# THE **YS** TRAINSPOTTERS GUIDE TO GAMES PLAYING

FREE! 16 PAGE PULL~OFF GAMES BOOKLET

MAPS FOR BOBBY BEARING ● N.O.M.A.D. ● ROLLERCOASTER ● ZOIDS ● PANZADROME ● NIGHTSHADE ● **COMPLETE SOLUTIONS** TO HEAVY ON THE MAGICK ● JACK THE NIPPER ● KNIGHT TYME ● **THE A-Z OF HACKING:** POKES AND PROGRAMS FOR THE PLANETS ● SPINDIZZY ● CYBERUN ● VECTRON AND A WHOLE LOT MORE.

Wotcha spotters!

1

JACK THE NIPPER

COMPLETE SOLUTION

● Okay wimps, 'way we go. First pick up the peashooter from the shelf. Use it to exorcise spectres and pester humans. You get 1% each time you hit something up to a maximum of 12%. Now leave the house and drop the peashooter, enter the Toy Shop, pick up the two teddy bears and drop them from a height so they smash. Go outside and turn right, pick up your peashooter and enter the China Shoppe.

● Pick up one plate at a time and smash them. Exit and keep going right until you come to the Launderette, go inside and take the
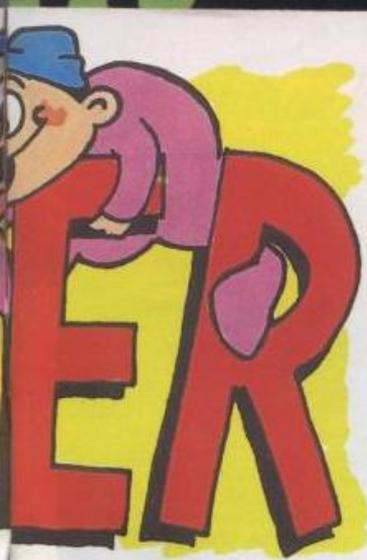
window at the bottom left of the counter and press the battery against it. The screen will flash. Smash the battery and leave quickly. Turn left, pick up the weight and go up to Gummo's Chomping Molars.

● Jump up onto the conveyor belt, and the screen will flash. Drop the glue and leave quickly. Go left until you find Hummo's Socks. Jump onto the conveyor belt and again the screen will flash. Drop the weight and leave quickly. Next seek out I Bloom, the flower shop and get the weed killer.

● Exit and go left until you find a T-junction. Go up and then right until you find the patch of Garden after the Bank. Drop the weed killer, pick up the key and go into the Bank. Drop the key and go through the secret passage (now opened by the key). Get the soap powder in the secret room and exit by the top door.

● Ooer. Now you're on top of the wardrobe. Get the Access card and jump down. Go right and exit. Drop the Access card and soap powder outside the Toy Shop. Go left and pick up your peashooter, go left, up, right, up, left, shoot the spectre that comes after you and shoot the motionless one at the top. Take the bag of fertiliser at the top of the screen and drop it in the room to the left.

● Go left, and left again, pick up the weed killer and take this to the bank. Dispose of it by smashing it and do the same to the fertiliser. Note that you've picked up an extra 12% for that little jape. Now drop

the peashooter and exit, going left to the Playskool.

● Get the potty and the clay. Go up and left . . . and you're back at the China Shoppe! Drop the potty. Then smash it and exit. Go left to the Toy Shop.

● Pick up the washing powder and go to the Launderette. Press against each machine in turn (right to left is best) and then drop the powder and exit. Go back and get the credit card. Go left, left, up, right, up and left until you reach the Bank.

● Jump at the Cashpoint machine then go left and enter the Playskool. Smash the Access card, drop the clay and then smash it. Go up, up, and then right until you get to the T-junction. Then go up, right, up, left to the Bank and enter.

● Pick up key and disc. Exit and turn left, left, up, left until you reach the T-junction. Then go up, right, right, and enter Research Lab. Jump onto the computer, and then smash the disc. Go left, up, and right until you reach your trusty peashooter. Go back left until you reach the Playskool and enter.

● Go up, up and right until you get to the Museum. Enter, go left, go through secret passage and exit through the top door. Quickly jump right and right again, find the horn and pick it up.

● Go left (dropping the horn by the door first) and shoot the spectre. Go left, shoot the next spectre and get the bomb. Go right, shoot the next spectre. Smash the peashooter, pick up the horn. Blow up the Police Station by dropping the bomb. Hoot

the horn at the three cats and then . . .

● That's it, you little horror. 100% Naughty!

