEMO!

PLUS
MAILSTROM
COMPLETE
GAME!

MEGATAPE 19

IF NO MEGATAPE 19 IS ATTACHED HERE
TELL YOUR NEWSAGENT IMMEDIATELY!

EXCLUSIVE:
DYNAMITE DUX

WIN
REVIEWS:
LICENCE TO KILL
STARGLIDER II
INDIANA JONES
NEW ZEALAND
STORY



FREE:
PC SHOW
TICKET VOUCHERS

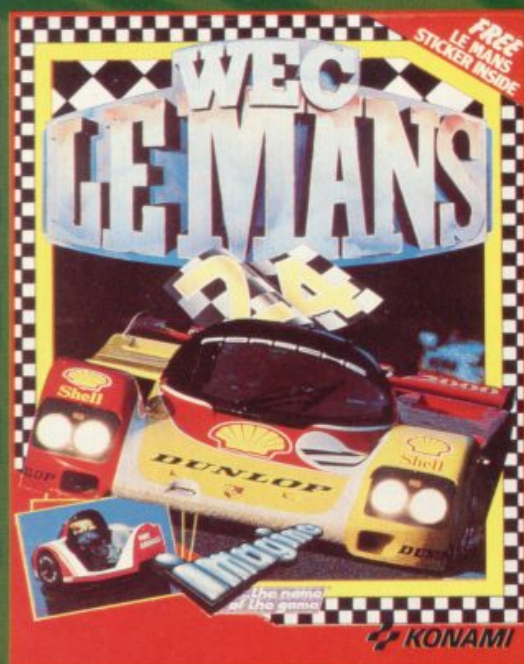
FREE
INDIANA
JONES
POSTER!

TE DISH! A CAMERA!
DUX COIN-OP!

DIRTY TRICKS:
MR. HELI GETS THE
TREATMENT!

BLUEPRINT: STRIDER
PREVIEWS:
SUPER WONDERBOY
DRAGON SPIRIT
CABAL - SKWEEK

→ → PLAYFUL



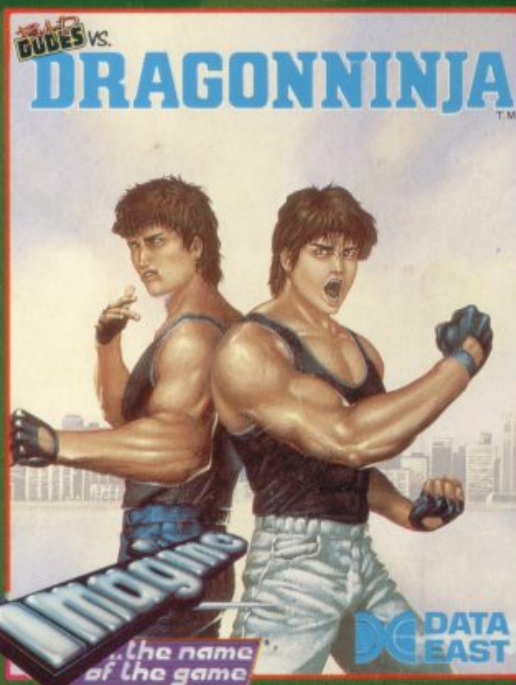
WEC LE MANS
 "Wec Le Mans has many things going for it... I reckon it will be the definitive racing conversion for 8-bit machines."
 Wec Le Mans is not a game — it is the ultimate driving experience.



ROBOCOP
 "This is definitely a tie-in to date, a superb game in its own right. It's a must for C+VG GAME OF THE YEAR COMPUTER + 1."



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
 "The best film
 and is an utterly
 its own right-
 ss it."
THE MONTH
VIDEO GAMES



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

ZZAP SIZZLER ZZAP 64

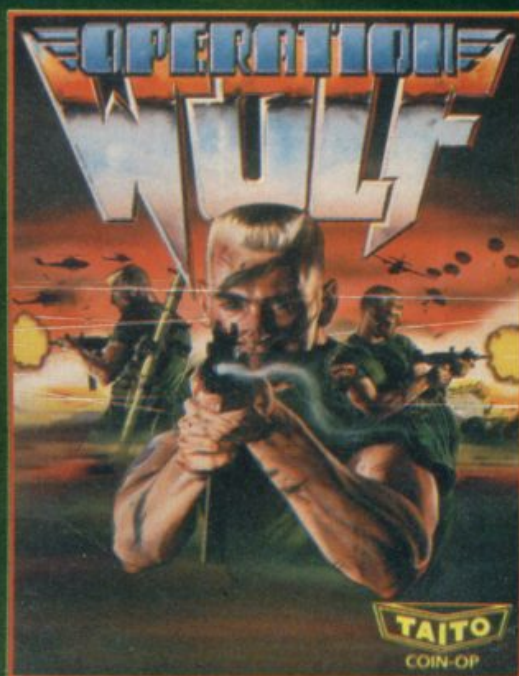
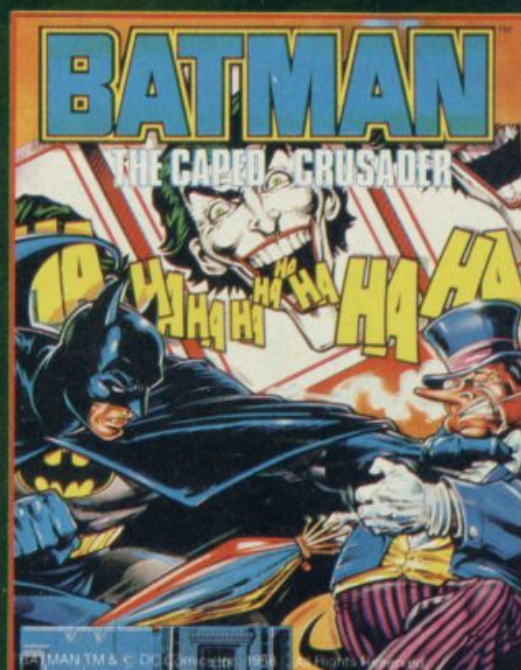
"Batman The Caped Crusader will
 suit riddlers of all ages."

ACU 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

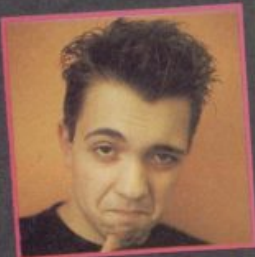
SPEC
8.95
 COMM

AMS
9.95
 COMM

Meet the Summer TV Special "Team"

JIM "Live from the Palladium" Douglas

A strange anomaly of a person, Jim is both achingly unfunny, and yet strangely compelling. What will his Editing hi-jinks lead to this month? Maybe an excellent joke about a red indian ordering a drink or perhaps a swinging dance routine with the internationally revered Jim Douglas Connection. Either way, you'd be mad to miss him. So tune in, drop out, nod off.



ALISON "Play Your Cards Right" Skeat

A dolly dealer if ever we saw one! Now, if Alison plays her cards right this month she could go through to the exciting final where she'll be given the chance to win amazing prizes like... these!

A Trip to the Typesetters/An Afternoon Ordering Couriers/A Deadline Advancement or Tonight's Star Prize... Extra Mono Pages in the Inner Section!

Be sure and tune in to see all these prizes and more flash before Alison's eyes in our special section, Nightmare of the Month!



TIM "3-2-1" Noonan

A confusing hour's viewing at the best of times, Showmaster Tim has the entire office bemused and astounded with his complex clues and double-twists. "I'll be in at about 10 o'clock" for example,

obviously indicates to the uneducated viewer that Tim will be in at around 10 in the morning. Wrong! Dusty Bin for you! It actually means "I'm going back to bed and I'll see what the weather is like when I get up." See if you can tell what Tim's talking about.



ADVENTURE The Sorceress DIRTY TRICKS Jon Riglar HOW THE HELL Andrew Hewson I'VE GOT THIS PROBLEM Rupert Goodwins ADVERTISEMENT MANAGER Katherine "Hello, I must be going" Lee DEPUTY AD MANAGER Jerry Hall ADVERTISING EXECUTIVE Martha "A-higgledy hoggedly" Maloughney AD PRODUCTION Emma Ward MARKETING MANAGER Dean "Leg-biscuits" Barrett MARKETING ASSISTANT Sarah "Wall-planner" Ewing PUBLISHER Terry "Strike-beater" OUR ADDRESS: Sinclair User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU OUR PHONE NUMBER: 01-251 6222 OUR FAX NO: 01-490 1095 THIS MONTH'S COVER: Dynamite Dux from Activision. 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 Sinclair User 1989
ISSN No 0262-5458

All information is correct at time of going to press. While we apologise for any typographical errors or inaccuracies, we're only flaming human, so don't get pedantic, okay? No part of this magazine may be reproduced or transcribed, in whole or in part, by any means, conventional, electronic or downright bizarre without written consent of the publishers, EMAP Business and Computer Publications. So Neeeeeeerrrrr!



DIRTY TRICKS DEPT 14

How many colour pages? FIVE. Yus. Not four or seven or three or none but FIVE COLOUR SEXIES, sorry PAGES choc full of well, DIRTY TRICKS. They're DIRTY. They're TRICKS. And it's a DEPARTMENT! Lawks!

WIN WIN WIN!
BE DAVID BAILEY! 74

"Yes. Ooh, lovely. Now look this way love, now just a little water. Divine! Now love the camera, sweetheart, that's right! Makeup! - She's got a shiny nose. Come on. Time is money..." You too can get up people's noses if you win our Canon Sureshot thanks to Virginmastertroniclimitedpic.

WIN A
SATELLITE
DISH 82

Once you've read the lovely feature, you'll probably be only too keen to buy yourself a dish and all the business. Luckily, we've saved you the expense, and one lovely winner will walk away with (well, we'll deliver it actually) the whole blooming lot.

DYNAMITE
DUX 34WIN
THE
COIN-
OP!

EVENTS

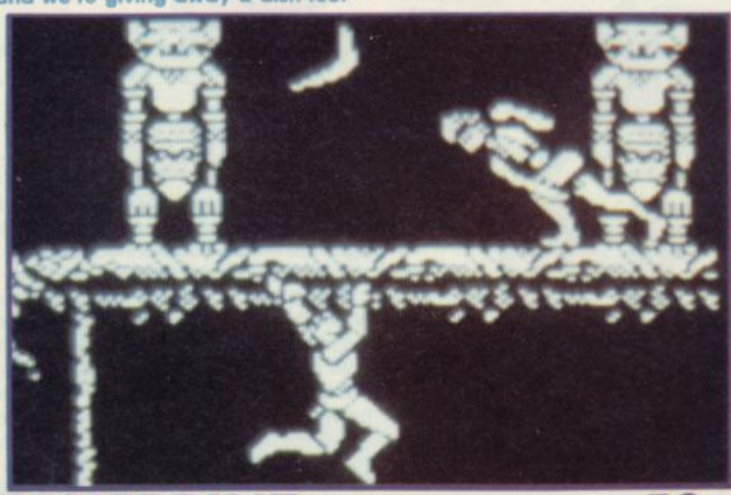
OUTLANDS 82

Alright alright alright! We're sick and tired of everyone asking us "Ere. This satellite business. It's all to do with Amstrad isn't it? Well, I was wondering, since you're obviously very good mates with Alan Sugar, could you tell me exactly what frequency modulator I need to install in order to pick up the signals and what's the difference between SKY and BSB and who is Rupert Murdoch and how many giggerhertz..." So these people can ruddy well go away. Instead, we've got a far more interesting selection of facts and figures in our SATELLITE TV SPECIAL. Oh, and we're giving away a dish too.



COVER GAME 12

Dynamite Dux comes from the rather clever people at Activision, and since one of their latest releases was the none-too-unpopular R-Type we predicted that it was going to be probably the best game released this month. Were we right? Yes, actually, we were. And we've lavished an extraordinary three blummin' pages on the thing in order to let you in on the extra superness of it all.



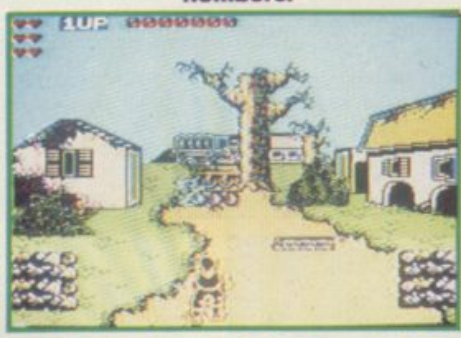
BLUEPRINT 58

Strider one of USG's Christmas biggies and this month we can give you a complete machine code print out of all the protection routines and the graphics generator used by the programmers. Well, alright, we can't. What we can give you, though, is a more thorough investigation of how the game was put together thanks to the rather helpful programmy people. Far more interesting than a page full of numbers.



POSTER 50

Indiana Jones! Da da da daaah, duh duh duuuuhh. He's back. Adn this time, he brought some wrinkly old Scottish geezer with him! Check out Indy and his dad Gareth and then put them on your wall, why dontcha?



PREVIEWS 86

Good evening. And in a packed programme tonight, previews will be asking such questions on the nation's lips: "What on earth has Super Wonderboy got on his head?", "What the Dicken's are US Gold going to do with a game title called Skweek?", "How is Cabal coming along?" All these and more will be answered, on this show, TONIGHT!

SAM COUPE SPECIAL 60

The SAM Coupe could well take the Spectrum world by storm when it comes out next year. What, exactly, does it have to offer? Why don't you have a look?

GET INTO THE PC SHOW FREE! 24
Well, alright. Not strictly free, but check out our amazing offer and you'll be able to get in loads cheaper!

REGULARS

Contents	4
Megatape	6
Dirty Tricks	14
SU News	22
Tell It To Wayne	30
Write Stuff	38
Charts	42
Poster	50
Compo Winners	64
I've Got This Problem	80
Blue Print	54
Sorceress	68
Precinct 19	70
Coin-Ops	74
Supercoupons	76
How the Hell?	78
Outlands	82

Impossible? No.
 Incredible? Definitely.
 Improbable? Probably.
 Yes. Megatape 19 is upon us already.
 Does it really feel like 19 months since
 you unstuck the sticky tape and set the
 magnetic wheels whirling on the
 very first tape 19? Yes,
 it probably does.



TAPE 19



6 MAILSTROM Ocean Software

Mailstrom is part of a rather exciting package of tape wonderments that Ocean have put together for us for the next few tapes.

The storyline of Mailstrom reads like Postman Pat's worst nightmare. Set in a post-apocalyptic world, it's the tale of one man's courageous endeavours to ensure that the mail arrives on time despite terrible dangers.

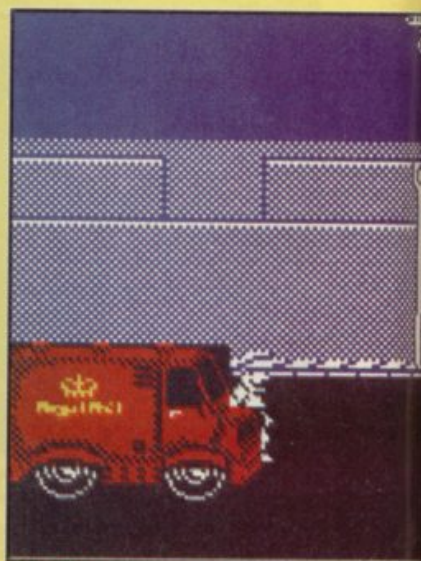
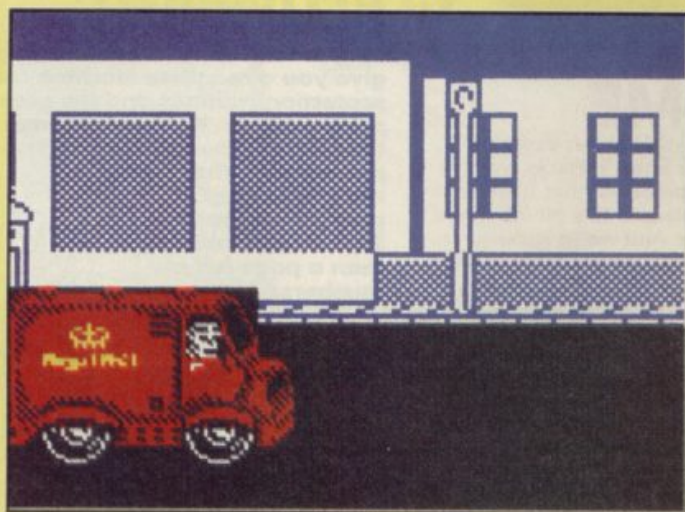
Thankfully, you're kitted out with some considerably more advanced technology than today's postie.

GAMEPLAY

Drive your van to the sorting office and collect letters from the OUT chute. This will cause several numbers at the bottom of the screen to light up. These numbers correspond to the house numbers where the letters need to be delivered.

Open post boxes (by any means at your disposal) to find sacks which must be stored in your van for later on. When a sorting office appears, deposit the sacks in the "IN" section.

At any sorting office, the number of sacks you deposit in the "IN" chute will determine the number of sorted letters you can retrieve from the "OUT" chute the following day. At the end of each day, you'll be told how many sacks you must store in the sorting offices the next day in order to continue the game. If you fail to deposit at least this number of sacks, it's GAME OVER.



CONTROLS

Mailstrom can be controlled by using either the keyboard or joystick.

HINTS AND TIPS

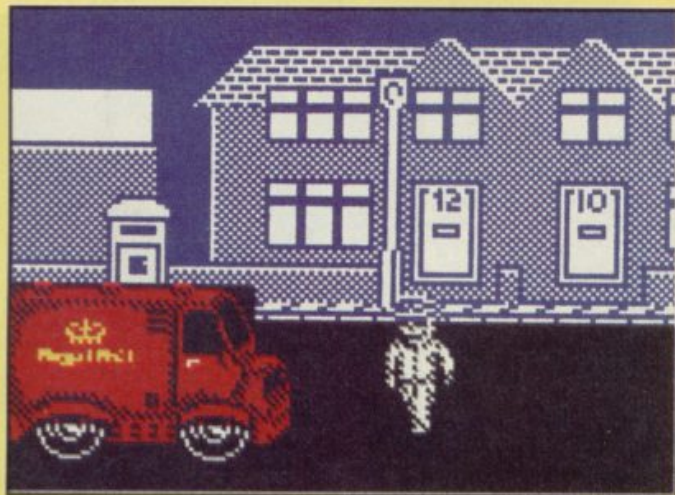
1. Avoid delivery to the Tong house.
2. Points are subtracted at the end of the day for undelivered letters.
3. It pays to deposit as many sacks as you can.
4. The minimum number of sacks allowed for the first day is one.

BATMAN DEMO Ocean Software

You've already got yourself along to the movie and you were well impressed. But how is Ocean's conversion going to match up to such a fantastic cinematic event? Well, you'd better load our demo to find out, hadn't you?

Scenario

Jack Napier is in the process of raiding the offices of a chemical factory. Bruce Wayne hears about this and leaves his Jet-set party to become Batman.



AAAAP!



CONTROLS

The default keys are:

Q	— UP
A	— DOWN
K	— LEFT
L	— RIGHT
SPACE	FIRE

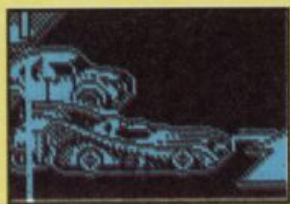
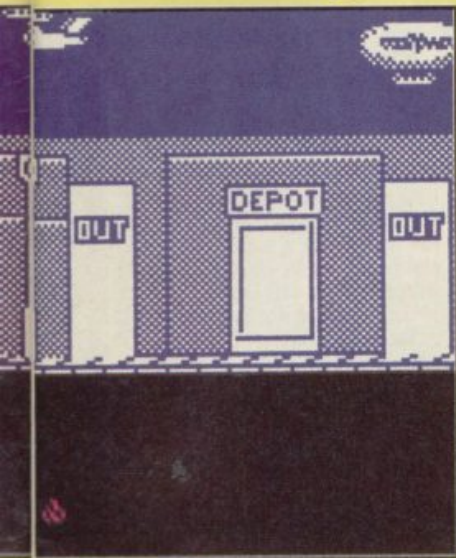
The usual joysticks are also compatible.

LEFT and RIGHT moves Batman LEFT and RIGHT. To duck and avoid bullets press DOWN, to move up and down ladders use UP and DOWN.

Using FIRE together with UP, LEFT and RIGHT fires out the Batrope. Once on the rope, reel it in using UP and DOWN — LEFT and RIGHT starts you swinging. Use FIRE at any time to let go of the rope. FIRE and DOWN drops you down to the platform below — but beware you do not fall too far as this can result in a major injury.



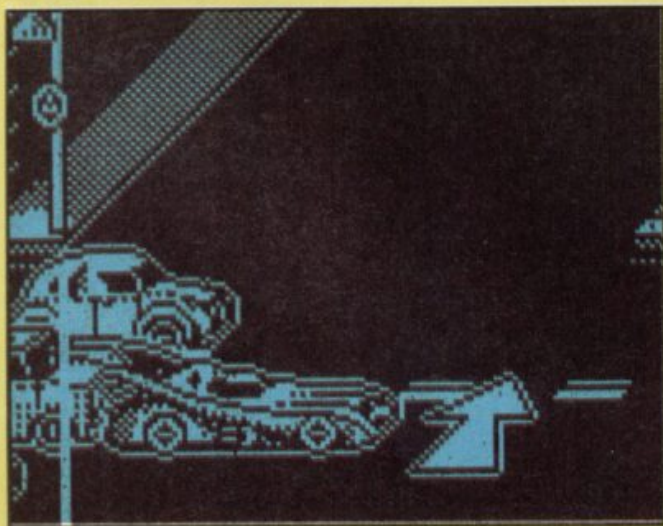
As Batman you are armed with a spear-gun that shoots out a rope. Once attached to a platform the rope can be reeled in or out to move up or down. You also have a Batarang for throwing, and consequently injuring, the gangster. The Bat Suit is made of a new type of body armour which can deflect bullets, however there is a finite number of hits you can sustain before you become too injured to



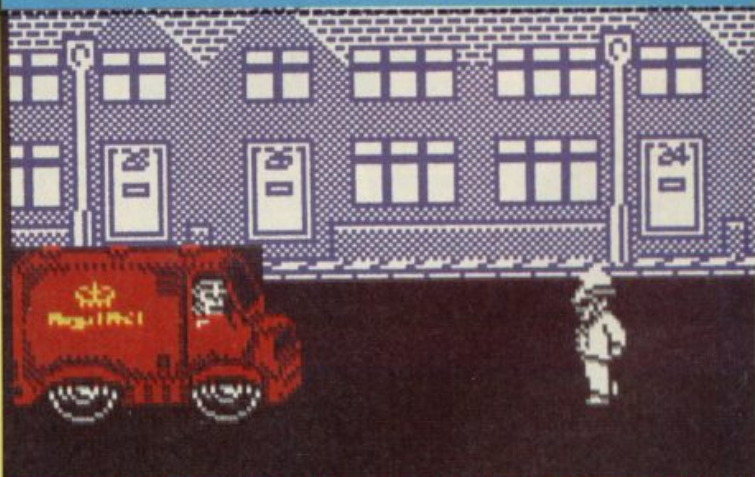
to proceed. As your energy falls, the depiction of Batman at the bottom of the screen slowly changes into the image of Joker. Once Batman has changed into the Joker the game has ended and you must start again.

Because this is only a playable demo you have been restricted to a time limit of two minutes which makes this level impossible to complete, but should give you a good taste of how the final version will appear.

This is but one section of five different stages in the Batman game. Other stages feature the Batmobile, the Batwing, the Bat Cave and the final showdown in Gotham Cathedral. Each section is a separate game in itself but you must complete the previous to go onto the next.



MEGATAPE 19



GAMES REVIEW

PASSING SHOT

What? You cannot be serious? Wimbledon finished months ago and Mirrorsoft are now releasing Passing Shot, probably the most tennisy game you've ever come across in your whole life.

In case you haven't played the coin op, here's what goes on. You find yourself on centre court in the middle of a big tennis championship. Here's your opportunity to become an international megastar overnight.

Passing Shot is all about the serious aspects of tennis. None of this Ra-ra doesn't matter whether you win rubbish. If you lose, you're out. If you win, you're on a highway to glory.

You can play alone against the computer or team up with a mate and play the flendish machine at doubles. Either way you're faced with an escalating scale of ever tougher opponents.

Serving is viewed from the spectators' point of view, just like Wimbledon on the telly. You toss the ball into the air and hit FIRE at the moment appropriate for the service you desire.

WHACK! Immediately, the screen changes to an overhead view and the ball gets bigger as it gets higher. You can see the computer controlled player scrabbling around, trying to work out where the ball is going to fall. Not a hope. An Ace. Smashing start. Obviously, you won't be fortunate enough to serve so successfully all the time, and you'll more likely than not find yourself on the wrong end of an ace return.

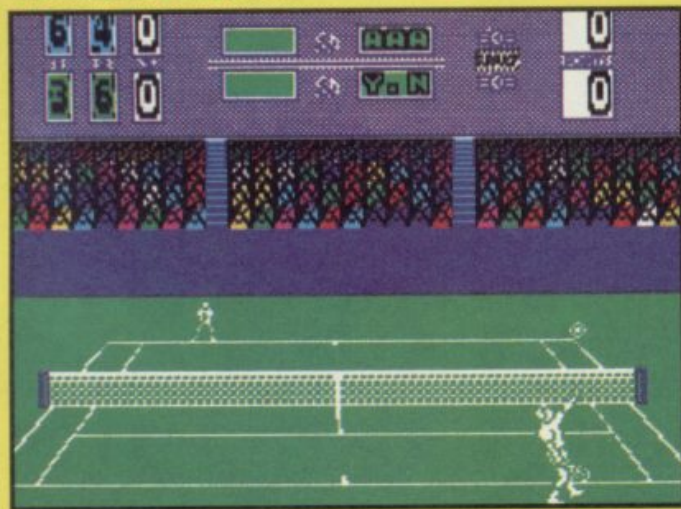
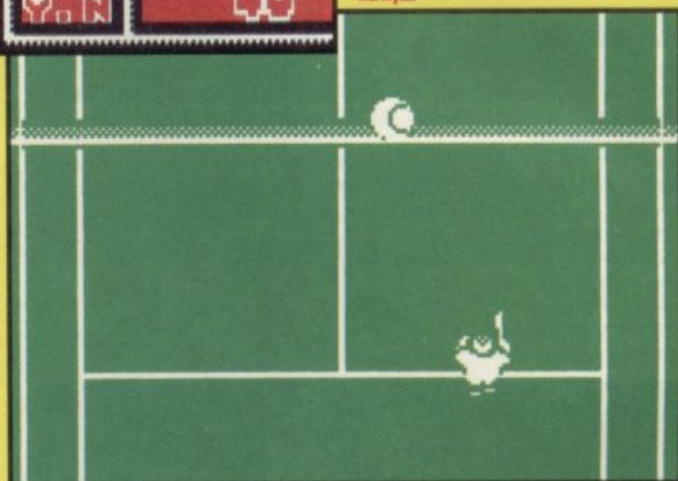
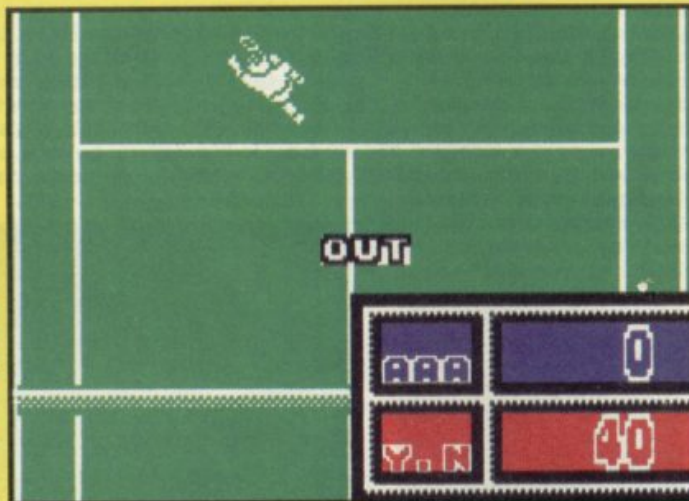
Once in a rally, anticipation is the name of the game. You're not going to get anywhere simply standing on the baseline and waiting for the

other guy to make his move. Get right into the net, crank up your reaction time and hammer the guy into the dust.

The rougher your opponent, the faster the game and eventually you should be moving into position for your next shot immediately after playing one. By controlling the destination of the ball, you can dictate where your opponent has to run and therefore what sort of shot he is likely to return.

Graphically Passing Shot isn't a marvel. There simply isn't much room for fancy graphics in an overhead game without making the screen look cluttered. If you'll forgive the slightly naff looking white figures (what colour would you rather have a tennis player, pink?) and pay attention to the things like the ever-increasing size of the rising ball and the animations of the serving action, you'll agree that graphically we're not talking a fault (har har).

Passing Shot is a corker of a game. I'm not a big fan of sports simulations as a whole, but this one's a smash hit with me (haw haw)!!



ARCADE
★
REVIEW

FAX BOX

PASSING SHOT Label: Mirrorsoft Author:
In-house Price: £8.95 Memory: 48K/128K
Joystick: various

GRAPHICS	SOUND
70	70
PLAYABILITY	LAST ABILITY
80	82

An ace!

Reviewer:

OVERALL
81

SQUEEZING



OVER A DOZEN



CHART-BUSTERS
INTO TWO
PACKS WASN'T
EASY —



BUT NOW HERE THEY ARE . . . THE TOP-SELLING COMPILATIONS THAT NO PLAYER SHOULD BE WITHOUT. **EXPAND** YOUR PLAYABILITY.

THE IN CROWD

A M S T R A D
C O M M O D O R E
S P E C T R U M
£ 1 4 . 9 5
D I S K

ocean[®]

Ocean Software Limited · 6 Central Street · Manchester · M2 5NS
Telephone: 061 832 6633 Telex: 669977 OCEANS G · Fax: 061 834 0650

SPECIAL ACTION

A M S T R A D
C O M M O D O R E
S P E C T R U M
£ 1 2 . 9 9
C A S S E T T E

GAMES REVIEW

Wow. There's cutesy and there's cutesy and there's New Zealand Story.

Just get a load of this for a thoroughly spewey situation. Poor ikkie wikkie birdies have been captured by the nasty old Walrus in New Zealand. He's going to stick his nasty walrus fangs into them and kill if they don't get away soon. Oh no!

Brave Tikki Bird escapes from the clutches of the evil blubbermonster

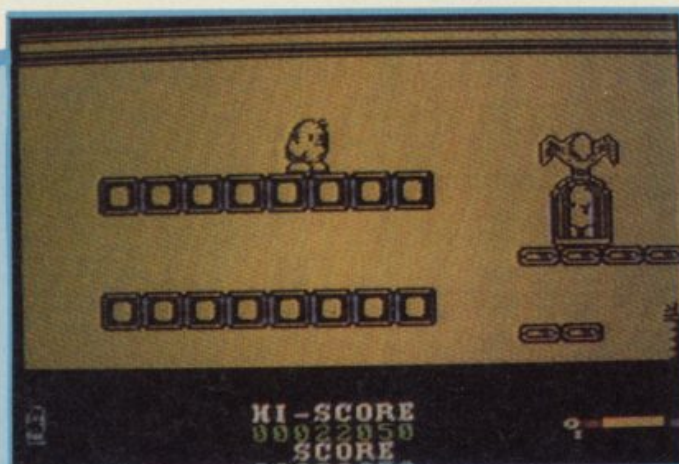
and vows to free his friends too. But where can they be? There are so many screens in New Zealand, and they're all populated by horrible pointy monsters, it's all a bit of a to-do. Hurumph!

Tut. This doesn't look like my kind of game at all. Big fluffy wuffy birds bouncing round a foreign country being all cutes. Spit pow!

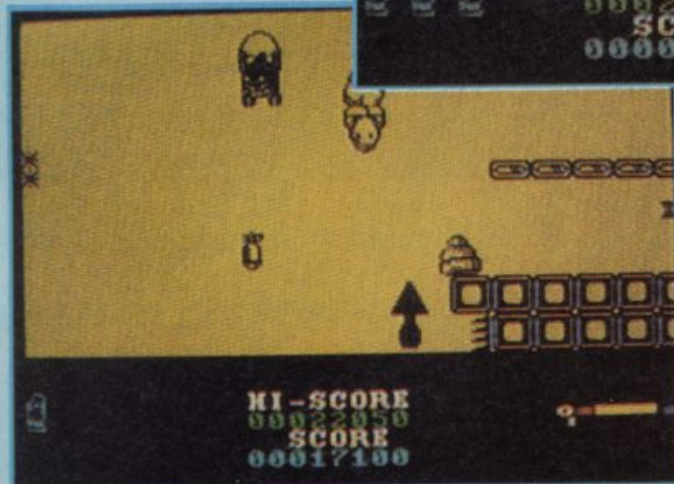
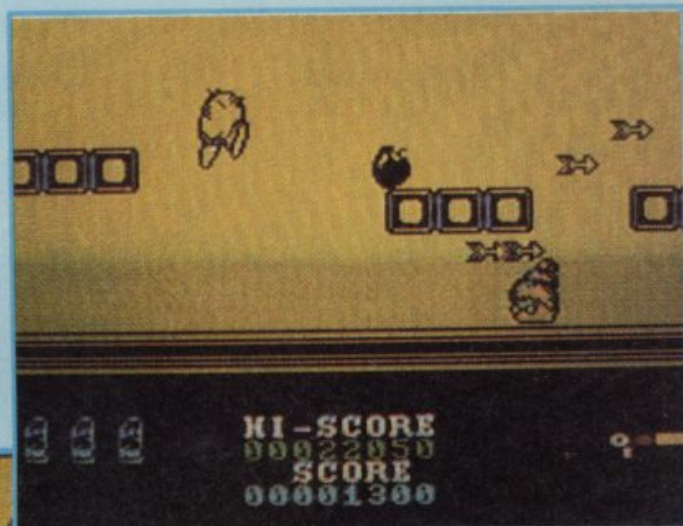
Now, if I can be won over by a game like this, anyone can. And I have.

New Zealand Story is like a platform game taken to its ultimate extremes. You can run and jump and fly. The screen scrolls in four directions and there are objects to collect, bonus points to have and even special flying things to transport you around the levels more swiftly.

You begin at the bottom left hand corner of level 1 faced by mysterious hostile creatures. There are a few platforms in sight but initially things look a little sparse. Not so for long!! The bad guys are



THE NEWZEALAND STORY



really bad; mean little critters who scoot along the floor and drain your energy on contact.

The only way to progress is upwards. By half bouncing and half flying! Tikki can scale tall platforms in a single bound, springing himself over the bad guys. Once you opt for this mode of transport, though, you'll need to be careful not to impale yourself on the dangerous spikes or fall down bloody great holes. Actually, you need to be extremely careful how you use your jumping ability. If you're happy jumping into the air and putting your face in the line of fire, that's fine. Otherwise, don't.

The aim of each level, of course, is to locate your little friends and get to them, thus freeing them from the clutches of the evil Walrus' followers. You're armed with a bow and arrow of pretty serious

firepower, and there are extra tool-ups available (bombs and the like).

The trickiness of New Zealand Story comes in the sheer number of baddies you have to deal with at one go. Since you can jump into the air, fire in both directions and turn around and alter your path of descent, the programmers have decided that it's perfectly fair to inflict a merciless onslaught of bullets and arrows and fuzzy monsters upon you.

As you progress further into the game the screens become more and more cluttered and the actions you have to perform become more and more mad. Can you really imagine saying to a mate "Yeh, I was in a little basket flying over New Zealand, and I'd rescued a couple of little birds but the Walrus has so many henchmen I didn't know where to go next. And the spikey walls kept killing me?"

They'd lock you up. Which doesn't really affect the fact that NZS is absolutely fabbo!



ARCADE



REVIEW

FAX BOX

NEW ZEALAND STORY Label: Ocean Author: In-house Price: £8.95 Memory: 48K/128K Joystick: various

GRAPHICS	SOUND
80	80
84	85
PLAYABILITY	LAST ABILITY

Brillo cute romp.

Reviewer:

Jim Douglas

OVERALL

82

A black and white photograph of a young man with dark hair, wearing a light-colored denim jacket. He is looking down at a BarclaysPlus card that is partially visible in his jacket pocket. The background is dark and out of focus.

SERIOUS

PLASTIC

Having a Barclayplus account shows you know what you're doing with your money. With healthy interest and card access to cash through a network of 4,700 dispensers, night and day, all year round, it's serious stuff. To open an account and apply for your Barclayplus card, call in at your nearest branch.

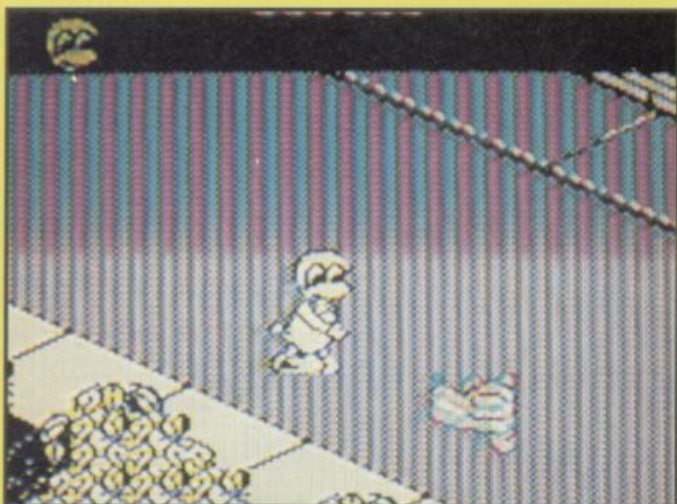
BARCLAYPLUS: FOR ADULTS OVER 14.

+++YOU'RE
BETTER OFF
TALKING TO



BARCLAYS

DYNAMITE



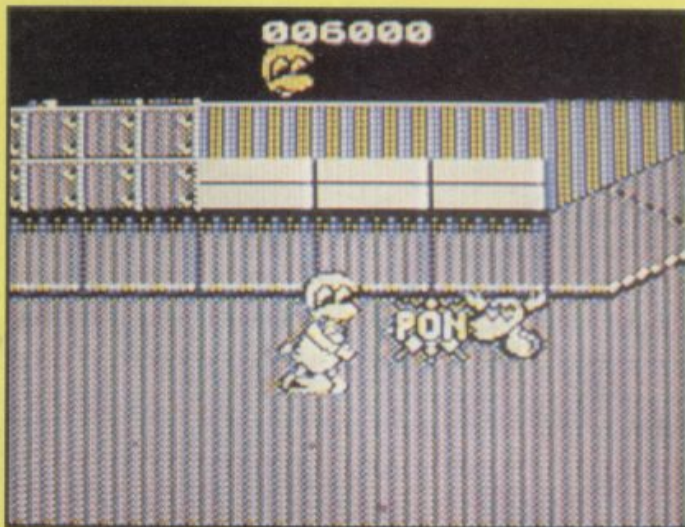
'cos Dux beats the lot.

It has to be said that assuming the character of a duck that looks suspiciously like Woody Woodpecker didn't entirely sound like the kind of game for me. That's when they told me about the Dynamite.

Quack! You've seen our cover. You've played the coin-op. Now read the review of the most off-the-wall, round the bend game this side of Toon Town. Dynamite Dux is upon us, and you'll flip over it.

If you thought you'd seen the ultimate in cutesy graphics in the likes of Garfield and Bubble Bobble, you'd better think again,

Duck is lost in a seriously hostile environment, surrounded by fiendish dismembered woodland creatures, hellbent on putting an end to his quacking hi-jinx. Thankfully he has access to the most amazing arsenal of weaponry known to man (or bird). It's like a cross between Bambi, Evil Dead and The Terminator.



around and looking goofy. It's like a dream come true to crank up your punch and knock the dullards into the middle of next week.

Each of the weapons you can pick up behave in a slightly different manner;

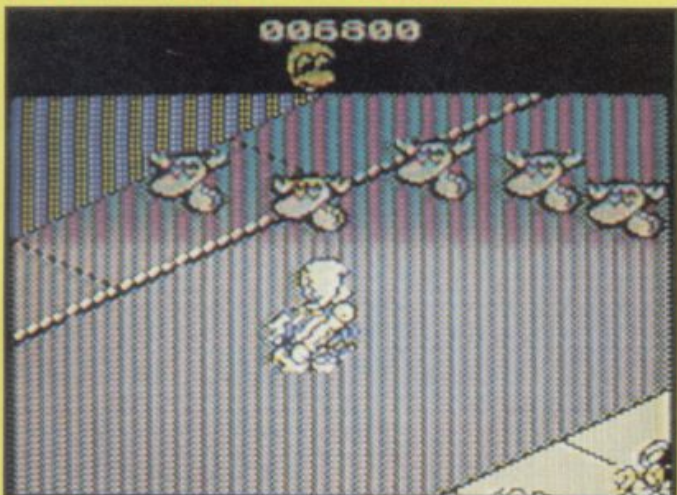


sometimes the rockets woosh off unpredictably, but they've got a much more serious impact than the highly accurate Swiss army knife.

Life starts off easily enough, with a few punchable characters drifting around in order to get you in the right sort of mood. You'll quickly learn a few basic lessons. The response is occasionally a



little slower than you'd like, so the name of the game is anticipation and forward thinking. If you're faced with a screenful of moose-heads, there's no point building up a huge power-punch (achieved by holding down the fire button) to bump one off, or



Initially the Duck has at his disposal a pair of extremely handy fists. We're not talking flappy wings here. These hands like hams, big enough to shame Pop-eye in prime spinach-guzzling mode. The bad guys drift toward you with unmenacing lack of direction, floating

**GAMES
REVIEW!**

ITE DUX

**GAMES
REVIEW**



The action is pretty well all-directional; as well as left and right, you can move vertically into the screen, across the path (if you know what I mean). And the scrapping takes place across all these planes too. You've

got bad guys coming at you from all directions at once.



you'll be swamped.

Some of the bad guys are capable of dealing with certain weapons, but not others. You can't carry them all at once, so you'll have to prioritize. There's a good deal of getting to grips with the maze layout involved. You'll always find that you're in the wrong place, facing the wrong bad guys armed with the wrong weapon at the wrong time.

Later levels take place in even rougher terrain and the deeper into the game you go, the more bizarre and dangerous the inhabitants become.

Graphically, Dux is a real treat. As monochrome as it can be, the pix are clear, cute and big. And the animation is flawless. Although some of the views look a little quirky, with slightly strange angles, and occasionally dodgy perspective.

ARCADE



FAX BOX

DYNAMITE DUX Label: Activision Author:
In-House Price: £9.95 Memory: 48K/128K
Joystick: Various

GRAPHICS	SOUND
80	70
PLAYABILITY	LAST ABILITY
80	82

What a stonker! Cartoon cuteness combined with apocalyptic blasting.

Reviewer:

OVERALL

82

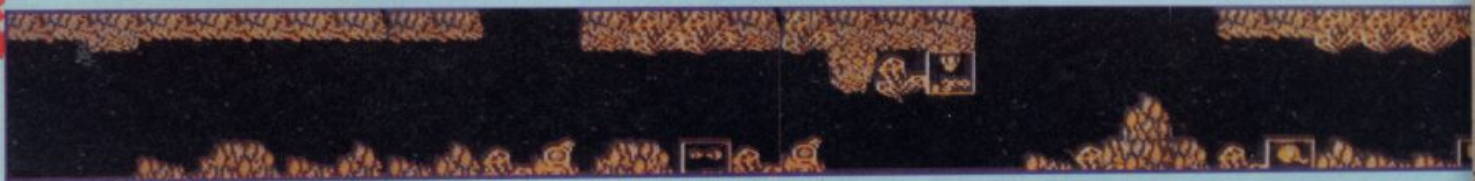
DIRTY TRICKS



LEVEL 1 PART 1

So you think you're the business when it comes down to playing computer games do you? Even the best get stuck at some time or another and the fact that you're reading this month's Dirty Tricks Department can only mean that you're stuck right now. Unless, of course, you are reading this section because of its unequalled creative style - no, we thought as much. When it comes down to the nitty-gritty, you want tips on Silkworm from the lads at Virgin and no doubt you'll be wanting the second section of tips on Hewson's Stormlord which we started in the last issue. No doubt you'll also want to get on with looking at this month's map of Mr Heli. So get on with it then.

MR HELI



SILKWORM



Given a classic status a couple of months ago in your favourite magazine (other than Cucumbers Weekly of course), Silkworm from Virgin Games is one shoot-em up that is going to be difficult to

master - try playing it with both jeep and helicopter under the one control if you don't believe me! However, grab a look at this bundle of hints and sort yourself out if you're stuck.

One of the first things to realise about the gameplay of Silkworm is that the two types of craft (jeep and helicopter) both have different characteristics when it comes to actually controlling them. For instance there are some ground defences that the jeep cannot destroy on its own.

The flat landing pad type buildings found throughout Levels One and Two will give the jeep a lot of unwanted hassle. If the rest of the screen is clear you may be able to get the jeep to leap across them provided it takes a good run up and there isn't a marauding alien type thing lurking just over the other side.

A far more satisfactory outcome can be achieved by a little co-ordination between jeep and chopper. The helicopter can shoot rockets downwards at an angle of approx 45°. When the player controlling it sees such a ground defence, why not get him to do the dirty work and dive down and knock out the building before the jeep is anywhere near it. Teamwork is what it's all about.

Throughout each of the levels in Silkworm, you will come across giant end of level alien craft. The ones that are made up of small sections which group together as you progress through the level are pretty tough. To deal with them, clear the screen of all other alien craft and position the jeep just below the neck of the enemy and the chopper just above it.

Now you can continually fire at it from both above and below. It's weakest point does seem to be its belly but don't get too close otherwise you'll collide with its head! If the craft starts to get too close to the left hand side of the screen, move the helicopter up and over to the right, being careful not to collide. This will automatically cause the alien craft to retreat back to where it came from.

CKS DEPT.

DIRTY TRICKS POKE CORNER

Having problems with the very latest releases? Scratching your bonce with frustration over the nine legged troll found in Level Twelve? Well then it's time to cheat, buster! Here's a selection of handy Multiface pokes sent in by Simon Conway from Bolton. Red buttons a go-go!

