

THE MAGAZINE FOR SPECTRUM AND COUPE GAMES

£1.85  
June 1990

# SINCLAIR

USER

No. 100!

EXCLUSIVE!  
**SLY SPY**  
SECRET AGENT  
REVIEWED

NO TAPE? CONSULT YOUR  
NEWSAGENT IMMEDIATELY!

**FREE!**  
16 PAGE TIPS  
PULL-OUT

**FREE!**

**2 FULL PRICE HITS**  
**TERRA CRESTA:**  
THE ULTIMATE SPACE BATTLE!  
**FLASHPOINT:**  
LIGHTNING TEST  
OF REACTIONS!





# CRIME...

## BATMAN

is a shadow in the darkness, as elusive as a dream. High above the seamy streets of GOTHAM, he is a criminal's nightmare. The only hope for a desperate city...

## BATMAN

A LEGEND HAS RETURNED

## THE FASTEST, MOST THRILLING 3D DRIVING GAME YET!

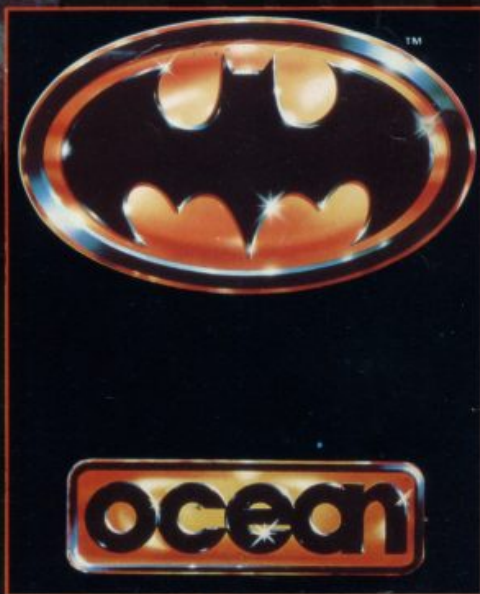
Take the wheel of your turbo-charged Porsche as you and your partner go in pursuit of dangerous criminals all driving an evil array of souped-up roadsters.

## TURBO BOOST!

Need to catch up in a hurry? Well, just one press of your Turbo Button will leave your eyes in the back of your head!

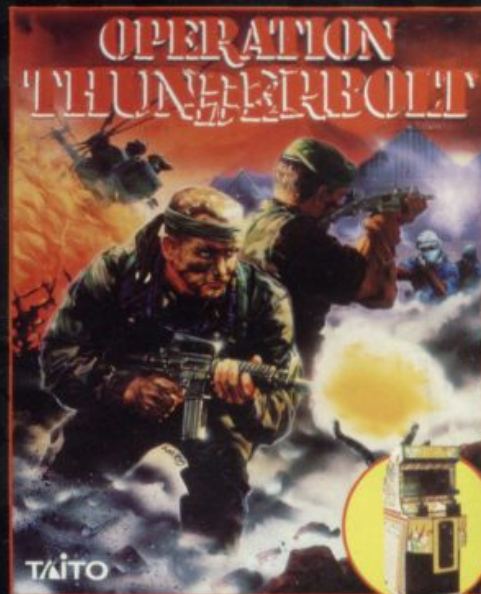
## BARRELLING THROUGH THE CITY STREETS,

along the roughest of dirt tracks and through busy tunnels – if you can hold the line! The low life can run, but they can't hide ...



TM & © 1964 DC Comics Inc.

"a superb game, and captures the atmosphere and excitement of the movie perfectly ... the most effective sprite-based 3D gamery I've seen ... definitely the best film tie-in yet – make sure you don't miss the game." C&VG





# FIGHT IT YOURSELF

**TWICE** THE ACTION  
THE FUN  
THE CHALLENGE  
**ROY ADAM IS BACK!**

The Hi-jack report came from a DC10 leaving Paris for Boston - Arab guerillas were in control of flight 102 and had turned the aircraft towards Africa ... The plane lands in hostile territory and the terrorists begin their demands...

**USE THE LASERSIGHT**  
or the bulletproof vest, but watch out for  
**AIR-TO-GROUND MISSILES**  
Operation Thunderbolt the incredible Taito coin-op conversion brought NOW to your home computer.



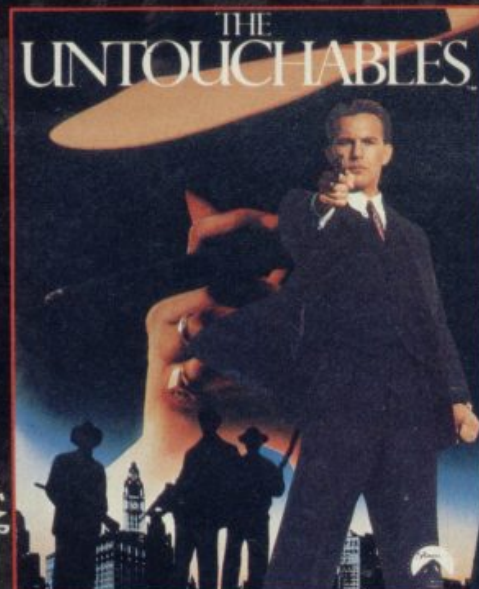
**SIX INSPIRED**

action sequences put you in control of Elliot Ness's elite squad of crime-busters.

**ALLEYWAY SHOOTOUTS,  
THE BORDER RAID,**

The Railway Station confrontation and Warehouse bust culminating in the thrilling denouement of a

**ROOFTOP DUEL** as you re-live the knife edge existence of Ness in his struggle against the retribution of Capone!



TM and Copyright © 1989 Paramount Pictures. All rights reserved.

"a fine example of how to do the job properly... a cracking conversion... easily one of the most successful licences to date" Sinclair User

**NOW FOR YOUR  
SPECTRUM ATARI ST  
AMSTRAD AMIGA  
COMMODORE**





# INTERNATIONAL 3D TENNIS

**INTERNATIONAL 3D TENNIS IS A REVOLUTIONARY NEW TENNIS SIMULATION. THE INNOVATIVE USE OF VECTOR GRAPHICS HAS CREATED A GAME WITH UNRIVALLED PLAYABILITY AND AN UNPARALLED NUMBER OF FEATURES.**

AUST. OPEN: MELBOURNE  
PRIZE MONEY: \$810000  
6 ROUNDS  
5 SETS ON CEMENT  
ENTER TOURNAMENT  
MONEY BREAKDOWN  
RESELECT TOURNAMENT



Screenshots  
various systems.



Individual format  
release dates may vary.

"This is fab...a breakthrough  
...no-one could fail to be  
impressed."

**C&VG 94% C&VG HIT**

"It's smashing, ace and beats  
the competition...immense fun,  
demanding for novice and  
expert alike, the best sports  
game for ages."

**ZZAP! 94% ZZAP! SIZZLER**

- Remarkable new 3D real time animation system.
- One or two player games.
- Four player ability levels — amateur, semi-pro, pro and Ace.
- View the game from any one of ten "camera" angles — infinite on ST and Amiga.
- Learn to play topspin and backspin balls.
- True control over the direction of your shots.
- T.V. tennis theme tunes.
- Any-time save option.
- 64 different computer opponents, with 16 skill levels.

- 72 tournaments to play in all based on real events with genuine court conditions and prize monies.
- 4 court surfaces — grass, clay, carpet and cement — each affecting game play.
- Digitised pictures (ST and Amiga)
- Digitised voice of real Wimbledon umpire (ST and Amiga).
- Choose which 22 tournaments to play in a full tennis season, against world class competition and aim to earn a million dollars!

• C64 • C64 DISK • SPECTRUM • AMSTRAD • AMSTRAD DISK • ST • AMIGA •

**PALACE**



# SOFTWARE

# CONTENTS

# CONNECT 35

Hey! Pull it out and make it work!

- 2... Smash Coupons
- 4... Tell it to Jim
- 6... Sell it Through Jim
- 8... The Write Stuff
- 10... Cartoon
- 12... The Sorceress (Phooarr!)
- 15... Next Month (!)

# COVER GAME > 10

**S**ly Spy, Secret Agent isn't the sort of chap to mess with. We review Ocean's latest hero-bash and find him thoroughly equipped.

# CHECK OUT

64

**Y**o! Groove down and chill up, homedudes! We cast a calculating peeper over Tom Hanks' Big, Inner City's "music" and Erik The Viking's Film. And for the Trekkies we've got a triflic surprise.



# SOLUTIONS BOOKLET > 31



**Y**ou thought we couldn't do it again! But (despite our better judgement) we have defied the laws of printing and paper folding to present a second glorious 16 page tips supplement. Pull out the Connect section and the next two sets of pages. Fold them twice and cut the edges - voila!

- |                |    |
|----------------|----|
| Sly Spy        | 10 |
| Delta          | 18 |
| AMC            | 19 |
| Micromouse     | 20 |
| Bloodwych      | 22 |
| 3D Tennis      | 24 |
| Wonderboy      | 26 |
| Dynasty Wars   | 30 |
| Yogi Bear      | 60 |
| Match Day      | 62 |
| Quartet        | 62 |
| Sonic Boom     | 69 |
| Lords of Chaos | 70 |

# COIN OPS > 56

**T**hey're Bad! They're Rude! They Smell! They're Crude! Yus. As Crude Busters barf their way into arcades all over the country, our own Johnny Coin-op puts some silver in the slot (missus) and explains.



**EDITOR**  
Jim Douglas  
**DEPUTY ED**  
Garth Sumpter  
**PRODUCTION EDITOR**  
Alison Skeat  
**DESIGNER**  
Osmond Browne  
**ADVERTISEMENT MANAGER**  
James Owens  
**SENIOR SALES**  
Martha Moloughney  
**AD PRODUCTION** Emma Ward  
**MARKETING MANAGER**  
Dean Barrett  
**MARKETING ASSISTANT**  
Sarah Ewing  
**PUBLISHER**  
Graham Taylor  
**MANAGING DIRECTOR**  
Terry Pratt (Yaaay!)

(c) 1990 Emap Images,  
Priory Ct, 30-32 Farringdon  
Lane, London EC1R 3AU. Tel  
0(7)1 251 6222

Typesetting By J'n'G Type.  
Colour work by Pro Print.  
Printed by Kingfisher Web  
Ltd, Peterborough.  
Distributed by BBC Frontline

# DOUBLEHITS TAPE > 6

**T**wo (count 'em) full price software hits from Ocean Software grace our first Doublehits tape. Terra Cresta, an action blast and Flashpoint, a brand new puzzle spectacular.





DOUBLE

# HITS

1

ACTION/STRATEGY

**W**hat's even better than an SU Mega-tape? An SU DoubleHits tape, that's what. If you have a brain the size of a planet (and we know all our readers have), you'll probably figure out that a DoubleHits tape contains two - count 'em - TWO complete, playable games; and for the first ever DoubleHits, we have a blast from the past AND an unreleased exclusive.

## TERRA CRESTA

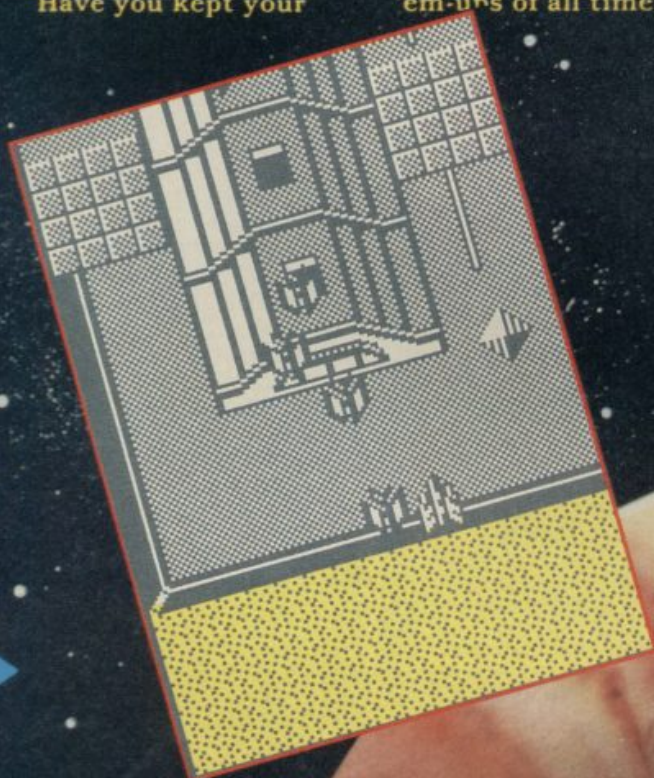
**W**hat exactly have you done to deserve this? Have you been particularly well-behaved this month? Have you kept your

room spick and span, done all your homework on time, walked the dog and washed all the dishes? Well you still don't deserve Imagine's Terra Cresta, one of the classic vertically-scrolling shoot-'em-ups of all time.

The Terra Cresta is the most powerful fighting ship in space, and guess what, you're the captain. You can zap anything in the air, and to be safe you should zap everything on the ground top. Hitting numbered silos gives you extra weaponry, building your ship up into Formation Mode. At the end of each level a guardian robot must be defeated

- in the third phase it can only be defeated by the complete Terra Cresta ship.

Control is by joystick or definable keyboard; any key on the top row initiates a Transform after you pick up a token. Current score and high score are shown in the middle left of the screen, number of transformations above this, and lives remaining at the bottom. Extra ships are awarded at 50,000 points, and every 70,000 points thereafter.





## HINTS AND TIPS

**F**ire at the numbered silos when they flash to collect extra bits of your ship. Keep moving at all times - some of the enemy missiles home in on you. Stay away from the edges of the screen, as baddies can emerge unexpectedly. Use Formation Mode wisely - certain aliens can only be eliminated in this form, but you can only carry three Transforms at a time. Prehistoric monsters give an extra bonus, so shoot the bones - but watch out for nasty surprises.

## FLASHPOINT

**T**his one's an SU exclusive - an unreleased Ocean game from 1987. It's a fast-action one- or two-player strategy game requiring quick reactions and total concentration, so that's probably why none of us are any good at it.

Flashpoint is joystick or keyboard compatible - full instructions are given on-screen. Space bar



## HITS

1

ACTION/STRATEGY

pauses the game; the winner is the first to reach 2000 points.

The playing area is divided into two maps, red and green, containing 4000 positions. The maps are overlaid by grids which you can move around to view different 45-square areas of the map; each player (or one player and the computer) controls one grid. The idea is to move your grid until the position of your forces reflects the position of your opponent's forces; then hit your fire button to blast him out of existence.

You have 80 forces of five different types;

- 1: Fires directly at the same square on the opposite grid.
- 2: Fires at the same line on the opposite grid, four tiles to the left.
- 3: Fires at the same line on the opposite grid, four tiles to the right.
- 4: A special sprite which can occupy only the back corner tiles, and shoots out your opponent's front corner tiles.
- 5: Appears only on the front corner tiles.

shoots out your opponent's back corner tiles.

### DEPLOYING FORCES

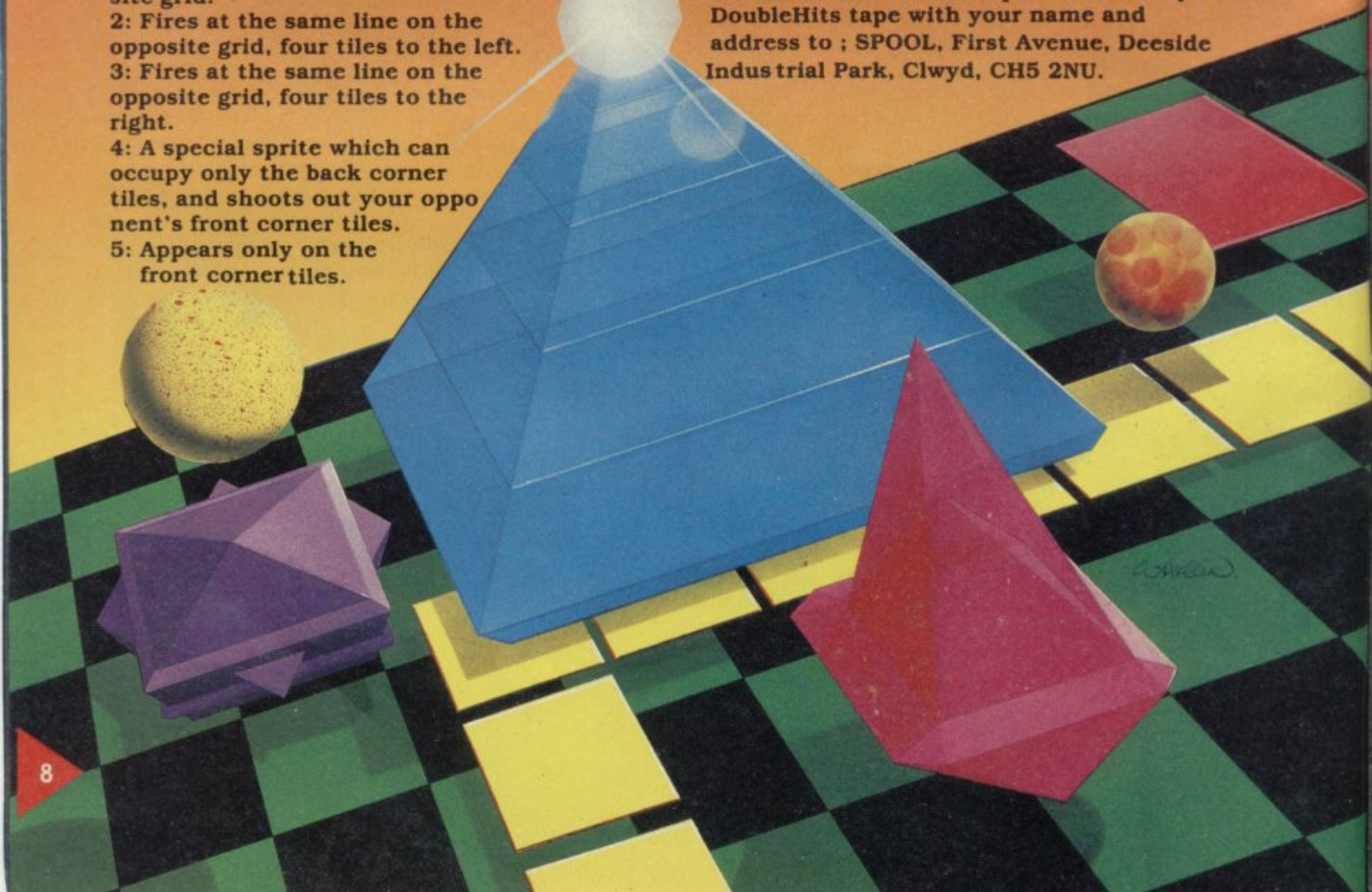
Press DOWN and FIRE to place a force from your stockpile into the centre square of your grid; you can then carry it to any part of the map by moving the grid. Press FIRE to place the force on the map. You can use the same method in reverse to move forces later. If you don't place new forces regularly, the computer will deduct them from your stockpile and add them to your opponent's.

### HINTS AND TIPS

**W**atch the demo mode to get an idea how to play. You score points for deploying your forces, destroying your opponent's or gaining penalties if your opponent fails to place forces in the allowed time. Your opponent's centre square is immune, so don't waste time trying to fire at it. Try lining up three of your forces horizontally, on the same line as one of your opponent's. Move your grid until one of your three forces is up against the left or right-hand side, then press FIRE. All the tiles on that line will glow white, destroying any opposing forces on that entire line. Level 1 is a practice mode in which forces are already deployed; it gives you a chance to master the functions of the cannons.

### DOUBLEHITS 1

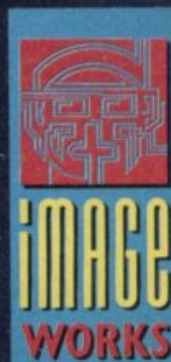
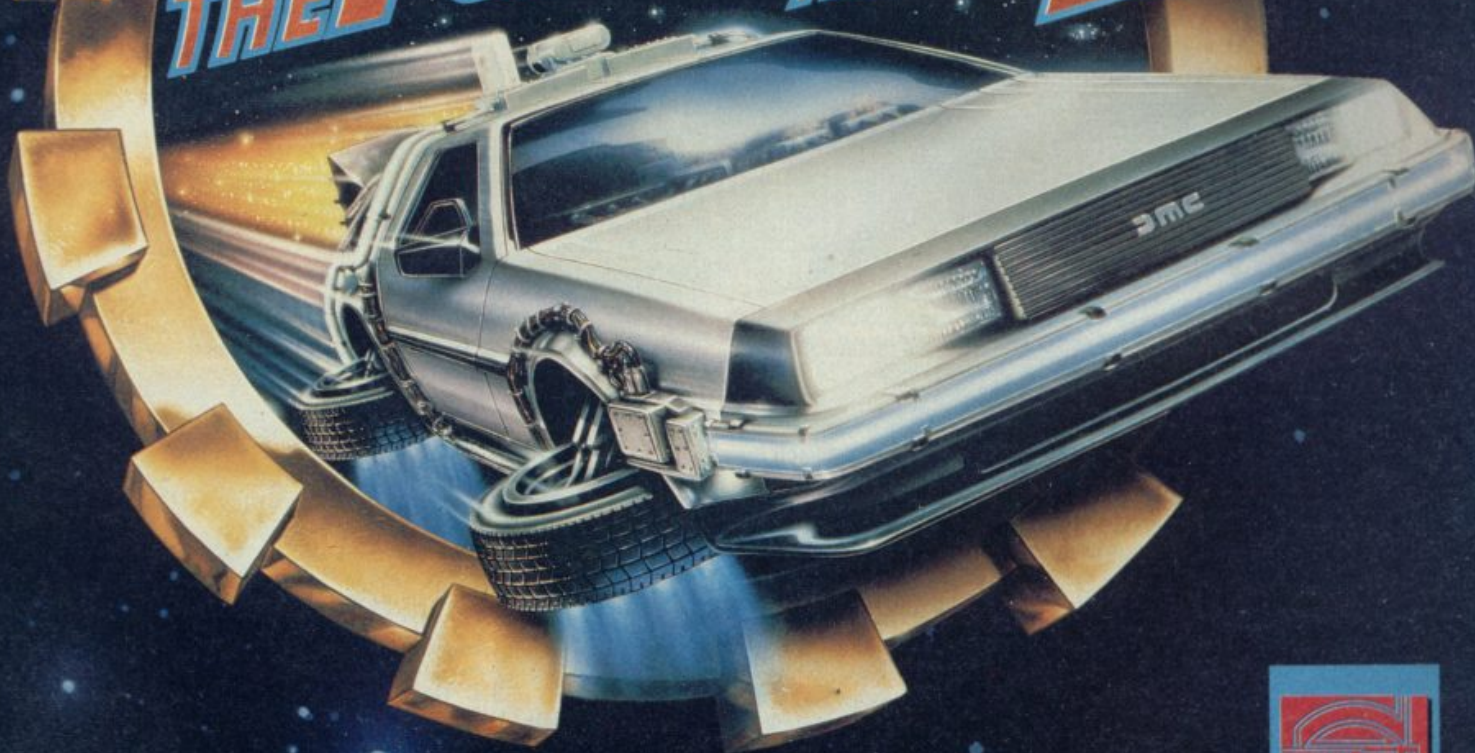
**I**f you have any problems loading the programs on the tape, try the following; If you use an external tape deck, adjust the volume level; Clean the tape play head; Make sure your Spectrum is set to 48K mode; Disconnect all unnecessary peripherals. If that doesn't solve the problem, send your DoubleHits tape with your name and address to ; SPOOL, First Avenue, Deeside Industrial Park, Clwyd, CH5 2NU.





COMING SOON...

# BACK TO THE FUTURE II PART II



© 1990 MIRRORSOFT LTD

© 1989 UCS & Amblin

Image Works, Irwin House, 119 Southwark Street, London SE1 0SW. Tel: 071-928 1454



# ★ SLY SPY ★

## Secret Agent.

The name's Agent. Secret Agent. But you can call me by the name I was christened with - Sly Spy. Sly short for Sylvester, I think. Hard to tell really, 'cos my old dad disappeared in Mombasa after the Ruptured Camel Affair. All he left was his ambition for me - to be the world's greatest Secret Agent. I think dad would have been proud of me.

Let me tell you a bit about my typical day. First, I parachute into occupied territory. This is a piece of cake for someone of my talents. The fact that I'm under fire from enemy parachutists doesn't bother me at all; I just grab the ammunition which is conveniently floating by, blow them out of the air with my trusty Mitsubishi-Ferrari Automatic and see them crumple up and float to the ground. My parachute opens automatically as I approach the ground. I expect to get attacked by thugs, tigers and



dogs, who I shoot and karate-kick senseless before picking up a secret code from my contact. This allows me to proceed to where my trusty motorbike is waiting for me.

Things normally get a little more challenging now. There are the jet-equipped fliers trying to blow me away; the enemy motorcyclists roaring at me from all directions, guns blazing; and at the end of the road, a carful of gunmen equipped with everything from machineguns to bazookas. Lucky that apart



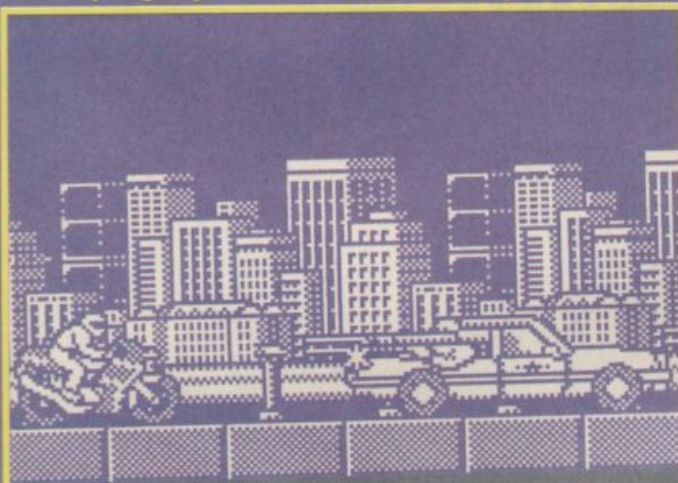
Out of the plane and heading Earthward on Level 1. All may be peaceful at the moment, but just you wait...

from shooting back, I can jump my bike into the air, duck under their fire, and pick up extra loads of ammunition along the way. There are also drink cans which give me extra energy (I can't think what they put in that Tizer) and a jetpack which lets me fly, or swim faster underwater (one of W's ideas, I think).

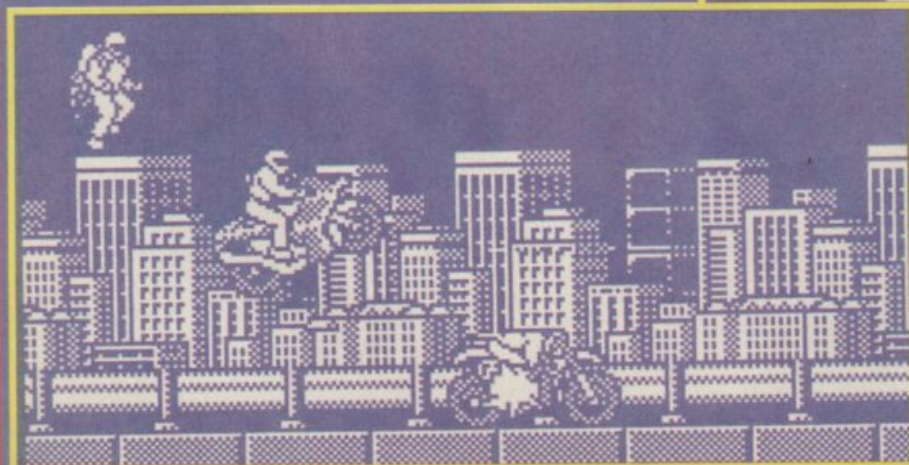
Fighting my way onto a freighter where I take out a giant bodyguard with a series of carefully-aimed kicks. I next slip into my stylish wet-suit and take to the water. Sharks? No problem. One harpoon in the mouth and they float to the surface. Frog-men? A doddle. Zap them the



same way, and they sink to the bottom. I detour casually to pick up extra ammunition and weapons; collecting icons for the Golden Gun lets me assemble a short-term superweapon which makes



In hot pursuit of the bad guys in their pukka motor. Watch the vaguely hazardous incoming bazooka shell.





# SINCLAIR USER CLASSIC

ing spikes, then dealing with the General with extreme prejudice before he can say "With my nuclear syzygytron I will dominate the world, Mr Spy".

And that's all before breakfast!

So it's a fun-packed life as a secret agent, as you can see. So exciting, in fact, that I hear there's already a Data East coin-op based on my adventures, and a secret organisation

my shooting even more powerful.

Through the submarine cave, blasting away the sharks and frogmen, I break into the enemy missile silo

known only as O.C.E.A.N. has converted it into a home computer game. Nine levels, nicely detailed graphics, smooth animation, non-stop action, and decent sound effects; it left me shaken but not stirred.

and fight my way up level by level, defeating once again all the end-of-level baddies I met before, finally taking on The General himself, first figuring out how to destroy the force-field and avoid the descend-

## SCORES



89



79



89



92

OVERALL

90%

**Super spy action!**  
Loads of loads,  
each choc full of  
action and fun.

Label: Ocean

Price: £9.99/14.99

CHRIS JENKINS



**Y**oiks a lordy - there's been a large stirring here at Hacker HQ; the poo has really hit the fan and our communications equipment has been jammed with calls about cheats. Not just any old cheats mind you, but about the Batman and Arkanoid cheats. The loyal army of Hackers have gathered crucial intelligence that has led to the first Hacking Squad courtmartial. Garth went as red as a freshly skinned ferret when he found out and exploded into a dribbling, kneecap crunching rage and left a trail of destruction across the office as he tried desperately to round up a firing squad. Luckily Jim managed to pin him down behind an upturned desk with a few well aimed floppys until he'd cooled down enough to accept the idea of a courtmartial for the hopeless hacker. So, who was the person that has incurred the Wrath of Garth? None other than M Lesley of Barry in South Wales who said that by holding down the keys ED209 you could get infinite Bat lives. Wrong Mr Lesley. That cheat is actually for Robocop which means that you've been highly bogus and un-Squad like so it's a dishonourable discharge for you - unless you can supply me with some really mean tips for a game pretty damn quick! Who sez that we're not forgiving and highly genouros on these pages? Anyway, that's all the winging over for this iss of the Squad. It's time to get down to business and bring you the very latest batch of tips and cheats in this month's edition of THE HACKING SQUAD.

# HACK



# SQUAD



## Level 5 Batman

### TIPS

Level 5 is much harder than level 1 even though the verical scrolleyness of the game make it look very simialr. Here's a quick rundown of the nasty bits thanks to Stephen Murray of Kirkintilloch in Glasgow. **SPIKES** These are not surges in the mains power supply that spupify your Spectrum. Oh no sireee! Theses are the iron typhat will not

only make a hole in your pocket but also Batman's utility belt and more importantly Batman himself! It's good to avoid these.

### RATS

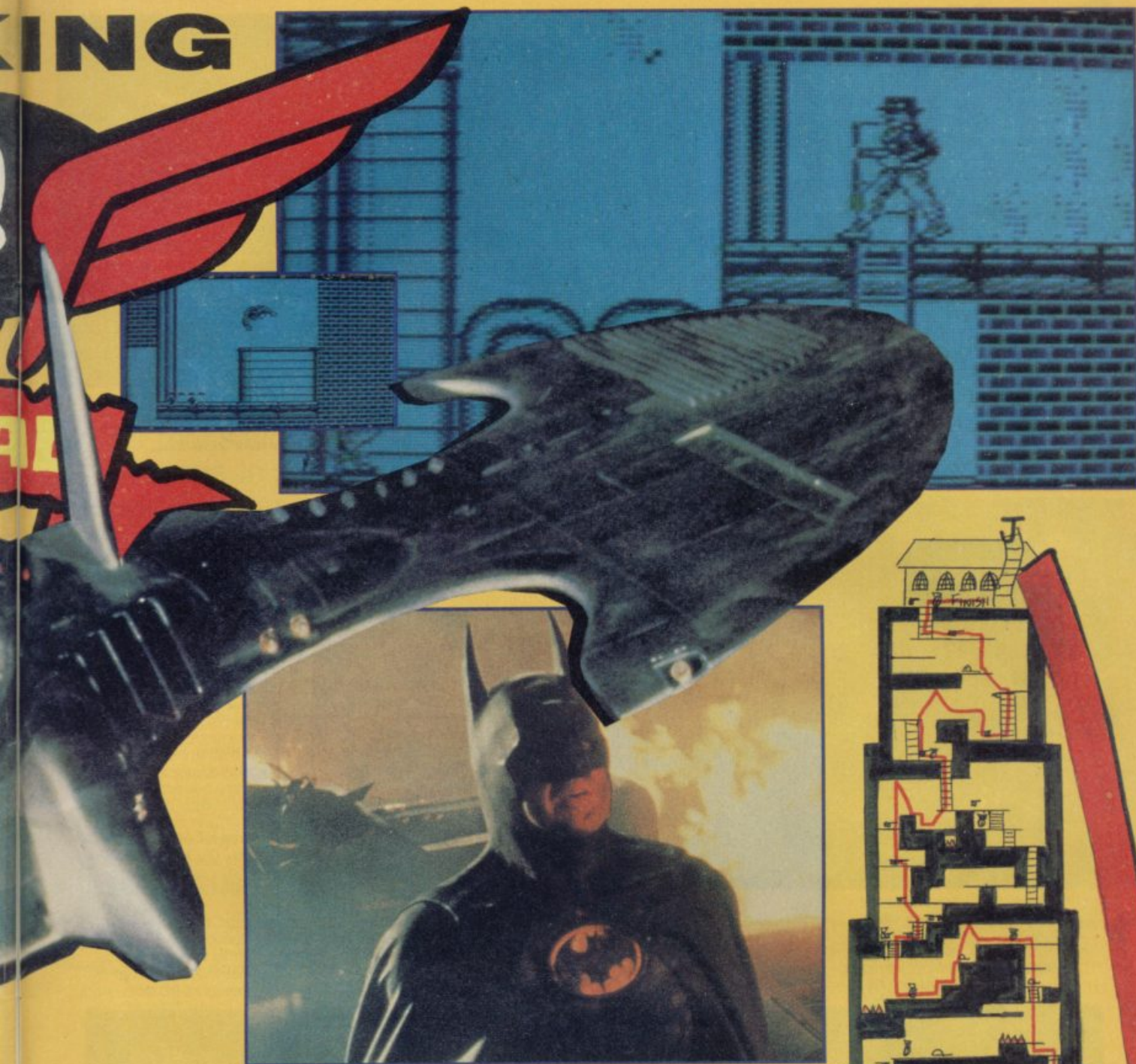
These are impossible to kill so they have to be avoided like the plague. (History note: The rapid spread of the Black Death in 1665 was attributed to free movement of rats carrying the infested fleas which transmitted the disease to humans.)

### JOKER'S HENCHMEN





# KING

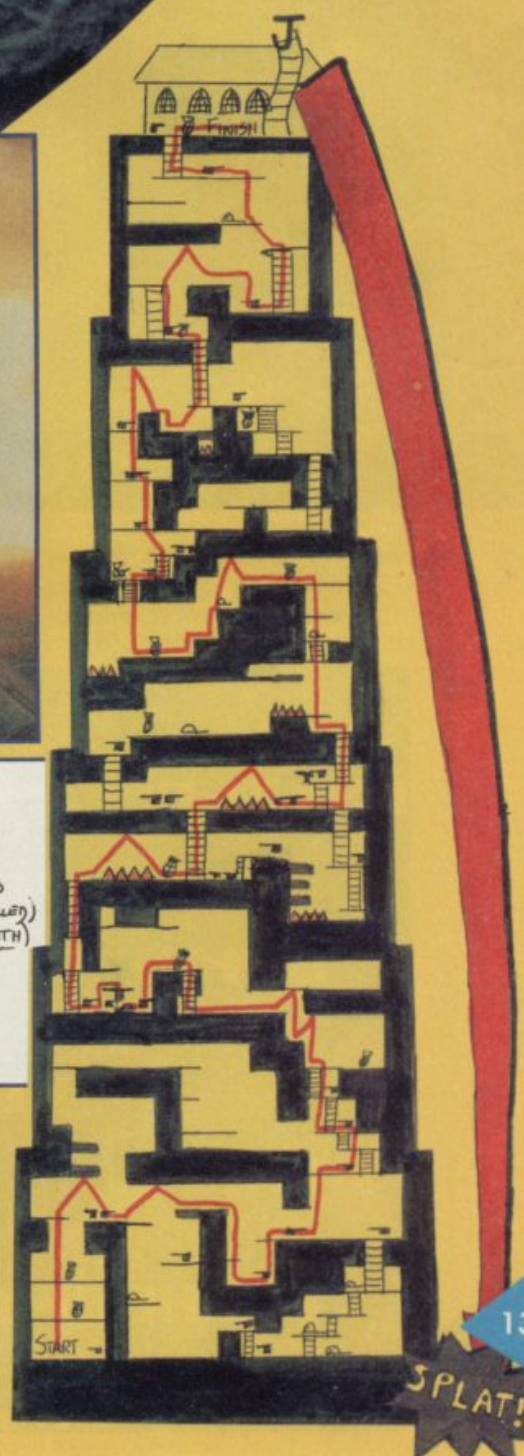
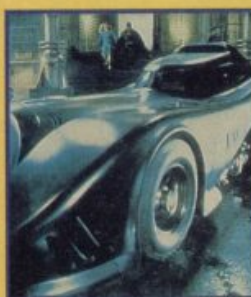


There are a lot more of the Jokers jolly japesters around on this level all of whom are armed with a gagamatic gun and some gastly gas. Also, on this level there are doors through which the Joker's thugs can nip out of at any time. This means you'll have to keep a Bat eye on your bottom unless you want it shot off! No Bat bottom - no Bat fart. Very unpleasant!

**THE JOKER**

Once you've battled your way through you'll hear the helicopter and see the rope ladder. Throw the Batrope diagonally up and to the right and you should just catch the Joker square in the funny bone causing him an instant loss of humour as he free falls down the side of the cathedral until he makes a funny noise as he hits the street below.

- JOKER - HUMILIATED
  - CARRYING GUNS
  - JOKER'S HENCHMEN
  - CARRYING GRENADES
  - DECAYING FLOORBOARDS
  - ⊗ RAT (CAN'T BE KILLED)
  - ▲▲▲ SPIKES (INSTANT DEATH)
  - J JOKER
  - SUGGESTED ROUTE
- THERE IS NO RESTART POINT







## Guardian II

Here's the lowdown on all the nasties in the game thanks to Leigh Loveday whose first most excellent letter to The Squad earns him a place in the ranks of those crucial Hacking dudes

### Raider

They tend to follow the bottom of the screen once they've gone down so take care not to accidentally shoot any humans. They are also reasonably accurate so don't stay still for too long.

### DYNAMO

They don't move around too quickly so they're relatively easy to hit. A buzzing noise lets you know that they're about to release a Mo.

### MO

They fly straight at you; care is needed when they leave the screen 'cos they'll just flash back on but they do vanish after a while.

### BOMBER

Goes off the top of the screen and reappears at the bottom or vice versa. Doesn't shoot at you but leaves bombs behind so don't get too near.

### TECHNOFIGHTER

Attacks in groups of 3-5, spraying bullets. Either shoot them as quickly as possible and then speed away if you miss any or use the cloak.