RIGHT, OWN UP WHO DID THIS THEN?
Complete and utter naughtiness by Tim Birch. *(Whack 'im with t'birch, I say! Ed)*

CHEAT!
Cheat supplied by Michael Bell.

● P.S. For those of you who like to cheat, there's a naughty nipper way of exploiting a bug in the system.

First go through the Museum secret passage, using the key. Take the horn in the House to the Police Station. Blast it at the cat in the corner. When pussy jumps up onto the ceiling, blast the ''safe'' beside the battery. Your percentage will shoot up to Little Horror level

glue. Go out and turn right to Just Micro. Drop your peashooter and glue outside and go back left to the Police Station. Enter the Police Station. Pick up the battery by the cat and the weight from the shelf in the cells. Go out and keep going left until you reach a T-junction. Drop both objects there and go left to the Museum.

● In the Museum pick up the dummy and the statue in the other room. Drop both of these so they smash. Go out and go right, pick up the battery, go right, pick up the glue, enter Just Micro.

● In Just Micro go to the little

K NIGHT TYME

A timely solution by Craig Jones

Start by commanding Derby IV (the computer) to help, and he'll supply you with a blank ID card. Now go to the recreation room and get the camera. Take the film from Gordon and give both film and camera to Klink. Now 'Unwear' the cloak of invisibility and command Klink to help. He'll take your photograph. Get the photo off Klink, and take the glue from S3 E3 to produce a valid ID card, which you should wear. Now get the McTablet food from Sarab. As long as you don't drop it, this will supply you with infinite

energy. Cast the 'Fortify' spell on Sharon, then take the advert and gas-mask off her. Use the advert to stand on, which means you can reach the objects on top of the 'Space Modules'. Get the starmap and tankard, and give them both to Gordon. You can now fly the ship.

Firstly, fly to Eden, then to Starbase I, where it's possible to refuel. Now get the fish and give it to Gordon. Command him to help, and he will mend the teleporter for you. Now, making sure you have the advert, teleport onto Starbase I

(Code X1Y2Z3).

Explore Starbase I, but make sure you return with the axe, the bag of runestones and the boots (use the advert again). If you wish to dispose of the glue, give it to Hectorr. Wear the boots, and return back to USS Pisces (Code X0Y0Z0).

Move the ship to Gangrole, then to Monopole. Make sure that you're wearing the gas-mask, the cloak and the boots and that you're carrying the axe and the bag of runestones. Now you can teleport to Hooper's asteroid (Code X1Y8Z4). Go to Hooper and give him the axe and the bag of runestones. If he doesn't accept them, cast the 'Fortify' spell on him first, then try. Take the talisman and part of the sundial off him. On the way back to the ship, pick up the other part of the sundial (shown as a yellow point). Return to the ship (Code X0Y0Z0) and drop the two parts of the sundial somewhere convenient. 'Unwear' the cloak and mask once more, and wear the talisman.

Now fly back to Eden, then to Starbase I (refuel if necessary), then to Gangrole, then to Naff, and finally to Retreat. Wear the gas-mask and cloak once more, and teleport (Code X8Y4Z1). Remove the white blockade with the 'Remove Barrier' spell. Take the last part of the sundial off Murphy. Return to the ship (Code X0Y0Z0) and place the part of the sundial with the other two. Cast the 'Lightning Bolt' spell and Bob's your uncle, a complete sundial of Alpha.

Unwear your mask and cloak yet

again, and fly to Outpost. Wear the mask and cloak, pick up the sundial and teleport (Code X8Y9Z6). Ignore the warning and go to the end of the passage to the Time Lords. Now return to the ship (Code X0Y0Z0) and unwear the cloak and the mask. Fly to Retreat, then to Naff, and finally to Gangrole (the Black Hole). Move to the room next to the Airlock, which has changed from a lifeboat into a control column. Shoot a bolt of lightning at it, then take off.

You are now presented with the following message: ''Well done. You have managed to escape through the Black Hole. But upon reaching home you find that the off-white knight has been causing havoc by messing around with the weather.''

Game over. Total completion 98%. Time left 16 days. You have escaped from the future, and are heading back to your own time. To be continued . . . .

COMPLETE SOLUTION

OUR HERO.

BADDIE BALL

BOBBY BEARING

THE TELEPORT.

S

DON'T LOSE YER BEARINGS!

ROLL YOUR BROTHERS (& COUSIN) HOME

ARE YOU A GOBLIN

*

* INSERT YOUR OWN BALL JOKE HERE.

BOBBY'S GUIDE TO THE PNEUMATIC GEYSERS.

