

YOUR SINCLAIR!

STILL
95p
ONLY

January '87



**YES
CHRISTMAS
SPECIAL**

**MORE PAGES, MORE GAMES,
MORE PRIZES!**

**SPACE
HARRIER**

**ENTER THE
DRAGON!**

NICK

OVER 50 REVIEWS & PREVIEWS OF ALL THE CHRISTMAS GAMES INCLUDING:

STARGLIDER • INFILTRATOR • NOSFERATU • THANATOS • TARZAN

PULL-OUT MAP BOOK • SAGA'S COMPLIMENT • XMAS MEGACOMPO

MOVIE GAMES • COBRA/ALIENS/TOP GUN/BIG TROUBLE IN LITTLE CHINA

**SPECTRUM SCOOP
GAUNTLET
GAME OF THE
YEAR!**

GREMLIN

Footballer of the Year

The game to answer every boyhood dream - the chance to make it to the very top of football stardom. Starting on your path to glory as a 17 year old apprentice with a Fourth Division team and only £500 and 10 goal scoring cards in your pockets, the footballing world is at your feet. Adopt the identity of a professional footballer and develop a career through the ups and downs of match days, transfer deals and injuries etc. Display your talents in Football League, UEFA, FA and M&M Cup games and then if you're good enough the ultimate accolade of your sport, the Footballer of the Year Award.

from First Division giants and opted to stay with Rovers. This promising centre-back has signed a new contract with team manager Derek Thorpe announced today.

ALBERT DEBUT

FOOTBALLER OF THE YEAR

SALE join Rovers for Record **BANKS**

Europe to new about his City.

Cooper for 12 months injury, broke week to make a French medical treatment expert Pierre has treated other European Stars.

He is likely to join City are now with him. Morgan, aged 29, has missed large part of this season because of several other injuries. He pulled a leg muscle yesterday in an England game, after scoring a spectacular goal against Rangers.

INJURED

English International striker KENNY MORGAN could be out of action for the rest of the month because of a leg injury.

The injury also threatens his chances of making it into the National Squad for the world cup later in the year.

Morgan, aged 29, has missed large part of this season because of several other injuries. He pulled a leg muscle yesterday in an England game, after scoring a spectacular goal against Rangers.

ALWAYS AHEAD

Footballer of the Year

C16 + 4 MSX Spectrum 48K

£6.95 £7.95

Amstrad, BBC/Electron
Atari CBM 64/128

£9.95

Avenger

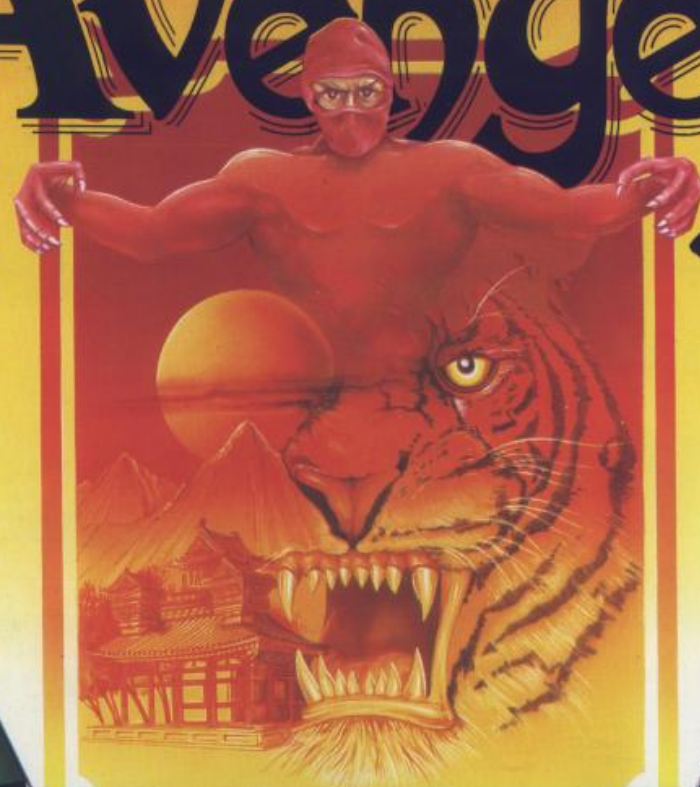
C16 + 4 CBM 64/128

MSX Spectrum 48K

Amstrad

£9.95

Avenger



First came "The Way of the Tiger" the martial arts classic in which you had to prove your physical skills to become a Ninja. Now you have to prove your supreme mental agility in the second part of the Way of the Tiger saga "Avenger", the ultimate arcade adventure. Yaemon the Grand Master of Flame has assassinated your foster father Hajishi and stolen the Scrolls of Ketsuan. You have sworn to the God Kiwon that you will avenge Yaemon's murderous act and recover the sacred scrolls. Your enemies are many, varied and all are deadly. All your skills courage and nerve will be called upon when you begin the final conflict in the Great Keep. Good Luck... only the brave hearted will survive.

Avenger (Way of the Tiger II)

Bou

C16

£6

Available

Way of

C16

£9

Available

Thing on

C16

£6

Available

Gremlin Graphics

Alpha House, 10 Carver Street

GREMLIN

D OF THEIR TIME

Future Knight Trailblazer

C16 + 4 MSX Spectrum 48K

£6.95 £7.95

CBM 64/128

Amstrad

£9.95

Disk

Amstrad Disk

CBM 64/128

Disk

£14.95

Future Knight

Arise Sir Randolph to take up the challenge of death that has befallen the fair maid Amelia, held in the evil clutches of Spelbot the Terrible. Acting upon an inter-dimensional distress signal from the galactic cruiser SS Rustbucket, don your Omnibot Mark IV attack suit and venture forth in pursuit of your beloved's captors. Defend yourself nobly against the Berserker Security droids. Fight your way through 20 grueling levels onto the planet's surface into Spelbot's castle where the fate of Amelia lies with the outcome of your mortal combat with the awesome Hunchback. Is there any gallantry and bravery left in this modern day universe?

Available
November

FUTURE KNIGHT

TRAILBLAZER

Thunder

+4

£6.95

November

of the Tiger

+4

£9.95

November

a Spring

+4

£6.95

December

Software Ltd.,
Sheffield S1 4FS. Tel: (0742) 753423

Thunder into the unknown at a breakneck speed, pushing your reflexes to their limits in this definitely exhilarating journey that's not one for the faint-hearted. Roll left, roll right avoiding the endless chains of doom that lay in and around the squares of mystery. Squares that will sometimes slow your progress, on occasion with fatal consequences and sometimes speed up unexpectedly or make you jump automatically. Keep a keen eye on the clock as the quicker you complete your task the higher will be your bonus. CBM 64 version is an amazing 2 player simultaneous game. Amstrad Disc version contains extra features.

Trailblazer

inside

YS PREVIEWS

24

Space Harrier/Elite
On the Spectrum?
Impossible!
That's what you
think...



70

**Star Glider/
Rainbird**
Deadly,
Dangerous and
definitely Elite
— a star is
born!



VOX POP

All I want for Christmas
is...
Full Throttle?
T'zer discovers your
deepest desires
(Gerroff!)

40



PROGS

**Program Power
Pull Out**

63

Put your Speccy in a
Spindizzy with
Mega-sphere!

HARDWARE

88

The Full Compliment

Keyboard, disk drive, printer and
software for £299, with the
compliments of Saga. Just add
your Speccy...

Simply Red

The Red Box —
trainspotter's toy
or the Red
Revolution?

74



SCREENSHOTS

47

What have we got? We've got the
lot! Eight YS Megagames:

- **Nosferatu**/Piranha
- **Dandy**/Electric Dreams
- **They Stole A Million**/Ariolasoft
- **The Great Escape**/Ocean
- **Fat Worm Blows A Sparky**/Durell
- **Thanatos**/Durell
- **180**/MAD
- **Big Four**/Durell

Plus full reviews of the rest:

- **Infiltrator**/US Gold
- **Rogue Trooper**/Piranha
- **City Slicker**/Hewson
- **Breakthru**/US Gold
- **It's A Knockout**/Ocean
- **Swords Of Bane**/CCS
- **Dr What**/CRL
- **Prodigy**/Electric Dreams
- **They Call Me Trooper**/CRL
- **Gallipoli**/CCS
- **Frost Byte**/Mikro-Gen
- **Hercules**/Alpha Omega
- **Goonies**/US Gold
- **Oblivion**/Alpha Omega
- **Miami Vice**/Ocean
- **Camelot Warriors**/Ariolasoft
- **Antirad**/Palace Software
- **Happiest Days Of Your Life**/Firebird

MEGAC

It's a real
cracker of a
Christmas
compo!

44

Win your very own
stocking filler!



AYS



MAPS

Three complete maps in our cut-out and keep Christmas collection.

61

The Great Escape
Deactivators
Antirad

FEATURE

AT THE MOVIES

33

The game of the film is here. T'zer takes a back row seat in the stalls for a sneak preview. And why not?

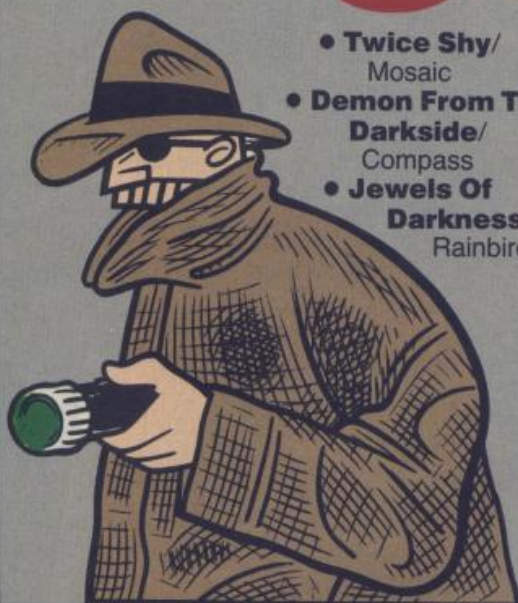
COMPO



ADVENTURES

New look. New style. New games.

96



- **Twice Shy/** Mosaic
- **Demon From The** Darkside/ Compass
- **Jewels Of** Darkness/ Rainbird

FUTURE SHOCKS

9

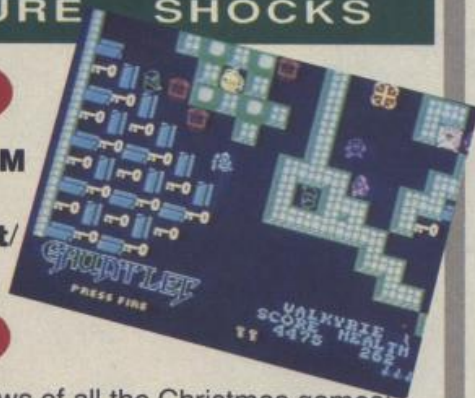
SPECTRUM SCOOP!

- **Gauntlet/** US Gold

10

Plus previews of all the Christmas games:

- **Tarzan/**Martech
- **Xevious/**US Gold
- **Terra Cresta/**Imagine
- **Ikari Warriors/**Elite
- **Commando 87/**Elite
- **Hacker II/**Activision
- **Zub/**Mastertronic
- **Legions Of Death/**Lothlorien
- **Terminus/**Mastertronic
- **Colossus 4 Bridge/**CDS
- **Mailstrom/**Ocean
- **Konami's Golf/**Imagine
- **Cosmic Shock Absorber/**Martech
- **Cop-Out/**Mikro-Gen
- **Contact Sam Cruise/**Microsphere
- **Terra Cognita/**Codemasters
- **Shao-Lin's Road/**The Edge
- **Enduro Racer/**Activision



HINTS'N' TIPS

Hack Free Zone28
Happy Hexmas from Hex Loader!

CARTOON

Wally Monthly95
What d'you mean, you don't believe in Santa Claus?

SPECIAL OFFERS

Binders..... 117
Make a YS binder — the Blue Peter way!
Your Sinclair Back
Issues 125
YS T-shirts..... 72
They'll make sooper Chrissie pressies!

YS SUBS

110

GET YOUR

FREE GAME
HERE

PROGRAMMING

Task Force.....42
The page no programmer can pass by.
Utility 113
Get into a (T) state with Steve Marsden

REGULARS

Frontlines.....6
In the true festive spirit. Hic!
Hit List 14
Hit, hot — the games don't stop!
Letters 19
Letters help you through Christmas.
Compo Winners27
Didn't they do well?
Hacking Away.....90
Hack the Herald Angels sing!
Input/Output 119
Backlash 127
More humbug from Max Phillips.

TALK TO US

01-631 1433
EDITOR Kevin Cox
PUBLISHER Roger Munford
SUBSCRIPTION Suzie Matthews
ADVERTISEMENT ENQUIRIES
01-580 0504/631 1433
Mark Salmon, Julian Harriott
Your Sinclair, Sportscene
Specialist Press Ltd., 14
Rathbone Place, London W1P 1DE.

4 Massive elite

HITS IN 1 HOT PAK

elite



AVAILABLE ON

Spectrum
Commodore
Amstrad/
Schneider
C16 Cassette
£9.95

Commodore
Amstrad/
Schneider
Disk
£14.95

look out for the next

HOT PAK

HOT PAK

coming soon...

COULD THIS BE YOUR PROGRAM?

ARCADE
SIMULATION
STRATEGY
ADVENTURE



SPACE
SPORTS
WAR
ACTION

Is your program good enough to fill this spot?

Will your game be the next No. 1 hit?

Are you looking for **top** royalties?

Are you writing for leading computers such as Commodore 64/128, C16/Plus-4, BBC/Electron, Atari, Amstrad, MSX, Spectrum or any other 6502/Z80 Micro.

Answer YES to any of these questions and we would like to hear from you. Send your program tape or disc, together with full instructions for fast evaluation. Be sure to state your computer type, memory, peripherals used and your name, address and telephone number.



34 BOURTON ROAD GLOUCESTER GL4 0LE
Tel (0452) 412572

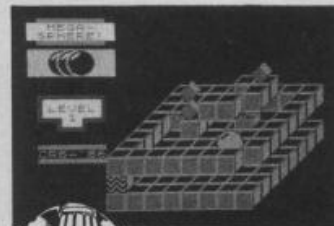
P.S: We are also looking for 6502/Z80 programmers for urgent conversion work.



At Mikro-Gen's fifth birthday
celebrations Mike Meek said,
'Let them eat cake.'
So they did and got really
fed up.
Haw haw!



Hah! Were you a fan of that
Program Power megagame
Bubble Trouble? You were?
Oh, great, 'cos you're in for a
real treat this issue. We've
got a sequel! *Mega-Sphere* —
Bubble Trouble II can be
found within those pulpy
pages (in the centre of the
mag) that you've come to
know and love. Sends a little
shiver up your spine, doesn't
it?



Right perps, up against the wall. If
you're not looking to do a ten stretch
in the Isocubes, you'd better listen and
listen good. It seems that someone has
written a game about me called *Judge
Dredd*, in which I have to sweep aside
the crime in Mega City 1. That means
bringing perps like you to justice. And
don't think I won't hesitate to use my
Lawgiver if any of you so much as
breathes. I want to know who's done
this? What's that? Speak up, mutie,
Melbourne House is it? Drok! Someone
will pay for this and £8.95
sounds just about right.



This is the story of Uncle Clive and
his rise to fame, fortune and C5's!
It's informative, interesting and,
among other things, contains quotes
from those two mis-spelt youths of
YS, Max Philips and Roger
Mumford (sic, and getting sicker
if you ask us). Get it from your
bookshop now — a mere £3.95
for the privilege!

Time: 24th Century. Place: An outer world colonisation
called Naibmaloc. A new control drug called Sky
has been discovered in 70 percent of the planet's trees.
Since it has no side effects the government has decided
to recruit agents to harvest, process and smuggle this
new drug. These agents, known as Sky Runners, have
set up these huge harvesters and built huge defence
gun towers. A squad of ruthless Sky Bikers have also
been brought in to defend the Sky Running.

Other more moral governments have heard of this
operation but lacking the strength and proof to openly
attack Sky Running they've recruited
their own Runner Squad each
equipped with three bikers to
sabotage the operations. And this
is where you come in... Spaced
out! That's what Frontlines
reckons. Cascade's Sky
Runner costs £9.95 and
is out now!