### HIVE

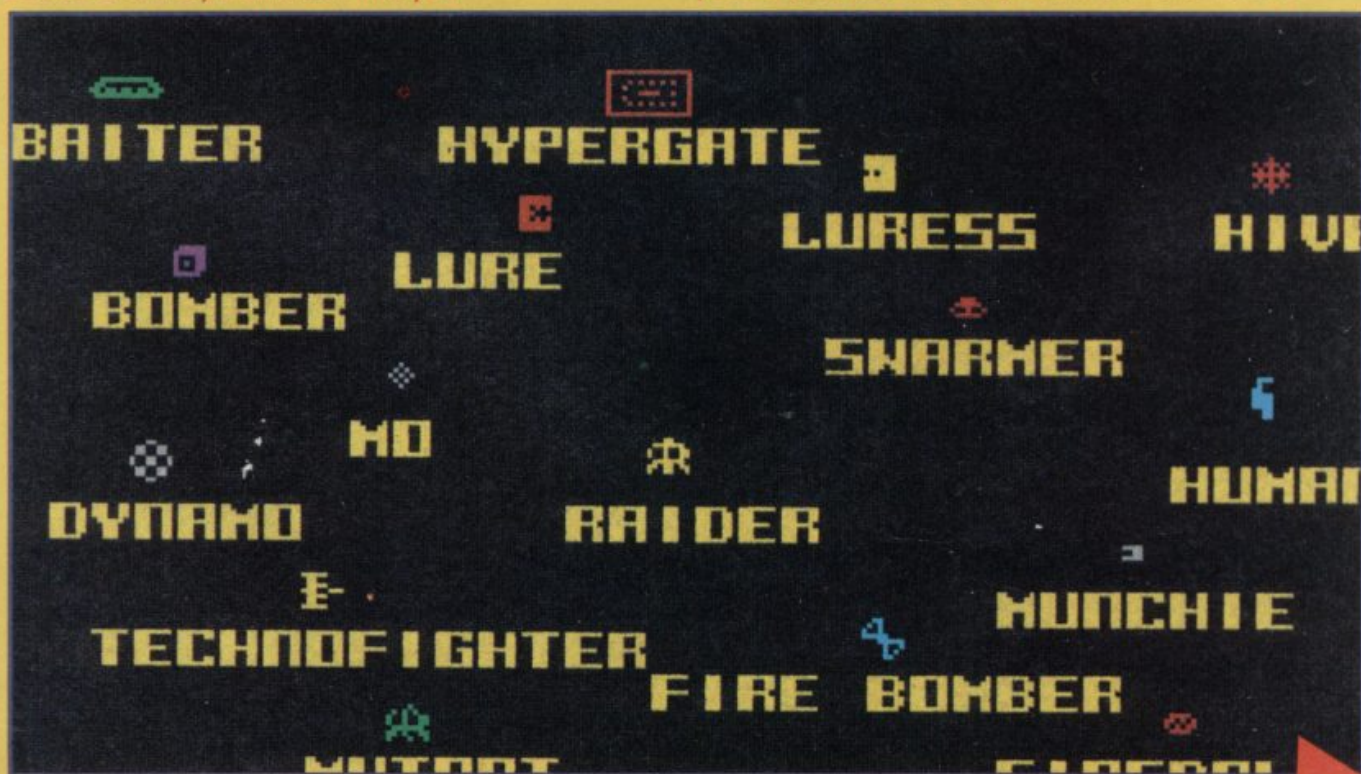
The Hive Convergence thingy is pretty useless so use the long range scanner to get the best use of the smart bomb but if there's only one Hive just blast it.

### SWARMER

Usually there are 4 or 5 of these to each Hive. When you've shot the Hive stay at the same level and

### Mutant

Fast and very deadly, they will home in on you. Get ahead of them and then turn and shoot while moving down. If there are a lot of them use the cloaking device and they'll all crash into you



Continues on Page 16



## Intron

**G**ROUNDSEL is a plant with all the characteristics of a first-class MONDAY are capable of almost any symptom. Groundsel is not in the ground. There are many other, but that are candidates for treatment. One species of weed hosts and plant results were obtained in the early 1980s when *chondrilla* was used

its short life cycle it can multiply at an alarming rate, flowering in every month of the year.

groundsel suffers from a rust disease. This is called *puccinia lagenophorae* and its symptoms are small brown pustules on the leaves and stems.

secondary infections by systematically treating rusted groundsel with another fungus isolated from soil, called *botrytis cinerea*. The results were devastating; stems of

problems in modern. The most obvious ultimate fate

shown in the course was ex- nomers spectrum of the CO<sub>2</sub> results.

**BE BELIEVE**

**NEW BLO** cent that Bri

The realisation of a telescope in space offers the beginnings and foretell an end says **Nicholas**

**N**EXT WEEK Nasa launches perhaps the most sophisticated instrument ever sent into space. The Hubble Space Telescope — named after an American pioneer of cosmology — promises to revolutionise astronomy and our perception of the universe. High above the distorting influence of our atmosphere, Hubble's 94-inch eye will have the clearest picture of the universe we have had.

In purely numerical terms, the telescope will increase the volume of the known universe by a factor of 100. Astronomers are expecting a corresponding quantum leap in their understanding.

The idea for a telescope in space was first mooted in the 1920s. Our view of the universe from Earth's surface is hampered by the atmosphere: it acts as a blanket which filters out the full range of radiation emitted by objects in space. Only certain wavelengths, specifically, visible light, part of the infra-red and some radio frequencies, can get through.

"In a sense all the images we have had up until now are 'dirty' ones," says Professor Malcolm Longair, director of Edinburgh's Royal Observatory. "Atmospheric turbulence also causes problems. Even gravity leads to distortions of telescope optics."

During the early years of the Space Age, unexplored regions of the spectrum were eagerly investigated with satellites. Optical astronomers — having the advantage of being able to do research from the ground — decided that if they were going to have a telescope it should be a biggie, a 3-metre mirror operated by astronauts. Throughout the 1970s, Nasa lobbied hard for this "Large Space Telescope", using all it had at its command,

tion," adds Peter Jakobsen.

Astronomers who have built the scientific instruments have "guaranteed" access to the telescope for 200 hours. Jakobsen himself is interested in primordial clouds of gas created when the universe was a tenth of its present age. "We do not know whether they are still around today, or whether they evaporated or coalesced into galaxies.

"We really don't know what's out there," Peter Jakobsen says. "The best discoveries are the ones we don't know anything about." The same philosophy is echoed by the project's decade, adding a bill of \$7 million per month while it was kept in storage. During congressional hearings to secure additional funds, administrator James Beggs tried to impress the political keepers of the purse by claiming the Hubble telescope was the eighth wonder of the world. "It ought to be at that price," a Congressman was heard to retort.

Such delays and spiralling costs led to criticisms that it is an idea behind its time. The wasn't. The Faint Object Camera will be used to assess the mass distribution in galaxies, so that theorists can try to pinpoint where this mass might be. "We'll have a far harder look at the Milky Way, so we may find out what causes star formation," adds Peter Jakobsen.

Astronomers who have built the scientific instruments have "guaranteed" access to the telescope for 200 hours. Jakobsen himself is interested in primordial clouds of gas created when the universe was a tenth of its present age. "We do not know whether they are still around today, or whether they evaporated or coalesced into galaxies.

"We really don't know what's out there," Peter Jakobsen says. "The best discoveries are the ones we don't know any-

photon-counting techniques developed by Alec Boksenberg, now director of the Royal Greenwich Observatory. The FOC extends Hubble's vision well into the ultraviolet, radiation which is normally absorbed by atmospheric oxygen and ozone.

"Generally speaking, ultraviolet radiation is emitted by hotter objects," says Malcolm Longair. "There's an awful lot we can learn about the universe at ultraviolet wavelengths." Indeed, astronomers class this part of the spectrum as the "FM band" because of known objects, scientists will have a clearer picture of their temperature, physical and chemical properties.

Hubble's technological superiority is a constant refrain in Nasa's publicity effort, the ultimate expression of hyperbolic gee-whizzery. Its main reflecting mirror is so optically perfect that if it were scaled up to the size of Australia its mirror would have deformations no larger than an ant. Its pointing ability is equivalent to throw-scope. "They're the sort you'll find in any Earth-based observatory," says Malcolm Longair. "You might call them an astronomer's tool box."

The European Space Agency provided the "Faint Object Camera" (FOC) which uses photon-counting techniques developed by Alec Boksenberg,

the large solar arrays which will be replaced every five years by astronauts on replenishment flights.

Hubble was always intended a long-term project. Engineers are already testing the second set of solar arrays. Ultraviolet radiation is emitted by hotter objects," says Malcolm Longair. "There's an awful lot we can learn about the universe at ultraviolet wavelengths." Indeed, astronomers class this part of the spectrum as the "FM band" because of the detailed information the radiation carries about objects.

The strongest spectral lines of the most common elements in the universe, are chemical fingerprints characteristic of each element's unique way of ESA's Hubble co-ordinator.

Europe has a 15 per cent stake in the project so that British astronomers are extensively involved in the project. Another UK connection concerns the all-important power supply for the 11-ton telescope. British Aerospace have built the large solar arrays which

**GRAB OUR FREE DAILY**  
**THE NEW**  
**Eagle**  
**45p STARRING DAN DARE**

**Nicholas**

**For Eagle eyes only.**





keep blasting - you should get them all - but watch that none of their bullets hit you. If you miss any then get the hell out of there or use a smart or the cloak.

#### FIRE BOMBER

These are very fast and dangerous. They go from top to bottom ad nauseum (or vice versa), spitting fireballs all the time. Just keep moving and shooting.

#### FIREBALL

Very fast and indestructible, and incredibly hard to dodge.

#### BAITER

Only appears if you take too long on a screen. It's fast, homes in on you and fires accurately at you while it remains difficult to hit. Just keep on blasting and reach out with your feelings and may the force be with you!

#### LURE

Very fast and zooms back and forth; try to shoot it before it starts moving otherwise use a cloak or a smart bomb because it's too fast to dodge.

#### LURESS

Same as a lure but also releases hordes of Munchies.

#### MUNCHIES

Extremely fast, attacking in large groups you must use smarts or the cloak otherwise you've got no chance. None. Not a hope. Bogus.

## X OUT

X Out is the fab underwater game from Electronic Arts but the boys at ARC Development have left a cheat in. Too late lads, David Maher of Waltham Abbey, Essex has already found it and sez... "If you buy the cheapest ship and then select the cheapest gun and place it over the mouth of the on screen alien and press fire then POOM! - your bank



account rises to 500,000 credits enough to buy almost anything!

Also, David goes on (and on) to say "After destroying the E.O.L. baddies shoot their bodies and watch your score!" Garth sez, "Well done Mr Maher, welcome to the Squad!"



## ARKANOID (Not Revenge of Doh folks)

So, we printed the hack for this last month, but some dingbat, namely Gareth (the Cracked) Cracker of Barry in South Wales. He forgot to mention that before you enter PBRAIN on the high score you can even cheat to get onto the high-score table. Just wait until a piccie appears at the start of the game and press the spacebar and you'll immediately get a high score. Simon Brew takes a place in the squad for hacking that hack into history

## JACK THE NIPPER

Anyone still have this one? If you do just blow it at the cat - it'll hit the ceiling while you run out of the room and then return and do it again. If you continue with this you'll complete the game!

## SPHERICAL

Just can't get any further eh? Well, Alan McGregor of Co Armagh in Northern Island has got all the codes words needed...Here are the codes for player one.

Level 9: RADAGAST

Level 19: YARMARK

Level 39: ORCSLAYER

Level 59: SKYFIRE

Level 75: MIRGAL

And player two just has to enter..

Level 9: GHANIMA

Level 19: GLIEP

Level 39: MOURNBLADE

Level 59: JADAWIN

Level 75: ILLUMINATUS

## HACKER OF THE MONTH

Well, this month sees Stephen Murray of Barnhill Court in Kirkintilloch in Glasgow as the Hacker of the Month. Stephen has actually won an award before with his Dizzy III maps for Solutions and as such becomes a Hacker Squad Sergeant. I rang Steve to ask him what software he wanted this time around and his amazing ability to crack games is only equalled by his knowledge of a good game. Just look at what he picked as his list of prime goodies - there's Chase HQ, Pipe Mania, Rainbow Islands, Klax, Dan Dare III, Ghouls and Ghosts and Strider. No doubt, Sergeant Stephen will waste no time in cracking all these games with his usual style. Well done Stephen. Keep up the good work!





EVERY MONDAY

**GRAB OUR FREE DAN DARE BADGE!**

THE NEW

# Eagle

**BETTER  
FEATURES  
BETTER  
STRIPS  
BETTER  
COLOUR  
BETTER  
BELIEVE IT!**

£1.9. 0.67  
(inc VAT)

**45p**

**STARRING DAN DARE**

NOT 1, NOT 2, BUT ...

**3 NEW  
STRIPS!**

**COUNT 'EM!**



**DARK ANGELS**

**LOVE 'EM!**



**GHOSTWORLD**

**HATE 'EM!**



**MUTANTS**

**AVOID 'EM!**

**NEW KIDS ON  
THE BLOCK!**

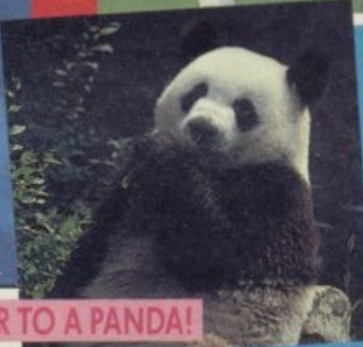


**- AND ON  
THE BACK  
PAGE!**

**A DODDLE FOR WADDLE?**



**PANDER TO A PANDA!**



**FREAKY FOSSIL THAT'S  
65,000,000 YEARS OLD!  
BUY IT  
FOR A  
FIVER!**



Eyes down for action in the new all colour Eagle  
32 thrill-filled pages for Eagle eyes only. Out now. 45p.

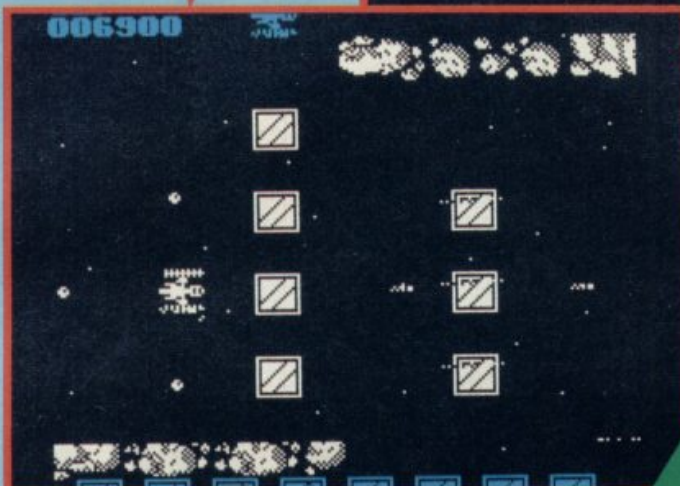


# DELTA

**A** eeeeeeeee! No more! Why do people send games like this to try both the paying public and innocent reviewers? What sort of warped games designer thinks it would be "fun" to make a game so bum burstingly impossible and engineered to infuriate?

Before you can even get into any of the (mediocre) action, you must battle through an utterly maddening couple of waves. Why are these stages so rubbish? Because your bloody ship has got about as much oomph as a solar powered torch, and as much firepower as something that can only fire one shot at a time.

The only course of action is to collect as many power-ups

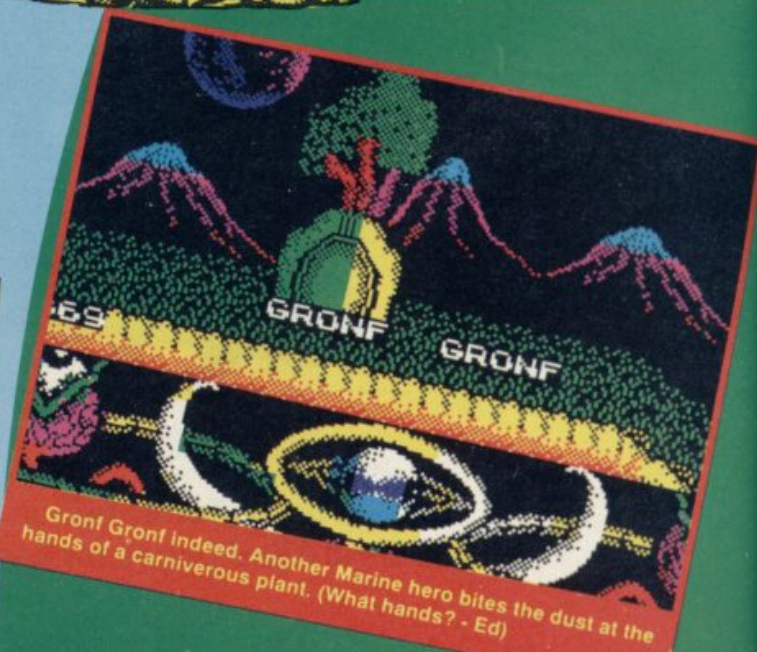


Unless you're entitled to some extra weapons icons, they sit in space as solid, deadly blocks.

as you can. Since none are available until you've shot entire waves of alien filth (and even if you work over the odds and entitle yourself to a number of power ups, **YOU CAN ONLY COLLECT ONE**) the initial stages of the game will inevitably turn you into a rabid lunatic, capable only of shouting "Stupid! Stupid!"

Even the sodding icons kill you if you're not careful. Unless you waste entire waves of aliens (far from easy since it takes a good three seconds to get from the top to the bottom of the screen) the icons remain as deadly blocks, floating in space, sometimes utterly unavoidable.

If you're very patient indeed, you may find some enjoyment in Delta. Otherwise, it'll just give you a headache.



Gronf Gronf indeed. Another Marine hero bites the dust at the hands of a carnivorous plant. (What hands? - Ed)

## SCORES

55	OVERALL
58	
30	
59	

**45%**

Very annoying and slow-off-the-mark "blast". Ideal for patient insomniacs.

Label: Thalamus Price: £8.95

JIM DOUGLAS



# A.M.C.



Unless you're thoroughly armed, the big robots will stomp you into the ground. Even if you are, you only stand a slim chance



Watch out for the big dinosaurs. There's slim chance of getting past until you get the trick.



with. Beyond a mere challenge, it sometimes becomes damned frustrating. There are countless incidents where the ground collapses under you, or a huge carnivorous plant suddenly appears and swallows you whole.

Since you can't see any of these pitfalls coming, the only way to progress is to blunder along and note where you get wiped out and remember to avoid it next time.

Once you've memorized these insta-death situations, though, it's possible to avoid them every time, and concentrate on killing the mobile enemies.

Again, in keeping with Dinamic's style, the game is broken into two stages, allowing major number of complex and detailed alien attacks. The first stage is a rush toward the Deathbringer's ship.



The second places you on their home ground, after a flight through space. Here you are offered the oppor-

tunity to wipe out the evil force once and for all.

Probably the most dangerous alien foes are the Yurk Snakes; like sandworms on steroids, they shoot about on the planet surface and will swallow you whole on contact. Since they come in waves, jumping over them can be darned tricky, and by the end of their onslaught, you'll be lucky if you've got any grenades (or legs) left.

It's a pleasant experience to get that feeling of wonder with each successive alien wave. On top of the desire to simply blast away the slimey suckers, you also become fuelled by the need to see what the next army of fiends looks like.

It certainly isn't a game for novices, and it's got some irritating features, but if you're after a stiff challenge with lots of variety, this is the game for you.



## SCORES

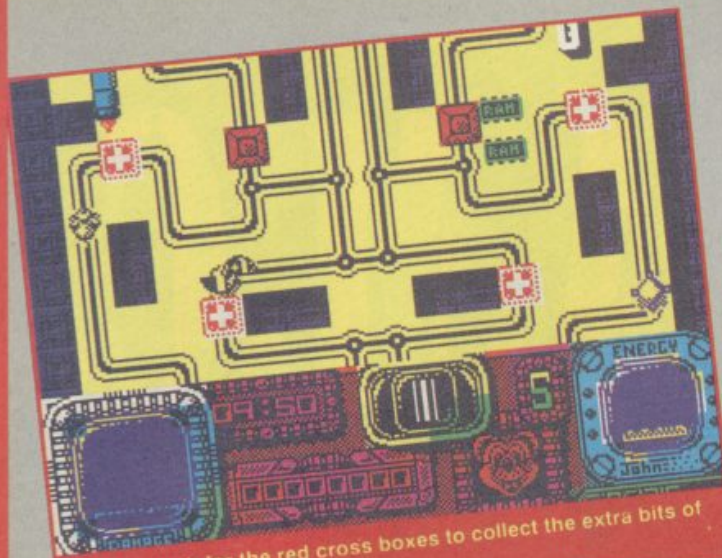
	<b>82</b>	<b>OVERALL</b> <b>81%</b>	<b>Heavyweight action. Lots of details. Rubbish scrolling.</b>
	<b>65</b>		
	<b>78</b>		
	<b>81</b>		
			<i>Label: Dinamic Price: £8.95</i>
			<b>JIM DOUGLAS</b>

**M**ore colourful than Rainbow Islands! Tougher than Robocop! Worse scrolling than Great Giana Sisters! Astro Marine Corps can, at times be a bit of a slog, but should the discerning gamesplayer look beyond the utterly pooh-ey screen movement and the learn-the-hard-way gameplay, he'd find a pretty sound game.

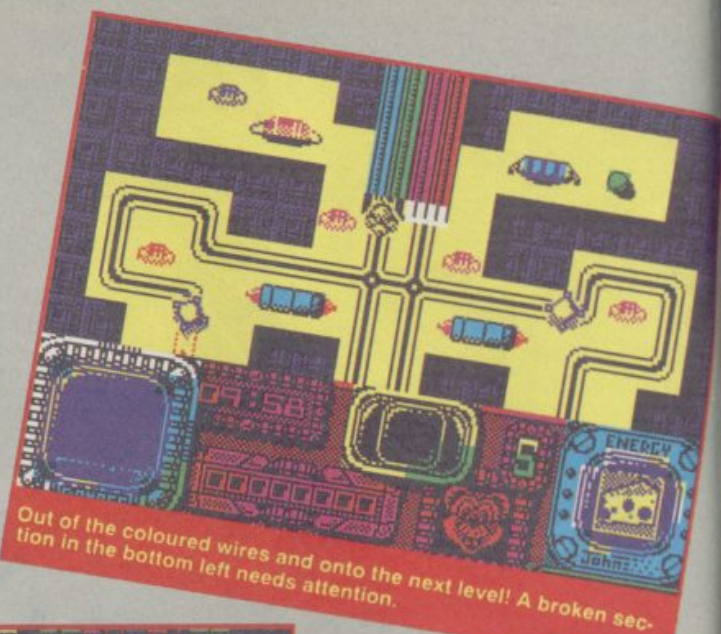
As an Astro Marine, your mission is to liberate the planet Dendar from the evil forces of the Deathbringers, using your wide array of weaponry, missus. Not only do you have to contend with the enemy troops and machinery, but some decidedly unfriendly locals features too.

If you've previously experienced Dinamic's games, you'll know what to expect when it comes to gameplay. AMC is very difficult to begin





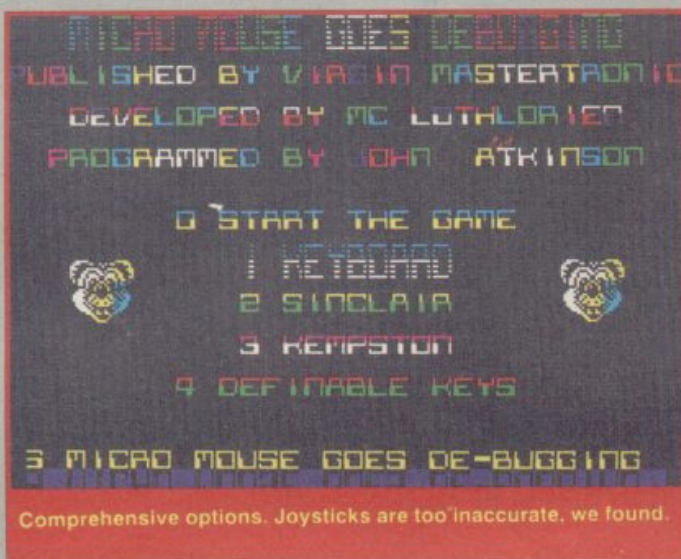
Make a dash for the red cross boxes to collect the extra bits of pipe.



Out of the coloured wires and onto the next level! A broken section in the bottom left needs attention.

The other day I was burning some toast in the kitchen when I thought I heard a squeaky, scrabbly noise behind the cooker. Ever vigilant for signs of venomous vermin crawling over my condiments, I put a mousetrap down, and the following day there was a pop-eyed pest crushed to death in it. Sorry, I said, but if you pooh on my cooker, that's what you get.

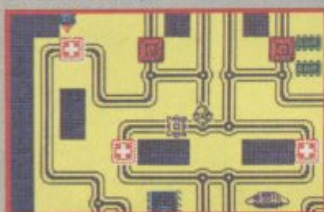
So as you can imagine I'm not to keen on mice, and Micro Mouse (Goes De-bugging) would have had to be a lot better than it is to overcome my prejudices. After wading through the inane blurb, which is all about circuit-testing, robot-control-



place. Trying to fry you along the way are randomly wandering Pulsers, Homers which chase after you, and Drillers which cause the breaks on the tracks.

Meters show your remaining strength (as a block of cheese, ho-ho), and the amount of unrepaired damage. To complete the game you have to have the board fully repaired when the timer for each section runs out.

The graphics are unimaginative, the sound's average, and though the scrolling's quite fast and smooth, it's not enough to add any excitement to this pile of rodent droppings.

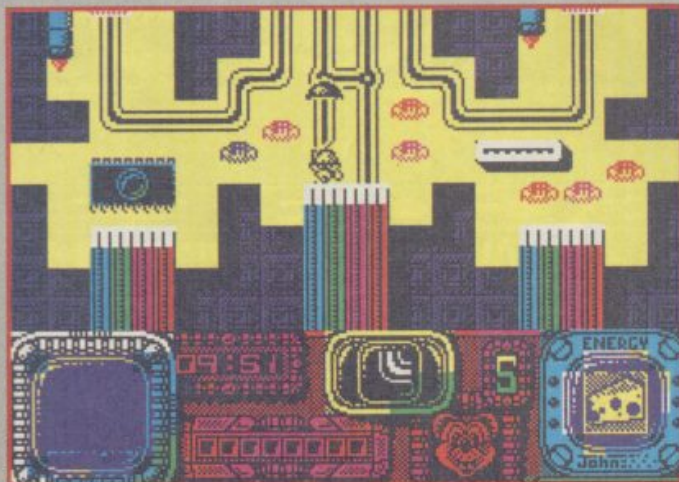
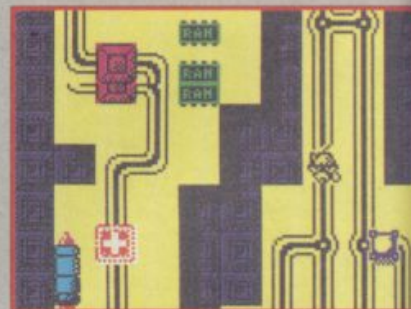


led repair droids and cybernetic intelligences, you soon figure out that this is a Pac-man variant, devoid of any real originality. Remember Aligata's Hypercircuit? It's the

same idea: you control a little mousey droid scuttling around a printed circuit board, avoiding electrical discharges and attempting to repair damage to the track. It's

a whole heap of yawn.

The gimmick is that scattered around the board are first aid stations where micro-mouse can pick up sections to repair damaged tracks. Trouble is, they have to be the right shape, so first you have to find a spot of damage, then find a station, then scroll through the selection of available parts until you find the right shape, then take it to the damage and drop it in



Heading for his escape, Micromouse, having fixed the damage flees to the next board.

# MICROMOUSE

## SCORES

	46
	40
	35
	34

## OVERALL

# 38%

Undistinguished mousey mazy (mankey) mish mash.

Label: Mastertronic  
Price: £2.99

CHRIS JENKINS



THERE'S NOWHERE  
TO HIDE FROM

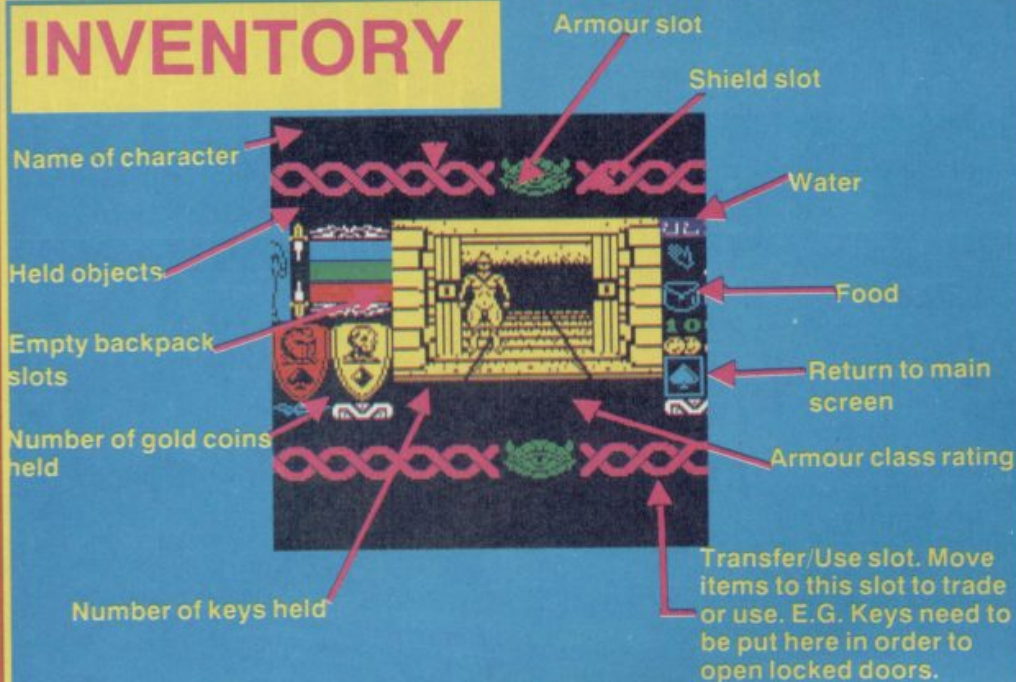


HIS CALLING CARD  
IS YOUR INVITATION  
TO DANCE WITH  
DANGER!



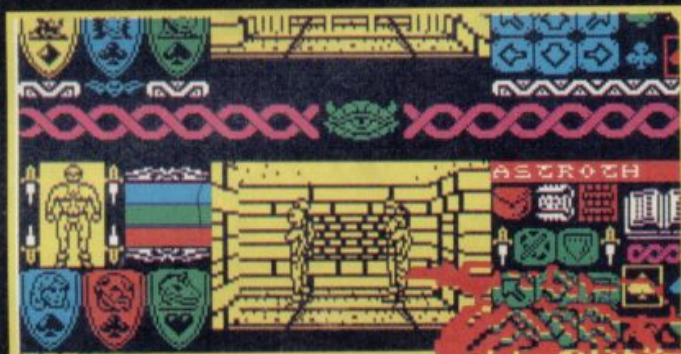


# INVENTORY



chosen from a selection of the last 16 champions of Trazere. There are four suits representing Fighters, Mages, Adventurers and Assassins and any combination can be used to make up a team of up to four players with which to enter the castle. You must use your team and their various abilities to gather the four crystals of storing from each of their towers before taking them to a fifth in order to banish the evil Lord of Entropy to Chaos.

Just when you thought it was safe to go back down the cellar, Mirrorsoft's Bloodwych puts back the bats in the belfry as you take on the hoards of horrors that are lurking within the labyrinthian corridors of a dark castle that contains strange inhabitants and the secret of absolute power held by four power crystals which once found, can be used in a spell to banish evil forever. So that's the plot - what's the game like? Well it's pretty damn hot actually and if you're



a fantasy games fan then Bloodwych is the only game you need. The game has options for up to two players, with each

player controlling up to four characters with differing abilities

Here's where you pick your team. Highlight a selection box and then click on the champion of your choiceto reveal their spells, statistics and an inventory of what they are carrying.



Click on the book icon to see each character's spells. Just turn the pages using the arrows and any highlighted runes are known spells. Click on the spell and find out what they do and what they cost.

## CHARACTER ATTRIBUTES

**LEVEL:** This shows the height of your characters experience. It affects all other basic skills.

**STRENGTH:** How easily you hit during combat.

**AGILITY:** Affects your skill in combat esp. dodging.

**INTELLIGENCE:** Limits the number of spells points you have.

**CHARISMA:** How much influence you have over other characters.

**HIT POINTS:** How much stick you can take before you croak!

**VITALITY:** A measure of energy. If it becomes zero you begin to waste away.

**FOOD:** Shows how porky a character is. The food level influences the rate

The inventory shows what is being carried in each of the 'pockets'. Anything that is found, filched or fought for is dragged from the screen and then put in an empty space. If you click on a space then the name of the item or even spell is displayed in the text box at the bottom



# Bloodwych



On the way, you will encounter many of the occupants of the castle. Most have been transformed into dribbling, psychotics - some may help you by trading with you for money or items of weaponry and such. Most however, will just try to remove your head from your shoulders so watch out!

**SINCLAIR**  
**CLASSIC**

## MOVEMENT

You progress through the castle is by use of the icon driven control medium. You can select keyboard control but the best method is by joystick; positioning the arrow over the particular icon that represents the desired action and pressing fire will move your group, attack, open doors, cast spells, and even trade with other adventurers in the maze.

## SCORES

	83
	65
	90
	91

**OVERALL**  
**89%**

**A shining example of the new wave of adventure. Excellent on all fronts.**

Label: Price: £9.99/14.99

**GARTH SUMPTER**



**Scupppper a skinhead!!!**  
Click on this and you will attack with your damage shown uptop in numbers

The communications panel allows the current leader to greet characters that are directly in front. You can **OFFER** an object by placing it in the transfer slot of the inventory, for sale, swap or even as a gift! **PURCHASE** is used to find out if a monster or character has anything for sale. **EXCHANGE** simply asks if they have anything to swap and **SELL** offers whatever's in the transfer slot for sale.

These three icons call up each person's spellbook and inventory and the door icon will open doors that are closed (but not locked) You'll need the right key for that!

The shield icon is used to parry blows from marauding skinheads, lagerlouts and nasties.

The Play area. This is your contact with the world of **BLOODWYCH**

The current leader is shown here along with their status. The three bars represent Hit points, Spell points and Vitality. It's useful to keep an eye on these and to swap leaders around with the other team members as they become knackered.

Click on the movement icons to move your team through the castle. The leader's always highlighted.



# 3D INTERNATIONAL TENNIS

**T**herwunk! Tennis eh? No longer a game for delicate girls in short skirts. No longer a jolly-hockeysticks, never-mind-who-wins sort of affair. These days it's a gladiatorial battle between two hyped-up short-fused mega athletes; all sweat and swearing. Much better.

If you fancy the chance of playing 64 of the world's top players, scooping a big bag of cash and maybe even winning Wimbledon, Palace's 3D INTERNATIONAL TENNIS is the game for you.

Where many tennis games in the past have looked rather elegant and played like a daisy-chain championship, 3D Tennis offers the excitement of centre-court Wimbledon action, coupled with the fiscal lure of the major tournaments around the world.

Now, trying to capture the thrills and spills of a high-adrenalin tennis match with men made out of wire frame triangles may seem like a bit of a tall order, but Palace has come up trumps.

There are four skill levels available; Amateur, Semi-Pro, Pro and Ace. Choosing a higher skill level gives you more control over your shots. It also means that you have to do more work if you're to make a successful hit.

On Amateur level, the computer serves automatically once you've hit fire. Each time the ball is returned by

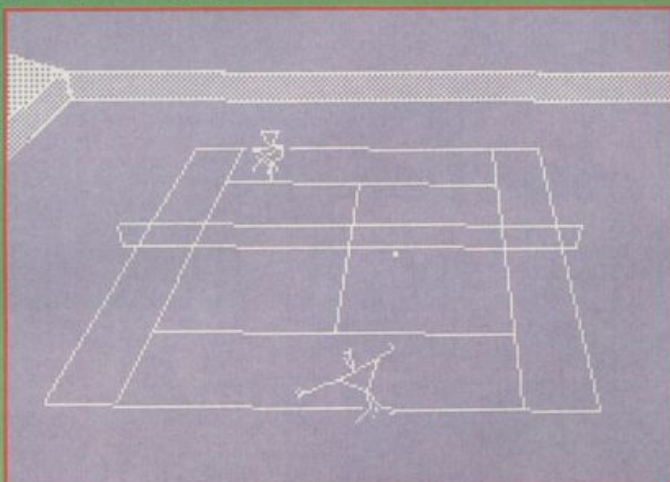
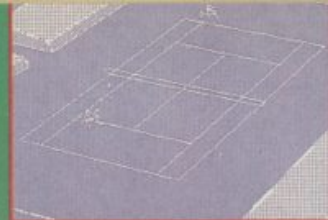
your opponent (computer or human controlled) your man will flash indicating when to play your shot. Until you've got to grips with judging dis-

bother to weigh in against Professional level opponents, with relatively little computer support? Why not stay as an amateur and take all the help

you can get? Money. That's why. Unless you're prepared to play at the higher levels, you won't get into the big tournaments, and so you can't scoop the big prize money.

In fact, quite separate to the on-court action, there's a strategy game incorporated; you dart all over the world, picking the tournaments which will pay best (Is it worth entering a match with a huge first prize but relatively little cash until you reach the semi finals if you're only starting your professional career?) and gradually amassing a huge pot of cash.

The gameplay and graphics (though simplistic) are superb. The animation of the characters is fab. And the



And Douglas takes a long look down the court and prepares to Ace his opponent...



gameplay is simply the business. You can determine the computer's ability should you find it a unequal to yours, and even the most rank amateur alter the parameters to get a damned good match.

3D Tennis is utterly superb. It's packed with action, but still retains some skillful elements. Go out and buy it, and you'll be on the centre court at Wimbledon before you can say "chalk dust".

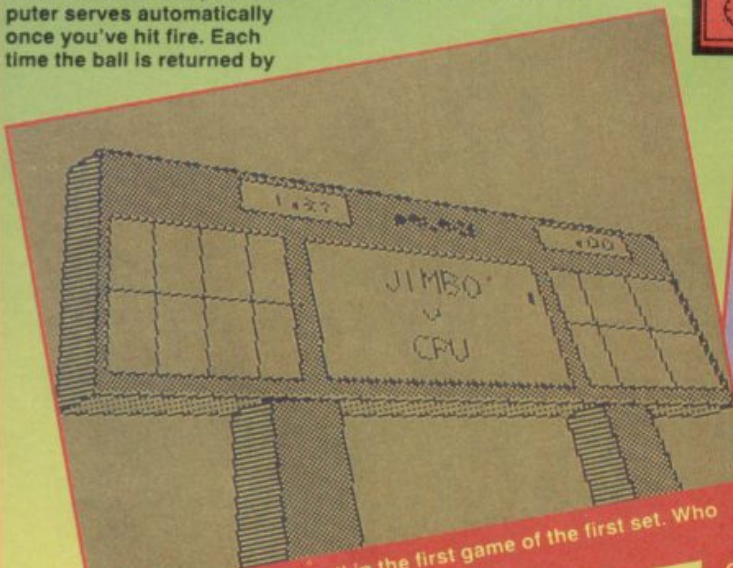
tances, it's an absolute boon.

Semi Pro level retains the flashing utility, but instead of an autoserve, you have the option to determine the angle and strength of the shot.

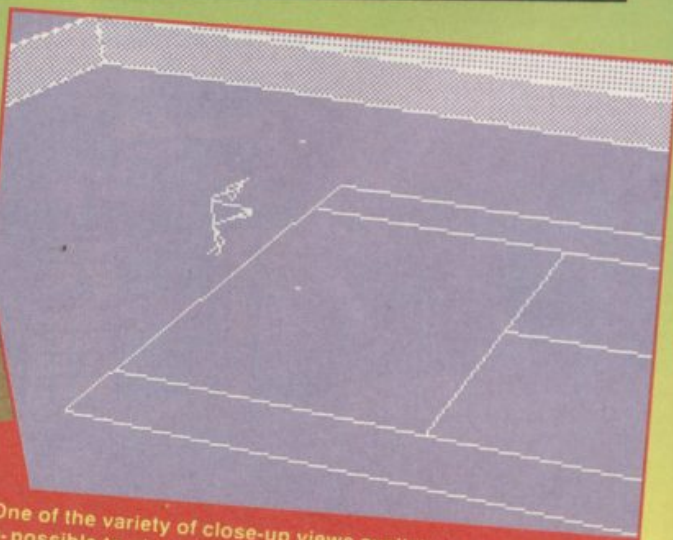
Professional only retains the serve control while Ace offers both serve control and a spin facility (forward on the stick for topspin, back for backspin).