GOD I'M GONNA BE SICK

PHUT
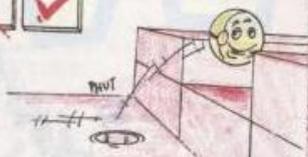
THE MAP!

WOOSHA!

Credits
ORIGINALLY MAPPED BY ANK ROMBOX, FROM ZOOVROOSELCHESTER

BOBBY BEARING

MISCHA WELSH & STEPHEN HILL

Magick solution by Calum Beaton and David Malone

To reach the Collodon's Pile exit perform the following 45 steps.

1. Get Grimoire.
2. E,N,N,E,E,E
3. "DOOR, SILENCE"
4. N
   (You will now be granted the Magick Grade of Zelator!)
5. S,W,W,W,N,E
6. BLAST, BLAST, BLAST (or as many as it takes)
7. N,NE
8. PICK UP NOUGAT
9. SE,S,S,SW,SE
10. BLAST, BLAST, BLAST (or as many as it takes)
11. PICK UP SCROLL, TRANSFUSION, TRANSFUSION.
12. NW,NE,N,N,NW,SW,S,W,W
13. BLAST, BLAST, BLAST (etc)
14. PICK UP CLASP (this enables you to walk through the fire)
15. E,S,S,E,E,E
16. PICK UP SCROLL
17. W,W,W,N,N,N,E,N,NE,SE,N,S, W,SW,SE
18. EXAMINE TABLE
19. PICK UP NUGGET, DROP NOUGAT (geddit? groan!) (you can now destroy werewolves just by walking through them)
20. NW,NE,W,N,SW,SW,E,S,S, NW
21. "DOOR, WOLF" (the door opens)
22. N,NW,W,W,S,E,E
23. PICK UP GARLIC, PICK UP BAG
24. W,W,N,E,NE,SE,NE,SE,SW, E,NE,E,S,S
25. PICK UP LOAF, W
26. "DOOR, LUNACY" (the door opens)
27. N, DROP CLASP, PICK UP KEY
28. SW,W,SW,S,S,NW
29. EXAMINE TABLE, DROP

5

AGICK

KEY (the door opens)
30. N,W, EXAMINE TABLE, DROP BAG (the door opens)
31. N,SW,SE,SW,E
32. EXAMINE CHEST, PICK UP SLAT
33. W,NE,W,N,N, PICK UP KEY, E,S,SE,NE
34. DROP SLAT
35. SW,N,N,NE,E,NE,S.E.N,N, W,SW,W,NE,NW,SW,NW,W
36. PICK UP KEY
37. E,SE,NW,SE,SW,E,NE,E,S,S, W,N,SW,W,SW,S,S,NE
38. EXAMINE TABLE, DROP KEY
39. SW,NW,N,W,RIGHT, PICK UP BAG
40. E,S,SE,NE
41. DROP NUGGET, DROP GARLIC
42. SE,E, RIGHT, DROP BAG, N,SE,S,S,W
(the slat kills the Cyclops)
43. W,W, LEFT, DROP KEY (the door opens)
44. N,SW,W
45. "DOOR, ELEVEN",N

(Made it! You're now at the exit to Collodon's Pile!)

HACKER'S GUIDE

● *Heavy hack pack by David McCandless*

If you're not one to take risks when death lurks around every corner — and who can blame you? — then this Hacker's Guide to Heavy *is your insurance policy. Now you can wander at will round the dreaded dungeons, kill them before they kill you and make your own way out. They can't touch you for it!*

*First, type in this program and save it as prompted.*

```
10 REM The MACLOAD by D.McCANDLESS ©1986
20 LET T=0
30 FOR I=23296 TO 23360: READ A: POKE I,A: LET T=T
+A: NEXT I
40 IF T<>8114 THEN PRINT "ERROR IN DATA ": STOP
50 RANDOMIZE USR 23296
60 SAVE "MACLOAD"CODE 65204,175
70 DATA 33,66,5,17,0,254,1,176
80 DATA 0,237,176,33,145,254,34,23
90 DATA 254,34,60,254,34,70,254,34
100 DATA 142,254,33,141,254,34,36,254
110 DATA 34,45,254,34,117,254,33,116
120 DATA 254,34,126,254,62,206,50,113
130 DATA 254,62,220,50,121,254,62,205
140 DATA 50,126,254,62,203,50,80,254,201
```