STORMLORD

Poke 56877,00

THUNDERCATS

Poke 31401,0

Poke 31402,0

EXOLON

Poke 42338,0

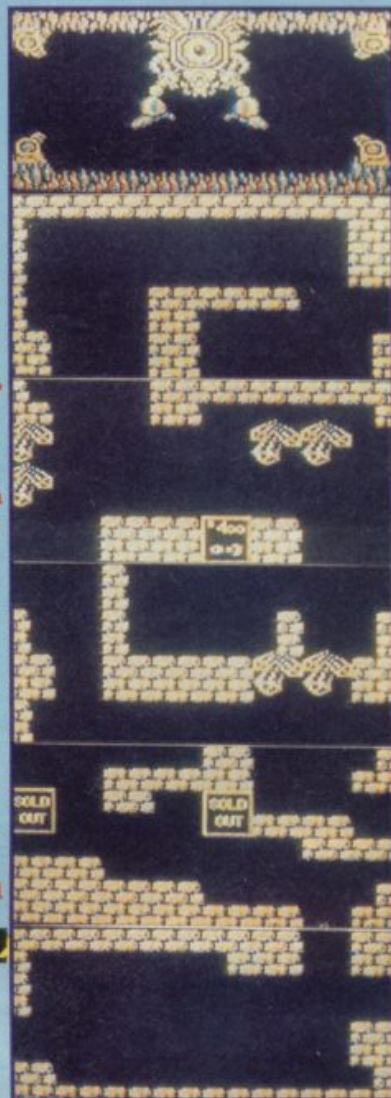
Poke 36845,0

CROSSWIZE

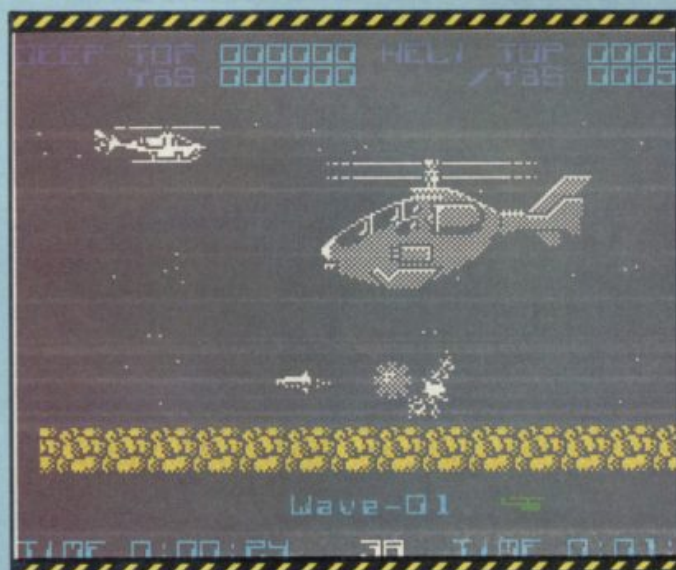
Poke 51617,0

Poke 52108,0

Poke 37051,201



LEVEL 1 PART 2
CONTINUED OVERLEAF



(Cue Stock/Aitken/Waterman song).

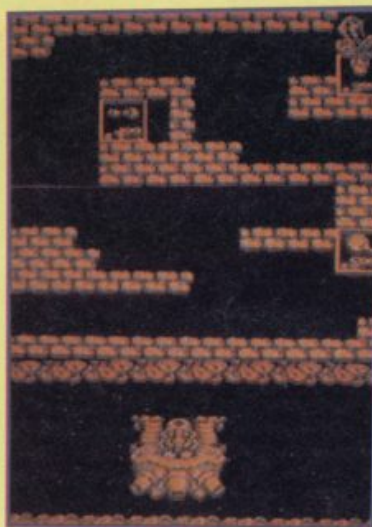
Things should run pretty smoothly throughout Levels One and Two except, of course, the humungous (now that word brings back memories) alien critter lurking at the very end of each level might get a mite (now that's confusing) annoyed and start to lob missiles and other assorted rockets in your direction but the pattern these

projectories take is very straightforward and you should be able to suss out where to hide to avoid them altogether.



DIRTY TRAIN

MR HELI



thing. The trick here is to keep the chopper roughly in the middle of the screen and when the first tanks appear, drop down low and shoot the ones appearing at the right hand side of the screen.

Doing this, and then when that part of the screen is clear, moving across to it, will save the chopper from the tanks appearing on the left. Simple really, and provided the jeep driver has enough intelligence to follow the chopper's pattern, he'll survive without any hassle as well. If your team-mate does his own thing watch him die and then beat him across the head severely with a copy of YS or something.

Balls. Yes really. Big black ones that bounce around menacingly at the right hand

edge of the screen playing area. Balls that need at least four or five hits each before they blow up and vanish. As your craft progresses through each successive wave in the game, it will have several encounters with this type of alien craft who seem to genuinely enjoy crashing into you. Either run away as fast as you can or grab a twin weapon system or die. That's a pretty straightforward tip if ever I've written one.

In Wave 3 you'll find yourself confronted with a small alien which seems to float about a bit in the top right corner of the screen - blast it as soon as you can. Otherwise, after a few seconds, the damned thing will sprout rockets in right different directions and it's pretty likely that you'll be on the receiving end of one of 'em.

Also at the end of Wave 3, there are craft which seem to doze about for a few seconds and then zoom across the screen in your general direction dropping a crate full of bombs as they go - if your chopper or jeep is anywhere even remotely near this event, it'll get blow to pieces. There is one method of escaping this onslaught and that is to dive to the bottom left hand



SILKWORM

CONTINUED:



Other problems that might pop in for a coffee occur at the end of Level Two when what seems like hundreds (at least five or six anyway) of tanks drop down from the sky with the sole intent of landing on either your jeep or chopper. This is, generally, a bad

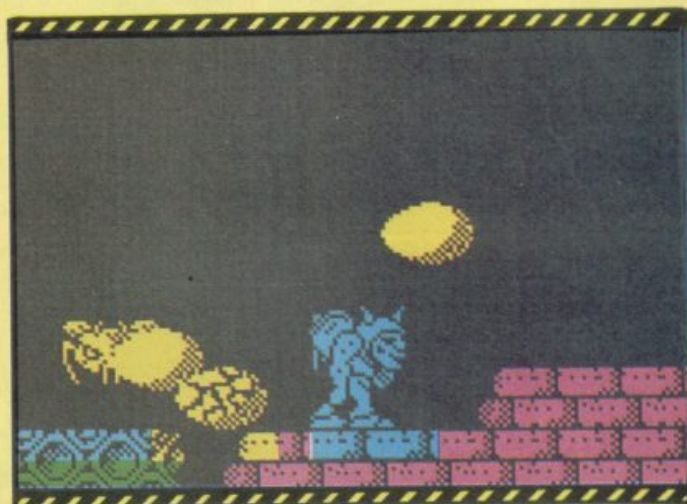
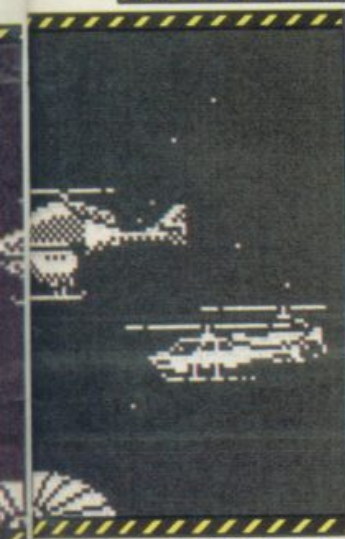
CKS DEPT.

STORMLORD



corner and hide until all the bombs have reached ground level and blown up – provided you are tucked in close enough to the corner you might just find yourself living to fight on.

Other small tips you can make good use of include the use of smart bombs. These appear on the screen as small bunches. Useful huh?

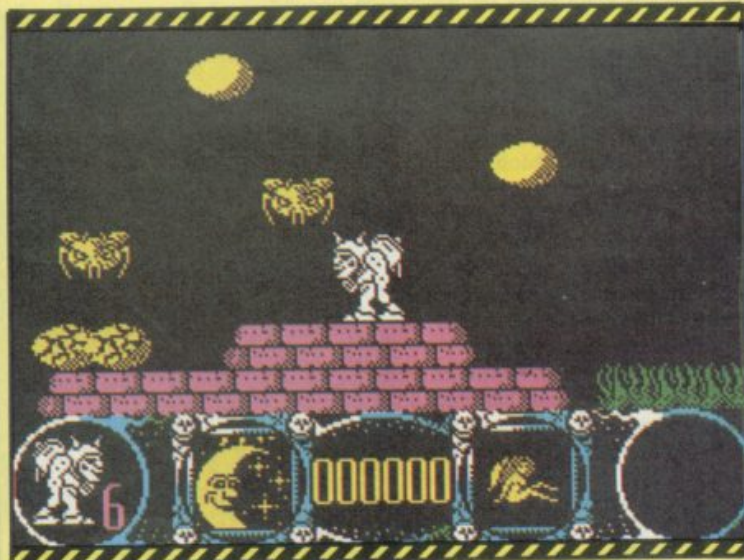


In last month's 'legendary' *Dirty Tricks Department*, we brought you all the gumph and gizmo (whatever that is) you could ever want to help you complete Hewson's latest release *Stormlord*. Almost all of it that is. Well, Level One actually. Still pretty generous though eh? So this time around what could be more exciting than a complete playguide to all the little quirks and cranoids in Level Two? Exactly, nothing could be more exciting. Nothing. Naff all. Zilch. Not a lot. Sod all. Not even THAT. (That's quite enough thank you – JD).

Life's a bitch eh? No sooner does old Stormie arrive in Level Two, than he's surrounded by erupting volcanoes, spurting bouncy balls. You need to guide Stormlord to the left, waiting until the bouncing ball is moving upwards. This should allow you to move your guy underneath the ball before it begins its drop back to earth.

Surviving this, move onwards to the left and jump onto the nearest level. **WATCH OUT!** The ledges in this section will automatically crumble and collapse when you jump onto them, letting Stormlord fall down and onto the nearest man eating plant. So, get on and get off as quickly as possible if that isn't too rude a suggestion.

At this point in the game, you come up against a giant pillar which is far too high to jump over, but right next to it should be a key – grab it. Run back the way you came, avoiding the plants and bouncing ball until you encounter the pawn type



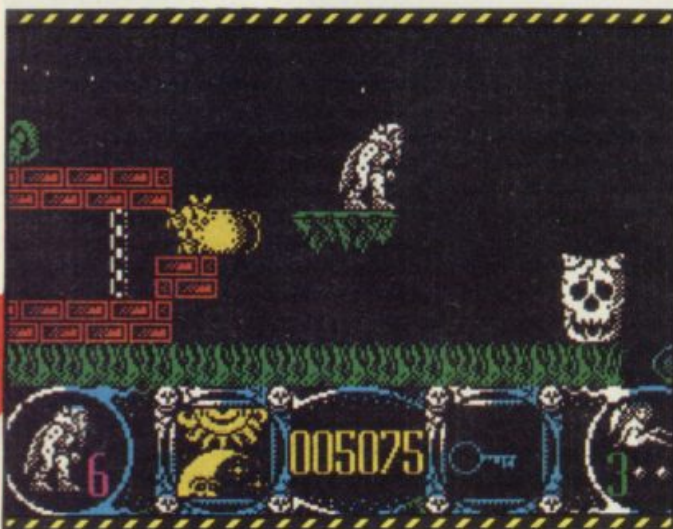
baddies which appear at the top of the screen and drop down on top of you.

Once they reach the ground, they will leg it off to the right or left depending on what they feel like at that particular time. (I'm lying of course, there is bound to be some sort of

DIRTY TRICKS DEPT.

STORMLORD

CONTINUED



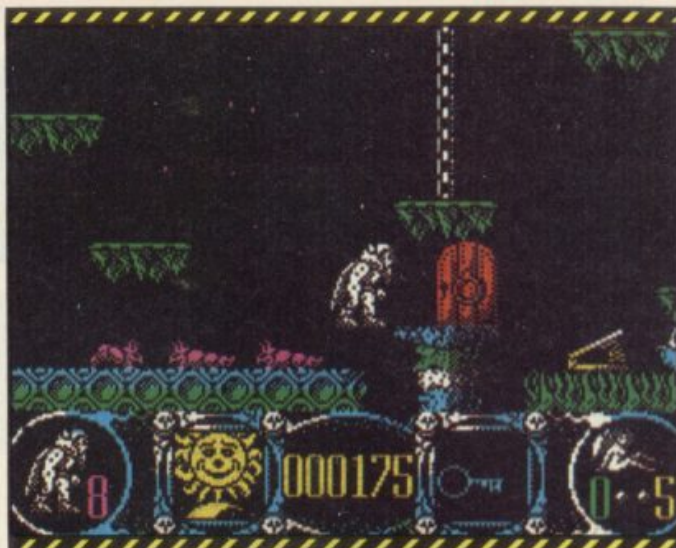
pattern, but who's stupid enough to hang around and suss it out?) Instead, run as fast as possible to the right hand edge of the screen when you spot a gap, remembering that you can defend yourself.

As you progress, you'll find yourself the first springboard. At the moment, you should avoid picking up the honey pot which lies nearby, that will come in use a little later on. So, open the door using the key you just picked up, walk on top of the fairy and then bang on to the springboard and dash away.

You now find yourself 'magically' transported right back to the beginning, which, at first, may seem a trifle pointless. However, once you've put your thinking bonce on, you'll realise that the pawn-type alien slimy creatures which come from wherever pawn-type alien slimy creatures come from nowadays, can run after you and climb into the little cave containing the fairy and springboard without you realising what's going on. That way you'll be concentrating hard to pick up the fairy when a pawn taps you on the shoulder and wheels you away to the funny farm. So (pause for breath) obviously the springboard is intended as a quick escape route back to the start and out of the way of danger. So use it.

Now that you are back at the beginning, you can pick up the honey pot. Leg it off to the right once more, get past the pawn again, but this time, instead of dashing into the cave to cringe and hide, jump up onto the cave roof. Keep moving to ensure that a pawn doesn't catch up with your man. Drop down off the roof once you reach its far right hand edge.

More pawns. Once more, the area is frothing and steaming and boiling and gurgling and any other adjective you want to mention, with pawns. They too follow some sort of pattern.



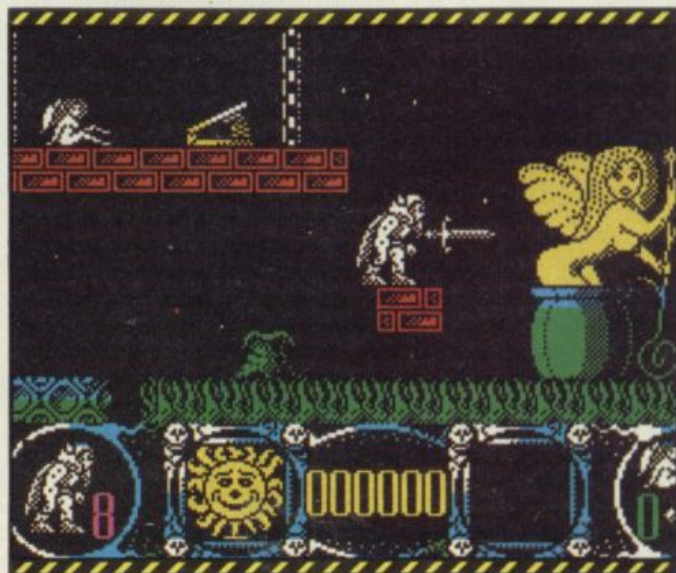
But whatever method you attempt to use to get past them, you need to pick up the little furry looking creature lying on the ground in the middle of the screen. This is the big jumper. Ooooooooh! If you pick it up it allows you to perform big jumps. Ooooooooh! Bigger jumps than normal. Ooooooooh! This will come in rather handy later, believe me. So swap the honey pot which you are carrying for it, and then leg it back the way you came, avoiding the pawns.

Stormlord now needs to run right back to the beginning and on further still until he/she (you can't tell with the clothes kids wear today) reaches the ruddy big pillar described earlier. You can now jump up and over it using your 'big jumper'. Doing this will give you access to another section in the level. Here you are attacked by rodents as seen in Level One which can either be jumped over if you are feeling a bit energetic or, perhaps less glamorously, shot.

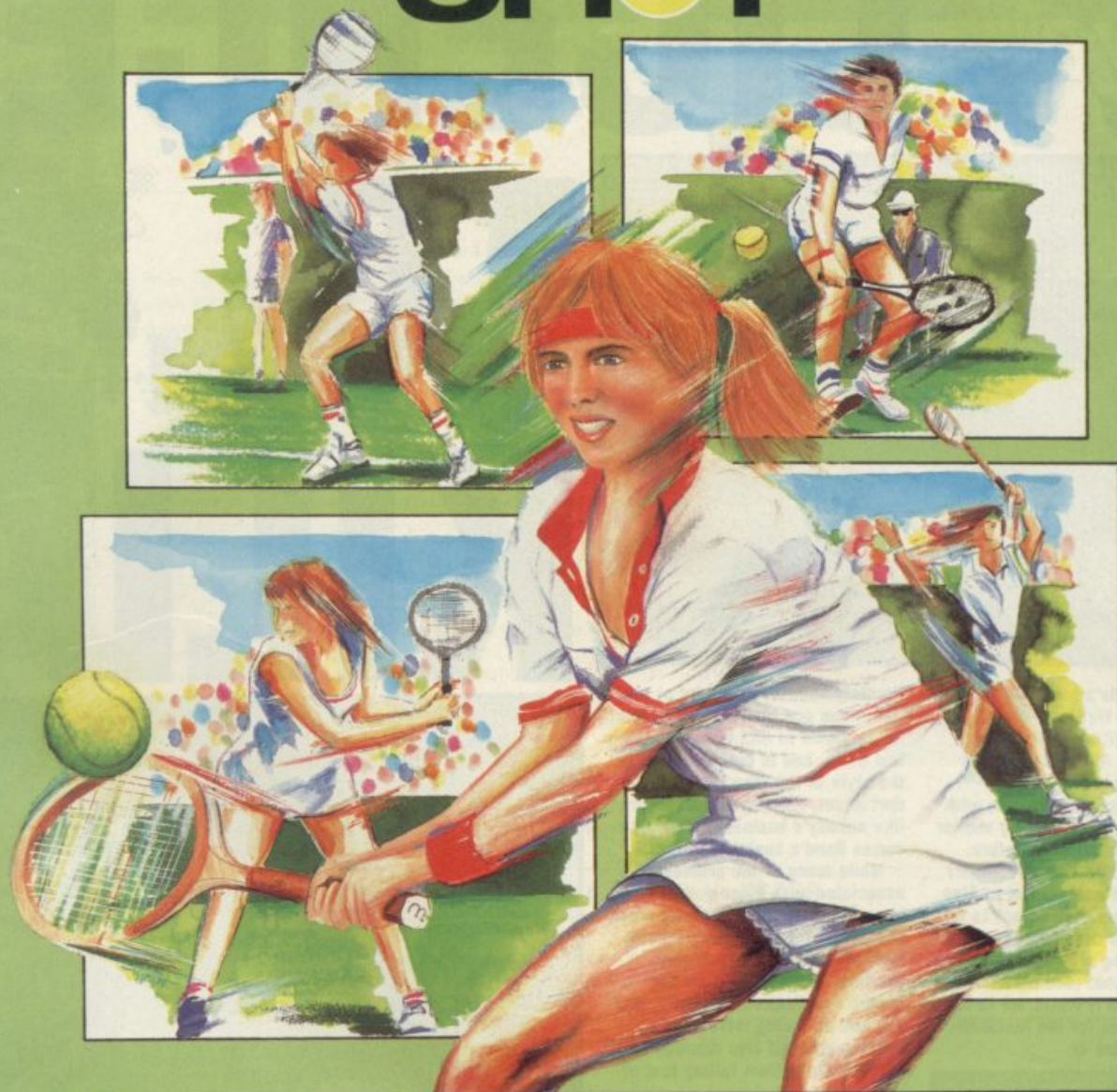
Jump over the giant sunflower plant and keep walking left until Stormlord reaches the umbrella. Swap the 'big jumper' for the umbrella and then jump on to the springboard to magically transport yourself yet again.

Once Stormlord reappears, jump up and grab the fairy situated on a ledge to his right. You can safely walk through the acid rain because you've collected the umbrella. Then drop down from the ledge and jog to the right. You'll be attacked by the usual flying dragons which, so long as you keep firing frantically, should present not too much of a problem. (Hee hee).

Once your man reaches the right hand edge of the level, you'll see a key which is hidden behind a pile of bricks. This may seem impassable, but once you walk into the bricks they will crumble and disappear allowing the key to drop down to the floor, where you can grab it easily.



PASSING SHOTTM



Anyone for tennis?

Not 'alf! Image Works serves up another ace with this conversion of the Sega[®] coin-op smash.

Featuring tennis-ational singles or doubles action on clay and grass courts from around the world, Passing Shot[®] is the most accurate simulation of the noble sport to appear since the real thing!

Game, Set and Match to Image Works!

"It's rally volley good!"
Doris Decker

"I can't fault it!"
Ivor Lentil

Image Works, Irwin House, 118 Southwark Street, London SE1 0SW.
Tel: 01-928 1454.

PASSING SHOT[™] HAS BEEN MANUFACTURED UNDER LICENSE FROM SEGA[®] ENTERPRISES LTD., JAPAN, AND "PASSING SHOT[™]" AND SEGA[®] ARE TRADEMARKS OF SEGA[®] ENTERPRISES LTD.
©1988 SEGA ENTERPRISES LTD. MANUFACTURED BY MIRRORSOFT LTD.

Available soon on:

Amiga
Atari ST
Commodore 64 (cassette)
Commodore 64 (disc)
Amstrad CPC (cassette)
Amstrad CPC (disc)
Spectrum (cassette)
Spectrum (disc)
MSX (cassette)

Screenshots from Atari ST version

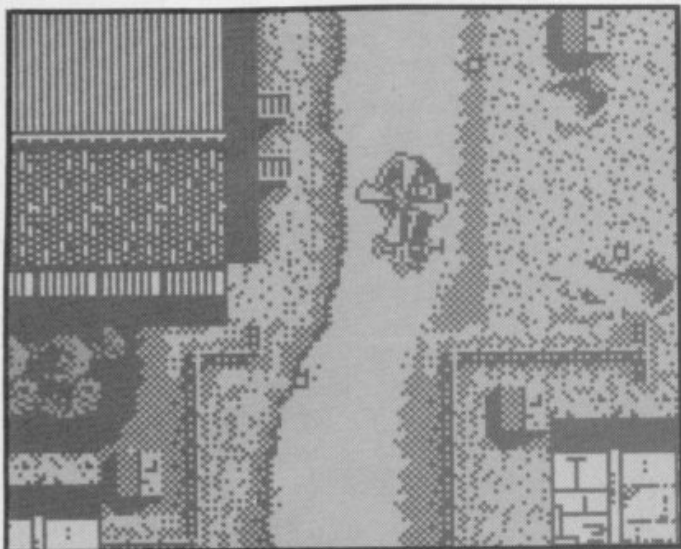
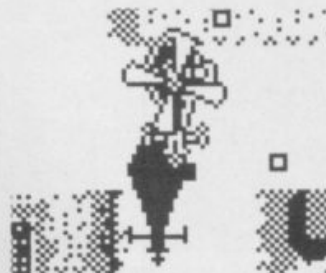


SEGA[®]



GAMES REVIEW

LICENCE TO KILL



He's big. He's back. He's pretty bad too. Well, maybe I'm being a little harsh, but for me, the latest 007 outing just doesn't hold together.

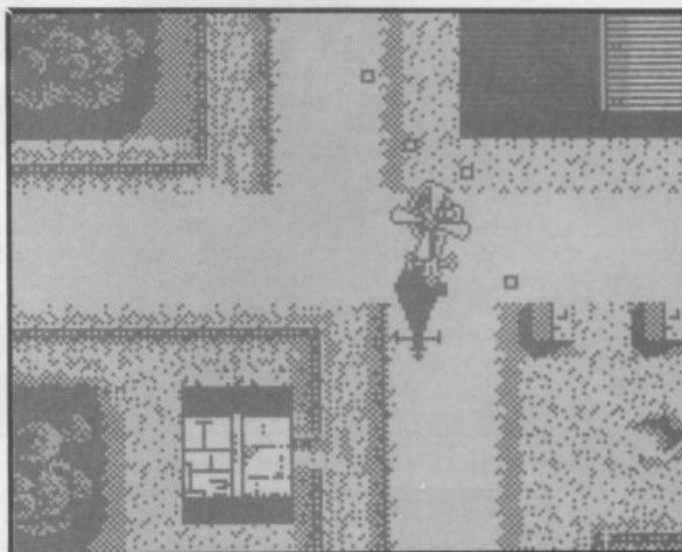
It's a three stage package, with subsections in each, largely similar to games we've all seen before.

Part one, stage 1 is a vertically scrolling shoot out, similar to Slap Fight and others. You've got to fly your helicopter over hostile enemy terrain, chasing arch baddie the smuggler Sanchez (and his beautiful girlfriend, as if it mattered) in his jeep. Watch out for the Machine-gun Installations of

Predictableness, firing out at all directions and blowing you to bits. Being blown to bits is an extremely bad thing, and is best avoided. In the style of the Man Himself, you dart about, zooming and swooping like nobody's business. Well, like James Bond's business in fact.

While many of the problems associated with those games have been avoided; you can pretty much see where the bullets are coming from etc., it simply isn't very exciting. You can blow up the baddie's car extremely easily, and you end up losing more lives by bashing yourself into unpredictably high buildings than falling foul of the bullets.

The 2nd stage of Part One involves a lot of running around and shooting, Bondy is on foot, and picking off the bad guys with his famous Beretta. Actually, this bit is pretty good. Although the graphics are completely liny, the sighting of the gun is excellent, a little circle indicating the approximate position of the fall of your bullets. You can take cover behind packing cases and debris and pick up spare ammunition.



Make sure that you don't leave yourself short on bullets at any stage; this is a sure-fire route to doom as Sanchez' henchmen will polish you off double-quick.

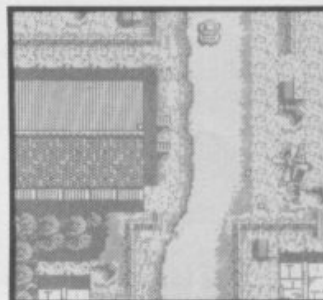
The next stage is thankfully closer to Bond's traditional exploits. You've got to prevent the evil Sanchez from fleeing to Cuba by hooking a tow-tape onto the back of his plane. Not as easy as it sounds. Nigh on impossible in fact. If you're not absolutely spot-on target, you're done for.

Later stages in the game involve more high-risk antics like waterskiing behind seaplanes and chasing drug-laden lorries through treacherous terrain.

While there's a lot of variety in the package, and you are able to re-enact most of the memorable moment from the film, the problem with I.T.K. is that it just doesn't

hold together. I found I was getting myself killed with questionable regularity, more often from an inanimate piece of scenery than an active bad guy.

If you're a fan of Mr Smooth, you'll probably find your needs suitably catered for. Otherwise, a re-run of five games from the back of your software cupboard provide as much excitement.



ARCADE
★
REVIEW

FAX BOX

LICENCE TO KILL Label: **Domark** Author:
In House Price: **£8.95** Memory: **48K/128K**
Joystick: **Various**

Better than previous efforts, but hardly a premium Bond. (Arf)

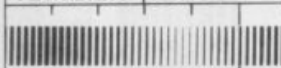
Reviewer:

John Dwyer

OVERALL

60

GRAPHICS	SOUND
72	70
PLAYABILITY	LAST ABILITY
55	57



10 20 30 40 50 60 70 80 90

18 SEPTEMBER 1989

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/PQ made payable to TASMAN Software Ltd OR charge my ACCESS/VISA number:

NAME _____ ITEM _____
ADDRESS _____

Outside Europe add £2.00 per item airmail.

Telephone Access/Visa orders: Leeds (0532) 438301

TOTAL

Expires _____

PRICE

£

£

£

£

£

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. S

Copyright 1986 by Tasman Software Ltd. Printed in England. All rights reserved. Distribution: Leisuresoft Ltd. Microdealer International. R & R Distribution.

SUN'S



ITTTTTT'SSSSS....

As exclusively revealed by our 'I was there' OAP Correspondent

It's.....Monty Python's Flying Circus - the Spectrum Game! What? You've never heard of them? Well, that's not very surprising is it because Monty Python was a classic TV comedy series that was made in the early 1970's. But almost 20 years after the event, the wacky, crazy, zany Python boys - John Cleese, Eric Idle, Terry Jones, Terry Gilliam, Graham Chapman and Michael Palin - will be turning up in glorious technicolour in the privacy of your own home.

The fact that everyone that buys computer games was busy doing sperm impressions at that time has not put off those Children of the Seventies at **Virgin Mastertronic** however and they are going to be knocking out a game based on the wacky, crazy, zany antics of the **Python** team for your delectation later this year.

Edited highlights of the game, we predict:

- 1) Upper class twits race
- 2) Ministry of Silly Walks bit
- 3) An event involving a parrot
- 4) And Cheese
- 5) An Eliza program - designed to argue
- 6) Value-added voucher - 10p off Spam

Virgin strongly denies*, despite intense press speculation, that who ever had the idea of licensing **Python** was a complete prat. A spokesperson enthusiastically commented, "I'm sorry he's in a meeting - can you call back on Monday."

Any rumors that **Virgin** also is pursuing investigations to licence **The Goon Show**, **Round the Horne**, **I'm Sorry I'll Read That Again**, **The Liver Birds**, **Steptoe and Son**, **Man about the House** and **Jesus Christ Superstar**, will be sent home to bed without supper.

*probably - we couldn't really be bothered finding out.



Wayne's Thing

Hello Everybody! Thanks for taking the time to read my bit this month - I want you to know that I really appreciate the time and effort you are spending looking at this, and anytime you want 10p for a bus fare to the station or something, I'll be only too pleased to lend it to you, as long as you give it back in the end, cos I don't have much left over after buying all the big boys at school sweeties (so they won't beat me up), buying my copies of *Just Seventeen* and *Smash Hits* and keeping well stocked up with *Topex*.

Anyway, where was I? Oh, yes - what a lot of very interesting things have been happening this month in the 'white heat of technology' arena of the World of Sinclair.

DOMARK IN BANK

DOMARK IN DANGER MANAGER SCANDAL MEGA-LICENCE DEAL PART TWO SHOCK

By our 'made-up-stories' Correspondent

Domark - Licensed to make a Killing - has bowed to pressure from its bank manager and thought up another idea, over a six hour champagne lunch, about how to make even more mega-bucks this Christmas.

Commented Mr W Smedley Snr, manager at Cricklewood branch of the United Reformed Bank of Lithuania - "Domark has been a very difficult customer for us. First of all we had to get a new computer in at head office to deal with it's account, because the old one could only count up to £100,000,000. Then, two years ago, I had to employ 15 extra staff just to count all the money they made from Trivial Pursuit. Now they've almost finished that job, I thought it high time to remind Domark it was time to think of another idea to make humungous amounts of spondonicks."

Tough words indeed, but Domark has risen to the challenge and licensed the computer game rights to yet another smash-hit board game - **Pictionary**.

In this game you are secretly given an object or concept to sketch - and other people have to guess what it is from your scrawl. In the board game it's done with a pad and paper. In the home computer version you'll be doing it on screen, with a built in art package!

Surely destined for success, it should be out in time for the PC Show at the end of September. A confident Smedley Snr commented, "What did you say your name was again?"

WHERE IS ALL THE BLEEDIN' SOFTWARE SCANDAL - REVELATION

By our '30 line fill' Correspondent

In a revealing expose of one of the most sordid scandals ever to be uncovered in the history of computer entertainment software - the **SU** News Inpub team can now tell you, the games buying public, why there aren't ever any good games around in the Summer. **BECAUSE IT'S TOO HOT!!**

Commented a major software developer, speaking from her Barbadian beach house, "Listen sweetie, if you think anyone any good is going to sit slaving away in front of a hot monitor while the weather is in the

90's - make mine a double will you - you've got the wrong idea of this industry completely."

This opinion was backed up by another leading game company proprietor, contacted at an unknown location in the Mediterranean. "Of course it's too bloody hot for the boys to program - go and put some clothes on, luv, will you - but it's not the human factor that's the problem, it's not the human factor that's the problem, it's the tapes. Y'see, in the heat, all the little magnetic particles that carry the data

on the tape, jump up and down a lot and get very naughty. Vital data can be changed, making the graphics crude and blocky and scrolling exceptionally flickery. So we all go on holiday."

When confronted with these allegations, a full and frank confession was obtained from software **Mr Big** talking from a scenic location in South Dorset. "If you try reversing the charges again I'll sue - and how the hell did you get my mobile phone number?", he stated.

More **SHOCKING** revelations next month.

Everyone's been talking about what they are going to be trying to sell you and me and Gran at Christmas. As usual there's a lot of those coin-op arcade licences about as well as film and stuff. I don't know. Doesn't everyone realise that a good printer driver beats these silly arcade games any day of the week?

Mr and Mrs Activision have been very busy - and they think that their version of **Power Drift** is going to be the favourite with Santa. And I don't know about the game, but I'm going to start queuing at the local to see **Ghostbusters II** (it's out early December) at Bonfire Night! I'm that wacky! Really!

The Domark's think **Hard Drivin'** from them will be good, and Ocean have got coin-ops like **Chase HQ** that will be quite exciting, I expect. US Gold think that they've got some good stuff as well - **Capcom** titles like **Black Tiger** and **Ghouls and Goblins**. Doesn't that sound like fun?

I think it's unfair that only one game can be number one anyway - I mean - it'll really spoil someone's Christmas if their game isn't top. Why don't all the software houses get together and make all their games joint number one! Then they'd all sell lots as well!

What I grow up, I hope to be a Management Consultant, you know. Bye for now,
Love Wayne. xxxx

GET INTO THE PC SHOW BLUMMIN CHEAP!

Everyone knows that the PC Show is one of the most important events of the year. We know it too. It's where all of the new games are released after the summer holidays. It's where you can get the very latest information on the new titles that the Big Boys are working on for Christmas, and you can get crushed in the thousands of happy show-goers that fill the venue.

Yes, it's easily the most important date on any gamers calendar. And we thought it was about time that we said Hello to you. We're on stand 3443, in the Leisure Hall (man) and we'd love to have a chat with you. So why don't you pop along to the stand and pick up any back issues that you may not have, including all those scrummy megatapes you missed the first time round and were too lazy to send off for?

We'll all be on the stand, Sexy Jim, Sexy Al and Sexier Tim and you'll be able to come along and point out exactly where you think we're going wrong, going right or going off our rockers.

And we'll also have a whole bunch of arcade machines of the latest license games so you can check out the original before seeing what the converting software houses have

managed so far.

And of course we're going to let you in for a truly paltry price. Just snip out the coupon below and show it when you enter the show and you'll be entitled to 50p off your admission fee.

The Costs:

Admission price (with this voucher) is £3.00

The Dates:

You can use this voucher on 30th September and 1st October

The Place:

The PC Show this year is to be held at Earls Ct. There's an easy tube service and signposts all over the place.

The Rest:

Only one voucher may be used towards the purchase of a Show ticket.

No photocopies are permissible.

The Show organisers reserve the right to refuse admission.

24

SINCLAIR USER PC SHOW VOUCHER SINCLAIR USER PC

SINCLAIR USER PC SHOW VOUCHER SINCLAIR USER PC SHOW VOUCHER SINCLAIR USER PC SHOW

Presentation of this voucher
on the door entitles you to:

SINCLAIR

user

50p off

the price of admission.

VOUCHER SINCLAIR USER PC SHOW VOUCHER SINCLAIR

SINCLAIR USER PC SHOW VOUCHER

USER PC SHOW VOUCHER SINCLAIR USER PC SHOW VOUCHER SINCLAIR

Gemini Zapping



AMIGA



ATARI ST



AMSTRAD



SPECTRUM

COMMODORE 64

VIRGIN GAMES • 2-4 Vernon Yard • 119 Portobello Road • London W11 2DX

AVAILABLE ON

Atari ST	£19.99
Amiga	£19.99
C64 Cass	£ 9.99
C64 Disk	£14.99
Spectrum	£ 9.99
Spectrum +3	£14.99
Amstrad Cass	£ 9.99
Amstrad Disk	£14.99

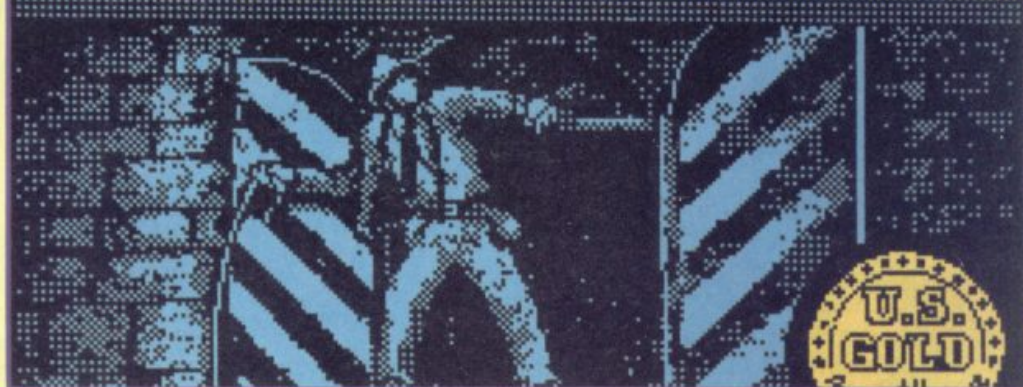
GAMES REVIEW!



"Indy's back," the ad campaign shouted from the rooftops, "And this time he's bringing his dad!" Strange, as far as I can tell there isn't a hint of Connery-ness to be found anywhere, which is by no means a bad thing. After all, no-one wants to see the movie just to see Indy's dad.

As you probably spotted from our demo last issue, Indy is quite a guy. He can walk left and right. He can jump. He can climb up and down ropes. He can crack his whip. He's even been known to throw a punch or two

INDIANA JONES and the LAST CRUSADE



he's got quite a bit to get through. No less than four exciting scenarios from the exciting movie. You play the part of

INDIA

the lad himself, firstly in the form of the young Indy, partaking of the Cross of Coronado, which drops you deep down in a maze-like warren of caves, hunting a mysterious ankh. Guards not completely dissimilar to the thuggee just waiting to get a shot at you. Find the ankh and get out, and next you'll find yourself slap bang in the middle of an ancient temple in a way not a million miles removed from Heroes Of The Lance. Then to a slightly more up to date maze, racing around a Nazi Zeppelin, punching out guards and climbing ladders all over the shop. Finally comes the big one. The race through a Raiders Of The Lost Ark-like tunnel, leaping over and around traps in the search for the Holy Grail.

when necessary. He's quite a versatile guy. And so he needs to be, because

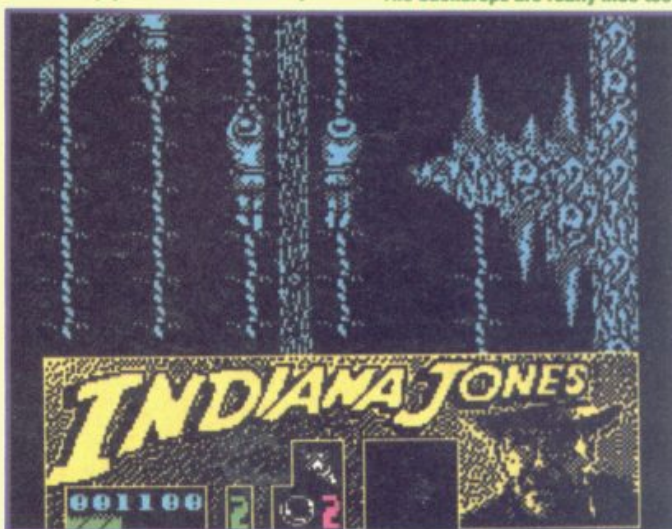


Probably the game's strongest point is its visual side. Quite a few nicely digitised piccies adorn the game. As for the main sprite - it looks like Indy. It walks like Indy. It darn well IS Indy. Even when you leave the joystick it looks out at you



in an Indy sory of way (yeah, ok Tone!?! - AJ).

The backdrops are really nice too.



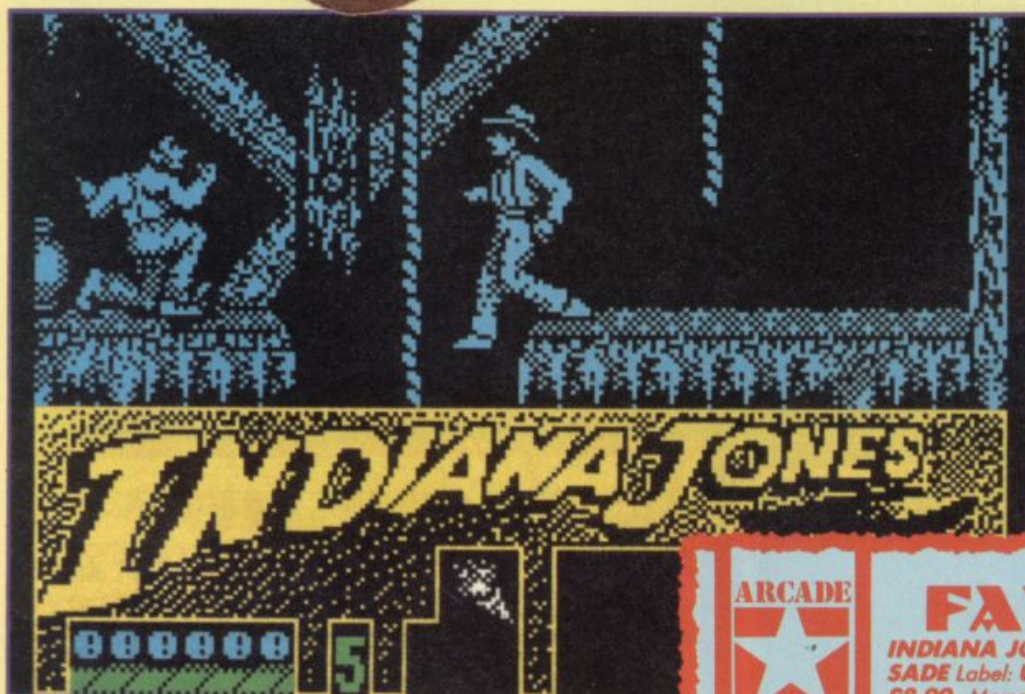
GAMES REVIEW

furiously addictive, or an essential purchase, it is a worthy one. Indiana Jones and the Last Crusade captures the feel of the whole Indy character, and I look forward to seeing the adventure game.

The rocks and urns look very realistic, as does the interior of the Zeppelin. On most of the levels, the scrolling is normal, nothing outstanding, just regular. But on the Zeppelin level it's great. The Zeppelin bops up and down constantly, as well as having four way scrolling when you move, so as you can probably imagine, that's quite an impressive image.

I've raved about the plot, and I've raved about the graphics. But what of the game? Well, if you're after a fast paced action arcade game, you'd better steer well clear,

INDIANA JONES

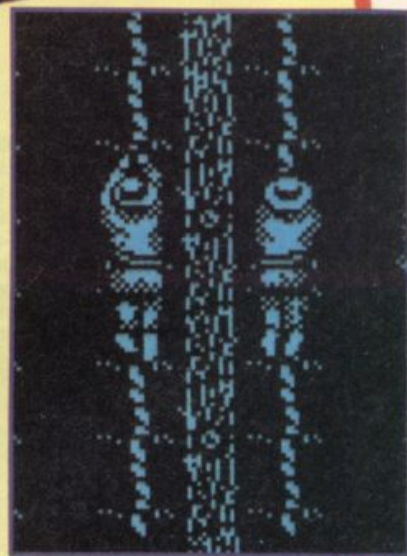


However, if you're after something that's a little more paced, but requires a great deal more brainpower, then step this way sir, I think we might just have one to fit you.

Rather than being one set route, the paths to be taken on each level are many, and as you are given

absolutely no indication as to where you are supposed to be going, it's down to trial and error as to whether you get there. However, beware! There are certain places you can get to and can't get out of, so be wary about dropping down holes or climbing high blocks.

It's good fun, and though not



ARCADE
★
REVIEW

FAX BOX

INDIANA JONES AND THE LAST CRUSADE Label: US Gold Author: Tiertex Price: £8.99 Memory: 48K/128K Joystick: Various

GRAPHICS	SOUND
86	79
PLAYABILITY	LAST ABILITY
82	76

Enjoyable romp. Whip crack away indeed!

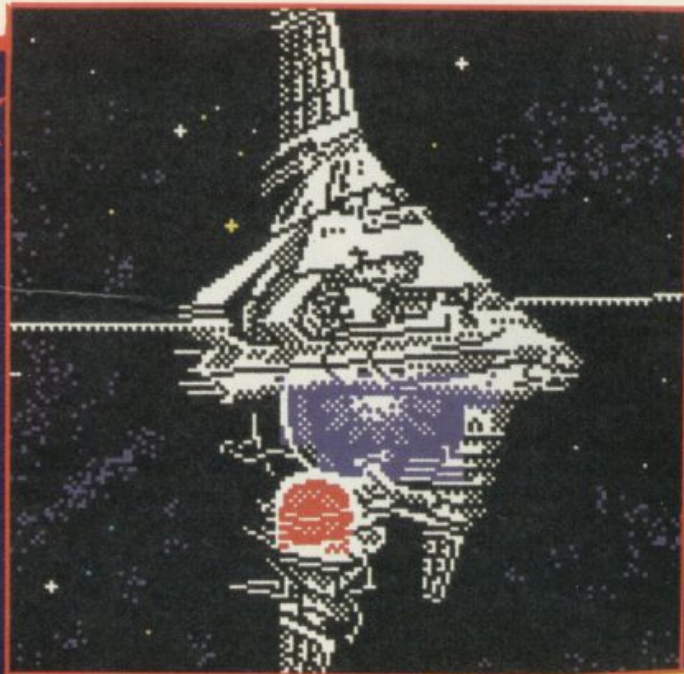
Reviewer:



GAMES REVIEW

Not one to lie down, the Egron's have returned, and this time they're badder than ever. With a larger pirate fleet and more advanced interspace weaponry, they're just a bit more fearsome this time. The only problem is, Novenia haven't actually managed to get their space fleet into any sort of battle worthy state. After all, they did take a bit of a beating after the original Starglider.