Why, then, should one

SCORES		
85	<b>OVERALL 84%</b>	<b>An Ace! Tennis turned into a skillful blast. A graphics hit too.</b> Label: Palace Price: £8.95 <b>JIM DOUGLAS</b>
65		
89		
80		



What a match! Love all in the first game of the first set. Who knows what thrills lie ahead?



One of the variety of close-up views available. Nice to look at, impossible to play.





Contact: U.S. Gold Ltd., Unit 2/3, Holford Way,  
Holford, Birmingham B6 7AX.  
Tel: 021 625 3388.

# Discover Gold on the Streets...



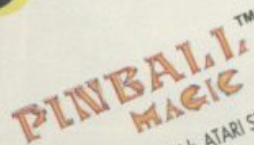
**BACKSTREET™**  
ATARI ST, AMIGA,  
SPECTRUM 48/128K Tape,  
CBM 64/128 & AMSTRAD Tape & Disk.



**HEAVY METAL™**  
CBM 64/128, AMSTRAD Tape & Disk, IBM PC,  
SPECTRUM 48/128K Tape, ATARI ST, AMIGA.



**CRACK DOWN™**  
SPECTRUM 48/128, +2 Tape, ATARI ST, AMIGA,  
CBM 64/128 & AMSTRAD Tape & Disk.



**PINBALL MAGIC™**  
AMSTRAD Tape & Disk, ATARI ST, AMIGA,  
IBM PC & COMPATIBLES.



Screen shot from various formats.



When you're cruising with the crew and you're feeling jam hot think long and hard before you part with your cash. Its so easy to see why we're No.1, we guarantee great quality and value that's second to none. Over the years our success story has been told - we're the KICKIN' company called **U.S. GOLD**. We're the one software company with our ear to the ground and our feet on the street to match today's streetwise scene and the style of the 90's. So get serious about your software .... discover **GOLD** on your streets .... **U.S. GOLD** .... and do the right thing, put some REAL life into your machine.



# WONDER BOY



**T**he Wonder Boy Sega saga hits the small screen second time around in this latest addition to the Hit Squad label. Wonderboy must journey through seven territories each made up of four lands with four distinct areas. The reason? True girlie love. Yes, he's out to rescue his girlfriend Tina from the greasy clutches of the evil King.

And how does he do that you may well ask? Well, being blessed with the intelligence of the average stuffed beaver, he must rely upon his leaping ability to avoid killer frogs, bees and snakes. Along the way, refreshment is also provided by collecting the odd bit of exotic fruit or less than exotic MacBeefy's junk food - all of which help to keep his vitality up (fnak!). Once his vitality is spent (fnar) Wonder Boy is wasted and, being anything but wonderful, is worm fodder.

Wonder Boy's various enemies are best either dispatched or avoided - you can leap over them or use the alternative, and far more enjoyable route of smacking them around the head with a stone axe.

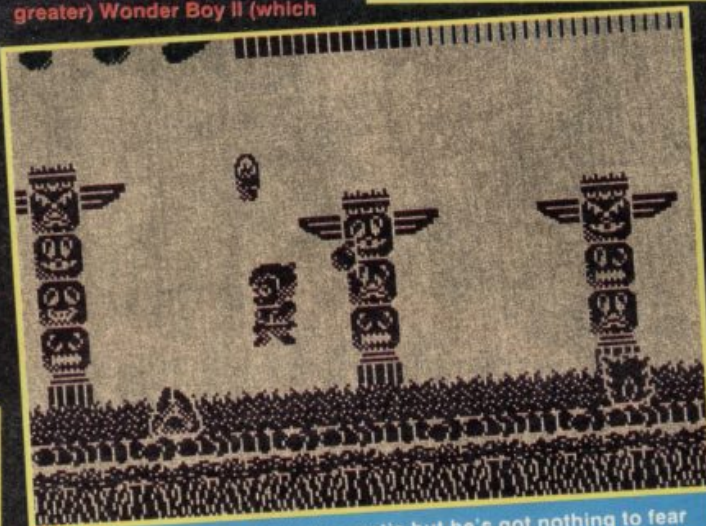
Each time Wonder Boy starts, whether from the start or after a nasty death, he must collect a weapon by jumping on an egg. Sounds a bit girlie does it? Well old WB's no Easter bunny 'cos inside the eggs are a stone axe, a skateboard which acts as a super speed up or... well... okay, so in one egg there's a fairy an it's more than a wee bit woofy but the good fairy (yeeeuuck!) does give ol' WB protection from all the nasties for a space of time.

So, as old shortstuff scrolls his slightly jerky way from left to right, he must avoid all the killer boulders, bonfires and bees not to mention (so why mention it? - Jim) snakes and the odd killer frog.

All told, Wonder Boy is okay. It's obviously the prerunner of the later, (and much greater) Wonder Boy II (which



"Now where did I leave that plasma rifle?" Sorry WB old mate, but it's the stone axe for you. Just avoid that spitting rock of doom.



WB's just thrown an axe at a nasty but he's got nothing to fear 'cos he's got his fairy with him - except being seen by his mates.

was an added board to the original arcade game) and Super Wonder Boy in Monsterland, both of which have the added depth of bigger worlds and shops to buy weapons, potions and the like. Wonder Boy was good. But nowadays, it's not that good!



**SCORES**

70	OVERALL	72%
65		
73		
72		

The old Sega coin-op returns not with a bang but with an echo of the original.

Label: Hit Squad Price: £2.99

GARTH SUMPTER



# WORLD CUP SOCCER



I.B.M. Pc  
AMIGA

ATARI ST

AMSTRAD

SPECTRUM  
CBM 64

**OFFICIAL  
GAME**  
ACCEPT NO SUBSTITUTE!



Licensed by OLIVETTI official supplier ITALIA '90'

Available from W.H. Smith, Menzies, Boots, Woolworths and all leading software retailers.

© 1990 VIRGIN MASTERTRONIC, 2-4 Vernon Yard, 119 Portobello Road, London W11 2DX.

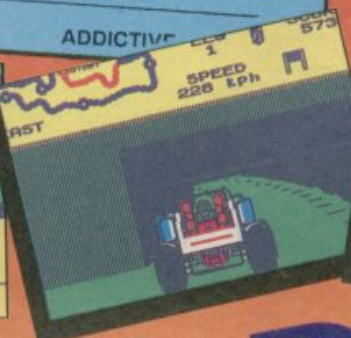


COMPILED FOR  
SINCLAIR USER  
BY GALLUP

# CH

1	CHASE HQ	OCEAN	ARCADE
2	BATMAN	OCEAN	
3	ROBOCOP	US GOLD	
4	GHOULS & GHOSTS	US GOLD	
5	TURBO OUTRUN	US GOLD	

1	FOUR SOCCER SIMS	CODEMASTERS	SIMULATION
2	GAZZA'S SUPER SOCCER	EMPIRE	
3	HARD DRIVIN'	DOMARK	
4	BOXING MANAGER	GOLIATH	
5	FOOTBALL MANAGER 2	ADDICTIVE	



### BUDGET CHART COMMENT

Dizzy reigns, oh yes he does and he's dominating the top of the budget chart like the big eggy lump that he is. Apart from him though, there are a few good games about like Ikari Warriors and 2 Player Super League. What about Platoon then, already out on budget after only a year, oohwaa?

# BUDGET TOP TEN

1 ( 1 ) FANTASY WORLD DIZZY More fun than you could possibly imagine	C.MASTERS £2.99
2 ( 3 ) PAPERBOY He just can't stay in one place for long	ENCORE £2.99
3 ( 5 ) TREASURE ISLAND DIZZY Eggy, eggy, eggy, here comes Dizzy eggy	C.MASTERS £2.99
4 ( 2 ) GHOSTS AND GOBLINS Oooooooooooooo, slip down the chart	ENCORE £2.99
5 (NEW) IKARI WARRIORS Less than brilliant top to bottom war game	ENCORE £2.99
6 (NEW) 2 PLAYER SUPER LEAGUE Sure to rise as World Cup approaches	CULT £2.99
7 ( 7 ) WORLD SOCCER Good grief, more ruddy football	ZEPPELIN £2.99
8 ( 4 ) BUGGY BOY Colourful knockabout 'fun'	ENCORE £2.99
9 (NEW) PLATOON One of the best movie convs of late	HIT SQUAD £2.99
10 ( 6 ) SHORT CIRCUIT Re-release of game of film of t-shirt	HIT SQUAD £2.99



# ARTS

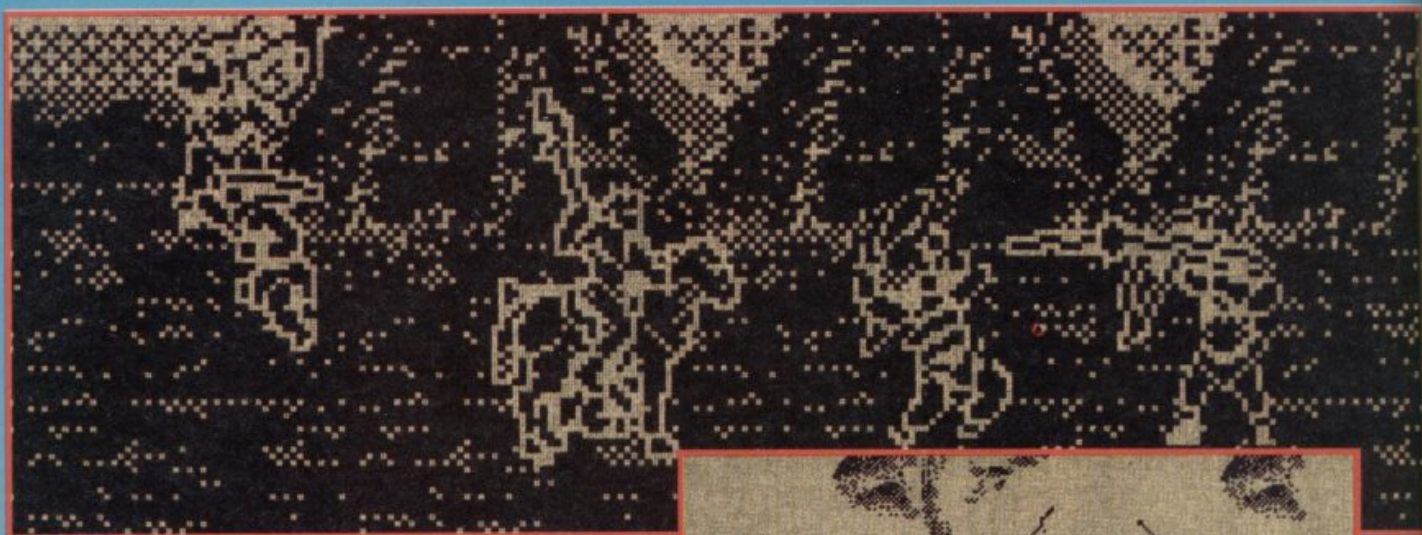


**FULL PRICE CHART COMMENT**  
 YAAAAAAAAAAAAAAAAAAAA  
 AAAAAWWWWWWWWWWWW  
 NNNNNNNNNNNNNNNNNNN  
 This is one of the least exciting charts ever, ever, ever. Hardly any changes from last month's, just the odd bit of shifting about. Sims are still in, and the only new lads are Black Tiger, X-Out, Dragon Slayer and Dr. Doom - ho-hum.

## FULL-PRICE TOP TWENTY

1 (1) CHASE HQ Still refusing to budge from the top slot	OCEAN	£9.99
2 (4) BATMAN Holy number twos	OCEAN	£9.99
3 (6) FOUR SOCCER SIMULATORS Codies hit the footy trail	C.MASTERS	£8.99
4 (5) ROBOCOP 20 seconds to comply	OCEAN	£8.95
5 (3) GAZZA'S SUPER SOCCER Thought it'd hit No.1, but no	EMPIRE	£9.99
6 (8) GHOULS AND GHOSTS Woooooooooooooooooooooooooooooooooooo	US GOLD	£9.99
7 (2) TURBO OUTRUN One of this year's better drivey games	US GOLD	£9.99
8 (9) GHOSTBUSTERS 2 Who ya gonna call?	ACTIVISION	£9.99
9 (NEW) SUPER DRAGON SLAYER Lots of dragon slaying and it's super	C.MASTERS	£8.99
10 (7) OPERATION THUNDERBOLT Beazer follow up to Wolfy	OCEAN	£9.99
11 (10) DOUBLE DRAGON 2 More beat-'em-up fun	VIRGIN	£9.99
12 (11) HARD DRIVIN' Round the chicane	DOMARK	£9.99
13 (12) UNTOUCHABLES Elliot Ness takes on the underworld	OCEAN	£9.99
14 (17) BOXING MANAGER Nah wot ah mean Frank?	GOLIATH	£9.99
15 (13) FOOTBALL MANAGER 2+' More footy? Phewwwweeee	ADDICTIVE	£9.99
16 (NEW) X-OUT Great underwater blast-'em-up	RAINBOW ART	£8.99
17 (NEW) DR DOOM'S REVENGE Far from brill cartoon action	EMPIRE	£9.99
18 (14) TEST DRIVE 2 Prrrt, what an average driving game	ACCOLADE	£9.99
19 (15) POWER DRIFT A jolly nice drivey adventure	ACTIVISION	£9.99
20 (NEW) BLACK TIGER Mini-war with beastie meanies	US GOLD	£9.99





# DYNASTY WARS

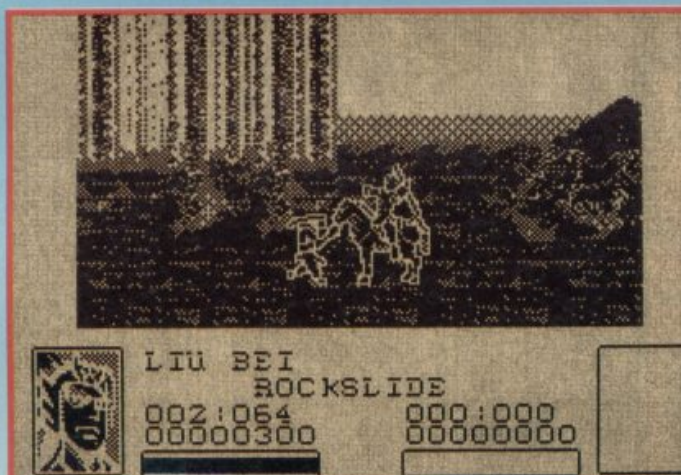
**S**hang Fei stands in the middle of a bridge brandishing his snake halberd (oo-er), and thousands of enemies are routed. Lui Bei is descended from Emperor Kel of the Han Dynasty. He swears to be brothers with Kuan Yu and Shange Fei to defeat Huang Ching. And they're the biggest jessie-boys of the ancient Orient - some of the characters in Dynasty Wars are REALLY hard!

Dynasty Wars is a fab conversion of a coin-op which I must admit I haven't played (I'm getting a bit old to spend my evenings hanging around arcades). But from what I've seen, it's a pretty skill conversion job, and while the full marvellousness of the inter-screen graphics haven't been retained, the non-stop violence of the game itself is well up to scratch (or up to slash).

It's basically a horizontally-scrolling hack'n'slash epic, but the gimmick is that while your opponents are largely on foot, you're on a thundering great horse, and equipped with a variety of lovely weapons including a death-dealing fire-lance. You might think this makes things too easy, but not on your bowl of noodles! The baddies bombard you with arrows, lances and axes, and on later levels (there are eight of them) you have to deal with horsemen, catapults and fire-



"Watch out where you're pointing that or you'll have somebody's eye out!" Yes, it's a hard life in the Horse Guards.



Ol' Lui Bei is ready for trouble as his power meter shows. And if that guy doesn't stop feeding his horse, he's going to kebab him!

balls. The animation of your trotting horse is completely boss - the background scrolls along a bit jerkily until you reach the next killing-ground, then stops until you've cleared the area of peasant scumbags.

You can choose any of the four characters to play, but it doesn't seem to make an enormous difference. What does make a difference is if you're in two-player mode; it's a lot easier to turn the baddies into chop-suey if you have some help from another horseman.

Like an R-Type clone, your fire-lance is charged up by holding down the fire-button, waiting until a sliding scale in-

dicates that it's at the required level of blaziness, then it's discharged by releasing the button. It whips out over your head and blazes boiling death at the baddies - lovely!

Trouble is, you have to be lined up properly with them - your horse moves in and out of the screen, and you must be at the right depth to hit the target. This is the tricky bit. Get it right, though - galloping around to avoid arrows, lining up your shot and letting go - and the peasants tumble into oblivion.

Your strength and treasure are indicated by readouts on the top of the screen, and you can replenish them by picking up treasure-chests and other tokens. The only problems with DW are that the end-of-level nasties are nothing to split your chopsticks over, and each level is very much the same; the background graphics are nicely-detailed but monochrome, and after a couple of levels things get a bit tedious. A bigger selection of different weapons, more variation in the baddies or even the backgrounds would have made it a whole new bowl of crispy duck.

SCORES			
78	OVERALL	84%	Fast-moving and spicy Oriental slasher. Suffers from some over-complex graphics.
59			
88			
71			

Label: US Gold Price: £10.99  
CHRIS JENKINS



# SOLUTIONS 2

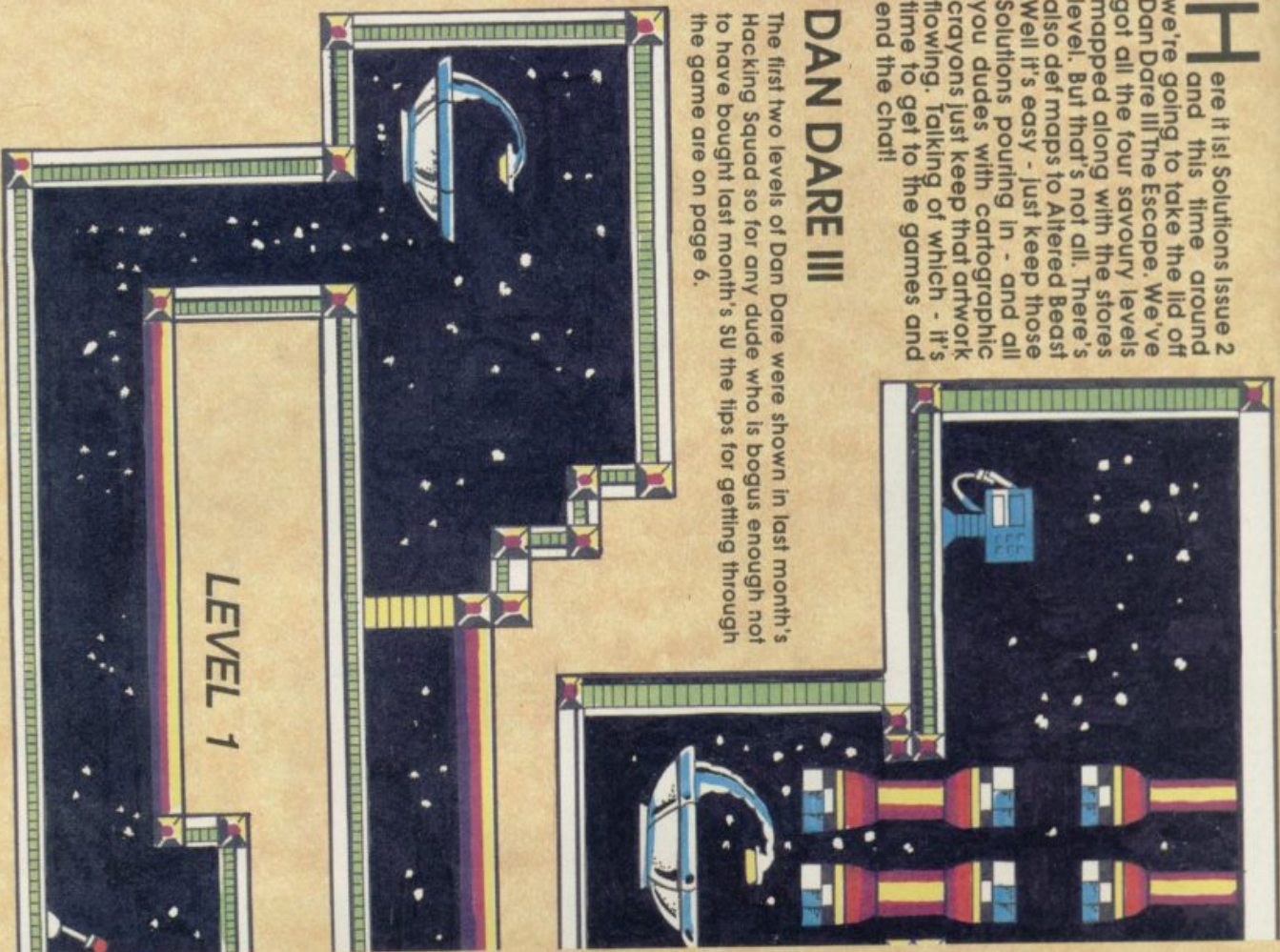
Hurrah! The supplement  
of your dreams is  
**BACK** for a second  
time. This month  
we've cracked **DAN**  
**DARE III** and **ALTERED**  
**BEAST**. Service eh?



**H**ere it is! Solutions Issue 2 and this time around we're going to take the lid off Dan Dare III The Escape. We've got all the four savoury levels mapped along with the stores level. But that's not all. There's also def maps to Altered Beast. Well it's easy - just keep those Solutions pouring in - and all you dudes with cartographic crayons just keep that artwork flowing. Talking of which - it's time to get to the games and end the chat!

## DAN DARE III

The first two levels of Dan Dare were shown in last month's Hacking Squad so for any dude who is bogus enough not to have bought last month's SU the tips for getting through the game are on page 6.

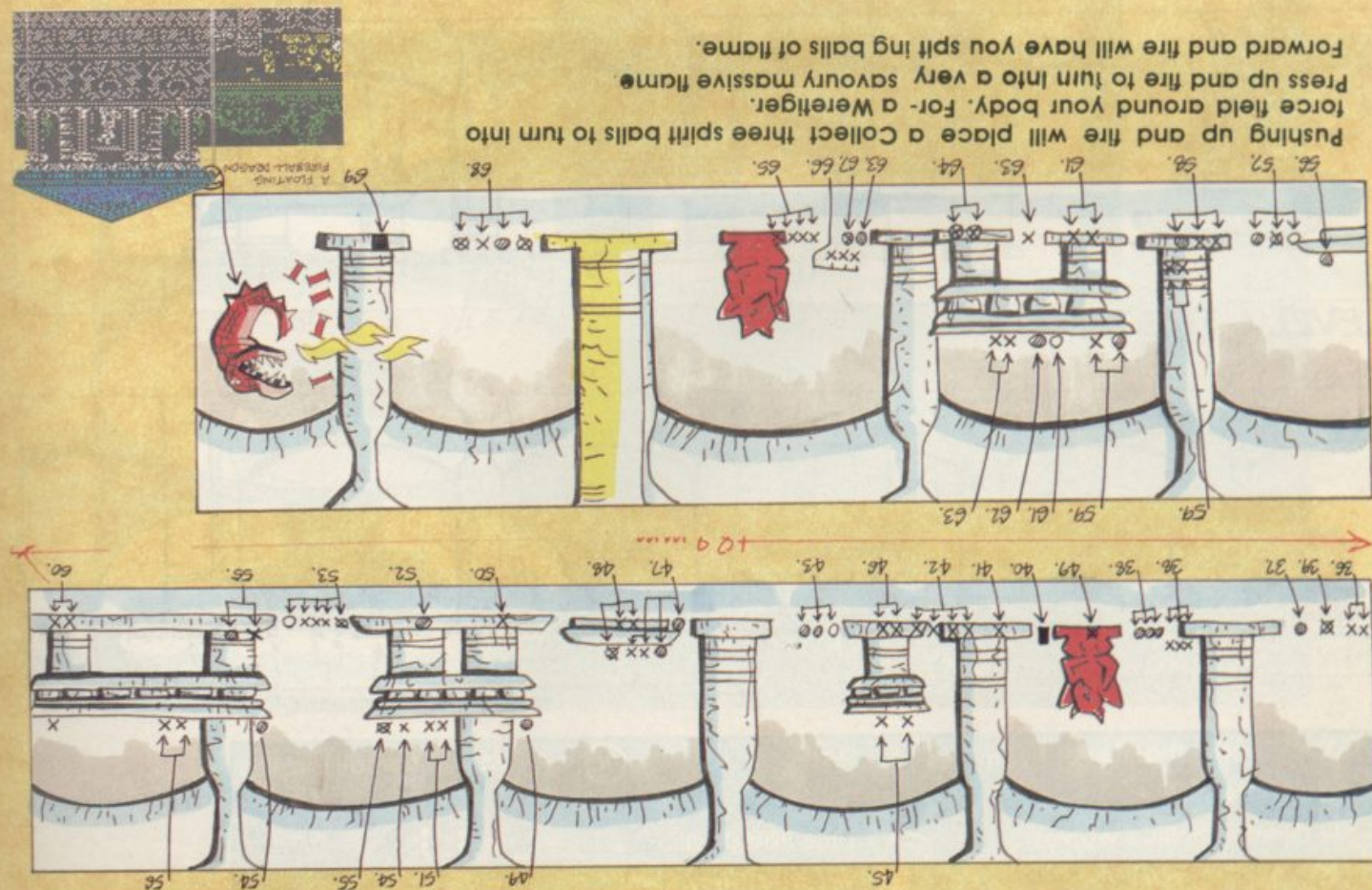


# NEXT TIME!

**The next issue of Solutions will be appearing in the August issue of SU. We'll have another full set of solutions for the top Specy games. Keep those tips coming!**

**The blame this month sits evenly on the shoulders of Rip Surf Sumpter, Mr Browne and Steve Harmon. See you soon.**





Pushing up and fire will place a Collect three split balls to turn into force field around your body. For a Weretiger. Press up and fire to turn into a very, very massive flame. Forward and fire will have you split into balls of flame.



Buy extra lives when you need them.

Buy 99 bouncing bombs and use them at least 3 at a time in corridors.

Buy nukes, but use them very carefully remembering that only the Mekon laughs in the face of being nuked ('cos he's impervious to them that's why!')

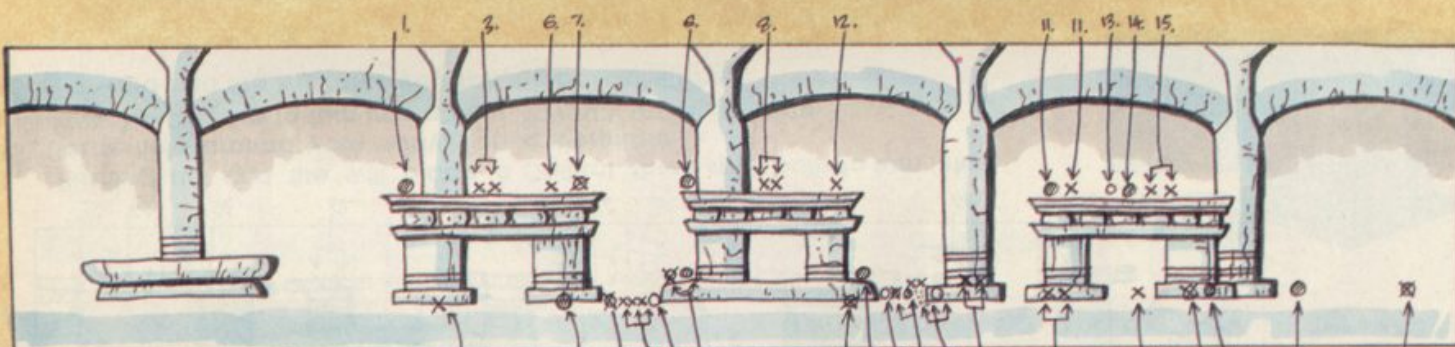
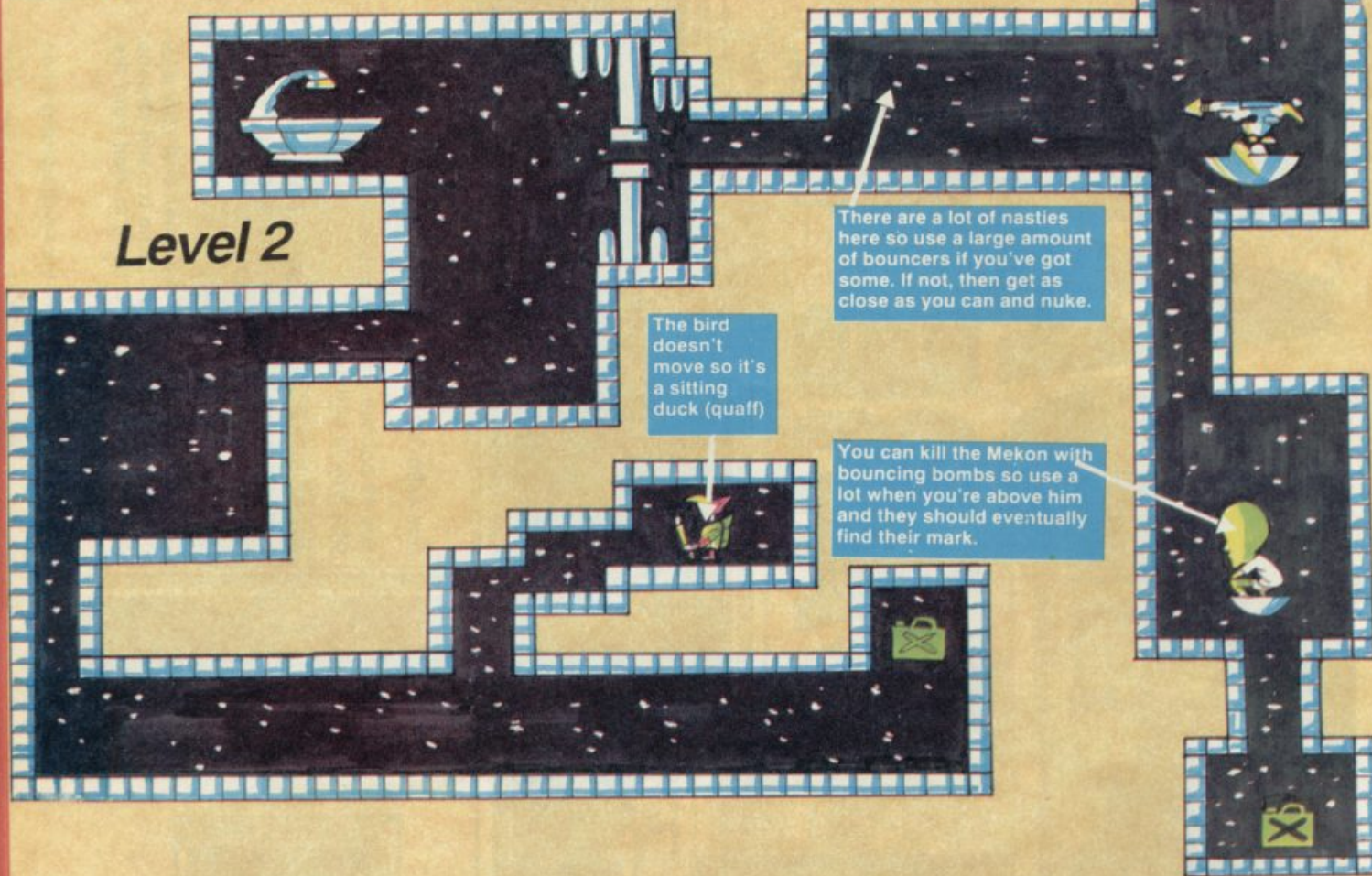
Try to use the transporter only when Dan's got a lot of energy otherwise you'll stand a good chance of dying on the trip and have to start from the beginning again.

Also it's best to try to follow the small squares when

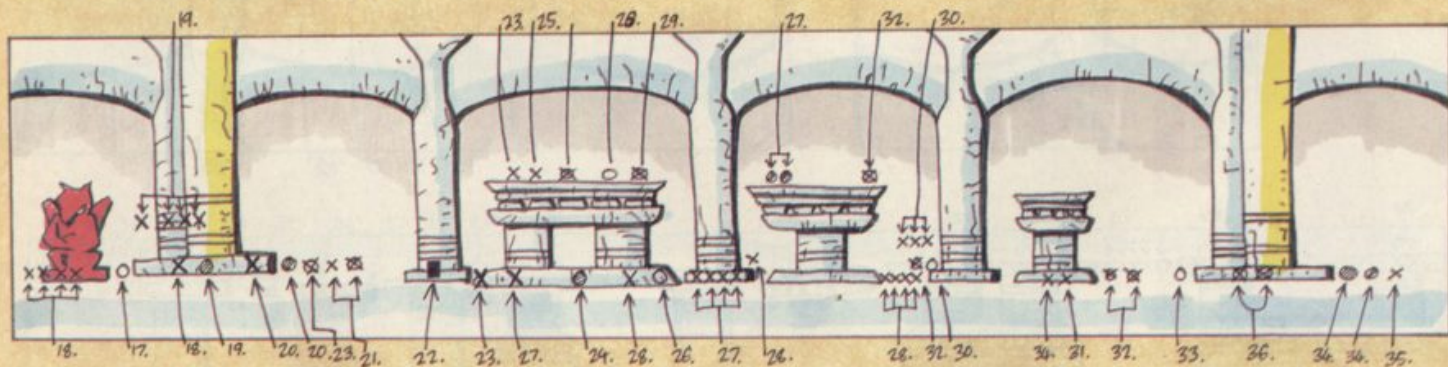
# DAN DARE



## Level 2



## LEVEL 4 THE TEMPLE



X = Stronger than Level 1 zombies S = Start

O = White Wolves

O (filled in) = Blue Wolves

⊗ = Muscle Men

F = Finish

⌋ = Little Red Devils

■ = Wizard Check Point

70 = A floating, fireball dragon





# CONNECT!

**Reviews! Compos!  
Letters! Coupons!  
All contained in  
one easy-to-look-  
after section. So  
pull it out and  
get ready to  
connect!**





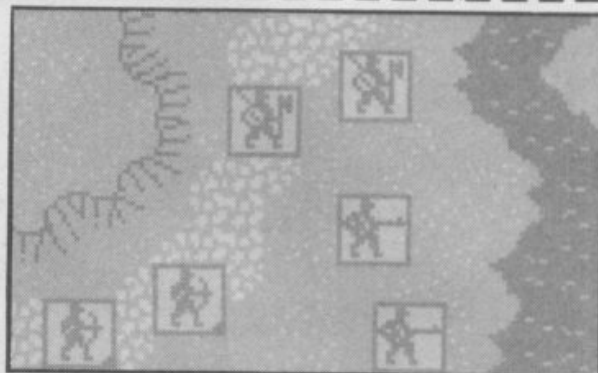
# SMASH SMASH SMASH OFFER OFFER OFFER

## £2.50 OFF £2.50 OFF VIKINGS

Price to SU readers £7.49 (cassette only). Make cheque/postal order (plus your name and address) payable to Challenge Software. Mark your envelope VIKINGS SMASH OFFER, Challenge Software, 37 Westmoor Road, Enfield, Middx EN3 7LE.

Offer closes 30 June 1990.

**£2.50 OFF £2.50 OFF**



## £2.50 OFF £2.50 OFF TREBLE CHAMPIONS

Price to SU readers £7.45 (cassette) £11.45. Make cheque/postal order (plus your name and address) payable to Challenge Software. Mark your envelope TREBLE CHAMPIONS SMASH OFFER, Challenge Software, 37 Westmoor Road, Enfield, Middx EN3 7LE. Offer closes 30 June 1990.

**£2.50 OFF £2.50 OFF**

MAIN MENU		MAN.U TO		DIP 1	
A)	Change	( 4 - 3 - 3 )			
B)	Names				
C)	Main	1	COLEMAN	G	00000000
D)	League	2	BURTON	G	00000000
E)	List	3	MATTHEWS	G	00000000
F)	Squad	4	GILES	G	00000000
G)	Finance	5	COOPER	G	00000000
H)	Data	6	ALDRIDGE	G	00000000
		7	STAPLETON	G	00000000
		8	HURST	G	00000000
		9	STATHAN	G	00000000
		10	HILL	G	00000000
		11	HODGES	G	00000000
		12	PLATT	G	00000000
		13	STOREY	G	00000000
		14	HALL	G	00000000
		15	O'NEIL	G	00000000

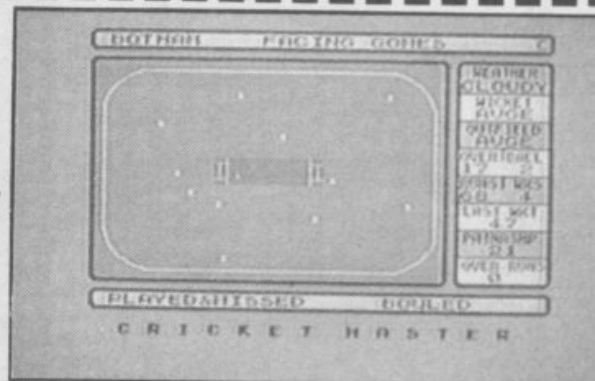
### STOREY

AGE 22  
SKILL 92  
BORN 5  
22754000  
R OR O

## £2.00 OFF £2.00 OFF CRICKET MASTER

Price to SU readers £6.95 (cassette only). Make cheque/postal order (plus your name and address) payable to Challenge Software. Mark your envelope CRICKET MASTER SMASH OFFER, Challenge Software, 37 Westmoor Road, Enfield, Middx EN3 7LE. Offer closes 30 June 1990.

**£2.00 OFF £2.00 OFF**



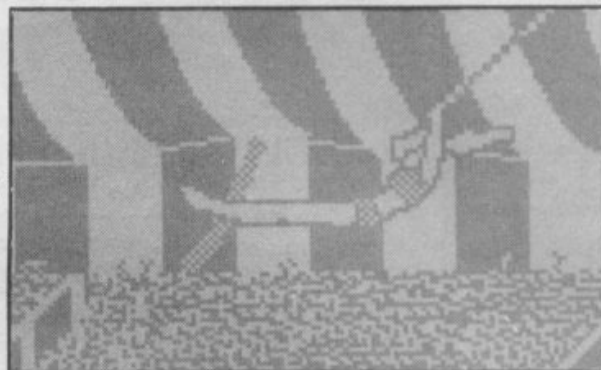
# SMASH SMASH SMASH OFFER OFFER OFFER



# SMASH SMASH SMASH OFFER OFFER OFFER

## £2.50 OFF £2.50 OFF FIENDISH FREDDIE - cassette

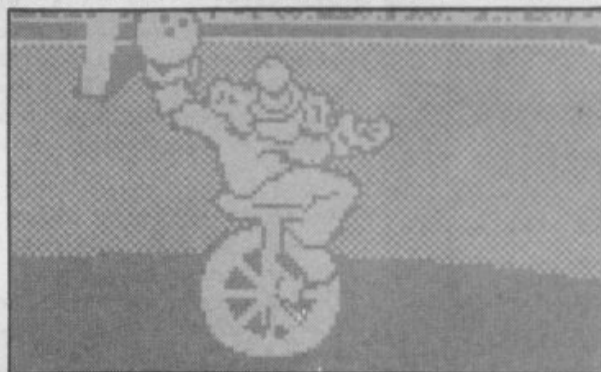
Price to SU readers £7.49. Make cheque/postal order (plus your name and address) payable to Mindscape Int Ltd. Mark your envelope FIENDISH FREDDIE TAPE OFFER, Mindscape, PO Box 1019, Lewes, E.Sussex BN8 4DW. Offer closes 30 June 1990.



## £3.50 OFF £3.50 OFF FIENDISH FREDDIE - disc

Price to SU readers £11.49. Make cheque/postal order (plus your name and address) payable to Mindscape Int Ltd. Mark your envelope FIENDISH FREDDIE DISC OFFER, Mindscape, PO Box 1019, Lewes, E.Sussex BN8 4DW. Offer closes 30 June 1990.