Done that? Now for the Heavy On The Magick *POKEs. Type them in before loading up the game.*

```
10 REM Heavy On The Magick POKES by D.McCANDLESS
20 CLEAR 65535: LOAD "MACLOAD"CODE
30 LET T=0
40 POKE 65098,230: POKE 65099,248
50 FOR I=65199 TO 65250: READ A: POKE I,A: LET T=T
+A: NEXT I
60 DATA 49,255,255,221,33,32,56,17
70 DATA 224,191,62,153,55,205,0,254
80 DATA 33,205,254,17,0,64,1,22,0,237,176
90 DATA 195,0,64,33,255,255,247,17,255
100 DATA 255,1,0,165,237,184,62,24
110 DATA 50,198,129,49,35,94,195,36
120 DATA 94,0
130 IF T<>5945 THEN PRINT "ERROR IN DATA ": STOP
140 PRINT "START HEAVY ON THE MAGICK TAPE"
150 LOAD ""CODE : RANDOMIZE USR 65199
```

And that's it. You need never be a Neophyte again!
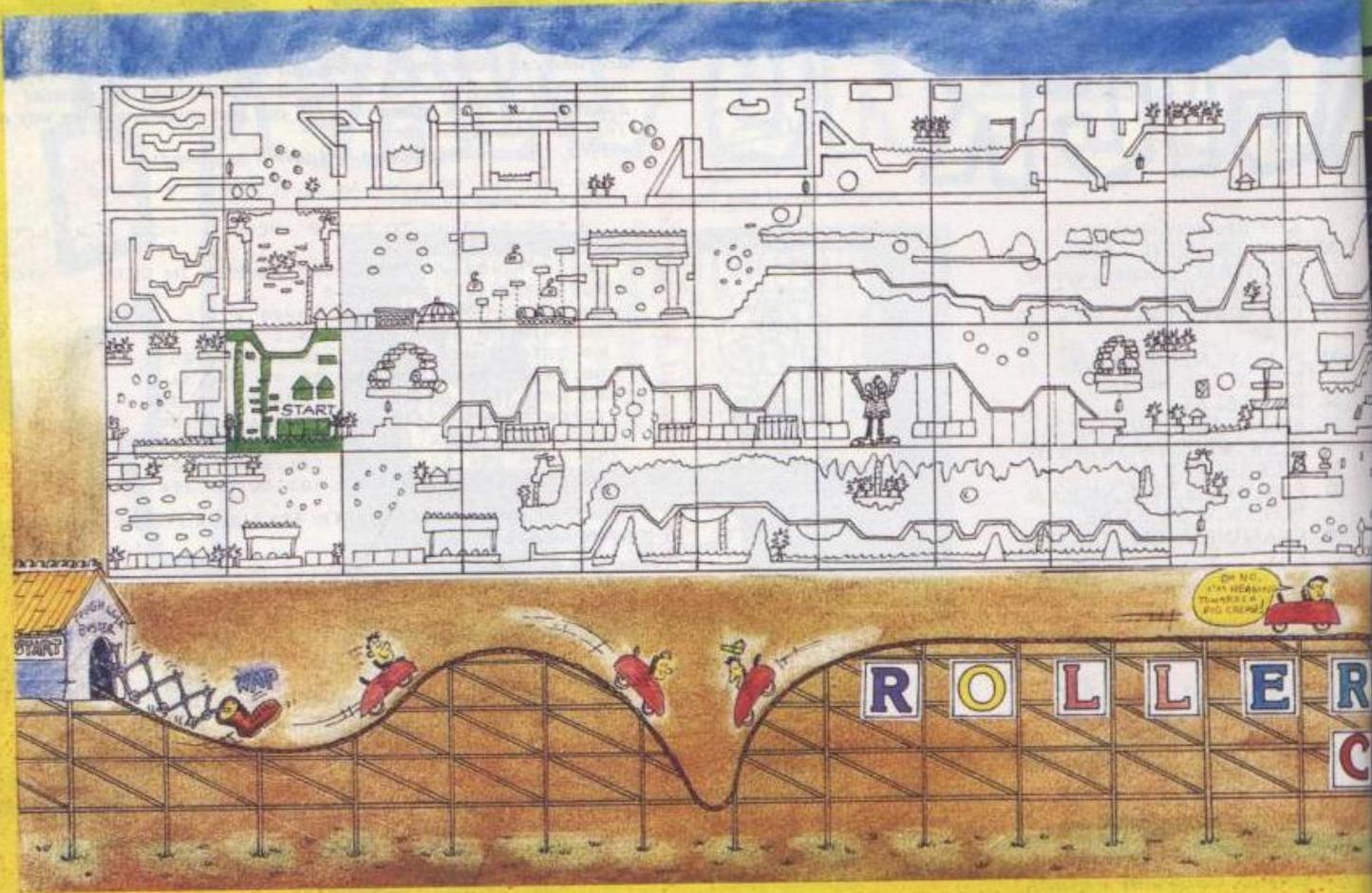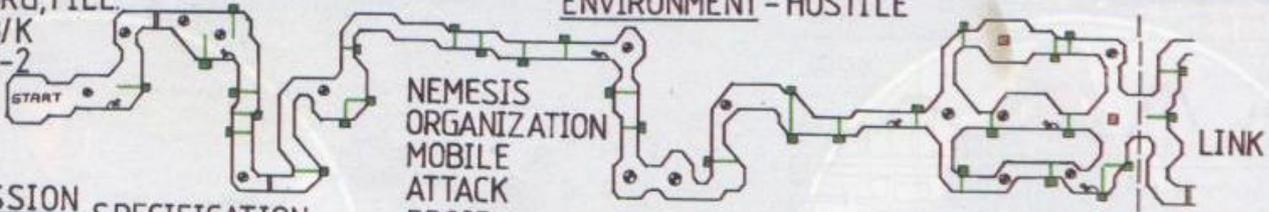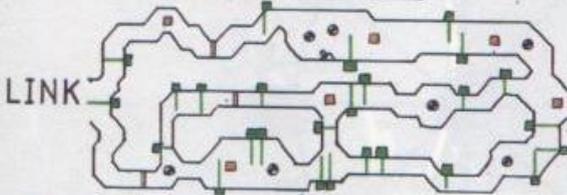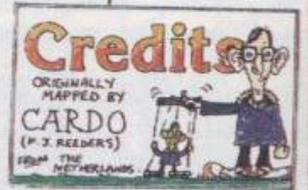
MISCHA WELSH & STEPHEN HILL