This is where you come in. The powers that be have decided there is only one way



saying "The Amiga graphics were a lot better". Yes, I know, but, the point I am trying to make, is that the game itself comes out a lot better in its eight bit incarnation.

The graphics are surprisingly fast considering there is so much going on at the same time. Other craft are 'there'. Walkers are real. Small potholes in the chequered landscapes are almost real enough to make your steering wheel shake.

And how does it play? Brilliantly. There is just so much going on, you could quite easily sit and play for hours. I love it. Mind you, I didn't like it at first. I thought it was crap. Then after I managed to get somewhere, I started to really get into it.

Although Starglider is in no way brilliant, and is far from perfect, I think it's bloody good. Worth checking out if vectors are your thing.

STARGLIDER 2

28

to beat the bad guys for good, and that's to hit them with a super-powered neutron bomb. All they need now is someone to build it.

Funnily enough, there are people who are more than happy to build a bomb for you. At a price. And what a price. A huge list of items comprising flat diamonds, cans of fuel and mechanical whales are required in return for the blasty gear. And there's your game.

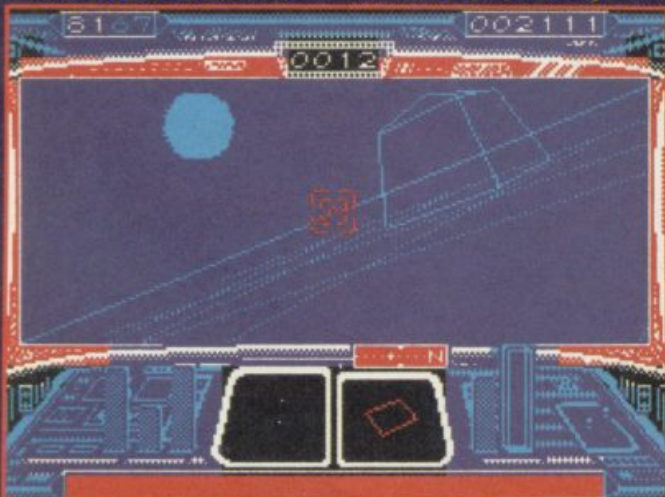
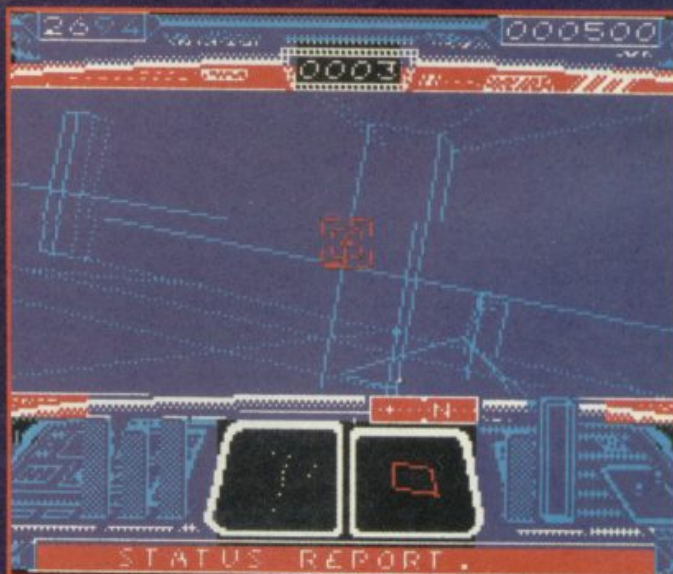
First of all, locate the bomb-builders. These are found in one of the tunnel networks dotted about the planet you've been plonked on at the beginning of the game. When found, these people will give you a list of items they need. Make a note, and then it's out into the wide black yonder.

So off you pop into space, to

reach all the other planets and moons that litter the solar system of Novenia, and what an impressive place it is. The huge gas planet of Millway, with its moons and asteroid belt ring playing a major role in the production that is the Novenia system, second fiddle to the sun (oh, good grief - Al).

And now we move to what I consider to be the game's strongest point - the graphics. How do you convert superfast sixteen-bit colour filled vectors to a Spectrum? Simple. Use hidden line vectors rather than filled or shaded, and make the whole thing monochrome. Could it possibly work?

Indeed it does. Call me mad (well, don't) but I think the game works a lot better on the Spectrum than it did on the Amiga or ST. Now, I don't want lots of people writing in and



ARCADE



REVIEW

FAX BOX

STARGLIDER 2 Label: Microprose Author: Argonaut Price: £14.99, £17.99 disk Memory: 48K/128K Joystick: Various

Involved 3D fantasy space blast shoot-'em-up. Fun, and pretty lengthy too.

GRAPHICS	SOUND
91	78
PLAYABILITY	LAST ABILITY
82	81

Reviewer:

OVERALL
81

GOOD GRIEF, A MOAN

Dear **SU**, You people must be awful judges of quality. Whoever produces the Megatapes should be immediately forced to listen to the complete works of Tom Jones, twice.

The Virus demo on Megatape 6 was non-existent, the Technocop demo on Megatape 10 does not work, but now to take the gooseberries, Electric Bingo II is naff! When you finish the game and try to enter in the code from the front cover nothing happens. The cursor will not move around the icons and if you press a wrong key the game crashes.

Unless you sort out the Megatapes I may have to take serious action. No, I won't defect to YS (rake throat, spit on dog), I'll come round and give Wayne a good duffing. If you don't print this letter Wayne and make me a famous megastar I'll rip down all of your Kylie Minogue posters. Nicky Bell
Gwent, S. Wales
P.S. Alison Skeat, I love you.

● **JIM SAYS: "RIGHT, LETS DEAL WITH YOUR POINTS ONE BY ONE. OH, LET'S NOT NOTHER. ALL I'LL SAY IS THAT IF YOU THINK PLAYABLE DEMOS OF INDIANA JONES AND BATMAN DON'T BEAT THE PANTS OFF EVERYTHING ELSE AROUND, YOU'RE A VERY STRANGE INDIVIDUAL."**

● **ALISON ADDS (IRRELEVANTLY), "THANKS NICK I THINK YOU'RE PRETTY YUMMY YOURSELF. I SEE YOUR PHONE NUMBER IS ON THE TOP OF YOUR LETTER AND YOU'VE STATED THAT IT'S FOR MY USE ONLY. THING IS, I'M A BIT SHY, SO I THINK YOU'D BETTER KEEP SENDING ME LETTERS UNTIL I BUILD UP THE COURAGE TO CALL".**

YIP YIP MEGA 17 IS GREAT

Dear Wayne, Denizen on Megatape 17 is megacool (for once). The way you blow up is cool. The maze is cool, the graphics are ok and the sound is alright. It's the best Megatape so far. I've spent hours of fun on it.

Stephen Fairclough
Westhoughton
P.S. How do you get more energy?
P.P.S. Your mag is megacool.

● **JIM SAYS: WASN'T YOUR MUM IN CORONATION ST?**

GOOD GRIEF, ANOTHER MOAN

Shut up Wayne, I've a few points to make...

1) Have **SU** struck a deal with Interceptor/Players? Interceptor reduce the cost of Megatape production if you stick their material on the tape, eh? (Birrov cheap publicity there, I don't think so).

Players stugg is on tapes 8, 12 and 16. This matches where you have to send tapes 8, 12, 14, 15 and 16. I suppose tapes 14 and 15 were spared Player's code in case someone suspected.

2) Tim Noonan's titles may be colourful but they are flippant and lack quality. Take the Write Stuff heading for example. How old is that, by the way? He draws the **SU** team and Wayne crapy as well.

3) No wonder The Sorceress (Tony Dillon) has no space to print hints and reviews - too much space is taken by trivia '...and I turned him into a frog' nonsense (yawn).

4) How about some serious articles, like programs and hardware news?

5) Now you're in first place (well done) you can tell us your ABC, and who is second and third.

6) Wayne's boring now - next.

Jon Powis
Bournville, Birmingham
P.S. I dare you to print point 1).

● **WAYNE SAYS: YES. HARDWARE ARTICLES. I THINK THERE'S DEFINITELY NOT ENOUGH ARTICLES AROUND EXPLAINING HOW TO INTERFACE YOUR HOUSEPLANT TO YOUR SPECTRUM. I'M CERTAINLY GOING TO BE CAMPAIGNING FOR MORE OF THAT SORT OF THING.**

● **JIM SAYS: YOU'LL BE LUCKY.**

HELLO, I'M MR. MAD

Mornin' spazo, There's a couple of things that I can't stand in your mag (oh, here we go again - Al). Take, for example, the type of person that complains about your review of a fifty year old game that went out with the Bee-Gees. Like, "I think your review of Jet Pac was a little unkind..." or something. Then there are the people who say, "Yo Kami", and people who complain about swearing, and people who stink, and generally just people.

Mr Mad
Madsville

● **YOU'RE MAD!**

GRIZZLE WHINGE GRIPE

Dear **SU**, I would be very grateful if:

1) You could tell me the address to send my faulty Megatape 17 as I couldn't find it in the last issue.

2) You could print more pictures of Alison 'Sultry Temptress' Skeat.

Roger Mellie
Northampton

P.S. Bring back Kamikaze (oh look at me, I'm a psychopathic Rupert) Bear so we can take the mickey out of his stylish Mickey Mouse alarm clock.

● **WAYNE SAYS: SORRY I FORGOT THE ADDRESS ON THE MEGATAPE PAGE. JIM HAS GIVEN ME A GOOD PUNCHING SO I'LL REMEMBER NEXT MONTH. THE ADDRESS IS: SPOOL, FIRST AVE, DEESIDE INDUSTRIAL PARK, CLWYD CH5 2NU.**

● **JIM SAYS: IT'S BAD ENOUGH HAVING TO LOOK AT SKEATSIE EVERY DAY LET ALONE HAVE HER MUG GRINNING OUT FROM THE PAGES. YOU MUST BE A REALLY STRANGE GUY. BY THE WAY, AREN'T YOU THE ONE ON THE TELLY?**

MR. DISAPPOINTED

Dear **SU**, I am writing to say how disappointed I am about the way some software houses can't be bothered to put a decent completion screen on their games.

When I brought Last Ninja 2 last year I was thoroughly impressed with the game. But as soon as I completed it all the appeal vanished as the screen flashed twice and a message appeared and then the game went back to the beginning of the last level. I could not believe such a good game had such a duff end screen.

I haven't played Last Ninja since that night of sorrow. As this game cost £12.95 I thought it should have had a separate tape to load up a picture and a scrolly message.

As my brother owns an Atari ST all his games have an excellent completion screen (Barbarian, for instance), so he has nothing to worry about.

I know the specy is the best 8-bit micro and having a good end screen is well within its capabilities. I hope to be upgrading to a PC Engine and a CD ROM unit and I am guaranteed a good end screen.

If only software houses put more effort into their games less people would be changing

their computer, like me.
Mark Cadier
Folkstone, Kent

● **JIMS SAYS: "YOU MUST BE OFF YOUR ROCKER. SURELY YOU CAN'T SERIOUSLY BE PLANNING TO ABANDON THE SPECTRUM BECAUSE SOME OF THE END SCREENS AREN'T GOOD ENOUGH."**

A FAN FOR WAYNE

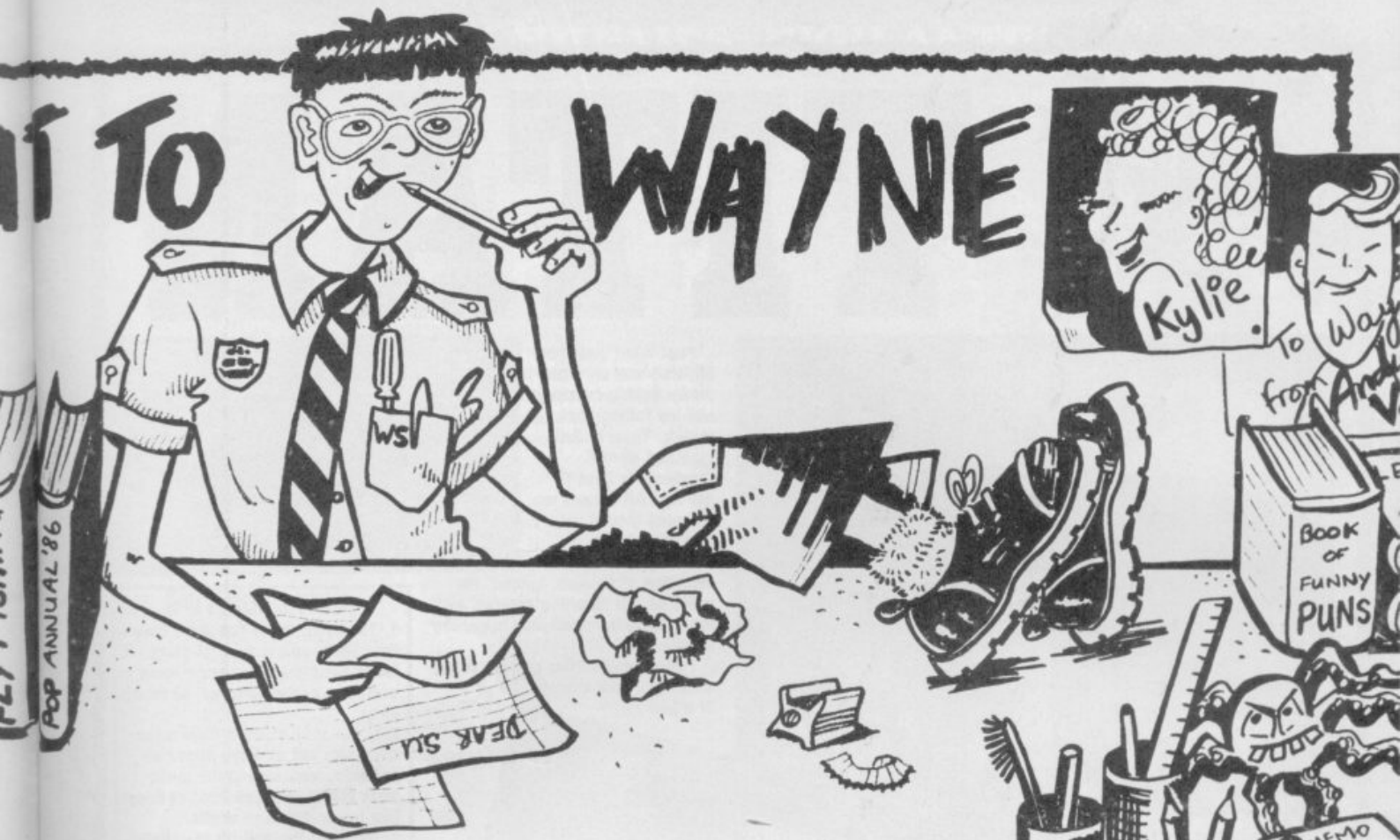
Now I'm not going to start off by slagging you off. In fact, most people call you a spaz but I think you answer the letters in a much more sensible way than that deformed bear, and also, you are not rude to your readers.

Now I have been collecting your magazine for 2 years and have entered all of your competitions. I have spent about £20 on stamps, and what have I won? Nothing and I'll tell you why. Because so many people enter. Perhaps you could restrict the entries to the first week, and then I'd have more of a chance of winning something.

Perhaps it is because I send my entries in a letter when you always ask for them to be stuck to the back of a postcard. Please



LETTER TO WAYNE



answer this. Can I send entries in a letter or do they have to be on a postcard?

Martin Bostock
Erdington, Birmingham

● WAYNE SAYS: THANK YOU FOR SAYING I'M SENSIBLE, THAT MUST BE BEST COMPLIMENT I'VE EVER HARD. DON'T SAY THE BEAR IS DEFORMED, HE'LL GET EVER SO UPSET. AS FAR AS COMPOS GO, IT'S JUST THE LUCK OF THE DRAW, SO DON'T GIVE UP MARTIN. WE'LL ACCEPT ALL TYPES OF ENTRIES, THOUGH WE WOULD PREFER THEM ON POSTCARDS.

● JIM SAYS: DOESN'T YOUR DAD MAKE GLUE?

OU EST PROGRAM PRINTOUT?

Dear Wayne, You could be a cool dood* if you print this letter. Anyway, I am very annoyed because I have recently realized that Program Printout has disappeared.

I have only just realized because I have been asleep for ages (ain't that the truth - JD) and I only awoke when my mother had been to the newsagent to get my subscribed magazine.

I would do anything, even pay an extra 50 quid to have it back. My favourite was Astro Battle.

Can you please please please please try and do something because I have had no luck getting any of them to work (well that's YS all over - JD) I liked typing them in.

Wayne, you'll be considered a weakling and naff if you don't print this letter. If you bring back Program Printout I won't have to betray **SU** by buying YS.

Anthony Carter
Hastings, Sussex
P.S. **SU** IS MEGA -
CRUCIALLY COOL
*Well maybe if you try.

● WAYNE SAYS: YES YOU'RE CORRECT, PROGRAM PRINTOUT HAS GONE AND THE STONE TABLET YOU WROTE YOUR LETTER ON ONLY JUST FITTED THROUGH OUR LETTER BOD. JIM TOLD ME TO SAY THIS AS I'M NOT VERY GOOD AT SARCASM.

● JIM SAYS: WASN'T YOUR DAD ONCE THE AMERICAN PRESIDENT?

TIME FOR A POEM I THINK

Dear Wayne, I thought I could write a poem as well as David Robinson. Hope you like it.

If you're really blooming fed up and it's too much to bear

Don't be a stupid wally and buy Your Sinclair. Get on your bike this instant and do not despair 'cos I know a certain specky mag who really do care (who's he talking about, surely not us - JD)

Or if you're looking out the window and it's starting to rain, don't stay there any longer it'll drive you insane. Don't even kill your sister, even though she's a pain. You need something more worth while to fill your brain.

This really awesome mag its name I'll have to state You smash a five foot hole right through the garden gate. Then hutty to the newsagent and don't be late. Can't hold on any longer.... oh well, **SU** is GREAT!!!!

Martin Bell
East Grinstead, Sussex
P.S. You'd better print this, or else!! You might hurt my feelings boo hoo.

● WAYNE SAYS, COO THAT'S REALLY GREAT MARTIN, BUT I'M NOT SURE IF IT'S UP TO THE STANDARD OF THAT WONDROUS WORDSMITH, GAZ SMITH OF ILFORD, WHO HAS SEND US ANOTHER FAB DITTY THIS MONTH.

WRITE TO ME KIDS!

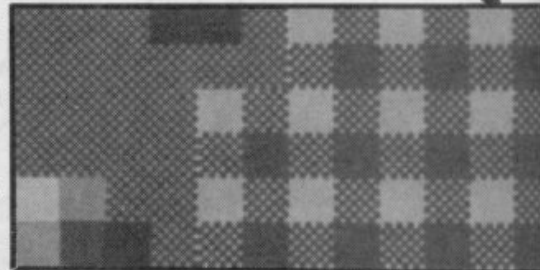


TITAN



Pop! What was that? Oh, that was my little dream bubble bursting and me falling back to reality. Titan is dull, pure and simple. Graphics? It hasn't got any. All it uses are coloured blocks, character block scrolling and a garish selection of colours. Indeed, the speed of the scrolling coupled with the colours is remarkably headache inducing.

I mentioned earlier that it's really easy. Now, the thought of a ball



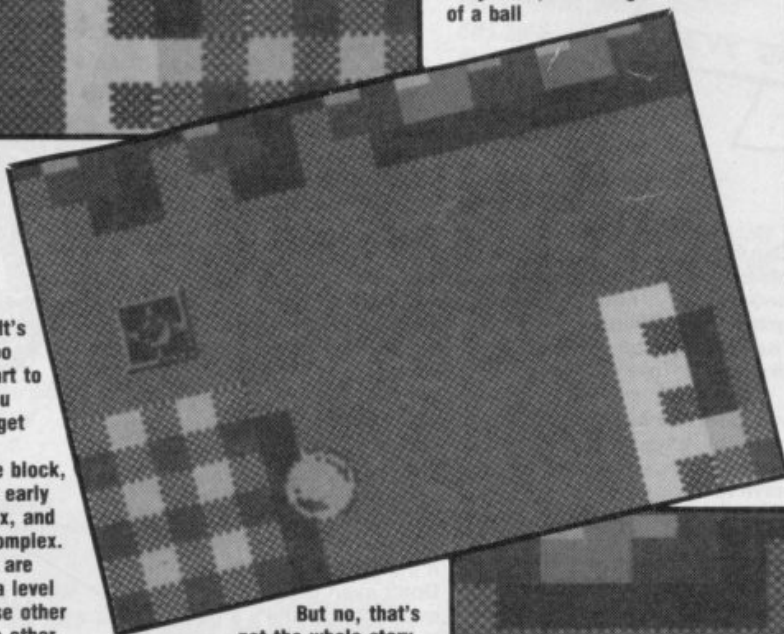
HINTS AND TIPS

1. Take your time! You don't have a time limit, and in a lot of places it takes some precision positioning to overcome certain puzzles, so take it easy.
2. At the start of each level rather than take out as many bricks as possible, look around the entire maze taking in the position of things like teleporters and skulls.
3. Don't let the ball hit the skulls! Important point number one. Important point number two: don't hit the skulls yourself. Both result in death, and we don't want that, do we?

Titan is fast, colourful and destructive. It features mega-fast smooth scrolling, more colours than a Spectrum actually has and dozens of levels.

And now the bad points. It's boring, repetitive and far too easy. But before I really start to slag it off, I'd better tell you about it, otherwise I won't get paid.

You are a block. You, the block, are situated in a maze. The early mazes are simple, like a box, and the later mazes are more complex. Also dotted about the maze are other blocks. To complete a level you have to destroy all these other blocks. To destroy all these other blocks, we introduce the twist in the tail, a ball. So, the basic game idea is to bounce a ball off a block into some other blocks to destroy them. Sounds original enough.

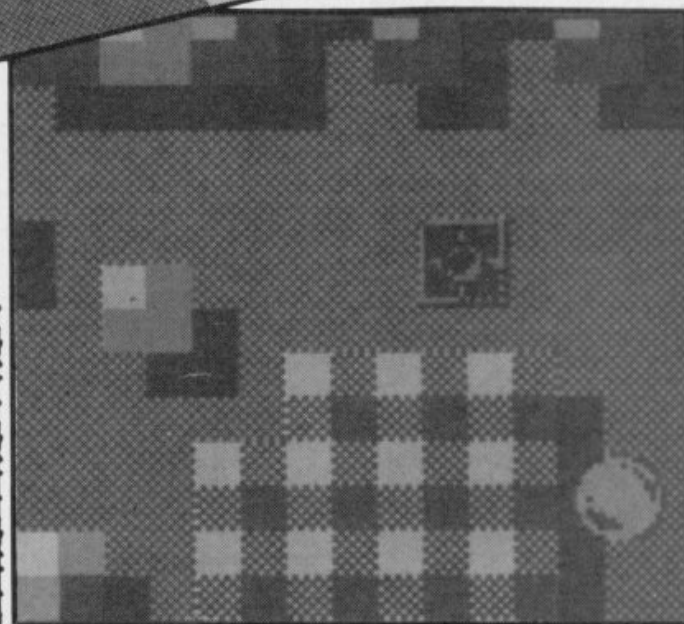


But no, that's not the whole story.

There's even more to it than that. The maze actually covers loads of screens, and you can scroll all over the place at really high speeds. Cor, sounds brilliant!

you can die on, that changes the perspective of things. The only things that can kill you are blocks marked with a skull, and they are very few and far between, let me tell you.

I don't like Titan, as you might have guessed by now. It's very dull,



ARCADE



REVIEW

FAX BOX

TITAN Label: **Titus** Author: **In-house** Price: **£9.95** Memory: **48K/128K** Joystick: **various**

Another flop from Titus. Fast colourful, strong and very, very long.

Reviewer: *Tony Dillon*

GRAPHICS	SOUND
39	41
47	31
PLAYABILITY	LAST ABILITY



OVERALL

37

richocheting at high speed while you struggle to hit it with your bat might not seem too easy, but when you think that out of every five screens, there's normally only one

very repetitive and very Titus. As usual, avoid it at all costs. In fact, don't even read this review. Quick, rip out the page and burn it. Now, come on hurry up! Aaaaargh!

WHEN LAW FAILS...VIGILANTE PREVAILS

VIGILANTE™

1994 NEW YORK The police dare not patrol the streets. The army cannot control the city. Law and order no longer exists. When street gangs dominate a city. When ordinary citizens no longer defend themselves for fear. And when law enforcement agencies are powerless to help. Your last chance is

VIGILANTE
..... THIS
TIME IT'S
WAR

Atari St & Amiga
£14.99
IBM PC
£19.99
Spectrum 48/128K
£8.99c, £12.99d
Amstrad
£9.99c, £14.99d
CBM 64/128
£9.99c, £14.99d

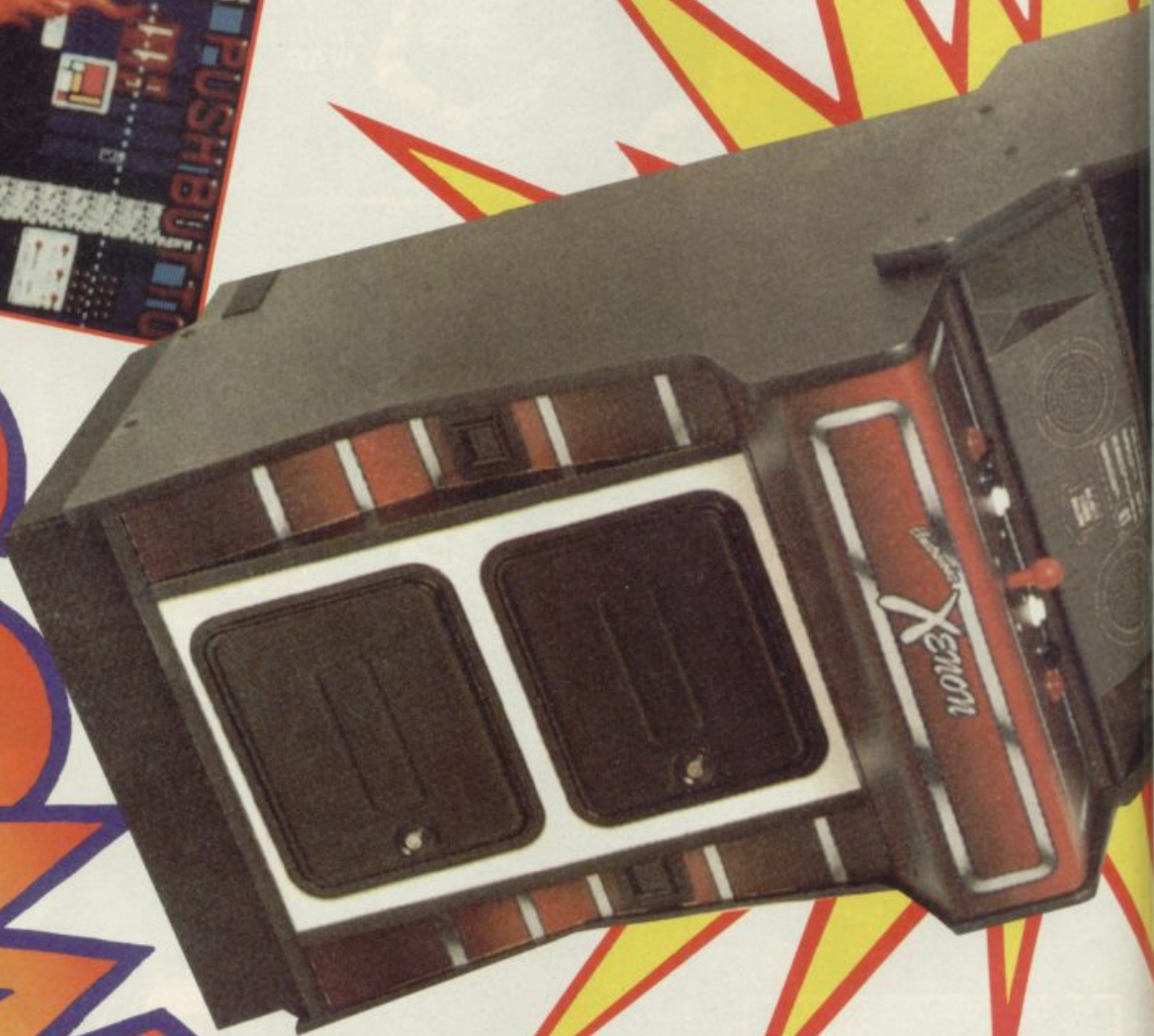


© 1989. Licensed from Irem Corp. All rights reserved.
Manufactured and distributed under license by U.S. Gold Ltd.,
Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 625 3388

And the best part of the deal is that you don't have to pay a penny for as many goes as you like. Yup. If you're the lucky winner of our fantastic compo, you'll be given this

arcade machine. Not to keep for a day or a month like most of these compos state, but forever and ever! Ha haaa!

And the only effort involved is answering a few simple questions at the end of the page. Simple non?



2) A male duck is called...

A: A drake
B: Mr Duck
C: Ducky

3) The fairytale about an unattractive bird which turned into a lovely elegant swan was called...

A: Ugly Bleeder
B: Ugly Sonofabitch
C: Ugly Duckling

The Coupon:

Name:

Address:

1)

2)

3)

Send this section to: Fuzzy Duck Compo! Sinclair User, 14 Holkham Road, Orton, Peterborough, PE62 0UF.

Compo

Rules:
No employees of EMAP or Activision are eligible for entry to this competition. The Editor's decision is absolute and final and no correspondence will be entered into. Entries must reach us by 30th Sept. 1989. Entry of this competition signifies understanding and acceptance of these rules.

DYNAMITE

**WE MUST BE
QUACKERS!**

**TAKE HOME THE COIN-OP SENSATION
THAT'S SWEEPING THE NATION
THANKS TO ACTIVISION!**

Take a look at this month's cover. A mean looking critter if ever we saw one. Fur, beak and a huge bomb. This is Dynamite Duck, and he's your alter ego in Activision's conversion of this ultra-popular arcade game.

The game is a cunning mixture of frenetic blasting explosive action and cutesy pix. And once you've read our review, we thought you may like to sample the original

yourself without having to trapse all the way down to the arcade to do it.



The Coin Op

We're not talking some rammy old cabinet which has been knocking around Mr Dodgy's Seedy Arcade-o-Rama. No siree. The machine we've got to give away is the very same one that Activision's top programmers worked with to convert the game. (We've wiped off all the unsavoury stains).

It's got super super scrolling, astounding graphics with a good 90% on anyone's books and seriously addictive gameplay. In all, a stonking good prize.

The questions:

1) Which of these would you not expect to find on the menu at Mr Lao's Happy Chappy Chinese Restaurant?

A: Crispy Aromatic Duck

B: Peking Style Duck

C: egg fried duck



Castle Computers

DEPT SU 8
CASTLE HOUSE
NEWCASTLE STREET
BURSLEM
STOKE ON TRENT

TEL: 0782 575043



NOW
TAKEN



SALE	SALE	SALE	SALE	SALE
SPECTRUM SPECIAL OFFERS	SPECTRUM SPECIAL OFFERS	SPECTRUM SPECIAL OFFERS	SPECTRUM SPECIAL OFFERS	SPECTRUM SPECIAL OFFERS
Slaine.....1.99	Cyber Knights.....2.99	***** COMBAT SCHOOL.....2.99	Bloodwych.....6.99	*** SUBWAY VIGILANTE.....2.99
Shoot Out.....1.99	Last Mohican.....1.99	IKARI WARRIORS.....3.95	Classic Muncher (128K only).....6.50	NINJA COMMANDO.....2.99
Shadow Skimmer.....1.99	Loads of Midnight.....1.99	PSYCHO PIGS UXB.....2.99	Carrier Command (128K only).....10.50	SPY HUNTER.....2.99
Rebel.....1.99	North Star.....2.99	SILENT SERVICE.....4.95	R Type.....6.99	THE DOUBLE.....2.99
Rygar.....2.99	Living Daylights.....2.99	MICKEY MOUSE.....2.99	Batman 2.....6.50	SAS COMBAT.....2.99
Phantom of the Opera.....1.99	Psycho Pigs.....1.99	EARTHLIGHT.....2.99	Robocop.....7.25	BMX FREESTYLE.....2.99
Hysteria.....2.99	Oink.....2.99	PHM PEGASUS.....2.99	Dominator.....6.99	BMX SIM 2.....2.99
Brave Star.....2.99	Mag Max.....1.99	PINK PANTHER.....2.99	New Zealand Story.....6.99	TREASURE ISLAND.....2.99
Knightmare.....2.99	Terror of the Deep.....1.99	4X4 OFF ROAD RACING.....3.99	Renegade 3.....6.99	DIZZY.....2.99
Bride of Frankenstein.....1.99	Ace 2088.....2.99	INTENSITY.....2.99	Dragon Ninja.....6.99	FERNANDEZ MUST DIE.....2.99
Sentinel.....1.99	Red LED.....2.99		Techno Cop.....6.50	
GB Air Rally.....2.99	Strike Force Harrier.....2.99		Buggy Boy.....5.50	
Clever and Smart.....1.99	Hive.....1.99		Pac Mania.....6.50	
Star Raiders II.....1.99	Doc the Destroyer.....1.99		Pacland.....5.99	
Terramex.....1.99	Impact.....1.99		Wec Le Mans.....6.99	
Winter Games.....2.99	Galactic Games.....1.99		War in Middle Earth.....6.99	
Teladon.....1.99	Moon Strike.....2.99		Captain Blood.....6.99	
Druid II.....2.99	Big Foot.....2.99		Blasteroids.....6.99	
Moonstrike.....2.99	Dark Empire.....1.99		Human Killing Machine.....6.50	
Mega Apocalypse.....1.99	Crosswise.....1.99		Rockstar Ate My Hamster.....6.99	
Leviathan.....1.99	Black Lamp.....1.99		The Running Man.....6.99	
Yogi Bear.....1.99	Action Reflex.....1.99		Exploding Fist +.....5.50	
Venom Strikes Back.....2.99	Outcast.....1.99		3D Pool.....5.50	
Hellfire Attack.....2.99			Xenon.....6.99	
West Bank.....2.99			Emlyn Hughes Soccer.....6.99	
Yeti.....2.99			Kenny Dalglish Soccer.....6.99	
(As priced or any 6 for £6.00 from columns 1 and 2 only)	(As priced or any 6 for £6.00 from columns 1 and 2 only)		Football Manager II.....6.50	
			Lazer Squad.....7.25	

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
SPECTRUM SPECIALS	SPECTRUM SPECIALS	SPECTRUM SPECIALS	SPECTRUM SPECIALS	SPECTRUM SPECIALS
19 BOOT CAMP.....2.99	Mr Heli.....6.99	***** GO CRAZY.....Desolator, Thunderceptor, Side Arms, Mission Elevator, Fast 'n' Furious, Shackled Special Price £4.99	CRASH SMASHES	GRAND PRIX SELECTION
THE FURY.....1.99	Forgotten Worlds.....6.99		Bionic Commando, 720°	Super Hang On, Super Sprint, Championship Sprint
PREDATOR.....2.99	Rex.....2.99		Spy Hunter, Impossible Mission II, Winter Games	All 3 games only £5.95
MARIAS XMAS BOX.....2.99	Thunderbirds.....6.99		Special price £9.50	
VIXEN.....1.99	Red Heat.....6.99		Microprose Soccer.....7.25	Gary Lineker Superskills.....2.99
FOX FIGHTS BAC.....2.99	Aaargh!.....6.99		Operation Wolf.....6.50	Real Ghostbusters.....5.95
GRAND NATIONAL.....2.99	Wolfman.....1.99		Lone Wolf.....6.99	HATE.....6.50
STRIP POKER 2+.....2.99	Frankenstein.....1.99		Thundrblade.....4.95	Mini Putt.....2.99
RETURN OF JEDI.....3.95	Skate or Die.....6.99		Scraples.....3.95	School Daze.....1.99
	Double Dragon.....6.99		Action Force.....2.50	Back to School.....1.99
	Rambo 3.....6.99		Jockey Wilson Darts.....2.00	Chicago 30s.....6.50
	Para Assault Course.....2.50		Grange Hill.....2.50	Cyberoid.....2.99
	Nebulus.....2.99		Biggles.....1.00	Roy of the Rovers.....2.99
	Leaderboard.....2.99		Hit Squad.....2.50	Time and Magik.....6.50
	World Class L'board.....2.99		The Writer.....5.99	Airborne Ranger.....6.99
	Enduro Racer.....2.99		The Animator.....5.99	Crazy Cars 2.....6.99
	Every Second Counts.....2.99		Inter Rugby Sim.....2.50	Enigma Force.....1.00
	Bulls Eye.....3.95		Pro Skateboard Sim.....2.50	
	Krypton Factor.....2.99		Street Gang Football.....2.50	
	Bobs Full House.....5.99		Ninja Massacre.....2.50	
	Vigilante.....6.99		Shanghai Karate.....2.50	
	4 Soccer Simulators.....3.99		IK+.....2.99	
	ISS.....2.99		Xarg.....1.00	
	SDI.....2.99		Grand Prix 2.....2.50	
	Bedlam (128K only).....1.99		Dragons Lair 2.....2.99	
	Ballblazer (128K only).....1.99		Indy Jones & Last Crusade.....6.99	
	Little Computer People (128K only).....3.95			
	AT Fighter.....2.99			
	Star Wars.....3.95			

PRESTIGE COLLECTION
The Eidolon, Rescue on Fractulus, Koronis Rift, Ball blazer
All 4 games only £1.99
While stocks last



TEL: 0782 575043

**SALE**

4.50

OUT NOW ONLY 1.50 OR 1.00 IF ORDERING SOFTWARE

SALE

★★★★★★★★★★

(SU9)

Telephone No.....



the Wri

RUN THE GAUNTLET

Dillon you total dillon! Why did you only give this game 80%? It deserved a classic. If Jim had reviewed it he would have given it a classic (that's a joke 'cause he's a plonker to). Come on, the music deserves 70% at least, playability and lastability were over 85%. Anyone who hasn't got this should go out and buy it now. What a hip mag **SU** is (grovel, grovel, slurp, slurp, slurp, oo-er!)
Demonic Miles
Rochdale

● *Tony says: If I were to sit down with you and tell you all the reasons why I gave this game 80%, you'd be sitting down with me for quite a long time. Be careful with the questions next time.*

ROBOCOP

Where was Tony Dillon when they were handing out brains. **ROBOCOP** is utter rubbish. It's not worth 99p let alone £9.99. It's not worth the 94% you gave it. Graphics are only worth 49%. The music is the only thing he got right. The playability is only worth 50% (I mean, he should at least be able to jump) and the lastability would be -87%.

I WARN other readers who have not yet been conned into buying this game. **DONT!** P.S. Was Tony Dillon in the queue when they were giving them out. It's worth about 26%.

Anthony Bryson-Smith
Fenham, Newcastle-upon-Tyne

● *Tony says: I was at the head of the queue handing them out, so it's obvious you weren't there, pal.*

WEC LE MANS

What a sucker I am (yes you are - J.D.). Trusting Dillon's reviews is like picking a 1000-1 horse at the National. **WEC LE MANS** is none other than a boring driving game, racing around the same circuit, making a continuous farting noise (who you, or the computer?)

And the car, when racing looks like a tank, even more so when cornering, there's a diff-lock on the wheels. And when you crash the car it looks like a space invader. In my mind this game would rate 50% - 60%. The only successful thing is the **LE MANS** sticker that comes with the tape. Other magazines also made the mistake of awarding this game high marks when it's really just a run-of-the-mill driving game. Slap on the wrist for Imagine too, it could have been stacks better. Here's my advice; don't put **YOUR** finger towards **WEC LE MANS**.
Thomas Vanner
Co. Antrim, N. Ireland

● *Tony says: Yes, trusting my reviews is like backing a 1000-1 long shot. It's pleasant when it comes through and it can be very profitable (for me, anyway.)*

VIGILANTE

VIGILANTE is megahyperactively cool! The main attraction is that it's 'ard, I mean well 'ard! I spent £19 on **DRAGON NINJA** and **DOUBLE DRAGON** and completed them both on my second go.

VIGILANTE is £9 well spent. OK, the graphics are not exactly rad, but they're still worth a kick in the head, even though some men have see-through clothes (oo-er!).

I guess you're the one who puts his foot up their (well I think you know what) (what? TD). I know it makes odd sounds now and then, so what, I head-butted it (ooh, hard man!) and it shut up (part the way through it I thought I was Charles Bronson and I shot our next-door

neighbour). Its so addictive (what, your next-door neighbour?) and colourful (what about the backgrounds with ladies bending over, fnar!) Ultraplayable, ultraweirdsounds, Ultra (snuiipp! - J.D.) Buy this game or you're dead excretion (oo-er!)

Michael 'Renegade' Myres
Ramsgate, Kent

● *Tony says: You liked it then?*

RENEGADE III

71%, Mmmm, "not bad..." he said (that Dillon fella). So I sat down and looked through the review. Well it seems alright, I thought to myself, and Dillon's not such a bad reviewer, or so I thought, he won't let me down. So I raided my piggy bank for all my pennies, then out I went and bought **RENEGADE III**. Then when I got home I loaded it straight away, had about three goes, what do I think? RUBBISH! I! \$%& Rubbish. Dillon should be sacked! It should have got about 35% at the most.

Neil Stocks
Misterton, Doncaster

● *Tony says: I said it was not bad, right? I never said it was brilliant. Try before you buy next time.*

LAST NINJA II

I am writing to say what a load of rubbish **LAST NINJA II** is, and the worst thing is... YOU GAVE IT A CLASSIC! I love martial-art games, but this was a disappointment.

I would rather (jack? - J.D.) sit down, switch on my computer and play **EASTENDERS** The Arcade Game. So if you readers out there are saving up for **LAST NINJA II**, think again.

Marcus Oakley
Wolverhampton

RUNNING MAN

Tony, why did you give such an ultra mega-cool game like **RUNNING MAN** only a stingy 74%? It deserves at least 94%. The graphics are cool, the playability is great. OK, so the sound is a bit fluffy but I'm addicted. The way he goes down the tube while it's loading is wicked. No game has the variety of this one. SO get it right!

P.S. Your review of **EMELYN HUGHES INTERNATIONAL SOCCER** was great, and the mag is mega-cool!

Nick Oddy
Flitwick

● *Tony says: You're right. There aren't that many games I can think of that have the variety of this. Except perhaps slug-watching simulator.*

RENEGADE III

ARE YOU SURE TONY ADILLON IS NOT INSANE? (you're right, he is - **SU**).

Imagine giving **RENEGADE III** 71%. It deserves at least 99% and a **Sinclair User Classic**. **Target Renegade** was good but this is the best. Who needs to pick up weapons. Where's the slow in it! Is picking off 3 knights in 2 seconds slow? This has a touch of comic genius and had me laughing as I made mincemeat out of the baddies.

Less movement eh? He can do as much as in **Target Renegade**. It is very addictive, and it plays well. If you don't print this letter then I'll come round and use the low punch which will hurt your vital parts (if any!).

You usually review quite well Tony, what happened?

Dougie Murdoch
Midlothian, Scotland

● *Tony says: Picking off three knights in two seconds might be fast by your standards, but I can pick my nose three times a night, so how's that?*

ite stuff



JIM

FORGOTTEN WORLDS

I think that your review was totally wrong, what, you don't know what I mean? Well of course I mean **FORGOTTEN WORLDS**. Your review was totally blown out of proportion. For a rip-off £8.95, for a game which got 85% and a classic, for a tape which is only good for recording on. It was so stupid of me to rush out and buy it without seeing it first.

I think you've really gone too far this time, for instance, you said it was "graphically superb..." but I could do better myself. You said that soon there would be as much fun as shooting aliens? Well it's not half as interesting as a screen shot of the first screen of **EXOLON**.

Think again please.
David Stagstad
West Hallam

● *Get lost! Forgotten Worlds was fantastic. Its very similar to Exolon, if you like that sort of thing, except the graphics are better and you can fly around, too. You're mad.*

R-TYPE

Jim, you were right for once in your whole life (no, I think he has been right once before, about joining **SU**). **R-TYPE** is utterly brill, cool, mega (other hip 'n' trendy words). Has the Queen played it yet? The graphics are cool, the scrolling as well. The choice of weapons (oo-er!) and loads of aliens to shoot, with the end of level meany. All for £9.99 what more could you ask for (well, Kylie Minogue wouldn't go amiss - N.M.) You deserve a pat on the back (cow, of course!).

David Kerr
Prescot, Merseyside

● *Thanks, David. I knew I wasn't reviewing all these games for nothing. Please accept £20 worth of software, courtesy of **SU**.*

R-TYPE

I couldn't believe it when I loaded **R-TYPE**. I have to congratulate you Jim. The graphics are unbelievable and the use of colour excellent. Sound the sound is crap, who cares? The gameplay is brill. The scrolling is ultra smooth and the add-ons are excellent. Apart from the sound the repetitiveness the game is brilliant. Keep up the good work Jim (work?...Jim?...Nah!)

P.S. I've been reading **SU** for 4 months now and it is the best Speccy mag around.
Stuart Bachelor
Keston, Kent

● *See? You know who to believe in future.*

SUPERTRUX

You are not fit to be recognised as a member of the human race, Jim. After seeing the 76% you gave **'SUPERTRUX'**, I decided to sweep the moths from my wallet and buy the game. I found the game tedious, boring, pathetic and altogether a waste of time and money. I would rather watch 50 episodes of 'The Sky At Night' one

after the other, than play the game again. I would appreciate if you printed my letter so my fiver can go towards a good racing game like **WEC LE MANS**.

Brian Wiltshire
East Grinstead
West Sussex

P.S. If your reviews don't improve Jim, I will be forced to buy Y**R S*****R every month.

R-TYPE

BANG! BANG! KAPOW! (furious playing) **SHOOT! SHOOT! KABOOM!** Mega, ultra, cool, def superb, no I'm not talking about **Sinclair User** (cheek - J.D) I am talking about **R-TYPE**. Yes that really cook, def (snip - J.D) game that Jim reviewed, and amazingly enough he got right (I Know - J.D). This game is the works. Thanks Jim for a great review. **BANG! BANG! KAPOW!** (more furious game playing) **SHOOT! SHOOT!**



CHRIS

KABOOM! Oh nuts, I just died, oh well must go. Byeeeee!
Paul Pickering
Clayhall, Essex

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)?