Worra hunk, eh? Mind you he needs to be,
he's escaping from Melbourne House's new
game, *Knucklebusters*. It's set in the
claustrophobic, cybernetic nightmare of the
near future, and if he-man here doesn't get a
move on, he'll be stripped of his anti-social
tendencies and transformed into an android!
Enough to make anyone paranoid! Though
he has left the computer primed to self-
destruct, which'll take the rest of the city sky-
high with it. So he's got to dash before it
does. Byeeee.



Dept. YS2, Unit 1; 1 Esmond Road; London W.4. 1BR



**BUY BY
PHONE**
RING 01-995 2763

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

**ORDERS OVER
£30
DEDUCT 10%**

	PRICE	PRICE
ACE	9.95	7.45
DARK SCEPTRE	9.95	7.45
1942	7.95	5.90
DEACTIVATORS	8.95	6.70
WAY OF THE TIGER	9.95	7.45
LEADER BOARD	7.95	5.90
PSI 5	7.95	5.90
LAW OF THE WEST	7.95	5.90
LIGHTFORCE	7.95	5.90
T.T. RACER	9.95	7.45
UCHI MATA	8.95	6.70
REVOLUTION	9.95	7.45
PAPER BOY	7.95	5.90
FIST II	8.95	6.70
STARTREK	9.95	7.45
THAI BOXING	7.95	5.90
JACK THE NIPPER	7.95	5.90
DYNAMITE DAN II	7.95	5.90
PUB GAMES (7 GAMES)	9.95	7.45
STRIKEFORCE HARRIER	9.95	7.45
THEATRE EUROPE	9.95	7.45
CAULDRON II	8.99	6.70
FAIRLIGHT II	9.95	7.45
MAD MAX	7.95	5.90
MIAMI VICE	7.95	5.90
KAT TRAP	8.95	6.70
FAT WORM	9.95	7.45
ROGUE TROOPERS	8.95	6.70
YIE AR KUNG FU 2	7.95	5.90
SUPER SOCCER	9.95	5.90
OP GUN	7.95	5.90
STALLONE-COBRA	7.95	5.90
ALIENS	9.99	7.45
FIREBIRD	8.95	6.70
SNOOKER	7.95	5.90
CONQUISTADOR	7.95	5.90
MACH FROM	7.95	5.90
SCOOPY DOO	7.95	5.90
TUJAO	8.95	6.70
GAL VAN	7.95	5.90
CAMELOT WARRIORS	8.95	6.70
SILENT SERVICE	9.95	7.45
W.A.R.	7.95	5.90
DANDY	7.99	5.90
3 WEEKS IN PARADISE	9.95	6.99
ELITE	14.95	11.20
DRUID	7.95	5.90
ANY MASTERTRONIC	1.99	1.99
ANY MASTERTRONIC	2.99	2.99
HEAVY ON THE MAGIK	9.95	5.99
PRODIGY	7.99	5.90
NEVER ENDING STORY	9.95	6.99
DAN DARE	9.95	7.45
NIGHTMARE RALLY	7.95	5.90
FOOTBALLER OF THE YEAR	7.95	5.95
SHOCKWAY RIDER	7.95	5.90
TRIVIAL PURSUITS	14.95	11.20
ZYTAUM	7.95	5.90
IT'S A KNOCKOUT	7.95	5.90
GREAT ESCAPE	7.95	5.90
HIGHLANDER	7.95	5.90

3D STARSTRIKE — BLUE THUNDER
SON OF BLAGGER
AUTOMANIA
BUGABOO
PSYTRO — WHEELIE
FALL GUY — BLADE ALLEY
PENETRATOR

ALL
10 GAMES
ONLY
4.99

JET SET WILLY
 SABRE WULF
 DALEY'S DECATHLON
 BEACH HEAD

EITHER
PACK
ONLY
7.45

BRUCE LEE
KNIGHTLORE
MATCH POINT
MATCH DAY

SPY HUNTER
NIGHT GUNNER
DUN DARACH
ALIEN 8

**EITHER
SET
ONLY
7.45**

MONTY ON THE RUN
SWEEVOS WORLD
BOUNDER
STARQUAKE

SNOOKER
DARTS —
WORLD CUP FOOTBALL
OLYMPIC (14 EVENTS)
GOLF
DERBY DAY

EYE OF THE BEAST

VIEW TO A KILL
CODE NAME MAT II
FRIDAY THE 13TH
TEST MATCH
PYRAMID
EGG SNATCHERS

BOMB JACK
FRANK BRUNO'S
BOXING
COMMANDO
AIR WOLF

EITH
PAGE
ONE

HYPER SPORTS
YE AR KUNG FU
PING PONG
MICKI
GREEN BERET

SABOTEUR
COMBAT CYNX
TURBOT ESPRIT
CRITICAL MASS

EITHER
SET
ONLY

N. FALDOS GOLF
SORCERY
CODE NAME MAT II
E'ONES A WALLY
VIEW TO A KILL

SORDERONS SHADOW
ENIGMA FORCE
DOOMDARK'S REVENGE
SHADOWFIRE

GHOSTBUSTERS
 KUNG FU MASTER
 RAMBO
 FIGHTER PILOT

LORDS OF MIDNIGHT
BRIAN BLOODAXE
STRANGELOOP
PYJAMARAMA
ARABIAN NIGHTS
FALCON PATROL II



AIR WOLF
CHUCKIE EGG II
TIR NA NOG
CAULDRON
CAULDRON
WORLD CUP

	PRICE	PRICE
POLE POSITION	7.99	2.99
STRIKE FORCE COBRA	9.95	7.45
TRAP DOOR	7.95	5.90
DOUBLE TAKE	7.95	5.90
EXPLORER	7.99	5.90
JOHNNY REB II	9.95	7.45
XEVIOUS	7.99	5.90
JAIL BREAK	7.95	5.90
BREAK THRU	8.99	6.70
ACE OF ACES	8.99	6.70
VERA CRUZ	8.95	6.70
KSONAMI GOLF	8.95	6.70
ORTISE	7.95	5.90
STOLE A MILLION	8.95	6.70
URIDIUM	8.95	6.70

MICRO BLASTER	
(Steel shafted, autofire microswitches)	17.95 12.95
CHEETAH 125	8.99 6.50
MOONRAKER	7.95 4.99
DATEX SINGLE PORT INTERFACE	9.95 7.45
OK TRONICS	8.99
QUICKSHOT II+	8.99
QUICKSHOT II	5.99
QUICKSHOT IV	15.95 8.99
QUICKSHOT IX	19.95 8.99
CHEETAH MACH I	14.95 11.95

CYBORG	8.95	6.70
WORLD CUP FOOTBALL	7.99	2.99
HARDBALL	8.95	6.70
MATCH POINT	7.99	2.99
BAZOOKA BILL	8.95	6.70
GLADIATOR	8.95	5.50
BOUNCES	9.95	4.99
SURF CHAMP (inc. Surboard Joystick)	11.95	4.99
WORLD SERIES BASKETBALL	7.95	5.90
SELECT 1	}	
HUNCHBACK		
SPACE INTRUDERS		
MR. WIMPY		
KONG		
TRANSVERSION		
MISSILE DEFENCE		12.95 5.99
POOL		
DENIS		
MOON BUGGY		
SPECTRES		
METEOR STORM		
TIME GATE		

Please send me the following titles. BLOCK capitals please!

Type of computer

Title:—	Amount
Total Enclosed £	

Name

Address

Tel. No.

Total Enclosed £

Please make cheques or postal orders payable to **BARGAIN SOFTWARE.**

Prices include P&P within the U.K. Europe please add £0.75 per tape:

Elsewhere please add £1.00 extra per tape

XMAS SPECIAL
FREE XCEL (CRASH CHASER)
WITH EVERY ORDER

VISIT OUR SHOP
474A Chiswick
High Road
London
W4

Gauntlet

The Clone Age is over! During the last couple of months, software houses have left no clone unturned in their pursuit of one game — *Gauntlet*. The gloves were on for a real humdinger of a fight this Christmas. First came *Dandy* and *Druid* and *Avenger*... and none of them could be called exactly prehistoric. But now US Gold has brought out its licensed conversion of the arcade game from Atari. And a new age has dawned!

US Gold's *Gauntlet* reproduces the original in just about every detail. The only major difference is that it's a two player not a four player game. Four of you battling it out at *Gauntlet* on a Speccy would be a bit like playing Rugby in a cupboard — chances are you'd end up with funny shaped balls. However, there are still four warriors, each with slightly different characteristics, to choose from. Thor and Thyra are a bit nifty when it comes to slogging it out hand-to-hand; Merlin the Wizard and Questor the Elf are magic with the spells. If you're playing with a friend, it's an idea to pick a strong combination of a good slayer and a good speller.

Once you're into the game, you'll hardly notice you're not in the arcades. All the mazes are reproduced faithfully, so if you've spent a small fortune on the original you'll have a head start. But with 512 different levels that won't last long. Oh, and if you were wondering how the programmers fitted that much data into a bog-standard Speccy, they haven't — it's a multi-load. Only 128 and +2 owners have the whole lot stored on the Ramdisk. And next year you'll be able to buy a further tape with hundreds of new levels.

Each of the dungeon levels covers a smoothly scrolling area three screens by two. Not that you'll notice how big they are. You'll be too busy racing round looking for the exits, collecting food and treasure and fighting off the hideous hordes. And this lot really are hideous. The ghosts usually only require a quick kick in the ghoulies but some of the other monsters take up to three shots before they stay down. You'll meet grunts who come up and clobber you, demons breathing fireballs, lobbers tossing boulders and sorcerors who keep vanishing and reappearing where you least expect them. And they all keep coming back until you destroy their generators.

Worst of a bad bunch though is Death — he just won't pop his clogs unless you use a potion. If you haven't collected one, he attaches himself to you until he's sapped 200 points of your strength. And if you were thinking of outrunning him, you've got a tough job on — death always catches up with you in the end! He travels at three-quarters your speed, unlike the others who only go at half your speed, so you'll really have to leg it.

And it's speed that makes this game. With so much going on, you may have expected a bit of a pedestrian plod. Not

RUNNING THE GAUNTLET

To save on keys, use the transporters to flip you from room to room. And they also have another function. They're the only way to give death a taste of his own medicine. If you transport on top of one, he'll disappear.

Okay, let's play the generation game. Until you wipe out the generators the nasties keep on coming. Much better to tackle them from a distance first and then pick off the stragglers one by one.



Death where is thy sting? Ouch! When you use a potion it wipes out all the deaths on the screen. If you can lure a load of them together, you can really make a killing on your score.

Look out for the special potions as they'll give you extra powers. You can gain firepower or stronger armours for example. The symbols stacked up here tell you which you've collected already.

Just the two of us... *Gauntlet* really comes to life when you're slogging it out side-by-side with another player. And you can be joined by a friend at any stage of the game so there's no need to go it alone.

'Owz abart zum zolder zen? If you're flaggin', pick up a flagon and your health will revive. But watch out — some of the flasks are poisoned and it takes a sharp eye to spot which ones. A hint: when you're near food, it's better to stick to hand-to-hand combat if you don't want to shoot your sustenance.



Spoooooeeeeee! The ghosts haunt you down and can seriously damage your health if they touch you. Far better to keep your distance and pick them off from afar.

Greet balls of fire! These little red devils spit fire and can have you really hot under the collar if you don't wipe them out.

a chance. You'll need a pacemaker fitted to play it more like. And as the game loads the levels at random you never know what to expect next.

In a quick run-through like this, it's impossible to convey the wealth of detail in the game. You'll be none the wiser after reading this of what the invisibility amulet does, you won't have a clue how to recognise the poisoned food (with great difficulty!), and it'll remain a complete mystery what the special potions do and when and where you

come across the treasure levels. Fortunately though, there's a way of finding out. It may cost you weeks of sleepless nights and when you do nod off you'll dream of nothing but endless mazes filled with magic and terror. But it's the only way...

Play the game!

FAX BOX	
Game	<i>Gauntlet</i>
Publisher	US Gold
Price	£8.99
Release Date	December 1st

SHAO-LIN'S ROAD



The only kind of artists you find in Shao-Lin's Road by The Edge are martial artists. They sculpt in the air with their firm (yet humble) fists; they point pictures in the blood of their victims... (grool).

Moving right along, here is a sneaky peek of Shao-Lin and his mighty flying fists. Pictured here is our hero thrashing the soy sauce out of some poor disciple, whose only crime seems to be that of having no hair.

Eeeeeoooooww! Ffffttt! Powwww! Ack ack ack! Screeeeeeee!

Have you got the scrolls? No, my eyes are always this baggy! (Ho ho!) Another brilliant scrolling game called Terra Cognita for all you arcade terra-ways. Like all the scrolling shoot'em ups of the last few weeks, Code Master's latest offering features smooth scrolling backgrounds, and detailed animation of you and your alien foes.

And the motive for all this wanton destruction? Ah... erm, well there isn't one, actually.

Terra Cognita



ENDURO RACER

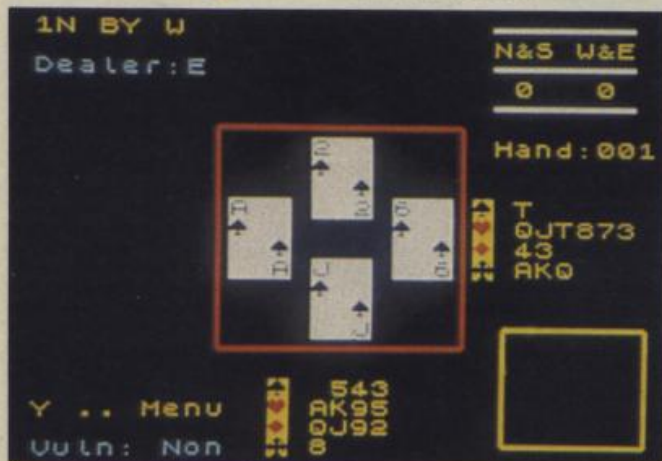
Hah hah hah hah! I bet you haven't seen Enduro Racer in the arcades yet! Unless you've been to the US of A recently, that is, 'cos the arcade machine isn't even over here yet! But when it is, you may well have a version for your Spectrum, too, 'cos this mega conversion job from Activision should be hitting the shops in the springy spring of next year. (See the screen for sample graphics from the unfinished game!)

The arcade machine is such a dazzling ride through a fast, and v. humpy landscape, that Frontlines nearly lost it's lunch... (Hummmpppl) Up and down, up and down, up and down... grool Tell you what, if you can keep yours down, you get the Enduro Racer Sackbag Award.



colossus bridge

Are you into rubber? Well, get out of that wet suit (hearts or clubs?) and play CDS Software's Colossus 4 Bridge instead. You play one hand against the computer, which controls the other three, and each hand is bid on the Acrol system and incorporates the Blackwood, Stayman and Baron conventions. Tricks, trumps, or sorry trumps, dummies and spam, oops... slam. If all this seems like A Bridge Too Far to you don't sign off 'cos there's a paperback book Begin Bridge, explaining all the rules and jargon, thrown in. Colossus 4 Bridge costs £11.95 and is out now!



GOLF

Tee off will you? Unless, of course, you want to play Imagine's new golfing simulation called — you guessed it — Konami's Golf. And if you play your cards right you don't even have to look like Bruce Forsyth to play it — didn't he do well? Just have a neb at the screenshot — luscious green grass, a beautifully animated little man (who doesn't look like Bruce Forsyth either) and enough clubs to play Gin Rummy. If you're feeling a bit under par and fancy getting a hole in one, look out for Konami's Golf, going for a birdie at £7.95.



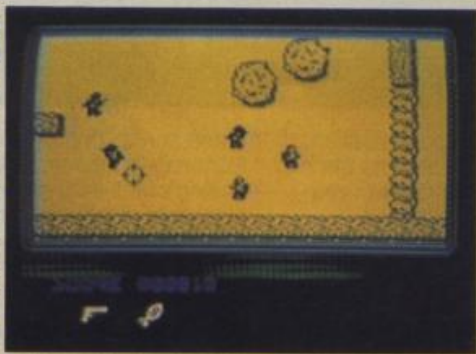
Would you believe it? Another scrolling game. And you know what that means? Yep, another stupid scrolling joke. (Mave you got the... BANG! Eek!). Enough of this — scroll on.