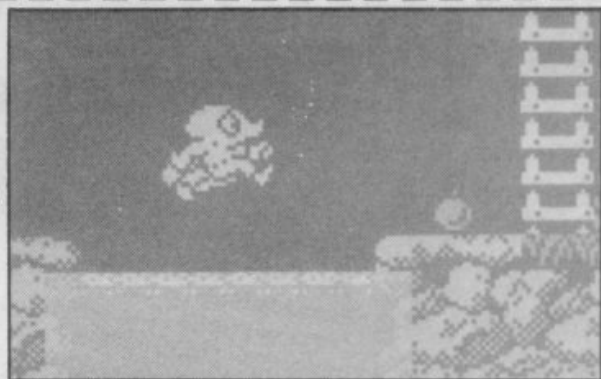
**£3.50 OFF £3.50 OFF**



## £2.00 OFF £2.00 OFF IMPOSSAMOLE

Price to SU readers £7.99 (cassette only). Make cheque/postal order (plus your name and address) payable to Gremlin Software. Mark your envelope IMPOSSAMOLE SMASH OFFER, Gremlin, 10 Carver St, Sheffield S1 4FS. Offer closes 30 June 1990.

**£2.00 OFF £2.00 OFF**



# SMASH SMASH SMASH OFFER OFFER OFFER



## SHOW-OFFS CORNER

Dear Jim, Me and my mate John claim to be the first to complete Fantasy World Dizzy. When we completed it Dizzy and Daisy in the middle of the screen with loads of hearts spinning around you. We completed Dizzy on the same day we bought it and think it was much easier than the other Dizzy games which we have also completed.

**Steven Gardiner and John Craven Southport, Merseyside**  
P.S. I think that Wayne Smedley (my hero) is Kaml Bear without the cuddly outfit.

P.P.S. Chase HQ was much overrated

P.P.P.S. I completed Ghouls and Ghosts the other day.

## ANSWER THIS, JIMBO!

Dear Jim, Could you please stop showing ST and Amstrad screen shots of games. From the name of the mag you'd expect it to be for Sinclair owners, and the screen shots shown would be Spectrum ones.

However, I do enjoy reading SU and please, please can you put more Ocean games on the Megatapes.

**Daz Belfast, N Ireland**

- **Jim says:** Right then, Daz, let's sort this out. Advertisements which appear in SU sometimes also appear in multi-format magazines like say, Computer and Video Games so Amiga and ST screen shots have to be shown as well as Spectrums shots.

- We admit to using blown up icons from the 16-bit version of Dynamite Dux a while back. Had we tried to enlarge the same icons from the Spectrum version they would have broken up and looked pretty dodgy.

Lastly, as far as seeing more Ocean games on Megatape, you're in luck. Look out for lots of Ocean goodies coming very soon.

## WOT NO MEGATAPE?

Dear Jim, Boo hoo. What am I seeing in my May ish? I'm referring to, of course, the bit that says "no Megatape". I hope this means that we'll be missing the tape only for a few months. If not, I hope it means more mag for our money. Apart from this, no grumbles.

SU is a brillo mag and kicks the ass off Cr\*\*h and Y\*. Oh yeah, and while I'm writing I had a cheat for Operation Wolf printed in The Hacking Squad and you forgot to put my ruddy name on it. I hope this means I still get my goodies. Apart from that the mag is cool and keep up the good work. Please print my address as I want some pen-pals.

**Philip Cooper, 117 Ocean Road, Walney Island, Barrow-in-Furness, Cumbria LA14 3HN.**

P.S. Thanks for Foxx Fights Back and Captain Pytron. They're better than owt Crash or Your Sinclair would give away.

## I'M NO GIRLIE

Dear Jim, Many thanks for printing my "Write Stuff" entry in the March issue (I'm the one who agreed with your Batman The Movie review).

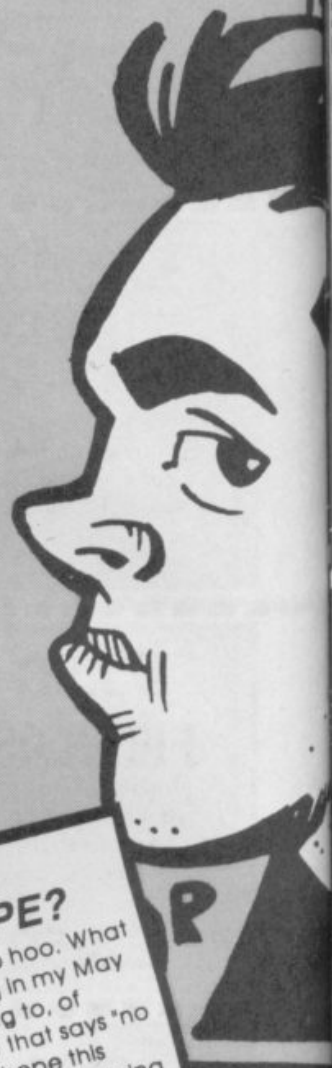
Many thanks for calling me Sarah when my name is SIMON (thanks for the sex change too). When I am spotted in the street now everybody nips off the bog and the distinct sound of sniggering can be heard. Many thanks for not sending me my "exclusive SU badge". Please rectify the situation in due course.

**Simon (that's SIMON) Brew Northfield, Birmingham**

P.S. When are you doing another subscription offer?

- **Jim says:** Oops sorry Sarah, I mean Simon, what can we say? I guess your signature must have been a bit squiggly and we mistook it for a girlie name. I hope it hasn't caused you too much embarrassment. Regarding your SU Crew badge, apologies for mucking that up too. You'll have received it by the time you read this.

As far as subscription offers go, look out for another one in the future.







## AAAAAAAAAAAAARGH HELP

Dear Jim, Please, Please, please help me. I have two kids whose Sinclair +2 48k computer has broken down. They have begged, pleaded, whined, moaned and groaned for me to get it repaired. They are suffering withdrawal symptoms, I am losing my hair and wits. To save my sanity/hair do you know of anywhere in my local area that I could send it to for repair?

I would be most grateful for your help.  
**Susan Slee Stourport, Worcs**

• Ooer, you are in a pickle. There is, indeed, a lovely place to take your busted Speccy to be repaired. Unfortunately, it's in Cheshire. The company's called Videw Vault and their address is Railway Street, Radfield, Cheshire SK14 8AA. Give them a buzz on (0457) 466555 and they should be able to help you out.

## TIME FOR A SING SONG

Dear Jim, You are mega brilliant (and so is the mag). You are cool and super, you are a mighty overlord (overcoat, more like - Al) and... enough of the praise, let's get to the stuff (yes let's - Jim). Here is a song for SU. Sinclair User is the best It's so brill It's above the rest SU is the best Speccy mag goin' YS should be sowin'

Sinclair User is so bright C\*\*\*h is dark while SU's bright YS goes down the drain C\*\*\*h is such a massive pain

Sinclair User is the best Like I said It's above the rest  
**Simon Prentice**

• Um, yeh thanks Simon, great song, love it to bits. By the way, what does 'sowin' mean? Oh, and I love the way you made 'bright' rhyme with err 'bright'.

## BORN-AGAIN S-USER

Dear Jim, Way back in 1988 I bought my Spectrum 48k. Soon after I spotted SU in my newsagents and decided to give it a try. Up until about 8 months ago I lied your magazine a lot. From then on to issue 97 I think it got awful. I decided I would give it up at issue 100.

Then in May came the NEW LOOK SU. Issue 98 saved the day.  
**Christopher Twamley Castle Bromwich, Birmingham**

• Welcome back Christopher, once again a happy smiling SU reader.

## I WANT TO SUBSCRIBE

Dear Jim, I wish to obtain my Sinclair User by subscription and would be obliged if you could send me the appropriate details.

**C Davidson Blanefield, Nr Glasgow**

• Sorry, we can't send you anything because we're going to tell you right here how to subscribe. The cost of one year's issues is £18.99 which includes postage and packaging. You can pay by cheque or postal order and it must be made payable to Sinclair User. The address to send your cheque/postal order to is SU Subs, PO Box 500, Leicester LE99 0AA. From then on your issues will arrive by post every month and save you from having to trudge down to the newsagents every month.

## MORE SHOW-OFFS CORNER

Dear Jim, I'm just writing to tell you than within two days of having Turbo Outrun, I have completed it. At the end, there's a big banner across the road with "GOAL" written on it. After that there's the boy and girl hugging each other in front of the car (ooer).

There's congratulations written on the screen with a yellow border and paper and blank ink. I've done all this without maps, cheats or pokes. I chose the customise options in this order. First, the powerful engine, then the special turbo and last the grippy tyres. You can tell US Gold from me, it was too easy.

**BJ Evans P.S.** Even my miniature Dachshund can do it

• Jim says: Excuse me, BJ but we not really sure if you should be allowed into Show-Offs Corner. Seeing as you think Turbo Outrun is such a peasy game, is it really much of an achievement. Away with you you cheeky little scamp.



# SELL IT THROUGH IT

## SWAPSIES

### +2 (128k) for Atari XE

Is there anyone out there who would give me their Speccy with 30 games (with Light Gun if possible). In return I will give them an Atari XE powerbase with tape recorder and there is a cartridge slot at the back and connecting lead with two joysticks and 40 games including Jet Set Willy and Boulder Dash III.

If anyone in Bedfordshire has a Spectrum and wants to swap it for an Atari XE, write to:

Gavin Jacob, 11 Ford Lane, Roxton, Beds MK44 4D Tel: (0234) 870855.

P.S. I will not swap if there is no joystick with the Spectrum.

## FOR SALE : +3 AND GOODIES

I would like to sell one Spectrum +3 with built in disc drive, a multiface 3, £200 worth of games including Ghouls and Ghosts, Microprose Soccer, Robocop, Shinobi, Forgotten Worlds, Firefly etc. I also have 100 magazines, a word processor 'Tasword +3', P.A.W. the best adventure creator, leads to connect a +3 to tape recorder, a printer lead to connect any printer to a +3, books and manuals. All this is in very, very good condition and everything comes boxed.

The price for the above is £150 but I am willing to negotiate. You can contact me on (0582) 596917 after 5pm (not between 27 May and 2 June) or write to David Foskett, 155 Turnpike Drive, Luton, Beds LU3 3RB.

## FOR SALE : SPECCY AND/OR GAMES

For only £35 o.n.o. (not to be confused with Oh No) you can own a Speccy 48K+ in perfect condition.

This package includes a Ram Turbo Interface, Konix Speeding Joystick and 's worth of games and compilations. I am prepared to separate them and sell at mega competitive prices (i.e. 9.99ers for £1).

Ring me on (061) 486 1907 (ask for Duncan) or write to: Duncan Reed, 14 Dawlish Ave, Cheadle.

## FOR SALE : 16K SPECTRUM

I've got a 16K rubber keyed Speccy plus interface and two software titles for sale. I've heard it's a collectors item, is it true? (I doubt it - Jim).

If anyone's interested, contact me on (0752) 706329 or write to Andrew Plank, 291 Bodmin Road, Whiteleigh, Plymouth, Devon PL5 4AT.

## SHIFT IT!

If you want to shift anything Speccy, this is the place to do it. All you have to do is fill in the form here and include a cheque/postal order for £5.00 made payable to Sinclair User.

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

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

Phone: (if to be published) \_\_\_\_\_

AD: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

We reserve the right to refuse any adverts.





# SOFTWARE CITY

Unit 4, B.D.C., 21 Temple Street, Wolverhampton WV2 4AN. Tel:0902 25304



Call us on: 24 Hour Credit Card Hotline 0902 25304



## BUDGET

2 PLAYER SUPER LEAGUE 2.99  
4 SOCCER SIM 2.99  
3-D GRAND PRIX 2.99  
19 BOOT CAMP 2.99  
720 2.99  
1942 2.99  
ACADEMY 2.99  
ACE 1 OR 2 2.99  
ADVANCED SOCCER SIM 2.99  
AIRWOLF 1 OR 2 1.99  
ALIEN SYNDROME 2.99  
ANDY CAPP 2.99  
ARCADE FLIGHT SIM 2.99  
ARCADE FRUIT MACHINE 2.99  
ARMY MOVES 2.99  
ASSAULT COURSE 2.99  
BAK TO SKOOL 1.99  
BARBARIAN 2.99  
BARD'S TALE 2.99  
BARRY MCGUIGAN'S BOXING 2.99  
BASEBALL 2.99  
BATMAN 2.99  
BATTLESHIPS 1.99  
BLASTERBOYS 2.99  
BLINKING SCARY 2.99  
BMX SIM 1 OR 2 1.99  
BOMB JACK 1 OR 2 2.99  
BOXING MANAGER 2.99  
BRITISH SUPER LEAGUE 2.99  
BUGGY BOY 3.99  
CHUCKIE EGG 1 OR 2 2.99  
CLASSIC PUNTER 2.99  
CLASSIC TRAINER 2.99  
COMBAT SCHOOL 2.99  
COMMANDO 2.99  
CONTACT SAM CRUISE 2.99  
CRAZY CARS 2.99  
CRICKET CAPTAIN 2.99  
CRITICAL MASS 1.99  
CRYSTAL CASTLES 2.99  
CUP FOOTBALL 2.99  
CYBERNOID 1 2.99  
DALEY THOMPSON'S DECATHLON 2.99  
DAN DARE 1 OR 2 2.99  
DIZZY 2.99  
DIZZY DICE 2.99  
THE DOUBLE 2.99  
DRAGON'S LAIR 2.99  
ENDURO RACER 2.99  
EUROPEAN 2 FOOTBALL 2.99  
FANTASY WORLD DIZZY 2.99  
F.A. CUP 1.99  
FANTASTIC SOCCER 2.99  
FIST 2 2.99  
FIRST PAST THE POST 2.99  
FIVE A SIDE FOOTBALL 2.99  
FOOTBALLER 2.99  
FOOTBALL MANAGER 2.99  
FOOTBALLER OF THE YEAR 2.99  
FORMULA ONE GRAND PRIX 1.99  
FRANK BRUNO 2.99  
FRANKENSTEIN JNR 2.99  
FRUIT MACHINE SIM 1 OR 2 2.99  
FULL THROTTLE 1.99  
GARY LINEKERS SUPERSTAR 2.99  
SOCCER 2.99  
GAUNTLET 1 OR 2 2.99  
GRAHAM GOOCH 2.99  
GHOSTS AND GOBLINS 2.99  
GHOSTBUSTERS 2.99  
GRAND NATIONAL 2.99  
GREAT ESCAPE 2.99  
GREEN BERET 2.99  
GREG LOSES CLOCK 2.99  
GRID IRON 2 2.99  
HARDBALL 2.99  
HEAVY ON THE MAGIC 2.99  
HOWARD THE DUCK 2.99  
HYPERSPORTS 2.99  
ICE TEMPLE 2.99  
INDIANA JONES 2.99  
I.K. 4 2.99  
IKARI WARRIORS 2.99  
INDIANA JONES 2.99  
INTERNATIONAL FOOTBALL 2.99  
INTERNATIONAL MANAGER 2.99  
JACK THE NIPPER 2.99  
JET SET WILLY 2.99  
JOE BLADE 1 OR 2 2.99  
JOE BLADE 3 2.99  
KNIGHTMARE 2.99  
KONAMI TENNIS 2.99  
LAS VEGAS CASINO 2.99  
LEADERBOARD 2.99  
LEAGUE CHALLENGE 2.99  
LITTLE PUFF 2.99  
MANIC MINER 2.99  
MATCHDAY 2.99  
MICROMOUSE 2.99  
MIG 29 2.99  
MIG BUSTERS 2.99  
MONTE CARLO CASINO 2.99  
MONTY ON THE RUN 2.99  
MOTO CROSS SIM 2.99  
NIGEL MANSELL GRAND PRIX 2.99  
NORTH STAR 2.99  
OLLIE AND LISA 2.99  
OLLIE AND LISA 3 2.99  
ON THE BENCH 2.99  
OPERATION GUNSHIP 2.99  
OUT FOR THE COUNT 2.99  
PAPERBOY 2.99  
PENALTY SOCCER 2.99  
PINBALL SIM 2.99  
POWERPLAY 2.99  
PLATOON 2.99  
POSTMAN PAT 2.99  
POSTMAN PAT 2 2.99  
PREDATOR 2.99  
PREMIER 2 FOOTBALL 1.99

PRO BOXING SIM 2.99  
PRO GOLF 1 OR 2 2.99  
PRO SNOOKER 2.99  
PUB TRIVIA 2.99  
QUARTET 2.99  
RALLY CROSS SIM 2.99  
RAMBO 2.99  
RAMPAGE 2.99  
RENEGADE 2.99  
RFX 2.99  
ROCK STAR 2.99  
ROLLER COASTER 2.99  
ROLLING THUNDER 2.99  
RUGBY BOSS 2.99  
RUGBY SIM 2.99  
SABOTEUR 1 OR 2 2.99  
SCOOBY DOO 2.99  
SHORT CIRCUIT 2.99  
SIGMA 1 2.99  
SKATE CRAZY 2.99  
SKOOL DAZE 2.99  
SOCCER 7 2.99  
SOCCER BOSS 2.99  
SOCCER DIRECTOR 2.99  
SOCCER Q 2.99  
SOCCER STAR 2.99  
SOLOMON'S KEY 2.99  
SPACE HARRIER 2.99  
SPINDIZZY 2.99  
SPOOKED 2.99  
SPY HUNTER 2.99  
SPY V SPY 2.99  
STREET FIGHTER 2.99  
STRIKER 2.99  
STRIP POKER 2 2.99  
SUMMER GAMES 2.99  
SUPER CYCLE 2.99  
SUPER LEAGUE 2.99  
SUPER NUDGE 2000 2.99  
SUPERSPORTS 2.99  
SUPERSTAR SOCCER 2.99  
SUPER TANK SIM 2.99  
TETRIS 2.99  
THEATRE EUROPE 2.99  
THUNDERCATS 2.99  
TOP GUN 2.99  
TRAP DOOR 1 OR 2 2.99  
THE TRAIN 2.99  
TREASURE ISLAND DIZZY 2.99  
TURF FORM 2.99  
U.S. BASKETMASTER 2.99  
WEMBLEY GREYHOUNDS 2.99  
WHEELIE 2.99  
WINTER GAMES 2.99  
WIZBALL 2.99  
WONDERBOY 2.99  
WORLD CLASS LEADERBOARD 2.99  
WORLD GAMES 2.99  
WORLD SOCCER 2.99  
WORLD SOCCER LEAGUE 2.99  
YIE ARKUNG FU 2.99  
YOGI BEAR 2.99  
ZYBEX 2.99

## NEW BACK CATALOGUE

AFTERBURNER 2.99  
CAULDRON 1.99  
DYNAMITE DUX 4.99  
LAST NINJA 2 3.99  
PACMANIA 2.99  
R-TYPE 1.99  
RUNNING MAN 2.99  
STARSTRIKE 1 & 2 1.99  
XENOPHOBIA 2.99  
APACHE GOLD 2.99  
BLACK LAMP 2.99  
BOOK OF THE DEAD 2.99  
BOULDERDASH 1 & 2 2.99  
COOKIE 2.99  
CROSSWIZE 2.99  
DEACTIVATORS 2.99  
THE DELICIOUS 2.99  
DOMINATOR 2.99  
DYNAMIC DUO 2.99  
EARTHLIGHT 2.99  
ENIGMA FORCE 2.99  
ENLIGHTENMENT (DRUID 2) 2.99  
EXPLODING FIST 4 1.99  
FAT WORM BLOWS A SPARKY 2.99  
FEDERATION ADVENTURE 2.99  
FINAL MISSION 1.99  
FIRE AND FORGET 2.99  
FRANKENSTEIN 2.99  
GALAXY FORCE 2.99  
GAMES SUMMER EDITION 2.99  
GARY LINEKERS HOTSHOTS 2.99  
GOLD SILVER AND BRONZE 4.99  
GUADALCANAL 1.99  
HEARTLAND 2.99  
HELLFIRE ATTACK 2.99  
HYPERBALL 2.99  
I OF THE MASK 2.99  
IMPLORION 2.99  
INTENSIFY 1.99  
INTERNATIONAL MATCHDAY (128k) 2.99  
JAIL BREAK 2.99  
KARYSSA 2.99  
L.E.D. STORM 2.99  
MAGNETRON 2.99  
MEGA APOCALYPSE 1.99  
MIKE REID'S POP QUIZ 2.99  
MIKIE 2.99  
MINI PUTT 2.99  
MOUNTAINS OF KET 2.99  
MYSTERY ON THE NILE 1.99  
PASSING SHOT 2.99  
QUESTION OF SPORT 3.99  
THE REALM 1.99  
RIDDLERS DEN 2.99  
ROAD BLASTERS 2.99

## SOFTWARE CITY SPECIALS

SAINT AND GREAVESIE 2.99  
SALAMANDER 2.99  
SHACKLED 2.99  
SHOOT OUT 2.99  
SPYTRAK ADVENTURE 2.99  
SUPERSPRINT 2.99  
TAPPER 2.99  
TELADON 2.99  
TEMPLE OF VRAN 2.99  
TEMPEST 2.99  
THANATOS 1.99  
TIGER ROAD 2.99  
TOY BIZARRE 1.99  
VINDICTORS 2.99  
VIKEN 1.99  
XARQ 1.99

## FULL PRICE

ANCIENT BATTLES 9.99  
AUSTERLITZ 8.99  
BATMAN THE MOVIE 6.99  
BEVERLY HILLS COP 6.50  
BLACK TIGER 6.99  
BLOODWYCH 6.99  
BOMBER 6.99  
BRIAN CLOUGH'S FOOTBALL 6.99  
CABAL 6.99  
CARRIER COMMAND (128k) 9.99  
CASTLE MASTER 6.99  
THE CHAMP 6.99  
CHAMPIONSHIP GOLF 6.99  
CHASE H.Q. 6.99  
CONTINENTAL CIRCUS 6.99  
CRAZY CARS 2 6.50  
CRICKET MASTER 6.50  
CYBERBALL 6.99  
DAN DARE 3 6.99  
DOUBLE DRAGON 2 6.99  
THE DUEL 6.99  
E-MOTION 7.50  
EMLYN HUGHES 6.99  
FIENDISH FREDDY 6.99  
FOOTBALLER OF THE YEAR 2 6.99  
FOOTBALL DIRECTOR 6.99  
FOOTBALL DIRECTOR 2 (128k) 13.99  
FOOTBALL MANAGER 13.99  
FOOTBALL MANAGER 2 + 6.99  
EXPANSION 6.99  
GHOULS AND GHOSTS 6.99  
GUNSHIP 6.99  
HAMMERFIST 6.99  
HARD DRIVEN 6.99  
HEAVY METAL 6.99  
HOT ROD 6.99  
IMPOSSAMOLE 6.99  
INDIANA JONES LAST CRUSADE 6.99  
IVANHOE 6.99  
KENNY DALGLISH 6.50  
KICK OFF 6.99  
KLAX 6.99  
KNIGHT FORCE 6.50  
LAZER SQUAD 6.99  
MICROPROSE SOCCER 6.99  
MYTH 6.99  
NEW ZEALAND STORY 6.50  
NINJA SPIRIT 6.99  
NINJA WARRIOR 6.99  
OPERATION THUNDERBOLT 6.99  
OPERATION WOLF 6.50  
PAUL GASCOINE SUPER SOCCER 6.99

THRILLTIME PLAT 1 2.99  
BUGGY BOY, SPACE HARRIER, LIVE 2.99  
AND LET DIE, OVERLANDER, 1.99  
DRAGON'S LAIR, THUNDERCATS, 2.99  
BEYOND THE ICE PALACE, GREAT 1.99  
GURIANOS, HOPPING MAD & IKARI 1.99  
WARRIORS, 2.99  
CASS 8.99 1.99

SPACE ACE 1.99  
VENOM STRIKES BACK, XEVIOUS, 1.99  
CYBERNOID, NORTHSTAR, ZYNAPS, 2.99  
TRANTOR & EXOLON, 1.99  
CASS 5.50 2.99

FRANK BRUNO'S BIG BOX 1.99  
FRANK BRUNO'S BOXING, BATTY, 1.99  
COMMANDO, BOMB JACK, SCOOBY 1.99  
DOO, BATTLESHIPS, SABOTEUR, 1.99  
1942, GHOSTS AND GOBLINS & AIRWOLF, 1.99  
CASS 5.50 1.99

EDITION ONE 1.99  
DOUBLE DRAGON, XENON, GEMINI 1.99  
WINGS AND SILK WORM, 1.99  
CASS 7.50 DISC 11.99 1.99

SUMMERTIME SPECIALS 1.99  
WORLD CLASS LEADERBOARD, 1.99  
SOLOMON'S KEY, BRAVESTARR, 1.99  
TRANTOR, RYGAR & CAP'N AMERICA, 1.99  
CASS 5.50 1.99

KARATE ACE 1.99  
WAY OF THE EXPLODING FIST, BRUCE 1.99  
LEE, KUNG FU MASTER, AVENGER, 1.99  
SAMURAI TRILOGY, UCHI MATA & WAY 1.99  
OF THE TIGER, 1.99  
CASS 5.50 1.99

THE BIZ 1.99  
R-TYPE, OPERATION WOLF, DOUBLE 1.99  
DRAGON, BATMAN THE CAPED 1.99  
CRUSADER, 1.99  
CASS 9.99 1.99

MEGA MIX 1.99  
OPERATION WOLF, BARBARIAN 2, 1.99  
DRAGON NINJA & REAL 1.99  
GHOSTBUSTERS, 1.99  
CASS 9.99 1.99

WINNERS 1.99  
INDIANA JONES TEMPLE OF DOOM, 1.99  
BLASTERBOYS, LED STORM, 1.99  
THUNDERBLADE, IMP MISSION 2, 1.99  
CASS 9.99 DISC 13.99 1.99

100% DYNAMITE 1.99  
AFTERBURNER, LAST NINJA 2, WEC LE 1.99  
MANS, DOUBLE DRAGON, 1.99  
CASS 9.99 1.99

TAITO COIN OPS 1.99  
RASTAN, FLYING SHARK, ARKANOID 1 1.99  
AND 2, SLAPFIGHT, BUBBLE BOBBLE, 1.99  
CASS 5.50 1.99

## ORDER FORM AND INFORMATION

All orders sent FIRST CLASS subject to availability.

Just fill in the coupon and send it to:  
Software City, Unit 4, Business Development Centre, 21 Temple  
Street, Wolverhampton WV2 4AN  
ORDER FORM (Block Capitals)

Name .....

Address .....

Postcode .....

Tel. No. ....

Name of Game .....

Computer .....

Value .....

Postage .....

TOTAL .....

POSTAGE RATES - UK please add 50p for post & packaging on all orders under £5. EEC countries add £1 per item, non EEC countries £2 per item.

PAYING BY CHEQUE - Cheques payable to Software City.

Card type .....

Expiry date .....

0902 25304

Signature .....

Date .....

EUROPEAN ORDERS

MASTERCARD

EUROCARD ACCEPTED

(SU)





## CHASE HQ

**C**ar games on the Spectrum haven't always been brilliant but now Chase HQ has changed things. It has all the right ingredients for a brilliant game (brill graphics, cool sound and a fair bit of violence).

The speech at the beginning of the game on the 128k is crystal clear, just like the arcade. There are no longer snail pace bridge sequences (Outrun) but fast smooth action-packed play.

Chase has the speed of Crazy Cars, the beauty of Outrun, the violence of Roadblasters and the presentation of Wec le Mans. I've played Chase on the CPC and it was pretty poor in comparison.

My only quibble is that it was a bit repetitive but still amazing. I'd rate it:

Graphics	92
Sound	90 (75 for 48k)
Playability	87
Lastability	85
Overall	91

Paul McKeown St James, Northampton

## CHASE HQ

**T**he baddy is off, you are off and so is the sound in this iffy Spectrum conversion. After the excellent coin-op I bought Chase, to find that it is an average conversion and that the sound gives the quick moving graphics a slow and wooly feeling. The gear change sounds like you've run over a cat.

The main strength of Chase is the graphics, both the car and track are superbly animated. But what are you supposed to be driving past (looks like 50ft honeycomb)?

The set up of a vanishing point and rear view of the car is very effective and gives the game a nice feel. A poke helped me complete the unreasonably hard final level and get the nasty spy. The stages are all fairly easy up to the last one. I'd rate it:

Graphics	80%
Sound	30%
Playability	74%
Lastability	45%
Overall	74%

Colin Borland Paisley, Scotland

## OPERATION THUNDERBOLT

**O**p Thunderbolt is the game of the year. I read the 92% rating in January's SU, but I hadn't bought it until a week ago.... Brilliant! The graphics on some Spectrum games are not that good but Op Thunderbolt's are just about as good as you can get on the Speccy. The sound was mega trendy.

There are two main differences between Op Wolf and Op Thunder - Thunder is harder. I managed to complete Op Wolf with a day of getting it. Thunder also has a better perspective, the 3d look is fab. If you like Op Wolf, you'll love Op Thunder, it's a classic shoot-'em-up.

My only criticism is, the sight is naff. If I wrote this game I would have to change the sight. You should start off with the small circle and work up to something like Op Wolf's sight.  
Ben Simpson Busby,  
Glasgow

## SUPER HANG ON

**S**uper Hang On has got to be the best motorbike simulation ever. The bit I like was when you burned around the bends, keeping away from the fatal 'bird-bird' signs.

The graphics are the best I have ever seen on a racing game. The game is divided into four nations. You start off in the easiest one, Africa. The first two stages are fairly simple but it gets a bit on the third one.

A good feature is when your speed reaches 280mph you can turbo up to 324mph, similar to Chase HQ.

Here are my ratings for the 48k version:

Graphics	87%
Sound	84%
Playability	96%
Lastability	97%
Overall	94%

Paul Williamson  
Farnborough, Hants





# Write Stuff.

So, you think that Jim can't tell the difference between rad and raddish. Is Garth really as mad as everyone thinks or does he actually know what he's doing? Is Chris 'Mr Hateful' Jenkin's really fair with his marks? Tell the world what YOU think of the reviews and the reviewers. If your letter's published you'll get a designer SU badge and the best letter of the month will be awarded £20 of software chosen by Jimbo himself. Send you letters to: The Write Stuff, Sinclair User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

## MYTH

Now then, I notice that some of the people who write in are the sort that can't get past the first screen/stage of a game. They obviously don't play the game to it's fullest and so they slag it off.

So I thought I'd better complete Myth before I wrote to you. I just did it and it's ruddy sound. The whole thing works completely smoothly; graphics, gameplay etc just blend.

Level one is the hardest of the five but has good puzzles. I especially like the way the demons eyes light up when you toss a skull in. I'll skip one and two because they're easy, but have you seen the colour in stage 3? Atari (spit) users should cower at is colour and graphics.

Then there's Level 4, what a mind bender eh? Level 5 a fairly mild shoot-'em-up which I enjoyed and when I saw the final message I went all warm inside. The final message is... Oh no, work it out for yourselves, puzzlers.

I don't know who reviewed this game but I'd give it a Classic in all departments.

Joe Lafferty, Maghull, Liverpool

## NEW ZEALAND STORY

Oi you. Yeah you, Lipstick Neck. I have a bone to pick with you. You know that letter from Andy and Stuey Platt from Rugby about how mega hard and wicked The New Zealand Story is? Well, the truth is they haven't got the game. They keep borrowing it from ME!!

Stuey keep boasting and saying that he's had his letter printed in SU (mega-cool mag), and it really gets on my wick. For Gawd's sake, send Stuey a copy of New Zealand Story so he doesn't keep borrowing it off me.

B.J. Ward Rugby, Warks

## ROLLING THUNDER

A well hard game for £2.99. Good playability, graphics are good, considering it's not a crappy multi-load game.

Brilliant story line. Only one complaint, it's too hard when you get to the larva pit. In fact, it's flipping impossible when those two fellows come floating across everytime you move on a couple of platforms

It deserves about 75% and would be worth at least 85% if Level 5 was easier.

## RED HEAT

Dear Garth, If you didn't like the film with all that swearing you've got to be crazy. But if you don't like the game, sheesh! If you can't do the first level, tough luck. I'll let you into a very good hint. Just keep walking left and right Sorry about the second level, I'm still working on it.

The graphics are brill, it looks just like Arnold Schwarzenegger. It's one of the best film spin-offs you'll ever see. It is definitely an SU Classic. My marks are:

Graphics	93%
Sound	92%
Lastability	90%
Playability	90%
Overall	95%

Ian Berry Beech Hill, Wigan

## FANTASY WORLD DIZZY

I bought FWD after reading your March edition, although the game had not been reviewed. I decided to rush out and snatch it up after considerably enjoying Dizzy I and II.

Like all Codemasters game the graphics and sound are ace. In Dizzy's third adventure his beloved Daisy must be rescued from the evil king's palace.

The usual features are in the game i.e. "get this then you'll be able to get that". I haven't yet been able to complete the game but should soon. I would recommend this game to anyone, keep up the good work, Codemasters.

I'd rate it:

Graphics	90%
Sound	87%
Playability	95%
Lastability	90%

Gary Morrison Falkirk, Scotland



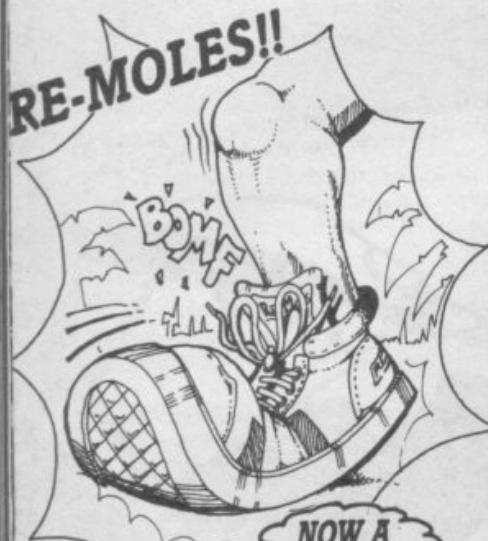
# MONTY...

THE STORY CONTINUES

The Shadowy Alien figure started to explain Monty's quests. He was to collect 5 sacred artifacts which held the secret of eternal life for the aliens' planet. He did mention that Monty may run into a little trouble (some understatement). The last words he uttered were, "This task would be impossible for anyone else." Then with a hum and a buzz he disappeared.



"What can I call myself?"



NOW A  
CATCH  
PHRASE



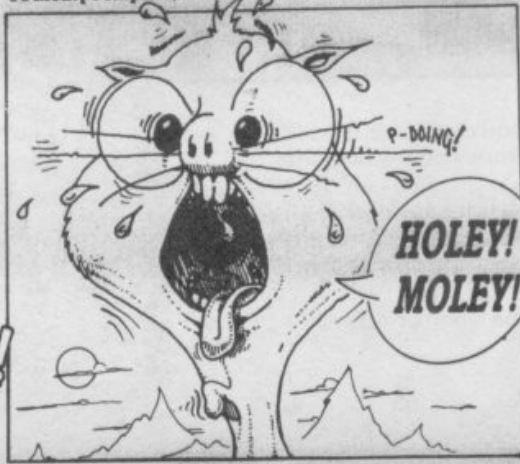
Monty un-clips his belt to  
discover more treasures.



Monty made his way to his first quest - the Klondyke Mines - and landed gracefully outside the entrance.



To Monty's surprise, someone had laid on a welcoming party.



**IMPOSSAMOLE™**

Could Monty have taken on more than he bargained for! Why has he got a face like a strangled Turkey? Only one way to find out -  
**BUY THE GAME!**



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



**WORLDWIDE  
SOFTWARE**



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

**Spectrum Software**

**Cass Disk**

100% Dynamite	11.20
4th Dimension	9.99
After the War	2.99
Arknoir	2.99
Austerlitz	9.99
Bards Tale	2.99 6.99
Batman the Movie	7.25 11.20
Beverley Hills Cop	7.25 11.20
Billy The Kid (Light Gun)	2.99
Black Tiger	7.25 11.20
Bloodwych	7.25 11.20
Brian Clough Ftbl	5.99 6.99
Bridge Player 2150	14.95 22.95
Bronx Street Cop (Light Gun)	2.99
Castle Master	7.25 11.20
Championship Golf	7.25
Chase HQ	7.25 11.20
Chuck Yeager's F11 Trnr	7.25 11.20
Classic Games 4	7.25 11.20
Coin Op Hits	11.20
Colossus Chess 4	7.25 11.20
Combat School	2.99
Continental Circus	7.25 11.20
Crack Down	7.25
Crazy Cars	2.99
Crazy Cars II	7.25
Cyberball	7.25 11.20
D Thomson Decathlon	2.99
Darius +	7.25
Defenders of the Earth	7.25
Desert Rats	2.99
Dizzy 1	2.99
Dizzy 2 Treasure Island	2.99
Dizzy 3 Fantasy World	2.99
Dan Dare 3	7.25
Double Dragon 2 (128K)	7.25 11.20
Dr Dooms Revenge	7.25
Dragons Lair	2.99
Dynasty Wars	7.99
E-Motion	7.25
Edison One	8.99
Emlyn Hughes Soccer	7.25 13.99
Enduro Racer	2.99
Escape Planet Robot	7.25 11.20
Monsters	7.25
Exploding Wall	7.15
F15 Strike Eagle	7.25
Fiendish Freddie Big Top	7.25
Fighting Bomber	11.99
Fighting Warrior	2.99
Football Director II 128K (Not + 2A)	14.95 14.95

**Spectrum Software**

**Cass Disk**

Football Manager II + Exp Kit	7.25
Football Manager World	7.25 11.20
Cup	7.25 11.20
Ftballer of the Year 2	7.25 11.20
Four Soccer Simulators	2.99
Fun School II (6 to 8 yrs)	7.25 10.50
Fun School II (over 8 yrs)	7.25 10.50
Fun School II (under 5 yrs)	7.25 10.50
Future Bikes	2.99
Ghosts and Goblins	2.99
Ghouls and Ghosts	7.25 11.20
Grand Prix Master	7.25 11.20
Great Escape	2.99
Guardian 2	2.99
Gunship	7.25 11.20
Hammerfist	7.25

**SUMMERTIME  
SPECIAL OFFER**

**50 PENCE OFF ALL  
SPECTRUM TITLES. JUST  
TELL US THE MAGAZINE  
WHERE YOU SAW OUR  
ADVERT, THEN DEDUCT  
50P FROM EACH TITLE  
ORDERED.**

**Fast Delivery on All Stock Items by 1st Class Mail in UK.  
Special Overseas Service by Air Mail Worldwide.  
Credit Card Orders accepted by Phone or Mail.  
Overseas Tel No: Nottingham 225368**

**0602 225368**

**Credit Card Order Telephone Lines**

**Spectrum Software**

**Cass Disk**

Quartet	2.99
Rainbow Islands	7.25 11.20
Rambo	2.99
Renegade	2.99
Robocop	7.25 11.20
Rolling Thunder	2.99
Saigon Combat Unit	2.99
Scaphopod	14.95 14.95
Scrabble De Luxe (128K)	9.50 12.99
Scramble Spirits	7.25 11.20
Shadow Warrior	7.25 11.20
Shark	2.99
Shinobi	7.25 11.20
Short Circuit	2.99
Silent Service	7.25
Sonic Boom	7.25 11.20
Space Harrier 2	7.25 11.20

**Spectrum Software**

**Cass Disk**

The National	7.25
Tokken Trilogy	9.99
Top Gun	2.99
Tracksuit Manager	7.25
Treble Champions	7.25
Turbo Bike	2.99
Turbo Outrun	7.25 11.20
Turman	7.25 11.20
Untouchables	7.25 11.20
Vendetta	7.25
Vulcan	7.25
Wellington at Wairoa	9.99
Wild Streets	7.25 11.20
Winners US Gold	11.20
Wonderboy	2.99
World Champ Boxing	7.25
Manager	2.99
World Class Leaderboard	2.99
Golf	7.25
World Cup Soccer '90	2.99
World Soccer	2.99
X-Out	7.25 9.99
Yankee	7.25
Zulu War	7.25

**\*\*\*\*\***

**Joysticks and Utilities**

Cobra	11.99
Comp Pro 5000	12.95
Comp Pro 5000 Clear	13.95
Comp Pro 5000 Extra	14.95
Cruiser Black, Blue or Multicoloured	8.99
Konix Speedking	10.99
Konix Speedking Autofire	11.99
Quickshot Digital	6.99
Quickshot Deluxe Digital	9.99
Zap Stick Autofire	14.95
+ 2i + 3 cover	4.99
Spec Power Supply	9.95
Azimuth Tape Head Align Kit	8.99
Joystick Adaptor for +2i +3	4.99
+3 Cassette Lead	4.99
10 x 3" Blank Disk	21.95

**\*\*\*\*\***

**Printer Special Offer**

Citizen 120D NLQ Dot Matrix ..... 139.95

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

Please make cheques payable to **WORLDWIDE SOFTWARE**  
For all orders totalling less than £5.00 please add 50p  
for post and packing. Orders £5.00 and over post and packing is free in the UK.  
FAX: 0602 430477

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

# A GUIDE TO GIRLS!

## HOW DO YOU SCORE AT SNOGGING?

So do you think you are hot stuff  
when it comes to tongue sarnies?