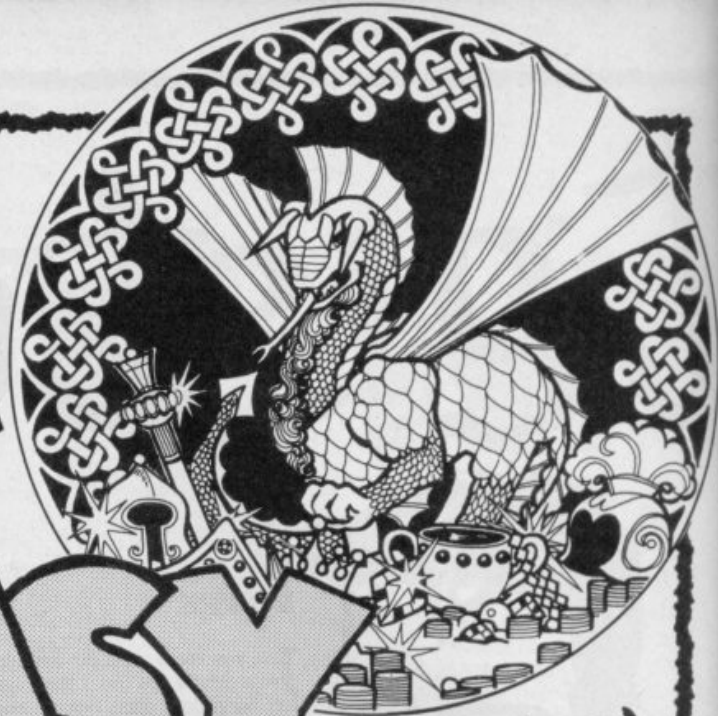
Instead of insulting you by offering you money, if you get your contribution to the Write Stuff published you'll get an **EXCITING EXCLUSIVE **SU** BADGE**, so the whole world will know that your words have been immortalised in **SU**. Starting next issue the best letter will also get a £20 software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

WIN A FANTASY (FNAR)



The best, as they say, just got better! Yup, TSR, the company that produced Dungeons and Dragons, the fantasy role-playing game that started it all almost 15 years ago has just come out in a mega improved second edition of the Advanced Dungeons and Dragons game system, that makes life a lot easier from Player and Dungeon Master alike (reviewed in this month's Precinct 19).

To celebrate that, **SU** and TSR are giving away over £500 worth of rule books for lucky readers who can gather together enough brain cells to answer a dead easy question and manage to make it to a post box without being hit by a bus.

What – you don't know what Dungeons and Dragons is? Where can we start? It's a game where you take the part of a single character in a world where monsters and magic roam free, good and evil battle for supremacy, law and chaos are forever at odds and the Michael Jackson is still releasing singles from Bad.

Generally there's a group of you exploring and learning about this world and going on factastic quests from treasure and fame, controlled by the Dungeon Master, who uses rules and explanations to create and populate the world and devise tests, traps and challenges for the other players. Sound like fun? Then the basic D&D Rulebook is for you!

What you have to do is answer the usual ultra-difficult question, then state your preference for prize. If you've not played D&D before – it'd be better if you chose the Basic Set as a prize. And if we run out of Advanced Rules – we may have to send you a Basic Set anyway.

MENTALLY CHALLENGING QUESTION:

Dungeons and Dragons was introduced in: 1981
1965
1974

Please send me:

Basic Set
AD&D Players Handbook

Tiebreaker (complete in less than 8 words)

The second most mentally challenging question I've ever been asked was

Name:

Address:

Send to "Mentally Challenging AD&D Competition", Sinclair User, 14 Holkham Road, Orton, Peterborough PE2 0UF and must arrive by 30th September 1989.

RULES

No correspondence will be entered into. Employees of TSR and EMAP are not eligible for entry. The Editor's decision is absolute and final. So there.

WATCH YOUR SCREEN – SEPTEMBER



TM

TM & © 1964 DC Comics Inc.

**WORLDWIDE
SOFTWARE**
1 Bridge Street
Galashiels TD1 1SW



**WORLDWIDE
SOFTWARE**



**WORLDWIDE
SOFTWARE**
106A Chilwell Road, Beeston
Nottingham NG9 1ES

Spectrum Software		Spectrum Software		Spectrum Software		Spectrum Software		Spectrum Software	
	Cass Disk		Cass Disk		Cass Disk		Cass Disk		Cass Disk
1943 Battle Midway	6.55 9.50	Dynamic Duo	5.99	Indy Jones Last Crusade	6.99 9.50	Rambo III	6.55 10.85	Tascalet Plus 2	14.00
3D Pool	6.99 10.50	Eliminator	7.25	Jaws	6.99 10.50	Real Ghostbusters	7.25 10.85	Tas Sign Plus 2	14.00
Ace 2088	7.25	Emlyn Hughes Soccer	6.99	Karate Ace	9.50	Red Heat	6.55 10.85	TechnoCop	5.99 9.50
Acrojet	6.99	Empire Strikes Back	7.25	Kenny Dalglish Mngt	6.30 10.50	Renegade III	6.30 10.50	The Deep	6.55 9.50
Afterburner	7.25 10.85	Espionage	6.30 9.10	Konami Coin Ops	6.99 12.60	Repton Mania	5.99 9.10	The Muncher	5.99
Airborne Ranger	6.99 10.50	Fun School II 6 to 8	6.99 9.10	Lancelot	10.50 14.00	Return of Jedi	7.25 10.85	The National	6.99
Alien Syndrome	6.30 10.50	Fun School II over 8	6.99 9.10	Laser Squad	6.99	Rex	6.55	The Pawn	10.50 11.20
Altered Beast	7.25 10.85	Fun School II and 5	6.99 9.10	Last Duel	6.55 9.50	Rick Dangerous	7.25 10.85	Thunderbirds	9.10 10.50
Ancient Battles	10.85	F15 Strike Eagle	6.99	Last Ninja II	9.50	Road Blasters	6.55 9.50	Thunderblade	6.55 9.50
Annals of Rome	9.45	Fernandez Must Die	6.55 9.50	Leaderboard Coll	10.85 14.50	Robocop	7.25 10.85	Tiger Road	6.55 9.50
Archie Music	9.50 13.10	Fish	11.20	Led Storm	6.55 9.50	Rock Star	6.99 9.10	Time and Magic	10.50 10.50
Archon Collection	6.55 10.85	Fists n Throatties	9.10	Licence to Kill	7.25 10.85	Roy of the Rovers	5.99	Times of Lore	6.99 10.50
Arnhem	7.25	Flight Ace	10.85	Live Ammo	7.25 10.85	Run the Gauntlet	6.55 9.50	Timescanner	7.25
Artist II 128K	12.60 14.00	Football Director	6.99	Lone Wolf	6.99	Running Man	6.55 9.50	Total Eclipse	6.99 10.50
Asargh	6.99 10.50	Football Director II	14.00 14.00	Magnificent Seven	7.25 13.10	S.D.I.	7.25	Tracksuit Manager	6.99
Austerlitz	9.50	Forgotten Worlds	6.55 9.50	Masterfile Plus 3	17.50	Salamander	5.99 10.50	Victory Road	5.99 10.50
Brian Clough Fitbl	5.99 6.99	Frank Brunos Big Box	9.10 12.60			Sanxion	6.30 9.10	Vigilante	7.25 10.85
Barbarian II	6.99 10.50							Vindicators	6.99 10.50
Bards Tale	2.99 6.99							Vulcan	7.25
Batman	7.25 10.85							Wanderer	6.55 9.50
Bismark	9.50							War in Middle Earth	6.99 10.50
Bitzkrieg	7.25							We Are the Champs	7.25 13.10
Bloodwych	7.25 10.85							Wee Le Mans	7.25 10.85
Bridge Player 3	9.10							Wellington at Wairoa	9.50
Buggy Boy	5.99 10.50							Wh Time St Still 128K	5.99 10.85
Butcher Hill	5.99 9.50							Xenon	6.99 10.50
Captain Blood	6.99 10.50							Xybots	7.25 10.85
Carnier Command	10.50 11.20							Yankee	7.25
Chicago 30's	6.55							Zulu War	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	11.20								
Crazy Cars II	6.50								
Cyberoid II	5.99 9.50								
Crash Smashes	9.50 13.10								
Chuck Yeager AFT	6.99 10.85								
Dark Side	6.99 10.50								
Deluxe Scrabble 128K	7.99 11.20								
Deluxe Scrabble 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								

Fast Delivery on All Stock Items by 1st Class Mail in UK.

Special Overseas Service by Air Mail Worldwide.

North, Scotland,

N. Ireland

0896 57004 (24 hours)

Credit Card Orders accepted by Phone or Mail.

Overseas Tel No: Nottingham 225368

South, Midlands,

Wales

0602 252113

Credit Card Order Telephone Lines

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

PRINTERS
AMSTRAD 3160 PRINTER
DOT MATRIX MLD
FOR +3 OR +2A
USUAL PRICE 199.99
SPECIAL OFFER PRICE
*** ONLY 169.99 ***
INCLUDES DELIVERY AND ALL
CONNECTING LEADS

SUCC CHARTS

FULL PRICE 20

- 1 EMLYN HUGHES IS
- 2 WAR IN MIDDLE EARTH
- 3 FUN SCHOOL 2
- 4 FM2 EXPANSION KIT
- 5 HEROES OF THE LANCE

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

1 (15)	KENNY DALGLISH SOCCER MANAGER Crashing in from 15 like a mad thing	COGNITO £9.95 57%
2 (2)	ROBOCOP Still hangin' on for another month	OCEAN £8.95 94%
3 (6)	RUNNING MAN Is Arnie heading for the top spot?	GRANDSLAM £8.99 74%
4 NEW!	CRAZY CARS 2 Zooming its way into the charts	TITUS £8.95 53%
5 (3)	EMLYN HUGHES INTERNATIONAL SOCCER Great footy game but it's on its way down	AUDIOGENIC £9.99 91%
6 NEW!	FORGOTTEN WORLDS Excellent Speccy coin-op conversion	US GOLD £8.99 85%
7 (4)	RUN THE GAUNTLET Exciting blend of land and water based events	OCEAN £8.99 80%
8 (1)	MICROPROSE SOCCER Dropping down from the top spot this month	MICROPROSE £14.95 75%
9 (8)	THE NATIONAL Place your bets at 9-1 odds on favourite!	D & H GAMES £9.99 UR
10 (11)	DRAGON NINJA What a great beat 'em up. Go and get this one	OCEAN £8.95 78%
11 NEW!	FOOTBALL MANAGER 2 Shooting in from nowhere to score a goal	ADDICTIVE £9.99 94%
12 (12)	IN CROWD Still a good value compilation from Ocean	OCEAN £14.95 80%
13 (9)	DOUBLE DRAGON Yet another karate caper. Disappointing	MELBOURNE HOUSE £9.99 51%
14 (7)	OPERATION WOLF Tootin', shootin', coin-op conversion. Dynamite!	OCEAN £8.95 90%
15 (5)	RENEGADE 3 Not as good as its predecessors but still good value beat 'em up	IMAGINE £7.99 71%
16 (16)	WAR IN MIDDLE EARTH Beat 'em up, adventure, arcade all rolled into one	MELBOURNE HOUSE £9.99 79%
17 (17)	WEC LE MANS Not going anywhere this month	IMAGINE £8.95 91%
18 (13)	ROCK STAR ATE MY HAMSTER Laughs all the way with this comical release	CODE MASTERS £9.99 75%
19 (10)	ARCADE MUSCLE Is this game going out of the charts for good?	US GOLD £12.99 UR
20 NEW!	WELLINGTON AT WATERLOO That's a train station innit?	PSS £12.95 UR



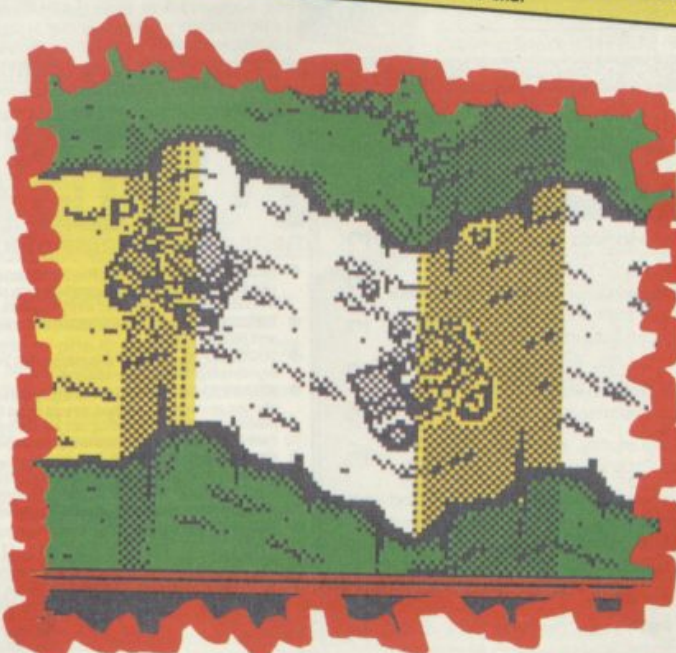
COMPILED FOR
SINCLAIR USER
BY GALLUP

BUDGET 10

1	(1)	TREASURE ISLAND DIZZY Dizzy is still holding top spot for another month	CODEMASTERS £2.99 60%
2	NEW!	POSTMAN PAT And his black and white cat...	ALTERNATIVE £1.99 UR
3	NEW!	ENDURO RACER Re-release of a great motorcycle racing sim	HIT SQUAD £2.99 UR
4	NEW!	DALEY THOMPSONS DECATHLON That Lucozade must be working	HIT SQUAD £2.99 UR
5	(2)	FAST FOOD I'll have a big mac, large fries...	CODE MASTERS £2.99 64%
6	NEW!	SOCCER STAR One of three soccer games this month	D & H GAMES £2.99 UR
7	NEW!	RUGBY BOSS Another sports sim	ALTERNATIVE £1.99 UR
8	NEW!	ADVANCED SOCCER SIMULATOR Yet another footy sim	MASTERTRONIC £2.99 UR
9	(3)	CUP FOOTBALL Here we go, here we go, here we go (again!)	D & H GAMES £2.99 UR
10	NEW!	MIG 29 Amazing. This games hasn't got simulator on the end!	CODE MASTERS £2.99 UR

AUDIOGENIC
MELBOURNE HOUSE
DATABASE/MANDARIN
ADDICTIVE
US GOLD

OCEAN
IMAGINE
OCEAN
OCEAN
IMAGINE



FULL PRICE COMMENT

Deary me. Another footy sim has shot up into the Number One slot. Sports sims take up a large amount of this month's chart and so do Ocean with an amazing seven games in the chart. Forgotten Worlds is set to challenge the top spot and so is Crazy Cars 2 which zoomed in at number 4. Just outside the charts are Silkworm and Jaws. They are set to hit the charts soon, so get buying!

CHARTS COMMENT

BUDGET

Treasure Island Dizzy has now been at the Number

One position for four months. **FOUR MONTHS!** What is happening to the world? Still it is rather infuriatingly addictive. Quite a few new entries this month with the old Enduro Racer and Daley Thompsons Decathlon hitting the charts. **FIVE** sports sims in the charts as well. 720° seems to have disappeared this month. Strange!



**24
HOUR**

COMPUTER REPAIRS and SPARES

SINCLAIR QUALITY AUTHORISED REPAIR CENTRE



HOW TO GET YOUR 48K SPECTRUM REPAIRED FOR ONLY £19.95

TEN ★ REPAIR SERVICE



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

- 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 2 x 19p stamps (The extra warranty by us is additional to any other rights you already have).

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



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



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



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

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

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

THE VIDEOVAULT COMPUTER COMPANION EDITION NOW HOT OFF THE PRESS

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

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

44

'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 BD17 5TJ

Books normally sent within 24 hours. 14 Day Money Back Guarantee.

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 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.**

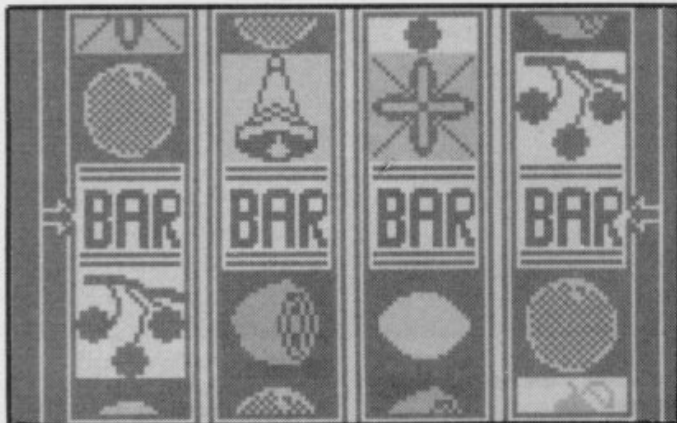
PRICE £24.00 (all inclusive) includes Flat AND National Hunt versions.

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... **selec SOFTWARE** phone 24 hrs **62 ALTRINCHAM RD, GATLEY, CHEADLE, CHESHIRE SK8 4DP. ☎ 061-428 7425** (Send for full list of our software)

SUPERNUDGE 2000

GAMES REVIEW



Super Nudge 2000 describes itself as a superb simulator of a modern fruit machine. Now forgive me if I'm wrong, but isn't the whole idea behind a fruit machine that you gamble and hopefully win lots of money. Now surely if you remove all financial transactions, doesn't that defeat the object of the whole thing? The practical upshot of all this is that computerised fruit machines are about as much worth as a computer simulation of a cashpoint machine.

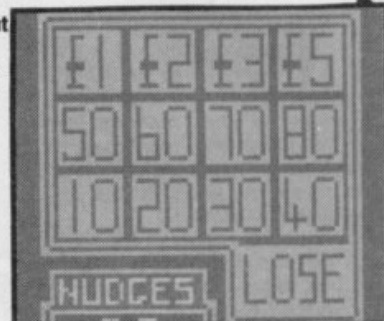
That's my argument out of the way, now to the review. Super Nudge 2000 is everything a fruit machine addict could ever wish for. Lots of flashing lights and bells, and more features and gambling facilities than a bookies. First off, you get no less than five reels to play with. Should lady luck shine on you, they will fall in groups of the same logo that lie along the win line in the centre, and you will be blessed with a prize of money, the

amount depending on the "worth" of the arrangement of tokens. You then choose whether to take the cash, or pile it all back in the hope of making even more dosh.

The mysterious fifth reel is where all the action comes in. When it stops, a number is lit. At the top of the screen are the letters S U P E R N U D G E. To activate all the lovely features you have to light all the letters. It doesn't take a

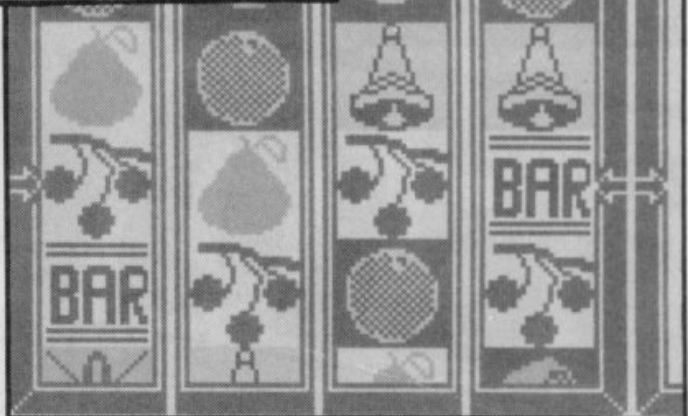
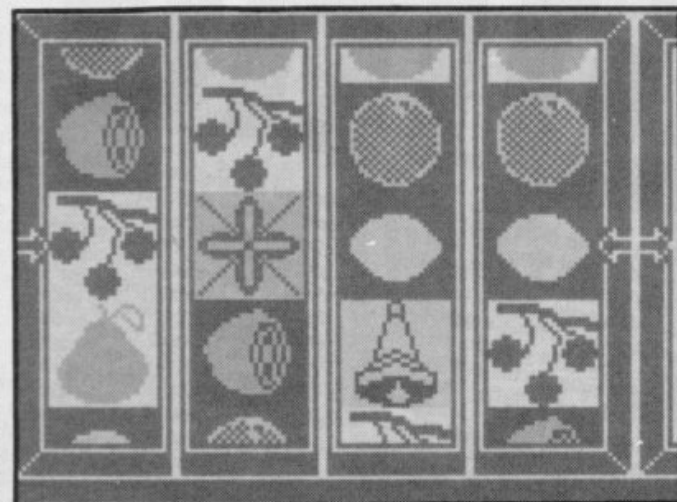
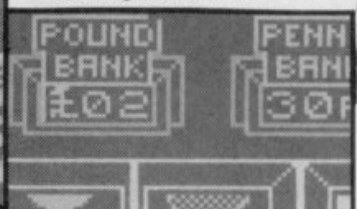
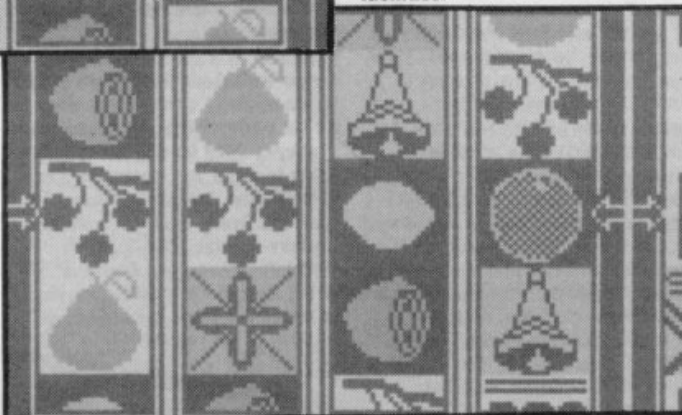
genius to work out that the number shown on the fifth reel is the number of letters lit. If, after some letters have been lit, the 'held' light comes on, then those letters stay lit and you get to spin the reels again. Light all the lights and you get to play some of the game's many exciting features.

You can play the superhold, in which the reels move up and down and you can stop them on any position you want to collect massive winnings. Or you could try the win spin, where the computer will generate a win for you randomly, which means you could win anything between 10p and £5.00. There are all the usual features too, such as cash stop, where you stop a randomly flashing light to illuminate an amount of money, and, of course, there are regular nudges and hold facilities.



Graphically unexciting, the screen display comprises a lot of coloured windows. The most important of these is the one with all the reels in it. Everything looks convincing enough in a simplified sort of way. The reels scroll smoothly and all the lights light up. Nothing really exciting though.

And that's exactly how I'd describe Super Nudge in general. A bit of a pointless exercise in my opinion, and an eventually dull and frustrating one at that.



ARCADE
★
REVIEW

FAX BOX

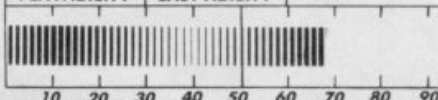
SUPER NUDGE 2000 Label: **Mastertronic** Author: **P.A.L. Developments** Price: **£1.99** Memory: **48K/128K** Joystick: **various**

GRAPHICS	SOUND
78	72
PLAYABILITY	LAST ABILITY
68	51

Snooze making fruit machine simulator.

Reviewer: *Tony Wilson*

OVERALL
68



SINCLAIR USER

GAMES REVIEW

AAARGH!

You know, I wondered why this, being the latest 16 to 8 bit conversion by Melbourne House, was called Aaargh! I soon found out when I loaded it. Here's the scene. Hmm hmm hmm, type LOAD "", press play, wait, beee dit, beee diddy diddy, oh good it's loaded. Aaaaaarrgh!

You are a monster. No, not the sort your mother keeps calling you, but an honest to god great big hideous destructive monster, with a penchant for smashing down buildings and collecting rocs' eggs.

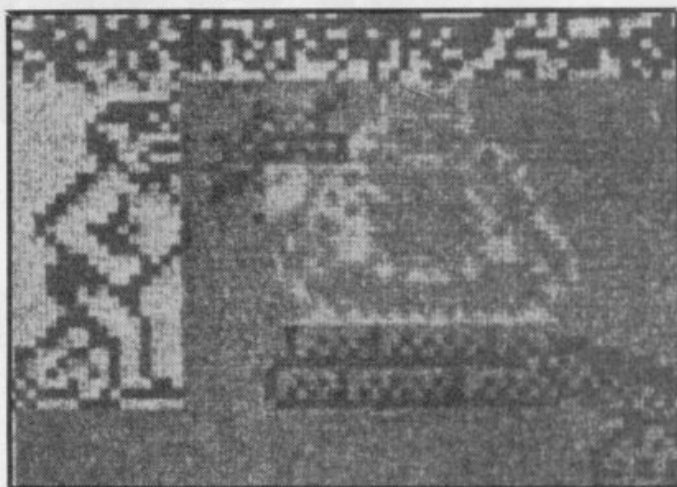


Play either an ogre or a dragon in your quest to find the mystical Golden Egg, hidden deep within the volcano. But before you race off to the volcano in a mad rush for the golden egg, you must prove your worth as a monster by terrorising the cities surrounding the area in which you live and collecting the five rocs' eggs.

Terrorising the cities is as easy as pie. You begin outside the city walls, looking in. The city itself is made up of a group of small huts, one of which, if you are lucky, contains punches in the direction of the city boundary and, as Def Leppard sang, 'the walls come tumblin' down'.

So step into the mouth of the enemy and set about smashing up their buildings in the search for the eggs. Punch the buildings to pulp, or why not burn them down with your fiery breath. However, it's only once you step into the city that you realise the menace that these puny people called humans really are. For one thing, they have massive cannons that cause rather a nasty amount of damage. Too many hits from one of those babies and boom. You're out of there. Oversized hornets also cause problems as they buzz, bite and do whatever else it is hornets are supposed to do.

Other challenge comes in the form of other players. You see, the game can be played two player simultaneous, and



at times you can get into head to head scraps where 'there can be only one'.

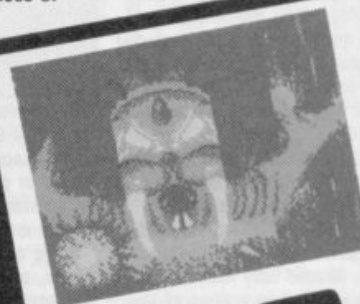
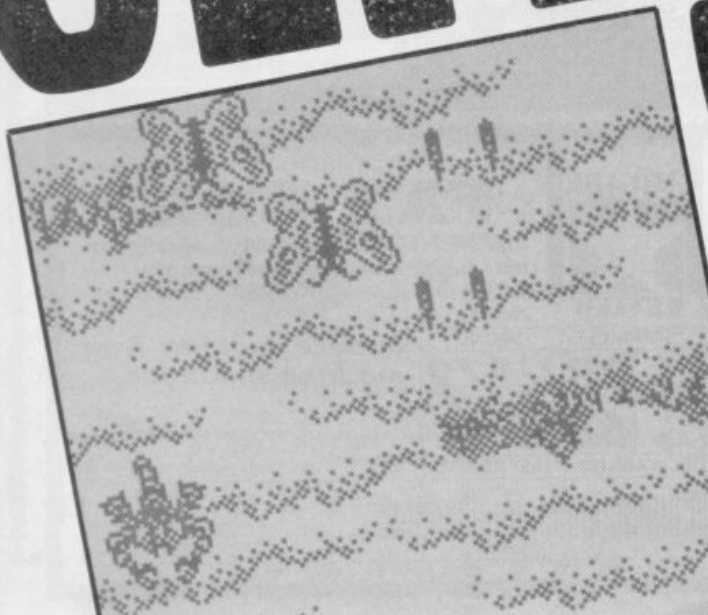
Viewed as a pseudo-3D single screen walkabout thingy, you have to scavenge 12 cities of the world, all set against different backdrops. The funny thing is, and this is really going to make you laugh, the game is multi-load. Not any normal multi-load, but Really-badly-programmed-finnicky-sonofabitch-o-load (© Melbourne House) which means that at the start of each game, you have to reload level one, regardless of whether or not you got off it on your

last game. Irritating or what?

The graphics are, well, alright. The sprites themselves are poorly designed, and as for the animation. Hmm. The less said the better. The only really good thing I can say about the graphics is that I like the way the flames are animated when you breathe fire.

The game, as a game, is crap. Boring from the start, and

GEMINI WING

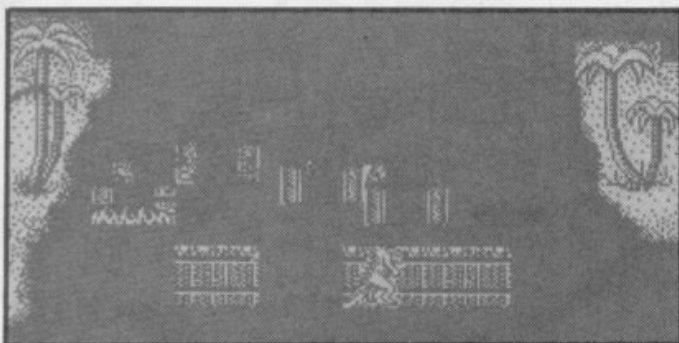


If there's one thing I can say about Gemini Wing, it's that it is very difficult. Not difficult as in playability level, but difficult in actual distinguishing anything. A game where you die because you saw the bullet at the last moment isn't half as frustrating as a game where you die because you can't see any bullets. Or enemy ships come to that.

You see, it all boils down to the graphics. The main sprites themselves are fine, small but finely detailed. It's the backdrops that

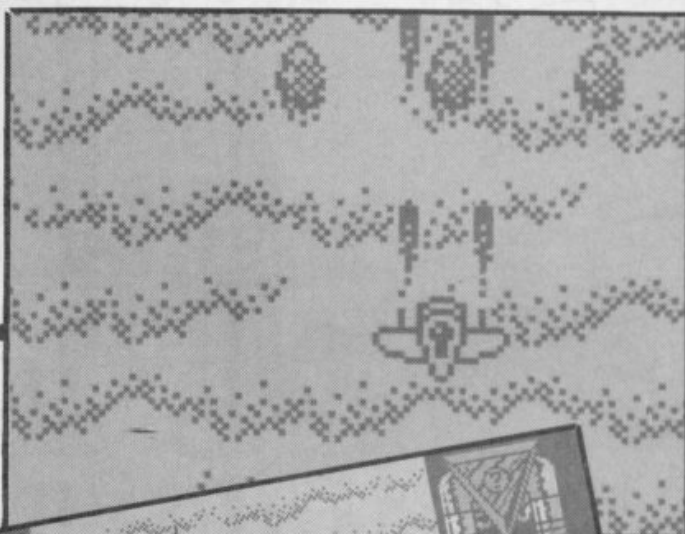
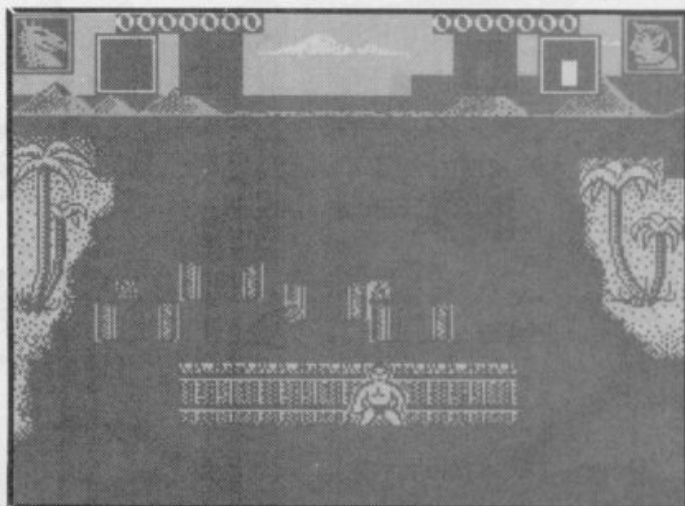
cause all the trouble. You see, the backdrops are also very finely detailed, so much so that they camouflage all sprites on screen, which means you're going to have a bit of a hard time avoiding the enemy ships, let alone the bullets.

And that is really the only thing that mays what isn't really a bad shoot-em-up. Set in the style of games like 1942 and Slapfight, you have to fly your little twin engine plane upwards through trillions of levels of continuous trigger firing action.



successfully managing to consistently remain boring all the way through, Aaargh! manages to

capture all the fun and excitement from the original 16 bit Arcadia trash, sorry, smash



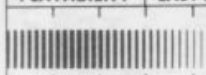
FAX BOX

AAARGH! Label: **Melbourne House** Author: **Binary Design** Price: **£8.95** Memory: **48K/128K** Joystick: **various**

Phew, this isn't very good is it? Aaargh! indeed.

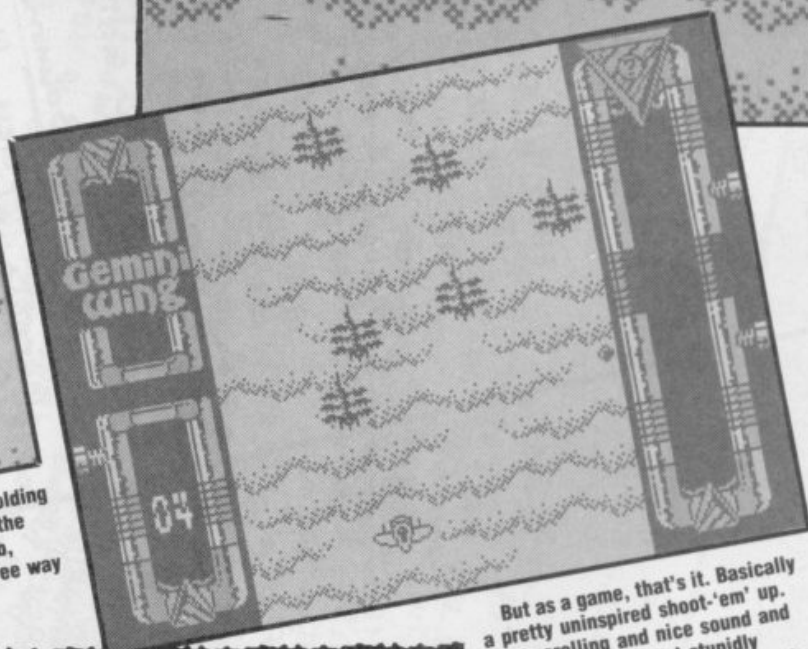
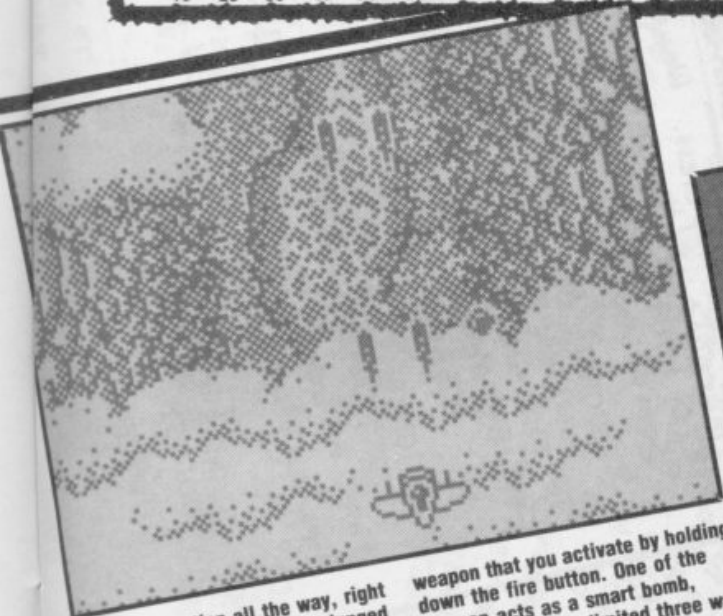
Reviewer: *Tony Dillon*

GRAPHICS	SOUND
49	51
38	41
PLAYABILITY	LAST ABILITY



10 20 30 40 50 60 70 80 90

OVERALL
44



And it's action all the way, right from the word go. You are plunged into a blazing sky, enemy fighter and their bullets screaming through the air around you. What do you have to fight back with? Not a lot pal. The default weapon for the game is a titchy little twin barreled automatic perched on the front of your plane. As you fly along blasting things, the things you blast drop little capsules, which you collect by flying over. Once collected, they fall into a tube and form a queue. Each of the capsules is a one-use special

weapon that you activate by holding down the fire button. One of the weapon acts as a smart bomb, another gives you limited three way fire and so on.



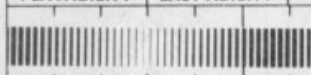
FAX BOX

GEMINI WING Label: **Sales Curve** Author: **In-house** Price: **£8.95** Memory: **48K/128K** Joystick: **Various**

Run of the mill scrolling SEU with severe graphical problems.

Reviewer: *Tony Dillon*

GRAPHICS	SOUND
67	76
65	68
PLAYABILITY	LAST ABILITY



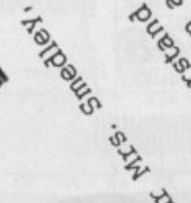
10 20 30 40 50 60 70 80 90

OVERALL
65

But as a game, that's it. Basically a pretty uninspired shoot-'em' up. Nice scrolling and nice sound and all the rest of it, just stupidly difficult. The funny thing is, had the backdrops been better throughout, it could have been a good game.

GAMES
REVIEW!

THE
OFFICE
OF THE
ATTORNEY
GENERAL



PRICE: \$500 CLASS: 4F
ENGLISH (unfortunately) BEHAVIOUR: St
him, it's Wayne's soul.

FORM TUTOR: Mr. Crippen
APPEARANCE: Extra

SIGNED: B. I. 154
FRENCH

Why will Wayne not accept the individuality of the individual as I keep telling and a railway station mixed up his tenses, misplaced the individuality than to put lessons with the computer. END-OF

SIGNED: J-P Bal
 HISTOR:

SIGNED: J-P Belmondo
HISTORY Hopeless.
invention of
1876-1877

of the integrated circuit. The
sometimes I know how to interest him.
SIGNED: K. C. Wayne seems to think that his
END-OF-TERM EXAM: 11
joys the extra

SIGNED: K. Stick-Insect B.A.
GEOGRAPHY I SHUDDER
TO THE SHOPS
SURVEY

1 SHUDDER TO THINK WHAT WOULD HAPPEN IF IT'S NOT IN SUE. 17

SIGNED: P.J. PROBY
MATHEMATICS 4

time he reads Half the time Wayne stares out of the
him an "idiot savant" you'd be half #

SIGNED: Clare

END-OF-TERM EXAM: 2

Wayne was sent
complete set of ordnance
Valley or Cambridge he's never

SIGNED: Clarence
BIOLOGY

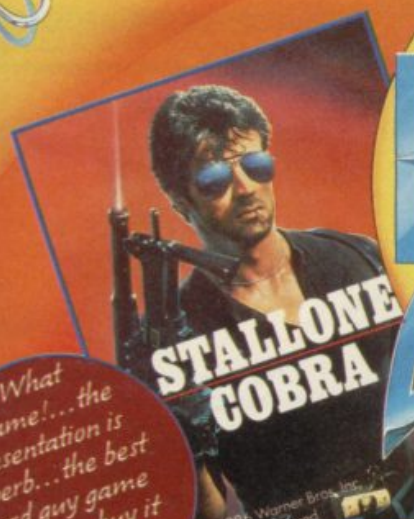
Clarence Thick
WAYNE'S
UNOBT

WAYNE'S APPROACH TO DISSECTING A RAT
THE CAN'T. I WOULD SAY "A RAT"

SIGNED: _____

NOW THE HIT NAMES · THE HIT GAMES
From

The HIT SQUAD



"What a game!... the presentation is superb... the best hard guy game there is... buy it now" **CRASH Smash**



"will keep you playing for hours" **"Very fast" COMMODORE USER**
"A great game... Playable and addictive... Compulsive... Faster than Out Run (!)" **CRASH**



"This is programming of the highest order on any machine" **AMSTRAD USER**
"You'll want to play it again and again" **SINC. USER Classic CRASH Smash**



"All American razamatatz - cheer leaders - giant screen and fantastic action" **"Loved it... Excellent... Top baseball simulation" - ZZAP Sizzler**



"playable from the first volley" "A few untouchable aces add to the excitement" **- C & VG**
"Fast, playable and graphically superb" **YC**



"Miss this and you're missing the finest release of the year. Wizball is simply brilliant" **ZZAP SIZZLER**
AA MASTERGAME
SU CLASSIC 10/10
CRASH SMASH
CCT - GAME OF THE YEAR

HIT NAMES HIT GAMES · HIT SQUAD

SIX MORE SUPERB GAMES AT INCREDIBLE PRICES
ASK FOR THEM BY NAME AT YOUR COMPUTER SOFTWARE STOCKIST
ONLY £2.99

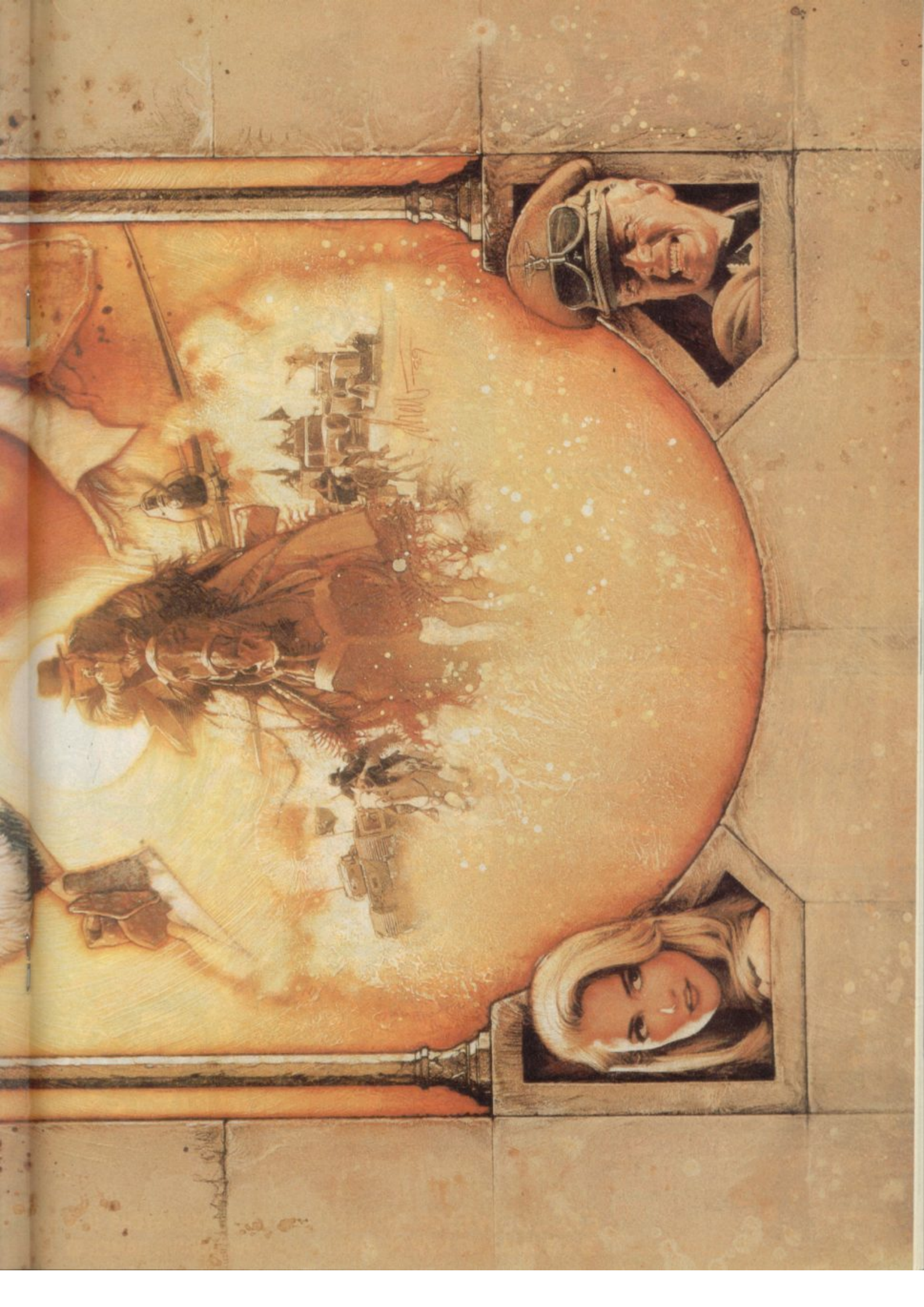
INDIANA JONES
POSTER No 29
September

Lift staples to remove poster

SINGLAI

user





FREE
MEGA POSTER

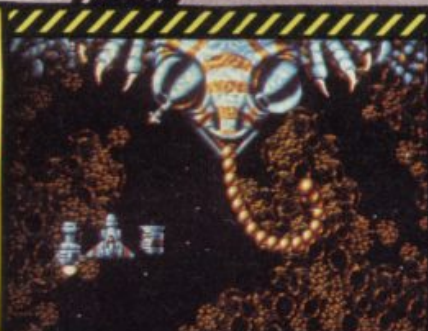
BRITAIN'S BEST SELLING COMPUTER MAG!
SEPTEMBER NO 94
DM 7.00 SP \$7.20 3.50PTA HFL 6.75

£1.20

EXCLUSIVE! STRIDER

COMPUTER +video GAMES

XENON II
THE MOST
AMAZING
SHOOT
'EM UP
EVER?



EXCLUSIVE!
THE FIRST
KONIX
GAME
HOTTER THAN
AN AMIGA?



EXCLUSIVE!
DYNAMITE
DOX!
IT'S SO WEIRD
YOU WON'T
BELIEVE IT!



ATARI 7800
NEXT
SUPER
CONSOLE?



**MEGA DISCOUNT COUPONS
WORTH OVER £100!**

EXCLUSIVE! OP THUNDERBOLT • GHOSTBUSTERS II •
• SIX AMAZING NEW PC ENGINE AND MEGADRIVE GAMES •

**OUT
NOW**

SIGNED: J. Mergese
CHEMISTRY
CAN'T WOULD SAY "COULD DO BETTER", BUT I KNOW,
introduced Banned from class since the incident where a substance
See attached note from Ministry of Defence.