Imagine's Terra Cresta is an amazingly fast shoot'em up and comes from the same programming stable (whinny) as Green Beret and Mikie. An arcade conversion of the highest order. It certainly looks the part, with its vertical format and logo/high score table in screaming full colour. And just look at the size of that mothership. (Aaaaaaaarghhhh!)



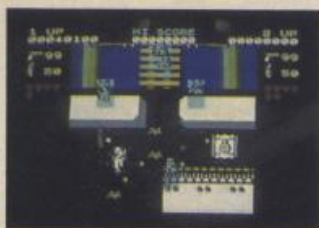
Terra Cresta

COMMANDO 87



Commando 87? Whatever happened to Commandos 2 to 86? Where have you been? Actually, Elite has brought its number one hit of last year bang up-to-date with a brand new mission for our solitary soldier. (The game was going to be called Commando 86 but the year ran out faster than the retreating enemy.)

The graphics were still a bit rudimentary when we saw the game but the scrolling's superb. Well, what else would you expect from the programmer, YS whizz Tony "Slim" Samuels? The gameplay's adopted the Gauntlet-style approach but rather than collecting keys and treasure, our hero has to pick up a selection of weapons and cutters for the barbed wire. A snap at £7.95



The game differs from *Commando* in one major respect, though. You don't have to leg it throughout the entire shooting match. Hop into one of the available tanks and off you go a'Rommellin'. Only don't get caught with your Panzas down or you'll find yourself back on the streets again with only a gun for protection. If you're a fan of the fast shoot'em up, *Ikari Warriors* will have your trigger finger twichin'.

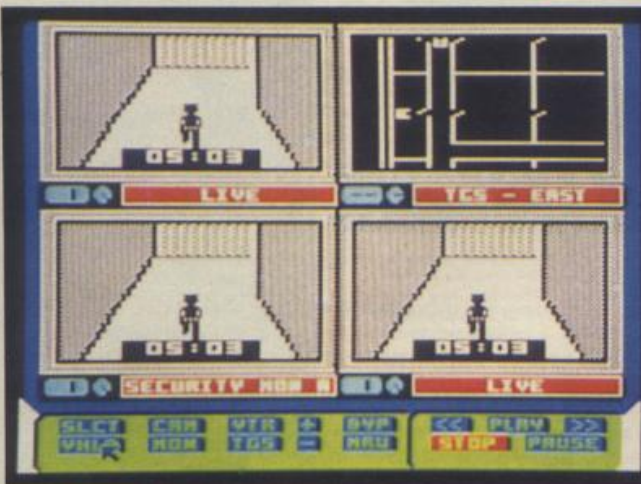
I'm on a case, and I better get off it, 'cos the hinges will burst! But enough of this. *Microsphere's* Contact Sam Cruise is the story of one of my latest cases, which you get to watch like a movie. You also get to control my actions, but mostly you'll absorb the thrill of being in a detective film. Here's looking at you, kid!



Contact Sam Cruise



TARZAN



So after you've saved the universe with your computer hacking skills, you can record a trashy number one single and move to Rio for the winter... Haaack-errrrr Two Two Two... Out December... Price £9.99...

It's all icon-driven, except the van 'cos that's driven by Nasty, and you control both the van and, when he gets out to deliver the mail, Nasty himself. Collect letters from the out chute at the sorting office and deliver them to the correct houses. You also have to open the post boxes and collect the sacks to deposit at the sorting office — if you fail to drop off enough sacks each day you're out of the game. If you wanna beat the Postie with the Mostie play *Mailstrom*.



MAILSTROM

Well, I'm joining in the festive celebrations now — I hope you all have a very Merry Christmas 'cos I certainly will. Hic!

Teresa Maughan

COP OUT

Cop a load of this! No, Mikro-Gen's Cop-Out isn't the definitive giving up game...

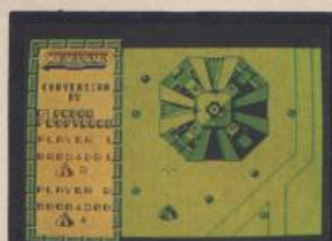
more a sort of "cop goes out" game. This cop has a very dodgy beat, though. I mean, flippin' heck, every nook and cranny contains a gun toting villain, thirsting for blood. Mind you, that's the way most beats were in the 1920's.

It's tough on the streets, and you've got to shoot every one of the meanies into spoon sized shreds before they eat you for breakfast. The mob are out to get you. The bootleggers are out to get you. The owners of speakeasies are out to get you. All the police back up squads are out to lunch. So you're on your own.



Sinister, dexter, sinister, dexter. That's the sound of the Roman legions marching to the Punic (I beg your pardon?) Wars. Imagine yourself back in 203 BC, about to take part in the Battle of Zama. Across the plain you can see the hordes of Carthaginian troops lined up and raring to go. That's the scenario of Lathlorien's latest war game, *Legions Of Death*.

It's set between the years 264 BC and 146 BC when the Punic Wars were fought between Carthage and Rome. You can control either the Romans or the Carthaginians, and you must buy ships, slaves and provisions, prepare your battle plan and then wage war against the enemy. This game has religion, it has strategy, it has historical interest and it's advancing into your shops now — what more could you want? Okay men, let's make camp. (Oooh 'ark at 'im!).



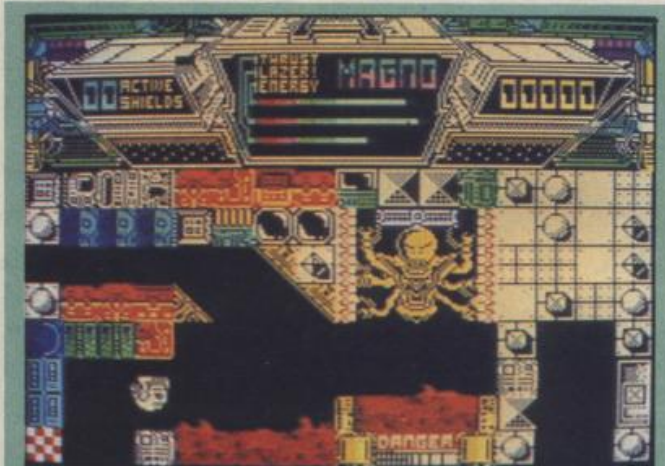
XEVIOUS

I bet you didn't know that before the Ice Age, the earth was colonised by an advanced technologically oriented civilisation that was forced to evacuate? They were called the Xevious people, and they've returned to claim their land. Are they going to ask nicely? No, they blimmin' aren't. They've come to conquer! So it's up to you to take the controls of your Solvalou super spacecraft and stop the Xevious people taking over in US Gold's new game.

Fight your way through the air and ground forces, bomb the ground entrenchments and use all your super-sophisticated weaponry to mash them into the ground. You must avoid the Xevious's flotilla of flying mirrors, 'cos they'll reflect your weapons back at you if you're not very careful. Survive that lot and you're face-to-face with the monumental controlling force of the Andor Gênesis Mother Ship. Try getting out of that!



Legions OF DEATH



D'you wanna be a Wangler all your life? Stop sniggering at the back. Well, you can wangle all you like in Mastertronic's new £1.99'er — *Terminus*.

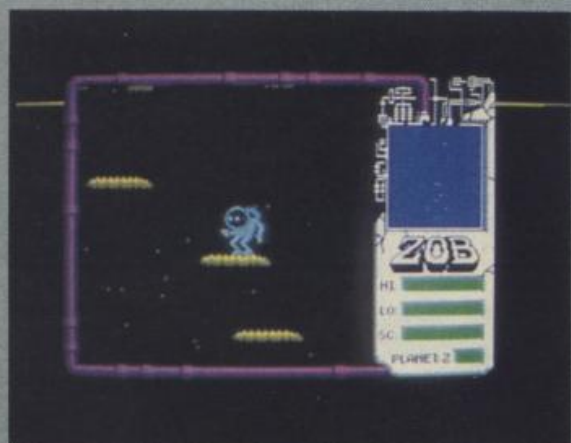
The Wanglers are a villainous group of teenagers spreading anti-educationalist propaganda across the galaxy. (Young Conservatives per-chance?) The powers that be reckon it's about time Wangling stopped!

So, the Wangler's leader has been imprisoned on the prison planet

Terminus and the gang are so Wangless that they need your help. You control the four members of the Wang gang who each have special abilities. Mobad and Xann are two high fliers, Magno is an expert cat burglar and has a passion for hanging from the ceiling and Spex, well he's weird, he prefers to bounce.

To rescue the biggest Wangler of all and wangle out of school you must travel to the planet Terminus and search for Brains. Sounds like *Terminus* is gonna be one helluva Wangler wrangle!

TERMINUS



ZUB

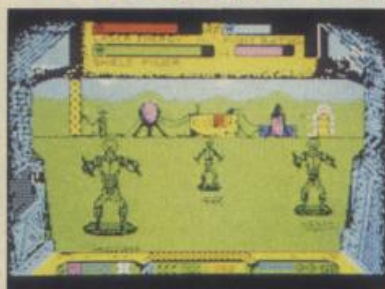
What goes zub, zub, zub? A bee flying backwards. Ho ho ho! Not only that, Zub's also Mastertronic's new game. It was called Zub, until some bright spark pointed out that it was, 'ow you say, a little rude word in French. Bet Mastertronic felt real plunkers!

Anyway, the game's all about Private Zub who's been given the mission to retrieve the green eyeball of Zub by King Zub himself. The Prime Minister, also called Zub, has traced it to the planet Zub 10.

You use the Zub teleport network to get to the different planets within the Zub system. Once on a planet you must negotiate your way through fleets of security robots and avoid the dreaded Zirk bomb which, if activated, could send you off to the mysterious Zub Zone. Powerpills may help you in your quest, though their actions can't be predicted! You have been warned!

Zub costs £2.99 and is out now.

COSMIC SHOCK ABSORBER



"I can't handle it... I just can't cope anymore...everything's getting on top of me. My god, it's a carot with a machine gun... I'm going out of my head." Sounds like the cosmos is cracking up again — all the normal laws have gone out the window and

everything's mutating. There's only one hero left who can save the earth — *Cosmic Shock Absorber*. And even he's not that good — all his equipment is malfunctioning, poor lad!

Still, he's the only one you've got to help you shoot your way through ten different 3D screens where everything's gone crazy in Martech's latest arcade hoot *Cosmic Shock Absorber*. But at least in this game you can blame your tools 'cos they're always going wrong — your gun sticks at crucial moments, and control goes haywire. The aim of the game is to get to the last screen with the Universal Lake where you have to make the lake placid (groan) to save the world. But it ain't easy with dodgy equipment and all those nasty creatures who're emerging from the tumultuous lake. Sounds well weird. Can your shock absorbers take it?



SINCLAIR TITLES

SOFTWARE

KNOCKOUT	£2.95
MATCH FISHING	£2.95
HIGHWAY ENCOUNTER	£3.95
ALIEN HIGHWAY	£3.95
T.L.L.	£2.95
SOLD A MILLION INC.	
DECATHLON, SABRE WOLF, BEACHEAD, T.S.W.	£4.95
BOUNTY BOB	£3.95
BRUCE LEE	£3.95
BEACHEAD	£2.95
ASTRO CLONE	£3.95
WANTED MONTY MOLE	£2.95
EMERALD ISLE	£4.50
ADVENTURE QUEST	£4.50
LORDS OF TIME	£4.50
SNOWBALL	£4.50
BIZZCOM (BUSINESS CONTROL SYSTEM)	£2.95
PAC MAN BY ATARISOFT	£5.95
HEATHROW A.T.C.	£2.95
ADVENTURELAND/SECRET MISSION	£3.95
ROBIN OF SHERLOCK	£3.95
INTERNATIONAL KARATE	£5.95
CYBERUN	£3.95
GOLFING WORLD	£2.50
PINBALL WIZARD	£3.95
BEAMRIDER	£2.99
MICRO-PROLOG BY SINCLAIR	£4.95
SPACE SHUTTLE	£3.50
10 MEGA HITS	£5.95
SPIDERMAN/HULK	£2.99
STARBIKE	£2.95
PSYTRAXX	£2.95

WILLIAM WOBBLER	£3.99
TWISTER	£3.99
JUGGERNAUT	£2.99
BLADE RUNNER	£2.99
THE COVENANT	£3.50
MANTRONIX	£3.99
DALEYS SUPERTEST	£4.99
FRIDAY 13th	£2.99
GUNFIGHT	£3.99
ZORRO	£3.50
DEATH STAR INTERCEPTOR	£3.99
ASHKERON	£1.95
MONTY ON THE RUN	£3.95
NEVER ENDING STORY	£4.95
SPELLBOUND BY BEYOND	£1.99
BIORHYTHMS	£0.99
GIFT FROM THE GODS	£2.95
CONFUZION	£1.99
THE TRADING GAME	£1.99
THE INFILTRATOR	£7.50
ALIENATE	£2.99
KNIGHT LAW	£3.99
AMERICAN FOOTBALL	£4.95
SKY FOX	£3.95
METABOLIS	£3.95
WEST BANK	£3.95
BOUNDER	£3.95
EDDIE KIDDS JUMP CHALLENGE	£2.95
SAM STOAAT SAFE BREAKER	£2.99
JEFF CAPES STRONGMAN	£2.95
REVOLUTION	£3.99
TAU-CETI	£4.95
FACTORY BREAK OUT	£2.95
MANIC MINER	£2.95
SCRABBLE BY SINCLAIR	£4.95
TITAN DEBUGGING-MON-UTILITY	£2.95

SUPERCHESSE 3.5	£3.95
WHO DARES WINS II	£2.99
FIGHTING WARRIOR	£3.95
FRANK BRUNOS BOXING	£3.99
TERRORMELINOS	£3.95
GYROSCOPE	£3.95
NOMAD	£3.95

EDUCATIONAL PACKS

PHYSICS 'O' LEVEL and 'A' LEVEL	
MATHS 'O' LEVEL, CHEMISTRY 'O' LEVEL	£9.95
BIOLOGY 'O' LEVEL	
COLLINS PADDINGTON PACK	
PADDINGTONS EARLY VISIT, PADDINGTONS GARDEN GAME, PADDINGTON AND THE DISAPPEARING INK	£7.95
HILL MCGIBBON PACK	
PUNCTUATION PETE, BALLOONING, CAR JOURNEY, SPECIAL AGENT	£7.95
LONGMAN SOFTWARE 6-10 YEARS	
SUM SCRUNCHER, ROBOT RUNNER, WILD WORDS, A.B.C. LIFT OFF	£6.95
SPECTRUM EDUCATIONAL BY SINCLAIR/McMILLAN - ALL TITLES £2.99 EACH	
PLANET PATROL, CARGO, GLIDER, MAGNETS, SOUNDABOUT, SPELLBOX, DISEASE DODGERS, WEATHERMASTER, WORDSETTER, OIL STRIKE, MACMAN & THE CABER EATER, MAC MAN IN THE TREASURE CAVES, ALPHABETTER, MACMANS MIRROR IMAGE, MACMAN AND THE GT ESCAPE, BODYSWOP	
GRIFFIN SOFTWARE PACK INC.	
5 YEARS AND OVER	
TABLESUMS, NUMBERFUN, GET SET	£5.95
GRIFFIN PYTHAGORAS PACK INC.	
10-15 YEARS	
THEORUM OF PYTHAGORAS, FORMULAE & COMPOUNDS, FUNDAMENTAL ALGEBRA	£5.95
GRIFFIN MATCHS & CHEMISTRY PACK	
10-15 YEARS	
ATOMS & MOLES, INTRO TO TRIGONOMETRY, MENTAL ARITHMETIC	£5.95

GAMES PACKS

SILVERSOFT PACK INC.	
SUPERMUTT, ARCADE ACTION ORBITER, STARSHIP ENTERPRISE, CYBER RATS, ARCADE ACTION, SLIPPERY SID	£5.00
CODENAME MATT II, VIEW TO KILL, FRIDAY 13th, TEST MATCH, BEAKY & THE EGG SNATCHERS, THEY PYRAMID	£5.95
IMAGINE PACK INC.	
STONKERS, PEDRO, ALCHEMIST, ZOOM, ZIP ZAP, CONQUEST	£3.95
ON THE OCHE INC.	
SNOOKER, WORLD CUP FOOTBALL, OLYMPICS, GOLF, DERBY DAY	£5.00

UTILITIES

QUICKSHOT II WITH M/S	£10.95
ALPHACOM PAPER 5 ROLLS	£ 8.95
CURRAH MICRO 5 SLOTS	£ 2.95
COMPUTER TO T.V. LEADS	£ 1.50
MICRODRIVE CARTRIDGES	£ 1.99
ALPHACOM/TIMEX 32 PRINTERS	£31.95
SPECTRUM ADDITIONAL DRUM KITS:	
LATIN	£3.99
AFRO	£4.99
ELECTRO	£4.99

p&p 75p all orders
overseas - £1.00 per tape,
£2.50 packs, £5.00 peripherals

LOGIC SALES LTD

6 Midgate Peterborough Cambs
24 hour ordering on 0733 313870

ROMANTIC ROBOT present

NO1 MULTIPURPOSE INTERFACE FOR 48K & 128K SPECTRUM

Multiface one

Version 48

New again!