... with only one or two letters missed out —
after all, there has to be something for us
trainspotters to spot!

A is for *Spindizzy* by Electric Dreams. Abort-jamming when the time reaches zero. Well look, I know that it starts with an S, but you wouldn't want another wodge of POKEs for *Alien 8!*

```
10 REM Spindizzy POKEs by D.McCANDLESS
20 CLEAR 24832: LOAD ""CODE 65000  LOAD ""CODE
30 STOP
40 POKE 65141,154: POKE 65148,29  POKE 65149,255
50 FOR i=65309 TO 65321: READ a: POKE i,a: NEXT i
60 DATA 62,201,50,144,188,62,201,50,17,189,195,0,1
78
70 RANDOMIZE USR 65118
```

B is for *Batman* by Ocean. Dinner dinner dinner ... etc. Well, no dinner but certainly a comprehensive hack program 'cos we got it wrong last month. Holy complete and utter cock-ups!

```
5 REM Batman POKEs by A Brown
10 CLS : LET T=0  LET B=1  FOR N=23296 TO 23429
20 READ A: POKE N,A: LET T=T+A+B: LET B=B+1  NEXT
N
30 IF T()1165933 THEN PRINT "DATA ERROR": STOP
40 PRINT TAB 7;"PLAY BATMAN TAPE"  RANDOMIZE USR 2
3296
50 DATA 221,33,203,92,17,26,6,175,214,1,205,86,5,4
5,241,243,17,41,91,213,17,131
60 DATA 33,203,97,229,225,33,253,94,1,52,2,62,
200,237,79,195,203,97,205,98,91
70 DATA 33,177,250,17,177,249,1,128,0,237,176,62,2
49,50,202,249,50,206,249,50,214,249
80 DATA 50,234,249,62,201,50,235,249,205,177,249,3
```

```
3,91,91,17,160,252,1,7,0,237,176
90 DATA 195,127,252,175,50,190,143,0,0,0,62,231,50
,133,91,33,177,250,229,209,1,6
100 DATA 2,58,133,91,206,10,56,11,50,133,91,174,119
,237,160,234,111,91,201,196,128,24,241,193
```

C is for *Con-Quest* from Mastertronic. Merge the Basic loader, insert POKE 23335,201 before the RANDOMIZE USR and run the program.