END-OF-TERM EXAM: 56

SIGNED: M. Motesworth

ART
We're all beautiful! Wayne's beautiful!
and, like, talk to the flowers!

END-OF-TERM EXAM: —

SIGNED: A. Happy

GENERAL STUDIES
should have been titled "SIX WEEKS WITH MY SPECTRUM". Perhaps he has no mind to broaden.

END-OF-TERM EXAM: ☺

SIGNED: K.Y. Jelly, M.A.

RELIGIOUS STUDIES
FORM OF 68000-BASED SUPERCOMPUTER, AND QUOTES THE ENTIRE BOOK OF
EZEKIEL AS PROOF. WHILE WE TRY TO TOLERATE ALL CREEDS AND CULTURES, I
WOULD HAPPILY JOIN THE QUEUE TO STONE HIM TO DEATH.

END-OF-TERM EXAM: 4

SIGNED: Reg Bigot

PHYSICAL EDUCATION
completely incapable of coordinating any movement involving sporting equipment.
He is also the only child I know who sinks faster than a rubber brick.

END-OF-TERM EXAM: 666

SIGNED: Arthur Sadist

COMPUTER STUDIES
OUR STAR PUPIL! WAYNE NEVER MISSES A CLASS, REGULARLY TURNS
IN DOUBLE THE AMOUNT OF HOMEWORK SET AND HAS SHOWN PARTICULARLY KEEN
EVEN THE TEACHERS WOULD LIKE TO BASH HIM UP.

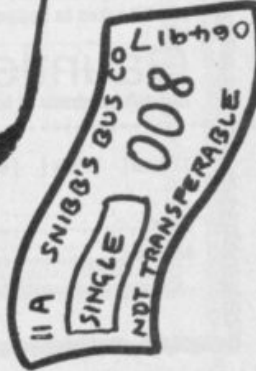
END-OF-TERM EXAM: 0

SIGNED: Stig Mjollson

HEADMASTER'S REPORT:

We hope Wayne will consider playing
truant more often next term. R. Rectum

END-OF-TERM EXAM: 100



END-OF-TERM EXAM: 2008
C. JENKINS & L. KAY



COMPETITION

W-I-N-A-



GIANT

Win 25 copies of the fantastic GIANTS compilation from US Gold

This is the time of year when compilations become the most popular software items around. All the games released over the past year or so come out at a bargain knock down price and you have the opportunity to catch up on any games that you may have missed.

And so it's a pretty good job that we're giving away 25 of the hottest compilations around at the moment, US Gold's GIANTS. All you have to do is cut out the coupon at the bottom of the page, answer the questions and send it in to "I'll be having a Giant thanks," Sinclair User Compos, 14 Holkham Road, Orton, Peterborough PE2 0UF.

GIANTS... CONTENTS

Concealed within its sexy packaging are no fewer than FIVE smash hit coin-op conversions of recent times.

720 Degrees: Blast around the perilous skate park on your board, dodging the hazards and collecting the bonuses. There are tricks to perform, the more dangerous they are, the more points you can pick up. Have you got what it takes to become the king of the park?

Gauntlet II: The sequel to one of the most famous coin-ops of all time. Battle your way through hundreds of levels, killing thousands of evil ghosts and

monsters. Collect the spells, choose your weapons and finally triumph over the evil wizard.

StreetFighter: Sinclair User awarded this hand to hand combat outing the honour of both a Classic and an **SU** cover. Fight hard men from the four corners of the world for the title of Mr Hard. Excellent graphics and action.

Outrun: Possibly the ultimate race game of all time. Breathtaking 3D action, speed unlike any other game called Outrun. A winner!

1943: Bandits at 3 o'clock! Aklakakakaka! Fight the Japs and other inscrutable types in gung-ho wartime drama with more shooting than something with a lot of shooting in it.

The Questions:

- 1) What colour is the Giant associated with crop foods (corn etc)? Blue, Pink or Green?
- 2) Put the following in order of size: Giant, Dwarf, Troll.
- 3) Complete the name of a well known nursery rhyme: "Little Red Riding . . ." Hood/Wolf/Giant

1) Blue [] Pink [] Green [] 2) 3)

Name:

Address:

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.....	9.75	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
The Final Assault.....	7.25	Stormlord.....	9.75
They Sold a Million 4.....	7.75	Thunderbirds.....	9.75
Virus.....	6.50	Time Magick.....	12.50
War in Middle Earth.....	7.75	Typhoon.....	12.50
Soccer.....	7.75	Xenon.....	12.50
Karate Ace.....	9.75	Robocop.....	12.50
Giants.....	9.75	Pawn.....	13.50
Outrun.....	7.25	Rambo II.....	12.50
Risk.....	7.75	Matchday II.....	12.50
		Quandam.....	12.50
	Tape	Disc	
APB.....	7.90	12.50	
Aaargh!.....	7.90	12.50	
Blood Wich.....	7.25	10.50	
Heat Wave.....	7.90	-	
Indiana Jones & Last Crusade.....	7.25	10.50	
Project Stealth Fighter.....	7.90	12.50	
Star Glider II.....	7.90	12.50	
PERIPHERALS (Add £1.50 p&p)			
Cheetah 125 Special.....			10.50
Spec +3 Cassette Leads .	3.95	p&p inc	
Spectrum Interface Mk II.....			7.50
Speedking (Spec +2/+3).....			8.50
Joystick Converter (Plus 2+3)			
			3.95 (p&p inc)

Please allow 14-28 days delivery. Strictly mail order. P&P inclusive in UK BFPO/EC. 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 SU02, FREEPOST (NO STAMP NEEDED UK/BFPO)
5A SUNNYSIDE TERRACE, EDGWARE ROAD, LONDON NW9 9YP

24 HR TELESales NO: 01 200 4858

Buy 2 games, get 1 mystery game free.

**SHEKHANA
COMPUTERS (Est. 1978)**

Pc Engine - Pal or Scart Plus Control Pad and power supply, plus one free game of Chan and Chan, Wonderboy, Drunken Master, or Tales of Monkey Path	CD Rom Unit (incl two games) Street Fighter and Trivia Game
£199.99	£350.00
	Joystick XE-1 ST.....£39.99
	Joypad Control Unit.....£19.99
	5 Player Adaptor Joypad Unit.....£24.99

PC ENGINE SOFTWARE ITEMS AVAILABLE NOW

Allen Crush	\$34.99	Power Golf	\$34.99
Baseball Namcot	\$29.99	P-47	\$34.99
Chan + Chan (Kato Ken)	\$24.99	R-Type 1	\$29.99
Deep Blue	\$34.99	R-Type 2	\$29.99
Dragon Spirit	\$27.99	Som Sun II	\$34.99
Drunken Master	\$24.99	Space Harrier	\$29.99
Dungeon Explorer	\$34.99	Tales of Monster Path	\$24.99
F1 - Pilot - Car Racing	\$34.99	Tiger Hell	\$34.99
Fantasy Zone	\$29.99	Victory Run	\$29.99
Fire Pro Wrestling	\$34.99	Vigilante	\$29.99
Galaga 88	\$29.99	Watwru	\$34.99
Legendary Axe	\$34.99	Winning Shot - Golf Game	\$34.99
Motor Roadster	\$29.99	Wonder Momo	\$34.99
Naxat Open	\$34.99	Wonderboy	\$24.99
Overhauled Man	\$34.99	World Court Tennis	\$29.99
Pacland	\$34.99	Cybercross	\$34.99
Power Baseball	\$29.99	Conversion from Pal 1 to Scart Version	\$25.00

NINTENDO GAMEBOY

Gameboy	\$84.99
Mario Land	\$24.99
Tetris	\$24.99
Baseball	\$24.99
Tennis	\$24.99
Alleyway	\$24.99

SEGA 16 - BIT MEGADRIVE

Sega 16 - Bit + Control Pad	\$199.99
Free Game Altered Beast	
Alex Kid	\$34.99
Altered Beast	\$34.99
Space Harrier II	\$34.99
Super Thunderblade	\$34.99
Thunderforce II	\$36.99

Mail Order to:

SCS, 635 GREENLANES, LONDON N8 0QY

P&P 50p per game and £5.00 for machines

Tel 01 340 8565, 348 2907

Available from our shops
Shekhana Computers at 221,
Tottenham Court Road, London W1
Tel: 01-631-4627

2, Gladstone House, High Road, Wood Green, London (opp Top Rank Bingo) Tel: 01-889-9412

KEY SOFTWARE

1 UPPER PARK STREET, HOLYHEAD,
GWYNEDD LL65 1HA

IMMEDIATE DELIVERY BY FIRST CLASS POST

24 HR HOTLINE 0407 50609 NEW TITLES SENT DAY OF RELEASE

	CASS DISC	CASS DISC	CASS DISC
A.P.B.	6.95	9.95	6.95 9.95
AAARGH!	6.95	-	6.95 9.95
ACTION FORCE 2	6.50	-	6.95 -
AFTERBURNER	6.95 9.95	9.95	NEW ZEALAND STORY 6.50 -
AIRBORNE RANGER	6.95 9.95	9.95	NIGHTRAIDER 6.95 8.95
ANCIENT BATTLES	9.95	-	1943 6.50 9.95
ARCADE MUSCLE	8.95 11.95	9.95	OBLITERATOR 6.95 -
ARCHON COLLECTION	6.50 9.95	9.95	OPERATION HORMUZ 6.95 -
ARKANOID 2	5.95 9.95	9.95	OPERATION WOLF 6.50 9.95
BARBARIAN 2	6.95 9.95	9.95	ORIENTAL GAMES 6.95 9.95
BATMAN	6.95 8.95	9.95	OUTRUN 6.50 8.95
BATMAN THE MOVIE	6.50 9.95	9.95	OUTRUN EUROPA 6.50 8.95
BIONIC COMMANDO	6.50 8.95	9.95	OVERLANDER 5.95 -
BLASTEROIDS	6.95 9.95	9.95	PACLAND 6.50 -
BLOODWYCH	6.95 9.95	9.95	PACMANIA 6.50 8.95
BOMBER	6.95 9.95	9.95	PARANOIA COMPLEX 6.95 9.95
BUTCHER HILL	5.95 9.95	9.95	PROF SOCCER 6.95 -
BUFFALO BILL'S RODEO	6.95 9.95	9.95	PUFFY'S SAGA 6.95 -
CAPTAIN BLOOD	6.95 9.95	9.95	PURPLE SATURN DAY 6.95 -
CAPTAIN FIZZ	6.95 9.95	9.95	QUESTION OF SPORT 9.95 13.50
CARRIER COMMAND (128)	9.95 10.95	9.95	R-TYPE 6.95 -
CHICAGO 30'S	6.95 8.95	9.95	RAINBOW WARRIOR 6.95 -
CHUCK YEAGER'S AFT	6.50 9.95	9.95	RAMBO 3 6.50 -
CIRCUS GAMES	6.50 9.95	9.95	REAL GHOSTBUSTERS 6.50 -
CLOCK CHESS	6.50 9.95	9.95	RED HEAD 6.95 -
COLOSSUS CHESS 4	6.95 9.95	9.95	RENEGADE 3 6.50 -
COMMAND PERFORMANCE	8.95 13.50	9.95	REPTON MANIA 6.50 8.95
COMPUTER MANIAC'S DIARY	5.50	-	RETURN OF THE JEDI 6.95 9.95
CRASH COLLECTION VOL 1	6.95 9.95	9.95	RICK DANGEROUS 6.95 9.95
CRAZY CARS 2	6.50	-	ROAD BLASTER 6.50 8.95
CYBERNOID 2	5.95 8.95	9.95	ROBOCOP 6.95 9.95
DARK FUSION	5.95 8.95	9.95	ROCK STAR ATE MY HAMSTER 6.95 8.95
DARK SIDE	6.95	-	RUNNING MAN 6.50 9.95
DNA WARRIOR	6.95	-	RUN THE GAUNTLET 6.95 9.95
DOMINATOR	6.95 9.95	9.95	S.D.I. 5.95 -
DOUBLE DRAGON	6.95 9.95	9.95	SAMURAI WARRIOR 5.95 8.95
DRAGON NINJA	6.50 8.95	9.95	SANXION 6.95 -
ECHOLON	6.95 9.95	9.95	SAVAGE 6.50 -
ELIMINATOR	6.95 8.95	9.95	SHINOBI 6.95 -
EMLYN HUGHES SOCCER	6.95 9.95	9.95	SILKWORM 6.95 9.95
EXPLODING FIST+	5.95	-	SKATEBALL 6.50 9.95
FIRE AND FORGET	6.50	-	SKATE OR DIE 6.50 9.95
FISTS 'N' THROTTLES	8.95 9.95	9.95	SOCCER SPECTACULAR 8.95 11.50
FLIGHT ACE	9.95	-	SOCCER SQUAD 6.95 9.95
FOOTBALL DIRECTOR	6.95	-	SPILL GOLD 6.95 9.95
FOOTBALL MAN EX KIT	5.95	-	SPACE ACE 8.95 -
FOOTBALL MANAGER 2	6.95 9.95	9.95	SPECIAL ACTION 8.95 11.95
FORGOTTEN WORLDS	6.50 8.95	9.95	SPITTING IMAGE 6.95 9.95
4 X 4 RACING	6.50 8.95	9.95	STARGLIDER 2 9.95 11.95
FOUR SOCCER SIMS	6.50 8.95	9.95	STEALTH FIGHTER 6.95 9.95
FOXX FIGHTS BACK	6.50	-	STEIGER 6.95 9.95
FRANK BRUNO'S BIG BOXING	8.95 11.95	9.95	STORM LORD 6.50 8.95
G.I. HERO	5.95	-	STORY SO FAR VOL 2/3 8.95
G.LINEKER'S HOTSHOT	5.95 8.95	9.95	STREETFIGHTER 6.50 8.95
G.LINEKER'S SUPERSKILLS	5.95 8.95	9.95	SUPERSPORTS 5.95 -
GAMES SUMMER ED	6.50	8.95	SUPERTRUX 5.95 8.95
GAMES WINTER ED	6.50	8.95	SUPER SCRAMBLE SIM 6.95 9.95
GAME SET 2	6.50 8.95	9.95	SUPREME CHALLENGE 8.95 11.50
GAME SET AND MATCH 2	8.95	-	TAITO COIN OPS 8.95 -
GIANTS	8.95 13.50	9.95	TANK ATTACK 8.95 9.95
GILBERT	6.95 9.95	9.95	TARGET RENEGADE 5.95 -
GOLD SILVER BRONZE	9.95 11.95	9.95	TECHNO COP 5.95 8.95
GUERILLA WARS	6.50 9.95	9.95	THE NATIONAL 6.95 -
GUNSHIP	6.95 9.95	9.95	3D POOL 6.95 -
H.A.T.E.	8.95	9.95	THUNDERBIRDS 8.95 9.95
HEATWAVE	6.95 9.95	9.95	THUNDERBLADE 8.95 9.95
HEROES OF THE LANCE	6.95 9.95	9.95	TIGER ROAD 6.50 9.95
HIGH STEEL	6.95 9.95	9.95	TIMESCANNER 6.95 9.95
HUMAN KILLING MACHINE	6.50 8.95	9.95	TIMES OF LORE 6.95 8.95
IMPOSSIBLE MISSION 2	6.50	-	TITAN 6.50 -
INCREDIBLE SHR SPHERE	6.95 9.95	9.95	TOTAL ECLIPSE 6.95 9.95
INDIANA JONES I CRUS	6.50 8.95	9.95	TRACKSUIT MANAGER 6.95 -
IN CROWD	9.95	-	TRIP PURSUIT 7.95 -
JAWS	6.95 9.95	9.95	TRIV PURSUIT NEW BEGIN 9.95 13.50
K. DALGLISH SOC MANAGER	8.95 9.95	9.95	TWENTY CHARTBUSTERS 6.95 -</

UK DELIVERY FREE, ELSEWHERE £2.00/GAME FOR EXPRESS AIRMAIL
PLEASE MAKE CHEQUE/PO PAYABLE TO KEY SOFTWARE

ORDER FORM (PLEASE PRINT)

STATE CASS OR DISC

GAME	COST
TOTAL	

Name

Address

Tel.....(SU9)

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

COMPETITION WINNERS

Shoot Your Friends Compo

Ten following first prize winners will spend a day at the Combat Zone: Justin Davis, Willerby, Hull; James Lawrence, Somersham, Cambridgeshire, Andrew Sweatman, St Faiths Estate, Norwich; Christopher Gibbon, Waltham Chase, Southampton; Glen Ford, Barnsley, South Yorkshire; Leigh Nixon, Little Maplestead, Essex; Nicholas Stephens, Noddfa, Clwyd; Fraser Coleman, Forest Hill, London; Ashley Bedford, Southport, Merseyside; Nathan Phelps, Newport, Gwent.

Fifteen runners-up will receive a US Gold T-shirt and a copy of Vigilante

Andrew Lockwood, Arksey, Doncaster; Alexander Ambroziak, Chiddingly, East Sussex; Thomas Gentles, Laurieston, Falkirk; David Galey, St Briavels, Glos; Jamie Ashton, Keele, Newcastle, Staffs; Paul Simpson, Stoke-on-Trent, Staffs; Kevin Graham, Alston, Cumbria; Jon Rendall, Yeovil, Somerset; David Stevens, Stalybridge, Cheshire; Col Daniel Brice 7193148, Kingswood, Bristol; Christopher McCabe, Enniskillen, Northern Ireland; Mark Hinks, Bolton, Lancs; Tony Solomon, Rianham, Kent; Huw Jones, Kenfig Hill, Mid Glam; Jon Worby, Beverley, Humberside.

Wind Wind Clacker Clacker Compo

Ten winners of Arena swimwear and snorkel kits are: Martin Corinea, Bognor Regis, John Murphy, Co Armagh, Northern Ireland; Tom Hodgkinson, Crawley, West Sussex; Mark Wood, Royton, Oldham; Andrew Brown, Tredegar, Gwent; Megan Prosser, Crawley, West Sussex; Fraser Clark, Glenrothes, Fife; Stuart Bradford, Poole, Dorset; Andy Dalli, London; Kevin Thompson, Farham, Hants.

No Strings Attached Compo

Five following winners will receive the 'Thunderbirds are go' video: Adam James, Brynteg, Anglesey; Robert Cobain, Saltney, Clwyd; Will Barker, Nailsea, North Bristol; J Winn, Pockington, York.

The following runners-up will get a Thunderbirds T-shirt: David Gabriel, Orpington, Kent; Andrew Parker, Sunderland, Tyne and Wear; David Haffner, Redditch, Worcs; Alick Reid, Petermead, V. W. Adams, Sunk Islands, Hull.

MICROSNIPS

Reply SINC USER/9

37 SEAVIEW ROAD, WALLASEY MERSEYSIDE L45 4QN

COMPUTER PACKAGE DEALS

SPECTRUM PLUS 2	£139.95
SPECTRUM PLUS 3	£199.95
SINCLAIR PC200	£339.95
SPECTRUM PLUS 2 SUPER PACK	£149.95

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

JOYSTICKS & INTERFACES

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

GRAPHICS & SOUND DEVICES

AMX MOUSE & AMX ART	£64.95
KEMPSTON MOUSE/TOOLKIT	£49.95
TROJAN LIGHTPEN 48K	£19.95 +2
TROJAN +3 LIGHTPEN	£22.95
DK-SPECTRUM LIGHTPEN	£14.95
GRAPH PRO+LAST WORD+L/PEN	£29.95 +3
*CHEETAH SPECTRUM-DIGITAL DRUM	£29.95
SPECTRUM SYSTEM II	£4.99 LATIN DRUM
DK-3 CHANNEL SOUND	£29.95
RAM MUSIC MACHINE	£46.50
VIDI-ZX DIGITIZER	£39.95
CHEETAH MIDI	CALL US

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

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

UTILITIES

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

BUMPER BUNDLE SPECTRUM +2 PACK



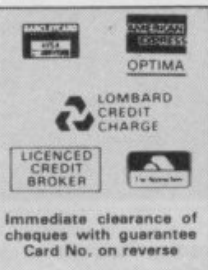
*SUPERB SPECTRUM PLUS 2 *SENTINAL *STARGLIDER
*ELITE *ACE 2 *TETRIS *ADVANCED ART STUDIO
*KEMPSTON MOUSE PLUS TOOLKIT *MULTIFACE 128
COPIER/BACKUP DEVICE *5 HIGH QUALITY C15 TAPES

BUDGET ACCOUNT £11.00 P.M.

IF BOUGHT
SEPARATELY
£302.05

£249.95

* DETAILS ON REQUEST*



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

R

E

D

I

R

T

S

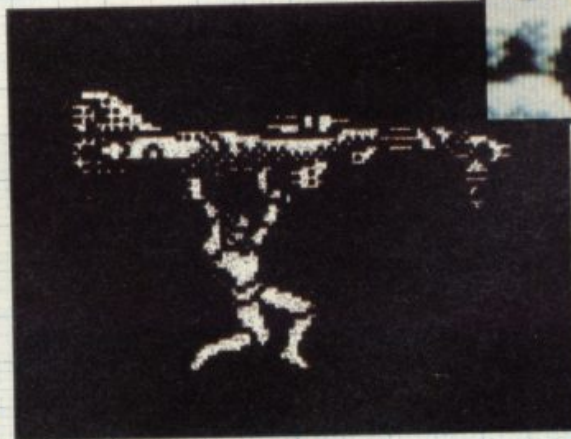
BLUE

Strider the latest coin-op from Capcom should hit the streets sometime around October. For those of you who won't have seen the coin-op yet, **Strider** is a long legged, somersaulting, laser duelling hero from the 21st century whose sole objective is to rid the galaxy of the evil war lord – and have a thrashing good time along the way.

The game is split over five levels which take you through deepest Eurasia, the Siberian wastelands, the Amazon jungle (with some vicious Australian sheilas!), the awesome war machine Ballog (ballet dancers to boot) and finally the core of the empire – the LORD'S Kingdom.

Coding of the Speccy version has been completed by Chris Brunning at Tiertex who previously coded the spiffy, scrolly shoot-'em-up **Last Duel**. The perennial problem with modern coin-op conversions is how do you get it all in the 48K Speccy? The problem was even greater than usual with **Strider's** extraordinary 6 megabytes of data and graphics. The game is huge! Big! Big! Big!

One of the strongest elements in the game is the number of manoeuvres that you can persuade Strider to perform. Apart from



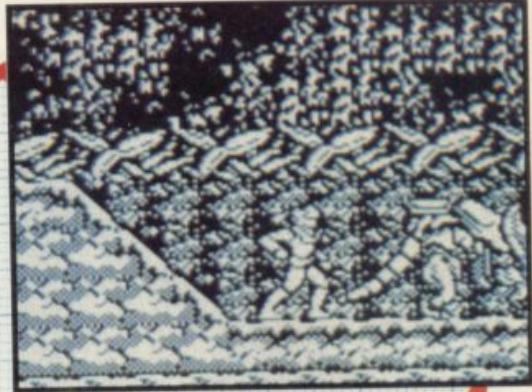
overlying the old area without the need to stop the action.

The backgrounds and sprites were digitised directly from the Arcade board onto an Amiga. These were transferred onto an Atari ST and retouched by

the usual running and jumping he can somersault, perform lethal sliding tackles (should've played for Millwall!), scale sheer mountain faces, and claw his way over. In converting the game Chris wanted to include as many of the manoeuvres as space permitted. The main problem lay with the amount of space available for the graphic frames rather than coding the action. We compromised by reducing the coin-op's six angles of incline to two. This actually involved extra work as it meant the mapping of the levels had to be redesigned. This still left enormous maps which had to be carefully split into sections and individually compressed before they would fit into the Speccy. Each section then contained a small duplicate of the previous "sub-map" which was expanded as the new section was reached



PRINT



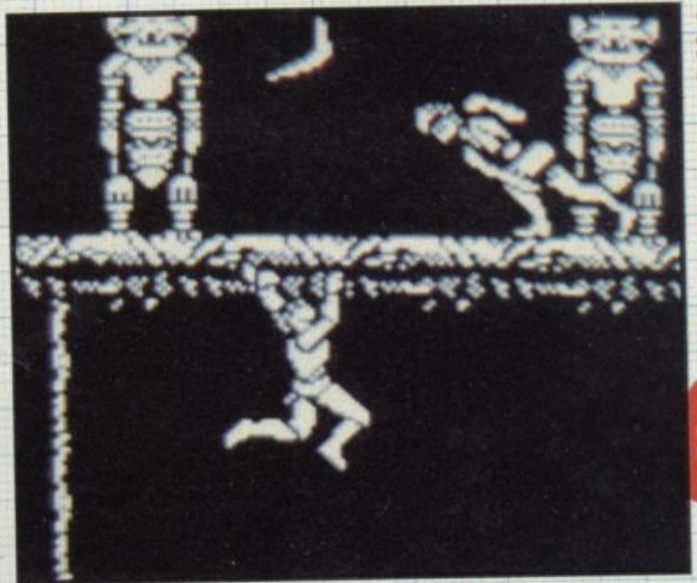
Some of the sprites in the game are extremely large – particularly the mechanical gorilla in level 2 being a whopping 96 pixels high by 115 pixels wide,

filling over one third of the Speccy screen. Special techniques had to be used to allow such huge sprite to be stored and printed.

Source code was produced by Chris on an Atari ST and assembled into object code using an in-house Z80 assembler package. Graphics and maps were then transferred complete with the object code from the Atari development system onto the Spectrum.

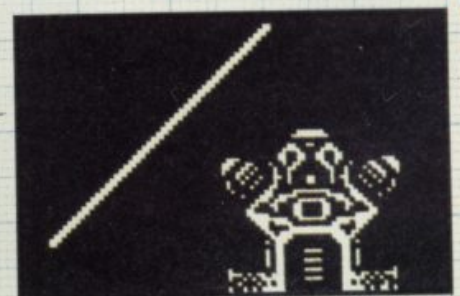
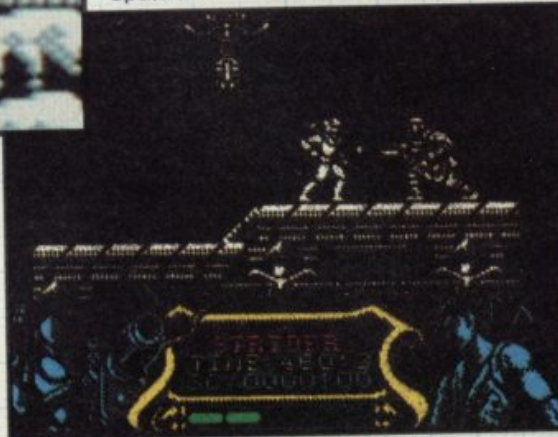
SONICS

The 128K Spectrum version also features music from the coin-op arranged by Tiertex's in-house music maestro Mark Tait. Mark prepares his music using an Akai X7000 sampling synthesizer connected by Midi to the Steinberg 24 track recording package running on an Atari ST. Mark can then edit and mix down the tracks he has prepared. He then runs a program to convert the midi data into the format required for Tiertex's music driver on the Spectrum.



Indiana Jones and the Last Crusade. Last year the company took new offices in Manchester and now has eleven employees including programmers, artists and a musician.

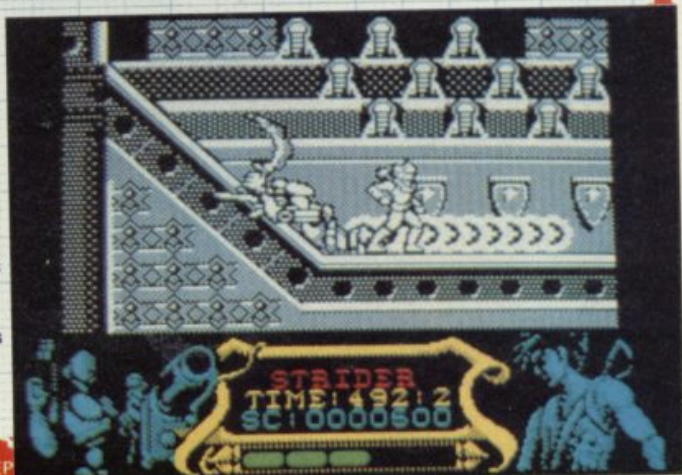
artists Andrew Ingram and James Clarke using the Degas Elite art package. The maps were drawn on an ST using an in-house map development system from the original digitised character blocks.



Strider is one of Capcom's largest grossing coin-ops at present and is eagerly awaited on the home formats. Tiertex have completed simultaneous conversions onto the ST, Amiga, C64, Amstrad and PC and we can expect to see these around October time.

PROGRAMMERS

Tiertex was founded about two years ago by physicist John Prince and electronics engineer Donald Campbell. Their softography includes 720°, **Thunder Blade** and the new



EXCLUSIVE

SAMC

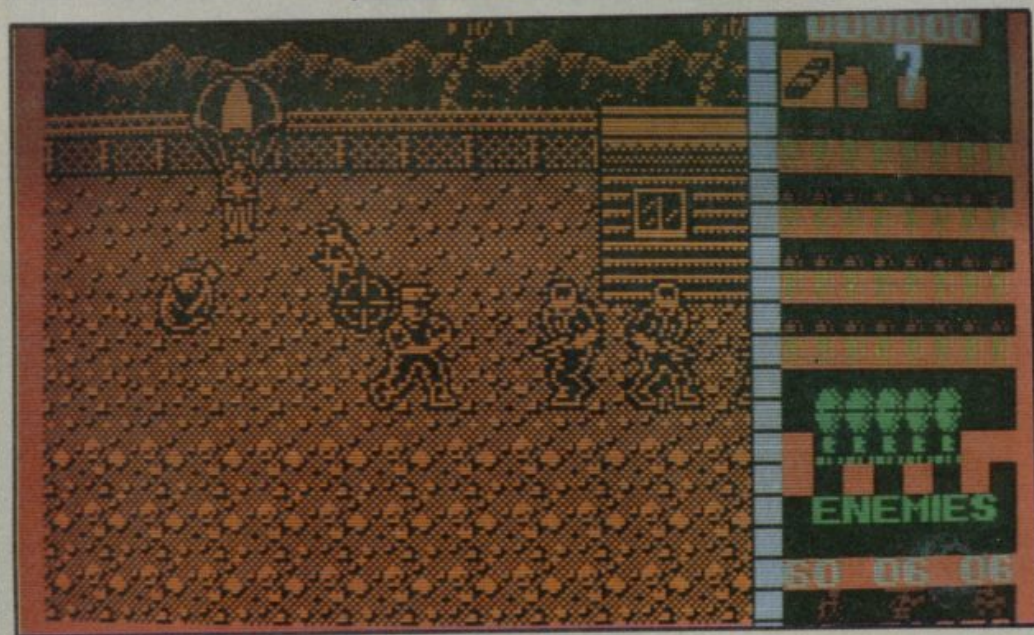
The Future of Spe

From the amount of mail **SU** gets on the subject, they're a lot of Spectrum owners out there that are looking to upgrade to a more powerful machine, but are annoyed that if they make the move, they're kissing bye-byes to a lot of hard-earned and well-loved Spectrum software.

Why? Well, pure economics dictate that yo get a hip, trendy and rather expensive 16-Bitter, your faithful Spectrum makes an enforced appearance in Exchange & Mart to try and raise some of the cash.

Well, frustrated upgraders everywhere, help is at hand in the shape of a new Spectrum compatible machine due out this autumn from Miles Gordon Technology - the SAM Coupe.

The long awaited Coupe now exists in a finished form - the **SU** team have seen it go through its paces completely without the aid of mirrors - and it could well be the machine



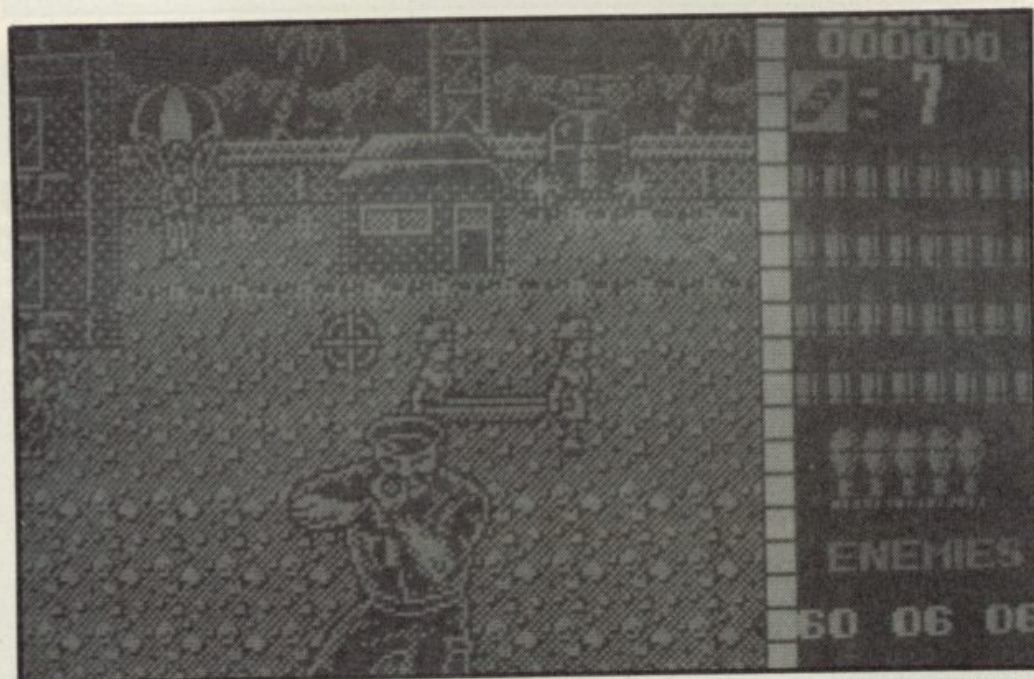
you'd like Santa to drop down the chimney for you, this Christmas!

First things first - the price! A tape based system will set you back only £150, with disc drives slotting neatly into the unit (up to two) at £180 each. This becomes even more affordable when you consider that your existing Speccy can easily be used to finance your upgrade - as the Coupe near 100% compatibility means you can still play your favourite games without Old Faithful. But what extra goodies do you get for all this lolly? A lot, that's what!

For a start, the Coupe looks stylish and mod - just the kind of thing to fit alongside the racking hi-fi - with proper size typewriter keyboard, complete with 10 function keys (programmable from Basic, of course).

COUPE

Spectrum Games?



sound from the word go.

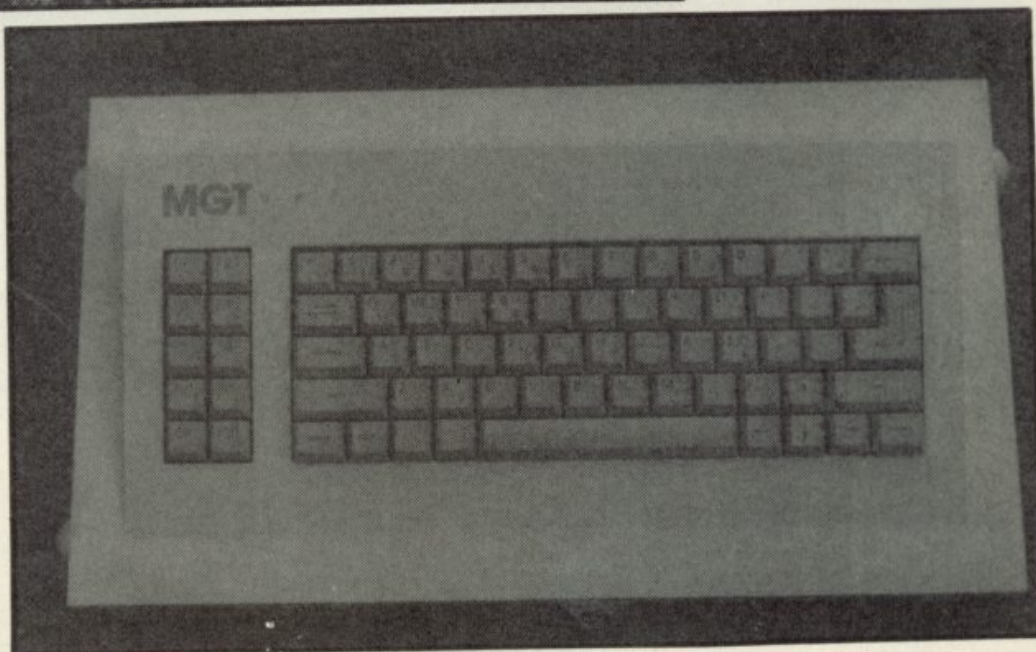
Graphics? As well as having a Spectrum compatible mode, there are three other modes that will make you jump up and down with excitement. Most interesting for games work is the 256*192 mode which gives you 16 colours (just like the ST!) out of a palette of 64. There's a celebrity involved here too – remember Bo Jangebord, the guy that wrote *Artist for the Edge* (as well as great game like *Fairlight*?) MGT have commissioned him to write a graphics program that will fully exploit the capabilities of the Coupe – and that'll be bundled with the machine too!

If you're into programming, then the SAM will have a lot to offer you – there's an extended Basic with more features than a 50 mile strip of Norwegian coastline, working up to six times faster than Sinclair Basic.

But does that mean the

A look around the back shows you that the Coupe was designed to be easily expandable, and hints at the thought behind the design. TV and Video output, Light Pen socket, cassette input, reset button, mouse port, Atari style joystick port and Midi In/Out ports as well as the obligatory expansion bus for any other extra you might want to plug in.

Inside – the whole thing controlled by a X80, running at a nifty 6MHz, custom DMA and 256K of Ram (expandable up to 512K). Sound chip? Has this got a sound chip – a Phillips chip last seen inside a dedicated games with six channels and stereo sound. Interesting? Well, the Coupe is going to be bungled with, amongst other things, a utility written by none other than sound supremo David Whittaker, that'll allow you to create fab music and



Coupe will be great for games? Should be. With graphics and sound like this, all that memory to play with, plus a well organised internal structure that'll make the average machine-code programmer drool, it's got a lot going for it. Over to you, software houses!

Designer Bruce Gordon says he's tried to capture the magic of the original Spectrum with the Coupe – plus some more! Looks like MGT have succeeded!

Integrated Circuits

Box 1 – Lots of little chips wired together, doing lots of stuff like DMA functions, memory management, MIDI, etc.

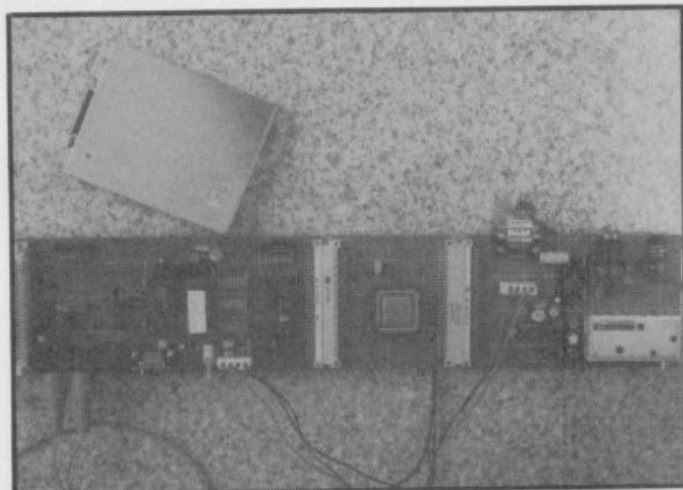
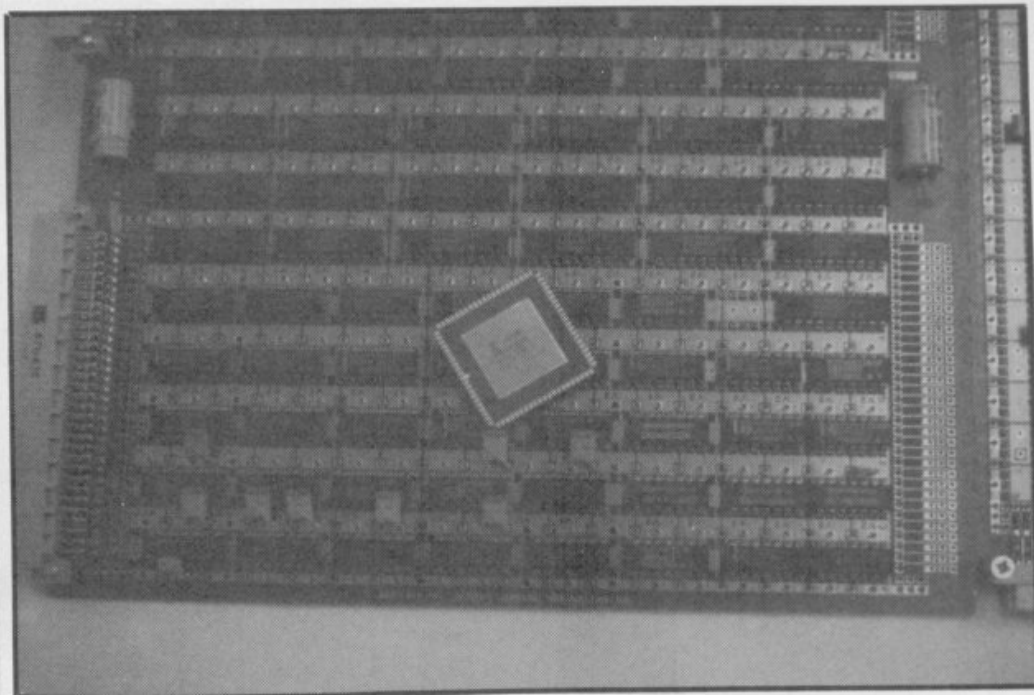
Box 2 – A single chip doing the same job – the SAM chip.

Cor, isn't science wonderful! The SAM chip might not exactly be the heart of the machine – more like the liver – but having all that stuff on a single chip makes it more reliable and cheaper!

8-Chip wonder

The inside of the SAM Coupe Prototype – built around only 8 chips! Working from left to right, there's the video chip, the Philips sound chip, in supreme isolation, the SAM chip, two 128K RAMs (yes, there are four here, but only two in the standard machine!), one ROM (containing the O/S and Basic) one Z80, then a tiny thing right, deal with MIDI in/output control.

The fewer the chips, the less there is to go wrong – and the cheaper the machine.....that's why MGT are hoping to deliver a 256K piece of kit for only £150....



Spectrum Compatibility

Now here's a game that you might be familiar with – Op Wolf on the Spectrum. And here's a picture of it running on the SAM Coupe! How do they do it....just a bit of technical wizardry. And using the Coupe's sophisticated graphics bits, you can mess around with games that're runnin on it. Ever seen Op Wolf in these colours, for example!!

Fab Graphics!

Ever heard of Mandelbrot diagrams? Obviously haven't got an IQ of over 167 then. These are mathematical functions that can produce pretty, but very complex, patterns on screen. Here's one showing the Coupe off in all its glory. Try doing that on a Sinclair!

The Designer

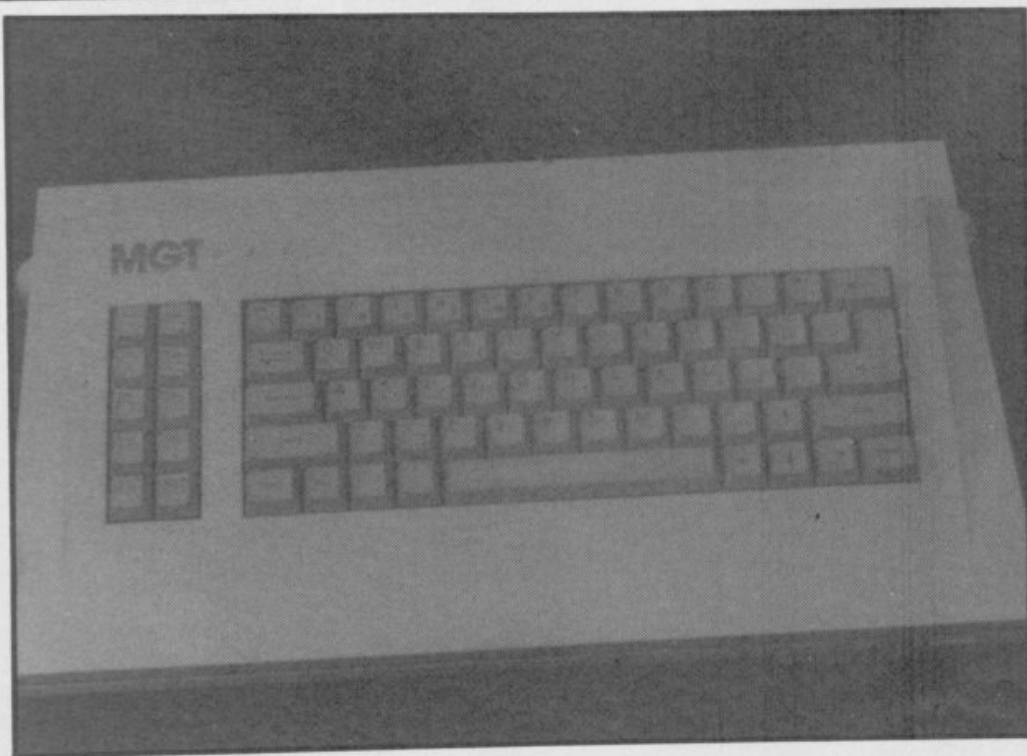
Bruce Gordon – trying to create some of the old Sinclair magic in the SAM Coupe. Looks like he's succeeded.

MIDI – What is it?

MIDI stands for Musical Instrument Digital Interface – it's a way of controlling musical instruments, like keyboards, with computers. It lets instruments communicate ??????

The Coupe has a full 16 channel implementation of MIDI, which combined with its 256K memory makes it a superb MIDI controller. Considering you can pick up a MIDI keyboard for just over £100 now, that means you could have a MIDI set for less than £300. Move over Stock, Aitken and Waterman!

By the time the Coupe is released, there should be some excellent MIDI software around for it. Boogie on down!