NEW ENHANCED VERSION AT THE OLD PRICE OF £39.95!
WITH MORE HARDWARE & SOFTWARE THAN EVER BEFORE AND
WITH MORE FEATURES THAN YOU FIND ON ANY OTHER INTERFACE

- * Internal 8K ROM & 8K RAM enable FULLY AUTOMATIC saving of anything, anytime onto MICRODRIVES, WAFADRIVES, BETA, OPUS, KEMPSTON and TAPE with extra 8K at user's disposal and with an extensive MULTI TOOLKIT to study/modify/develop programs.
- * Plus a joystick interface (IN31, i.e. Kempston compatible) and a switch to make MULTIFACE ONE INVISIBLE.
- * MULTIFACE ONE does not take any part of Spectrum RAM and does not need any additional software. Just push a button to freeze a program, save it and restart from the same point next time.
- * MULTI TOOLKIT facilities allow to PEEK/POKE the entire 56K, show blocks of RAM with on-screen editing and decimal hex or ASCII display, enable programmable jumps to anywhere within 56K, etc.
- * Menu-driven with prompts and one-touch commands: 1) Push button 2) Select function: exit/return/save/tool/copy/jump 3) Input name 4) Save to: tape/cartridge/wafer/opus/beta/kempston (If using Kempston please specify when ordering)
- * Extremely powerful and efficient compressing for fast re-loading & using minimal room on cartridges, tapes, wafers, disks.
- * Option to SAVE a screen only * COPY screen to printer (for printers interfaces accepting COPY command)
- * Through extension bus for connecting other peripherals * User-friendly, fully error-trapped, guaranteed, simply magic.
- * Programs saved with MULTIFACE can RUN independently * 128K Spectrum usable in 48K mode only on Version 48

Expand your Spectrum to 56K and stretch its capabilities even further with

Multiface one ESSENTIAL SPECTRUM COMPANION

I enclose a cheque/PO for £..... (UK & Europe please add £1 overseas £2)
or debit my No.....
Name..... Card expiry.....
Address.....

Please send

SELENE & ANACHRONISM
NEVER MIND... Amstrad
MUSIC TYPEWRITER
WRIGGLER Amstrad tape
TRANS-EXPRESS cartridge ☐ disk ☐ wafer ☐

SELENE plus ANACHRONISM

A fantastic twin bumper pack of sci-fi adventures for travellers in time - both very intriguing and exciting, complex and detailed, funny and witty. Travel in time backwards and forwards as you never did before - certainly not in any adventure yet...

STEEPLEJACK

A ghost town stands in the way of motorway M07 and only STEEPLJACK can demolish it with his drill and oversized pair of lead boots in this highly fresh, original, and stylish arcade game. STEEPLJACK must be very fast, crafty, alert and strong - there is a whole army of creatures and features one can only find in a ghost town, so much to do, so little time left...

NEVER MIND THE NASTIES

NMTN contains the same unique humour and addictivity as its older brother, the hit game WRIGGLER. The action takes place in a weird and bizarre world full of mutants and monsters, dungeons and sewers, conveyor belts and express elevators, deers and pyramids, trampolines and space stations, a world that must be explored and fought through to prevent a total annihilation of human race.

MUSIC TYPEWRITER

Complete Spectrum music system for writing, editing, playing, printing & storing music with real notation graphics.

TRANS-EXPRESS

The software way of transferring Spectrum software. 4 utilities for m'drive, 2 for wafadrive, 2 for Opus Discovery.

TOP SOFTWARE AT BOTTOM PRICE

MULTIFACE ONE	£39.95 <input type="checkbox"/>
SELENE & ANACHRONISM	£ 9.95 <input type="checkbox"/>
NEVER MIND...	£ 9.95 <input type="checkbox"/>
MUSIC TYPEWRITER	£ 7.95 <input type="checkbox"/>
WRIGGLER Amstrad tape	£ 7.95 <input type="checkbox"/>
TRANS-EXPRESS cartridge	£ 9.95 ea
STEEPLEJACK	£ 4.95 <input type="checkbox"/>
or disk version	£ 14.95 <input type="checkbox"/>
WRIGGLER Spectrum	£ 2.95 <input type="checkbox"/>
or disk version	£ 11.95 <input type="checkbox"/>

ROMANTIC ROBOT UK LTD

15 Hayland Close London NW9 0LH

24 hrs

01-200 8870

YS

HIT LIST

Read all about it! Get your papers 'ere! Yep, Elite's *Paperboy* has reached the top of the heap this month, fending off a challenge by Gargoyle's new label *Faster Than Light*'s scrolling game *Light Force*. The other new entry in the top three is Elite's war game conversion, *1942*. In fact, there are eight YS megagames in the top twenty! This can only mean one thing. We have the most skilled reviewers you'll find — if one of that lot reckons a game is good, you can bet your (almost) bottom dollar that it'll do well in the charts. It seems that the Chrimble rush has started already 'cos there are 11 new entries in the chart — not bad, eh? Watch this space for further news. . .

12 MONTHS AGO

Position	Title/Publisher
1	Doley Thompon's Super Test/Ocean
2	Way Of The Exploding Fist/Melbourne House
3	Fighting Warrior/Melbourne House
4	Fairlight/The Edge
5	Frank Bruno's Boxing/Elite
6	Bored Of The Rings/Silversoft
7	Nightshade/Ultimate
8	Now Games/Virgin
9	Action Bike/Mastertronic
10	Hypersports/Imagine

This chart is based on the MicroScope chart as compiled by Gallup.

MicroScope GALLUP

MicroScope is the weekly trade paper of the microcomputer industry. If your computer store doesn't display the latest MicroScope chart, ask the manager to call Julian Harriott on 01-631 1433 — we'll send a copy every week.

THIS MONTH'S TOP TWENTY TITLES

	Position (Last Month)	Weeks in Chart	Title/Publisher	YS Rating
★	1	NE 1	<i>Paperboy</i> /Elite	9
★	2	NE 1	<i>Light Force</i> /FTL	7
★	3	NE 1	<i>1942</i> /Elite	8
▲	4	(6) 5	<i>Ollie and Lissa</i> /Firebird	9
▼	5	(3) 5	<i>Kai Temple</i> /Firebird	9
★	6	NE 1	<i>The Great Escape</i> /Ocean	9
★	7	NE 1	<i>Trivial Pursuit</i> /Domark	8
▼	8	(1) 5	<i>Dragon's Lair</i> /Software Projects	5
▲	9	(13) 5	<i>Head Coach</i> /Addictive	8
▲	10	(14) 5	<i>TT Racer</i> /Digital Integration	9
★	11	(NE) 1	<i>Trap Door</i> /Piranha	9
▼	12	(5) 13	<i>ACE</i> /Cascade	8
▼	13	(4) 5	<i>Nightmare Rally</i> /Ocean	9
★	14	NE 1	<i>Bomb Scare</i> /Firebird	7
★	15	NE 1	<i>Glider Rider</i> /Quicksilver	5
▼	16	(2) 5	<i>Dan Dare</i> /Virgin	9
▲	17	(18) 23	<i>Ninja Master</i> /Firebird	3
★	18	(NE) 1	<i>Thrust</i> /Firebird	8
★	19	NE 1	<i>Strike Force Harrier</i> /Mirrorsoft	8
★	20	(NE) 1	<i>Happiest Days</i> /Firebird	6

YS BUBBLERS

- *Dandy*/Electric Dreams
- *Space Harrier*/Elite
- *Gauntlet*/US Gold
- *Thanatos*/Durell
- *Aliens*/Electric Dreams



DESERT ISLAND DISKS

Swaying palms, sandy beaches, sound of seagulls...plop. Standing by the tatty old Torquay poster, our castaway this month is Jonathan "Joffa" Smith, programmer of such classics as *Green Beret* and *Mikie*. He's currently furthering the cause of world peace by working on *Cobra* and *Terra Cresta* for Ocean. Your fave eight games, Joffa?

Lunar Jetman/Ultimate
You want a short snappy answer? This is a short and snappy game.

Galaxians/Artic
Okay, so it's older than the oldest thing you can think of, (*The Ed? T'zer*) but I still can't stop playing this game.

Kong/Ocean
The original, that is. It's just the most amazing piece of software to date. (Heavy sarcasm!)

Commando/Elite
'Cos I like killing people. And the programmer, Nigel Alderton's a mate.

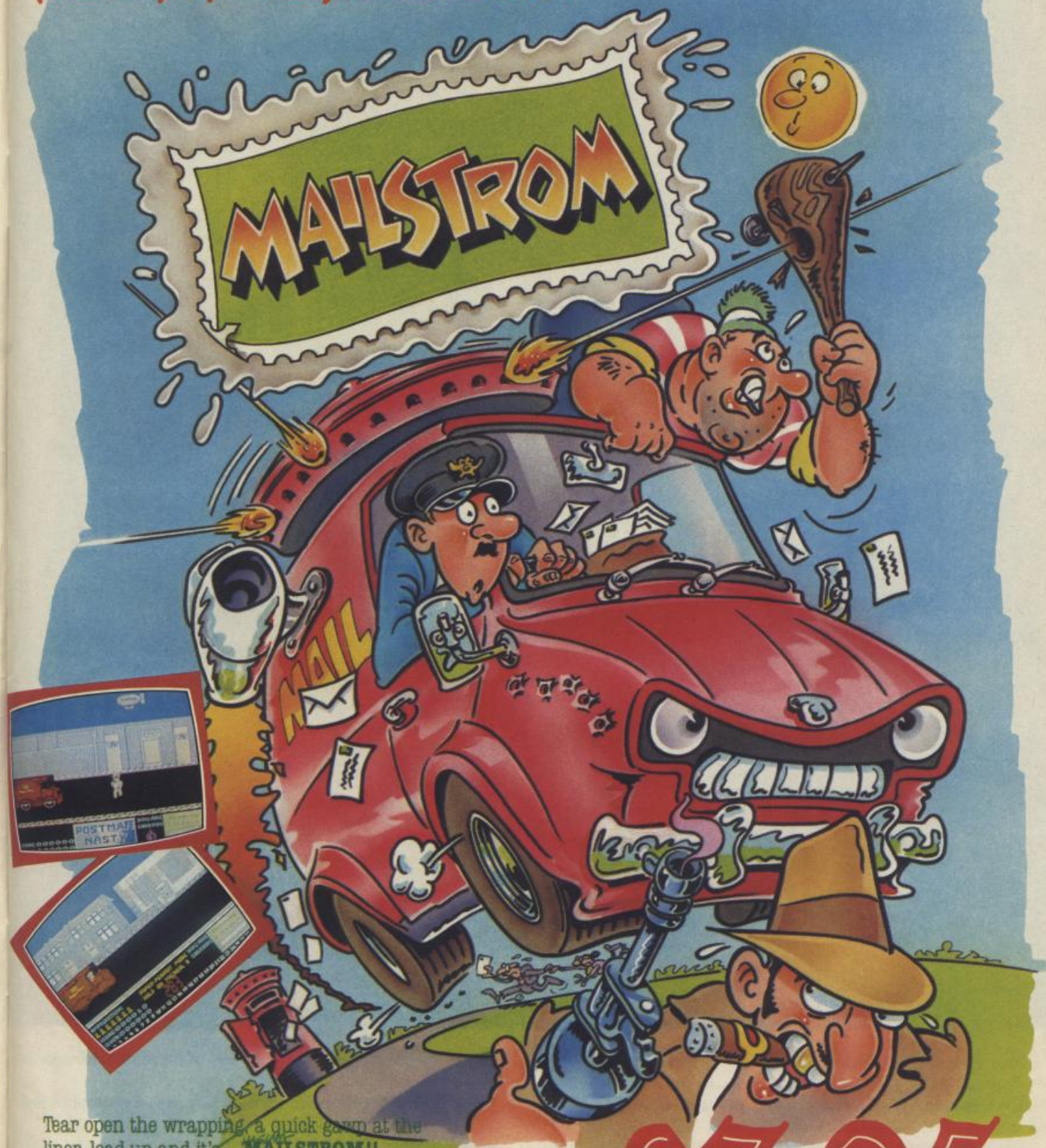
Ping Pong/Imagine
Because Bernie Dugggs (*sic*) would kill me if I didn't give him a mention.

Match Day/Ocean
Nice game, shame about the menu. You have to alternate between cap shift and space and things. Yeurch!

Chuckie Egg/A'n'F
Just like the real thing (yes, completely mad).

Ghosts'n'Goblins/Elite
No GG. No comment! This is my sort of game. In fact I could well have written it!

On route for your SPECTRUM...




Tear open the wrapping, a quick gaze at the liner, load-up and it's... **MAILSTROM!!**

Remember when you were, or still are!, a punky paper boy with a dream of slinging a motor on your bike? Well now your a real mean mail man and you've got a terrifying truck with an explosive delivery! Your the only mail man left on earth and there are plenty of baddies who are determined to make this your last post! So pack your punches and don't forget... **the post must get through!**

£7.95

ocean

Ocean Software · 6 Central Street · Manchester · M2 5NS
Telephone: 061 832 6633 · Telex: 669977 Oceans G



The Spectrum like you've never heard it before.

Introducing Music Machine.* The incredible new add-on that transforms the Spectrum into a powerful music computer.

A host of exciting musical features makes Music Machine the most complete Spectrum music package ever created.

There's sound sampling, the latest buzz-word in electronic music that lets you record and play any natural sound at different pitches. (Use the microphone to pick up anything from a whistle to a barking dog).

Eight 'voices' include drums, piano and synthesiser—you can edit them, or create new ones. A powerful drum section with real drum sounds and a complete rhythm editor.

And for budding composers, powerful professional features like note and tune editing, playable either from the Spectrum itself or a music keyboard.

Enthusiasts will appreciate the ability to link with other instruments via MIDI (the professional music interface) and



effects like reverb and echo.



Non-musicians will find the fast menu driven graphics allow sounds to be created and songs composed in minutes.

While everyone will appreciate the breakthrough price of just £49.95, including an illustrated user guide, microphone, headphones socket and demonstration recording.

A complete Spectrum music system for under £50?

Something else we're sure you've never heard before.

Ram Electronics (Fleet) Ltd, Unit 16, Redfields Industrial Park, Redfield Lane, Church Crookham, Aldershot, Hants. GU13 0RE. Tel (0252) 850085.

Please rush me Music Machine for the Spectrum. Remittance £49.95 + £1 p&p (£3 Overseas) **TOTAL £50.95.** ☐ I enclose a cheque/postal order ☐ Charge my Access/Visa  

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

NAME

Expiry Date / /

ADDRESS

POSTCODE

TEL

24 hour despatch for postal orders and credit cards (7 days for cheques). Music Machine is fully compatible with the Spectrum, Spectrum Plus, 128 and Plus Two and Sinclair Microdrives.

Ram Electronics (Fleet) Ltd, Dept YS, Unit 16, Redfields Industrial Park, Redfield Lane, Church Crookham, Aldershot, Hants GU13 0RE.

Trade and Export enquiries welcome

E&OE.



The answer to the Spectrum-users prayer the **disci**PLE



AVAILABLE NOW!

the all purpose interface to take
your Spectrum to the limit

DISK INTERFACE

- ★ Allows up to 1.6 Mb of storage on 2 drives
- ★ Loads a full 48K program in 3.5 seconds
- ★ Simple Basic Syntax
- ★ Compatible with any standard drive – single or double density, single/double sided, 40/80 track, 3", 3½", 5¼".