D is for *The Day After (1985)* from Mastertronic. This gives you anything between 1-255 lines. But as you know, most people would rather have a long life! (chortle snigger).

```
5 REM THE DAY AFTER (1985)
10 INPUT "NUMBER OF LIVES? (1-255)";X
20 IF X>255 OR X<1 THEN GO TO 10
30 LOAD ""SCREEN$  LOAD ""CODE
40 POKE 49652,X
50 RANDOMIZE USR 59600
```

F is for *Pheenix* from Alpha Omega. To hatch from the flames time after time, simply scratch in the following lines. You get N+1 lives and you start from screen N+2, and N can be anything you like.

```
5 REM Pheenix by Meine Postma
10 CLEAR 24500: LOAD "p2"CODE 24532
20 LET N=1  POKE 32232,N: LOAD "p3"CODE
30 RANDOMIZE USR 30105
```

G is for *Cyberun* (if you squint) by Ultimate. For infinite runs hack in these lines of program.

```
5 REM Cyberun by Copson
10 LOAD ""CODE : RANDOMIZE USR 24576: FOR A=23446
TO 23458: READ B: POKE A,B: NEXT A: LOAD ""CODE : RA
NDOMIZE USR 23424
20 DATA 175,50,72,244,50,212,244,50,207,244,195,12
8,92
```

H is for *Hacker* from Activision ... er but we haven't got a hack for that so let's fast forward now to ...

K is for *Colossal Adventure* from Level 9. POKE 26392 with your location number. The location numbers ... well, you'd better just suck it 'n' see, I'm afraid. POKEing anywhere between 26736-26768 with 255 will let you get any of the objects in the Cave. Break the program, put in the POKEs and GOTO 50 to restart the program.

L is for *Molecule Man* by Mastertronic. (I'm saving M for a really good *Max Headroom* joke! So, ner!) L is for lives, and anything else you want infinite. I can think of a few things . . .

```
 5 REM Molecule Man by John Whyte
10 CLEAR 24999: LOAD ""CODE : LOAD ""SCREEN$
50 RANDOMIZE USR 23296
60 POKE 64585,0
70 RANDOMIZE USR 57060
```

M M-M is for *Max Headroom* from Argus Press Software. For everlasting Biomonitor, simply t-t-tap in the following golf club.

```
 10 REM Max Headroom POKEs by D.McCandless
 20 PAPER 0: INK 7: BORDER 0: CLEAR 65535: LET t=0
 30 FOR i=65280 TO 65343
 40 READ a: POKE i,a: LET t=t+a: NEXT i
 50 IF t<>7419 THEN PRINT "ERROR IN DATA ": STOP
 60 PRINT "START MAX HEADROOM TAPE "
 70 RANDOMIZE USR 65280
 80 DATA 49,255,255,221,33,0,62,17
 90 DATA 235,191,62,255,55,205,86,5
100 DATA 48,241,33,32,255,17,0,64
110 DATA 1,33,0,237,176,195,0,64,33
120 DATA 255,253,17,255,255,1,0,165
130 DATA 237,184,33,0,0,34,139,129
140 DATA 34,177,143,175,50,141,129
150 DATA 50,179,143,49,255,95,195,0,232,0
```

N is for *Rasputin* by Hot Firebird. Well, it's got an N at the end. What more do you want? Just pause the game, press CAPS SHIFT & L (Beep!), type in LENIN and shostakovitch! Unlimited life force.

O is for *Formula One* from Mastertronic. (Hah ha!) And after that, what you do is this: Merge the loader, type in before the RAND USR — POKE 31756,6, POKE 31757,8, POKE 31758,0 (to accelerate faster) or POKE 31798,16 (to decelerate more quickly). Then Run it. Top speed is 255 mph. Vroom!

P is for *Pentagram*. Yep, another one like *Batman* from last month's *Hacking Away*. And guess why you've got it again? *Wrong*. No, you're not wrong, it was, So, here it is again.

```
 5 REM PENTAGRAM POKES BY CHRIS ANDREWS
10 CLEAR 24064
20 PRINT "PLAY TAPE FROM START"
30 LOAD ""SCREEN$ : LOAD ""CODE 24064
40 POKE 49917,0: REM LIVES
50 POKE 50751,0: REM JUMP
70 PRINT USR 24064
```

Q is for the long wooden thing you POKE balls with in snooker.

R Let's all say R.

S is for *Specventure* by Mastertronic and for security codes. So, here are the ones you need for the game.

```
FRST STAR MAST QUAE Ldan
ALU  SPOK Bugs LOST Chr$
ULAc ???? ULaq TRIM CROM
SINC buzz VAGA conn LISA
EARc kybr GAME ramU difi
Uaue
```

T a drink with jam and bread which brings us back to *The Planets*. Well, P's already gone so what else am I supposed to do? Merge in the Basic and insert the following before the RANDOMIZE USR command in line 20. Won't help of course — you still won't be able to make head nor tail of the game.

```
19 FOR F=24963 TO 40011 STEP 342: POKE F,0: NEXT F
```

U is for you, yes, *you* chumlet. It's up to you to send in the POKEs we print so keep 'em coming.