PHONE - 0898 664 303

## WHO IS YOUR IDEAL GIRL?

Find out exactly which girl  
is your perfect partner!!

PHONE - 0898 664 301

## HOW TO TELL IF A GIRL FANCIES YOU!

We know you're just dying to know  
the answer to this one!!

PHONE - 0898 664 302

## HOW DO YOU RATE AT DATING?

Do you turn your dates ON or OFF?

Find out the answer now!!

PHONE - 0898 664 304



For tips on girls - kissing,  
flirting, chatting up and  
much more crucial stuff...  
**DIAL 0898 664 115**

A Voiceline production. Calls cost 25p (cheap rate) and 38p (at  
all other times) per minute inc. VAT. Voiceline Ltd., P.O. Box 1640,  
London NW1 8NP. You must get your parents permission before you dial.



**G**reetings, mortals. Gazing through the windows of the turret containing quill and parchment, with which I write these columns, I see that in the last half an hour or so the land has been blighted with snow and then brightened with sunshine. In between we have had a spot of rain. The weather's never been the same since Bert Ford retired. Or, for those unable to remember the legendary Mr Ford, since Linda Wright wrote Cloud 99 and presented us with an enjoyable romp about trying to get the weather back to normal if only Jack Frost would let you. The game is still available from Zenobi Software at the rather low price of £1.99, and their address is 26 Spotland Tops, Cutgate, Rochdale, Lancashire OL12 7NX. You'll have to specify whether you want the 48k or the 128k version of the game, as there are two to choose from. Both are the same price.

**ADVENTURE QUEST:** (from where we left off) drink, fill bottle, in, get medallion, get key, out, n, n, n, n, w, n, look, e, e, e, n, e, u, u, u, w, w, w, u, u, u, u, u, drop medallion, unlock snowman, drop keys, get snowman, d, d, d, push rocks, d, d, in, s, u, u, u, in, throw ruby, n, get eye, get bag, s, out, d, d, d, e, get rope, w, n, out, u, u, u, u, drop rope, drop eye, d, d, d, w, d, d, e, e, d, d, d, w, w, w, s, open bag, s, drink, in, get trident, out, get lamp, fill bottle, n, n, e, e, drink, fill bottle (with oil), e, u, u, u, u, n, n, out, u, u, u, u, on lamp, in, throw bottle, throw trident, throw bag, out, get keys, get eye, get rope, in, throw keys, throw eye, throw rope, out, get medallion, in, throw medallion, off lamp, throw lamp ... and we'll stop for now as it gets complicated.

**DRACULA:** (from where we left off) In The

Arrival there are random parts. Always save before entering the labyrinth. Anyway, from start in coach. Look around, exam woman, smile, look eyes, wake, exam cross, wear cross, wait, wait, wait, wait, yes, board coach, look around, lift seat, exam door, remove cross, insert cross, turn cross, open door, exam hold, s, w, look around, u, look around, exam door, exam frame, exam bat, exam mouth, feel mouth, look around, exam table, get tray, n, get cloth, polish tray, (after a few things have happened beyond your control) w, s (explore and map the labyrinth), n, w, n, look around, exam window, exam wardrobe, open door, n, lift rail, (after a sleep) n, move, wardrobe, move wardrobe, s, wait, exam table, get bottle, smash bottle, w, s, e, exam window, cut cord, w, w, wait ... and it gets random now, so next time.

This is not the time with Essential Myth's Dr. Jekyll and Mr. Hyde, voted mail-order adventure of the year by a club whose name we will not mention, since it no longer exists but is trying to grab some more money off unsuspecting adventurers. Anyway, the game costs £2.99 for the 48k version, £3.49 for the 128k version, and a whopping £3.99 for the Plus 3 Disc version, making it the most expensive game in the

Zenobi catalogue. Not many companies can boast that their most expensive game is less than four quid. Most of the major companies (an that's not meant to put down that loyal band of home grown adventurers who continue to produce high quality software) could only boast that their cheapest game is only a fraction over twenty quid. Do we need 'em? Not really, but they might need us when it eventually dawns on people that there are still more Spectrums and (dare I say it) Commodore 64s being sold than there are Ataris and Amigas. Is this why games cost four or five times as much on these 16 bit so-called marvels, because the potential audience is only a quarter or a fifth of what it was on the 8-bit troopers? Think about it, dear reader, and judge, as ever, with your wallets.

At first sight, something not entirely related to adventures would be the sale of blank cassettes. But, we all have to save our progress on to something, and short tapes are always better for the purpose, I feel. It means you don't have to blunder through 23 saved games on a C60 before realising that you've put the wrong tape in. Anyway, to finish the Zenobi show, I see that they are selling C15s at £9.50 for 20, or £19.00 for 50 if you fancy going absolutely mad. Both those prices include post and packing by the way, and they promise to dispatch your order within 24 hours of receiving it.

Moving up the price band and getting to £4.50 ... but wait. There is something that I have to tell you. Drarreg Ekim, famed adventure columnist who regularly writes backwards and who also produced the very good book Adventures On The Spectrum, which was favourably reviewed in this very column not too long

ago, writes to tell me something rather interesting. He has sold X copies of the book (a secret that will remain with me, but fans of Ekim might be pleased to know that he is in profit on the venture, so well done for that), and of those X copies it is only some readers of Sinclair User who have paid in cash by sending used fivers. Everyone else pays by cheque or postal order, but readers of this column send notes through the post. What are we to deduce from this? A) Not all readers of SU have bank accounts or live near post offices, and B) some readers are obviously not aware of the perils of sending money through the post. Don't do it. It is so easy to lose your money this way, especially if you take foolhardiness to the extreme and send pound coins, which can often bounce out of envelopes and lie in the gutter waiting for some passing stranger to pick them up. Then, you don't receive your order and curse the person you sent the money to, when in reality they never received your money in the first place. So when we talk about games costing £4.50, if you want to order them then send postal orders, not money. As that wise saying has it, you know it makes sense.

In this instance, cheques or postal orders for £4.50 should be made out to Fantasy Software. If you've never seen Fairly Difficult Mission or A Fistful Of Blood Capsules (enchanting title, dear people) then you could be missing out. All being well, there are a few piccies of Fairly Difficult Mission adorning this column, so you can see the sort of thing on offer.

Fairly Difficult Mission is a four part adventure dealing with, well, an adventure within an adventure is probably a reasonable enough description. You play the part of

## WITTS END

**CROWN OF RAMHOTEP:** (from where we left off) From the road between the sand dunes, drive south through the desert to the oasis. You will be attacked by Nomads who will steal your car. Refresh yourself with a drink from the pool. When you reach the hollow in the sand dunes, a sandstorm blows up. Return immediately to the oasis and shelter in the tent until the storm is over. The skeleton in the hollow is all that remains of your friend (boo, hiss) so you are on your own now. Get the spade and give it a decent burial, you will find a compass as you do so. From the hollow, go S, E, E, S, W, S across the sands. Only if you are carrying the compass will this bring you to the location in the sands where, if you dig with the spade, you will uncover a slab with a ring on it. Pull the ring to reveal stone steps leading down... more next time.

**BULBO AND THE LIZARD KING:** (from where we left off) To pass the orcs just HIDE in the nearby bushes. To get the donkey over the wall just be kind and LIFT DONKEY OVER WALL or else be cruel and THROW DONKEY OVER WALL. To cross the ravines and chasms you will need to leave the donkey behind, so just DROP ROPE. Talk to the Hermit both before and after the arrival of his companion. The same applies to the Witch. With the Witch, examine the coins in your pouch to learn the name of the "golden bird." To pass the Guardian you will need some magic, and this can be found in the network of caves that the Hermit lives in. Examine them all until you find the one with the shelves full of goodies and then just WAIT until the Elf is with you. If you're having problems with the river then you can either get a friend to build a boat or else SWIM RIVER then SWIM EAST. With the lake you can either SWIM LAKE and then SWIM SOUTH or else WAIT (if you've done a good deed!) ... more next time.

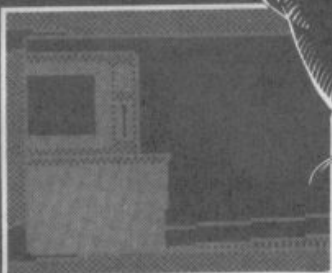


# The Dress

Charlotte Webster (a woman! Makes a change), a computer games fanatic, who loads a program into her trusty Spectrum only to find that it changes her entire life and sends her on a ... you guessed it, a Fairly Difficult Mission.

Lovers of Mel Brooks' Blazing Saddles (a group of people that, I am forced to admit, would include me) might feel more at home with A Fistful Of Blood Capsules. Swap Dollars for Blood Capsules and you'll see what I mean, for we are in the days of the wild west when men were men and women weren't. Another four part game (thus making both of them £1.12 and one half penny a part, which isn't bad really), this time you adopt the male persona of the sheriff of Bodge City. Together with your trusty, or should that be rusty, sidekick, your mission in life is to bring the aptly named Murderous Gang to justice.

Both these nifty programs are available from the aforementioned Fantasy Software, and your cheques and postal orders should go to them at 43 Russell Road, Gravesend, Kent DA12 2RT. A nice part of the country that should be nowhere near such gory titles as A Fistful Of Blood Capsules, but there you have it. Have I mentioned before that Magnetic Moon and Starship Quest are now available from FSF Adventures at £2.50 each or £4.50 the pair? If I haven't, then



I have now. Cheques and Postal Orders (this month's column was brought to you courtesy of cheques and postal orders) only please to FSF Adventures, 40 Harvey Gardens, Charlton, London SE7 8AJ. Both of these are excellent science fiction adventures, and if you haven't yet added them to your collection then now is the time to do so.

I have a small confession to make. I don't use quill and parchment, I use a word processor (sham on you), and after trundling back up the pages to insert the mention for the cheap cassettes from Zenobi and thus adjusting all the rest of the text, I now zoom back to the end of the column and find that I've run out of space. Bye!





**SOFT OPTIONS**  
6 HOPE STREET  
HANLEY  
STOKE ON TRENT  
ST1 5BS  
TEL: 0782 204269

[illegible]

**SALE TIME AT SOFT OPTIONS – CAN YOU AFFORD TO MISS THESE.**  
**ALL ORDERS SENT 1st CLASS POST, P&P UNDER £5**  
**75p, OVER £5 P&P IS FREE**

IN STOCK ITEMS DESPATCHED BY RETURN. ACCESS + VISA ORDERS PLEASE ADD 50P EXTRA

SALE		SALE		SALE		SALE		SALE	
<b>SPECTRUM COMPILATIONS</b>		<b>SPECTRUM SPECIAL OFFERS</b>		<b>SPECTRUM +3 DISC</b>		Please send me the following titles: (SU06)			
<b>100% DYNAMITE</b>		Arnhem.....6.75		BATMAN THE MOVIE.....7.99		Title		Cass or Disk	
Double Dragon, Last Ninja II, Wec Le Mans, Afterburner		Galipoli.....6.50		ROBO COP.....8.99				Amount	
<b>SPECIAL PRICE 9.95</b>		Yankee.....6.99		OP THUNDERBOLT.....7.99					
<b>KARATE ACE</b>		Austerlitz the Campaign.....9.50		THE UNTOUCHABLES.....7.99					
Kung Fu Master, Bruce Lee, Avenger, Way of the Exploding Fist, Way of the Tiger, Uchi Mata, Samurai Trilogy		Napoleon at War.....6.99		CABAL.....6.99					
<b>ALL 7 GAMES 6.99</b>		Overlord.....6.75		DRAGON NINJA.....7.99					
		Ancient Battles.....10.95		RED HEAT.....5.99					
		Roundheads.....3.99		NEW ZEALAND STORY.....7.99					
		Vulcan.....6.99		OVERLORD.....6.99					
		Bismark.....4.99		STALINGRAD.....8.99					
		<b>INVASION FORCE</b>		ALIEN SYNDROME.....4.99					
		9.95		RAINBOW ISLANDS.....11.99					
				MERCENARY.....7.99					
				THE MUNCHER.....6.99					
				TETRIS.....4.99					



# **NEXT MONTH**

**The next Connect!  
will contain the  
following amazing  
features:**

**4 Fab Compos!  
Bumper Coupons!  
More top Letters!  
Your captain views!  
And a new cartoon!**



# 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

**TASWORD  
PLUS TWO**  
Cassette £19.95

ZX SPECTRUM+3  
**TASWORD  
PLUS THREE**  
Disc £24.95

**TAS-SPEL  
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

**TASPRIN  
PLUS THREE**  
25 Fonts  
Disc £24.95

**TAS-SIGN**  
Cassette £19.95

**TAS-SIG**  
Disc £24.95

NOT AVAILABLE

**MASTERFI  
PLUS THR**  
Disc £24.95

NOT AVAILABLE

**TAS-DIAR  
PLUS THR**  
Disc £19.95

£39.95

Parallel printer ca  
£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

I enclose a cheque/PO made payable to TASMAN Software Ltd OR charge my ACCESS/VISA number: _____		Expires _____
NAME _____	ITEM _____	PRICE _____
ADDRESS _____	_____	£ _____
_____	_____	£ _____
_____	_____	£ _____
_____	_____	£ _____
Outside Europe add £2.00 per item airmail.		TOTAL £ _____
Telephone Access/Visa orders: Leeds (0532) 438301		

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

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







Bird dude



Mekon Gun



Transporter



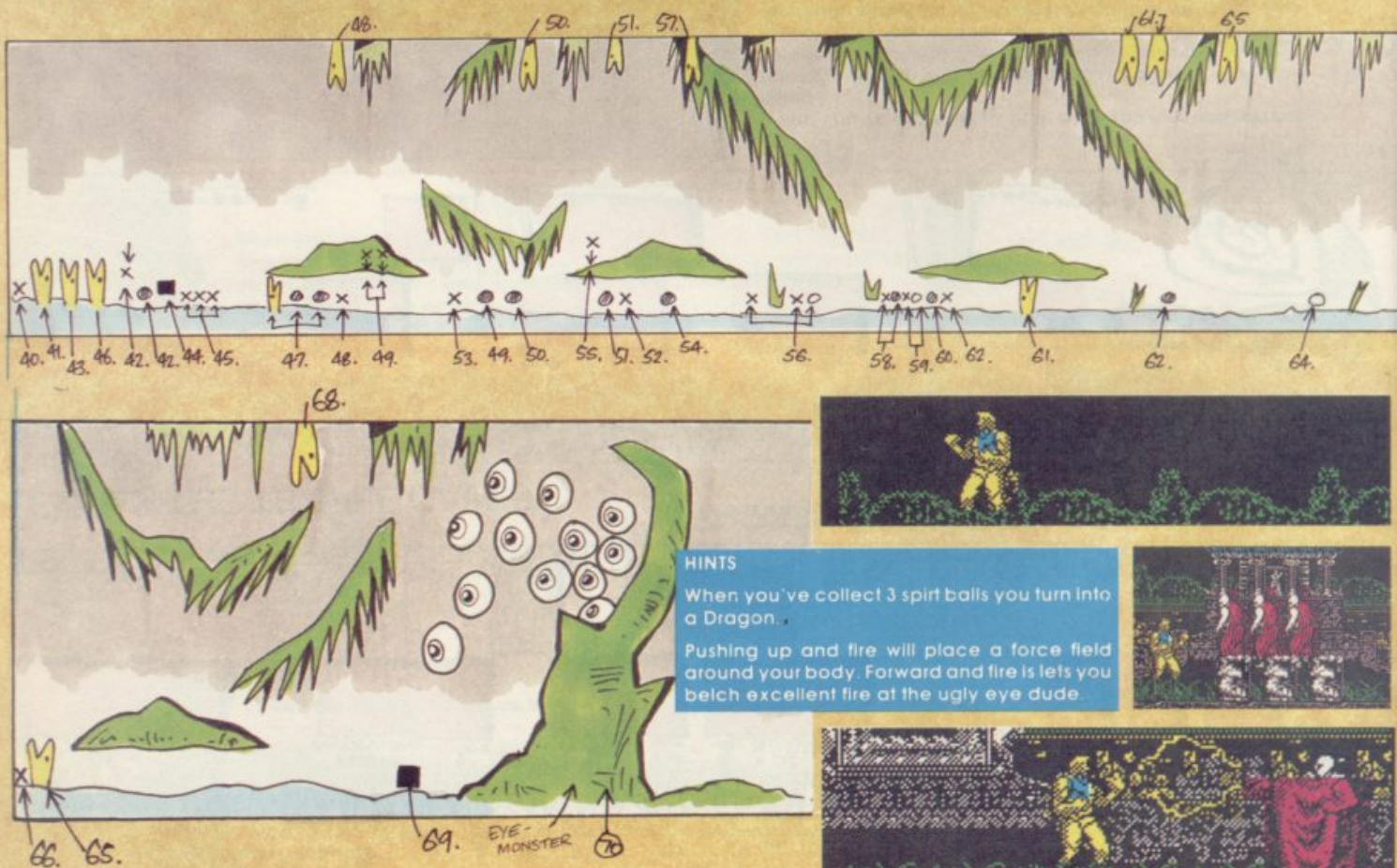
Fuel



Mekon



Plasma rifle



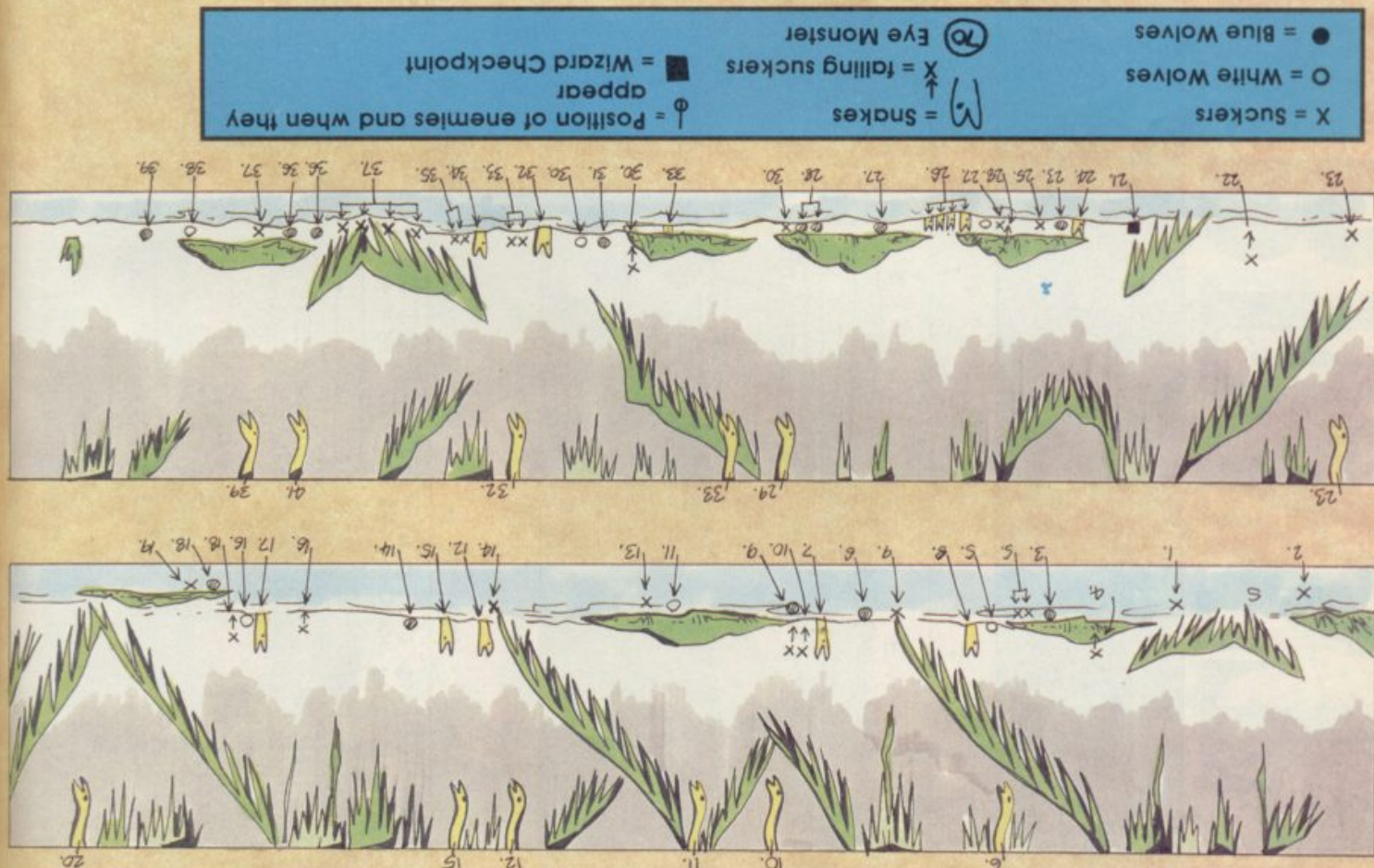
## HINTS

When you've collect 3 spirit balls you turn into a Dragon.

Pushing up and fire will place a force field around your body. Forward and fire lets you belch excellent fire at the ugly eye dude.



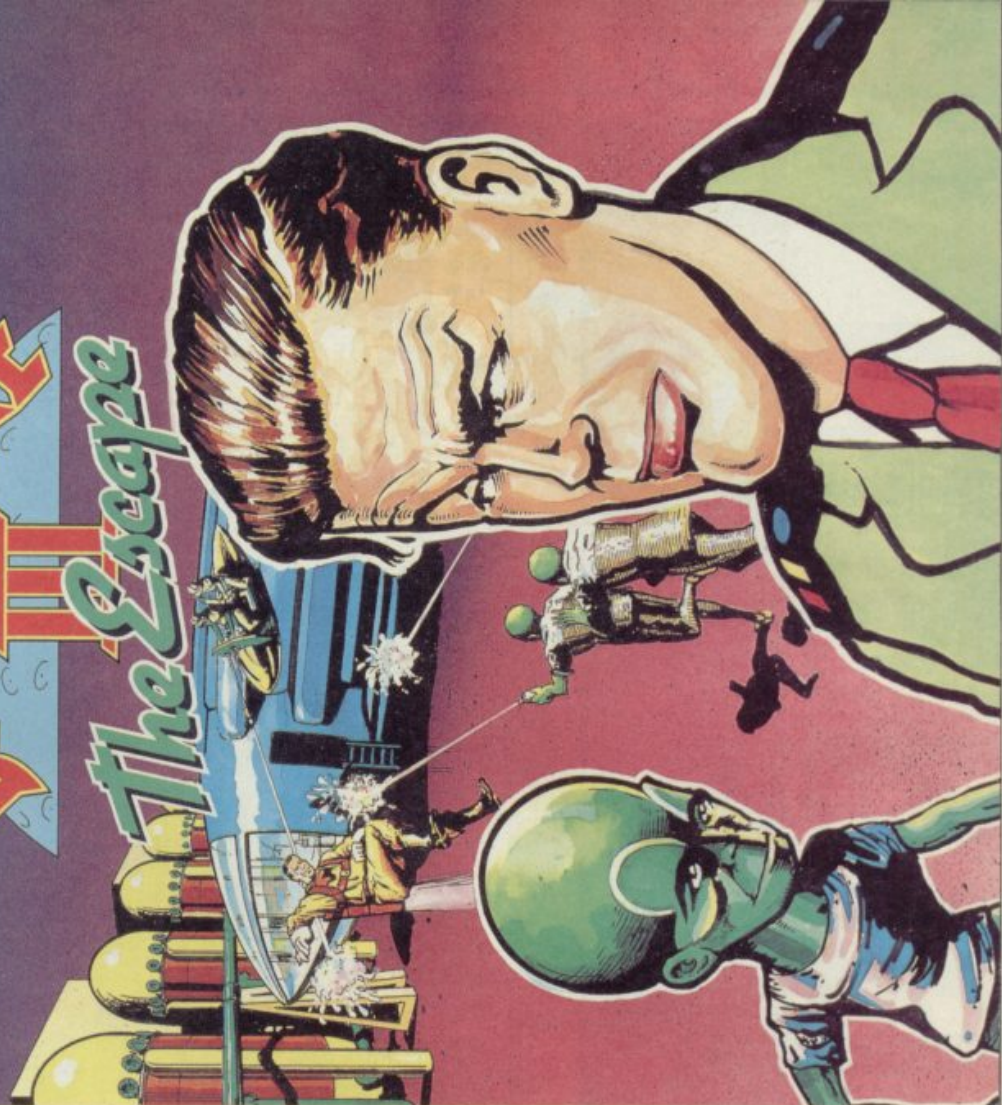




ames!

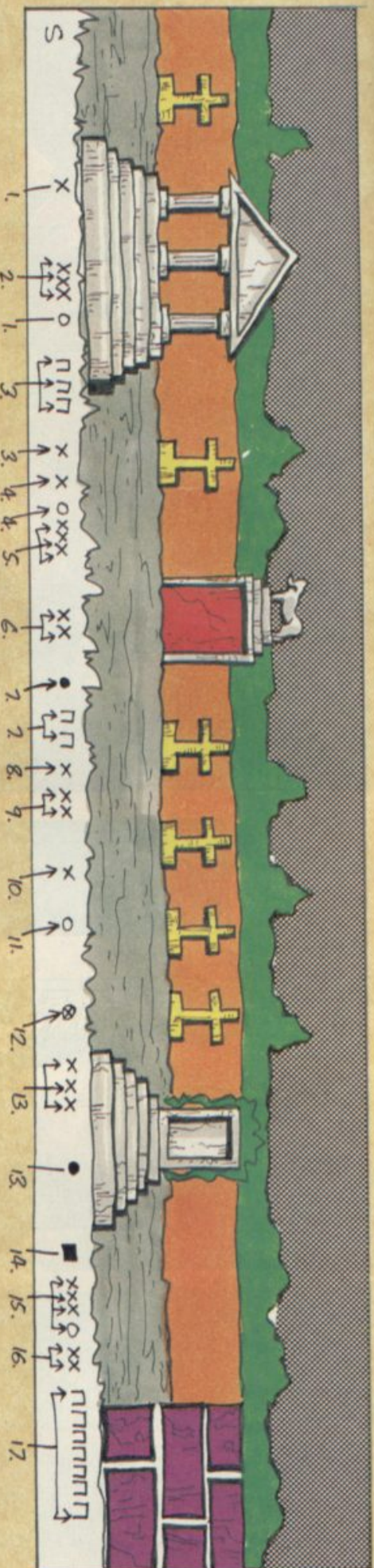
## DAN DARE

### The Escape



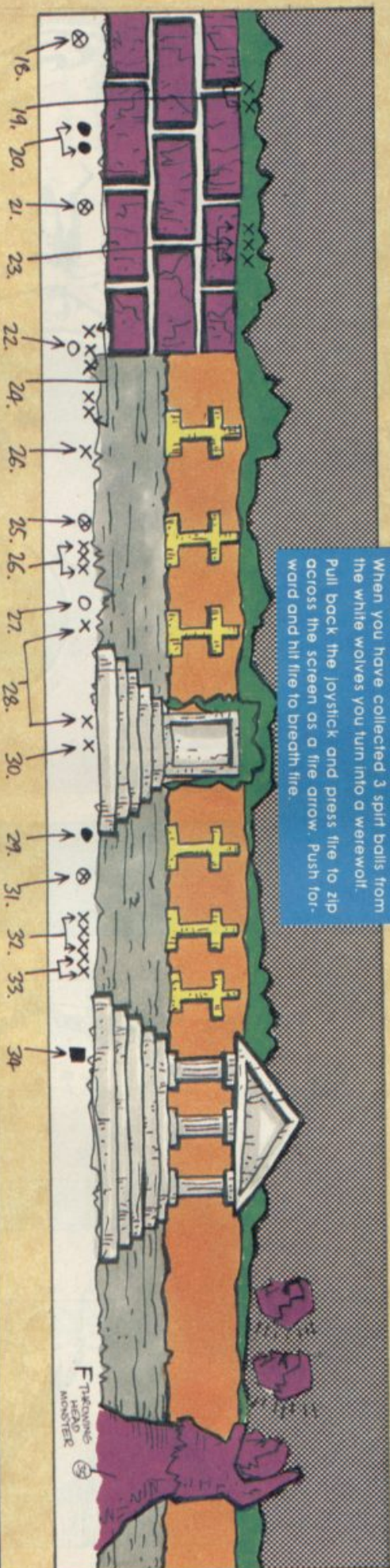


## LEVEL 1 - THE GRAVEYARD



### HINTS

When you have collected 3 spirit balls from the white wolves you turn into a werewolf. Pull back the joystick and press fire to zip across the screen as a fire arrow. Push forward and hit fire to breath fire.



X = Zombies  
O = White Wolf - you collect spirit balls (power ups) from these.  
● = Blue Wolf  
⊗ = Rising grave stones

S = Start  
F = Finish  
⊗ = Musclemen

■ = Wizard Checkpoint. When you have turned into a werewolf you will go straight to the end of level monster.

1. = Position of enemy and the order in which they appear  
25 = The Head throwing

# ALTERED BEAST



# EVERY CITY HAS A MEAN STREET!

# SHADOW Warriors



SHADOW WARRIORS, THE LATEST, GREATEST AND MOST AMBITIOUS MARTIAL ARTS COIN-OP GAME NOW RAGES ONTO YOUR COMPUTER - FEATURING

**INTERACTIVE SCENIC BACKDROPS!**

THE SECRETS OF THE NINJITSU TECHNIQUES HAVE BEEN HANDED DOWN SINCE THE MEDIEVAL WARS... NOW THEY LIVE ON IN THE JUNGLE OF THE AMERICAN METROPOLIS.

A THOUSAND YEARS OF THE NINJITSU SECRETS AT YOUR FINGERTIPS... THE **PHOENIX BACKFLIP**, TRIPLE BLOW COMBINATION, FLYING NECK THROW,

**HANG KICK** AND MORE, GIVE YOU A FORMIDABLE ARMOURY OF STUNNING MOVES. TAKE YOUR TECHNIQUES TO THE STREETS

**SHADOW WARRIOR**  
... THE HERO OF THE  
**NINETIES!**



**SPECTRUM  
AMSTRAD  
COMMODORE  
ATARI ST  
AMIGA**

# ocean

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



Summer in the City - the going gets so cool. Sinclair User gets on down...

## Crude Busters - Data East

Data East are on a roll. Phrases like, "Can these people do no wrong" spring to mind, after perusing their track record of the past year or so. Dragon Ninja, Sly Spy, Midnight Resistance, Robo-cop. Impressed? Well, if anything, Crude Busters is better than them all. So, it's a beat-em-up. But it's done with so much imagination and humour, it's more like playing an interactive cartoon. The graphics are very cartoon-



Imagine your perfect amusement arcade. First off there have to be millions of great machines - all new and all working. Second - no one arm bandits around to crowd the real action with those silly people that think they can get more money out of fruits than they cram in the slots. Thirdly - no ex-boxers walking around in white coats, ready to throw you out the minute you complain that you lost 10p in a machine. Lastly - there has to be a good atmosphere... not too much light (except flashing ones) and some good music playing through a fab sound system.



How many meet those exacting criteria? ummmmm - well, none that I could think of, until now that is. Now that Funland has opened up in the very heart of London's West End, the Trocadero, Pleadilly Circus - quite simply, Funland (or Luna Park as it likes to call itself) is, as they say, probably the best amusement arcade in the world. For a start, the location is bang in the middle of the London, in a big new shopping complex, right next to the tourist draw of The Guinness Book of Records. If you visit London, you're bound to be only a stone's throw

away from here. The whole thing has been purpose modelled to create the perfect gaming environment for the punters in both lighting levels, low key and very atmospheric... and sound. It's a bit like playing your favourite vids in the middle of your favourite disco. This

be over 18 to get in! Every other Central London arcade has a mix of vids and fruit machines - and the gambling law of the land means if that is the case, we under 18's are banned. This used to be a problem if you were on a trip up to London and wanted to play vids. Well it isn't any more. The only problem you might encounter is lack of the folding stuff. Because of its location and the selection of great machines, many games are 50p a go, or 1 for three goes. This means that the average allowance doesn't tend to go very far - but you don't half get a bang for your buck. But there's no charge for entry, so if you're visiting town and want to check out the newest and hottest coin-ops, Luna Park has to be the place to go.



factor can produce variable results depending on what's playing, but the sound of Kylie can always be relied on to induce a burst of frenzy in even the most passive and has been known to inspire some Op Thunderbolt veterans to even greater heights of genocide. As well as all the latest big machines, such as four player (count em!!!) sit-down Super Mario Grand Prix - plus new pinballs plus a whole world allocation of novelty games and rides, from Bumper Cars to Basketball to Kiddy Trains that should keep the more gillie members of your peep group happy. That's not counting the amazing sit-in simulator that takes you from the top of a roller coaster to a Formula One race track, the complete wonderousness of Funland. However, it's that you don't have to





hot, but down in London Town, the arcade scene has suddenly become oh



like, in a very "street cred" style. One or two player, you are supposed to be two crazy guys, cleaning up the city of New York 20 years after someone set off a nucleat device in the

middle of it. The occupants are now a bit, well, odd - and they don't like you. You yourself are a 18 Stone punk bouncer who is built like a well constructed latrine. Three buttons and a joystick give plenty of scope for different moves, but the main addition is the grab/throw button, that let's you pick up items of scenery and use them as weapons. Including the guy you're fighting at the time. Not to be taken seriously, this is a classic in terms of style and game-play. A must for any arcade afficianado.

**Addict  
Factor 94**

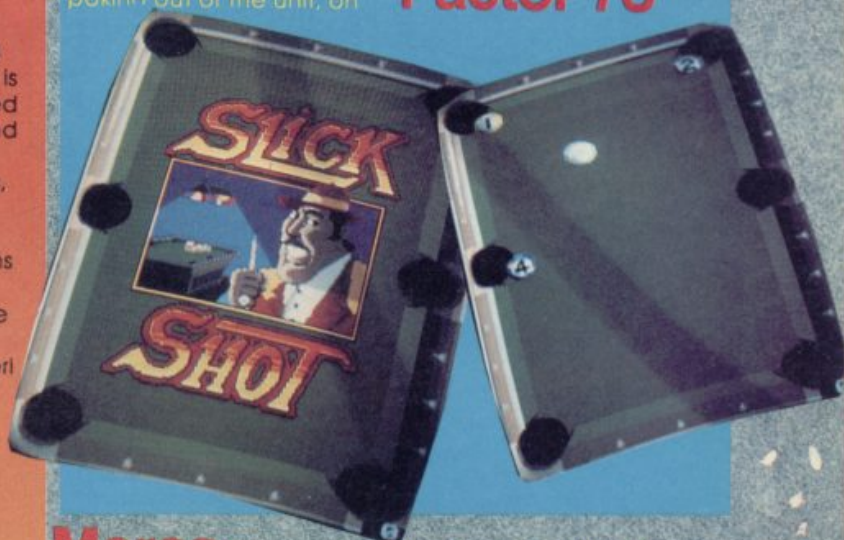


## Slick Shot

**O**K - so there have been pool games ever since the dawn of time. Well almost. And Slick Shot is yet another pool game - with a difference. You actually use a cue ball and pool cue to play it! The screen shows the whole of the table, as usual, with particularly nice ball sprites that look like they're digitised. To play a shot, there is a little bit of table poking out of the unit, on

which you place the cue ball, lining the shot up by looking at the screen. You now play the shot and pot the ball into the letter box that's placed below the screen. The game works out how this translates to the on-screen action and you see what happens. Novel? Yup. Silly? Yup, sure is, but we found it a lot more fun than the joystick controlled pool games.

**Addict  
Factor 78**



## Mercs - Capcom

**P**oor old Capcom have been in poor form recently with a succession of dull games, despite having the super-fab technology of their very own GP board. Maybe Mercs is the beginning of a revival. Anyone remember Calibre 50? Well, if you imagined a three player version, then you wouldn't be too far

away from visualising what Mercs is like. Lots of shooting, lots of power-ups, billions of sprites, you dressed in Rambo fancy dress firing at anything that moves. Undemanding, not particularly imaginative but rather like British Rail (no ha). Capcom might be getting there.

**Addict  
Factor 74**





# FIGHTBILL THIS WEEK

## GOVERNING BODY : WCIB

1	PHILIPPE BASTIEN	RANKED 13
	INGOMAR JACOBSSON	RANKED 11
2	JOE WOOLLARD	RANKED 39
	FRANCO GAMBOA	RANKED 31

You can send a number of sleazy scouts out to check the form of the fighters currently around.

Yur, yur, 'e's a good boy, 'e's bin trainin' 'ard, 'e's up to 'is fightin' weight, I tink 'e'll take 'im in the sevenf, 'an like that. World Championship Boxing Manager is so realistic you can almost smell the sweaty jockstraps - the only option you don't have is to shoot your manager, fnarr fnarr.

As you'd expect, there are a lot of similarities between WCBM and a football management game; you pick your lads, train them, go out to arrange matches, keep an eye on the performances of other managers and boxers, and try to get your boys to the top of the league - or in this case, the two controlling boards of boxing, the Federation of World Boxing (FWB) and the World Council of International Boxing (WCIB), who each operate by slightly different rules.

The program's fairly heavily textual, though there are some reasonable (if static) graphics. Most of your decisions are made using a pointer-controlled menu system; from your office, you can consult the contents of your filing cabinet (contracts,

### CONGRATULATIONS

THE GOVERNING BODIES OF BOXING HAVE GRANTED YOU A LICENCE TO BECOME A FIGHT PROMOTER AND MANAGER. PLEASE ENTER YOUR NAME FOR OUR RECORDS.

P.W.DAVIES BOXING BOARD

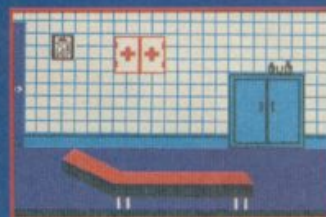
PLEASE ENTER YOUR NAME

It all starts here! With professional approval, a string of pucker motors and dodgy rings could be yours!

fight records and rankings), your filofax (boxers' records, fight diary and notes); you can make phone calls to other managers to try to arrange fights with suitably experienced boxers, to consult the regulatory boards for permission to go ahead, and to send your scouts to keep an eye on rival boxers. You can also control the date by advancing the calendar, check your mail for news of fight fixtures, and choose to leave the office.

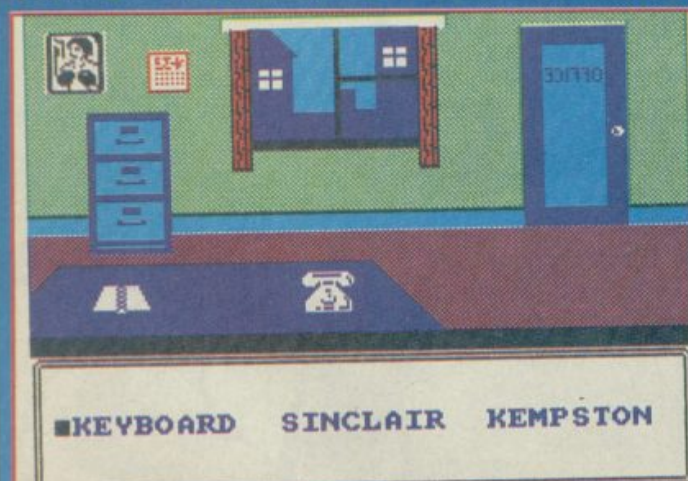
Once outside the office you

have another selection of options; you can enter the Physio's office to check the health of your stable of up to five boxers; you can go to the training room to specify a regime of different training routines for your lads; and you



can exit the building to watch a fight. Don't make the mistake of choosing to sit through a fight which doesn't involve your boxers; all you get is a sort of ticker-tape display saying "A hit B, B ducks, B hits A", which goes on for ever and ever and ever. Pity there isn't an option to skip through this. In fact, it's almost as slow and boring if one of your lads is fighting, but at least then you get to choose different tactics - fight close, defensive, dirty, and so on - and you get a bar-graph display showing factors such as stamina, alertness and bruising.