MEGASAVE FANTASTIC SAVINGS

Afterburner	D4	6.90	Garfield	D1	6.00	Run the Gauntlet	D1	6.25
Airbourne Ranger	D1	6.99	Guerrilla War	D2	5.95	Running Man	D2	6.25
Altered Beast		6.95	Hate	D1	6.95	Rainbow Warrior	D2	6.95
Ancient Battles		9.95	Heroes of the Lance	D4	7.00	Skate Ball	D4	7.25
Any (Hit Squad)		2.90	High Steel	D1	6.90	Star Wars	D1	6.45
Apache Gunship	D4	6.95	Heat Wave		7.20	Steiger	D1	6.90
Arcade Muscle	D4	9.95	Ikan Warriors	D2	5.95	Silkworm	D4	6.95
Austerlitz		9.95	I.S.S.	D1	6.90	Special Action	D5	9.50
A.P.B.	D4	7.20	Indiana Jones II	D4	6.90	Super Scramble	D4	6.95
Action Fighter	D4	6.95	Jaws	D1	6.95	Super Trux	D2	5.95
Aargh	D1	7.20	K. Daigle Soccer Man	D1	6.75	Supreme Challenge	D6	8.95
Bard's Tale		6.95	Last Duel	D1	6.45	Stealth Fighter	D1	7.25
Batman (The Movie)	D4	6.90	Last Ninja II		9.00	Stuntman	D1	6.45
Black Tiger	D1	6.90	Laser Squad		6.50	Superman	D2	5.95
Blasteroids	D1	6.95	Lancelot	D5	9.95	Storm Lord	D4	6.95
Barbarian II	D2	6.50	Live and Let Die	D1	6.25	Spitting Image	D1	6.45
Bloodwych	D1	6.95	LED Storm	D1	6.75	Saxxon	D2	6.45
Buffalo Bill		6.45	Licence to Kill	D4	6.95	Soccer Spectacular		8.95
Captain Fizz	D4	6.90	Lone Wolf		6.95	Soccer Squad	D4	6.95
Carrier Command	D5	9.95	Mickey Mouse	D4	6.25	Starglider 2	D5	9.95
California Games	D1	6.25	Microprose Soccer	D4	6.95	The Double		3.00
Chicago 30's	D2	6.25	Munsters	D1	6.40	Time Scanner		6.95
Chuck Yeager	D4	6.90	Motor Massacre	D1	5.95	Time Stood Still 128	D1	5.45
Chuck Cars II	D2	6.25	Mr. Heli	D1	6.95	Times of Lore	D4	6.90
Collected Wks	D4	6.95	Navy Moves		6.25	Tank Attack		8.95
Continental Circus		6.95	New Zealand Story		6.90	Track Suit Manager		6.00
Captain Blood	D1	6.90	Obliurator		6.95	The Games (Winter)	D4	6.95
Comet Performance	D4	9.95	Outrun	D1	6.50	The Games (Summer)	D4	6.95
Crash Smashes	D5	9.95	Overlord	D2	6.75	The Human Killing Machine		6.95
Dark Side	D1	6.50	Operation Hormuz	D1	6.45	The National		6.95
Dragon Ninja	D1	6.45	Operation Wolf	D1	5.50	Taito's Hits		8.95
Dominator	D4	6.95	Out Run Europa	D1	6.45	Total Eclipse	D1	6.45
Double Dragon	D4	6.95	Overlander	D2	5.25	Tiger Road	D1	6.25
Dynamic Duo		5.95	Ocean in Crowd		9.95	Titan		6.25
Empire Strikes Back	D1	6.50	Platoon	D1	6.45	Thunderbirds	D4	6.95
Eliminator	D1	6.25	Pac-land	D4	5.95	Thunder Blade	D1	6.25
Emlyn Hughes Soccer	D1	6.75	Puffy's	D4	6.95	Triv P New Beginning	D3	9.95
Fists & Throttles		9.45	Par 3	D5	9.95	The Deep	D1	6.25
F. Brunos' Big Box	D3	8.95	Pacmania		5.95	The Story So Far		9.95
Football Manager II	D1	6.45	Pro Soccer (CRL)		6.45	(Vol 2 or 4)		9.95
Football Man II Ex Kit	D2	5.45	Purple Saturn Day	D1	6.65	Untouchable	D1	5.75
Football Director		6.25	Rainbow Island		5.95	Vindicator	D1	6.65
Football Director II ... 128	D5	13.95	Rambo 3	D1	5.95	Vigilante	D1	6.45
Forgotten Worlds	D1	6.95	Real Ghost Busters		6.45	Wanderer 3D	D2	6.45
Flight Ace	D3	9.95	Red Heat	D4	6.45	War Middle Earth	D1	6.95
Fire & Forget		5.95	Renegade III		6.45	WEC Le Mans	D1	6.45
F16 Combat Pilot	D5	9.95	Rick Dangerous		6.90	Wellington Waterloo		8.95
G. Lineker's Hot Shots	D1	6.45	Robocop	D1	6.45	Xenon	D1	6.45
Game Set & Match II		9.95	Rock Star Ate My Hamster		6.45	Xybots	D4	6.95
Gemini Wing		6.95	Road Blasters	D1	6.75	3D Pool	D1	6.25
Giants	D5	10.50	Return of the Jedi	D1	6.45	4 x 4 Off Road Racing		6.75
Gilbert (Drill)	D1	6.90	R-Type		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 Megabyte Dept SU, 49H Sutherland St, Victoria, London SW1 V 4JL.

Please send for free list of new releases on Amstrad, Atari ST, Amiga, Commodore 64 PC, Spectrum and +3 Disc. State which list. Future League Ltd.

Please note new programs will be sent the day they are released
 Mail Order only
 D = +3 Disk D4 at £12.50
 D1 at £9.90 D5 at £13.45
 D2 at £8.75 D6 at £11.90

CHALLENGE

SOFTWARE

GREAT STRATEGY GAMES

A superb range of Football & Cricket games

for the Spectrum, Commodore & Amstrad

From Challenge Software (formerly E & J Software)

TREBLE CHAMPIONS £9.95 Spec 48/128 : Com 64/128 : Ams CPC

A STUNNINGLY REALISTIC FOOTBALL STRATEGY GAME - Can you Win The League, The F.A. Cup & The League Cup - 4 Divisions of 20 Teams + 1 Div. 20 Non League Teams - Details of OVER 1500 Players - Results & Leagues ALL Divisions - League Cup with 1st, 2nd Rnds - S/Finals over 2 Legs - F.A. Cup includes Non League - Transfer Market buy ANY PLAYER ANY DIVISION - 3 Skill Levels - Start ANY Division - SAVE GAME - Time Management - Reserves - 2 In-Match Subs - Coaching - Fitness Training - PLUS MUCH MORE.

EUROPEAN CHAMPIONS £8.95 Spec 48/128 : Ams CPC

THE INTERNATIONAL CHALLENGE OF THE EUROPEAN NATIONS CUP - Genuine Nations Cup Format with full Random Draw of 32 Seeded Teams - Fixture List, Results and League Tables of ALL 8 Groups - Discipline & Medical Reports - Squad of 22 Players plus Other Players - 17 Month Itinerary of Qualifying Group, (Arrange Friendlies) and Finals - Plus many more Superb Features and Options. EUROPEAN CHAMPIONS includes E & J's MATCH PLAY SYSTEM which captures all the ACTION, DRAMA & TENSION of International Football.

WORLD CHAMPIONS £7.95 Spec 48/128 : Com 64/128 : Ams CPC

A COMPLETE WORLD CUP SIMULATION - Select Friendlies - 25 Players - Qualifying Group - 2 In-Match Subs - Discipline Table - Select Your Opponents - Extra Time - Final Rounds - Players Gain Experience - 7 Skill Levels - TEXT MATCH SIMULATION including - Bookings, Goal Times, Named & Recorded Goal Scorers, Injury Time, Corners, Free Kicks, Match Clock, Penalties - PLUS many more Features.

CRICKET MASTER £8.95 Spec 48/128 : Com 64/128 : Ams CPC

A SUPERB SIMULATION OF ONE DAY INTERNATIONAL/COUNTRY CRICKET - Weather, Wicket & Outfield Conditions - Batting & Bowling Tactics - Team Selection - Fast, Medium & Spin Bowlers - 4 Types of Batsmen - Select Field Layout - 3 Skill Levels - Wides - Byes - No Ball - Run Out - Misfield - Dropped Catches - Scoreboard - Batting & Bowling Analysis - Run Rate - Single Option - 3 Game Speeds - STAR FEATURE a complete MATCH OVERVIEW showing Ball by Ball Action and Commentary and MUCH MORE!

TEST MASTER £8.95 Spec 48/128 : Ams CPC

A COMPREHENSIVE SIMULATION OF A 5 DAY TEST MATCH - Includes most of the Features of CRICKET MASTER and MATCH OVERVIEW plus Declarations - Nightwatchmen - Light Meter - Rain Stops Play - Varying Number of Overs per Day - Follow On - Save Game - New Ball - Bad Light Interruptions - TEST MASTER is a True representation of a Complete Test Match and offers the ULTIMATE CHALLENGE to All Cricket Enthusiasts.

Above games available on disc @ Plus £4.00 Spec & Ams or Plus £2.50 Com PER GAME
 (Treble Champions not available on disc for Commodore 64/128)

ALL GAMES are available by MAIL ORDER for IMMEDIATE despatch by 1st class post and include Full Instructions. State which Machine & Tape or Disc.
 (Add 50p per Game outside UK or £1.50 per Game for AIRMAIL outside Europe.
 Payment in Pounds Sterling Only)

Cheques or Postal Orders payable to Challenge Software, SEND TO:
 Challenge Software, Room 1, 37 Westmoor Road, ENFIELD, Middlesex, EN3 7LE

FANTASTIC DISCOUNTS

FULL PRICE GAMES ONLY
 Buy 2 games deduct £3.00
 Buy 3 games deduct £5.00
 Buy 4 games deduct £7.00
 Buy 5 games deduct £12.00

FAIR TRADING ACT 1973

PROMISE OF FAIR TRADING

Under this Act Clive Pulman, of 9 Copperfield Gardens, Brentwood, Essex, director of Trybridge Limited, trading as Premier Mail Order (formerly Software Supersavers), a company selling computer software by mail order, has given the Director General of Fair Trading written assurances dated 26 April 1989 that he will stop the following conduct in the running of his business:

- (1) in breach of contract, failing to deliver goods (a) in whole (b) at all or (c) within a reasonable time as required by section 29(3) of the Sale of Goods Act 1979.
- (2) in breach of contract or in breach of duty other than a contractual duty, failing to return to consumers money to which they are legally entitled.

These assurances also apply to any other business with which Clive Pulman may be involved at any time.

The Director General of Fair Trading can take further action if the assurances are not kept. Consumers who have reason to believe that the assurances have been broken should contact:

J Hooker Esq
 Chief Trading Standards Officer
 London Borough of Havering
 Langton's Cottage
 Billet Lane
 Hornchurch
 Essex RM11 1XL

Office of
 Fair Trading

"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 FAIR 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.

GAMES REVIEW

THE MUTIES STOLE MY TRUCK

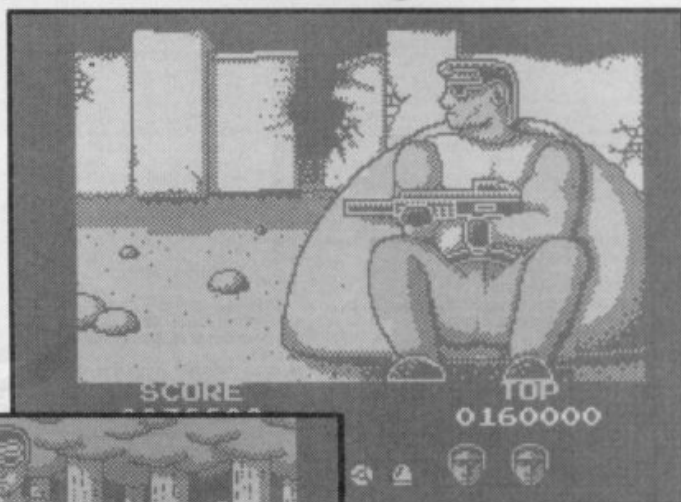
Now this is a bit unusual. Unusual title, unusual plot. You are Brad, known to his friend as Brad, truck driver extraordinaire who, when he isn't working at his truck driving firm, can find no better way to relax than driving a truck. When the muties invaded, somehow they managed to latch onto his only weak spot. They took the only thing that really matters to a man. They stole his truck. Now he's mad.

so, in his anger, he does what any other red blooded truckless truck driver would do. He sets off to take it back, and what a journey he has to take. Three whole stages of sadiestical mayhem. First, our gallant hero has to battle through a haunted forest followed by a graveyard. Then a quick ramble through a nearby desert and finally to the mutie's base, where his truck is held captive. Now forgive me if I'm wrong, but that isn't an awful lot of levels. Still, maybe they're so full of action and adventure that it seems like you're getting a huge game.

Maybe not. TMSMT is a pretty dull game interspersed with some rather dreadful still pictures, laughably so. This is how the game works. You have to scroll from left to right, shooting all the bad guys with your little gun. At various points, you can collect extra

weapons, such as flame throwers and laser rifles. At the end of the level, you fights a large bad guy who takes a lot of hits to destroy. See, brimming with originality.

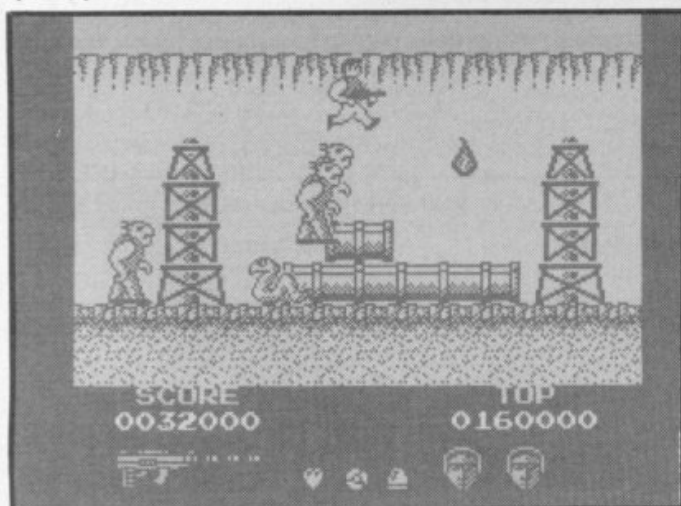
Graphically, it's not too bad. The sprites are large, and recognisable, though I'm not too sure about the animation. The backdrops are dull and repetitive, for each level and a hole here and there. The graphical low point of the entire game, and one of the funniest things I have ever seen are the stills that appear between the levels. The first one has the main character



stood in a forest, and judging by the rather stumpy legs he has, it looks like he's kneeling down on a pair of shoes.

I don't want to say it's crap, because that would be unfair. It just isn't any good. A dip in standard from Players.

This is all a bit of a shame, but I get the feeling that there just wasn't a great deal of imagination in the mixture for this little concoction.



ARCADE
REVIEW

FAX BOX

THE MUTIES STOLE MY TRUCK Label:
Players Premier Author: In-house Price:
£2.99 Memory: 48K/128K Joystick: va-

GRAPHICS	SOUND
68	62
PLAYABILITY	LAST ABILITY
63	60

Dull, scrolling shoot-'em-up. At budget. substandard least it's

Reviewer:

OVERALL
61

DATTEL ELECTRONICS

**THE ULTIMATE
GRAPHICS
PACKAGE...**



**SPECIAL
OFFER
PACK!**



Genius Mouse

**COMPLETE
WITH**



ART STUDIO™

▼ **Genius Mouse is a high resolution two button mouse featuring optical counting, teflon guides, microswitches, rubber coated ball and high quality interface.**

▼ **When combined with OCP Art Studio this graphics package is quite simply the best system available. The features are unmatched...**

▼ Create an image - shrink it, expand it, move it, rotate it, copy it, colour it etc., etc.

▼ Spray patterns or shades, make elastic lines - stretch and manipulate shapes.

▼ Zoom in to add detail in fine mode.

▼ Pulldown/Icon driven menus for ease of use.

▼ Mouse operation, plus joystick and keyboard control.

▼ 16 pens, 8 sprays, 16 brushes - so flexible anyone can create superb graphics easily.

▼ Full cut and paste facilities plus excellent printer support.

▼ Pixel edit, font editor, flip, invert, rotate, solid or textured fill and professional manual make Art Studio simply the best graphics package.

**ONLY
£49.99**

**TOTAL PACKAGE
INCLUDES MOUSE,
INTERFACE, ART
STUDIO, MOUSE MAT
AND HOLDER**

PLUS BUILT-IN JOYSTICK INTERFACE

▼ The Genius Mouse system even comes with a built-in joystick interface - so there's no need to unplug it when you want to play games.

▼ Accepts any standard 9 pin joystick including rapid fire models.

▼ Works on IN31 (Kempston) system.



FREE!

**MOUSE MAT AND
MOUSE HOLDER**

(WORTH £12.99)

WITH EACH PACKAGE

ONLY WHILE STOCKS LAST

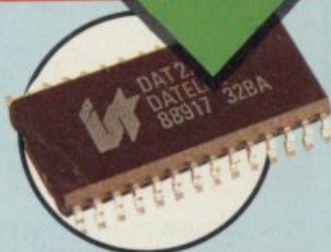
WITH CUSTOM MOUSE IC

NEW

▼ The Genius Mouse/Joystick Interface features a custom made I.C. specifically designed to give the supersmooth operation needed for graphics use.

▼ By utilizing the latest chip technology it has been possible to produce a combined mouse and joystick interface that is half the size of the older type units.

▼ No other system can offer this power at this incredible price!!



WHAT THE MAGAZINES HAD TO SAY...

**SINCLAIR USER
"CLASSIC"**

**C.T.W.
"PICK OF THE
WEEK"**

**C.C.I.
"BEST GRAPHIC
PRODUCT OF THE
YEAR"**

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**

DATTEL ELECTRONICS

SPECIAL VALUE PACK



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)



WITH FREE SUPERSPRINT GAME!!

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

QuicksHOT II

VALUE PACK

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

ONLY £22.99 COMPLETE
(WHILE STOCKS LAST)
RAM TURBO INTERFACE AVAILABLE
SEPARATELY **ONLY £14.99**

JOYSTICK INTERFACE

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

ONLY £6.99
**COMPLETE WITH
QUICKSHOT II ONLY £13.99**

DUAL PORT JOYSTICK INTERFACE



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

ONLY £8.99
**COMPLETE WITH
QUICKSHOT II ONLY £15.99**

CABLES ETC.

+3 CASSETTE ADAPTOR

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

ONLY £3.49

**REPLACEMENT TV LEAD
ONLY £3.49**

**REPLACEMENT CASSETTE
LEADS**

- ▼ For 48/128/+2.
- ONLY £3.49**

+2 JOYSTICK ADAPTOR

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

ONLY £2.99

56 WAY EXTENSION

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

ONLY £8.99

TWO WAY EXTENSION

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

ONLY £10.99

RAMPRINT™

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

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

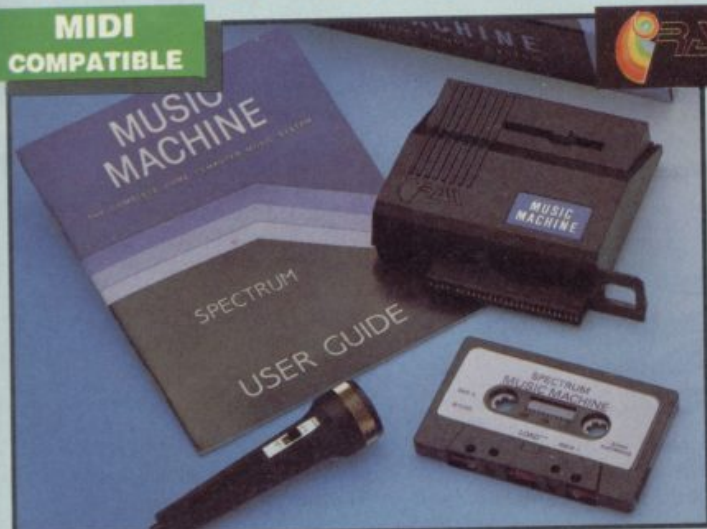
PLUS A SUPERB WORD PROCESSOR...

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

ONLY £34.99 NO MORE TO BUY!!

DATTEL ELECTRONICS

**MIDI
COMPATIBLE**



music machine

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

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

ONLY £49.99



THREE CHANNEL SOUND SYNTHESISER

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

ONLY £19.99

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

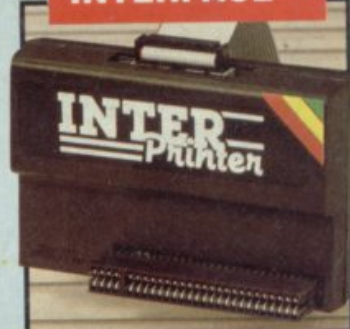


SPEECH SYNTHESISER

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

ONLY £15.99

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



Let me introduce you to a person who has been known to spread chaos on the word!

His name is Tom Frost and the chaos that he spreads is of the adventure game variety, and may the Great God of Adventure bless him for continuing to produce good quality games at low prices. He's been doing this for some years, as his many loyal followers will know to their pleasure. Others take note, you don't know what you're missing. He writes excellent stuff, does our Tom. One such is his latest effort, a three-parter (which is what

the cassette box says, but there are actually four parts) called **The Gordello Incident**, which sounds very simlae to the title of another adventure game, but we'll let it pass. The format used is roughly the same as his popular **Double Agent** game, in that we have a vertical split-screen to stare at.

However, changes have been made. Now we have an OOPS command, which for some reason is abbreviated to M. You'll need this often, I can tell you, because one of the two clones initially under your control in the first part of the game has

a highly irritating habit: he does the opposite of what you tell him! Ask him to go north, he goes south. Ask him to open a trapdoor, he closes it. It all adds to the fun.

These particular habits continue throughout the game, until by the time we get to part three there are umpteen characters roaming about just itching got you to tell them to do something. Whether they will or not is another matter. Gardeners, soldiers, boxers, all sorts of people, and if you don't ask them to do something, why, they'll just go ahead and do something anyway. Fortunately there is a pause feature (missing originally, but everyone who play-tested it felt that the game was much too hard!) to give you time to relax and ponder over your next move. Very useful.

The Gordello Incident only costs £3.95, and like just about every other Tom Frost game I can heartily recommend it. Postal order, cheques and cowrie shells to Tartan Software, 61 Bailie Norrie Crescent, Montrose, Angus, Scotland DD10 9DT. Get those clones working for you today!

After the good news, I hate to say it but there's some sad news. I am informed by various people that The Adventurers' Club Ltd, is no more. Subscribe ye not, dear readers, keep your hard earned groats to yourself and do not bother sending them in the direction of The Adventurers' Club. I'd love to tell you otherwise, but I can't, and a thousand commiserations to any new subscribers. What's happened to all the money, you might ask. Other people will be asking the same thing, don't you worry! I shall keep my ear to the ground (provided it's clean; the ground, you fool, not my ear) and pass on any information that comes my way.

In my usual, some would say unique, flowing style, I shall pass on some information that has come my way. The name Christopher Hester may be

TEMPLE TERROR:

From where we left off last time: north, west, north, east, north, say chop, get axe, get glass, west, wouth, south, west, cut leg (of table, not your own!), east, north, north, west, open coffin, kill vampire, north, east, open door (to find alixir), press circle, press triangle, press cross, open pot with spoon, paint class, deflect beam, north, west, north, search rubbish, get knife, west, south, north, get rope, east, east, throw rope, swing rope, west, cut leather, north, examine throne, get token, south, east, south, west, south, east, south, insert token, west, south, east, south, south, west, south, east, south, east, south, west, south, south, south ... and that, dear mortals, is another one completed!

THE DOOMS-DAY PAPERS:

From the start: Enter machine, get spacesu-ite, wear spacesuit, s, e, get meat, n, e, up, w, get boots, wear boots, enter hatch, wait, s, give meat, n, get spade, dig, get pen, w, n, n, e, climb ladder, s, give key, e, get pass, w, s, e, move rubbish, w, s, enter train, insert coin, e, e, e, n, e, type bus, get ticket, w, w, enter bus, e, n, n, give pass, n, e, n, give pen, look, remove tile, enter hole, remove boots, drop boots, n, get cutters, e, e, cut fence, (search around locations for ID Card and Dark Goggles), wear id, wear goggles (from the pylon where you got the goggles): s, w, s, s, w, w, s, wait, s, get mouse, s, d, s, s, w, s, e, e, s, drop mouse, e, e, n, e, n, n, w, s, w, n, n, u, e, d, e, type A2D0168, get papers, e, enter tunnel ... and that's it!



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



familiar to you. Apart from being an Isaac Asimov fan, his other claim to fame is that he has started a magazine (fanzine? There must be some other name for them) called *Adventure Coder*. Note that this is aimed at people who are writing adventures, rather than solving them, and covers home grown methods of programming as well as the use of the many utilities that abound these days. In the editorial hands of C. Hester there will probably be about 4,096 pages in the first issue (that was the subtle hint, young Christopher), and sample issues cost the princely sum of pounds one. Cheques etc. to C. Hester, who lives at 3 West Lane, Baildon, Nr. Shipley, West Yorkshire BD17 5HD. It says here that it's published by Mandy Rodrigues, published

presumably being a misspelling of the word photocopied. However, as Mandy is the brains behind the fanzine *Adventure Probe* these days, we can only hope for the best.

There have been a few adventures about the exploits of Dr. Who and his plucky team, but do you know what the letters TARDIS stand for? I shall tell you. Time And Relative Dimensions In Space, that's what. Why was K9 called K9? Well, I think you should know that, really. When was it created and by whom? In 1962 by Sidney Newman and Donald Wilson. It's astonishing what you can discover when attempting to look up something in an Encyclopedia (the typesetters will hate me for that, all these long words: in, an, up, that

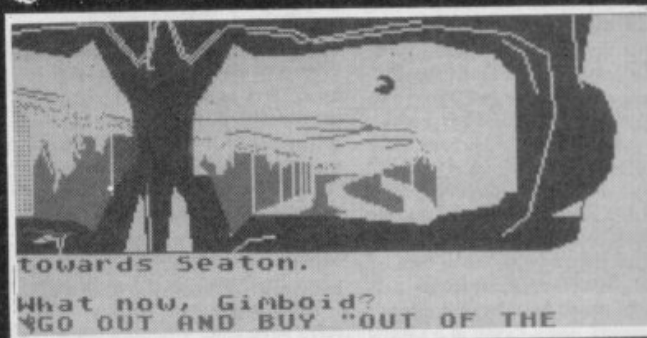
sort of thing) and happen to turn over a page or two to far.

What was I looking up in the first place? Who invented Cats' Eyes, that's what. Why was I looking it up? Don't ask stupid questions!

That about wraps it up for this month. Everyone seems

to have gone on holiday!

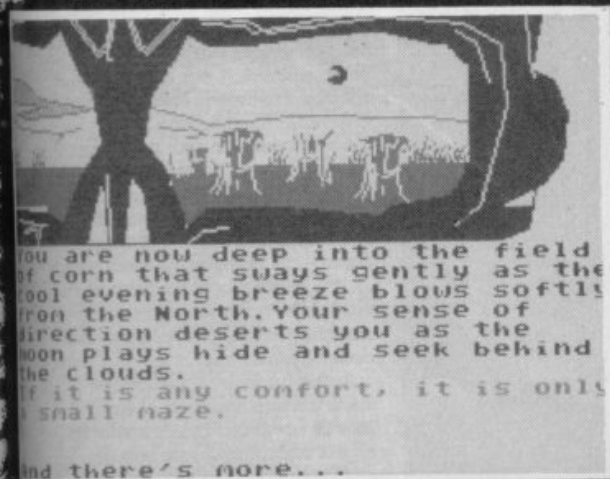
Companies, people. I await my postcards with bated breath. Why don't YOU send me a postcard? Let me know where adventurers go on their holidays. The Sorceress rarely goes further than... but that would be telling, wouldn't it? Byeee!



69

WITTS END

THE BEAST: From last time: get the piece of fur and take a photo of the dead sheep as evidence. Tell the farmer about the sheep and he will give you the key to the shepherd's hut on the moor. Buy a cup of tea at the cafe, you'll need the teaspoon. Carry the map and climb over the gate to get to the moor. Examine the trees to find some bark to make a fire, and the bracken to find a branch to help you down the steep slope. At the standing stones, scrape a hole with the trowel, break the candle to get the wick to use as a fuse, attach it to the pouch of gunpowder in the hole. Light the fuse to blow up the tree. It will fall down the slope and form a partial bridge crossing the river. You can jump the remaining gap. In the shepherd's hut, use the newspaper and the bark to light a fire. Open the can with the tin opener and warm the beans in the pan. Eat them using the teaspoon. With the rain, the day is too dark to explore the combe, so just wait until 6.40 P.M. when it starts to get darker and sleep for the night. In the morning, go to the combe, wait on the ledge by the pool and take photographs of the beast and its cubs when they emerge to drink. **THE END!**



PRECINCT 19

Down in the depths of Precinct 19 this month – an overview of the 2nd Edition Advanced D&D, the big Daddy of them all, from TSR, you've read the comics, now be the character with Judge Dredd – the role playing game from Games Workshop – and private investigations Victorian style in the PBM game The Great Detective.

A long time ago in a galaxy not that far away, a guy called Gary Gygax was inspired to create a game that revolutionised wargaming all over the world and created a new area to the genre.

The game was Dungeons and Dragons (universally abbreviated to D&D) and it was the start of a whole new industry – the production of role-playing games, that is, games where – instead of controlling an army or a platoon – you play the part of a single character.

In the fifteen years since then, literally hundreds of other role playing games have been written and played, some based in a similar fantasy Tolkienesque world to D&D, like Runequest, others set in a Science Fiction environment, like Traveller. One of the more bizarre has been set in the world of Watership Down, with players taking the part of Rabbits, Bunnies and Burrows! Arguably, none of them have had the popularity and durability of the original, which is available in 12 languages (not including Elvish!) and 42 countries – not to mention 7 or 8 planes of existence!

Originally, the game came in a

boxed set containing three small booklets. Supplements were soon produced as extra booklets, first Greyhawk – the rulebook that introduced the new (then!) character class of Thieves, and then Blackmoor – the first pro-written scenario with Gods, Demi-Gods and Heros following on from that.

Soon after this point in time, it was obvious that there was a large amount of information fragmented all over the place and the rules needed reorganising.

What happened was the game system, split into two – a new Basic system dealing with lower level characters providing an entry level introduction to the games and Advanced D&D, consisting of a series of hardback books, starting with the Players' Guide, the Dungeon Master's Guide and the Monster Manual which dealt with experienced characters – or particularly ambitious first timers!

Many, many more supplemental rules have been produced since then, as part of the evolving nature of the game, and the time has come again to update and reorganise the system – Edition 2.

Out already are the Players Handbook (the essential tome for the D?Der – £10.95), Dungeon Masters Guide (for the game controllers or Dungeon Masters – £9.95) with the Monstrous Compendium Vol 1 (for DM's, containing hundreds of monster details £13.50) out early Summer '89. Vols 2 and 3 of the latter should be out by the end of the year. So, what does the new 2nd Edition

have to offer?

Chances are, if you've been playing D&D or DMing for some time, you will have taken the original rules and fiddled about with them quite a bit. Some parts of AD&D were always a bit cumbersome others a bit sparse – and custom streamlining seems almost obligatory. Still, the new rulebooks have enough new ideas – all better organised and presented than before – to make the purchase worthwhile.

The sections on Character Class, Experience and Combat are the ones which have undergone the most changes – but nothing radical enough to worry about. There is particularly more background and help to produce a more rounded character – rather than a persona simply made up of a list of stats.

It's beginners that will benefit most from the 2nd



Edition, however. There is much more guidance than



before for new players/DMs alike on the way to make a campaign enjoyable and 'realistic', usually lacking in the first efforts of any player.

With all the amount of feedback and testing since the first edition rules, the second had to be an improvement – and it is, continuing to make D&D the best rounded set of pro role-playing rules available. Recommended. If you want to find out from the horse's mouth, write to TSR at 120 Church End, Cherry Hinton, Cambridge CB1 3LB. Since D&D has evolved over so many years, it's become smooth and rich as a vintage wine. So when you come up to something like Judge Dredd – the role-playing game, it's something like a bottle of Ti er! Bubbly, refreshing, but not something you'd serve the vicar if he comes 'round!

Judge Dredd is, of course, the major cartoon character of the 2000AD comics – hugely popular by all accounts from 8 year olds to stockbrokers!

Based in the futuristic post-holocaust Mega City One, the judge is one of the hi-tec law enforcement officers that patrol the streets – and pick up the Perps – perpetrators of crime. As you can imagine, law enforcement in the rough future time, is a bit ... well ... violent. And that's exactly what it is, brother!

Originally released as a separate Judges Handbook and Game Master's Book, these two are now bound together in a 200-odd page hardback, and the game system is certainly game for a laff.

Everything from the history of Mega City One, the occupants and minutiae of the equipment carried by the Judges is detailed with its pages – and as such has got to be essential reading for any 2000AD nutter.

The game system itself is quite similar to Traveller – where experience does not make you go up specific experience levels, but allows you to increase a specific skill.

Combat tends to be fast and bloody – and in a brief playtest session, great fun was had by all, with a lot of heavy Judge role-playing, with shouts of "Freeze Punk!!!" coming from all corners.

If anything, it's the construction of these scenarios that form the most difficult part of a GM's job in Dredd – routine police work is still routine in Mega City One – even if there's more blowing away of Perps than in the UK!

To come to your aid here there are supplements already available from Games Workshop – the Slaughter Margin and the Judge Dredd Companion. More details from Games Workshop, Chewton St, Hilltop, Eastwood, Nottingham NG16 3HY.



Finally, a game that I've been trying to mention for some time, The Great Detective from Creative Encounters. In this PBM you have a character with the attributes of Strength, Dexterity and Speed, money with which to buy equipment (a gun might come in useful!) and which to pay for the essentials of life. Finally you can choose five abilities, such as disguise, lockpicking and foreign languages.

Now, having witnessed a suspicious death, it is up to you to, with the aid of maps supplied (and rumours) supplier, move around London, examine locations, quiz witnesses, etc to try

whodunnit! Elementary!

If you think it sounds like you, write to CE at 15 Uxbridge Road,

Hanwell, London W7 3PX. Start up is £5.00 and turns £1.75.





THE NAME IS DARK...
DOCTOR DARK!

I AM THE MASTER OF MYSTERY!
DO YOU DARE CALL ME? BE WARNED...
YOU WILL BE PLUNGED INTO A WORLD OF
CHAOS. TERRIFYING SOUNDS
HAUNT YOUR EVERY TURN.
A FORTUNE AWAITS THOSE
WHO DARE BRAVE THE
FORCES OF DESTRUCTION
BUT BEWARE! MANY HAVE
TRIED... MOST HAVE FAILED!

HAVE YOU THE GUTS TO CALL
ME. FACE THE CHALLENGE
AND WIN! CALL ME NOW ON
0898 345 096

TELEPHONE INFORMATION AND COMMUNICATIONS: 16 HATTON GARDEN EC7A 8AT.
CALLS CHARGED AT 25p PER MINUTE CHEAP RATE AND 38p PER MINUTE AT ALL OTHER TIMES OF THE DAY (INC. VAT)

041 885 2405

For latest new additions and SPECIAL OFFERS please phone. For off-peak calls phone on SUNDAYS 6pm to 10pm (best time for special offer details)

ALL £2.99 EACH BELOW

Action Force 1, Alternative World Games, Army Moves, ATF, Barbarian 1, Cybernoid, Dan Dare 2, Enduro Racer, Exolon, Fox Fights Back, Green Beret, Gary Lineker's Superskills, Marauder, Rambo, Roy of the Rovers, Skate Crazy, Star Wars, Strip Poker 2, Supersports, Target Remegade, Daley Thompson Decathlon, Tobruk, Typhoon, Vixen, 1942, 720°.

ALL 128K ONLY BELOW (£2.99 EACH)

Balblazer, Ghostbusters, Gladiator, Hacker, International Matchday, Little Computer People, Barry McGuigan Boxing, Never Ending Story, Daley Thompson Supertest.

Afterburner	£6.99	Heatwave	£6.99	Running Man	£6.29
Alien Syndrome	£3.99	Heroes of Lance	£7.49	Saxxon	£6.29
Arkanoid 2	£3.99	History of US Gold (15 games)	£8.99	SDI	£4.99
Barbarian 2	£3.99	Human Killing Machine	£6.99	Silk Worm	£6.99
Batman 2	£6.99	Ikari Warriors	£3.99	Starglider	£3.99
Blasteroids	£6.99	Inc. Shrinking Sphere	£6.99	Stormlord	£5.59
Butcher Hill	£5.99	K. Dalgligh Soccer	£6.99	Super Scramble	£6.99
Captain Blood	£6.99	Last Ninja 2	£6.99 (RRP is £12.99)	Supreme Challenge	£6.99
Carrier Command (128K only)	£10.49	Microprose Soccer	£6.99	Supertrak	£5.59
Cassette 50 (50 Games)	£3.99	Mindfighter	£3.99	Tank Attack	£9.09
Chicago 30's	£6.99	New Zealand Story	£6.39	Technocop	£6.50
Crazy Cars 2	£6.29	Night Hunter	£6.99	The Real Ghostbusters	£6.50
Dark Fusion	£5.99	Navy Moves	£6.99	Thunderblade	£7.49
Data Genie (database utility)	£3.99	Obliterator	£6.99	Thunderbirds	£9.29
Dominator	£6.99	Operation Hormuz	£6.99	Time Scanner	£7.50
Dragon Ninja	£6.29	Operation Wolf	£6.29	Time & Majik (3 cassettes)	£3.99
Eliminator	£6.29	Outrun Europa	£6.79	Times of Lore	£6.99
Emlyn Hughes Int. Soccer	£6.99	PHM Pegasus	£3.49	Trivial Pursuit - Baby Boomer	£3.99
Empire Strikes Back	£3.49	Platoon	£3.99	Untouchables	£6.99
Fernandez Must Die	£6.99	Predator	£3.99	Vigilante	£6.59
Football Manager 2	£6.99	R Type	£6.99	Vindicators	£6.99
F.M. 2 - Expansion Kit	£6.99	Red Heat	£6.29	War in Middle Earth	£6.99
Forgotten Worlds	£6.99	Renegade 3	£6.29	Wec La Mans	£6.99
Game Set & Match 2	£6.99	Return of the Jedi	£3.99	World Class Leaderboard	£3.49
Garfield	£3.99	Ring Wars	£2.99	Xenon	£6.99
Giants	£9.49	Robocop	£6.99	Xybots	£6.99
H.A.T.E.	£6.59	Run the Gauntlet	£6.29	19 Boot Camp	£2.99

SUMMER CLEARANCE SALE

Alien Evolution 150p, Avenger 50p, Auf Weidesehen Monty 200p, Ballbreaker 100p, Basil Gt. Mouse Detective 150p, Battle of Planets 100p, Biggles 130p, Black Magic 150p, Blood Valley 150p, Book of the Dead 150p, Brave Starr 130p, Chimera 50p, Chain Reaction 150p, Cosmic Shock Absorber 50p, Crosswise 150p, Crystal Castles 200p, Dandy 80p, Deadringer 50p, Deactivators 50p, Death or Glory 100p, Deep Strike 200p, Defektor 200p, Daylight 2187 100p, Double Take 80p, Endurance 150p, Enduro 100p, Fifth Quadrant 50p, Firetrap 200p, Flunky 150p, Nightmare 130p, Gauntlet 199p, Gauntlet-Deeper Dungeons 199p, Gothik 150p, Greyfell 80p, Gunslinger 130p, Hacker 2 150p, High Frontier 100p, Hive 100p, Hysteria 200p, Implosion 150p, Impossable 75p, Infiltrator 100p, It's A Knockout 200p, Kat Trap 50p, Last Mission 100p, Lazer Tag 150p, Leaderboard 250p, Living Daylights 200p, Magnetron 150p, Mailstrom 100p, Marionoids 180p, Mask 2 150p, Mean Streak 180p, Mega Apocalypse 150p, Mermaid Madness 50p, Mr. Weems & She Vampires 100p, Mutants 200p, Mystery of Nile 100p, Nemesis Warlock 150p, Nexor 50p, Nexus 50p, Nilhist 150p, Ninja Hamster 150p, North Star 150p, Now 5 250p, Orbix 50p, Out Of This World 200p, Pentagram 200p, Phantom Club 200p, Pitfall 2 50p, Pulsator 50p, Quartet 200p, Ramparts 150p, Rescue of Fractals 100p, Road Runner 230p, Rygar 150p, Saboteur 2 200p, Samurai Trilogy 200p, Saracen 200p, Shackled 150p, Sidewize 150p, Slaine 150p, Star Raiders 2 100p, Sun Star 150p, Supersprint 200p, Survivor 200p, Tranter 250p, Twister 50p, Uridium/Firelord 250p, War 75p, Yeti 100p, Xarg 100p.

SOUNDBOX SOFTWARE, Dept SU, PO BOX 12,
RENFREW, RENFREWSHIRE PA4 0FS

P&P: add 50p on orders under 5, orders over 5 are postage free (UK only). EEC countries add 50p per tape, elsewhere add 100p per tape

PC ENGINE WITH PAL TV CONVERTER/BOOSTER AND DRUNKEN MASTER!
(A One Year Guarantee) **ONLY £159.95 (+ p.p. £5.00)**
NEW TITLES NOW IN STOCK!! 54 TITLES AVAILABLE

LIMITED OFFER ONLY
£19.99 EACH WHILE STOCKS LAST + £1.50 p.p.!!
GALAGA 38, SHANGHAI, MAHJONG, DRAGON SPIRIT

16 BIT SEGA MEGADRIVE IN SCART **£179.95 (£5 p.p.)**
16 BIT SEGA MEGADRIVE IN PAL TV **£199.95 (£5 p.p.)**
10 SOFTWARE TITLES AVAILABLE

NEW PC ENGINE TITLES NOW IN STOCK

SIDE ARMS **£29.95 + £1.50 p.p.**
GUNHEAD **£29.95 + £1.50 p.p.**

NINJA WARRIORS **£29.95 + £1.50 p.p.**
PACLAND **£29.95 + £1.50 p.p.**

LIMITED OFFER

BUY ANY 2 OF THE ABOVE GAMES AND GET DRUNKEN MASTER FREE

NINTENDO SPECIAL OFFER!!

JAPANESE CARTRIDGE CONVERTER & OPERATION WOLF **£43.95 inc p.p.**
THIS CONVERTER ALLOWS THE USE OF OVER 500 TITLES TO RUN ON UK SYSTEM.
MOST ARE IN ENGLISH ON SCREEN AND COST ONLY £24.99 EACH FROM MENTION!

For Details Send A SAE & Orders To:

MENTION TECHNICAL SERVICES

P.O. BOX 18, HELENSBURGH, DUNBARTONSHIRE
MENTION BANK WITH THE ROYAL BANK OF SCOTLAND, HELENSBURGH,
DUNBARTONSHIRE

DAVID BAILEY WHO'S HE?



**WIN EVERYTHING ON
THIS PAGE (apart from
Jim)**

**Here's your chance to nab a
smashing Canon Sure Shot Ex
camera from those lovely lovelies at Virgin**

There you are sitting on your bunk bed flicking through your copy of **SU** and lo and behold you come across that super VIRGINMASTERTRONIC compo with the rather hunksome piccy of Jimbo the ed. Not only is he flashing an absolutely amazing Canon Sure Shot Ex camera all over the place, he's also modelling a ruddy rad 'WELL'ARD' T-shirt, whilst juggling a Gemini Wing poster and a copy of said game. Gosh he really looks the bizzo you think, turning green as a gherkin.

Why does he get all the best toys to play with? Why does he look so darn handsome in that T-shirt? Why does everyone adore him so much (ho-hum - Al)? Why can't I be as jammy as him? You fling yourself to the carpet and blub into the shag pile.

Then, in a puff of purple smoke, Alison the magic **SU** fairy appears. "Fear not wee child, you too can be as jammy as old sauce chops himself, for in all his wonderfulness Jim has decided to give his truly tremendous camera (which, by the way, comes with auto-focus, built in flash, self timer, auto film load, multi shot load, auto film speed setting AND a strap and carrying case, just in case you're interested) away to one lucky reader".

"This can not be true, Fairy Alison", you cry in disbelief. "Tis true, and that's not all. Along with this wicked snapper Jim will also chuck in his T-shirt, poster and copy of Gemini Wing. What a guy. And all you have to do is answer the incredibly peasy questions below and this bumper batch of goodies could be yours. What do you reckon then?"

"I reckon you should get off my bunk bed, fairy features, I've no time to speak to you, my compo entry form is waiting to be filled, now bog off".

WHAT YOU HAVE TO DO

Circle the answers below and send your coupon to:
'Jim give me all your groovy gear compo', Sinclair User,
14 Holkham Rd, Orton, Peterborough PE2 0UF. Compo
closes September 30th 1989.

**1. Name the photographer who regularly appears in
camera commercials. Is it?**

a) Aurthur Daley b) David Bailey c) Lionel Blair

2. In which issue of **SU did we preview Gemini Wing. Was it?**

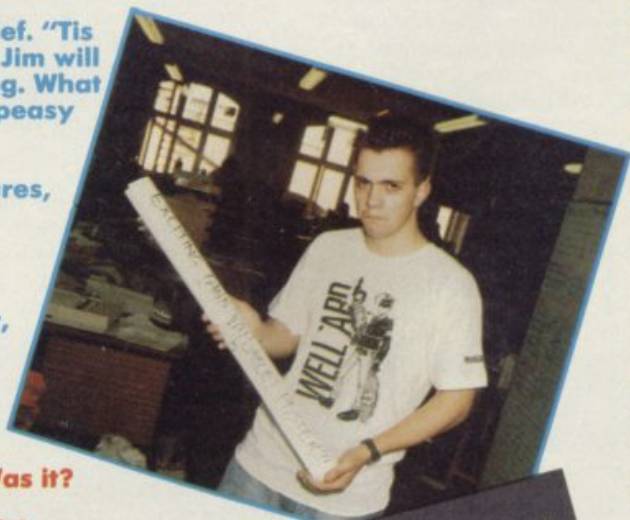
a) March '86 b) March '89 c) March '87

3. What's Fairy Alison's favourite nick name for Jim? Is it?

a) Fat Face b) Sauce chops c) Squid features

Name

Address



RULES

No employees of EMAP or Virginmastertronic are eligible to enter. The Editor's decision is absolute and final and no correspondence will be entered into. Entering this competition signifies understanding and acceptance of these rules.