**V** is for *Vectron* by Firebird. Infinite energy for all you struggling Veccies.

```
 10 REM Vectron POKEs by D.McCandless
 20 CLEAR 65535: LET T=0
 30 FOR I=65280 TO 65331
 40 READ A: POKE I,A: LET T=T+A: NEXT I
 50 IF T<>6534 THEN PRINT "ERROR IN DATA ": STOP
 60 PRINT "START TAPE AT BEGINNING OF MAIN BLOCK "
 70 RANDOMIZE USR 65280
 80 DATA 49,255,255,221,33,236,61,17
 90 DATA 0,192,62,255,55,205,86,5
100 DATA 33,30,255,17,0,64,1,22
110 DATA 0,237,176,195,0,64,33,255
120 DATA 253,17,255,255,1,0,165,237
130 DATA 184,49,255,95,62,201,50,232
140 DATA 193,195,230,236
```

X, Y and **Z** Okay smartypants I'd like to see you come up with them!

THE HACK SQUAD

POKEs and progs from *Chris Wood* (who else!), *David McCandless, Andrew Cape, Terry Bradshaw, Andrew Gibson, Calle Norlund, Mark Bailey, Paulo José Jacob, Pete Wilson, John Whyte, Meine Postma, Johan Jung.*
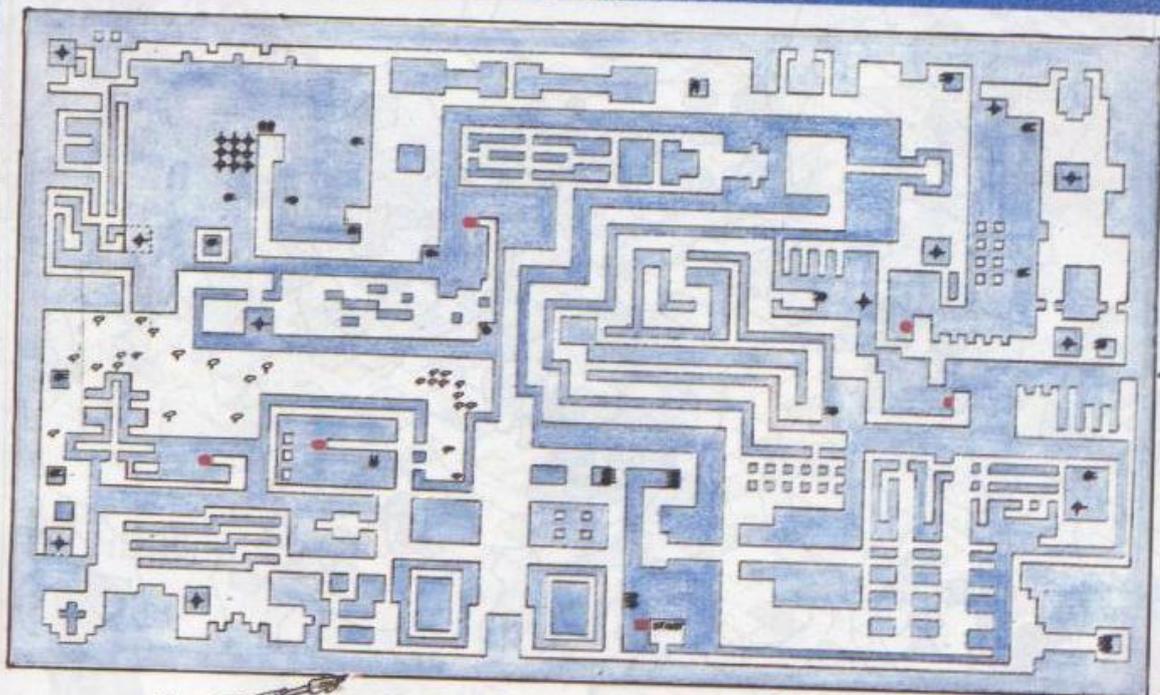
IT'S YOU...

...VERSUS THEM.

THEY TAKE NO PRISONERS

PANZA DROME

Credits
ORIGINALLY MAPPED BY
CALLE NORDLUND
FROM SWEDEN.

MISCHA WELSH & STEPHEN HILL

ZOIDS

Credits
ORIGINALLY MAPPED BY
JOHN SMITH,
FROM BILSTON.