SNAPSHOT BUTTON

- ★ Saves any program instantly – at any point you wish and as often as you like.

PRINTER INTERFACE

- ★ Compatible with the whole range of Centronics Parallel printers.
- ★ Uses normal Sinclair commands –
LLIST, LPRINT, COPY
- ★ Permits user defined and screen graphics.

DUAL JOYSTICK PORTS

- ★ Sinclair and Kempston compatible.

NETWORKING

- ★ Operating system allows Disciple to act as file server; shared access to printer and disc drive for up to 64 Spectrums
- ★ Interface 1 Compatible



Use the disciple with any Spectrum – even the new Plus Two model.

the **disci**PLE

the ultimate disk, printer, joystick and network controller for the Spectrum **£73.70** (+VAT)

Designed by Miles Gordon Technology for Rockfort Products (a trading division of Vignesh Ltd)

For a catalogue or for more information
call us on 01-203 0191 or visit our
London showroom for a demonstration

ASK FOR OUR PACKAGE DEALS

DISC DRIVES. Single 400K DS £135.

Dual 400K DS £249.

MONITORS. Philips 14" Green £95.

Philips 14" Colour £199.

NEW MASTER COMPACT with 3½" disc drive + word
processor: £499 inc VAT + Free disc storage box.

DISK STORAGE (5½" disk). MF50 box £9.50.

MF10 box £2.00.

DISK STORAGE (3" or 3½"). MD 10/20 box £6.95.

¾" floppy from 65p each.

CENTRONICS GLP II. Near letter quality dot-matrix
printer £159. *FREE* Get a free Spectrum QL or BBC
cable.

To: Rockfort Products, 81 Church Road, London NW4 4DP
Please send me

I enclose CHEQUE/POSTAL ORDER for £

OR debit by ACCESS ☐ or VISA ☐ (tick as appropriate)

CARD NO

EXPIRY DATE

SIGNATURE

NAME (Block Capitals)

ADDRESS

Postcode

Overseas orders and trade enquiries welcome. Telex 946240. Ref. 190-12450

LETTERS

EVERY ONE A
WINNER!

WRITE TO: YOUR SINCLAIR, 14 RATHBONE PLACE, LONDON W1P 1DE

A fabulous bundle of software for the star letter ☆ All letters win a YS Badge

VORSPRUNG DURCH TECHNIK

Is Phil a complete prat? (No comment! Ed) In his review of *Nightmare Rally* in the November ish he came out with the biggest insult I have ever heard. I quote, "...looks like a Golf GTi but what do I know?" And the answer? Norralot! Any idiot with only a single brain cell could tell that such a fantastic, wonderful, graceful, perfected piece of machinery as the Volkswagen Golf GTi (like mine!) does not resemble a heap of dross like a Ford Escort XR3i which clearly appears in the game.

Yours "German cars are best!"
Richard Shore
Burn, N Yorks

PS Hey Phil, how would you like to end up under a Golf GTi?

Now don't get your fluffy dice in a twist. I'm sure Phil didn't mean to imply that both XR3i's and GTi's are driven by the same sort of aggressive apes who crunch the gears, screech the tyres so that everyone within two miles thinks they're right royal show-offs and drive with all the skill of an Andrew Ridgeley. Ed Oh yes I did! And by the way, is GTi by any chance an anagram for a word beginning with G and ending with T? I only ask! **Phil**

COLDIT'ZER

While reading the November issue, I noticed that two articles were mixed up. I suggest that whoever was responsible should be forced to spend a whole week with T'zer Maughan.

Robert Wilkins
Carmarthen, Dyfed

Now look what you've started. I know there are some mixed up people around but I've got five thousand YS readers knocking on the door and they're all claiming responsibility. But then they don't know what it's like to work with T'zer every day! **Ed**

SUMMAT TO YELL ABOUT

Recently while playing my copy of *Jack The Nipper*, I came across a bug and if you cut the

chatter, I'll tell you how to get an easy 100 per cent.

Get the horn and honk it at the cat then get out before you get spanked. Then re-enter and the cat is clinging to the roof. All quite normal so far. But if you go where the cat was, and start honking like mad, your naughtiness will go shooting up faster than Apollo III.

Ever since I discovered this, all the adventure has gone out of the game, and so that I'm not the only sufferer, I'm going to ruin life for everyone else and get this published.

Peter Gear
Yell, Shetland

Oooh, you're just so naughty, a proper little Sweeny Toddler. I'm so excited I think I'm going to wet my... whistle before having a go at it myself. **Ed**

WHAT AM I BID?

I, a not so humble YS reader, am protesting! About what you may ask. (Okay, about what? Ed).

Well, it's about your Win Absolutely Everything In This Issue Compo. It said that T'zer and the Ed wouldn't get much on the open market!

Well, yes, I know that's true for the Ed, but what about the luvverly T'zer (kiss, kiss)?

I made a list of what I could give for her:
A piece of frozen bubble gum
A toilet roll
1/2 a packet of crisps (Worcester Sauce flavour)
19p and a ping pong ball. How about that then?
A T'zer admirer
Hatfield, Herts

Very generous. Of course, it was the toilet roll that clinched the deal. How else am I going to get onto Blue Peter? T'zer And while you're there, I'd just like to say that a nice young lady from New Malden has phoned in a bid for me of a whole packed of Quavers and a Rolf Harris album. Not that I'm turning away any other offers! **Ed**

LORD DELIVER US

On Sunday the 12th of October at eight minutes past five in the afternoon I did it. That's to say, I completed

Paperboy by Elite. I went through Monday, Tuesday, Wednesday, Thursday, Friday, Saturday and then at the end of Sunday's obstacle course the message Hooray scrolled across the screen. 80,030 points were registered under my name in the hi-score table while I rested my tired wrist. Am I the first or did someone beat me to it?

Simon Mumford
Trematon, Cornwall

Er, how can I break this to you? Someone beat you...

I claim to be the first to complete Elite's brilliant game *Paperboy*. At 12.30pm on the 6th October I finished Sunday's round and Hooray appeared at the top of the screen.

Stuart Forbes
Newent, Glos

Which reminds me. Have you heard the one about the paper boy? He was 100 per cent recycled and when he moved his friends all called him Russell. **Ed**

A RIGHT JESSIE

I bet you never knew that the new version of *Street Hawk* is out. Well, nor did I until 5th October when it arrived on my doorstep. Rushing upstairs to

play it, it was the only game I played from 4pm to 10pm. Then on the 11th October I completed it at 5.25pm. Am I the first or has someone out there beaten me?

James Costello
Ipswich, Suffolk

Judging by our review last month, I reckon you're the only one to have played it at all. But it just goes to show that you can't gauge everyone's enjoyment of a game even from the response of our normally infallible reviewers. Only my opinions are completely definitive! **Ed**

AT HIS BECKER CALL

If you turn to page 25 of the October issue of YS you will see that Mischa Welsh described Psion's great tennis simulation *Match Day* with these words: "All you need are strawberries and cream and faintly in the distance you hear, 'Net... Advantage Mr Becker.'"

The strange thing is, that as far as I know strawberries and cream do not cause hallucinations. (Eaten in quantity, anything can happen! Ed) Hallucinations? In reality a ball temporarily impeded by the top of the net as it is put into play is called a let, from the

DOODLEBUGS

Keep on doodling — it's a doddle! Send your cartoons to Doodlebugs, YS, 14 Rathbone Place, London W1P 1DE. There's a prize of a new game for each cartoon printed.



How to get a girlfriend using your Speccy by Duncan Hooper of Bruton, Somerset

LETTERS

old English word 'lettan', to hinder.

So, therefore I, Tuomas Kilpi, sound in mind and body (maybe not, but it sounds good, doesn't it?), announce that I have rightfully earned a trainstop... a toinopper... a stoinopper... Well, whatever it is you give to us unhappy souls who lurk in the dark and cold shadows of northern Europe doing unmentionable things to each other and innocent reindeer...

**Tuomas Kilpi
Helsinki, Finland**

Which brings us neatly to a joke. What d'you call a blind reindeer? No idea. What d'you call a blind reindeer with no legs? Still no ideal Sicko. So, let's move swiftly on to your trainspotter claim. Having checked the major tennis reference book on the matter ie The Cliff Richard Guide to Becker and Barker, what do I find but the following facts: "it frequently happens that the ball hits the net while serving at tennis. In Olde Englande, it was polite to say to your opponent 'I won't lettan if you don't' but in time this was shortened simply to a let." And when it comes to tennis, Cliff's got the edgel It's just a shame really that there are two errors of such enormous magnitude in your letter, like the name of the game (Match Day indeed) and the month of the issue Mischa and Stephen appeared in, that I would be embarrassed to allow you to enter the Order of the Trainspotter. And so ends another fight to the Finnish. Back to the shadows with you.
Ed

ON YER BIKE

I hereby claim my trainspotter award. On page 61 of the

November issue which reviews TT Racer, it states "the only bit of the dashboard that you won't find on a real bike is the bit that tells you which of the six gears you're in." Well, this isn't true.

The Suzuki GS125 has a rear position indicator and in the October issue of Bike it features a Saunders Suzuki GSX1100 which also has one of these. Just ask Roger Willis who used to review games for you in Your Spectrum and is now the Editor of Bike magazine.

**Ricky Robinson
Barnsbury, London**

Well, I've had words with Willis about this — he was actually in the middle of watching the famous Marlon Brando biking film A Sidecar Named Desire at the time — and he's promised me that he'll never again print anything that contradicts information in YS. Even if it happens to be true.
Ed

SPIFFLICATED

Dear Ed. Or should that be Dear Mischa Welsh and Stephen Hill? For they seem to be the only people on the YS team with any future. I mean I don't mind when they do a map a month for YS and I can put up with it when they draw two maps and make a Sweevo but when they draw seven maps, have their drawings published by Doodlebugs, organise a compo with that other plastic jobbie as a prize and construct a Bussran's meteoric spifflicator with left hand flange screws (sorry, getting a bit carried away!), it's a bit flippin' much.

The Ed and the slaves had better pull their tentacles/pseudolegs/fingers out or else the little panel of who's who at YS could look like this before long: **Editor** Stephen Hill; **Art** Ed Mischa Welsh; **Deputy Ed** Mischa Welsh; **Production**



TRAINSPOTTER AWARD

To the bloke on the throne With the crown on is 'ead,

That must be one hell of a do they're having down there in the art department! Wow (or should I say Wahay!?)

I'm talking botch-ups. Okay,

Ed Stephen Hill; etc etc...

Teaboy Kevin Cox;

Cleaning Lady Teresa Maughan etc etc... and that would be about as much fun as having Shepherd's pie in your sleeping bag! (Yum! Ed)

Alright, they've got talent but I'm getting a bit bored of that *%\$! goblin joke (?)

**Maark Thompson
Caaversham, Reading**

S'funny you should bring the matter up but I've been thinking about this recently. They do seem to be doing rather a lot on YS at the moment — four more centre pages this month and next month a Bussran's meteoric spifflicator, though theirs has right hand flange screws. And I... Teresa will you stop trying to clean my typewriter while I'm... what's that Mischa?... you want a cup of tea. One lump or two?

Teaboy. Have you heard the one about the goblin and the... **Stephen**

one picture, upside-down, say — forgivable. Two pics muddled — acceptable (maybe). But three blatant blunders — CRIMINAL!! Look:

- 1) Frontlines: Uridium looks interesting, doesn't it?
- 2) Software: well, a little extra fun for us: find the piccy to match the blurbl
- 3) Adventures: Return To Oz set in the Loire Region of France and Vera Cruz set down under?

Sorry to obliterate every ego in the art department at Castle Rathbone but admit it. I am the ULTIMATE trainspotter!
**Steven Kendrick
Plymouth, Devon**

I admit it, I admit it. You are a trainspotter without peer; your couplings will never be mounted. Now can I get back to the bash in the art department, we've just got a few more pagesh to mesh about wiv. **Ed** **Hic! Art Ed**

TOP O' THE WORLD

I like your mag!

(Well, everyone starts off with either that or, I love (kiss kiss) T'zer.)

I used to buy another Specy mag and thought it was good. That was until I went on holiday and they didn't have a copy of that magazine so I bought YS September issue. Brilliant! I even got some free stickers with it!

Alas, I didn't know what a trainspotter was, or who Hex was or anything like that, but I soon found out. Even if my dad doesn't want me to subscribe I'll keep on battling to get my magazine and free game.
**Edward Robinson
Liss, Hants**

Perhaps you should take your dad to one side and explain to him the little things that only a regular YS reader can know. Like how many hints a Hex can handle. Like what makes a

My Friend Sid & The Shape Things Come!



The shape of things to come? By Roy Fowler of Sheffield

LETTERS

T'zer tick. Like the time of the last Pullman out of Manchester on a Monday night. Then tell him that by taking out a subscription with a free game worth up to £9.95, it means that each copy of YS can cost as little as 43p, or less than half the normal shop price with none of the hassle. And if that doesn't work, I should leave home and look for your real parents. Clearly someone as sensible as you can only be a founding, deposited on the doorstep and taken in by kindly souls who have nevertheless failed to recognise your innate nobility. Arise Sir... (here insert your name if you too have been thwarted in taking out a YS sub by heartless parents?)
Ed

COLLIS BROWNE OFF

Do you really expect us to believe that you didn't create Mr John Thomas in the October Letters? (No, I created him in my workshop at the top of Castle Rathbone. Nya hal Ed). What a berk. He didn't even know what T'zer or wahay meant. Then you have Barry Farrell on the same page who claims he can complete Ghostbusters. Who cares?

Possibly you should rename the trainspotter award as the brainspotter award. It could be awarded to any writer who has spotted an iota of intelligence in one of your letters.

I'm sure everyone will be glad to know how unquestionably authentic this letter is, however.

**B Collis
Bromley, Kent**

A brilliant idea. And the first person to spot an iota of intelligence in this letter will be awarded a week's use of the YS brain. **Ed**

BOMBS AWAY

I'm writing about the Program Power Pull-Out game Time-Bomb by Robert Burgess in last

month's YS. I already have this game. It's called Time For Action and it's on Magnum Computing's 60 Spectrum Games. This game is also credited to R Burgess.

The point is, does a change of title justify calling it 100 per cent original? I was pretty annoyed at having spent some three hours typing this game in.

**Christopher Spear
Hounslow, Middlesex**

Not half as annoyed as I was when I read your letter and a similar one pointing out the duplication. No, a change of title doesn't justify calling a game 100 per cent original. It doesn't justify anything. In fact, I'd be pleased to hear if Mr Burgess can come up with any justification at all. Doesn't he realise that it doesn't matter where a game appeared before — from the Saratoga Speccy Users' Club to Magnum Computing's 60 Games (whatever that was!) — at least one of the thousands and thousands of YS readers will recognise it. My spies are everywhere! **Ed**

HAWKE WIND

T'zer, forget you? Never. You are the Jewel of the YS crown. Without you, YS ceases to exist. It is a case of "Caroline Clayton, who she?" (She Art Ed actually! Art Ed).

Ladies and gentlemen, in the red corner, the undisputed champion of the Speccy magazine world — Ms Teresa Maughan.

Sorry, got a bit carried away there. I hope you will be at the 20th Microfair so I can meet you in the flesh (that can't be right!). I am 18, use microdrives upside down and wear feathers in my hair.

**Stringfellow Poole
Lowestoft, Suffolk**

PS I can loop the loop in the AH-64 Apache. (Methinks paleface speak with forked tongue. Ed).

PPS Come fly with me!

Of course I'll be at the Microfair but by the time you read this it'll be over.

Unfortunately though, I could never love a man who uses his microdrives upside down.

Sounds a mite perry to me.

T'zer

RE-ANIMATOR

Now that I've used Softcat Micro's Animator 1 for several weeks, I thought I'd add my views to the controversy in the October issue.

First off, I'd like to say that I don't think Mad Max gave it a bad review, rather he didn't give it the full praise it deserved. Max says in his review that "it's a bitch to learn and a devil to use" and that "no way will you master this in a morning." This is quite true except that (with familiarity) it is very, very easy to use. The fact that it's a bitch to learn is due entirely to the only let down in the whole package — the manual. If only the manual had been written as well and clearly as the program then the limited time available to a reviewer could have been spent enjoying to the full some of the very powerful features of a really superb utility. For example:

Sprite Designer — the best available bar none.