You've seen the film, worn the T-shirt, eaten the book and pirated the video – how about playing the arcade game? **Willow** makes a spectacular entrance onto hardware – and doesn't it look pretty? Feeling particularly butch? **Dynamite Duke** is obviously the game for you, then. But if you wanna rock – only **Dragon Breed** will do!

GAME ON!



Willow Capcom



Willow was (a long, long time ago in a galaxy far away), a Lucasfilm proto-blockbuster that wasn't. The central character looked like a Hobbit and had to rescue a Saint-Child from the clutches of the Evil Queen. No wonder it never got any Oscars.

Still the good news is that the Capcom coin-op (not to be confused with the Mindscape home computer game) is a very nicely executed piece of work, and as the new Capcom Super-chip is involved (making this the fourth game to use that technology), the graphics are fab.

The story is the same – you start off playing Willow Ufgood – and have the quest for the kiddie to complete, killing off the Evil Minions of Baumorda while you're at it. No problem – not with the Ultimate Good on your side, anyway. Armed only with a humble joystick and two buttons (one for chop, the other for jumping) off you go.

The first scene has you skipping through the woodlands – taking out enemy guards. It just goes to show that Crime (in the name of Good) does pay too, as you get gold the corpses turn into gold pieces that you collect and save to spend at the handy local Good Persons Equipping with Extra Weapons and Adventuring Accessories (by Order) Shop.

Jump, Hack, Jump, Hack and into the shop... by golly, it won't let you have a big wobbly sword with which to put Evil to flight – although it will give you protection-type things such as Amulets of Protection. Nope, only the

character you become in the Second Scene can use these bits, matey.

The object of the first, having seen off intermediate baddies and End of Level purple pigs is to rescue the noble warrior, Madmartigan. As he is a good sort, he vows to help you in your quest, and throughout the rest of the game you will find

yourself alternating between him and Willow – depending on circumstance.

The second level starts with an escape from a tavern involving more slashing than... well... perhaps we won't go into that), to a fast and furious chase scene, with you on the back of a cart going along at high speed, being chased by half an army. Not easy.

Overall, the game is a nice mixture of jumpy action and beat-'em-up – not overly taxing or adrenaline inducing – but lovely graphics, beautiful sound and a good cause. What more could you want from a coin-op?

FAXBOX

Willow
Beautifully presented and you'll save a whole multiverse from the clutches of the Ultimate Evil.
Beats going down the pub any day.
Graphics 9
Sound 8
Gameplay 8
Addictiveness 7

OVERALL
RATING

8



Dragon Breed

Dynamite Duke



There have been several variations on the **Op Wolf**, electronic shooting gallery. Some have been flops a bit like Taito's intended sequel **Op Thunderbolt**, and some quite good ones, like **Mechanised Attack**. Now there's **Dynamite Duke** to contend with.

To be fair, it's a bit different. There is still the same, you and your gun versus 15 million other guys scenario, but this time, your body is presented in transparent outline on-screen — just like in **Dead Angle**. This makes it a lot easier to judge if you're going to be hit by enemy bullets or not — as you are super-human and can see them coming towards you in time to dodge out of the way. I never could figure out what the enemy target area was in **Op Wolf**.

The essentials are the same,

however. It's a horizontal scroll with enemy martial-type things moving past. You have a gun sight that you move around the screen with the joystick (it also gives you the number of rounds you have left on-board). And you shoot the hell out of them.

If you run out of ammo — and sometimes when you feel particularly macho — you can punch people out instead, like a traditional boxing game.

I like it — maybe you will too. Go for it, Dan! And let me have the bull power back when you've finished with it, will you?

FAX BOX

Dynamite Duke
Another shooting gallery, but it's really quite good if not completely original. Well worth a minor investment, although probably not a biggie.

Graphics 7
Sound 7
Gameplay 8
Addictiveness 7

OVERALL
RATING

7

SINCLAIR USER S



Dragon Breeding. Now there's a concept to conjure with. Beats canaries or racing pigeons I guess. Ever read any of the books on Dragon World by Anne Macaffney? She's penned an excellent series of books about the fantasy world where Dragons were ridden and used to protect the lands from invasion. Well, **Dragon Breed** is a bit like that too — but only a bit.

You are, in fact, riding on the head of this here Dragon which has got a huge tail which can zap things by colliding with them — and your job is to give assorted aliens hell. No problem.

It's one of those frantic sensory overload jobs where there are so many sprites on screen that your brain fries trying to take all the information in and there are millions of extra weapons to

collect and if you get these mega power ups the world explodes every time you press the fire button and you have to manoeuvre the dragon out of the way of some stuff and try to not get shot at the same time and your central processor starts grinding to a halt, but then just gets just enough adrenaline to get going again and you end up coming off the machine all breathless and exhausted.

Get the idea? Sod the details — play it!

FAX BOX

Dragon Breed
If this game doesn't get you excited — take up basket weaving. Blast-a-minute with some original touches. Go, go, go, go, go, go!

Graphics 7
Sound 7
Gameplay 9
Addictiveness 9

OVERALL
RATING

9



£3 OFF £3 OFF £3 OFF



£3 OFF £3 OFF £3 OFF

DARK FUSION

Send your cheque/postal order (plus your name and address) for £4.99 to **Dark Fusion** Supercoupon, Gremlin Graphics Software Ltd, Alpha House, 10 Carver St, Sheffield S1 4FS. Make cheques payable to Gremlin Graphics Software. Offer closes 30th September 1989.

£3 OFF £3 OFF £3 OFF

Send your cheque/postal order (with your name and address) for £4.99 to **Butcher Hill** Supercoupon, Gremlin Graphics Software Ltd, Alpha House, 10 Carver St, Sheffield S1 4FS. Make cheques payable to Gremlin Graphics Software. Offer closes 30th September 1989.

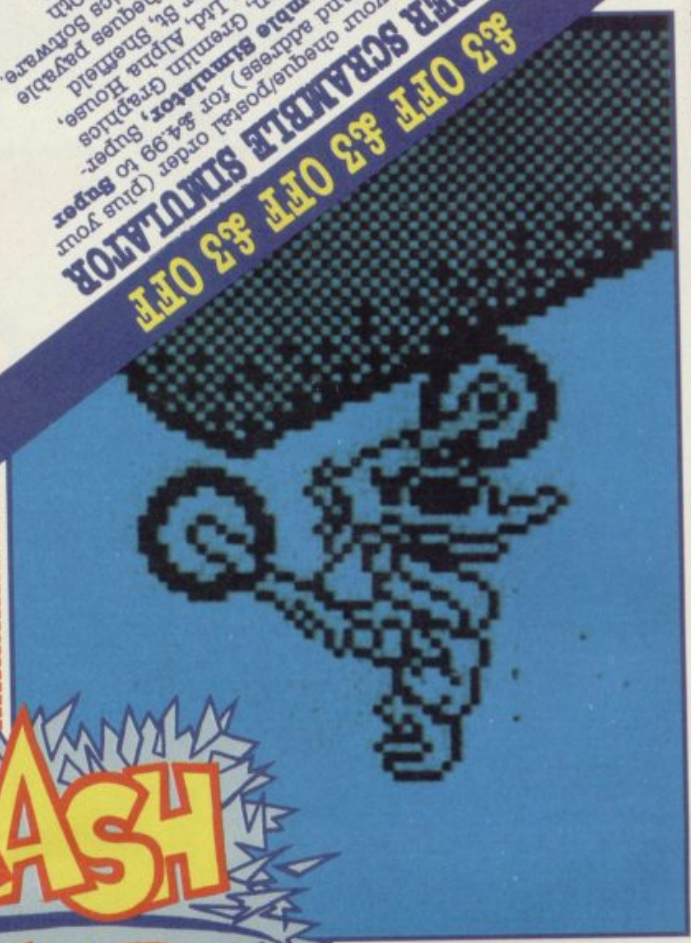


SMASH OFFER

£3 OFF £3 OFF £3 OFF

SCRAMBLE SIMULATOR

Send your cheque/postal order (plus your name and address) for £4.99 to **Scramble Simulator**, Supercoupon, Gremlin Graphics Software Ltd, Alpha House, 10 Carver St, Sheffield S1 4FS. Make cheques payable to Gremlin Graphics Software. Offer closes 30th September 1989.



BARGAIN SOFTWARE 60 Boston Road, London W7 3TR

Other branches — 309 Goldhawk Road, London W12 8EZ

18 Market Square, Leighton Buzzard, Beds

Unit 33/34, Rumford Shopping Hall, Romford
(OPEN 7 DAYS 10 am-8 pm)

(OPEN 7 DAYS 10 am-8 pm)

BUY BY PHONE
01 741 1222
01-995 3652
0525 371884

01 741 1222
01-995 3652
0525 371884

PRICE PROMISE

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

 **ENQUIRIES**
01-567 7621
(office hours only
10am-6pm)

 **ENQUIRIES**
01-567 7621
(office hours only
10am-6pm)

CHART TOPPERS

FANTASTIC OFFERS

	OUR PRICE	SAVING
AFTERBURNER	7.99	2.00
ALTERED BEAST	7.99	2.00
BATMAN II	6.50	3.49
BLOODWYCH	6.99	3.00
CARRIER COMMAND	6.50	3.49
CHUCK YEAGER'S ADVANCED FLIGHT TRAINER	7.50	1.49
CONTINENTAL CIRCUS	6.50	2.49
DOMINATOR	6.99	3.00
DOUBLE DRAGON	6.99	3.00
DRAGON NINJA	5.50	3.49
ELIMINATOR	5.99	3.00
EMILYN HUGES INTERNATIONAL SOCCER	6.99	3.00
F16 COMBAT PILOT	10.50	4.49
FOOTBALL DIRECTOR II	13.99	6.00
FOOTBALL MANAGER II	6.50	3.49
FOOTBALL MANAGER II EXPANSION KIT	6.50	2.49
FORGOTTEN WORLDS	7.50	1.49
GARY LINEKER'S HOT SHOT	6.25	1.74
HEAT WAVE	6.99	3.00
INDIANA JONES & THE LAST CRUSADE	6.50	2.49
JAWS	6.50	2.49
KENNY DALGLEISH SOCCER MANAGER	5.99	2.00
LAST DUEL	7.50	1.49
LED STORM	7.50	1.49
LICENCE TO KILL	6.99	2.00
MICROPROSE SOCCER	6.99	3.00
MUNCHERS (128K ONLY)	6.50	1.49
NAVY MOVES	7.99	2.00
NEW ZEALAND STORY	5.99	3.00
NIGHT HUNT	6.99	3.00
OBLITERATOR	6.99	3.00
OPERATION WOLF	5.50	3.49
OUTRUN	7.50	1.49
OUTRUN EUROPA	7.50	1.49
PARANDIA COMPLEX	7.99	2.00
PRO SOCCER	6.50	2.49
PURPLE SATURDAYS	6.99	3.00
REAL GHOSTBUSTERS	7.99	2.00
RED HEAT	5.50	3.49
RENEGADE III	5.50	3.49
RICK DANGEROUS	6.99	3.00
ROBOCOP	6.50	3.49
RUN THE GAUNTLET	5.50	3.49
RUNNING MAN	6.50	2.49
SANXION	6.50	2.49
SHINOBI	6.99	3.00
SILKWORM	6.99	3.00
SKATE OR DIE	6.99	2.00
STORM LORD	5.99	2.00
SUPER SCRAMBLE SIMULATOR	7.99	2.00
THUNDERBIRDS	8.99	4.00
TIME SCANNER	7.99	2.00
TOWER OF LIGHT	9.99	3.00
UNTOUCHABLES	6.99	3.00
VIGILANTE	7.50	1.49
VINDICATORS	6.99	3.00
WAR IN MIDDLE EARTH	6.99	3.00
WEC LE MANS	6.50	3.49
XENON	6.99	3.00
XYBOTS	7.99	2.00

ALL 20 GAMES ONLY £6.50

<p>HOSTBUSTERS FA CUP FOOTBALL AGENT X2 KANE LA SWAT NINJA MONSTER RASPUTIN OMIE & LISA RICOCHETT ZOLYX</p>	<p>WAY OF THE EXPLODING FIST DAN DARE FORMULA ONE SIMULATOR BRIAN JAKES SUPERSTAR CHALL. TALI-CETI I-BALL PARK PATROL THRUST HARVEY HEADBANGER WAR CARS</p>
<p>GAME SET & MATCH Only £8.99</p> <p>WORLD SERIES BASKETBALL + MATCH POINT + JB SQUASH + SNOOKER + PING PONG + HYPER SPORTS + SUPER SOCCER + 8 McE BOXING + BASKETBALL + DALEY'S SUPERTESTS</p>	<p>GAME SET & MATCH II Only £8.99</p> <p>MATCH DAY II & I - BOTHAMS + BASKET MASTER + TRAK & FIELD + SUPER HANG ON + K. FLADD'S GOLF + S. DAVIS SNOOKER + WINTER OLYMPIAD '88 + SUPERBOWL</p>
<p>BEST OF ELITE I Only £3.99</p> <p>BOMB JACK + COMMANDER + FRANK BRUND'S BOXING + AIRWOLF</p>	<p>ENTERTAINMENT CENTRE Only £4.99</p> <p>BACKGAMMON + PINBALL + BRIDGE + POOL + CHESS + CARD ARCADE + DOMINOES + WORDSEARCH</p>
<p>SPECIAL ACTION Only £8.99</p> <p>CAPTAIN BLOOD + SD1 + DALES OLYMPIC CHALLENGE VINDICATORS + DRILLER</p>	<p>MEGA HITS Only £3.99</p> <p>3D STARSTRIKE + BLUE THUNDER + WHEELIE + SON OF BLUGGER + PSYTRON + FALL GUY + AUTOMANIA BUGABOO + BLADE ALLEY + PENETRATOR</p>
<p>THE IN CROWD Only £9.99</p> <p>KARNOV + GRYZOR + BARBARIAN + CRAZY CARS + PREDATOR + COMBAT SCHOOL + PLATOON + TARGET RENEGADE</p>	<p>BEST OF ELITE II Only £5.99</p> <p>PAPERBOY + BATTLESHIPS + GHOST & GOBLINS + BOMB JACK II</p>
<p>TAITO COIN OP Only £9.99</p> <p>RASTAN + FLYING SHARK + ARKANOID + ARKANOID II + SLAP FIGHT + BUBBLE BOBBLE + ARKANOID + RENEGADE + LEGEND OF KAGE</p>	<p>SOCCER SPECTACULAR Only £8.99</p> <p>WORLD CHAMPIONS + FOOTBALL MANAGER + HANDBALL MARADONA PETER BEARDSLEY + SOCCER SUPREMO</p>
<p>SUPREME CHALLENGE Only £4.99</p> <p>SENTINEL + STAR GLIDER + ACE II + ELITE + TETRIS</p>	<p>WE ARE THE CHAMPS Only £5.99</p> <p>SUPERSPRINT + RENEGADE + RAMPAGE + IK + BARBARIAN</p>
<p>COMPUTER CLASSICS Only £4.99</p> <p>EXOLON + DYNAMITE DAN + ALIENS (U.S.) + CAULDRON II + INTO THE EAGLES NEST</p>	<p>COMPUTER HITS VOL.5 Only £6.50</p> <p>DARK SCEPTRE. TARZAN. MEGA- APOCALYPSE. MAGNETRON. TRAZ. MYSTERY OF THE NIGHT. NINJA HAMSTER. CATCH 23. FRIGHTMARE DRUID 2</p>

CASSETTE 50 Only £4.99

Muncher, Ski Jump, Basket Ball, Frogger, Breakout, Crusher, Star Trek, Martien, Boggles, Alien Attack, Lunar Lander, Meze Eater, Microtrap, Motorway, Labyrinth, Skittles, Race Truck, Ski Run, Tanks, Solar Ship, Ten Pins, Cars, Stomper, Pin Ball, Cavern, Laser, Aliens, Cargo, The Race, The Skull, Orbit, Bowls, Raiders, Field, Draggold, Space Search, Inferno, NIN, Voyager, Sketch Pad, Blitz, Fishing Mission, Cool Diamond, Galaxy Defence, Cyphur, Jet Mobile, Barrel Jump, Attacker, Space Mission

	OUR PRICE	SAVING
A.T.F.	3.99	5.00
ARKANOID II	3.99	4.00
ARMAGEDDON MAN	2.99	10.00
BARBARIAN	2.99	7.99
BARBARIAN II	3.99	6.00
COMBAT ZONE + SPECTRUM CHESS II	0.50	7.49
COMBAT SCHOOL	3.99	5.00
CRAZY CARS II	5.99	3.00
CYBERNOID	2.99	6.00
DAMNED FORREST	0.99	2.00
DRILLER	3.99	11.00
EMPIRE STRIKES BACK	3.99	6.00
FERNANDEZ MUST DIE	3.99	6.00
FOOTBALL DIRECTOR	4.99	4.00
FOOTBALL MANAGER II	5.50	4.49
FORCE (THE)	0.99	9.00
FOURTH PROTOCOL	3.99	9.00
FREEDOM FIGHTER	0.75	2.24
GAUNTLET - DEEPER DUNGEONS	4.99	9.00
GRYSOR	3.99	4.00
HARDBALL	0.99	8.00
HEARTLAND	1.99	8.00
I. BOTHAMS TEST M. + SUPERFILE 128K	0.50	6.49
KEMSHI	0.75	2.24
PLATOON	4.99	5.00
KRYPTON FACTOR + BLOCKBUSTERS + EVERY SECOND COUNTS	4.99	8.00
LAST NINJA II	6.99	6.00
MAURAUDER	2.99	6.00
MEANSTREAK	1.99	6.00
MICKEY MOUSE	2.99	7.00
MS. PACMAN	1.99	7.00
PITFALL	0.50	8.49
POLE POSITION	1.99	7.00
PRODIGY	7.99	1.99
PROFESSIONAL ADVENTURE WRITING SYSTEM (P.A.W.S)	13.99	9.00
QUILL	3.99	14.99
QUILL & ILLUSTRATOR	5.99	22.00
RASTAN	3.99	4.00
RENEGADE	3.99	4.00
RETURN OF THE JEDI	3.99	6.00
ROY OF THE ROVERS	2.99	6.00
SCRABBLE DELUX	5.99	7.00
SKATE CRAZY	2.99	6.00
STAR WARS	3.99	6.00
TETIN'S	0.00	0.00
THE REALM	0.75	2.24
THE SOLD A MILLION (4 GREAT GAMES)	3.99	6.00
TOY BIZZARE	0.50	8.49
VALKYRIE 17	1.99	8.00
WHERE TIME STOOD STILL	3.99	4.00
WIZBALL	3.99	4.00
ZENJI	0.50	8.49

BUDGET GAMES

DALEY'S SUPERTEST (128K)	0.50
DOUBLE	2.99
ENDURO RACER	2.99
GREEN BERET	2.99
INTERNATIONAL MATCHDAY (128K)	0.50
LEADERBOARD	2.99
MIAMI VICE	2.99
NEVER ENDING STORY	0.50
YIE AR KUNG FU	2.99

BARGAIN ORDER FORM (SU/09/89)

Please send the following titles. BLOCK capitals please!

Type of computer _____ Amount

50 page catalogue @ 50p	
Total enclosed f	

Name.

Address

Postcode

Tel. No.

Please make cheques or postal orders payable to **Bargain Software**

Orders under £5 please add 50p per tape. P&P; Over £5 P&P is **FREE**. Europe please add £1.00 per tape.

Elsewhere please add £1.50 extra per tape



HOW TO

ASCII code nightmare disassemblers? Baffled by problems with programming or not, Andrew Hewson is and he'll be investigating it say "Ram Dos Buffer Int

... DO WE USE FLOATING POINT

A couple of letters landed on my desk last month with questions such as, 'How do you use the floating point calculator?' from Frode Tennebo in Norway and 'How do you draw lines and plot in machine code?' from Gordon Bissell of Stafford. This month I hope to answer both questions with a few practical examples including circle and plot routines in machine code.

Machine code is easy once you have learnt the basics and start to use it more frequently, like learning a foreign language in fact. The numbers we deal with are all INTEGERS and there are no complicated decimal numbers or fractions to worry about. This is great for most applications but at some point in time you will want to do something where the odd cosine or square root is required and with integers, we can't simply round up the result and expect the calculation to work out. In a game for example, the main character might have a single byte for each of the X and Y co-ordinates of its screen position. Each byte gives us a resolution of 1 pixel but as this is the smallest resolution of movement then it is perfectly adequate. We treat each byte as an integer and there are no problems. In fact, if we had a co-ordinate system with a resolution down to 0.001

or one-thousandth of a pixel it would just mean designing an overly complicated routine to handle those smaller floating point numbers — hence the reason for shying away from FP.

This is the standard way

```
RST 28H
DEFB A2H
DEFB A4H
DEFB 04H
DEFB 38H
JUMP 2DA2H
```

```
;Stack a half (0.5)
;Stack ten (10)
;Command code for multiply
;Exit calculator command
Exit via Floating point to 'BC'
```

of accessing the calculator. The RST instruction enters the calculator, the two bytes — A2H and A4H are special commands that deposit the values 0.5 and 10 on the stack. There are 5 of these 'special values:

A0H — zero
A1H — one
A2H — one half
A3H — one half of PI
A4H — ten

After putting 0.5 and 10 on the stack, we tell the calculator to multiply the two items on the top of the stack with the 04H command code. Finally we exit the calculator with the code 38H. However, to be of any use to us we have to get the result into a register for further use. There is a very useful routine which performs the function 'Floating point to BC' at address 2DA2Hex. It rounds the floating point number and puts it into BC and the accumulator is a copy of C.

PUTTING NUMBERS INTO THE CALCULATOR

There are a couple of ways to do this — if we are using any of the 5 special values above, we just use the

commands A0H to A4H. Typically we would want to be able to put in values from a register pair say. The routine to do this is at 2D2B Hex. It will place at the top of the calculator stack the value held in the BC register pair. This works like to:

THE THREE MODES OF THE CALCULATOR

In a calculation, it may be what is called 'Unary' meaning functions such as — $1/x$, $SQR\ x$, $SIN\ x$, etc. The actual calculation is just acting on the 'last value' on the stack. These are Unary calculations.

```
LD BC,21 ;We will demonstrate 21x43
CALL 2D2BH ;First we stack 21
LD BC,43 ;
CALL 2D2BH ;Now we stack 43
RST 28H ;Enter the calculator
DEFB 04H ;Multiply 21x43
DEFB 38H ;Exit the calculator
JUMP 2da2h ;result in BC
```

The result here in BC should be $21 \times 43 = 903$.

When we perform the calculation 3×10 , this is known as a binary operation ie there are two values on the stack. This use of the word binary is not to be confused with the normal Base 2 '1's and '0's type of binary we all know.

Finally, the calculator has 6 memories which can be used for temporary storage (as well as the calculator stack). Operations using the memories are termed 'manipulatory' as they do not actually calculate anything.

Although the calculator stack is not to be confused with the Z80 machine code stack, it still has to be treated like on — we use the DELETE command in the calculator which has the code 02H to tidy up the stack — a bit like the POP instruction in Z80 code.

PRACTICAL USE OF THE CALCULATOR

Circles can be drawn with clever algorithms that don't need floating point arithmetic but here I will demonstrate a relatively

res? Disillusioned with
 bytes? If you're having
 ing, whether they alliterate
 your man. Drop him a line
 the problem before you can
 interface Edge Connector"

HELL!

NUMBERS IN MACHINE CODE?

```
LD BC,64H      ;Use BC
CALL 2D2BH     ;Stack 64 Hex
RST 28H        ;Enter calculator
DEFB C3H       ;Store top of stack to memory 3
DEFB 02H       ;Delete it from the top of stack
DEFB 38H       ;Exit from calculator
```

standard trigonometric method of drawing circles. The routine is based around an interactive solution where we only have to sue the slow COSINE and SINE calculations once for the whole circle. Fro avid

mathematicians out there, the formulae can be found on page 78 of the book Computer Graphics by John Lansdown and published by Hodder and Stoughton.

The Spectrum machine code works like this:

```
RST 28H      ;Enter calculator
DEFB A3H     ;Stack PI/2
DEFB 34H     ;Stack data (90 decimal)
DEFB 40H,BOH,00H,5AH
BYTE 05H     ;Divide (PI/2)/90 = PI/180
DEFB 34H     ;stack 360 decimal
DEFB 80H,BOH,00H,01H,68H
DEFB 34H     ;Stack the number of steps
DEFB 40H,BOH,00H,64H
DEFB 05H     ;In this case 100 decimal
DEFB 04H     ;Divide 360/steps
DEFB 31H     ;Multiply PI/180
DEFB 1FH     ;Duplicate it
DEFB 01H     ;Get the sine of it
DEFB 20H     ;Exchange the top stack items
DEFB C0H     ;Get the cosine of the angle
DEFB 02H     ;Store it in memo
DEFB C1H     ;Delete from the top of stack
DEFB 02H     ;Store the sine in Mem1
DEFB 34H     ;Delete to clear the stack
DEFB 40H,BOH,00H,4DH
DEFB C2H     ;Stack 77 decimal
DEFB 02H     ;Store it in Mem2
DEFB 34H     ;Delete it
DEFB 40H,BOH,00H,57H
DEFB C3H     ;Store it in Mem3
DEFB 02H     ;Clear the stack by deleting
DEFB 38H     ;Now exit the calculator
LD B,100     ;Use B as a counter

CLOOP:
PUSH BC      ;Save it for later
RST 28H     ;Enter calculator again
DEFB E2H     ;Get contents of Mem2
DEFB 34H     ;Stack the X centre of screen
DEFB 40H,BOH,00H,7FH
DEFB 03H     ;Which is 127 decimal
DEFB C4H     ;Subtract it from Mem2
DEFB 02H     ;And re-store it in Mem4
DEFB E3H     ;Tidy the stack
DEFB 34H     ;Get Mem3
DEFB 40H,BOH,00H,57H
DEFB 03H     ;Stack the Y centre of screen
DEFB C5H     ;Which is 87 decimal
DEFB 02H     ;Subtract it from Mem3
DEFB E4H     ;Store result in Mem5
DEFB E0H     ;Tidy up stack
DEFB 04H     ;Get Mem4 - X diff
DEFB 04H     ;Get memo - cos angle
DEFB 04H     ;Multiply
```

```
DEFB E5H     ;Get Mem5 - Y diff
DEFB E1H     ;Get Mem1 - sin angle
DEFB 04H     ;Multiply
DEFB 03H     ;(X diff x cos)-(Y diff x sin)
DEFB 34H     ;Stack X centre of screen
DEFB 40H,BOH,00H,7FH
DEFB 0FH     ;Which is 127 dec
DEFB C2H     ;Add it to above
DEFB 38H     ;Store for next loop in Mem2
CALL 2DA2H   ;Exit calculator
PUSH BC      ;Put last value in BC - this
              ;is the X co-ordinate of the
              ;next circle point
```

```
RST 28H      ;Enter calculator again
DEFB 02H     ;Delete last value
DEFB E4H     ;Get Mem4 - X diff
DEFB E1H     ;Get Mem1 - sin angle
DEFB 04H     ;Multiply
DEFB E5H     ;Get Mem5 - Y diff
DEFB E0H     ;Get memo - cos angle
DEFB 04H     ;Multiply
DEFB 0FH     ;(X diff x sin)+(Y diff x cos)
DEFB 34H     ;Stack Y centre of screen
DEFB 40H,BOH,00H,57H
DEFB 0FH     ;Which is 87 dec
DEFB C3H     ;Add to above calculation
DEFB 38H     ;Store in Mem3 for next loop
CALL 2DA2H   ;Exit from calculator
              ;Put last value in BC - this
              ;is the Y co-ordinate of the
              ;next circle point
```

```
POP DE
LD D,C
CALL PLOT
POP BC
DJNZ CLOOP
RET
```

PLOT:

```
LD A,D
CP 192
RET NC
AND COH
RRA
SCF
RRA
RRA
XOR D
AND F8H
XOR D
LD H,A
LD A,E
RLCA
RLCA
RLCA
XOR D
AND C7H
XOR D
RLCA
RLCA
LD L,A
LD A,E
AND 07H
INC A
LD B,A
LD A,1
```

PLOT10:

```
RRCA
DJNZ PLOT10
OR (HL)
LD (HL),A
RET
```

```
;Test the Y co-ordinate for
;Off-screen
;Return if it is
;Calculate the screen address
;from the co-ordinates
;with a few bit-manipulations
;
;
;
;
;
;
;
;
;
;Screen address now in HL
;Now we work out the bit to
;be plotted
;
;Use B as A 1 to B counter
;Set bit 0 of A
;
;Rotate into required position
;
;Or it with the screen
;and then store it
;Retrun to the circle routine
```


I'VE GOT THIS PROBLEM

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

Plus Two Blues

As the executive letter opener sliced cleanly through envelopes, letters and executives this month, a common problem is coming to light (and I'm running out of fingers). It seems that the +2 (doncha love it?) is prone to loading problems after a month or two of happy operation - there's a stack of letters here all saying the same thing. Mostly, it's 128K, turbo load and boosted games that won't load properly.

Symptoms are an apparently clean load that falls over at the last possible minute, leaving a blank screen or loads of pretty flashing squares. Lots of **SU** readers have demagnetised, cleaned, tweaked and otherwise severely

chastised their tape heads, to no very good effect.

It sounds like a bad batch of cassette drives, or possibly another component, has sneaked past the eagle eyes of Amstrad's Quality Control (do I hear laughter at the back?), since most of the +2s involved are the same age. And, fortunately, under guarantee, so the ever-cheerful shopkeepers (I definitely heard laughter that time) should take 'em back. More to the point, since Amstrad should now be painfully aware of the problem, you should have no problems in getting 'em fixed.

Now then, first patient.

. . . with my modem

Dear Dr Rupe, I've recently bought a Miracle WS2000 modem to go with my +2, and I was wondering how to connect it to the CPU. What sort of cables do I need?

Psi(45)
Tyersal
Bradford

● Psi(45)? Jolly good . . . s'pose your Spectrum's called Kevin. Anyway, you'll need more than mere cables to do anything useful with the modem, because the humble +2 hasn't got

enough hardware to talk to it properly. The serial port in the computer is only good enough to send information to things like printers, who don't answer back. A modem sends data as well as receives it, which is too much for the poor Speccy to cope with. You'll also need a comms program.

The WS2000 is a very simple modem, and should work with any combination of software and hardware. The cable will depend on the type of interface you buy - the connector on the WS2000 is a totally standard modem socket.

. . . with a mad desire

Dear **SU**, Please please please (much grovelling cut at this point), tell me if there is a tape or hardware that can make a +2 Spectrum into a Commodore 64?

I've heard friends talking about software that can do this.

Mr X
Mossley
Walsall

● Nope. The only bit of hardware that'll turn a Spectrum into a Commodore 64 is . . . a Commodore 64. It doesn't even need a

screwdriver to install.

The Spectrum is completely different from the C64 internally; trying to make Spectrum software run on a Commodore is like trying to make a Madonna CD play on a 1930's gramophone - difficult and totally pointless (apart from the one on the gramophone needle).

You forgot your first name, by the way, so I've replaced it with Mr X, to keep Psi(45) company . . .

. . . with my interface

Dear Dr Rupe, I found, in a jumble sale of all places, a Tasprint printer interface. It didn't have anything with it in the way of software or documentation though.

I'd have thought that it would have worked with my rather elderly Spectrum 48 and Tasword II, but I can't seem to make it talk to the printer (an Epson FX80) from the program.

Is there anything I can do, or have I wasted 50p?

Jerry Philips
Maidstone
Kent

● 50p? Eeee, When I was a lad you could get fifteen QLs, a C5 and a software games house for 50p, and still have change for a copy of **SU** . . .

The codes for the Tasprint interface are simple enough, although your original Tasword II (ie. from the tape it came on, not a copy) should work automatically. If not, the codes are:

Code 1:0
Code 2:0
Code 3:0
Code 4:64836

The Fortress Of Doom

Leave behind the world you know and set forth upon a perilous quest in a realm of castles and caverns, monsters, myths, and master magicians. Become **LONE WOLF**, the last Kai Master of Sommerlund, and determine your destiny in this **FANTASTIC AUDIO-ADVENTURE**. The first level of the **FORTRESS OF DOOM** awaits...dare you take up the challenge?



- Written and produced by Joe Dever & based on his award-winning Lone Wolf adventure books.
- Unique voice-activated choice & combat system (no more expensive tone pads and frustrating dialling mishaps).
- Top quality studio production using professional actors.
- State-of-the-art audio and computer effects.
- Other features include:

Time-Freeze – Save your character at any stage of your quest.
Monthly Prizes – Books, games and a major prize every month.
Kai Disciplines – Call up these special warrior skills for useful advice.
Quick Start – one of a host of money-saving options available to players right from the beginning.
Kai Points – a realistic scoring system that takes into account how well a player performs throughout the quest.

DEATH OR GLORY?...THE CHOICE IS YOURS!

SATELLITE TV SPECIAL

OUT

Video Hired The Radio Star

We've all heard Money for Nothing, and we've read all the hype in the newspapers, but what exactly is all this MTV business about?

MTV simply stands for Music Television, and that's exactly what you get. 24 hour music, be it in the form of videos, live performances, or even just music related items, such as interviews with music professionals or news

frustratingly smug Bailey Brothers. If it's rap you're into, then check out the aptly named Yo! MTV Rap for, as the station advertises, some 'chillin' mixes'.

Or why not check out Remote Control, the station's only quiz show, and after seeing host, Ken Ober in action, you'll be thankful. Three grinning, hatefully outgoing American kids make complete assholes of themselves while product manufacturers pile on the endorsements. You'd never guess it's an American imported show (much)!

But being serious for a moment, as we rarely are in this magazine, we'd like to wholeheartedly recommend MTV to anybody considering buying a satellite dish. It's not so much a TV station as a visual radio, and I tell you, after having it for the last two months, there is no way I could be without it. Altogether now, We want our MTV!

"Good morning! It's Friday, and that

means the week is almost over. Here comes the weekend and just to get this day off to a good start...". After almost an hour solid of being cheery and introducing yet another video, VJ Kristiane Backer emerges from one of MTV's studios in London's Camden Town, looking slightly relieved it's over. She's just been filming the continuity links for her five hour stretch the next morning. And there was me thinking it was all live.

So what exactly is a VJ? 'Well, a VJ is somebody who fills in between video clipss, introduces the next clip or show, and provides little bits of gossip' explains Kristiane, 'a bit like a regular DJ, only we get no say as to what gets played. That's down to the programme controllers.'

And so she should know, being no stranger to radio or television. Born in

programmes carrying information on new tour announcements and professional/social/legal changes within the industry.

As I've said, MTV is a 24 hour channel, around 12 hours of which is taken up by video shows hosted by the channel's Video Jockeys (See interview). But what takes up the rest of them? Here on **SU** we break down all the barriers and let you know exactly what to watch.

Firstly, there's the specialist programmes concerning different areas of the musical spectrum. There's MTV's Metal Hammer, hosted by the



WDS



Hamburg, Kristiane grew up there, to a lofty six foot, no less. After doing the German equivalent of her O Levels, she spent a year in the US perfecting her English. She returned to spend two years

phrase, we are in no way insinuating that Miss Kristiane Backer, 24, is in anyway horselike. Thank you.

That's the best, what's the rest?

What you need to receive MTV?

That's simple enough. All you need are four things. A television set, a satellite dish, a signal decoder and somewhere to put the aforementioned dish.

What

happens is that the magic pixie up in the Astra satellite, looks down on your home and sees that you have a dish. He then uses his special pixie antennae to beam down all the Astra channels to your home. But, as he's a pixie, all the programmes arrive in pixie form, so you need a decoder to turn it into something that your TV can understand (good grief - Al).

Dish/decoder packages

are becoming quite cheap. You can quite easily pick up a decent set for around £150-250. We at SU (well, me because I'm the only one who gets it) thoroughly recommend one of the two Amstrad set-ups, either the SDX60 dish and SRX100 receiver for £199.99 or the SDX60 dish and the SRX200 receiver with remote control for £269.99. Or why not try winning one in our great compo!

So, what else can you pick up off the Astra satellite dish apart from the mega fabby MTV? SKY, for a start. SKY consists of four channels at presents. SKY Channel itself is an entertainment channel not unlike BBC1 or ITV, only there are no repeats. The channel hasn't been going long enough, now, what you get are first time showings of great shows like Family Ties, The Sullivans and General Hospital. Sky News is a 24 hour solid news channel, the flow of the media broken only momentarily to show Frank Bough's World, though do we really want to see it?

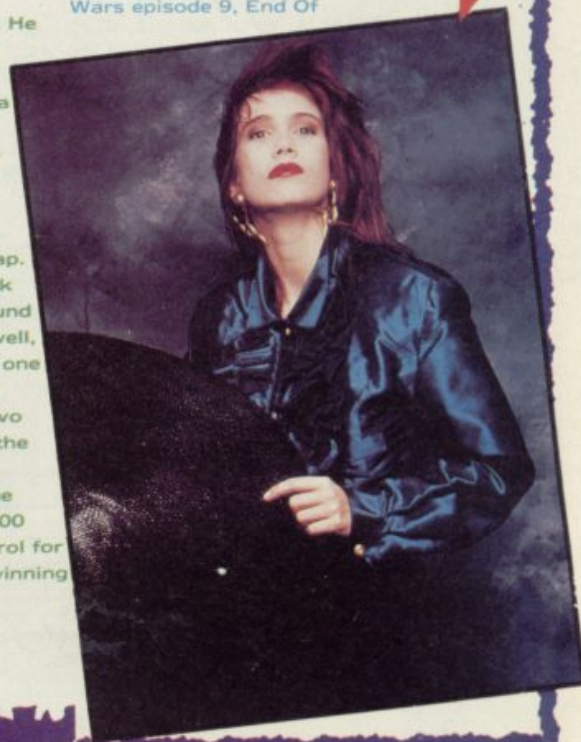
Sky Movies is the second best channel on Astra, bringing you all the movies that won't be seen on normal TV for a year or two. Laugh at all your friends when you tell them that you want to get home early to watch Aliens 3, or tell them the ending of Star Wars episode 9, End Of

83

in front of and behind the mike at the privately owned Radio Hamburg then moved to MTV Europe in February of this year and has worked as a VJ since. 'Soon I hope to get my own show, just like the other VJs, or maybe go more into the production side of MTV.

Does she think it's worth getting hold of MTV? "It's worth getting just to have a wider choice of channels, plus when there's nothing else on any other channel, there's always going to be something good on MTV". Sound enough advice, and once again, straight from the horses mouth."

"We at SU would just like to point out that by the marked



SATELLITE TV SPECIAL

The Jedi.
The best
thing about SKY
Movies is that the
movies are uninterrupted by
commercial breaks. All station
advertisements are between
films.

All this plus the Childrens
Channel (non-stop Dr.
Snuggles), two sports channels
(female Australian Mud
Wrestling and All-Ireland
Amateur Field Ploughing finals
are but two of the highlights),
Women's Lifestyle (can't
comment as I haven't seen it yet)
and the Landscape channel, which
shows lots of dramatic
landscapes set to soothing music.
Must be fun to watch!



It's all very well us telling you how great MTV is, and it's all very fine saying how great they are, but what good is that to you, the reader? You want to find out for yourself just how brilliant a 24 hour visual radio is don't you? That's why those luvly, luvly people at MTV have given no less than ONE whole Amstrad Satellite receiver system, consisting of an SDX60 dish, an SRX100 receiver, that can pick up all channels currently broadcast by Astra, and all the nuts, bolts and bits of metal needed to affix the dish to your home. FIVE (count 'em) lucky runners up get to own a fabbo MTV T-shirt, just to prove how incredibly cool and sexy they are.

All you have to do to be in with a chance of winning this super duper prize is to answer the three simple questions below, and send your answers, along with your name and address, to "I want a large circular object on my roof!", SU, Holkham Road, Orton, Peterborough PE3 0UF. Closing date 30th September.

- 1 How many channels are currently broadcast from Astra?
- 2 What does the M in MTV stand for?
- 3 Coca-Cola are one of MTV's sponsors. True or false?

Answers: 1)
2)
2)

Name.....
Address.....

EMAP and MTV staff may not enter, nor may people who (A) don't have a TV licence, (B) don't like music or (C) don't have a roof.

This month's OUTlands was all the lovely work of Tony and was laid out by the saucy Tim. Thanks to Debbie Walker at MTV for getting involved and Kristiane for showing me where the office was.

NINJA COMMANDO

GAMES REVIEW

A tacky budgetty sort of title, seems to automatically ensure a cheap tacky budgetty sort of game, but Ninja Commando, despite the awful title is a surprisingly enjoyable game.

You, are as usual, a Ninja Commando of the highest degree. Unstoppable is how he's described on the back of the suspiciously-Code Master-like packaging (complete with authentic quotes such as 'Brilliant graphics' and 'Excellent animation'). Didn't seem very unstoppable to me. When I was controlling him, he was stopped more than once or twice.

You run from left to right over a monochrome multi-level scrolling landscape, jumping on and off platforms and fighting the bad guys. Fighting started as being a bit of a



immediate gameplay glitch of working out how to kill anything, it does become enjoyable. Very, in fact. It's nothing special or outstanding, and it won't set any new standards, but it's still good. One of the better budget releases.

85

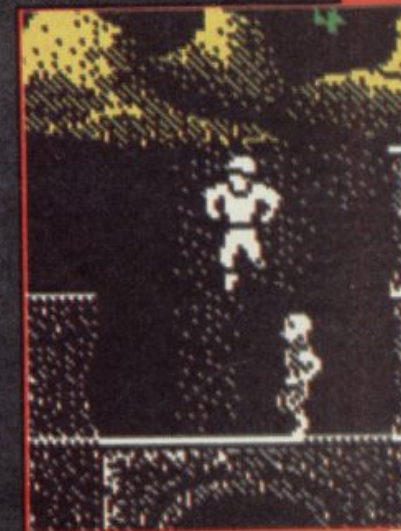
that you don't have a weapon at the start of the game, and contact with the bad guys means instant death. What the instructions don't tell you, and this is something that took me more than one or two failed attempts to discover, is that you actually have to jump on the bad guys to kill them when in unarmed mode. Make a note of that, you are the first ever easily stoppable unstoppable ninja who knows absolutely no form of martial art or self defence.

So, you're running along from right to left, leaping on and off platforms and killing the bad guys.

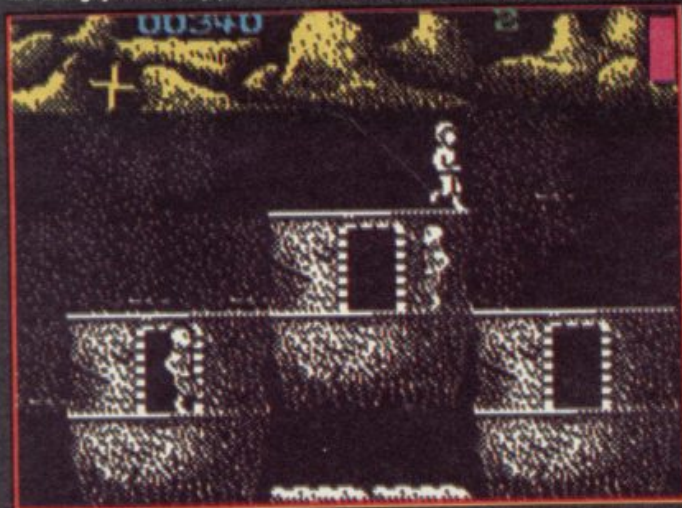
But what exactly is the game about. Well, it's about running from right to left, jumping on and off platforms and killing the bad guys. That's it. Now come on, how is anybody supposed to take a budget game called Ninja Commando seriously if it doesn't have a really far fetched plot about some evil emperor and contains lots of names like Ken-oh and Dan-oh.

The graphics are small, but very well defined and animated. So, the main character (the ninja) looks more like Morph than a black assassin of death, but at least he runs convincingly. The backdrops are a little samey in places, and the complete lack of colour anywhere, including the front end, does spoil the look of the game a tad.

It plays well, and after the



problem. You can collect weapons as you progress through the game. The weapons are obtained by killing the bad guys. The only problem is



ARCADE
★
REVIEW

FAX BOX

NINJA COMMANDO Label: Zeppelin Author: Brian Cross Price: £2.99 Memory: 48K/128K Joystick: Sinclair

GRAPHICS	SOUND
81	69
PLAYABILITY	LAST ABILITY
89	73

Another fine game from Zeppelin.

Reviewer: Tony Dillon

OVERALL
78

SINCLAIR USER

DRAGON SPIRIT

Oooh! Here's something that should get your game-sensors twitching. This is Dragon Spirit. Well, these are two pictures from it. It's Domark's rather fantastic conversion of the IREM coin op and, as any arcade freakster will tell you, it's completely gobsmacking.

Just take a look at the



size (fnur) of the dragon.

Check out the mountainous landscape. And

take a gander at the bad guys you'll be facing on the second picture.

Meanies or what. Since the Dommers have a history of producing above average vertical scrollers, it will be no surprise to us, and that's to be sure, if Dragon Spirit could well turn out to be a PC Show blinder.