MISCHA WELSH & STEPHEN HILL

NIGHTSHADE

IN I.P., IP, I. RAE

A B C D
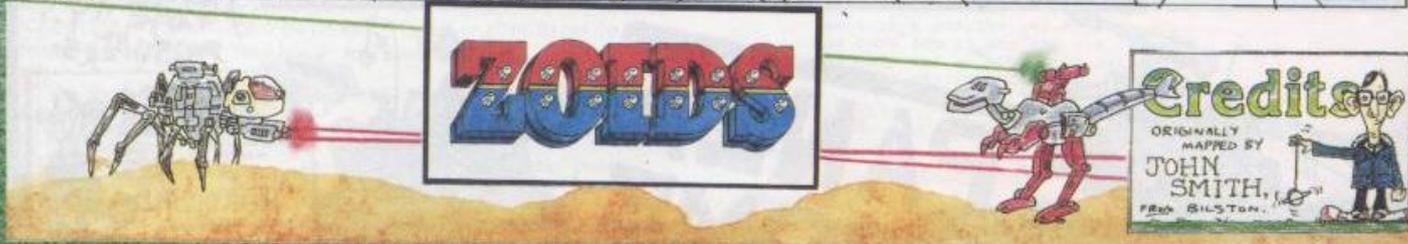
AN ANTIBODY A DAY KEEPS THE GHOULIES AT BAY!

OUR HERO.

ANTIBODIES KILL 99% OF ALL KNOWN CREATURES...

DISPATCH A DEMON BY MORE CON-VENTIONAL MEANS.

Credits
ORIGINALLY MAPPED BY I. RAE, FROM FIFE.

MISCHA WELSH & STEPHEN HILL

A REALLY RATHER SMALLISH MEGACOMPO
(but with a very large number of prizes indeedy!)

Win posters, mugs, pens, badges, fluffy toys (honest), more posters, audio cassettes, sports bags, maps, fondue sets, woks, canteens of cutlery, conveyor belts* . . .

GOODIE, GOODIE, YUM YUM!

Famed throughout the known cosmos (well, Upper Snotterton east of Bagley at any rate), for the size of our compos, *YS* now brings you one of the smallest ever. Well, smallish. Well, okay not that small. The prizes aren't at all small. Well, the pens are quite small. But not small for pens. And the badges are big. Ish. As for the sports bags. Mega!

The only thing that makes this compo small is the size of this page. C'mon, you've got to admit, it's a bit small. Okay, so you've seen smaller but it's still small for *YS*.

Now, d'you believe us when we say smell. *(Er, shouldn't that be small? Ed)*. Sniff it and see!

Settle down, settle down. Here comes the complete list of all the very big, huge even, if not downright enormous number of prizes that you can win. There are:

- 6 ber-illiant mugs from US Gold with the famous red and blue logo on them.
- 10 fantastic *Pyracurse* posters from Hewson.
- 25 superb cartographic *Mindstone* masterpieces mapped out in poster form by The Edge.
- 5 cute fluffy Piranha stuffed toys with 'orrible sharp teeth from Piranha software.

*We're fibbin' about the last four actually.

- 20 terrific *Toadrunner* posters from Ariolasoft.
- 5 mega mugs and 5 sports bags from Ocean.
- 20 heavy posters on *Heavy On The Magick* from Gargoyle.
- 40 Virgin (on the ridiculous) posters — assorted designs!
- 10 *Doomdark's Revenge* audio cassettes (you've played the game, now find out what the plot was all about) and 20 posters (you've played the game, you found out what the plot was all about, now see what the graphics should've looked like) from Beyond.
- 10 *Stainless Steel* posters (heavy metal) from Mikro-Gen.
- And last and undoubtedly least, 20 (yes, that many) fantastic writing implements (pens to you) each stamped with the *Your Sinclair* logo.

Do you know just how many prizes that is in all? No, neither do we. Give us half a mo and we'll find out. One hundred and ninety-six. One hundred and ninety flippin' six. Be puh-retty good if we could put

OVER 200 PRIZES MUST BE WON!

in really big letters somewhere on the page. Only another five more goodies and we're there. Let's give Melbourne House a ring. How's that? How many? Great! 100 *Fist II* posters. And there's more? 100 *Fist II* beer mats. 100 *Asterix* badges. *And* 100 *Red Hawk* posters. That's five hundred and ninety-six prizes. Now we can put in even bigger letters

Very Nearly
OVER 600 PRIZES MUST BE WON!!!

And you can win them all. Well you can if your postcard comes out of the hat 596 times. It's a bit unlikely but there's every chance that with this number of prizes, you're in with a very good chance of winning something.

All you have to do is answer this really rather easy question:

Which famous aviator had the same name as an even more famous ventriloquist's duck?

Send your answer on a postcard, back of an envelope, *(Back of a £5 note! Ed)* to A Really Rather Smallish Megacompo (but with a very large number o prizes indeedy!), *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.