Screen Designer — apart from The Artist and Art Studio, nothing else comes even close.

Print Mode — worth the money for this feature alone.

Circle Mode — easiest and most accurate to use.

Line Mode — the manual almost hid from me the fact that I could walk and stretch both ends of the line around the screen before deciding where to print it!

Some of the uses for the program are not immediately obvious. For instance, has anyone tried to design and animate a sprite bigger than about 3x3 character squares with White Lightning or Laser Basic? A real pain! It's dead easy now and you can animate them and see the results instantly. I also load SCREEN\$ created earlier with The Artist simply to use the superb Print Mode.

I'd say to anyone wanting to design professional quality SCREEN\$ or sprites, irrespective of any art packages owned, that Animator 1 is a must.

**Ian Brownridge
York**

PS Samantha Fox (Wahay. Ed). Just thought I'd mention her for no other reason than everyone else seems to!

It's an interesting fact but both Animator 1 and Samantha have four letters in common and do you know what they spell? A MAN. It restores your faith in anagrams, doesn't it? As for Animator 1, unless we can find someone who hates the program but loves the manual we'll call this one closed. **Ed**

A WAFU NOT LONG

Just a letter to praise the folk at Rotronics for the helpful and speedy service I received from them.

I bought a Wafadrive in your last offer and after a few weeks it started to fail. I sent it to Rotronics who returned it, checked, within a week! They suggested that the Speccy was at fault and provided a short ROM test program together with a quote for repairs. They repaired my Speccy within two weeks and at a lower cost than I had been quoted anywhere else. Congratulations Rotronics, excellent service (and friendly tool)

Does anyone know how to convert The Writer to wafa? I rang SofTechnics but there was no interest there in doing a conversion. A pity, as there must be a lot of Wafa users out there.

**Chris Thompson
Thamesmead, London**

Even more of a pity as The Writer's such a good product. Perhaps they'll read this and change their minds. And praise indeed for Rotronics, but no less than we've found in our dealings with the company. One of the reasons we wanted to do our special offer. **Ed**



Do not read if you have a nervous disposition. By Chris Monks of Reading

LETTERS

ALL GREEK TO ME

I'm afraid I disagree with Max's views about hacking in the October Backlash. (Disagreeing with Max, you have reason to be afraid. Ed). We hackers are not exhibitionists. We don't hack into games in order to show off eight digit scores and infinite lives. Much more false is the belief that we enjoy playing hacked games and that we're incapable of beating games in general.

Hacking is a challenge tool. But it's true that once you've started it becomes a habit. I think that the POKEs we kindly provide the world with should be accompanied by a health warning saying that POKEs can damage your game playing.

It's only us that hacking can't screw up. We're immune.

Theo Develagas
Athens, Greece

Hmmm, now where have I heard that argument before? Even ZZKJ was moved to put aside his POKEs and pen the following...

I'll come straight to the point. Max Phillips is a prat!

There, I've said what any half intelligent being would say after reading his Backlash in the October YS. In the entire page, he made only one sensible factual statement, and I quote, "But there's no known connection between piracy and hacking."

The most obvious mistake is that the article should be in two halves; both absolutely nothing to do with each other except their names. The first half is about hacking, and the second half is about something totally different also called hacking. System hacking (the first half) is a menace, not only to the bank you're robbing (in this case) but also to industrial and national security (the two espionage). It can screw you up if you don't grow up and get out.

The other thing called hacking is the practice of modifying programs so that they function in a different way. This is the kind of hacking Max is having a go at. He's obviously never thought about what hacking a game actually involves. You have on average about 40K of code (over 40,000 numbers) and no information about them at all, except what you see on screen. Armed with your trusty disassembler/monitor you now have to work out which numbers do what and where

they are. Then you have to work out the modifications you want to make and where they go. Before that you will normally have had to work your way through its protection (which as its name implies is designed to be as hard as the programmer can make it). And to finish off, you have to write a program that'll load the game, put in the modifications and then run it. Now, if you consider that to be a doddle perhaps you should go for a job as an air traffic controller. And Max doesn't seem to realise that most of us hack primarily for the mental stimulation — a good hack is better than any crossword puzzle.

Now although I'm not a games player, I find it very relaxing to play an obliterated Elite. And no matter how bad a mood I'm in, I'll always feel better afterwards because I'll have stresslessly channelled away all that pent-up frustration by destroying something that doesn't really exist.

Max also seems to think that your friends will think ill of you for being a hacker. What Max has done is to confuse the words 'hacker' and 'cheat'. Just because you hack, it doesn't stop you from being a normal games player as well — as any half sentient slime pool can see. Most people (non-hackers included) regard hacking as a status rather than a stigma; the better you hack, the better you are.

So, Max, next time you want to string things together, try beads; they're a lot easier than arguments.

ZZKJ
London

And this is one argument I'm definitely staying out of. I may even stay out of Castle Rathbone till it's all sorted out. Ed

YOUR MOVE

Try Psi Chess level C2 playing program (White moves) in 2D. WK on 42 WP on 52 BK on 54 It's crashed on me 5/5 within 4 mins.

Geoffrey Phillips
Ambleside, Cumbria

Nope, I don't understand it either but just in case it's some sort of secret service code I thought I'd better print it. Okay, Mr Bond? Ed

NINJ, NINJ

Who wrote Kai Temple by Firebird? If you find out, vapourize him. Imagine you're about to deliver a devastating

front kick, (Mae Geri — to karate experts) to a ninja's back. What's the worst thing that could possibly go wrong? Nope. Resetting itself would be about the best thing. The screen turns itself upside down and you end up KO'd on the floor. The inlay card says it's all down to the thin mountain air. You just can't take that kind of punishment — it's inhuman.

Peter Martin
Lowton, Cheshire

And how do you think all those Scots up in the Highlands feel? One moment you're jogging along with your sporran all shiny, the next you have a gulp of the thin mountain air and you're all out a'kilter with the whole world knowing what you keep up there. It's noo funny. What I want to know is, who is this Kai Temple anyway? Any relation to Shirley? And will the next game be set on the Good Ship Lollipop? Thought not. Ed

KEENAN MUSTARD

Firstly, as a more mature reader of YS (over 35), I would like to say how much I enjoy your light-hearted approach to the business of computing. Being the proud owner of a Speccy 128, I was disappointed to read in your September issue that the game Tomahawk wouldn't run on the 128 since I had just bought it only hours previously. Well,

you were right. It didn't run. However, I sent the game back to Digital Integration and within two days (a record?) (No, a cassette. Ed) I received a replacement that worked. And as with my previous game from DI, Fighter Pilot, it was pretty impressive.

To change the subject slightly, how about adding a mature reviewer to your staff? Not that there is anything wrong with your present reviewers but another addition might not be so bad. Anyway I would be happy to oblige should you wish.

Brian Keenan
Plymouth, Devon

Unfortunately, I'm up to my eyes in mature reviewers. You can't move in Castle Rathbone for the bathchairs and Grecian 2000. Do you know how old Troubleshootin' Pete is now? 20! No, what I'm looking for are reviewers who still go to see X films simply because it's illegal at their age. Reviewers who can't remember Michael Jackson before Thriller. Who've never even heard of David Cassidy and Donny Osmond, let alone the Beatles and Bob Dylan. Reviewers who went to school in the year below Jack The Nipper. And yet whose words tap dance from the typewriter like Fred Astaire. Can you make an old man very happy! Ed

SMALL PRINT

What right have you cutting someone's letter up and only printing the first line? I'm talking about my letter which was two and a bit pages long but you just printed the first... Ed

C Gallimore
Winstanly, Wigan

The Editor reserves the right to chop, change, hack, mutilate, mess about and generally do a hatchet job on all letters sent to YS. But you do get a badge! Ed

Why doesn't the Ed try giving up brackets and start using underlining?

Laurence Banyard
Lothian

Don't think I haven't tried but in the end I just keep punching up those brackets ((((((((((())))))))) Ed

Am I right in saying that YS's Phil South is the spitting image of Coronation Street's Terry Duckworth?

Jason Scotcher
Chingford, London

Phil is Terry Duckworth. He's also Dirty Den from East Enders, Benny from Crossroads and June from Terry And June. Well, he had to do something while he wasn't playing Bobby from Dallas! Ed

If I don't get a trainspotter's award this time I'll give up life as I know it

and become a recluse (honest!).
D Maycock
Ripley, Derbyshire

Another one for the recluse bin. Hermit me to help you on your way. Ed

All letters win a YS badge, eh? Okay: ABCDEFGHIJKLMNOPQRSTUVWXYZ 26 badges please.

Andrew "Noddy"
Carmichael
Dallal, Clackmannanshire

Laugh? I nearly started. But I am sending you two badges, Noddy. You can use them to pin back your big ears! Ed

Why can't we have a decent piccy of T'zer?

Andrew McVey
Emmington, Oxon

Well, it makes a change I s'pose, from all those requests for indecent pics. Ed

Bad luck with your Shakespearean efforts printed in Frontlines. ("What a gay sight" — snigger, guffaw etc)

Douglas Williamson
Greenock, Scotland

Huh, I suppose you're some sort of Shakespearean expert are you, you starveling, you elf-skin, you dried neat's tongue, you bull's pizzle, you stockfish? (Henry IV Part 1). Even Bill the Quill had to start somewhere! Ed At least he didn't finish up on YS! T'zer

URIDIUM

NOW
AVAILABLE
FOR
SPECTRUM

TURN ON TO URIDIUM THE ARCADE SPACE COMBAT GAME

Feel your adrenalin pulse as you throw your Manta fighter through its heart-stopping sequence of dives, loops and spins. Thunderous rocketry and shattering canon shells batter your senses. Screaming enemy fighters fracture your nerves. Cool crisis control rips you through the mobile and surface defences of the alien Super-Dreadnoughts to the confrontation with Uridium itself.

Uridium... the Spectrum version of the Commodore mega-hit by Andrew Braybrook. Programmed by Dominic Robinson

For Spectrum Cassette £8.95

For Mail Order send a cheque/P.O. to Hewson Consultants Ltd. Order by Credit Card sending your Access/Barclaycard number and a specimen signature. Don't forget to enclose your name and address

As part of our continuing development of innovative software we are always happy to evaluate software sent to us with a view to publication



FREE GIFT
with every purchase

Offer closes 31st December



HEWSON

56b Milton Trading Estate, Milton, Abingdon, Oxon. OX14 4RX



Impossible, they said. Can't be done, they said. Believe it when we see it, they said.

Well, I've seen it and I believe it. And when they see it, whoever they are, they're gonna believe it too.

Space Harrier is the ultimate arcade shoot'em up. Quite simply you won't get a game with a simpler plot — it simply hasn't got one. You have a back pack that takes you up, down, left and right. And you have a gun. Start firing it and don't stop. All the time you manage to stay alive, the game hurtles you forward towards a set of cities or mountains on the horizon.

Staying alive is the tricky bit though. The game throws everything it's got at you. And that includes huge boulders, trees, columns, large stone faces decapitated from the Easter Island statues, menacing exiles from the film *Gremlins* and most spectacular of all, a series of multi-coloured fire-breathing dragons like the ones you can see in Soho on Chinese New Year. As soon as you've sorted that lot out, it's onto the next level — the game just never lets up.

Everything about Space Harrier is

stunning — the speed, the style but most of all the graphics. If you've never played the game, it's well worth squandering 60p down the arcades to find out how good it is. The difficult bit is restricting yourself to a measly 60p. You could just as easily stuff in sixty quids worth and still not be satisfied, especially as this is one of those games that goes on giving out lives for as long as you keep feeding in cash. And for the full effect, look out for the machines that let you sit in front of them on a moving seat. Elite had one at the PCW Show but it was so swamped that I had to kick a few shins just to get close to it.

Of course, no-one who'd seen, let alone played the original game believed that Elite could come close even to the spirit of the game on the Speccy. It's the equivalent of cramming the complete history of the world into a twenty minute documentary — a trifle over-ambitious. Considering the limitations, what's been done is nothing short of miraculous.

Things have had to go, of course. And first to be junked was, not surprisingly, the colour. It's a loss but the graphics are still good, even if they are in mono. Sometimes it's a little tricky to tell just what's winging

SPACE HARRIER



Harry it up, Ar Kade!

Take your eyeballs out and polish them. Now you're ready to see the sort of screens a machine with 1.2 megabyte graphic capacity and 32,000 different colours can produce. I didn't know there were that many colours till I saw Space Harrier! Positively psychedelic. Hippy days are here again!

And still a screen shot can never convey the incredible animation of the game. The dragon swoops and swirls, spitting out fireballs at Space Harry here. And it takes an awful lot of blasting before the beastie's bought it and you can progress to the next level. Well, they do say that two

heads are better than one.

Each section has a similar stunning

display. There's even a friendly dragon called Uriah (*What a heap! Ed*) who picks you up and takes you for a ride on his back. Stuff Puff — this is what I call a magic dragon!

The more astute amongst you will be aware that the Speccy doesn't have 1.2Mb. It doesn't even have 32 colours, let alone 32,000. Which is why Elite's conversion is all the more amazing. Okay, the dragon's a bit drab but he's a lovely mover. And he's frying tonight.

It's the gameplay that carries the conversion. If you're colour blind with a tendency to jiggle about when you've got a joystick in your hand, you'll hardly notice you're not playing the original.

its way towards you but that happens in the original too. You can put that down to the speed of the game. And it's here that the Speccy version matches up. It's fast. Very fast. The speed of the forward scroll effect is stunning. Once you start playing the game and get over your initial disbelief, you'll hardly notice the difference in gameplay between the Speccy version and the original. And at least this one doesn't keep asking you to cross its palm with silver!

The version of the game I saw wasn't quite completed. Only three levels were in and there was some tweaking to do on the gameplay. But on what I've seen so far, if *Space Harrier* doesn't rate as a YS megagame then I'll eat my joystick. And I'll be equally surprised if it doesn't storm the number one spot this Christmas — even against the likes of *Gauntlet*.

And if that's not telling "them" then I don't know what is!

FAX BOX

Game	Space Harrier
Publisher	Elite
Price	£7.95
Release Date	24th November

RRIER



Sticks and stones won't only break your bones but they'll lose you a life too. The rocks aren't particularly hard to pick off but make sure you don't land in front of the mushrooms on the ground.



Level 2 sees you travelling towards the vast city in the background but if this ugly mug is an indication of the inhabitants, you'd be better turning tail. Fortunately, you can see the faces coming from a long way off.



Get ready for the Gremlins. They come in gangs and they fire missiles at you. I didn't check this out on the Speccy version but in the arcades it's impossible to shoot down these missiles.

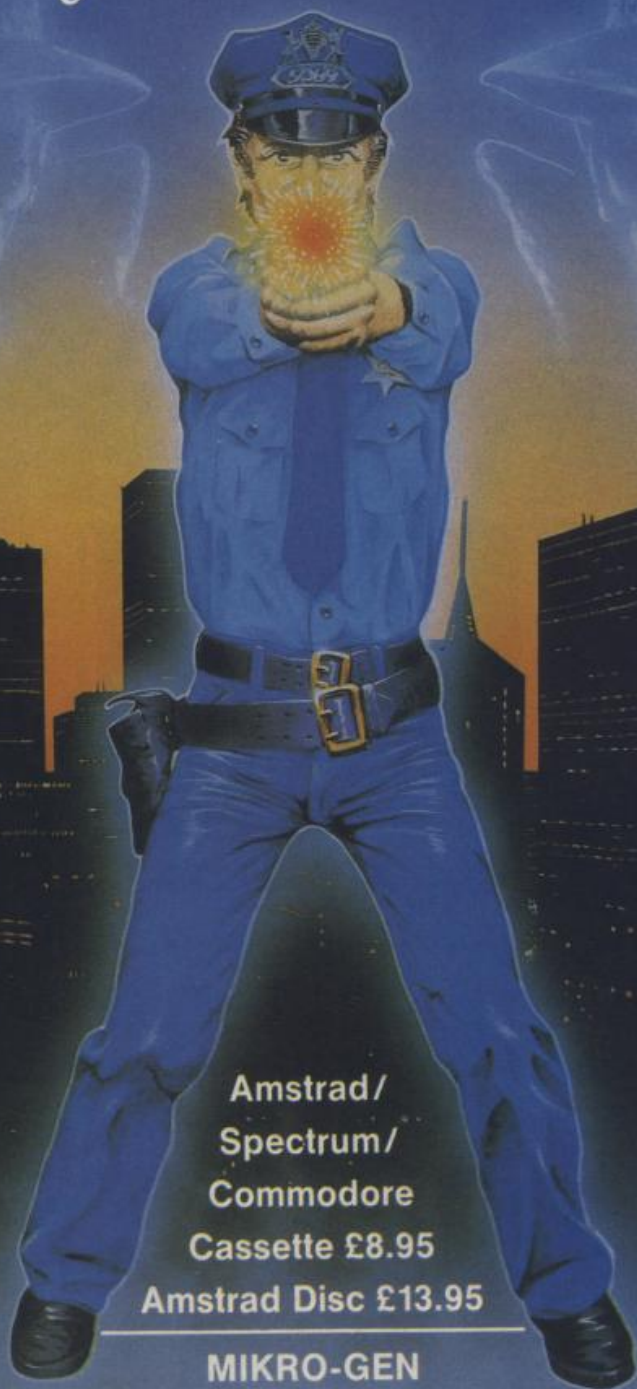


The skeletal dragon at the end of the second level is every bit as fearsome as the first one. The only hint I can offer is to keep out of its way and keep on firing. It may not be as colourful as its arcade ancestor but it's just as wicked.