Not many people know as much about the strategies and tactics of boxing as they do about those of football; and, since there's no arcade element to WCBM at all, strategy is what it's all about. You'll soon learn to encourage your boxers to fight in a particular style, to match them with suitable opponents and to train them to win. This is a worthy follow-up to the well-received Tracksuit Manager, and whether or not you're interested in the noble art, you should enjoy having a bash at it.



The scene in your tastefully decorated office. Shame about the wooden curtains.

## SCORES

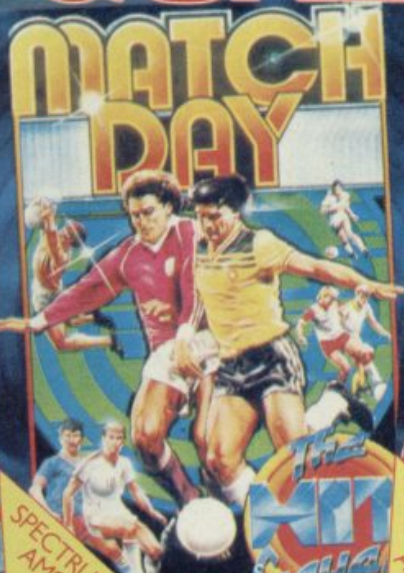
58	OVERALL	80%	Non-violent boxing sim full of detail and realistic action.
NA			
87			
83			

Label: Goliath Games  
Price: £8.95

CHRIS JENKINS



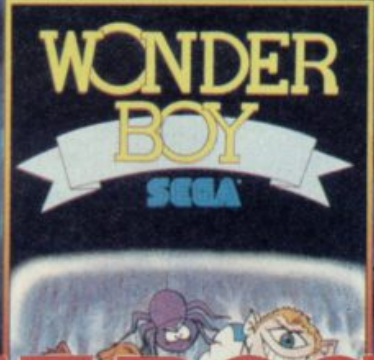
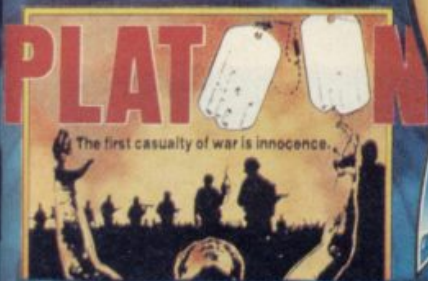
# TOP QUALITY GAMES



SPECTRUM AND  
AMSTRAD  
ONLY

ALSO ON MSX,  
BBC AND  
ATARI 800

COM  
ONLY



AVAILABLE FOR:  
SPECTRUM  
COMMODORE  
AMSTRAD  
**£2.99** EACH



## AT ROCK BOTTOM PRICES

## HIT NAMES • HIT GAMES

## HIT SQUAD

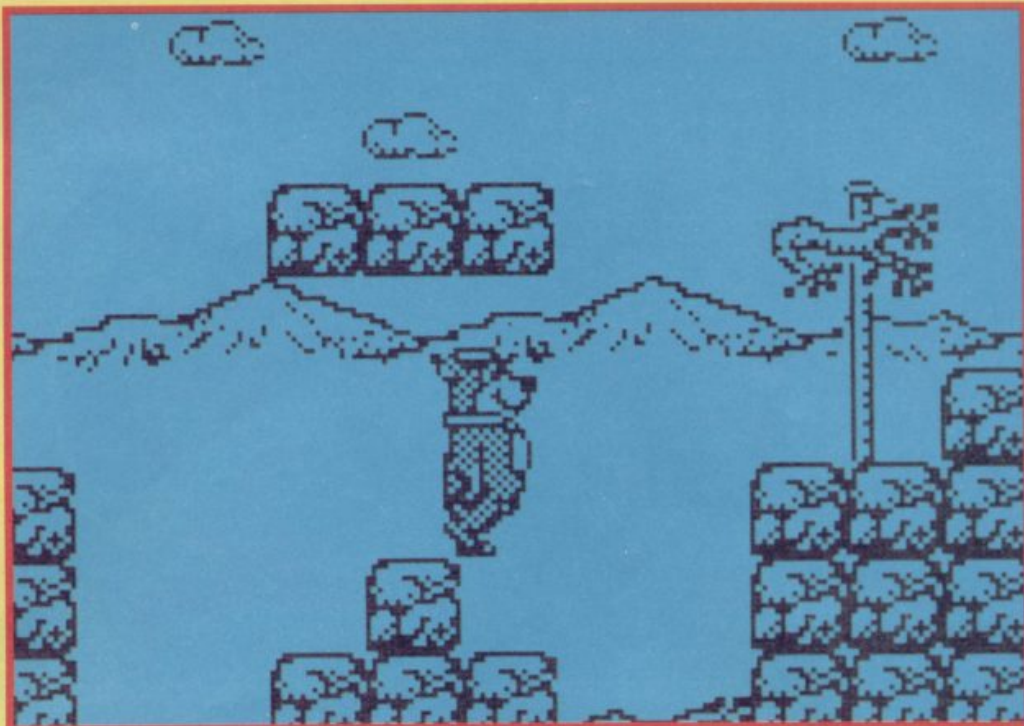


**Y**olks! What's a new budget label like Hi-Tec doing with a lawyer-shredding licence like Yogi Bear? Surely these stateside sharks would so restrict the programmer's freedom, that any resulting game would be an utterly unplayable graphics showcase?

Indeed, cartoon licences of recent years seem to have suffered just such unsatisfactory fates at the hands of over-precious licensors'. Their characters mustn't be killed, mustn't participate in any violent activity, wear checkered trousers and so on.

Fortunately, Yogi Bear, coming from far more healthy slap-stick roots, suffers no such problems. He stands a perfectly good chance of being bitten by snakes, shot in the head by hunters, pranged by Indians' arrows or falling to his death.

Yogi has heard through the grapevine that Mr Ranger Sir is under orders to round up all the animals and put them in a Zoo. Since there are not many picnic baskets in the Zoo, Yogi begins to plan his...escape! His journey leads from Jellystone Park, through the forest, the wild west, marshland, a funfair and finally New Yoik City itself.



A game with only three controls (left, right and fire) inevitably relies heavily on sheer playability to maintain one's interest. Thankfully, Yogi's Great Escape is absolutely choc-full of it.

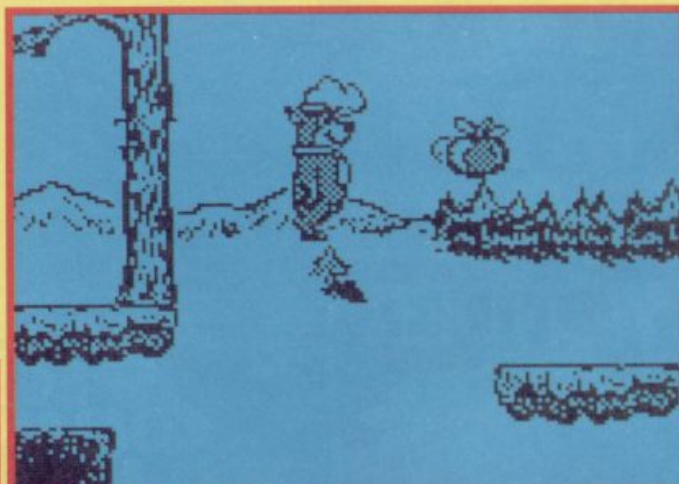
After the first couple of plays, I came away with a strong feeling that the game was simply too hard. There are massive jumps to make, some needing extremely precise step-off moments, and you never get a moment's breathing space, for if you're not rushing to beat the clock (take too long and Ranger Smith will catch up with you) you're standing on an moving walkway heading towards a grizzly end (arf).

Once you gain a little confidence, though, you can really make some progress. The collision detection is superb. You really can tell when you're on the edge of a ledge. The most useful feature is Yogi's ability to change direction in mid air, so you can abort over-optimistic leaps



Free Afghanistan! Mad bearded hunters plug innocent Yogi at the slightest opportunity.

# YOGI BEAR

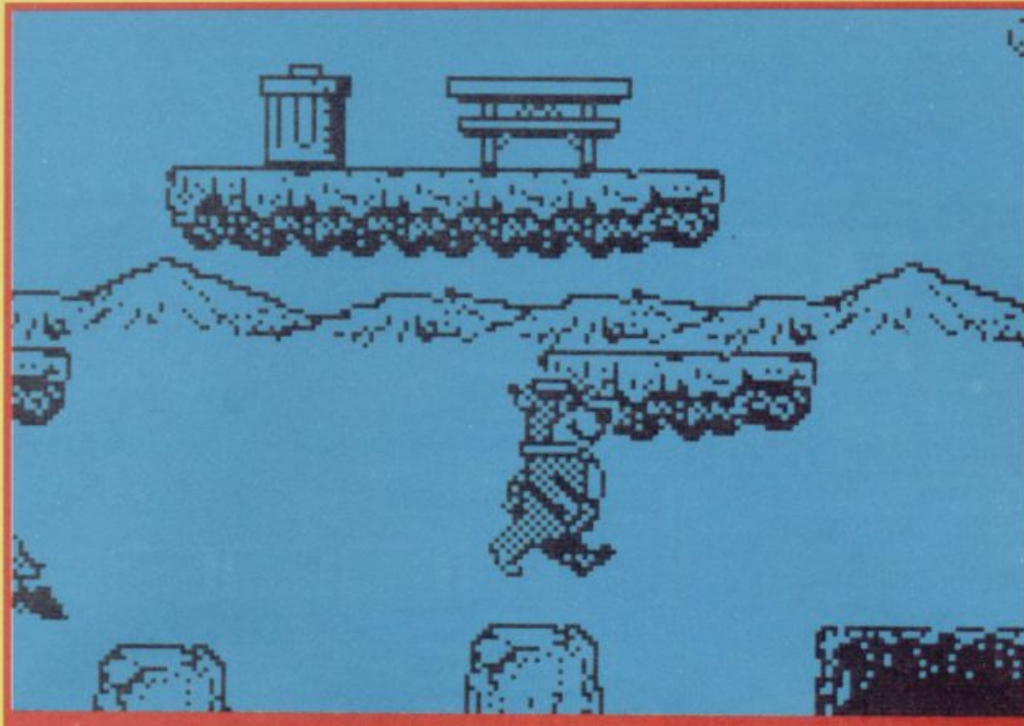


Make that jump and collect the bonus fruit on the way! Plenty of time on the clock at this point.

half-way and return (in most cases) to your launch point. This ability to change your mind can lead to some genuinely cartoon-like situations with Yogi twisting back and forth in the air above the deadly hunter.

The largely cool playability is hampered somewhat by the fact that once you lose all three lives, no matter what level you have reached; bong. Right back to the beginning.





The animation is superb. Yogi walks through the smooth-scrolling landscape like a proper cartoon-conversion bear should. The backdrops are uncluttered but interesting, and despite the hunters looking more like Afghan rebels than dopey mid-westerners, all objects are identifiable and cartoony.

No matter what your particular bent, Yogi is bound to satisfy. Proof, then, that Yogi is smarter than your average bear.



# YOGI B.

Along the way, if he's feeling peckish or overly brave, Yogi can collect bonus picnic baskets or even bits of his car (?) for extra points. These really aren't worth bothering about until you've been all the way through the game already and you simply want to prove what a smart arse you are.

Needless to say, the latter stages of Yogi's bid for freedom contain some damned tricky spots, and you'll need to perfect some high-grade jump'n'wiggle activities if you're going to make it

through. These are the instances which make the back-to-the-start problem all the more frustrating. If it were possible to just have that one more go at a particular problem, instead of having to play through all your previously conquered levels, your progress would be much accelerated.

Yogi is a little lacking on the sound front, comprising only some wonky bleeps and boops.



Hurrah! Escape from Jellystone completed, and out into the big bad main game.

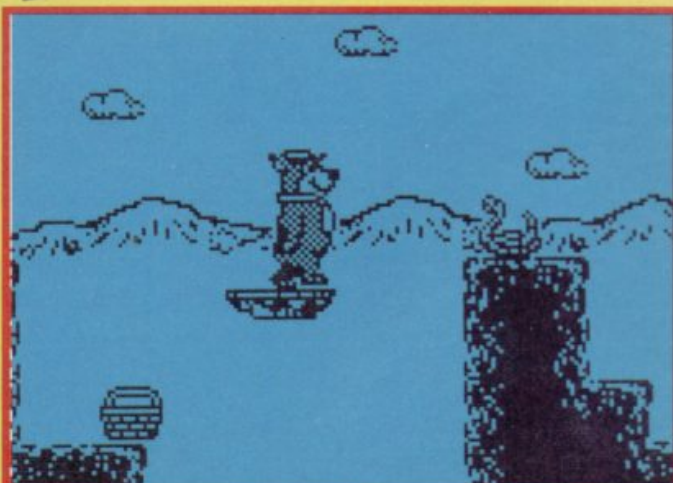
## SCORES

85	OVERALL
50	84%
86	
81	

Hey Hey Hey!  
It's no picnic,  
but it's a lot  
of laughs all  
the same!

Label: Hi Tec Price: £2.99  
JIM DOUGLAS

# CHEAPY OF THE MONTH!



Miss-timing jumps from the elevating platforms can be danger-



The Hit Squad's selection team are usually pretty good at selecting the vintage games of yesteryear for their label. Personally, I fear their reckoning must have been seriously impaired by alcohol when they scraped Quartet off the bottom of the licencing barrel.

There have been a number of high-profile releases over the years that have, to be frank, stank to high heaven. Either through rush programming jobs, no budget, acts of "God" or, in Quartet's case being a crappy arcade game in the first place.

Quartet was a -how shall we say- "hastily" put together coin-op back in '87; a misguided endeavour by Sega to ride on the multi-player coat tails of Atari's superb Gauntlet.

Still, at least it had four player novelty value and reasonable graphics. Since the Spectrum version only offers two player control and the graphics are worse than a test card in a thunderstorm - flickering and jumping all over the shop - Quartet is battling on a seriously sticky wicket.



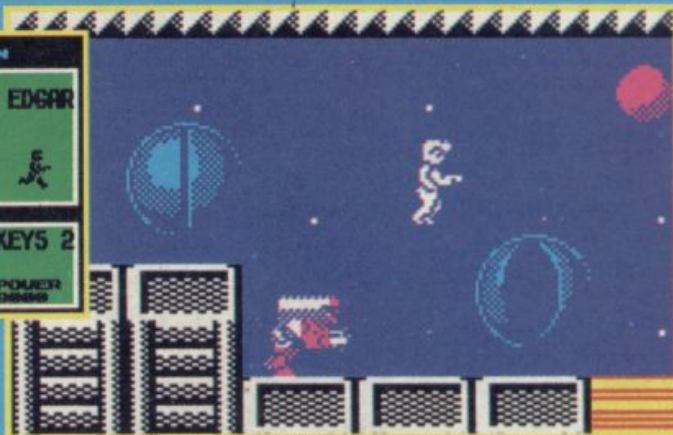
# QUARTET



Aim of the game is simple. Destroy everything that comes into sight, including a large exit-unlocking-key-dropping mechanical monster, and move onto the next level before... Er, well before I don't know what actually. It seems that you've got an infinite number of lives and should you get killed at any point, well, you just get up and carry on.

In fact, I managed to complete ten levels without the slightest bit of difficulty; not through any skill on my part, just carrying on from where I was last killed.

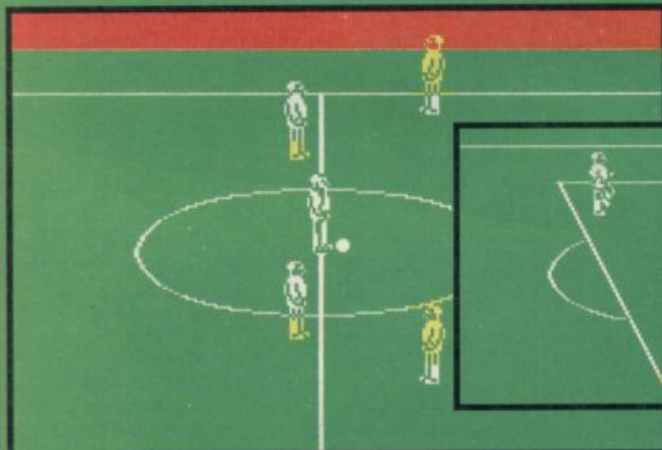
I could go on, but charity (and the lawyers) prevent me. Slapped wrists for Hit Squad.



SCORES	
34	OVERALL 30%
40	
36	
30	

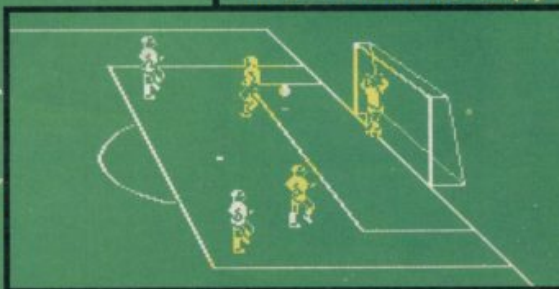
**Bottom of the barrel. Should never have seen the light of day.**  
 Label: Hit Squad  
 Price: £2.99  
**JIM DOUGLAS**

# MATCH DAY



themselves in possession of the ball, lolloping up the field toward the enemy goal.

More often than not, you find yourself "tackled" simply



by running too close to a player from the other team. Since the screen is laid out in artificial perspective, it's extremely tricky - even with shadow - to intercept the ball from throw ins or long kicks. I always ended up running alongside the ball. Needless to say, the computer controlled players don't make such mistakes.

While all the basic elements are included, throw ins, goal kicks etc, the game simply doesn't hang together. It's more frustrating than fun.

Why, I ask myself, was Match Day heralded as such an astonishingly brilliant game? It's rubbish! Even if you're absolutely wrapped up in football fever at the moment, you'd have to be beyond loopy and into the dangerously insane category before you could utter anything favourable about this "outing".

Before you can even get into the game, you have to negotiate some absolutely

horrific control selection menus, guaranteed to stretch your patience to its absolute limit.

Once you've endured this trial, the shortfalls; the glaringly sub standard graphics, the atrocious sound and the ploddy gameplay stand slim chance of receiving a benign reception.

Kick off! The players limp around the field like so many wet fish. Good fortune occasionally smiles and they find

SCORES	
35	OVERALL 40%
40	
45	
40	

**Pretty sorry football cash-in scenario. Best left alone.**  
 Label: Hit Squad  
 Price: £2.99  
**JIM DOUGLAS**



BRITAIN'S BIGGEST SELLING SPORTS HIT  
... IS ABOUT TO HIT THE WORLD ...

# FOOTBALL MANAGER

## World Cup Edition

In 1982, Kevin Toms wrote Football Manager, six years (and half a million copies sold) later, Kevin went one better and produced Football Manager 2. A response to the ideas of thousands and thousands of Football Manager fans for an improved game. Football Manager 2 has, like its ancestor, proved a stunning success, a game with appeal that will last for years, more than satisfying old fans but creating new ones.

With the success of Football Manager 2, have come more suggestions for an even better game. Kevin has responded with "Football Manager: World Cup Edition", a game that takes management into the international arena, with all the thrills of world cup competition, a game that takes the unique components of its two ancestors and radically improves them a game that will better the best.

*Free*

### WORLD CUP EDITION WALL CHART WITH EVERY GAME.

Keep up to date during the World Cup this summer with your own special Football Manager Wall Chart.



Available soon on:-  
Spectrum 48/128K Tape £9.99  
Spectrum +3 Disk £14.99  
CBM 64/128 Tape £9.99  
CBM 64/128 Disk £14.99  
Amstrad CPC Tape £9.99  
Amstrad CPC Disk £14.99  
MSX £9.99  
Atari ST £19.99 Amiga £19.99  
PC5 1/4" £19.99 PC3 1/2" £19.99



*Kevin Toms*

### WIN FABULOUS PRIZES IN OUR WORLD CUP COMPETITION

Prizes include: • Your picture with Kevin Toms on the packaging of Football Manager 3.  
• Holiday Tickets of your choice.  
• Signed Footballs.

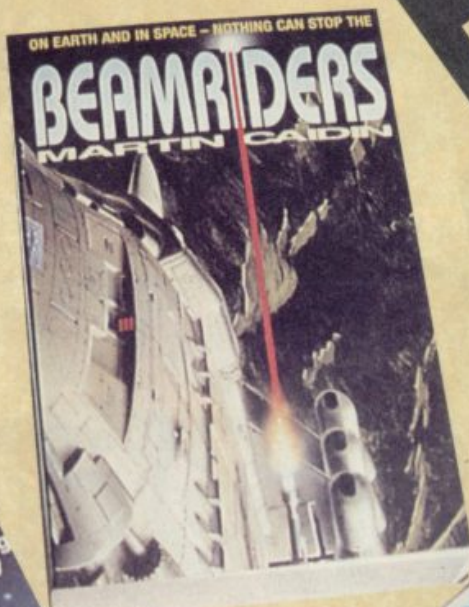


"I have been studying football tactics and interviewing professional managers. This new game will bring you the results - more tactical management, more realism, and more playability. I've done my best to give you the most entertaining game possible."

*Good Luck*

**Addictive**  
LIVE THAT DREAM





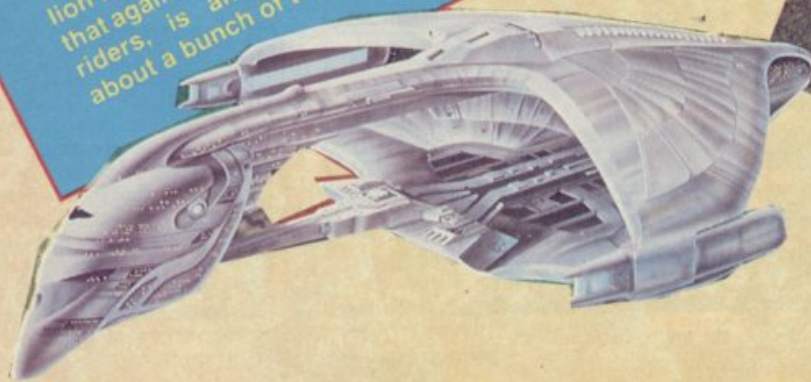
# BOOKS

There's nothing quite so awful as a science-fiction writer trying to be funny, but Ben Bova might have got away with it in Cyberbooks. It's about a brilliant software engineer who invents an electronic alternative to books, and incurs the wrath of an unscrupulous publishing company. Loadsa publishing in-jokes probably no-one but fast-moving understand, but Ben's mates will find it funny; mandarin, £3.50.

Martin Caidin wrote Cyborg, which was turned into The Six Million Dollar Man, but we won't hold that against him. His latest, Beamriders, is an action adventure about a bunch of tough-bottomed

trouble-shooters who tackle terrorists, kidnappers and aliens using the Beam - a laser device which allows them to be transmitted through space. Pan Books, £3.99.

Chris Claremont is best known as writer of the X-Men and Excalibur comics - now he's launching his novelising career with the appropriately-titled First Flight. It's a tense tale of a female shuttle astronaut lost in space after a pirate attack, who finds herself likely to be the first human to contact aliens - if she can stay alive long enough. It's all a bit Batman (flashy but without much substance) but a good read. £3.99 from Pan SF.





# VIDEO



## BIG

**T**om Hanks! Tom blummin' Hanks! You just can't get away from him! His big bobby bloodhoundy eyes staring at you from films like Dragnet and the Burbs. Now there's even a complete collection of Hanksania from CBS/Fox video, including Big and The Man With One Red Shoe. So you might as well give in and buy them, 'cos they're only £9.99. Big is the one where a thirteen-year-old Tom wishes he was grown up gets his wish granted by a magical fairground fortune-telling machine, and has to make his way through an frightening world of the New York streets, big business, and LURV. Funniest bit is Tom and his young sidekick spending his first paycheck on pinball machines, Coke and pizzas. Gross out!



## ERIK THE VIKING

**T**ake a bit of pillage and looting, John Cleese in a funny fur hat and Terry Jones doing his impression of a silly king, and you get Erik the Viking, the movie not very closely based on Jones' children's book. In the movie version, Erik (Tim Robbins) searches for the horn of the gods to bring to an end the age of Ragnarok - with predictably zany consequences. With characters boasting names like Thorfin Skullsplitter, and loads of people falling into piles of dung, it's a pretty typical Python spin-off and worth a look if you don't have enormously high standards. CBS/Fox Video rental, guys.



## PARADISE LIVE

music. Paris Grey, all tight skirts and moany vocals, and Kevin Saunderson, all synthesised squeaks and boppy drum machines, entertain a sweaty crowd at the Town and Country club and on video. The toons include chart hits like Ain't Nobody Better, Good Life and Big Fun, and the soundtrack's in hi-fi if your video's compatible. Best of all it's only £9.99 from Virgin Music Video.

## STAR TREK

**D**oo-de-doo, de do-doo de doo - it's STAR TREK, only it isn't really, because as Trekkies everywhere know, (especially if you've seen any of the new episodes in video) the forthcoming TV series Star Trek - The New Generation doesn't feature all the old (very old) favourites like Captain Kirk and Mr Spock, but all sorts of new characters like Captain Picard and Data the android. Thing is, the new series is set a century after the old one, so everything's bigger and better, including the spaceships. The three in this set of glue-it-yourself models are all baddies - a Klingon Warbird, a Ferengi Marauder and a Romulan Bird of Prey, but there's also a new USS Enterprise available from ERTL. The kits cost £11.50 each from toy and hobby shops everywhere, but if you want to see the ships in action you'll have to wait until September, when the Beeb shows the series on TV, starting with the pilot movie Rendezvous at Farpoint.



# DATEL ELECTRONICS

**SPECIAL  
VALUE  
PACK**



## DCP 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)

**SPECTRUM  
JOYSTICK INTERFACE  
& QUICKSHOT II  
JOYSTICK PACK**



## DCP 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)

**RAM  
TURBO**

**+ QuickShot II**

**VALUE PACK**

**WITH FREE SUPERSPRINT GAME!!**

- ✓ The Ram Turbo has long been recognised as the best joystick interface ever devised for the Spectrum. The Quickshot II has sold over 15 million world wide!! Put the two together & you have got the best combination possible - add a free copy of 'Supersprint' from Activision & you can't get a better deal!!
- ✓ The Ram Turbo is a dual port interface supporting all formats - Kempston, Cursor & Interface II.
- ✓ Throughport allows for other add-ons.
- ✓ Builtin 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**  
**SPECIAL OFFER!**  
COMPLETE WITH QUICKSHOT II  
**ONLY £15.99**

## 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**  
**SPECIAL OFFER!**  
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**

### +3 PRINTER PORT LEAD

- ✓ Connect a Centronics printer to your +3 or +2A.

**ONLY £9.99**

### +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!!**

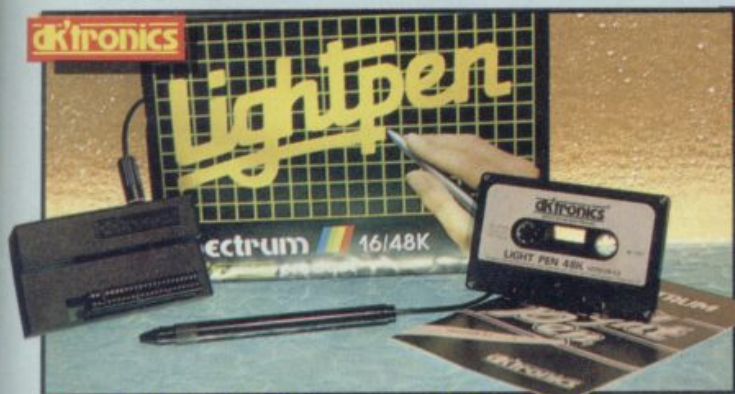




# DATEL ELECTRONICS

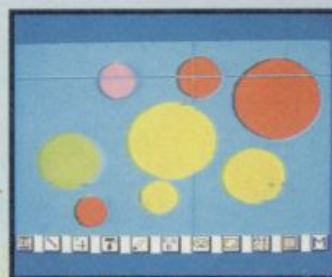
dk'tronics

## Lightpen



- Very easy to use - all functions are selected from on-screen instructions.
- Fully Menu driven. Choose inks, papers, erase, fill, etc.
- Top quality interface & lightpen unit complete with software (cassette).
- Save/Load screen images that you have created with your Lightpen.
- Complete with full instructions on its installation and use.
- Highly reliable design - many thousands have already been sold.
- This unit is attractively styled in computer colours to integrate perfectly with your computer system.
- Animate several screens in the computer's memory.
- Comes complete, ready to go. Plugs neatly into rear of Spectrum.

## LIGHTWRITER™

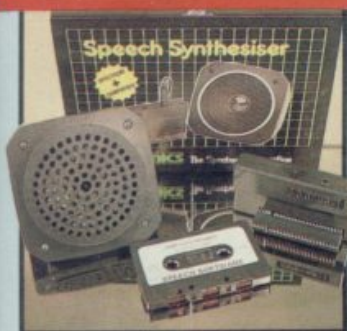


**JUST PLUG IN & DRAW CIRCLES, RECTANGLES, SQUARES & FREEHAND DRAWINGS.**

**COMPLETE SYSTEM  
LIGHTPEN/INTERFACE/SOFTWARE  
ONLY £15.99**

dk'tronics

## 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**

## THE ULTIMATE MIDI PACKAGE...



- 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 some very interesting effects.
- It's a two voice music/sound synth.
- The Music Machine can also be used as a drum machine - eight drum sounds are already provided for you, but you can easily produce more of your own.
- The extremely powerful software allows you to compose tunes from individual bars of music. You can edit your creation on screen & Save/Load sounds, instruments & rhythms.
- 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.



## music machine



**MIDI  
COMPATIBLE**

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

**ONLY  
£49.99**

**FOR THE BEST MUSIC  
ADD-ON AVAILABLE  
FOR THE SPECTRUM**



# THE ULTIMATE SPECTRUM ADD-ON!!

COMPLETE PLUS 'D' INTERFACE AND 800K DISK DRIVE

ONLY £129.99 POST FREE!!

NOW YOU  
CAN LOAD  
YOUR  
PROGRAMS  
FROM DISK  
IN SECONDS!!

THE

## PLUS 'D' DISK DRIVE/INTERFACE SYSTEM

IS HERE!

WITH THIS AMAZING DISK DRIVE AND INTERFACE PACKAGE YOU CAN BRING YOUR SPECTRUM INTO THE WORLD OF SUPERFAST DISK STORAGE AND RETRIEVAL

- The PLUS 'D' System consists of a top quality double-sided Disk Drive (complete with power supply) and the powerful PLUS 'D' Interface. Plus connecting cable.
- Full 80 track Drive giving almost 800K of fast disk storage using the industry standard 3.5" disks - (available anywhere for around £1.00 each) with enough room for up to 16 full size programs per disk!!
- Offering more than twice the storage capacity of a standard IBM Disk Drive and even more than an ATARI ST, the PLUS 'D' System takes you into the realms of mass storage.
- Load programs at Superfast Speed!! - a whole 48K program in seconds. No more waiting for tapes to load.
- The PLUS 'D' actually gives your Spectrum an alternative operating system with dozens of advanced commands.
- Extremely simple to use but very advanced in it's speed and operation.

### BUT THAT'S NOT ALL!! THE PLUS 'D' HAS A UNIQUE "SNAPSHOT" FEATURE!

- Yes, at the press of the "Snapshot" button you can freeze the program in memory and save it to disk.
- Transferring tape programs to disk couldn't be simpler - up to 16 per disk!
- Works with 48K and 128K programs.
- Special 'Screen Dump' feature allows you to print out any screen to an Epson compatible printer. (Printer lead available £9.99 if required)



AVAILABLE FOR 48K/128K/+2/+2A/+3 COMPUTERS (PLEASE STATE WHICH WHEN ORDERING)  
NOTE THAT THE +2A COMPUTER HAS A BLACK CASE UNLIKE THE +2 WHICH HAS A GREY CASE. IT IS IMPORTANT TO STATE EXACTLY WHICH MODEL OF SPECTRUM YOU HAVE WHEN ORDERING.

#### WARNING 1988 COPYRIGHT ACT WARNING

Datel Electronics Ltd., neither condones nor authorises the use of its products for the reproduction of copyright material.

The backup facilities of this product are designed to reproduce only software such as Public Domain material, the users own programs or software where permission to make backups has been clearly given. It is illegal to make copies, even for your own use, of copyright material, without the express permission of the copyright owner, or the licensee thereof.

If you have your own suitable Disk Drive (Plus 'D' will work with 40 or 80 track 5.25" or 3.5" drives) then we can supply the Plus 'D' Interface separately for  
**ONLY £59.99**

HOW TO GET YOUR **PLUS 'D' SYSTEM**  
TELEPHONE (24 Hrs) - **0782 744707** - CREDIT CARD ORDERS

WE WILL DESPATCH YOUR ORDER QUICKLY & EFFICIENTLY TO ENABLE YOU TO START RECEIVING THE BENEFITS OF YOUR PURCHASE WITHIN DAYS, NOT WEEKS.

ORDERS NORMALLY DESPATCHED WITHIN 48 Hrs - ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO...

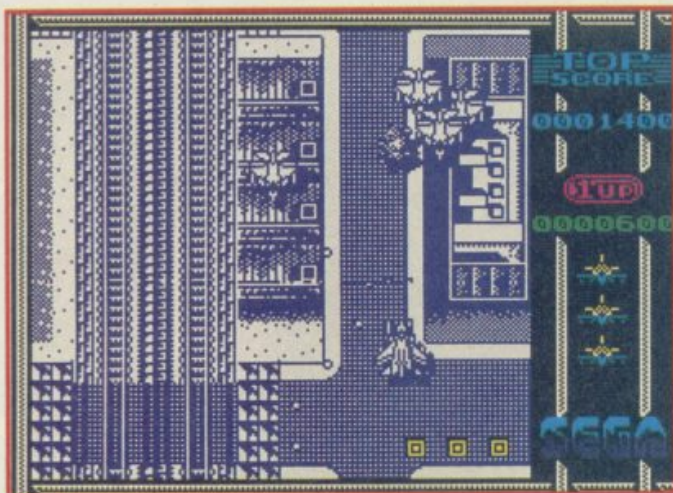


**DATEL ELECTRONICS LTD.,**



GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND  
TECHNICAL/CUSTOMER SERVICE 0782 744324





# SONIC BOOM

**T**he problem with producing top-bottom scrolling blasts these days is that, since everyone has had a number of successful stabs at the genre, you really can't get away with anything which doesn't have a revolutionary new angle.

Sonic Boom, Activision's latest fighter-Jet coin-op conversion unfortunately falls just short of this admittedly tall order.

Two immediate problems come to light on loading. The first is that you have to load each level individually, even on 128k machines. Should you lose all three lives on level 3, for example, and use up your "continue" credits, you have to rewind the tape, load in level 1 and start all over again. The second irritant is that, unlike the coin-op, there is no two player op-

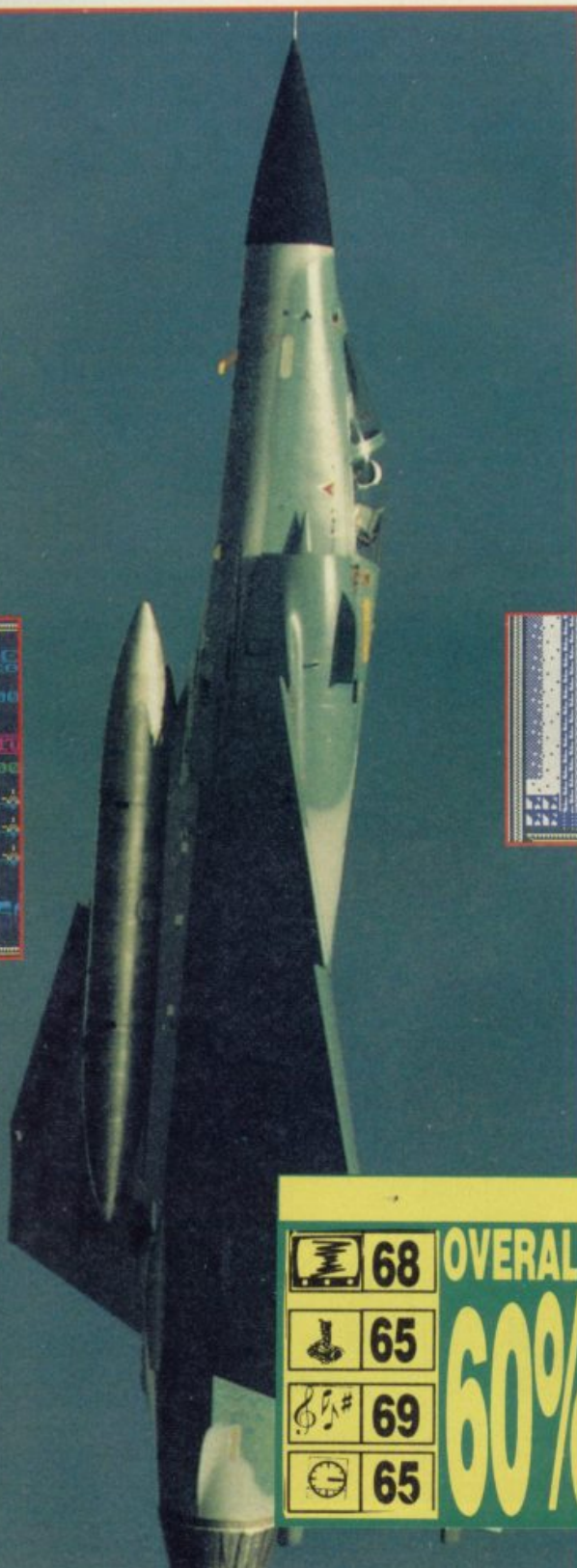


tion. No team-up chocks-away bravado here.

So a tape-straining solitary mission of death and destruction is all Sonic Boom can offer.

SB isn't bad looking at all. It boasts a variety of heavily protected installations for you to destroy (loopy fanatics having taken control of a bunch of military bases). There are swooping waves of enemy jets which barrel-roll out of the sun toward you. You have extra "spirit" fighters which fly along side and fire on your command. And when you hit a fuel depot, it bursts into a visually appealing fireball.

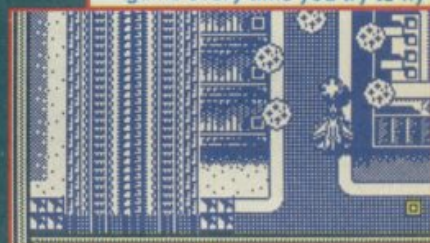
In fact, it's betwixt the twin stools of graphical excellence and visual clarity that Sonic Boom so frequently falls.



Enemy bullets are so successfully camouflaged while passing over the intricate backgrounds, that it's actually quite rare that you know what's just killed you.

At the end of each level, you must defeat a (really rather predictable) big-thing-that-fires-a-lot. Defeat this gargantuan piece of military kit and you get to (load from tape) the next level.

Personally, I find the less than excellent joysticks available for the Spectrum virtually useless for games requiring such instant response and accuracy. Redefining the keys is a bit of a curiosity, though. Since you can't redefine the Quit and Pause keys (Q & P) the world-famous QAOP - Up, Down, Left, Right set-up has the unfortunate result of pausing the game every time you try to fly



right and quitting every time you try to fly towards the top of the screen.

The flight of the enemy planes and your own Super weapon; a sort of circulating circle of discs affair, are triflic. The baddies swoop around in their jets and their tanks trundle along the debris-strewn pathways. And your spinning weapons spins most impressively.

	68
	65
	69
	65

**OVERALL**  
**60%**

**Not bad, but we've seen an awful lot of the same.**

Label: Activision  
Price: £8.95

**JIM DOUGLAS**



# LORDS OF CHAOS



**A**re you a gamer? Do you enjoy loosing yourself in a fantasy world of occult and sorcery? And do you enjoy strategy computer games? If your answer to all these questions is yes then I think this could be the game for you.