Streetdate: Sept/Oct
Price: £8.95

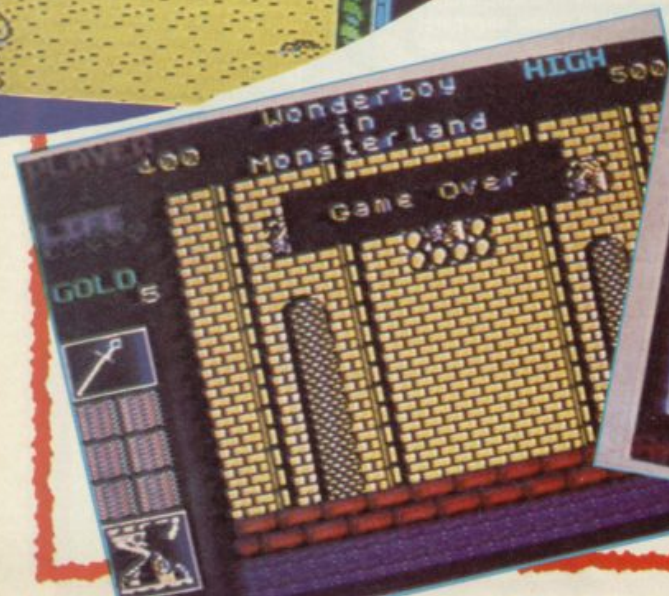


PREVIEW

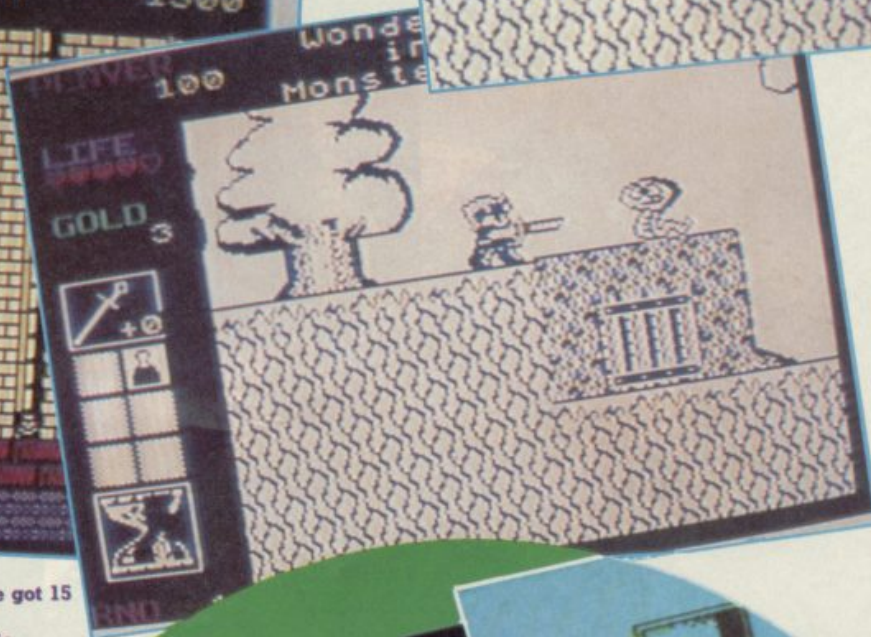
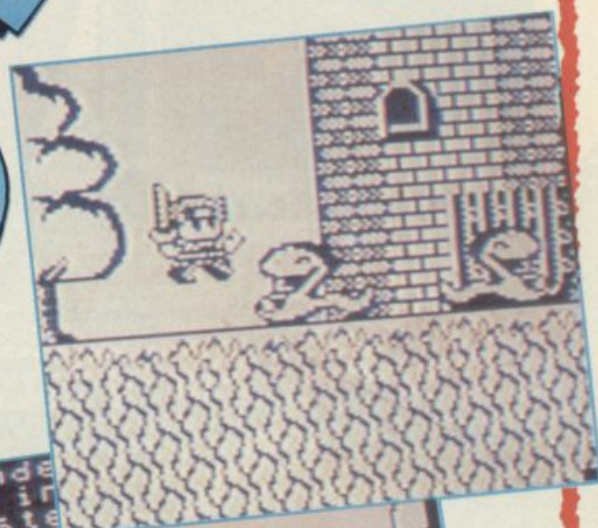
SUPER WONDERBOY

Sinclair User has made a new friend (have you? - everyone in the world). Yes boys and girls we have, shall we tell you his name? (Please do - the whole cosmiverse). Well kiddies his name is ... Oh cut it out will you - right then, his name is Super Wonderboy and he's well 'ard (even if he has got woofy yellow hair and girlie eyes as big as fried eggs).

Super Wonderboy lives in a wondrous mythical place called Monsterland and this is how he spends his days. He trundles around, sword at the ready, just in case any nasty beastie should approach him. And do they



NEWS



approach him?

I should say they do. A different monster appears at the end of each level, and you've got 15 levels to get through.

As you go on your merry way through this horizontally scrolling adventure you'll come across treasure in the shape of gold pieces. If you collect these you can then visit various shops and spend the gold on such things as Hearts (to increase life force), Gauntlets (to improve your punch), Rubies (to upset dragons) and Notes to Betty (!) (to obtain clues), along with other jolly items like armour and flying boots.

Gold pieces also allow you to visit hospitals and buy yourself a cure, or enter taverns where you can win a clue with every drink you buy (the more expensive the drink, the better the clue).

The monsters you can bump into along the way are Giant Kong, Vampire Lord, Death Master, Kraken and Myconid Master, to name a few. These are all end of level monsters, but you will also encounter Mudmen, who are globs of mud that turn into men (never - JD) and Gold Collectors who will nick your pieces (oer) quicker than you can say "ooh gawd, someone's nicked me pieces".

Get yourself through all 15 levels and you've er, finished the game - great stuff. We reckon Super Wonderboy could prove to be a darned fun game, and we think you'd better look out for a review pretty soon.

Streetdate: August

Price: £8.95



He's back BACK BACK! He's Joe Blade and here's a picture of his latest outing, Joe Blade III. And since we've probably written more about Joe Blade over the past few months than anything else in the galaxy, we're not going to tell you any more, awright?

Streetdate: Sept
Price: £2.99



SPOOKED!

Ooooooh! You won't be getting much sleep at night once you've had a proper look at Spooked from Players. We're talking serious nightmares. Well, alright, not really. Give me a break, I'm trying to build some atmosphere here.

You're the boss of a long established ghost,er, hunting agency. Work hasn't

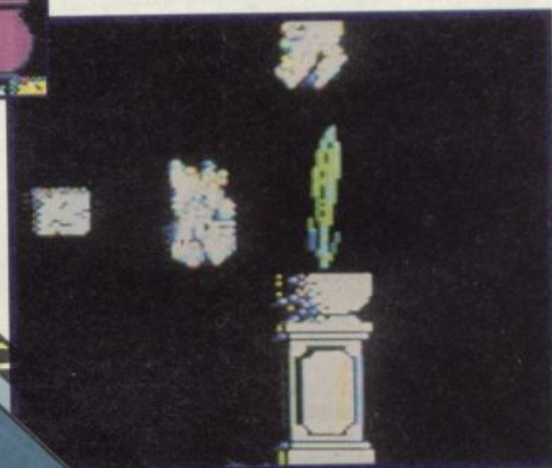


exactly been brisk recently, what with a lot of more famous people working your patch and a general lack of ghoulies in the area anyway.

So the phone call is a bit of a relief. Even if the person on the other end of the line is rather ambiguous about the job he wants you to do.

And so you find yourself in seriously horrible surroundings, in a big old house full of the undead.

Will you manage to stay alive long enough to collect your cash? Will you heck. You'll be

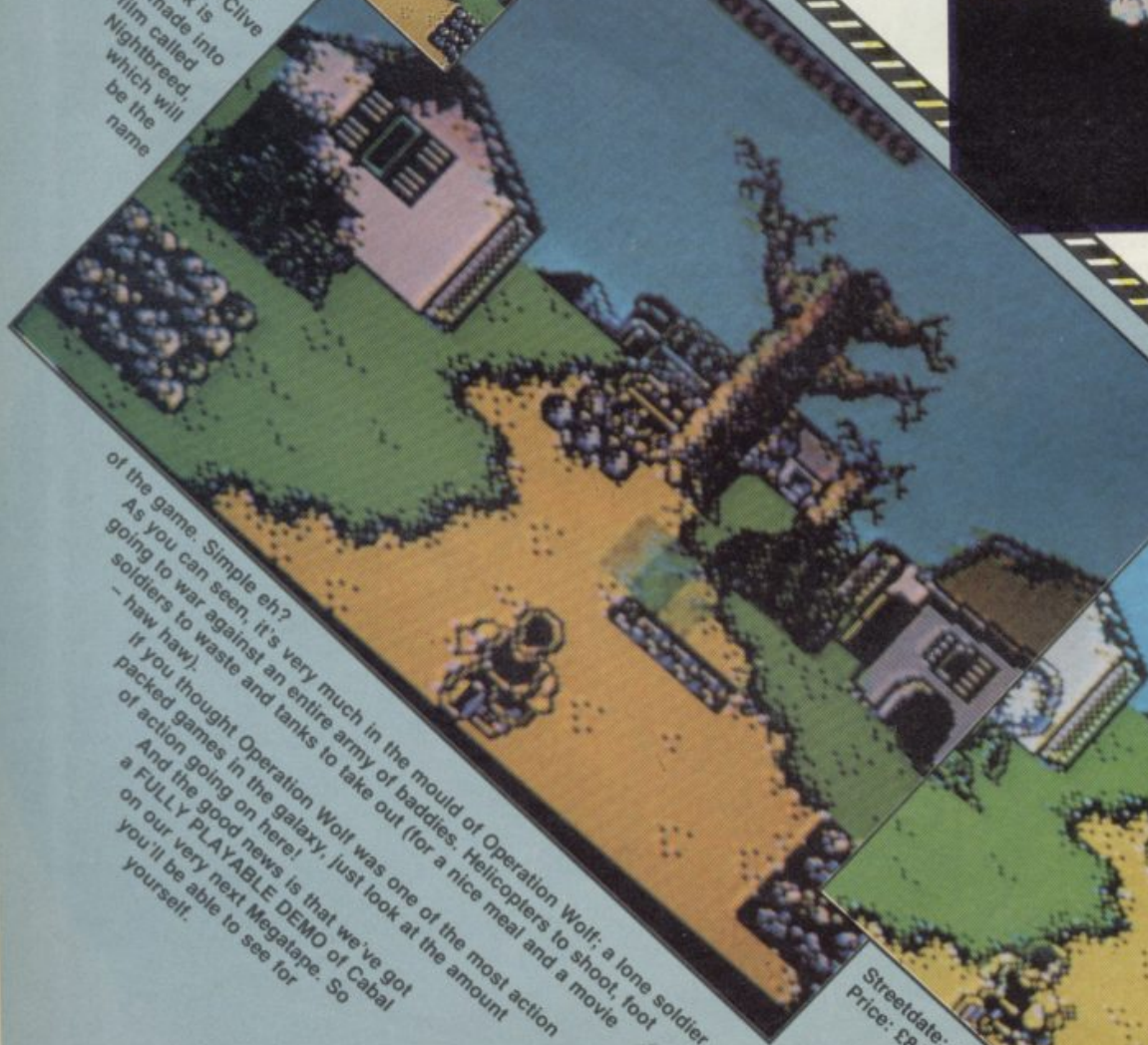


caught by the ghoulies before you've scored 100 points. Haw Haw.

Streetdate: August
Price: £2.99

CABAL

Just take a look at this little beauty! This, friends, is Cabal. Now, let's get one thing straight from the beginning. This Cabal has nothing whatsoever to do with the Clive Barker book, Cabal, which Ocean are also converting. The Clive Barker book is being made into a film called Nightbreed, which will be the name

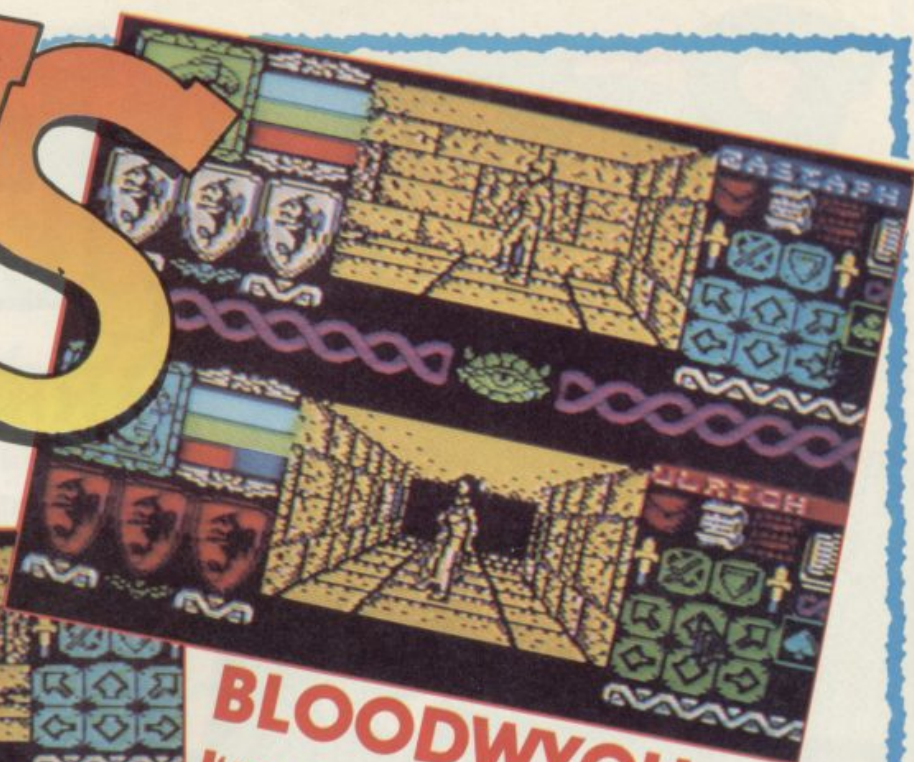
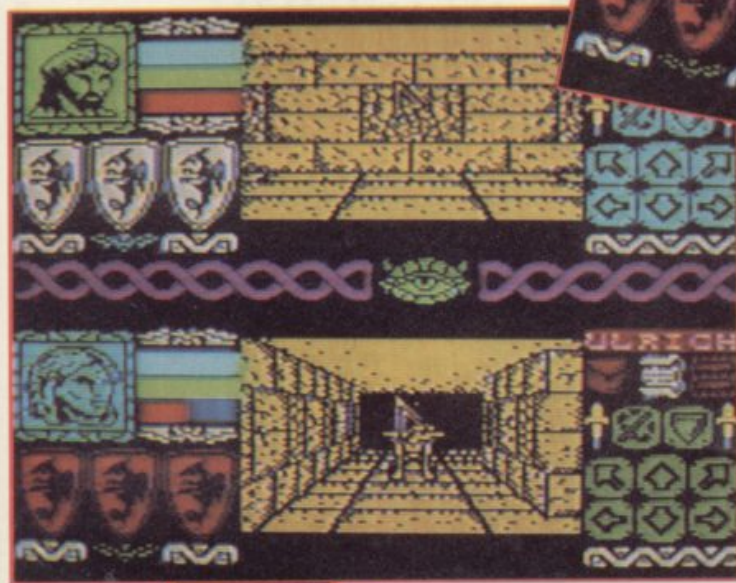


of the game. Simple eh? As you can see, it's very much in the mould of Operation Wolf: a lone soldier going to war against an entire army of baddies. Helicopters to shoot, foot soldiers to waste and tanks to take out (for a nice meal and a movie - haw haw).

If you thought Operation Wolf was one of the most action packed games in the galaxy, just look at the amount of action going on here! And the good news is that we've got a FULLY PLAYABLE DEMO of Cabal on our very next Megatape. So you'll be able to see for yourself.

Streetdate: October
Price: £8.95

NEWS



BLOODWYCH

If you ever saw *Dungeon Master* on your mates ST, you'll be in for a treat with *Bloodwych*. It's full of three dimensional sexiness set in a large castle with tunnels to explore and inhabitants to "interact" with.

Hidden somewhere in the castle is a set of crystals which will yield the secret of absolute power to the person who finds them. When in possession of the crystals they can be used to cast the ultimate spell; either for ultimate good or ultimate evil. If you decide to play with two



people, one will take the role of good guy and one bad. In two player mode the screen also splits into two so each player can explore an entirely different part of the castle and play his own game, separate from the other guy, until they bump into each other in a dark alley... Littering the castle are objects with hidden properties and meanings. You'll be given clues to help you progress as well as the odd red herring to slow you down. Full review next month.

Streetdate: August
Price: £8.95

PREVIEWS

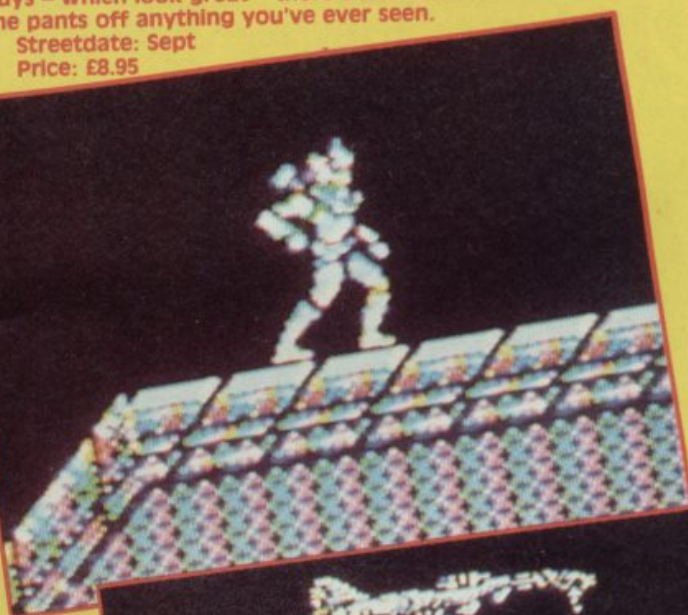
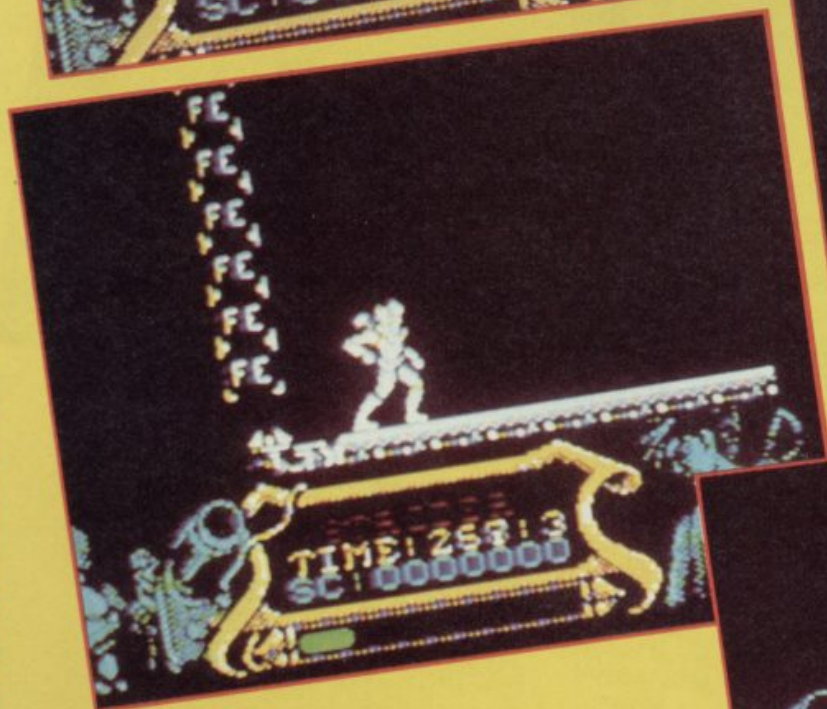
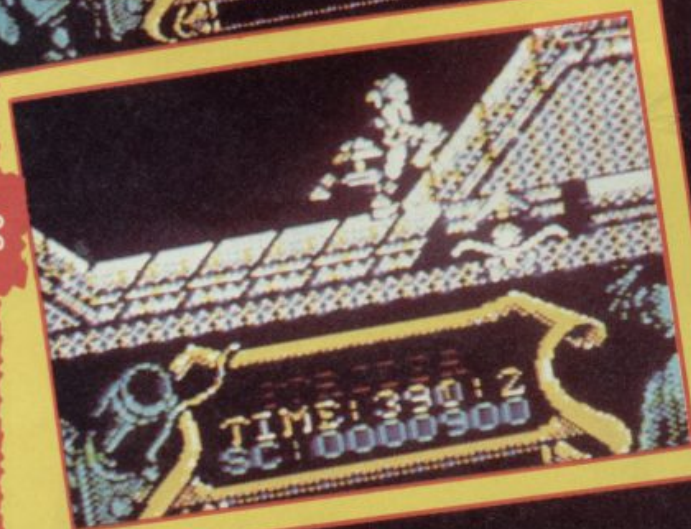
STRIDER

If you haven't already read the Blueprint on page 58, then why don't you? This is US Gold's big event for the PC Show. It's probably the fastest and most detailed runny jumpy game in the history of runny jumpy games.

It reminds me of the Battle of the Planets TV Show with all those Pziling! sound effects and super speedy animations.

The game takes place across an entirely huge landscape that scrolls in all directions and on top of the normal bad guys – which look great – there are end of level nasties to beat the pants off anything you've ever seen.

Streetdate: Sept
Price: £8.95



**SOFTWARE
BARGAIN OF
THE YEAR**

90 SUPERGAMES

for the price of one

FOR SPECTRUM 48K + 128K + +2
HOURS OF FUN TO SUIT ALL
TASTES

ARCADE ACTION
ADVENTURE
STRATEGY
SIMULATIONS

TAPE 1

1. TIME TRAX
2. THE BULGE
3. SHEER PANIC
4. GLASS
5. RUPERT AND THE ICE CASTLE
6. SOULS OF DARKON
7. DEFCOM
8. DR FRANKY AND THE MONSTER
9. ROAD TOAD

TAPE 2

1. EVIL CROWN
2. WIBSTARS
3. NICK FALDO'S OPEN
4. METEORSTORM
5. DEATH WAKE
6. ROBBER
7. YOMP
8. MICROMOUSE
9. INVADERS

TAPE 3

1. DARK EMPIRE
2. FANTASIA DIAMOND
3. HOCUS FOCUS
4. CORE
5. PETER SHILTON'S
HANDBALL MARADONA
6. SPECTRON
7. CORRIDORS OF GENON
8. HYPERBLASTER
9. 3D TANX

TAPE 4

1. XENO
2. SNOOKER
3. ARENA
4. BLOOD 'N' GUTS
5. ROBOTO
6. QUETZALCOATL
7. SPACE COMMAND
8. LIFELINE
9. JAWZ

TAPE 6

1. RED SCORPION
2. 3D SEIDDAB ATTACK
3. CAPTAIN KELLY
4. ARCTURUS
5. PYRAMANIA
6. TWO GUN TURTLE
7. MISSILES DEFENCE
8. 1994
9. BILLY BONG

TAPE 8

1. NETHER EARTH
2. r
3. DOGSBODY
4. FLYER FOX
5. OVERLORDS
6. THE LUDOIDS
7. TUTANKHAMUN
8. MOON BUGGY
9. S.O.S

TAPE 9

1. NIGHTFLITE 2
2. LEGIONS OF DEATH
3. STRONTIUM DOG
4. STAR TRADER
5. MUSHROOM MANIA
6. 3D TUNNEL
7. BOMBER BOB
8. THE CHESS PLAYER
9. ESCAPE

TAPE 5

1. MISSION OMEGA
2. SHOWJUMPING
3. TANTALUS
4. THE ISLAND
5. STARFIRE
6. ATLAS ASSIGNMENT
7. NIFTY LIFTY
8. STAR WARRIOR
9. KNOT in 3D

TAPE 7

1. SECTOR 90
2. HEATHROW
3. SODOV THE SORCERER
4. XADOM
5. REALM OF THE UNDEAD
6. MUMMY MUMMY
7. PANZER ATTACK
8. ZOOT
9. GRID PATROL

TAPE 10

1. FIRESTORM
2. REDCOATS
3. DRAUGHTS
4. CARPET CAPERS
5. PLANET FALL
6. GRID RUNNER
7. DRAGON BANE
8. TUBE CUBE
9. AGENT ORANGE

90
GAMES FOR
£9.95
+ £1.50 p&p

HOW TO ORDER

NAME:
ADDRESS: POSTCODE:

Please send me ☐ sets of 10 tapes + £1.50 p&p each

Tick if cheque ☐

ACCESS or VISA

□□□□□□□□□□□□□□□□□□□□

CHEQUES & P/ORDERS MADE PAYABLE TO LOGIC SALES LTD

LOGIC

WHERE TO FIND US.

Mail or Telephone orders from:
19 THE BROADWAY, SOUTHGATE, LONDON N14.
TEL: 01-882 6833

or direct from above address and:
6 MIDGATE, PETERBOROUGH, CAMBS.
5 LYNTON PARADE, CHESHUNT, HERTS

Chris's Crap Jokes Corner

It gets harder and harder to fill this space every month, especially in that quiet time of the year when the DomDom's aren't doing anything remarkably silly we can make fun of. So we're going to get you to fill the space – and we aren't even going to give you any money. No. All you'll get for the effort is the honour of seeing your name in Chris's crap jokes corner.

Unlike Al's Crap Jokes Corner, which was largely visual, we want written jokes because we can't spend our valuable time standing around having our photos taken in silly poses. Just so you know how a joke qualifies as being crap, here's Chris's own current favourite.

A tortoise is making its way to the shops when it's set upon and mugged by three vicious-looking snails. It lies spinning on its shell at the side of the road until a police rabbit turns up, ner-ner ner-ner ner-ner. "Ello 'ello 'ello, what's up here then Doc?" says the rabbit. "I've been mugged by three snails, officer" sez the tortoise. "Oh dear oh dear oh dear, that's terribly serious. Would you recognise any of them if you saw them again?" "Ooh", says the tortoise, "I don't think so officer. It was all over so quickly..."

Ha! Crap eh? If you've got anything remotely as bad to offer, write it on the back of a postcard – don't stick it in an envelope 'cos we won't bother opening it – and send it to Chris's Jokes, Sinclair User, Abbot's Court, 34 Farringdon Lane, London EC1. Put your name on the postcard but don't bother putting your address 'cos you aren't getting a prize.

MORE ALMOST RUDE NAMES!

We're getting fed up of these but they fill a few precious centimetres, so here's a selection.
 Ian Denius (He Comes From Venus)
 Arnie Kiles (He Collects Kitchen Tiles)
 Mister Stick (Je Loves His Brick)
 Sidney Tat (He's Always Saying 'Drat')
 We think that's all the Almost Rude Names in the whole universe, but if you have any more, keep them to yourself.

THE SHAPE OF THINGS TO COME

At the moment **Sinclair User** is put together using familiar publishing technology like typewriters, cow gum, scissors and sellotape. But, in the near future, everything will go fearfully hi-tech. Our colleagues at Computer and Video Games have £20,000 worth of PCs, laser printers, hard disk drives and desktop publishing software, and they're going to tell us all how to use it and even let us play with it ourselves. Just to give you a sample of things to come, here's the result of our early experiments in DTP.

The Spectrum At The Movies

It shouldn't come as any surprise, in these days when mega-corporations own all the film studios, that more and more movies are used to plus products such as Coke, Macdonald's and, of course, the Spectrum. How many of these sneaky moments have you spotted?

INDIANA JONES AND THE LAST CRUSADE

– An Indy opens the tomb of the lost knight in the catacombs of Venice, a Plus 2 is seen sticking out from behind the knight's shield.

BATMAN – Jack Napier, alias The Joker, is seen compiling a catalogue of jokes on a Plus 3.

ROBOCOP – When Murphy opens his chest panel to repair himself, you can just make out the lettering **SINCLAIR SPECTRUM ISSUE 2.1** on the side of a circuit board.

GONE WITH THE WIND – Rhett Butler and Scarlett O'Hara meet for the last time in the burned-out ruins of Atlanta. At Rhett cruelly spurns Scarlett she wipes her nose on a rubber-keyed Spectrum (this scene was cut from the television version).

BEVERLY HILLS COP – Eddie Murphy is seen shooting a Spectrum, setting fire to it, running over it in a tank, firing a flame thrower at it then arresting it – then smashing it over the head with a plank, then insulting it.

GREASE – Olivia Newton-John has a Plus 2 stuck through her pony-tail in the mud-wrestling scene (whaa!?? – Alison).

Have you spotted any other Spectrums popping up in films? If so drop us a line and tell us about it. Address your letters to "I've got an over-active imagination, Sinclair User blah blah blah."

~~horizontally~~ rolling
 megablissions.
 Thererehesuatruck-
 loadoffliensuzzinaboutthe
 placeavelashesuatruck
 loadofweapons shootthem
 withNoestandardpower-
 uptheset,thoughExotiarma
 mentsuchswavebeams,
 hunterissilemegafash
 fiveayshotsarewhatyou
 wantbecausetheyillotsf
 baddiesandmakeomeathe
 nicnoisetoo!Veryandfo
 thbsè-i-èng-of-leves
 lortthan

10 THINGS THAT WILL HAPPEN AT THE PC SHOW

- 1) 50% of the software that was "Definitely going to be available to review" will not be reviewable.
- 2) 80% of the leaflets you'll be given will be entirely useless adverts for Commodore Plus 4 disc drives etc.
- 3) After hours walking around the show trying to find "Megadeathblast" you give up and spend your last £8.95 on "Mr Spaz Meets the Flower Bunnies".
- 4) You immediately find the stand stocking two thousand copies of Megadeathblast for £7.95.
- 5) A machine that you walk past will instantly malfunction and fuse all the lights. You will cop the blame.
- 6) You will lose your ticket on the ten yard journey between the ticket office and the doormen.
- 7) Someone will spot you're reading Sinclair User and they will say "Oh, a Sinclair Owner eh? I find that my Cray P11 has infinitely superior processing time."
- 8) He'll slip into the crows before you can strangle him.
- 9) You will find absolutely brilliant game that you successfully purchase.
- 10) You will return home carrying twelve carrier bags full of rubbish that you don't remember buying.



Caption Compo No 32

Well well well. You would have thought that a picture of a fat man handcuffed to a rabbit would have stimulated some funny suggestions, but apart from a couple of unprintable ones about deviant sexual practices it was yawn city a-go-go. After we'd chucked out all the "Just my luck! Handcuffed to a Crash reader!" variants, all we were left with was Kris Cherrington's "Bring your hand out to these cuffs! I saw you do it in the movie!" which is either extremely subtle and hilarious, or not terribly funny, depending on your point of view.

Still, Kris gets the £20 worth of games, so well done to him, while the rest of you get a stiff warning about these "aren't Crash/YS readers silly" captions. We all know it's true, but it gets a bit tedious hearing about it.

End of the line . . .



Caption compo no 33

What on earth is going on here? A bit of an alternative piccy for you to play with this month. What do you reckon these two young whipper-snappers are up to then? Looks like they're up to no good. Are they being sick into the river? Are they offering mouth-to-mouth resuscitation to a passing squid in distress? Who knows? Maybe you do.

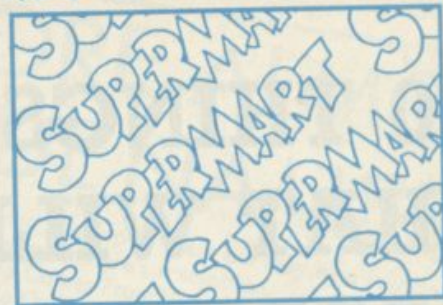
Have a lovely think and if you come up with a goodie (or even an OK-ie), send it to us before September 31st. The best one picked out of Jim's boxer shorts gets £20 worth of games, but if you don't reach a really high standard you'll get £20 of games picked out of Jim's boxer shorts, so think about that.

NAME

ADDRESS

CAPTION

SINCLAIR



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
RAMDOS 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 780663 queries. Pay by cheque/PO, airmail 50p EEC, £1.50 world.
ROYBOT SU 45 Hullbridge Road, Rayleigh, Essex SS6 9NL

EDUCATIONAL

G.C.S.E. MATHEMATICS

EXAMINATION SUCCESS GUARANTEED
SECURE YOUR FUTURE WITH HOMESTUDY

WRITE FOR DETAILS AND YOUR FREE ASSESSMENT TAPE

A-LEVEL MATHEMATICS ALSO AVAILABLE

HOMESTUDY LTD, 60 STATION ROAD, POOL, REDRUTH, CORNWALL TR15 3QG

Suppliers of Educational Software to Teachers, Schools and Colleges since 1983

SINCLAIR SUPPLIES

Spectrum +3 Computer £149.95
Spectrum +2 Computer £109.95
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 Omnidade Supplies
(SU), 23 Curzon Street,
Derby DE1 2ES
Tel: 0332 291219

HARDWARE

ALL HARDWARE AND SOFTWARE WANTED

For cash or exchange:
Music & Video Exchange
56 Nottingham Gate, London
W11. (Tel: 01 727 0424)

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

ONLY AVAILABLE BY MAIL ORDER

PLEASE NOTE: If you are really naughty do NOT order these games

R'n'M MICROTIC
32 Hazell Way
Stoke Poges
BUCKS SL2 4DD

UTILITIES

P.C.G.

61 School Street
Barrow-in-Furness
Cumbria
LA14 1EW



Desk Top Publishing Software:

WordMaster the word processor £11.90
Headliner graphic & title designer £8.95
Typeliner desktop publisher £16.95
DTP Pack (all three above programs) £35.95
DTP Font Packs now available £6.95
Disk versions: +3 + £2.50; Disciple/Plus D + £1.50

Professional Spectrum Software:

Devpac machine-code assembler £15.95
HiSoft BASIC floating point compiler £24.95
HiSoft C language system £25.00
TasSign sign designer for 128's £16.95
TasCalc spreadsheet for 128's £16.95
CP/M Plus operating system for the +3 £25.95
Masterfile +3 powerful database £25.95
TasWord + TasSpell +3 word processing £30.95
Disk versions available: call for prices.

For more details phone 0229-36957
now or send an SAE for catalogue.

Spectrum DTP

PCG's DTP Pack represents a revolution in Spectrum software. Compatible with ALL Spectrums this amazing set of programs drives your Epson-compatible printer to the limit using 12 NLQ fonts. Extra fonts are now available from PCG. The DTP Pack can be used with cassette, microdrive and disk systems, and with a wide variety of printers. Send now for details and sample prints.

PERIPHERALS

MICRODRIVE AND INTERFACE OFFERS

Express COD Service - order by phone -

STARTER PACK 1

Microdrive unit, Interface 1 (to connect RS232, network and Microdrives to your Spectrum) plus a demonstration cartridge. Delivered for only £59.50.

STARTER PACK 2

Two Microdrive units, Interface 1 plus a demonstration cartridge. Delivered for only £83.50.

EXTENSION PACK

Second (or third or fourth...) Microdrive unit(s). Delivered for only £27.50.

CARTRIDGE PACK

Five blank cartridges. Delivered for only £9.

Make cheques payable to Applied Technology

Export orders outside Europe: add £4 for Australia and countries bordering Pacific Ocean, elsewhere add £2. Where insured parcel service is not available goods are sent at customers' risk. Delivery ex-stock at time of going to print, all units carry manufacturers' 1987 serial number.

Phone for list of accessories available separately

APPLIED TECHNOLOGY

64 Tannery Drift
Royston, Herts SG8 5DE
Tel: 0763 241754

AT

AT



TEL: 0753 888866
FAX: 0753 887149

HARDWARE

SINCLAIR HARDWARE OUTLET

New circuits for SUPER expansion

THESE CIRCUITS CONNECT YOUR SINCLAIR TO THE
OUTSIDE WORLD!

Real Time
Clock
(Battery Backed)

Parallel
In Out
Port

COMPATIBLE TO
ALL MODELS!
Plus many more!

Video
Inverter
Enhancer

RUSH £2 for new catalogue to:

INVENTION PRODUCTS

1315 WOODWARD AVENUE, McKEES ROCKS,
PA 15136 U.S.A.

NAME:

ADDRESS:

SOFTWARE

SW HIRE

THE GAMES SHOPPE

Established 1 year

Discount computer games
eg Arcade Muscle £8.95, SDI £6.95
Red Heat £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

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

SOFTWARE

LINEAGE

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 Fylde Industrial Estate, Blackpool
FY4 5DR
0253 64353 (postal enquiries only).
WHOLESALE ENQUIRIES WELCOME

SPEECH SYNTHESIS £2.99 (no extra
hardware needed). Drum beat simulator
£3.50. Speedy load/save £3.50. 20 character
set fonts + editor £3.50. Double
height print £1.99. Interrupt sound effects
creator £3.50. Elfindor Adventure £2.99 +
lots more! Send 19p stamp for full cata-
logue, or simply order now! Please add
50p p+p (unless you order more than
one!) The best in Spectrum software
specialists. Sigmasoft, 8 Pine Dale, Rain-
ford, Merseyside WA11 8DP.
★ NEW ★ FROM VINSOFT "Knockout"
8.5/10 on Oracle only £1.99! "Grand Prix
Riders": as seen in Motor Cycles News -
only £2.99! Both £3.99! SAE for details: V.
Vity, 11 Willow Grove, Bare, Morecambe,
Lancs.

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)

REPAIRS

SPECTRUM REPAIRS/SPARES

128K SPECTRUM £20.00
48K SPECTRUM £14.00
48K KEYBOARD FAULT £9.00
4116 MEMORY IC .50
4164 MEMORY IC £2.70
Z80 CPE £2.10

Many other spares stocked.
Minimum order £5.00
All prices include VAT and return postage.

RA ELECTRONICS
133 London Road South, Lowestoft,
Suffolk NR33 0AX
Tel: 0502 566289

REPAIRS

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

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 Cassette Leads £3.45
20% discount on all full priced software. All
items subject to availability.
Postage Free on orders over £10.00
Otherwise add 85p.

Send large SAE for catalogue. Make cheques
and POs payable to:
J. D. LEWIS
97 Chaplin Road, Longton
Stoke on Trent, Staffs ST3 4RH
Tel 0782 323348

REPAIRS

SINCLAIR REPAIRS & SPARES

SPECTRUM/+ £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

REPAIRS BEAT THESE PRICES!

Spectrum/+ £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
Brintree, Essex CM7 6TP
Tel: 0376-46637
* Please add £2.45 for P&P +
Insurance
Please phone for 128/+2/+3 prices

GSF SERVICES - EXPERT REPAIRS

SOFTWARE

ONDISK FOR +3 THE SPORTING COMBINATION TAPE FOR ANY SPECTRUM SPECIAL OFFER - ALL COMBINATION PRICES REDUCED!

RUGBY £8.95 I

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



FOOTBALL FEVER £8.95

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



CRICKET CHALLENGE £8.95

Captain one of the 17 county sides in a one-
day 80-over cup competition. Six group/final
round matches. Individual assessment of over
250 named players. Fast, slow, medium paced
bowlers. Team selection and decisions on the
field regarding batting, bowling and fielding
tactics will determine result. Batting/bowling
analysis. Scorecard. Pitch analysis. Full match
play. Save game + much more.



THE RACING GAME £8.95

An exciting game designed for the
horse racing enthusiast. Manage your
horses to win grids, 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	Send cheque/P.O. to: TANGLEWOOD SOFTWARE 157 WARWICK ROAD RAYLEIGH ESSEX S56 8SQ	TAPE FOR ANY SPECTRUM	COMBINATION OFFER
	£17.95		ANY ONE TAPE £8.95 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

SPECTRUM HIRE CLUB. Free member-
ship. Chart topping titles available. Very
popular club. Send large SAE to: SHC
(SU), 8 Brook-side close, Godley Hyde,
Cheshire SK14 2QQ.

ATTENTION MULTIFACE USERS! Blok-
load will copy any program at 11 different
speeds. Copies reload independently and
reliably. Poke option included. £3.99
cheque/po to Simon Conway, 52 Temple
Road, Smithills, Bolton BL1 3LT.

SUPERMART

SUPERMART

SUPERMART

SOFTWARE

ONLY POOLS AND HORSES

FOOTBALL BOXFORM £14.95 (+ £2 for 3" disc)

- * The **ONLY** pools program written by a **GENUINE EXPERT** who has been professionally employed as such by the leading pools company.
- * The **ONLY** program dealing with football form that has its team merit ratings published in a national sporting magazine.
- * The **ONLY** program that uses machine code and advanced statistical methods to analyse football form. Lists homes, aways and draws in order of merit and gives true odds for every match. Covers league and non-league clubs.
- * The **ONLY** program to claim **50% MORE DRAWS** than obtained by chance.

BOXFORM & HANDICAP WINNER £14.95 (+ £2 for 3" disc)

Two programs for the price of one. Easy to use and they never go out of date. All you need is a few minutes with a daily paper. **BOXFORM** weighs up a race by considering the many facets of form. Easily amended to suit the user's ideas. **HANDICAP WINNER** shows the value for money bets. **OVER 600 WINNERS** in handicaps this year at prices up to 25/1.

SPECIAL PRICE of £24.95 (+ £2 for 3" disc) for all of the above programs

RACING TOOL KIT £49.95 tape or disc

A package of 7 programs for the racing enthusiast. **BOXFORM & HANDICAP WINNER** plus programs to produce ratings and time figures, update private handicaps or form your own, keep records, work out almost any bet etc etc.

Why pay inflated prices? **BOXFORM CLEVER** and get the **BEST**

Available on tape or disc for SPECTRUM, CMD C64/128, AMS CPC's, BBC B from:

BOXFORM, SU, 65 Allans Meadow, Neston, South Wirral L64 9SD
Credit card holders may phone 051-336-2668 (24 hrs)



HARDWARE



ELECTRONIC & COMPUTER SERVICE

SAXTON COMPUTERS LTD

Stockists of Home/Business Computers, Business/Leisure Software

Spares and accessories for Audio, Video, Hi-Fi, Computers and other equipments

Service centre for Amstrad, Commodore, Spectrum and other makes of home computers, audio, video and hi-fi.

We also cater for electronic students and hobbyists

1000 Uxbridge Rd, Hayes,

Middx UB4 0RL

Tel: 01-573 2100

AUTHORISED AMSTRAD/COMMODORE BUSINESS DEALERS



SOFTWARE

the No1. COMPUTER ADVENTURE game



PRESENT:

Dungeön of Death

The! (first) adventurous Challenge of a lifetime, (in 'IV' parts on 1 tape)

£6.00

6.gp



All you will need is:
a 48K/128K SPECTRUM and the will to WIN!
(Amstrad and Commodore available soon)
Obtainable from any software shop!!
or by sending £6.00 (cheque/P order)

£S: 262 High Street Lewisham London SE13 6JX

Advertisement Index

Activision	IBC	MGT	29
AC Publishing	63	Microsnips	57
Bargain Software	77	Mention	72
Barclays Bank	11	Megasave	63
Broad Systems	81	Ocean	IFC,OBC,9,41,49
Castle Computers	36,37	Recrute Services	44
Datel Electronics	65,66,67	Selec Software	44
E&J Software	63	Shekhana	55
G-Ten	55	Soundbox Software	72
ICD	72	Tasman	21
Key Software	55	US Gold	33
Logic Sales	97	Virgin	25
Mirrorsoft	25	Videovault	44
		Worldwide Software	41

Reach an estimated readership of over 250,000 users per month for as little as £6.00* (inc VAT)

Or if you are starting your own small business advertise in the supermart for only £20.00

Yes all you have to do is fill in the coupon below including your name, address and/or telephone number and send to: Supermart, Sinclair User, EMAP, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Maximum 30 words.

Your advert will appear in the earliest possible edition.

Name
Address

Tel:

Have you included the fee of £6.00* (inc VAT) or £20.00 (inc VAT)
Make cheques payable to EMAP Publications Ltd.

Conditions: *for second hand sales only

The Advertisement Manager reserves the right to alter, reject or suspend an advertisement without assigning any reason. Advertisements are accepted subject to approval of copy and to the right to the Advertisement Manager to alter, reject or cancel any order without explanation. The Proprietors are not liable for any loss from any cause whatever, nor do they accept liability for printers' errors. The Advertiser shall indemnify the Publishers in respect of any claim, cost and expenses arising out of any libelous or malicious matter or untrue statement in any advertisement published for the advertiser, or any infringement of copyright, patent or design therein. The placing of any order will be deemed to be an acceptance of these conditions.

oi! BUY!
THIS!



No messin'. You young punks gotta be seen in this! The all-new 1989 **SU** T-Shirt is totally great and comes with the near legendary punk from the amazing Street Fighter issue of **SU**. It does not only guarantee instant credibility on the street, it comes in a choice of two fabulous sizes; XXL for really big people and medium for normal type people. It's also pretty cheap for something that is so totally marvellous. So buy it OK?

THE **SU** T-SHIRT COSTS £5.95

Please complete the form below:

Send me T-shirt(s). I enclose a cheque or postal order, made payable to 'Sinclair User' for £..... (no of shirts times £5.95). This price includes postage and packing. I will wait 28 days for my T-shirt but no longer. I have ticked the size that I want.

Name

Address

Tick size required: Extra Large ☐ Medium ☐

Send completed form to: **SU** Punk T-Shirt Offer, EMAP PREMIUM SALES, 14 HOLKHAM ROAD, ORTON SOUTHGATE, PETERBOROUGH PE2 0UF

• MEGATAPE 20 • MEGATAPE 20 •

MONTH NEXT

**SUPPOSE WE TOLD YOU NEXT MONTH'S
TAPE CONTAINS A**

**FULL-PRICE GAME
AND A**

**PLAYABLE DEMO
OF THE INCREDIBLE**

CABAL

(BOTH FROM OCEAN)

PLUS:

**A COMPLETE GUIDE TO THE PC SHOW
MORE REVIEWS, MORE PREVIEWS, MORE
COLOUR AND A COMPETITION UNLIKE
ANYTHING YOU'VE SEEN BEFORE**

You probably realise that you'd be mad to miss it.

SU OCTOBER – OUT SEPT. 18th

Are You Ready?

• MEGATAPE 20 • TAPE 20 • MEGATAPE 20

MEGATAPE 20 • MEGATAPE 20 • MEGATAPE 20 • MEGATAPE 20

20 • MEGATAPE 20 • MEGATAPE 20 • MEGATAPE 20

GUESS WHO'S COMING
TO SAVE THE WORLD AGAIN?



 **ACTIVISION**

**FUN FROM DOWN UNDER
THAT WILL HAVE YOU STANDING
ON YOUR HEAD**

Taito

THE NEWZEALAND STORY

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

an Software Limited · 6 Central Street · Manchester · M2 5NS
Tel: 061 832 6633 · Telex: 669977 OCEANS G · Fax: 061 834 0650

"IRRESISTIBLE – AN ARCADE-PERFECT CONVERSION"
"ZZAP – A SUPERB GAME IN EVERY RESPECT"
"INCREDIBLY ADDICTIVE – C+ VG"
"TREMENDOUS FUN – THE ONE"
"BRILLIANT STUFF!"
"94%"