Space Harrier on the Speccy? You've got to be kidding! But Elite wasn't. Tommy Nash took the first train to Walsall and came back preaching the conversion to the unconverted.

COP-OUT

MIKRO
GEN



Amstrad/
Spectrum/
Commodore
Cassette £8.95
Amstrad Disc £13.95

MIKRO-GEN

Unit 15 The Western Centre Western Road Bracknell Berks.

A Right Royal Joystick DELUXE



Probably
the best
joystick
in the world

METAL SHAFT
AUTO FIRE
+2 SELECTOR CONNECTOR
12 MONTH WARRANTY

ONLY....£14.95

Cheetah MACH II + MICROSWITCH JOYSTICK

Mach II Joystick compatible with: Sinclair ZX Spectrum 48K, IBM PC, Amstrad computers, Commodore 64 & VIC 20 Computers, Commodore C16 & Plus 4 Computers (adapter sold separately), Atari 2600 & Atari 5200 Video Game Systems, Atari Home Computers.

Cheetah Marketing

- Deluxe, robust construction.
- Comfortable rugged hand-grip, 8 directional control with automatic centring.
- Heavy duty base with strong stabilizing suction cups.
- Highly sensitive light touch MICRO SWITCH fire buttons.
- Ergonomically designed control handle with indestructible METAL SHAFT.
- Built in AUTO FIRE function.

Prices include VAT, postage & packing. Delivery normally 14 days. Export orders at no extra cost. Cheapest importers available. Cheapest products available from branches or CHEETAH. Tel: 01535 711111. High St. Stevenage and all good computer shops.

CHEETAH MARKETING LTD
1 WILLOWBROOK SCIENCE PARK
CRICKHOWELL ROAD, ST. MELLONS, CARDIFF
TEL: CARDIFF 10222 777337 FAX: 497455
FAX: 0222 779404

Y S COMPO WINNERS

Demi John Compo

Just think of all those tapes he can store! And all those games he can play! Who's the person with all the luck? None other than **Wayne Walker** of Egham, Surrey, who's won our Demi John Compo. His definition of a demi john was: A large bottle with a bulging body and a narrow neck holding three to ten gallons and usually encased in wicker or rush work. A cassette case packed with 19 Central Solutions' games is on its way(ne)!

Design A Punk Compo

It's okay, you can take the safety pins out of your noses and return your chains to the lool! Here are the results of the Quicksilver Design A Punk Compo. The winner gets a trip to London, a Spectrum 128K and all of Quicksilver's games to take away. The runners up get a copy of Quicksilver's new game *Tantalus I - The Enemy Within*.

Winner: A Penny of Locksheath, Hants.

Runners up: Jeremy Cook of Sunbury on Thames, Middlesex; Reiner Sierag of Alkmaar, Holland; Jose Figueira of Lisbon, Portugal; Helio Mendonca of Gondomar, Portugal; Jason Guth of Loughton, Essex; Alex Monteiro of Sacavem, Portugal; Nicholas Parish of Thakeham, W Sussex; Paul Camp of Cowley, Oxford; Aaron Terrell of RAF Upper Heyford, Oxon; Jose Cortes of Granada, Spain.

Bounder Compo

Bouncy, bouncy, fun, fun, fun. The 50 winners of the Bounder Compo in the May issue can bound around their Specities with a copy of Gremlin's *Bounder*.

David Brimmer of Angus, Scotland; Robin McConnell of Wimbourne, Dorset; Carolyn Hall of RAF Akrotiri, BFPO 57; Arnette Gilkes of New Cross, London; R Powis of Stone, Kent; M Powell of Maidstone, Kent; Gareth Jamieson of Kircudbright, Scotland; M Leary of St Peter Port, Guernsey; Richard Metherell of Portsmouth, Hants; Duncan Stoddart of Taunton, Somerset; Jonathan Warren of Syston, Leics; Russell Prebble of Bexleyheath, Kent; Helen Williamson of Moray, Scotland; Simon Singleton of Glasgow, Scotland; Derek Morgan of Skelmersdale, Lancs; Ross Walker of East Kilbridge, Scotland; Mark Jennings of Crewe, Cheshire; Ashley White of North Shields, Tyne and Wear; Jonathan Kay of Cottenham, Cambridge; Jack Lockerby of Canterbury, Kent; Nicholas Smith of Weston Super Mare, Avon; F Preece of Letchworth, Herts; Mark Smith of Sheffield, S Yorks; Stephen Price of Great Barr, Birmingham; Ben Robinson of Diss, Norfolk; Stephen France of Sydenham, London; Yvonne Wallinder of Vasteras, Sweden; Steven Tait of Glasgow, Scotland; B Morris of Rochdale, Lancs; Tommy Jefferies of Chippenham, Wilts; Magnus Johansson of Linköping, Sweden; Nic Adams of Danbury; Matthew Rushton of Nuneaton, Warks; M Hogg of Newcastle, Tyne and Wear; Jason Broomhead of Long Buckby, Northants; G Craig of Dundee, Scotland; Steven Gallacher of East Kilbridge, Scotland; Stuart Hayward of Romsey, Hants; Matthew Moulding of Colne, Lancs; Nick Reeves of Weston Super Mare, Avon; Roisin O'Connor of Magherafelt, N Ireland; Raymond Golding of Peterborough; Alex Wolstenholme of Rugby, Warks; Shane Bromley of Sutton in Ashfield, Notts; Richard Fitzpatrick of Ashford, Eire; Michael Francis of Boscombe Down, Wilts; Steve Mellor of Thurnscoe, S Yorks; Simon Minter of Wellington, Telford; Bruce Ledingham of Buckie, Scotland; Adrian Lee of Shotts, Scotland.

The Completely Brilliant Crazy Young Ones Compo

We told you it was completely brilliant and crazy, didn't we? Well, these five winners thought so too and win a copy of *The Young Ones* games by Orpheus and a copy of the book *'Batchelor Boys'* each.

Jason Smith of Buckingham, Bucks; Gary Hodgkin of Brighton, Sussex; Steve Holt of Poultney le Fyde, Lancs; Richard Marchlewski of Fulham, London; S Blower of Broomhill, Sheffield.

Spot The Nipper Compo

Boo, hoo, hoo! No-one got it right! However, ten of you got it almost right, so in a rare burst of generosity, we'll let you win copies of Gremlin's *Jack The Nipper* game anyway. The right answer was Ed - 3, T'zer - 5, Phil - 6, Sara - 1, Caroline - 2, Art Ed - 4. The winners were Lucy Grzesik of Rotherham, S Yorks; E Bennett of London; Nacho Sousa of Vigo, Spain; Alfonso Costos of Vigo, Spain; Trevor Lafferey of Strabane, Ireland; Charles Marshall of Wimborne, Dorset; Michael Wilcox of Rotherham, S Yorks; R Deaper of Bampton, Cumbria; Paul Woodward of Aston on Trent, Derby; Adrian Platts of Chesterfield, Derbyshire.

TROJAN

CAD-MASTER™

THE ULTIMATE IN GRAPHICS TOOLS

COM
64
MODORE

SUPERB GRAPHICS SOFTWARE
PLUS A TOP QUALITY
LIGHT PEN

SPECTRUM

Discover the exciting world of creating your own graphics on screen.

- **FREEHAND DRAW** - 5 pen thicknesses incl. Quills
- **PAINT BRUSH** - for the artistic touch
- **FILL ANY SHAPE** - use all colours and patterns
- **GEOMETRIC SHAPES** - circles, boxes, triangles, lines & banding
- **DYNAMIC RUBBER BANDING** - on all geometric options
- **PIN-POINT FUNCTION** - for pixel accuracy on all functions

Plus many more too numerous to mention in this ad. All these features in the Program + a top quality Light Pen and an Instruction booklet in one reasonably priced package. Easy to use for creating colourful pictures or technical drawings. Ideal for use by all ages of micro users. Full back-up service from manufacturers. Available at good dealers or direct from Trojan Products.

ONLY £19.95 per pack

TROJAN

Micro Computer Software & Accessories
Send cheque/P.O. to
TROJAN PRODUCTS
166, Derlwyn, Dunvant, Swansea SA2 7PF
Tel: (0792) 205491.
TRADE ENQUIRIES WELCOMED

ZYTHUM

Magic tips by Philip Snout

Flying is a difficult skill to learn. In order to sail effortlessly over the pits in the ice field, hold the jump button down until you're halfway across the pit, then let go of the button to sail down to safety. If it's a long pit, cover your smart bomb button on the way down in case your landing strip is swarming with orcs!

This little pointer indicates how far you've gone on your quest. It's handy to have a point of reference, but don't watch the pointer! Concentrate on the game, but pause it occasionally to have a rest and check how far you've gone.



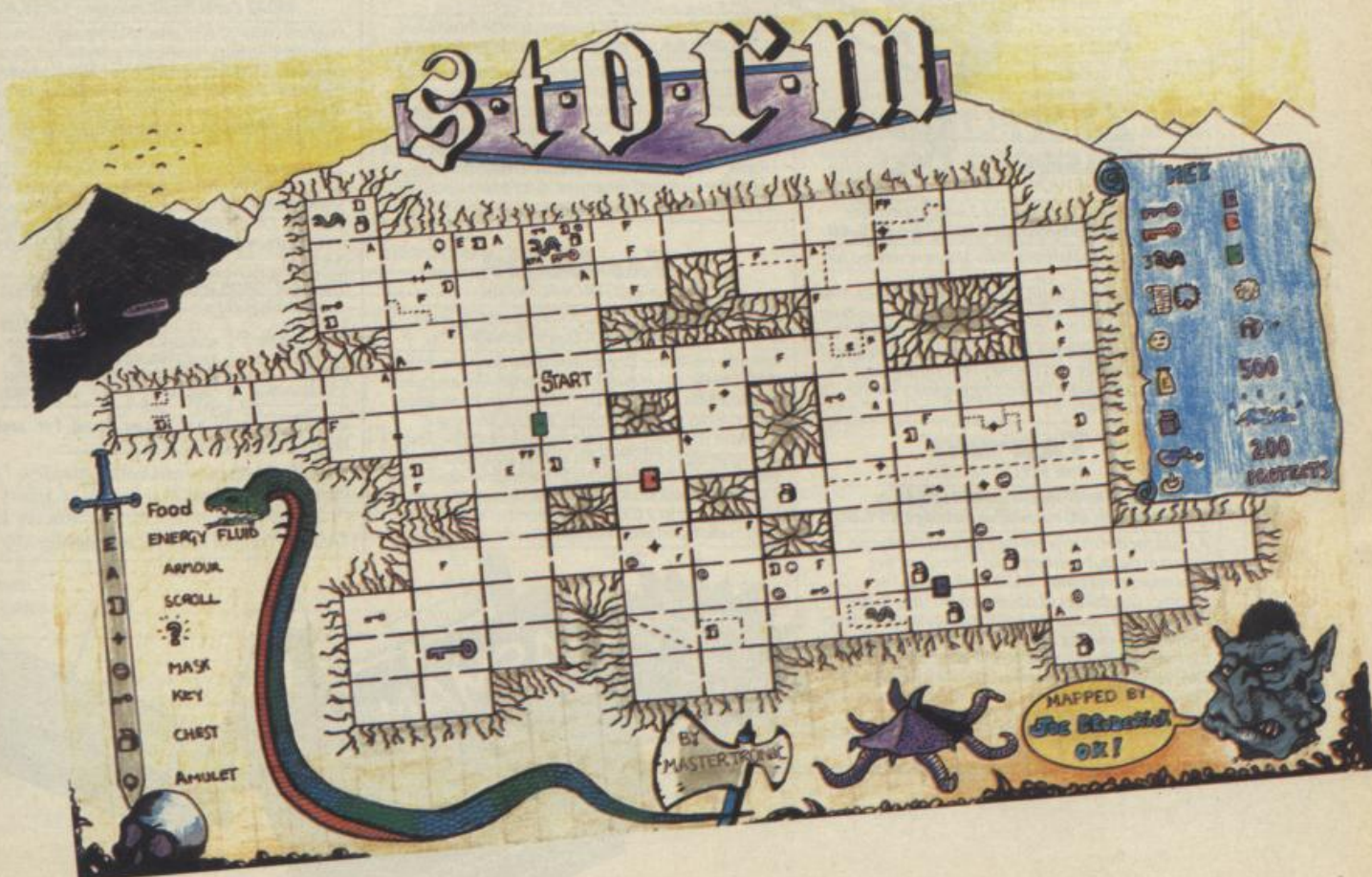
Don't be frightened to use your smart bombs, 'cos as you progress along any particular level, you'll find the odd one to pick up. These can be very handy in a situation like the one you find yourself in here, where you're about to fall on a mass of baddies.

I don't know whether it's a fault in the way they've written the scrolling routine, or a deliberate sneaky trick on the part of the programmers, but watch the baddies when you're moving towards them. As you fly towards them, especially when you're landing in front of ones coming from the right, they drift backwards, making it very hard to guess where they'll end up!

You can get immunity from baddies by picking up the crosses. When you do your immunity indicator goes green (for go!). And that's what you must do, go go go! Until it starts flashing (meaning it's running out) make as much ground as you can!

STORM

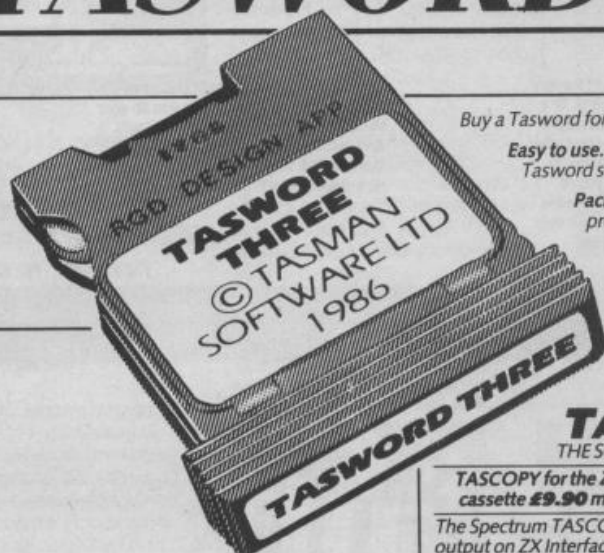
by Stormy Joe Broderick



TASWORD 128

TASWORD THREE

TASWORD PLUS TWO



Buy a Tasword for your Spectrum and get a word processing program that is:

Easy to use. Just load the program and type in your text. If you do need help then it's there on the Tasword screen.

Packed full of features. The new generation of Taswords set a new standard in word processing on the Spectrum computers.

Designed for YOUR computer. There is a Tasword for each Spectrum computer. Each Tasword is designed to make the best use of the keyboard and memory on your Spectrum.

ZX SPECTRUM Tasword Two THE WORD PROCESSOR

TASWORD TWO for the ZX 48K Spectrum
cassette £13.90 microdrive cartridge £15.40

"Without doubt the best utility I have reviewed for the Spectrum"

HOME COMPUTING WEEKLY APRIL 1984
"If you have been looking for a word processor, then look no further" CRASH JUNE 1984
With 64 characters per line on the screen and a host of useful features TASWORD TWO is the ideal cassette based word processing package for the Spectrum owner.