Lords Of Chaos puts up to 4 players in wizards robes, primed with spell lists and mana levels with which to do battle against other players or, if alone, the computer's evil wizard Torquemada who, unlike his Spanish Inquisition namesake, is not out to kill thousands of innocent people but you.

Lending heavily from the style of Laser Squad, Nick and Julian Gollop have improved upon their last creation and created a world of strategic sorcery where you go in with the single outlook of kicking some magical ass.

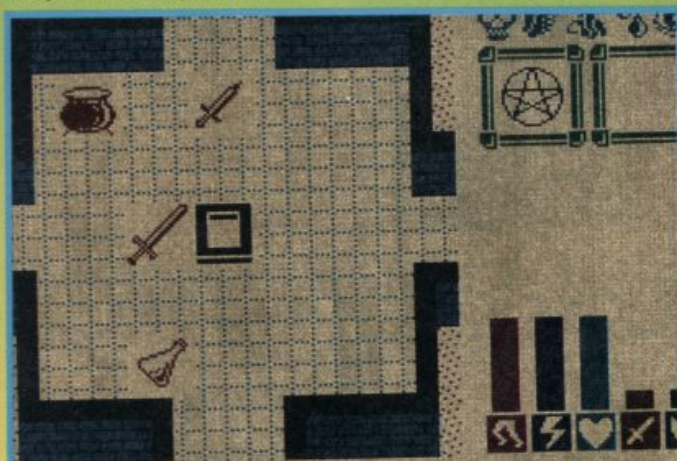
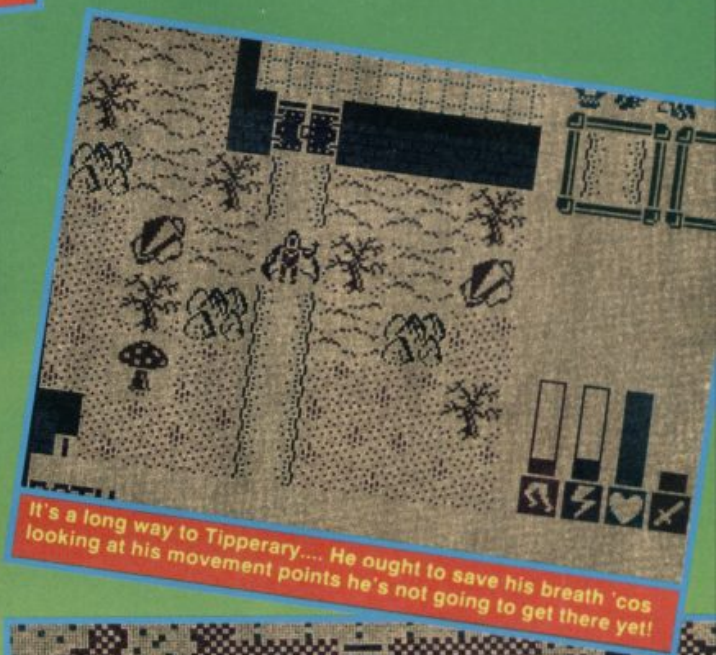
Players can begin with a random character with various spells and abilities but if they find him a bit baggy for their style of gameplay they can tailor a wizard to their own specifications.

So, you're all settled any ready so what do you do?

Each wizard begins with various ability scores - mana being spells, action points are used up with each movement or task undertaken with stamina, constitution, combat and defence points depleting on each turn that they are called into use. A graphical display shows each ability and its present level.

Each wizard, along with the characters that he summons to help him, is selected by joystick and then manipulated according to the current menu. At the beginning of each game it's a good idea to conjure up some confederates. Battle is done on the ground, in the air and with things that have been dead too long. Any of the (un)dead can only be vanquished by using magic, hitting them with magical weapons or putting them against one of your dead and wiffy companions.

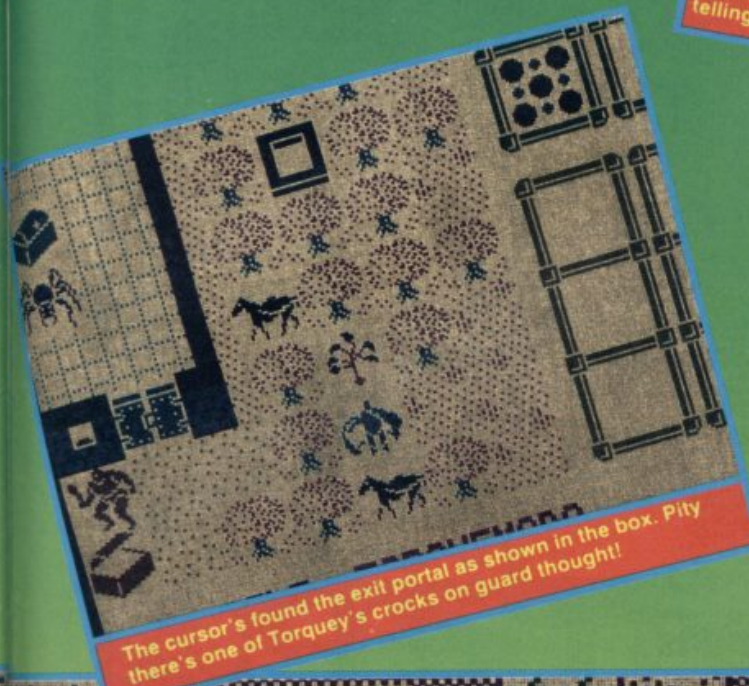
Your wizard controls each of the characters to the point of even hitching a ride on mountable monsters. These are very useful because it means the rider can conserve movement points and use them for spell casting and creating the very necessary potions which can only be done by collecting the needed ingredients and putting them in the



The start point at the wiz's gaff. He's a slovenly housekeeper but the specimin jar is actually for holding potions.



# ORDS OF CHAOS



same space occupied by the cauldron. Add to this mixture one wizard and use the relevant potion spell.

Potions are integral to the game as is the interplay between the wizard and the creatures under his control and careful use of spells is needed to progress through a game to the exit portal which will take the wizard back home where he will be awarded experience points - used to increase the number of spells known to the total of 45 and to increase the effectiveness level of each spell. Also, experience points can be spent increasing wizard's abilities.

Wizard's and their abilities can be saved allowing their use by players in later games so if he should disappear in a cloud of octarine smoke, he can live to cast spells another day.

As with many plan view RPG games, the whole format has really been superseded by the latest batch of graphical



Dungeon type games that has increased the appeal of the genre to include the arcade player. However, where Lords of Chaos really scores over them is in the depth of game-play that is available and the level of board game strategy that is involved. Playing against your friends or even just alone, the three included scenarios will be complemented by extension modules which will add two new scenarios for 4 - 6. So, if Lords of Chaos appeals to you, then be sure that you could spend quite some time playing it.

Mythos have created a game that is ideal for the board war gamer and the role player with clear, recognisable graphics and all controlled from the joystick once the complicated control system is mastered. Sound is lacking but this will only annoy the committed arcade freak and should not detract from what is an absorbing and challenging game.

SCORES			OVERALL 82%	A great strategy game with a wealth of options that give an old format a new lease of life GARTH SUMPTER
	77			
	50			
	81			
	83			





# KEY SOFTWARE

NEW TITLES  
SENT DAY  
OF RELEASE

1 UPPER PARK STREET, HOLYHEAD, GWYNEDD LL65 1HA

IMMEDIATE DELIVERY OF STOCK ITEMS BY FIRST CLASS POST

	CASS	DISC		CASS	DISC		CASS	DISC		CASS	DISC
3-D POOL	6.90	-	FOOTBALLER OF YEAR 2	6.90	-	PASSING SHOT	6.90	-	TRIVIAL PURSUIT	9.90	-
A.P.B.	6.90	9.90	FORGOTTEN WORLDS	6.45	8.90	PICTIONARY	9.90	13.45	TRIV PURSUIT NEW BEGIN	9.90	13.45
AFTERBURNER	6.90	9.90	FUN SCHOOL 2 (un 6, 6-8, over 8)	6.90	8.90	PIPEMANIA	6.90	9.90	TRIVIA	5.95	-
AFTER THE WAR	6.90	9.90	GALAXY FORCE	6.90	-	POWERDRIFT	6.90	-	TURBO OUTRUN	6.90	9.90
AIRBORNE RANGER	6.90	9.90	GAMES SUMMER ED	6.45	9.90	PRO TENNIS TOUR	6.90	9.90	TUSTER	6.90	9.90
ANCIENT BATTLES	9.90	-	GAME OVER 2	6.45	-	PUNISHER	6.90	-	UNTOUCHABLES	6.90	9.90
AUSTRALIAN RULES FOOTBALL	6.90	-	GARFIELD'S WINTER TAIL	6.90	9.90	PURPLE SATURN DAY	6.90	9.90	VENETTA	6.90	-
BATMAN THE MOVIE	6.90	9.90	GAZZA'S SUPER SOCCER	6.90	9.90	QUARTERBACK	6.90	-	VIGILANTE	6.45	8.90
BEACH VOLLEY	6.90	9.90	GEMINI WING	6.90	9.90	R-TYPE	6.90	-	VIKINGS	6.90	-
BEVERLEY HILLS COP	6.90	9.90	GHOSTBUSTERS 2	7.75	-	RAINBOW ISLANDS	6.90	9.90	WAR IN MIDDLE EARTH	6.90	-
BLACK TIGER	6.90	-	GHOULS AND GHOSTS	6.90	9.90	RALLY CROSS	6.90	-	WEC LE MANS	6.90	9.90
BLOODWYTH	6.90	9.90	GRAND PRIX MASTER	6.90	9.90	RAMBO 3	6.90	-	WELLINGTON AT W.L.O.O	6.90	-
BOXING MANAGER	6.90	-	GUNSHIP	6.90	9.90	REAL GHOSTBUSTERS	6.45	-	WILD STREETS	9.90	-
BRIDGE PLAYER 2150	13.45	16.75	HEAVY METAL	6.90	9.90	RED HEAT	6.45	-	WORLD CUP SOCCER	6.90	-
CABAL	6.90	9.90	HAMMERFIST	6.90	-	RENEGADE 3	6.45	-	X-OUT	6.90	9.90
CAPTAIN FIZZ	6.90	-	HARD DRIVIN'	6.90	9.90	RICK DANGEROUS	6.90	9.90	XENON	6.90	9.90
CARRIER COMMAND (128)	9.90	12.50	HEROES OF THE LANCE	6.90	9.90	RISK	6.90	9.90	XENOPHOBE	6.90	9.90
CASTLE MASTER	6.90	-	HOT ROD	6.90	-	ROBOCOP	6.90	9.90			
CHAMPIONSHIP GOLF	6.90	-	HUMAN KILLING MACHINE	6.45	9.90	ROCK 'N' ROLL	6.45	9.90			
CHASE HQ	6.90	9.90	IMPOSSMOLE	6.90	9.90	RUNNING MAN	6.45	9.90			
CHUCK YEAGER'S AFT	6.45	9.90	INDIANA JONES L CRUS	6.45	-	RUN THE GAUNTLET	6.45	9.90			
CIRCUS GAMES	6.45	9.90	INVASION FORCE	6.90	-	S.D.I.	6.90	-			
CLOCK CHESS	6.45	9.90	IRON LORD	6.90	-	SCRAMBLE DE LUXE	7.95	10.90			
COLLOSSUS BRIDGE 4	8.50	-	ITALY 1990	6.90	12.50	SCRAMBLE SPIRITS	6.90	9.90			
COLLOSSUS CHESS 4	6.90	9.90	JAWS	6.90	-	SHADOW WARRIORS	6.90	-			
CONTINENTAL CIRCUS	6.90	9.90	K. DALGLISH SOC MANAGER	6.45	9.90	SHINOBI	6.90	9.90			
CRACK DOWN	6.90	-	KNIGHT FORCE	6.90	-	SKATE OR DIE	6.45	9.90			
CRACK CARS 2	6.45	-	KICK OFF 1 OR 2	6.90	-	SNOOPY	6.90	-			
CRICKET MASTER	6.45	-	KLAX	6.90	9.90	SLY SPY	6.90	-			
CYBERBALL	6.90	9.90	LIVERPOOL	6.45	9.90	STIR CRAZY	6.90	9.90			
DARIUS +	6.90	9.90	LAST DUEL	6.45	9.90	STORMLOD 2	6.90	-			
DAN DARE 3	6.90	9.90	LOVE WOLF	6.90	9.90	SONIC BOOM	6.90	-			
DEFENDERS OF THE EARTH	6.90	9.90	MANCHESTER UTD	6.90	9.90	SPACE HARRIER 2	6.90	9.90			
DELTA CHARGE	6.90	-	MAZE MANIA	6.90	-	SPHERICAL	6.45	9.90			
DOUBLE DRAGON 2	6.90	9.90	MICROPROSE SOCCER	6.90	9.90	STARGLIDER 2	9.90	12.50			
DR DOOM'S REVENGE	6.90	9.90	MIDWINTER	6.90	9.90	STEALTH FIGHTER	6.90	9.90			
DRAGON NINJA	6.45	9.90	MOONWALKER	6.90	-	STRIKE	6.90	-			
DRAGON SPIRIT	6.45	9.90	MR HELLI	6.90	9.90	STUNT CAR	6.90	9.90			
DYNAMITE DUX	6.90	-	MUNSTERS	6.90	-	SUPER SCRAMBLE SIM	6.90	9.90			
E-MOTION	7.95	-	MYTH	6.90	-	SUPER WONDERBOY	6.90	-			
EMLYN HUGHES SOCCER	6.90	9.90	NEW ZEALAND STORY	6.45	9.90	SWITCHBLADE	6.90	-			
ESCAPE FROM ROBOT MONSTERS	6.90	9.90	NINJA WARRIORS	6.90	9.90	TANK ATTACK	6.90	9.90			
EUROPEAN SUPER LEAGUE	6.90	-	NINJA SPIES	6.90	-	TEST DRIVE 2	6.90	-			
FALLEN ANGEL	6.45	9.90	OPERATION THUNDERBOLT	6.90	9.90	THE CHAMP	6.90	9.90			
FIGHTER BOMBER	9.90	13.45	OPERATION WOLF	6.45	9.90	THE NATIONAL	6.90	-			
FIGHTING SOCCER	6.90	-	ORIENTAL GAMES	6.90	9.90	THUNDERBIRDS	6.90	9.90			
FOOTBALL DIRECTOR	6.90	-	OUTRUN	6.45	9.90	TIMESCANNER	6.90	-			
FOOTBALL DIRECTOR 2 (128)	13.45	13.45	P-47 THUNDERBOLT	6.90	9.90	TIN TIN ON THE MOON	6.90	-			
FOOTBALL MANAGER 2	6.90	-	PACLAND	6.45	-	TOBIN	6.90	9.90			
WORLD CUP ED	6.90	9.90	PACMANIA	6.45	9.90	TREBLE CHAMPIONS	6.90	-			

JOYSTICKS			CASS	DISC
CHEETAH 125	8.50	7.50		
CHEETAH MACH 1 AUTOFILE	8.50	8.50		
CHEETAH STAR PROBE	10.95	10.95		
COMPETITION PRO 5000	10.95	10.95		
COMPETITION PRO 5000 CLEAR	11.75	11.75		
COMPETITION PRO EXTRA	12.50	12.50		
KONIK NAVIGATOR	10.95	10.95		
KONIK SPEEKKING AUTOFILE	8.50	8.50		
QUICKJOY 2	7.50	7.50		
QUICKJOY 3 SUPERCHARGER	8.95	8.95		
QUICKSHOT 2 TURBO	9.90	9.90		
SURESHOT CLEAR	8.50	8.50		
KEMPTON JOYSTICK INTERFACE	7.95	7.95		
AZIMUTH TAPE HEAD ALIGNMENT	6.45	6.45		
3 CASSETTE LEAD	3.95	3.95		
CODEMASTERS CD ROM GAMES PACK	15.95	15.95		
INCLUDING 30 GAMES				

## COMPILATIONS

	CASS DISC		CASS DISC		CASS DISC		CASS DISC
<b>100% DYNAMITE</b>	<b>9.90</b>	<b>GIANTS</b>	<b>8.90 13.45</b>	<b>SOCCER SQUAD</b>	<b>6.90</b>	<b>THRILL TIME - GOLD 1</b>	<b>6.90</b>
Aferburner, Last Ninja 2, Wec Le Mans, Double Dragon		Rolling Thunder, California Games, 720*, Gauntlet 2, Outrun		G. Lineker's Soccer, G. Lineker's Super Skills, Roy of the Rovers, Footballer of the Year		Paperboy, Ghosts and Goblins, Bombjack, Turbo Esprit, Batty	
<b>JOYSTICK THUNDER</b>	<b>8.90</b>	<b>GOLD SILVER BRONZE</b>	<b>9.90</b>	<b>SPECIAL ACTION</b>	<b>8.90</b>	<b>THRILL TIME - GOLD 2</b>	<b>6.90</b>
Uridium, Nightforce, Exolon, Hydrofoil, Eliminator, Sanxion, Cybernoid 2		Summer Games 1, Summer Games 2, Winter Games (23 Events)		Captain Blood, SDI, Daley's Olympic Challenge, Vindicator, Driller		Battleships, Saboteur, Scooby Doo, Airwolf, Frank Bruno's Boxing	
<b>COIN OP HITS</b>	<b>8.90 12.50</b>	<b>HEATWAVE</b>	<b>8.90</b>	<b>STAR WARS TRILOGY</b>	<b>8.90 13.45</b>	<b>THRILL TIME - GOLD 3</b>	<b>6.90</b>
Outrun, Thunderblade, Roadblasters, Spyhunter, Bionic Commando		Nebulus, Zynaps, Netherworld, Impossibleball, Ranarama, Firelord		Empire Strikes Back, Star Wars, Return of the Jedi		Commando, 1942, Spitfire, Combat Lynx, Deeo Strike	
<b>EPYX ACTION</b>	<b>9.90 12.50</b>	<b>HOUSE MIX</b>	<b>6.90</b>	<b>STORY SO FAR VOL 2</b>	<b>8.90</b>	<b>THRILL TIME - PLATINUM 1</b>	<b>8.90</b>
4 x 4 Racing, Street Sports Basketball, Impossible Mission 2, California Games, Games Winter Ed		Dark Fusion, Nightraider, Techno Cop, Motor Massacre, Artura, Skate Crazy		Space Harrier, Live and Let Die, Overlander, Beyond the Ice Palace, Hopping Mad		Thundercats, Ikari Warriors, Buggy Boy, Space Harrier, Beyond the Ice Palace, Hopping Mad, Overlander, Live and Let Die, Gladiator, Dragons Lair	
<b>FOOTBALL MANAGER 2 GIFT PACK</b>	<b>6.90</b>	<b>IN CROWD</b>	<b>9.90</b>	<b>STORY SO FAR VOL 4</b>	<b>8.90</b>	<b>TOLKIEIN TRILOGY</b>	<b>8.90</b>
Football Manager 2, Football Manager 2 Expansion Kit		Pitouton, Combat School, Target Renegade, Barbarian, Predator, Karnov, Gryzor		Ghostbusters, Aliens, Wonderboy, Eidolon, Back to the Future, Quartet		The Hobbit, Lord of the Rings, Shadows of Mordor	
<b>FOUR SOCCER SIMS</b>	<b>6.45 8.90</b>	<b>LEADERBOARD PAR 3</b>	<b>9.90 13.45</b>	<b>TAITO COIN OPS</b>	<b>8.90</b>	<b>WINNERS</b>	<b>8.90 12.50</b>
Indoor Soccer, 11 A Side Soccer, Street Soccer, Soccer Skills		Leaderboard, Leaderboard Tournament, World Class Leaderbord		Bubble Bobble, Flying Shark, Legend of Kage, Arkanoind, Rastan, Slip Fight, Renegade, Arkanoind 2		Thunderblade, Led Storm, Blasteroids, Indy and the Temple of Doom, impossible Mission 2	
<b>GAMES CRAZY</b>	<b>8.90</b>	<b>MEGA MIX</b>	<b>9.90</b>	<b>THE BIZ</b>	<b>9.90</b>		
Alternative World Games, Supersports, Galactic Games, California Games		Operation Wolf, Barbarian 2, Dragon Ninja, Reel Ghostbusters		Operation Wolf, Double Dragon, R-Type, Soccer, Captain Caveman, Crusader			
<b>SMALL WORLD</b>	<b>2.90</b>	<b>SOCCER SPECTACULAR</b>	<b>8.90 12.50</b>	<b>4TH DIMENSION</b>	<b>8.90</b>		
S. Davis Snooker, Superbowl, Wint Olympiad, Champ Sprint, Super Hangon, N. Faldo's Golf, Basket Master, Track + Field, I. Botham's Test Match, Matchday 2		Soccer Supremo, P. Beardsley's Football, Football Manager, World Champions, P. Shilton's Handball Maradonna		Head the Ball, Kraat, Super Cup, Klimax			

**DEFENDER LIGHTGUN** - including 6 games (State Computer) **19.95**

**UK and BFPO DELIVERY FREE, ELSEWHERE £2.00/GAME FOR AIRMAIL**

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

ORDER FORM (PLEASE PRINT) GAME	STATE CASS OR DISC	COST
TOTAL		

Name.....  
Address.....  
.....  
.....  
.....  
.....  
.....  
Tel.....(SU6)

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





## IF AN ADVERT IS IN PRINT, IS IT PROPER?

Most advertisements are perfectly proper.  
A few are not.

The Advertising Standards Authority not only monitors over 850 advertisements every month, it ensures compliance with the rules in the strict Code of Advertising Practice.

So when you question an advertiser, they have to answer to us.

To find out more about the role of the ASA, please write to the address below.

Advertising Standards Authority,  
Department X, Brook House, Torrington  
Place, London WC1E 7HN.



This space is donated in the interests of high standards in advertisements.

# THE PLACE TO BE...

ON: SATURDAY JUNE 9th - 10am-5pm  
SUNDAY JUNE 10th - 10am-4pm

AT: THE NEW HALL of the ROYAL  
HORTICULTURAL SOCIETY  
GREYCOAT AND ELVERTON  
STREETS WESTMINSTER · LONDON.

3rd  
All Formats  
COMPUTER  
FAIR

NEAREST TUBES: VICTORIA  
PIMLICO  
ST JAMES PK

Low Cost Stands  
STAND SALES AND ADVANCE TICKETS  
JOHN RIDING: 0225 447453  
MIKE HAYES: 0457 875229

# BE THERE!

## ROMANTIC ROBOT present

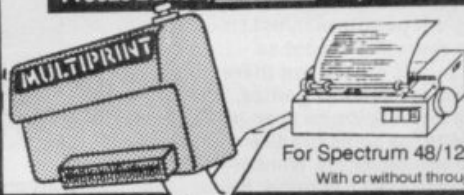
All hardware  
prices are  
**£ 10  
OFF**  
R.R.P.



Multiface is a **MUST** for every Spectrum owner. It can **freeze** a program any time and **back it up**. It **transfers** between tape/disk/cartridge/wafer. It also lets you **Peek/POKE**, study/modify **ALL**! Multiface does all at a **touch of a button**, is **fully automatic**, **menu driven**, a **joy to use**. **MAGIC!**  
MF3 is for Spectrum +3 or +2A and comes with or without a through port. MF1 & MF128 are for Spectrum 48/128/+2.  
MF1 has a through port, joystick interface, works in 48K mode and saves to tape, Microdrive, Discdrive and Wafadrive.  
MF128 has a through port, works in 48K AND 128K mode and saves to tape, Microdrive, Discdrive, Plus D and Discdrive.

### MULTIPRINT

The ultimate Spectrum Printer Interface.  
Menu-driven, joy to use, programmable!  
8K Rom/8K Ram, 1.2 m Centronics cable,  
Freeze Button, Multi-Toolkit, **Unique & best!**



For Spectrum 48/128/+2.  
With or without through port.



### VIDEOFACE

With a through port.  
For any Spectrum.

Turns pictures from video camera/recorder  
into Spectrum hi-res screens. They can be  
frozen, saved, printed, altered, animated...  
Menu-driven, fast, great fun, extra effects.

### GENIE and LIFEGUARD



GENIE and LIFEGUARD are very special  
programs for Multiface or Multiprint users.  
By residing **inside Multiface or Multiprint**,  
GENIE can **disassemble ANY program**  
**ANY time at a touch of a button!**  
LIFEGUARD can on the other hand find  
INFINITE LIVES, ammo, etc. **GREAT!**

You MUST NOT use any of the above products to copy, reproduce or infringe in any way any copyright material without the clear permission of the copyright owner. We do neither condone nor authorise the use of our products for the reproduction of copyright material - to do so is ILLEGAL!

All prices are already discounted and apply to Mail Orders to 18.6.1990 only

## £10 OFF MULTIFACE, MULTIPRINT & VIDEOFACE!

I enclose a Cheque/Postal Order/Cash **plus P&P** for £.....

or debit my Access/Visa No.....

Name..... Card Exp.....

Address.....

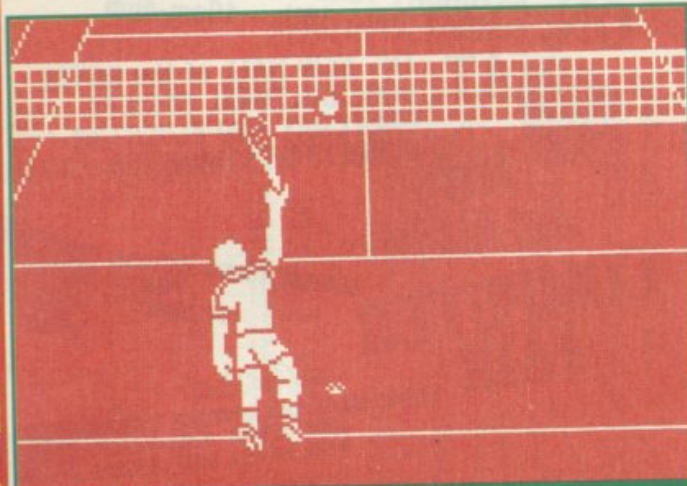
P&P UK & Europe	£ 1.00	P&P OVERSEAS	£ 2.00
MULTIFACE One	£29.95	GENIE 1/128 (NOT 3)	£ 6.95
MULTIFACE 128	£34.95	VIDEOFACE Digitizer	£29.95
MULTIFACE 3	£34.95	M3 with through port	£39.95
MULTIPRINT	£29.95	Multiprint + through port	£34.95
LIFEGUARD	£ 6.95	Spectrum +3 Disks	£ 2.95
MUSIC Typewriter	£ 5.95	Spectrum +3 Tape Lead	£ 2.95

ROMANTIC ROBOT UK LTD 54 Deanscroft Ave, London NW9 8EN ☎ 24 hrs 📠 01-200 8870

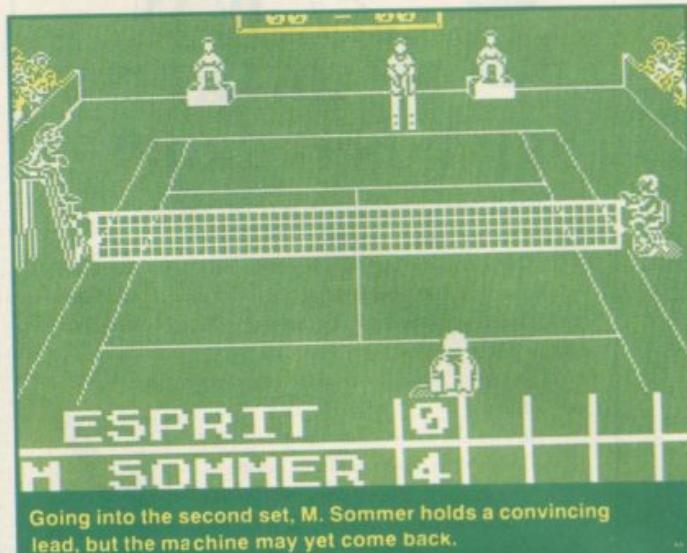
SU



# PRO TENNIS



And Francois plays a deceptive lob which falls just over the net.



Going into the second set, M. Sommer holds a convincing lead, but the machine may yet come back.

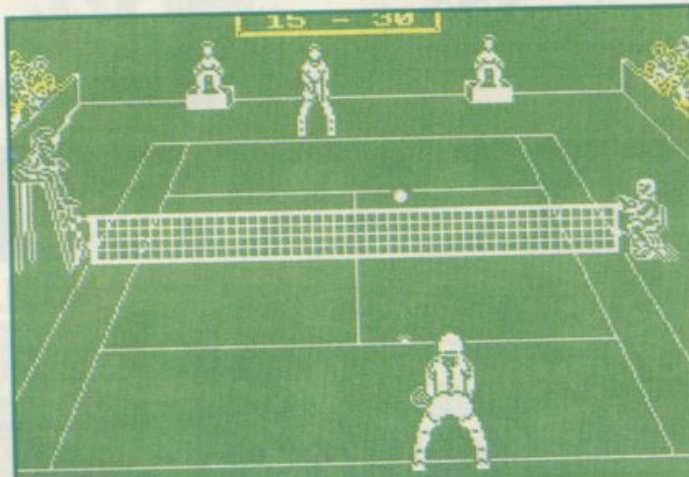
Since the French are to-talement merde at le tennis, you wouldn't think Ubisoft's Pro Tennis Tour would be anything to fall in love with. In fact you'd think it would Borg the pants off you. But net at all - in fact as you play it, it gets Becker and Becker.

OK, that's all the puns out of the way in the first paragraph, apart from the one about balls. Pro Tennis Tour is in fact a very realistic, very flexible, very comprehensive and very pointless tennis simulation.

Why's it pointless? Just because there are almost as many tennis games out there as there are football games, and every year a new crop appear with tiresome predictability whenever it's Wimbledon season. PTT is good, but not so good that I would have thought even the most fanatical tennis simulation collector (and are there any of those?) would feel obliged to dash out and buy it.

The big gimmick is that rather than just playing one opponent, you get to work your way up through the ranks at various tournaments - Melbourne, US Open, Wimbledon - starting as 64th and aiming for the World Tennis Championship. A score table shows you your ranking between games, and there are various skill levels (in the early stages at least).

The best aspect of the game is that it's fast - with all too many tennis sims it's a matter of smacking the ball,



Rather limp-wristed service from the SU star, his confidence (and service) about to be broken.

then going off and having a glass of Robinson's Barley Water while you wait for it to float to the other side. In PTT, although the animation of the players doesn't feature quite enough frames, the ball moves quickly, demanding fast reactions. In Easy mode, when you serve, the ball always goes over the net - all you have to do is hit Fire and aim a crosshair at the right side of the court. A small black marker shows you where to position your player to return the ball, and you don't have to be precisely on target to hit it. On more advanced levels, all these aids disappear as fast as Jimmy Connors' equilibrium at match point.

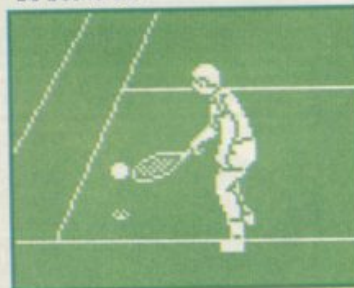
The rules of the game are

as incomprehensible as the real thing, but you always serve first, and you don't change ends of the court. Different types of shot - lobs, volleys, drop shots - are selected automatically according to your position, movement, and aim; the computer

also determines the spin on the ball according to the type of surface you're playing on, ball speed, and so on. Little line judges sitting one the sides of the court wiggle their fingers to indicate decisions, and a score display appears at the bottom of the screen between services.

You can save a tournament at any stage, and there's a practice mode in which you can hone your serving technique, or test your return skills against a serving machine.

Oh, and the pun about balls? Well, I'm sure you can make your own up, I can't be bothered.



## SCORES

62	52	61	57	OVERALL 60%
----	----	----	----	----------------

Competent but uninspiring tennis simulator. Not actually that much "fun"

Label: Ubisoft Price: £8.95

CHRIS JENKINS



# KICK OFF 2



## BLISTERING PACE – PIXEL PERFECT PASSING – SUPERB TACTICAL GAME PLAY

KICK OFF 2 greatly enhances the game play of KICK OFF, winner of THE GAME OF THE YEAR award in U.K. and similar awards right across Europe. A host of new features have been added to the ones that enthralled the players the world over.

Full size multi directional scrolling pitch with the players, markings etc. in correct proportion.

1 to 4 players (Amiga & ST only) option.

2 players TEAM option against the computer or 2 other players.

Hundreds of players, each with a unique combination of attributes (Stamina-Pace etc.) and skills (Passing, Shooting and Tackling etc.)

Instinctive Kick Off joystick controls to dribble, pass, shoot, head or chip a ball and do sliding tackles or scissor kicks.

After Touch controls to bend or dip the ball.

Set Piece Free kicks including dummies to chip the ball or bend the ball round a defensive wall.

9 types of corner kicks with full control of shot power. Long and short Throw In.

Team selection from a squad of 16 with substitution and choice of tactics.

League and Cup competitions with extra time, injury time and sudden death penalty shoot out.

\* Store up to 10 Action Replay goals in memory. Facility to view, edit and save the action replays and create Golden Shots disc.

AMIGA & ST £19.95

IBM (AT & XT Turbo – CGA, EGA & VGA) £24.95

CBM 64 – SPECTRUM – AMSTRAD £9.95/£14.95



\* Kit design – 6 styles and 32 colours.

Facility to load Player Manager teams for a single game or league game.

Up to 4 teams can be loaded for league competition. Load your own designed Tactics from Player Manager.

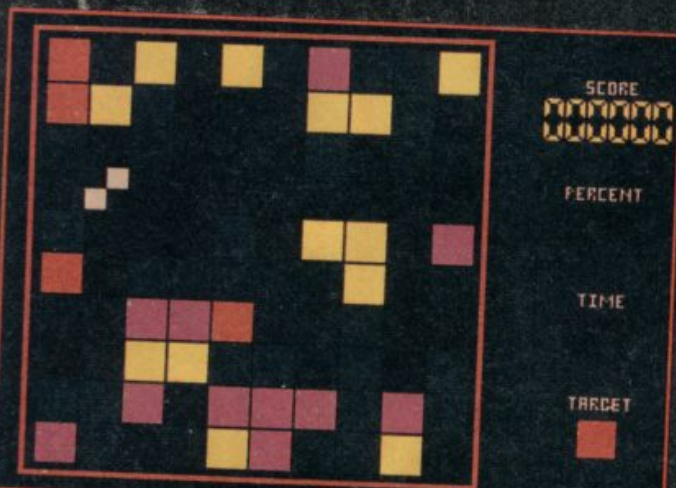
Red & Yellow cards, 16 different referees, Offside rules, Injury time and host of features to create the atmosphere for a game which is a real fun to play. Special Events provision to load Data Discs or Cassettes for events like World Cup, European Cup etc...

\* 1 M.B. Amiga & ST only.



# ANCO





Not much success so far. Keep those tiles a-slidin' and cover as much space with red tiles.

Normally when people claim that a game is very simple but maddeningly addictive, my response is that they must have been mad in the first place. But in the case of Kemshu, it's true! Nothing could be more simple, but nothing is more likely to reduce you to a drivelling nervous wreck in record time.

It's like this. You remember the Rubik Cube - the plastic square from Hell? Kemshu works on a similar principle, but it's in two dimensions. The screen shows a grid of 100 coloured squares, and at the right hand side is a timer, a score indicator and a percentage remaining display. Percentage of what, you wisely ask.

For each level you have a target colour (shown at the bottom right). Your task is to surround squares of that colour with squares of any other colour. The target square then changes colour, and you move on to the next target.

To move the squares you control a flashing cursor using keyboard or joystick. When you have the cursor positioned, press the fire button and move the joystick, and the entire row or column of squares will jump along. Say your target colour is red; once you have placed a

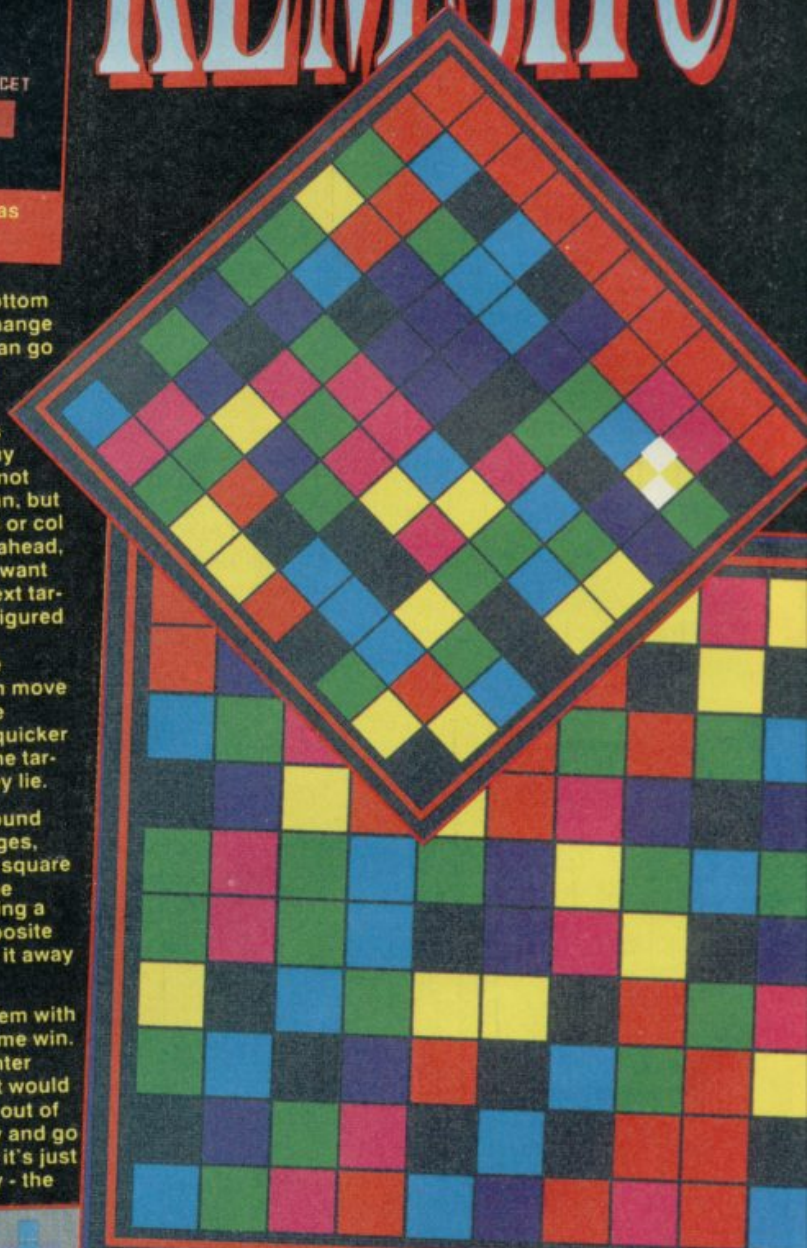
black square at the top, bottom left and right of it, it will change colour to black, and you can go on the chase the next red square.

The similarity to Rubik's Cube, of course, is that any change you make affects not only the one row or column, but also number of other rows or columns; the trick is to plan ahead, shuffling the colours you want into position to zap the next target. A useful technique I figured out is to gather as many squares as you can in the middle of the screen, then move the target colours into the centre; this seems to be quicker than trying to surround the target squares wherever they lie.

You don't have to surround the squares' diagonal edges, but you can't surround a square which is at the edge of the screen (not even by placing a colour square on the opposite side) - you have to move it away from the edge.

There's only one problem with Kemshu - it wouldn't let me win. Every time I got the counter down to 3% remaining, it would announce that I had run out of time, wish me a nice day and go back to the start. Maybe it's just my copy which is wonky - the

# KEMSHU



Watch out for the giant buffalo! Hit him with your laser cannon!  
(Are you sure about this caption? - Ed)

screenshots on the sleeve show later levels - but it would be a bit of a bottomer if you

sploshed down your hard-earned wonga for a game you couldn't even beat.

## SCORES

	50
	NA
	79
	78

OVERALL  
**60%**

Fascinating mind-game with a twist. Not that great to look at, but great fun.

Label: Cult Price: £2.99  
CHRIS JENKINS



# COMPUTERDIAL INTERACTIVE TELEPHONE GAMES

## £100

# BLOOD MONEY

Hear the roar of the crowd as sword meets flesh, the clash of steel on bronze, the screams of victory or pain. You control every move as you face your opponent in a kill-or-be-killed battle to the end. And each month £100 goes to the highest living scorer!

STEVE JACKSON'S

**GLADIATORS**  
OF THE ROMAN EMPIRE

0898 800 891

## SEARCH AND DESTROY



	1	2	3	4	5	6
1						
2						
3						
4						
5						
6						

Action stations! Command your fleet as you engage the enemy in an amazingly realistic war on the high seas. You control where to aim and what missiles to fire. Track your results with this grid.

Chief Commander of the Month wins £500.

COMPUTERDIAL

**BATTLESHIPS**

0898 800 880

## Creatures of Chaos



The heavy metal portcullis slams shut behind you. Your escape route has been cut off. Can you survive the monsters and traps that await inside Kaddis-Ra's legendary labyrinth of terror?

Experience the very first and best fantasy telephone adventure, by gamesmaster Steve Jackson.



**CASTLE MAMMON**  
0898 800 878

## Take up the magical quest.

You must return the Wizard Allion's magical rings, hidden in the newly excavated dungeons of Castle Mammon, by Kaddis-Ra's evil rapsallions.

Succeed and Allion will shower you with gold, fail and become a monster's feast.



0898 800 879



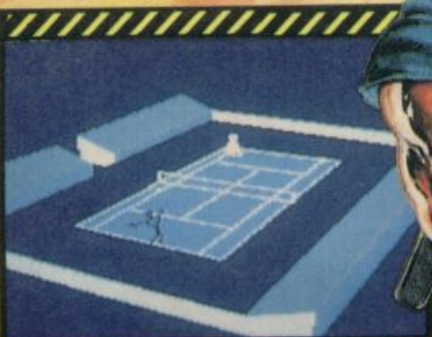
C64 SEGA SPECTRUM AMSTRAD ST AMIGA  
MEGADRIVE PC ENGINE LYNX NINTENDO  
**JUNE NO 103**  
DM 7.50 SP \$7.20 350 PTA

**£1.30**

# COMPUTER +video GAMES

**EXCLUSIVE!  
SHADOW  
WARRIOR**

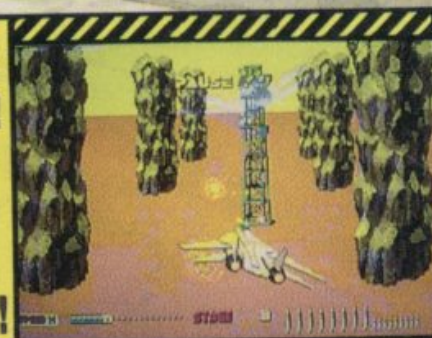
**EXCLUSIVE!  
INTERNATIONAL  
3D TENNIS!  
C64 SPORTS  
GAME OF THE  
YEAR?**



**EXCLUSIVE!  
LHX!  
INCREDIBLE  
3D AIR  
COMBAT!!!**



**EXCLUSIVE!  
AFTERBURNER!  
UTTERLY  
AMAZING  
MEGADRIVE  
CONVERSION!**



**EXCLUSIVE!  
CHASE HQ AND  
OPERATION WOLF  
ON SEGA!**

**OUT  
NOW!**

**REVIEWED!**  
SONIC BOOM • FLIMBO'S QUEST  
LOOM • IMPOSSAMOLE • SKIDZ

**INSIDE!!  
MEGA MAPS  
AND TIPS!**





# TOP 30 CHART

**TURBOSOFT**  
(DEPT SINCLAIR USER)  
41 SOUTH STREET  
LEIGHTON BUZZARD  
BEDS LU7 8NT  
MAIL ORDER ONLY  
TEL 0525 377974

## COMPILATIONS

### 30 RED HOT HITS ONLY £6.99

Ghostbusters, F.A. Cup, Agent X, Kane, L.A. Swat, Ninja Master, Rasputin, Ollie & Lisa, Ricochet, Zoly X, Way of Exploding Fist, Dan Dare, Formula 1, Brian Jacks Super Star Challenge, Tall Ceti, I-Ball, Park Patrol, Thrust, Harvey Headbanger, War Cars, Tarzan, Ninja Hamster, Druid 2, Magnetron, Mystery of the Nile, Mega Apocalypse, Nightmare, Traz, Catch 23, Dark Sceptre

100% DYNAMITE  
ONLY £9.99  
AFTERBURNER  
LAST NINJA II  
WEC LE MAN'S  
DOUBLE DRAGON

COIN OP HITS  
ONLY £9.99 DISC £13.99  
OUTRUN, THUNDERBLADE  
ROADBLASTERS  
SPY HUNTER  
BIONIC COMMANDOS

KARATE ACE  
ONLY £9.99  
WAY OF EXPLODING FIST,  
BRUCE LEE, KUNG FU  
MASTER, AVENGER,  
SAMURAI TRILOGY, UCHI  
MATA, WAY OF THE TIGER

THE BIZ  
ONLY £9.99  
R-TYPE, DOUBLE DRAGON,  
OPERATION WOLF, BATMAN  
CAPED CRUSADER

## SPECIALS CASSETTE

BRIAN CLOUGH'S FOOTBALL	4.99
CAPTAIN BLOOD	2.99
TRIVIAL PURSUITS NEW BEGIN	4.99
SLUFFIP & CO	1.99
GAMES SUMMER EDITION	4.99
D.N.A. WARRIOR	1.99
KARI WARRIORS	2.99
CAULDRON II	1.99
FERNANDEZ MUST DIE	2.99
DARKSIDE	4.99
QUILLER	4.99
TOTAL ECLIPSE	4.99
TRIVIAL PURSUIT	6.99
GALAXY FORCE	3.99
IK+	2.99
TIME & MAGIC	4.99
COMBAT SCHOOL	2.99
STRIP POKER II	2.99
MIAMI VICE	2.99
BARBARIAN	2.99
WOLFMAN	2.99
PASSING SHOT	3.99
GUADALCANAL	1.50
ESPIONAGE	2.99
BLASTERIODS	4.99

## SPECIALS CASSETTE

PAULAND	4.99
PACMANIA	4.99
HUNT FOR RED OCTOBER	5.99
WORLD SOCCER	2.99
SUPER HANG ON	2.99
RUNNING MAN	4.99
TOP GUN	2.99
CRAZY CARS	2.99
JACK THE NIPPER	2.99
GREEN BERT	2.99
THUNDERCATS	2.99
PAPERBOY	2.99
POSTMAN PAT	1.99
PEGASUS BRIDGE	3.99
LORDS OF MIDNIGHT	3.99
AFTERBURNER	3.99
DOMINATOR	3.99
QUESTION OF SPORT	2.99
LASER SQUAD	4.99
KNIGHT ORC	2.99
VIRUS	2.99
R-TYPE	4.99
BOOK OF THE DEAD	1.99
MATCHDAY	2.99
WONDERBOY	2.99

CASTLE MASTER	6.99	10.99	EMLYN HUGHES SOCCER	6.99	10.99
X-OUT	6.99	10.99	DAN DARE III	6.99	10.99
BATMAN THE MOVIE	6.99	10.99	HAMMERFIST	6.99	N/A
RAINBOW ISLANDS	6.99	10.99	DARIUS	6.99	10.99
ROBBOCOP	6.99	10.99	PIPEMANIA	6.99	9.99
NEW ZEALAND STORY	6.99	10.99	CHASE HQ	6.99	10.99
MAN UTD	5.99	10.99	NINJA SPIRIT	6.99	N/A
GHOULS 'N' GHOSTS	6.99	N/A	CRACKDOWN	6.99	10.99
KICK OFF	6.99	N/A	KLAX	6.99	10.99
GAZZAS SOCCER	6.99	9.99	P47 THUNDERBOLT	6.99	10.99
OP THUNDERBOLT	6.99	10.99	BLACK TIGER	6.99	10.99
NINJA WARRIORS	6.99	10.99	POWERDRIFT	6.99	N/A
DOUBLE DRAGON II	6.99	10.99	W. CHAMP BOXING MAN	6.99	10.99
GHOSTBUSTERS II	7.99	N/A	TEST DRIVE	6.99	10.99
HARD DRIVIN'	5.99	9.99	UNTOUCHABLES	6.99	10.99

## SPECTRUM CLASSICS

CARRIER COMMAND	6.99	12.99
THE NATIONAL	6.99	N/A
CHUCK YEAGERS AFT	6.99	N/A
FOOTBALL DIRECTOR	6.99	N/A
F/BALL DIRECTOR 2 (NOT + 2)	12.99	12.99
DRAGON NINJA	6.99	10.99
COLOSSUS CHESS 4	6.99	9.99
COLOSSUS BRIDGE	6.99	9.99
AIRBORNE RANGER	6.99	10.99
GUNSHIP	6.99	10.99
PROJECT STEALTH FIGHTER	6.99	10.99
CONTINENTAL CIRCUS	6.99	N/A
ALTERED BEAST	6.99	N/A
SUPER WONDERBOY	6.99	N/A
MICROSOCCER	6.99	10.99
ROADBLASTERS	5.99	N/A
WILD STREETS	5.99	N/A
CRICKET MASTER	5.99	N/A
FIENDISH FREDDY	6.99	10.99
F/BALL MAN II + EXP KIT	6.99	9.99
CABAL	6.99	10.99
TURBO OUTRUN	6.99	10.99
MONOPOLY	6.99	N/A
DE LUXE SCRABBLE (128K)	7.99	11.99
F15 STRIKE EAGLE	6.99	N/A
SILENT SERVICE	6.99	N/A
TREBLE CHAMPIONS	6.99	N/A
TANK ATTACK	8.99	11.99
SHINOBI	6.99	10.99
WAR IN MIDDLE EARTH	6.99	10.99
MR HELI	6.99	10.99

Please note some titles may not be released at the scheduled time. These will be sent within 24 hours of release subject to availability.

FOR EVERY £10 SPENT GET ONE GAME FREE. CHOOSE FROM ONE OF THE FOLLOWING FOR YOUR FREE GAME: MEGA APOCALYPSE, TEMPEST, HEARTLAND, THE TRAIN, BALLBLAZER, ZENJI, MR WEEMS AND THE SHE DEVILS, EXPLORER, MERMAIDS MADNESS, DEATH OR GLORY, PRODIGY, PULSATOR, HIGH FRONTIER, TOY BIZZARE, LAST MOHICAN, NINJA HAMSTER, FRANKENSTEIN, CAULDRON II, BOOK OF THE DEAD, REX. ALL THE ABOVE GAMES AVAILABLE AT £1.99 EACH.

UTILITIES +3 DISC		UTILITIES	CASS
HISOFT DEVPAC	14.99	DEVPAC	12.99
HISOFT PASCAL	27.99	HI-SOFT BASIC	19.99
HISOFT C	21.99	HI-SOFT C	19.99
HISOFT BASIC	21.99	PASCAL	19.99
ZIP ZAP	6.99	PRO ADVENTURE WRITER	17.99
PRO ADV WRITER	22.99	TAS COPY	7.99
TAS-SIGN	17.99	TAS DIARY	7.99
TAS-CALC	17.99	TAS PRINT	7.99
TAS-WORD	17.99	TASWORD +2	14.99
TAS-SPILL	17.99	TASWORD 128K	14.99

PLEASE MAKE CHEQUES AND POSTAL ORDERS PAYABLE TO TURBOSOFT. ORDERS OVER £5 P&P FREE, UNDER £5 PLEASE ADD 50P PER ITEM. EUROPE ADD £1 P&P, OVERSEAS ADD £1.50 P&P. N.B. PLEASE STATE MAKE OF COMPUTER & CASS OR DISC

## COMPILATIONS

COMPUTER HITS VOL 5  
ONLY £3.99 DISC 9.99  
DARK SCEPTRE, TARZAN  
MEGA APOCALYPSE,  
MAGNETRON, TRAZ,  
MYSTERY OF THE NILE,  
NINJA HAMSTER, CATCH 23  
FRIGHTMARE, DRUID II

TOLKIENS TRILOGY  
ONLY £7.99  
THE HOBBIT, LORD OF THE  
RINGS, SHADOW OF  
MORDOR

MEGA MIX  
ONLY £9.99  
OPERATION WOLF,  
BARBARIAN II, DRAGON  
NINJA, REAL  
GHOSTBUSTERS

IN CROWD  
ONLY £10.99  
BARBARIAN, GRYZOR, CRAZY  
CARS, PREDATOR, KARNOV,  
COMBAT SCHOOL, TARGET  
RENEGADE, PLATOON

SUPREME  
CHALLENGE  
ONLY £4.99  
DISC £10.99  
ELITE, ACE, SENTINEL  
STARGLIDER, TETRIS

SOCCER SPECTACULAR  
ONLY £4.99 DISC £10.99  
PETER BEARDSLEYS SOCCER,  
FOOTBALL MANAGER, SOCCER,  
SUPREMO, HANDBALL  
MARADONA, WORLD  
CHAMPIONS

## +3 DISC OFFERS

BRIAN CLOUGH'S F/BALL	7.99
VINDICATORS	4.99
CAPTAIN BLOOD	4.99
INTENSITY	4.99
SOLDIER OF FORTUNE	4.99
PASSING SHOT	4.99
OVERLANDER	4.99
FAIR MEANS OR FOUL (BOXING)	4.99
FURY	4.99
VIXEN	4.99
BEYOND ICE PALACE	4.99
TIME & MAGIC	4.99
QUESTION OF SPORT	4.99
BUTCHER HILL	4.99
DOMINATOR	4.99
TETRIS	4.99
PACMANIA	6.99
NINJA, REAL	6.99
FERNANDEZ MUST DIE	4.99
BARDS TALE 1	6.99
ARTIC FOX	6.99
ARCHON COLLECTION	6.99
PHM PEGASUS	6.99
THUNDERBIRDS	7.99

## EDUCATIONAL

FRENCH MISTRESS ADV	6.99
FRENCH MISTRESS (Reg)	5.99
FRENCH MISTRESS (A + B) + 3	14.99
GERMAN MASTER ADV	6.99
GERMAN MASTER REG	6.99
GERMAN MASTER (A + B) + 3	14.99
SPANISH TUTOR ADV	6.99
SPANISH TUTOR REG	6.99
SPANISH TUTOR (A + B) + 3	14.99
IDENTIFY EUROPE	6.99
IDENTIFY EUROPE + 3	8.50
FUN SCHOOL 2 U6	6.99
FUN SCHOOL 2 U6 + 3	9.99
FUN SCHOOL 2 6-8	6.99
FUN SCHOOL 2 6-8 + 3	9.99
FUN SCHOOL 2 8+	6.99
FUN SCHOOL 2 8+ + 3	9.99
ANSWER BACK JUNIOR + 3	8.99
ANSWER BACK JUNIOR ADDONS	6.99
NATURAL HISTORY ADD ON	4.99
ARITHMETIC 6-11 ADD ON	4.99
GENERAL KNOWLEDGE 6-11 ADD ON	4.99
ON	4.99
SPELLING ADD ON	4.99
GENERAL SCIENCE 14+	4.99

# Ocean®

## AN INVITATION TO JOIN THE WINNING TEAM

Ocean ... Europe's leading software publisher is expanding its development facility once again.

We are seeking experienced programmers and graphic artists to join the in-house team working on the most exciting projects.

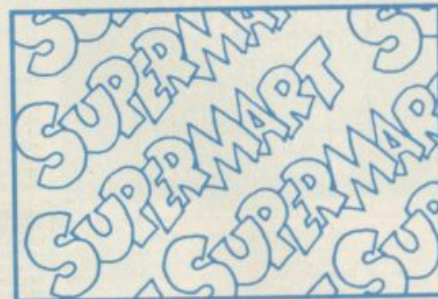
Don't delay - if you're practiced in Z80, 6502, 8086 or 68000 assembly language or have the creative ability to interpret visual images into computer graphics this could be the career opportunity of a lifetime.

Successful applicants can be assured of an excellent salary and generous productivity bonus.

Please contact Gary Bracey on 061-832 6633 or Fax 061-834 0650.



# SINCLAR



TO ADVERTISE IN THE SUPERMART CALL MARTHA MOLOUGHNEY ON 01 251 6222

## SPE SUPPLIES UTILITIES

### SINCLAR SUPPLIES

Spectrum QL Membrane	£ 9.99
Spectrum +2 Computer	£124.99
Sam Coupe Computer	£169.95
Sam Coupe + Drive	£249.90
Spectrum Power Unit	£ 10.99
+2A/+3 Power Unit	£ 24.99
Magnum Lightgun (48 +2/+3)	£ 29.99
MT81 Centronics Printer	£132.99
Spectrum Datacarder	£ 19.99

#### SPECTRUM EDUCATIONAL SOFTWARE

Basic Arithmetic (4-8's)	£1.99
Count with Oliver (4-7's)	£2.99
Numberfun (4-7's)	£2.99
Learn to Read (4-7's)	£1.99
Look Sharp (4-7's)	£1.99
or all 5 for	£9.99

OMNIDALE (SU)

23 Curzon Street, Derby DE1 2ES

Tel: (0332) 291219

## P.C.G.

61<sup>st</sup> School Street  
Barrow-in-Furness  
Cumbria  
LA14 1EW

### Desk Top Publishing Software:

WordMaster the word processor	£13.95
Headliner graphic & title designer	£10.95
Typeliner desktop publisher	£18.95
DTP Pack (all three above programs)	£37.95
DTP Font Packs now available	£7.95
Font Packs #1 and #2	£12.95

Prices for tape or 3.5" disk. For +3 disk add £2.00

### Dot-Matrix Printers:

Citizen 120-D high quality NLQ printer	£160
Star LC10 superior quality, many features	£185
Star LC10-C colour version of the LC10	£225

All printers are compatible with the DTP Pack.

### MGT SAM Coupe

MGT's amazing 'super Spectrum' computer:  
Coupe 256k - £169.95 Coupe 256k + disk £249.90  
Printer interface £29.95 256k add-on RAM £39.95  
●●● FREE delivery on all items! ●●●

Want more details? Write or Phone 0229-36957 or 0229-836957

### SAM DTP

Our outstanding Spectrum DTP pack software has now been converted for SAM. Call now for details of this amazing program! Upgrading your Spectrum? Call PCG now for special deals on the SAM Coupe and add-ons.

### Vidi-ZX

The best VIDEO DIGITIZER money can buy, allows you to load up images from a video/camera into your Spectrum. Digitized images can be used in art software or printed - you can even use them with the DTP pack! Available from PCG at £34.95

## HARDWARE

### ALL HARDWARE AND SOFTWARE WANTED

For cash or exchange:  
Music & Video Exchange  
56 Nottingham Gate, London  
W11. (Tel: 01 727 0424)

## SOFTWARE

### 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

80

## HARDWARE

### E.E.C. LTD

\* QL & SPECTRUMS \*  
PLUS 3 £149.95  
PLUS 2 £109.95

\* QL NEW \*  
Complete with PSU, leads, instruction book, s/ware 4 pack incl Quill (word processor), Archive (Database), Abacus (spread sheet), Easel (graphics) £120 JM Rom; £135 JS Rom  
BACK UP QL WITH P/SUPPLY, LEADS ONLY. Keep it as insurance or for networking. Cheaper than changing to another system.  
JM ROM £90 JS £100

QL customers spending over £100 get FREE Quanta Membership worth £14.

\* ALPHACOM 32 PRINTER NEW (incl Interface and PSU) Just plugs in! £49.95  
Alphacom paper (5 roll pack) £12.50  
\* 80 COL SERIAL PRINTERS \*  
(Ideal for Spectrums & QL)

C. ITOH DAISYWHEEL 20 cps £140  
Leads for I/F One or QL free.  
CENTRONICS INTERFACE £24.95

\* MICRODRIVE EXPANSION KIT includes microdrive, interface 1, booklet, introduction cartridge and flex connector. £59.95

As above and with extra microdrive £69.95

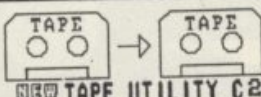
\* CARTRIDGES at REDUCED prices. Wallet of 4 new cartridges £16. Wallet of 4 unused program cartridges £14. Box of 20 new cartridges £75 per box.

POWER SUPPLY UNITS  
Spectrum 48K £7.95 128K £9.95  
128K Plus 2 £14.95  
Plus 3 & QL £19.95  
Alphacom £12.95

UK delivery: Please add £6 for PRINTERS and micros. Other items £3. Outside UK add £15. Other items £5. C.W.O. OR VISA ACCESS ALL OFFERS SUBJECT TO AVAILABILITY. SOME PRODUCTS MAY BE RECONDITIONED. ORDERS TO EEC LTD 18-21 MISSOURIE HOUSE, CHILTERN HILL, CHALFONT ST PETER, BUCKS SL9 9UE.

FAX: 0753 887149  
TEL: 0753 888866

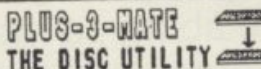
## SPECTRUM SOFTWARE by LERM. WITH FULL MONEY BACK GUARANTEE



TO C2 PACKAGE COPIES MOST TAPES EVEN JERRY. COUNTRY. \* FIREBIRD\* LOADERS. EVEN CONVERTS KARY SECURED PROGRAMS TO NORMAL SPEED. FOR RELIABLE LOADING. MEASURES LOADING SPEED. COPIES EXACTLY BLOCKS - EVEN OVER 51K. \* SHORT TONE LOADERS ETC. £8.50



\* PERFECT ADDITION TO M/DRIVE \*  
\* MORE POWER WITHOUT THE PRICE \*  
YS JULY 1988  
IT PAYS FOR ITSELF! FOR 1/2 DRIVE SYSTEMS. INCLUDES: FORMAT (APPROX 104K), CLONE, SECTOR EDITOR, RENAME, RECONDITIONS AND REPAIRS CART, MULTIPLE ERASE, TRUE CAT, TAPE TO DRIVE (HOT GAMES), DRIVE TO DRIVE COPIER, DRIVE TO TAPE. ON CART - £11.99



PLUS-3-MATE HAS 5 DISC UTILITY PROGRAMS INC FULL CAT, DISC REPAIR/VERIFY, LOCK-OUT, SECTOR EDITOR, MULTIPLE ERASE + FILE COPIER, DISC INFO, BOOT PROG. ETC. INCLUDES CLONE - WHOLE DISC COPIER (inc PROTECTED DISCS). ON DISC FOR £12.99 - WHY PAY MORE!



FOR ALL DRIVES (inc M/DRIVE, +3, +D, ETC) - MANAGES SOME PROGRAMS HARDWARE DEVICES CAN'T DO.  
1. CUSF - DOES HUNDREDS OF PROGRAMS EARLY INCL CUSF. COUNTRY LOADERS + FIREBIRD\* - ABOUT 50% OF SOFTWARES. £7.95  
2. TRANSPACK 12 - OUR UNIQUE COMPLETE TRANSFER PACKAGE (INC 126K) - INCLUDES CUSF PLUS OTHER SOFTWARE AND SAMPLE TRANSFERS FOR PROGRAMS CUSF CAN'T MANAGE. ALL FOR THE PRICE - £11.99  
3. INFORMATION BOOKS 1, 2, OR 3. EACH HAS AT LEAST 100 TRANSFERS TO USE WITH TRANSPACK 1. SAE FOR LISTS. £2.50 PER BOOK.  
WE ARE THE ONLY COMPANY OFFERING A COMPLETE TAPE TO DRIVE PACKAGE



\* EXCELLENT VALUE FOR MONEY \*  
\* BRILLIANT PACKAGE \*  
"IF IT'S NOT IN TOOLKIT YOU DON'T NEED IT". YS JULY 1988.  
OUR SUPERB PROGRAM FOR ALL WHO USE MACHINE CODE - UNRIVALLED IN PRICE AND VALUE FOR MONEY. PACKAGE INCLUDES SINGLE STEP - HELPS YOU UNDERSTAND AND DEBUG M/CODE. POWERFUL ASSEMBLER WITH EASY TO USE FULL PAGE EDITOR, AND A PROGRAM TO DO THE REVERSE - M/CODE TO SOURCE. TOOLKIT WITH DISASSEMBLER, HEX TO DEC, LOADER MODE, PRINTER OUTPUTS ETC. TRANSFERS TO DISC. ONLY £8.99. ANSTRAD CPC VERSION £9.99. Available for the Sam Coupe

STATE SPECTRUM TYPE WHEN ORDERING. (e.g. 128K AND +D). \* ONLY ON SOFTWARE POST; UK FREE, +£1 EUROPE, +£2 REST. SAE FOR DETAILS. PROP: L. EVANS.

+3 DISCS £2.30 EACH. MIN 4 POST FREE.

MULTIFACES ETC. by ROMANTIC ROBOT - SPECIAL offers AVAILABLE - SAE DETAILS. CODE COMPRESSOR £4.50.

LERM, DEPT X, 11 BEACONSFIELD CL, WHITLEY BAY, NE25 9UN. TEL 0912533615

## SOFTWARE

### NEW! THE HACK PACK £7.99

The ultimate hacking package, created by a professional hacker. Six programs which enable you to hack or crack any protection on any game. Complete with special instructions featuring expert hints 'n' tips. Introductory knowledge of Assembly language would be very helpful.  
SPEECH SYNTH SOUND SAMPLER £3.45. 25CHR SETS £3.95. DRUM BEAT MACHINE £3.95. GAMES AID £3.95. INTERRUPT SOUND EFFECTS £3.99 plus lots more.  
Send 20p stamp for FREE full catalogue or order now! Please add 50p p&p when ordering.

Sigmasoft Dept. SU, 8 Pine Dale, Rainford Merseyside WAT1 8DP

## SOFTWARE

### +3 CRUSADE +3

SPECTRUM COMPUTER MAGAZINE ON DISK

Issue 3, June issue. Out on the 25th of May.

Featured in the Crusade this month and every month we have, Routings & Utilities, Computer News, Adventure Help, a 200 question General Knowledge Quiz, a Prize Crossword, plus Reviews of the latest Software to hit the streets, plus Games Pokes, Hints & Tips, plus Programmers Corner. All this and lots more, crammed onto a top quality 3" disk. That is formatted up to 203K per side.

To order send a cheque or postal order for only £3.50. Payable to JADE SOFTWARE. Postage free in UK (Overseas add £1 for p/p).

Send off to:  
JADE SOFTWARE  
17 Dudley Crescent  
Hillingworth, Halifax HX2 8LD  
On your order please state which issue




# SUPERMART

# SUPERMART

# SUPERMART

## SOFTWARE



**GTi Fast moving Software**

CLASSIC TRAINER	SOCCER DIRECTOR	CLASSIC PUNTER
Have you got what it takes to train a derby winner? The success of the stable depends on your skill and strategy!	A football game that really breaks the mould, with a completely new approach. Your aim is to own the top clubs, whatever the cost.	Pure entertainment in this game of chance. Enjoy a day at the races as you try to win a million £!

All three titles available on Spectrum, Commodore 64 & Amstrad.  
At only £2.99 each. (+ 30p p&p if order is under £5).  
Available from all good software stockists or direct from:

**G.T.I. SOFTWARE, 5 NEW BRIDGE STREET,  
EXETER EX4 3JW TEL: 0392 52004**

24 Hr Answerphone. Delivery by return post. Phone us for details of your nearest GTi stockists.

## SOFTWARE

### STEVE'S SOFTWARE

00010 : SC-ASSEMBLER Specially written for SAM COUPE  
00020 : works with 1 or 2 Disc Drives & Printer (but not Tape).  
00030 : SC-Assembler features a friendly 64 column Editor System  
00040 : designed to make entering and editing lines quick and easily  
00050 : typing this out would be reprinted as:-  
00050aBel:SBchl\_De  
00050 : label: SBC HILDE: no need for tabbing and fields  
00060 : text may be entered anywhere on the screen, you can also  
00070 : bring lines and blocks of lines from top and bottom of screen  
00080 : with function keys (which doubles up as a number keypad)  
00090 : SC-Assembler is able to store 96K of Source, but as source  
00100 : is stored tokenised it can really hold 192K compared to  
00110 : other Spectrum Assemblers. With all this memory available  
00120 : on the SAM you can store upto 10,000 source lines, that's  
00130 : enough to Assemble 20K of code.  
00140 : Assembling code is backed up by 30 worded error messages  
00150 : On "pass 1" you are provided with info on where the code  
00160 : starts, ends and length of code before going onto "pass 2"  
00170 : the graphic bar on the right shows you how much memory is  
00180 : left for source, which is always being constantly updated.  
00190 : There is also a Disassembler and much more.  
00200 : SC-ASSEMBLER costs £10 available from: STEVE'S SOFTWARE.  
00210 : 7 NARROW CLOSE, HISTON, CAMBRIDGE CB4 4XX.  
00220 : Please make cheques payable to MR S. J. NUTTING.

## EDUCATIONAL

### EDUCATIONAL SOFTWARE

All Spectrums, Maths, Language and Games for 4 years olds upwards. Cassette, Plus D and +3 discs and micro-drive. New Sam Coupé series. SAE lists please.

**B. Seymour,**  
25 Chatsworth Gardens,  
Scarborough, N. Yorks YO12 7NQ  
(0723) 376221 (24 hr)

## 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.  
£5.95 Each  
£11.00 + FREE GIFT for any 2  
£15.00 + FREE GIFT for all 3  
\* FREE GIFT may vary

**ONLY AVAILABLE BY MAIL ORDER**  
PLEASE ORDER. If you are really attracted do NOT order these games

**R'n'M MICROTEC**  
PO Box 1120  
Slough  
SL2 4BJ

## SOFTWARE

### FASTWORD

#### WORDFINDER/THESAURUS FOR THE SPECTRUM

Find the right words fast with this amazing 120,000 word blockbuster. Boost your word power, crack word puzzles, check spelling, and more. Now the Spectrum has the power of words, with lightning speed.

Program features:

- ★ Full index display of thousands of words, each with word definition and English spelling throughout
- ★ Instant entry to any part of the index, plus full indexing paging
- ★ 20 alternative words average displayed for any word selected
- ★ Instant display of requested information in colour or mono
- ★ Words used by rights agreement with Cassell plc
- ★ Runs on Spectrum 48K, 128K, +2 and +3 machines
- ★ Easy to use, with full illustrated instructions supplied
- ★ Transferable to any disk, m/drive, etc, using information supplied
- ★ £7.95 on cassette, inclusive of first class postage by return

Cheque/PO to:

**BRUCE PUBLISHING**  
72A Lawe Road, South Shields, Tyne and Wear NE33 2AJ

## REPAIRS

### SPECTRUM REPAIRS

48K FAULTS .....£14.50  
48K + KEYBOARD FAULTS .....£11.00  
48K KEYBOARD FAULTS .....£9.00  
4116 MEMORY 1C .....£0.50  
4164 MEMORY 1C .....£1.70  
280 CPU .....£2.10

Many other spares stocked.  
Minimum order £5.  
All prices include VAT and return postage

### R.A. ELECTRONICS

(Dept SU), 133 London Road  
South, Lowestoft, Suffolk  
NR33 0AX Tel: 0502 566289

## LINEAGE

**SPECTRUM HIRE CLUB.** Free membership. Chart topping games available. Very popular club. Send large SAE to: SHC (SU), 8 Brookside Close, Godley Hyde, Cheshire SK14 2QQ.

**SPEECH SYNTHESISER/Sound Effects Generator/Sound Sampler.** Three superb utilities on one tape. The complete sound system for Spectrum 48/128/+2/+3. £2.99 post free. SMB Software, PO Box 38, Inverness IV1 1GA.

**C60 CASSETTES,** BASF super quality, boxed, ex-computer, £1 for 3 post paid. CWO (Scouts), 131 Upton Lane, Sittingbourne, Kent ME10 1HJ.

**THE ULTIMATE SERVICE** Just ring 0898 362436. Dare you listen (25p/38p per minute).

## REPAIRS

### REPAIRS

#### BEAT THESE PRICES!

Spectrum/+ £9.95\*  
Interface 1 £12.45\*  
fixed prices - 4 month guarantee  
**TOP QUALITY REPAIRS BY EXPERTS**  
Send cheque/PO, and computer to:  
**GSF SERVICES (A)**  
113 Mountbatten Road  
Braintree, Essex CM7 6TP  
Tel: 0376-46637  
\* Please add £2.45 for P&P + Insurance  
Please phone for 128/+2/+3 prices

**GSF SERVICES - EXPERT REPAIRS**

## CONTACTS

**Martha Moloughney:**  
Advertisement Executive  
**Emma Ward:**  
Production Executive  
**Tel: 01 251 6222**  
**Fax: 01-490 1095**

## AD INDEX

Anco .....	75
Bruce Everiss.....	75
Computer Dial.....	77
Datel Electronics.....	66,67,68
Eagle Comics.....	15,17
Key Software .....	72
Mirrorsoft .....	9
Ocean.....	IFC,21,59,55,79
Palace .....	4
Prism .....	63
Romantic Robot.....	73
Software City .....	41
Soft Options .....	48
Tasman .....	50
Turbosoft .....	79
UBI-Soft.....	IBC
US Gold .....	OBC,25
Virgin Mastertronic.....	27
Voiceline .....	45
Worldwide Software.....	45



# NEXT MONTH

## FOOTBALL CRAZY (AGAIN)

"It's all over! It is NOW!" Sound familiar? Yes. Not much football excitement this issue was there? Why? Because none of the big football games were finished in time to meet our deadlines. Cah. Software houses eh?

Which is good news for you lucky blighters, since we'll have had lots of time to put together an even more gobsmacking, penalty-taking, coin-skimming football special.

## DOUBLEHITS TAPE

Twice the action. Twice the excitement. Twice the power. Are you sure you're ready?

## COMPETITIONERAMA!

Never, in the history of the July 1990 issue of Sinclair User, have there been so many competitions in one issue. You'll be amazed.

# SU JULY OUT 18th JUNE

SURELY THIS TIME!

SURELY THIS TIME!



# OKAY TENNIS ACE

## NOW'S YOUR CHANCE TO COMPETE WITH THE BEST.

(IBM OUT NOW! TILT MAGAZINE: 19/20)

Pro Tennis Tour - The Ultimate Tennis Simulation ranks you 64<sup>th</sup> amongst the best tennis players in the world.

Set your sights on such championships as the Australian Open, Roland Garros, Wimbledon, and the US Open.

Step into center court, tighten your grip and prepare to serve up your best shot - Pro Tennis Tour is about to begin.



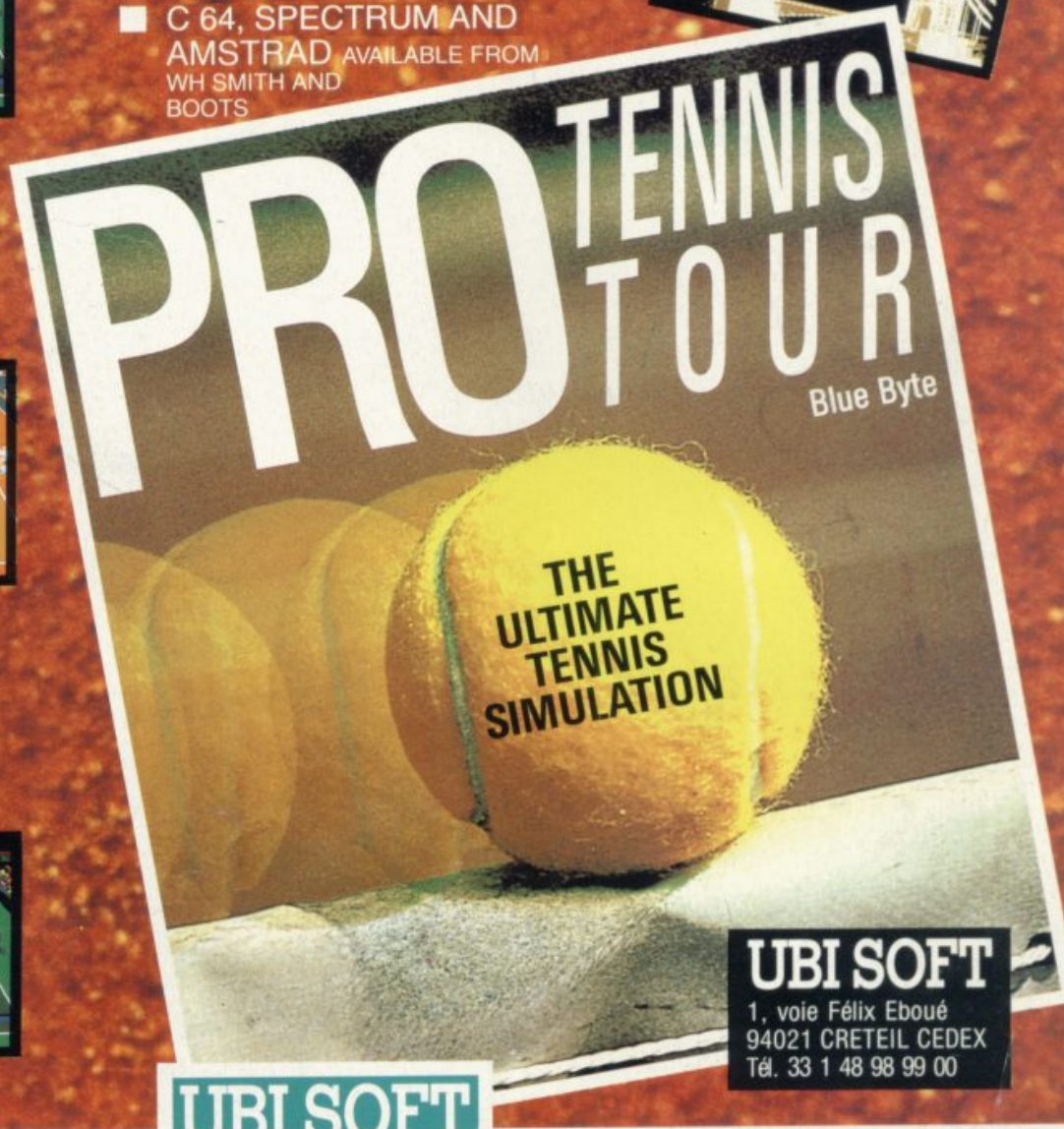
**Warm up** on one of six practice programs containing three levels of increasing difficulty. **Put away shots** like a Pro! **Master** back-hand volleys, passing shots, and other winning tennis strokes.



**Rush the net** with confidence, knowing you can strategically place your next return. **Feel the excitement** build as you challenge your next opponent and **make your way to the top!**



- IBM
- AMIGA
- ATARI ST
- C 64, SPECTRUM AND AMSTRAD AVAILABLE FROM WH SMITH AND BOOTS



### UBI SOFT

Entertainment Software

### UBI SOFT

1, voie Félix Eboué  
94021 CRETEIL CEDEX  
Tél. 33 1 48 98 99 00



WELCOME TO THE FIRST NEW AGE COMPUTER GAME...

# E-motion



"An astonishing game that no self-respecting gamer should be without"  
Paul Rand.



"E-motion is a work of genius—simply un-bell-ievable!" Gary Penn.

Take it easy, E-MOTION is here to entertain not enrage, to expand your mind, not to explode it. E-MOTION (E is for Einstein) takes you to a world outside the stress and tension of the 1990's, a New Age. Here you can play to win or simply to enjoy the ever-changing kaleidoscope of multi-coloured puzzles and infinite patterns. E-MOTION is for everyone who likes to win, but also wants to see the 21st Century!

CBM 64/128  
& AMSTRAD  
CASSETTE & DISK  
SPECTRUM 48/128K  
CASSETTE

- 50 levels including 3 types of bonus level.
- Unique ray-traced graphics (16 bit only).
- 4 channel sampled sound (16 bit only). Ad lib card compatible.
- Simultaneous 2 player option.
- Realistic elastic moulding of motion.
- 32 colours (Amiga).
- Hidden secret bonus.

ATARI ST  
AMIGA  
IBM PC  
+100% COMPATIBLES

THE GAME THAT DOES FOR COMPUTERS  
WHAT EINSTEIN DID FOR PARTICLE PHYSICS!

U.S. GOLD®