TASPRINT THE STYLE WRITER

TASPRINT for the ZX 48K Spectrum
cassette £9.90 microdrive cartridge £11.40

A must for dot matrix printer owners! Print your program output and listings in a choice of five impressive print styles. TASPRINT utilises the graphics capabilities of dot matrix printers to form, with a double pass of the printhead, output in a range of five fonts varying from the futuristic Data-Run to the hand writing simulation of Palace Script. A TASPRINT gives your output originality and style! The TASPRINT fonts are shown to the right together with a list of compatible printers.

TASCOPY THE SCREEN COPIER

TASCOPY for the ZX Spectrum with Interface 1
cassette £9.90 microdrive cartridge £11.40

The Spectrum TASCOPY is for use with the RS232 output on ZX Interface 1. It produces both monochrome (in a choice of two sizes) and large copies in which the different screen colours are printed as different shades. With TASCOPY you can keep a permanent and impressive record of your screen pictures and diagrams. A list of printers supported by TASCOPY is given to the left.

TAS-DIARY THE ELECTRONIC DIARY

TAS-DIARY for the ZX 48K Spectrum and microdrives. Cassette £9.90

Keep an electronic day-to-day diary on microdrive! TAS-DIARY includes a clock, calendar, and a separate screen display for every day of the year. Invaluable for reminders, appointments, and for keeping a record of your day. The data for each month is stored as a separate microdrive file so that your data for a year is only constrained by the microdrive capacity. TAS-DIARY will work for this year, next year, and every year up to 2100! Supplied on cassette for automatic transfer to microdrive.

Compatible with Spectrum, Spectrum +, and 128K Spectrum

TASMAN PRINTER INTERFACE

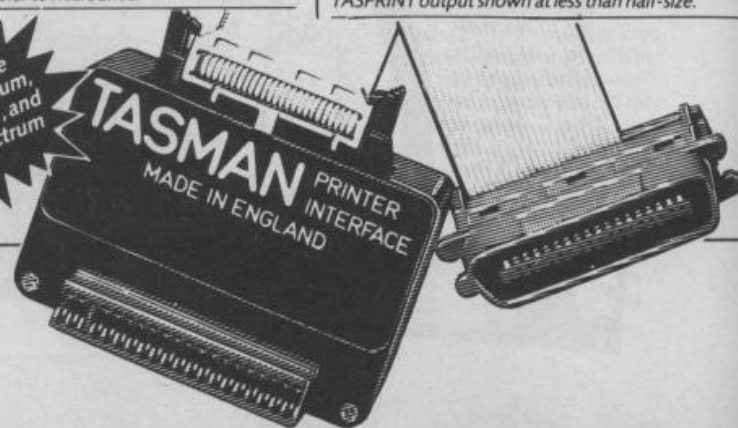
TASPRINT PRINTER INTERFACE for the
ZX Spectrum £29.90
RS232 Cable for ZX Interface 1 £14.50

Plug into your Spectrum and drive any printer fitted with the Centronics standard parallel interface. Supplied complete with ribbon cable and driving software. The user changeable interface software makes it easy to send control codes to your printer using the method so successfully pioneered with TASWORD TWO. The cassette contains fast machine code high resolution full width SCREEN COPY SOFTWARE for Epson, Mannesmann Tally, Shinwa, Star, Tandy Colour Graphic (in colour!) printers. TASCOPY shaded screen copy software for this interface (value £9.90) is INCLUDED in this package.

The TASCOPIES and TASPRINTS drive all Epson compatible eight pin dot-matrix printers e.g.

AMSTRAD DMP 2000	NEC PC80238-N	BROTHER INT005
EPSON FX-80	MANNSMANN TALLY MT-80	SHINWA CP-80
EPSON RX-80	STAR DMP 501/515/5610	DATA PANTHER
EPSON MX-80 TYPE III	COSMOS-80	DATA PANTHER II

COMPACTA - bold and heavy, good for emphasis
DATA-RUN - a futuristic script
LECTURA LIGHT - clean and pleasing to read
MEDIAN - a serious business-like script
PALACE SCRIPT - a distinctive flowing font
TASPRINT output shown at less than half-size.



FREE***Disk Interface**

When you buy a Disk Drive

A Very Special PROMOTIONAL OFFER!

For a LIMITED PERIOD!

**Single Drive +
Beta 128/Delta Basic**1 Mbyte 3.5" **£159**1 Mbyte 5.25" **£179****Twin Drive +
Beta 128/Delta Basic**2 Mbyte 3.5" **£259**2 Mbyte 5.25" **£299**

For Delta 128 please add £30

Other SPECIAL OFFERS!**Beta 128**
for Spectrum

Disk Interface with full file handling. Reset switch and MAGIC BUTTON. You can transfer tape based programs to disk system simply by a touch of the MAGIC BUTTON. 48/128 compatible.

£69.95**Delta Basic**
for QL

Disk Interface, Centronic Printer Interface and RAM DISK Driver

£69.95**Delta 128**

As Delta Basic with 128 K extra RAM

£99.95**Q-Print
S-Print**

Centronic Printer Interface for QL

£19.95

Centronic Printer Interface for Spectrum 128

£19.95

Delivery — £4 for interface, £8 for drive + interface

Cut this coupon and send with cheque or postal order to:



Technology Research Ltd, Unit 18 Central Trading Estate, Staines, Middlesex, TW18 4XE. Tel: 0784 63547.

Please send me: _____

Cheque/PO enclosed: _____

Name: _____

Address: _____

*Offer is subject to availability *All prices are for UK only and inclusive of VAT *You need to use this coupon to claim your free interface offer.

Carry-on SCREENING

"Okay darlings... places everybody. We're going for a take. Hugo dear, you're supposed to be in this scene. Come on love, look at your script.

Yes, that's right possum — the one concerning film licensing for Spectrum games. You know, how it's taken off recently and about all the lurvely new releases that are coming soon at a Spectrum near you. Can you look a bit more Larryish please, Victor? Right? Lights... Camera... Action!"

Gone are the days when brother Gary used to snog on the couch with girlfriend Sandra and give you 50p to go to the flicks. Now you want at least a tenner to go and buy the Speccy game that's based on the latest blockbusting movie. It's a bit like the Hollywood Greats really — Bogart 'n' Bacall, James Cagney, Clark Gable, Mae West and Marilyn Monroe all used to be up there in lights. Now it's Sylvester Stallone, Clint Eastwood, Sean Penn, and the Marshmallow man. You remember *Ghostbusters*?

LICENSED TO THRILL

Ghostbusters was the first film ever to be licensed for a Spectrum game. The company that bought the rights to it, Activision, took a gamble but it paid off. *Ghostbusters* is the biggest selling computer title of all time. 600,000 of you bought it. Not surprising then, that it decided to carry on licensing films with a number of other companies hot on its heels. So much so, that it's become très hip to jump on the film licensing bandwagon. And why not?

Games licensed from big name films stand to benefit from nationwide television, magazine and newspaper advertising which means they'll be reaching a much larger audience. Rod Cousens from Electric Dreams agrees that a film title promotes a wide consumer interest which can then be developed for a computer software title. Ocean's David Ward told me that he always uses packaging and advertising that's very similar to the promotional material for the film itself. That way the games are instantly recognisable on the shelves.

Mind you, although movie licensing can be very successful, it can also be extremely expensive. And as more software houses get in on the act, so prices rocket. Film companies are into big



Illustration: Nick Davies

	MOVIES	GAMES
1926	Nosferatu	
1962	The Great Escape	
1973	Live And Let Die	
1978	Alien	
1979	Nosferatu	
1981	Friday 13th	
	Rambo: First Blood Part II	Alien
1984	Ghostbusters	
	Gremlins	Gremlins
	A View To A Kill	Ghostbusters
	Back To The Future	A View To A Kill
1985		
	Goonies	Rambo Friday The 13th
	Biggles	Biggles
	Highlander	The Great Escape
	Cobra	Nosferatu
	Top Gun	Highlander
1986	Aliens	Cobra
	Big Trouble In Little China	Aliens
	Howard - A New Breed Of Hero	Goonies
	Labyrinthion	Big Trouble In Little China
	Short Circuit	Live And Let Die
		Howard - A New Breed Of Hero
1987	The Living Daylights	Short Circuit
		The Living Daylights

business and big money and now want up-front advances plus royalties. Not only that but many films are licensed at script stage so a software house can only make a calculated guess on a film's eventual success.

So, it's important for a software house to weigh up the advantages gained from the promotion of its chosen film against the expense of securing the license in the first place.

SOFTIE'S CHOICE

What does a software company look for when deciding on a film to license? David Ward from Ocean reckons it's important to identify a cross-over interest with the same audience. *First Blood*, for example, followed the exploits of a trigger happy Vietnam vet and relied more on action than plot. Just the sort of film likely to appeal to the trigger happy arcade player, or so the theory goes. It made sense, therefore, that Ocean's *Rambo* was a fast shoot'em up and not a search and find platform game. Hunt for Rambo's brain could've caught on though!

According to Rod Cousens, Electric

SCREEN TEST

What do you think? I ushered a few YS movie buffs onto my casting couch and got them to fluff their lines.



Nicholas Devlin (12)
Do you go to the movies very often?
Once every four to six months.
What type of films do you like?
I saw Karate Kid II recently and I enjoyed that but my all time fave has got to be the Bob Hope film They Got Me Covered.
Do you buy film licensed games?
I've got Rambo.
What do you think about software companies licensing films for games?
I think people are generally more likely to buy a hyped game and obviously ones based on films will benefit from the film advertising. I still think they should be as good as other original games though.
In your opinion are licensed games of inferior quality?
No, generally I don't think they are — I wasn't disappointed with Rambo.
Are you planning to buy any film licensed games for Christmas?
I like martial arts games — if someone brought out Karate Kid II I'd definitely buy it even if I had no idea how good it was.



Melissa Berkovi (10)
Do you go to the cinema?
I go about once a month or whenever there's a film I want to see on.
What are your favourite films?
I liked Jewel On The Nile 'cos it was funny and I really loved ET.
How good do you think film licensed titles are?
I think some can be a bit disappointing because they don't capture the atmosphere of the original films they were based on. Ghostbusters is the best as far as I'm concerned — I really liked the music.
Do you play film-based games?
I do if my brother lends them to me. I'd play the game Rambo but I don't like that sort of film — boring!
What film would you like to go and see next?
ET again — I thought that was brilliant.
Will you buy a film titled game for Christmas and if so what?
I'd like to buy ET but nobody's done it yet on the Spectrum. If they did I'd buy it.



Erol Mustafa (12)
Do you go to the cinema regularly?
I usually go about once or twice a month depending on what's on. The last one I saw was Highlander.
What's your favourite film?
All the Police Academy films — they're hilarious.
Does the name of a game that's been licensed from a film influence you to buy it even if you don't know how good it is?
Yes definitely. I've bought games in the past because I'd seen the films they were based on or the names were familiar and I've been disappointed.
Why do you think



Justin Berkovi (12)
How often do you go to the cinema?
Every two months I s'pose.
What sort of films do you most enjoy?
I like the Indiana Jones films, especially Raiders

Of The Last Ark. I also enjoyed ET though it made me cry a bit.
Have you bought games that are licensed from films?
Yes. I have. I bought Rambo which was quite good but a poor copy of the film really.
What do you think of licensed games on the whole?
Some are a load of rubbish but they're usually alright. I think most of them tend to be too ambitious and they tend also to be rushed just so they come out at the same time as the film.
Are you influenced by the names of games licensed from films?
Yeah, especially if it's a game based on a film that I can't go and see 'cos of the certificate, like Rambo or Cobra for instance. Advertising has a strong impact on me and my friends so if we can't see the film but have seen posters we're likely to want to buy the game instead.
Do you think you'll be buying a film licensed game this Christmas?
What can I say but... yes! I'm going to buy Ocean's Cobra.

software companies license films for games? I reckon that sometimes a software house licenses just to make the game sell better 'cos it's got a well-known title. The quality of a game can suffer because of this but not always.
What film are you going to see next?
Legal Eagles with Robert Redford. It's a detective comedy. I really like funny films, oh and science fiction ones too.
Do you think you'll be buying a game licensed from a film this Christmas?
Yes, I really want to get Ocean's Highlander 'cos I thought the film was great.

Dreams looks to see if there are elements in the film, like a strong hero or plot, that can be converted into good gameplay. In *Aliens*, for instance, the most important feature is the extra-nasty extra-terrestrials and the mission to destroy them! In the game this is translated into a combination of strategy and attack. It can work the other way round though. As Mark Pearson from Beyond explained, "Beyond decided to license *Star Trek* simply because we were all addicts and thought it had the makings of a brilliant game."
Other important factors involved when choosing a movie to license are the film's likely success, the degree of controversy the film may cause and the film's general appeal based on the script, the actors starring in it and the age group it's aimed at. A U rated film may not necessarily

DEEP STRIKE



R.R.P. £9.95

Spectrum & Amstrad
available November 20th
Commodore 64
available January 20th

Trade enquiries to Centresoft
on 021 356 3388

Sales dept.,
Castle Lodge, Castle Green,
Taunton, Somerset TA1 4AB
England Telephone (0823) 54489 & 54029

DURELL

software getting harder



◀ appeal to kids. Who wants to see a film they're legally entitled to? They're much more likely to be turned on by a film rated as 18. It's for that reason that films like *Cobra* are licensed. Even though many of you can't go and see the film, you'd still be influenced by the advertising and would probably jump at the chance to be able to take the part of a hero in a game based on it.

Although 18 rated films are often fairly violent or gory, games licensed from them needn't necessarily be so. Rod Cousens pointed out that although you try and give people what they want, you must also use your commonsense when choosing the content of the game. Some scenes in *Aliens* were definitely a bit yukky but the game won't be. Coincidentally, CRL recently paid for its new game *Dracula* to be rated by the British Board of Film Classification as it was considered to have dodgy content matter. Okay, it was a bit of a publicity stunt on CRL's part but it might set a precedent. It was rated 15, by the way!

Once a software house has seen the film, or more often only examined the script and cast list, and it's decided to license a title, it must then design a game with the help of a software designer. This often takes the form of a storyboard with example screens and a detailed explanation of the gameplay and the characters. This must then be submitted to the film company for approval. Once that's been granted the programming team can start turning it into a game. Rod Cousens reckons the most difficult bit of converting a film is in recreating the characters and the overall atmosphere. Finally, the finished game and packaging has to be given the thumbs up by the film company before it can be released.

TIME BANDITS

The troubles aren't over yet though. It's vital to time the release date of the game while the film's on at the flicks. David Ward stressed that it's crucial to get the game out during the five weeks or so when the film is at its peak. US Gold's *Goonies*, for example, has only just made it to the shops, nearly a year after the film. That means it has zilch chance of cashing in on any hype that went with the movie.

Still, this almighty rush to get a game out at the right time can mean a drop in quality. The last minute rush on the programming can lead to a slapdash game. Domark found as much with *Friday 13th*. Dominic Wheatley, the man who put the Dom in Domark, is the first to admit that a game won't sell on its name alone. "We had a lot of problems with *Friday 13th*, both on programming and getting it ready on time. Unfortunately, this meant it wasn't as good as it should've been and so it didn't sell." Still, Domark has learnt its lesson and is currently working on a new game for late '87 based on the latest James Bond movie — *The Living Daylights*.

It stands to reason then, that you can't sell a game on its name alone. The game is also likely to be of a higher standard if it's licensed early on in a film's production so the programmers have more time to develop it. The cost of licensing a game must be offset by the greater number of copies sold. So it's in a software house's interests to put out a high standard product if it's to sell significantly more ties than original concept games.

Even film companies are seeing the possible advantages of producing software based on their own productions. ▶

ALIENS PG



In space no-one can hear you scream. But they sure as hell will hear you in the cinema if you go to see *Aliens*.

Ellen Ripley (plus Jones the purrfect cat) have been found in space, 57 years after the last alien attack, still alive. The Company questions her story about the attack on the barren planet Acheron (now inhabited by several hundred Company survivors) and writes her off as a psycho case. Until, of course, a deathly hush surrounds Acheron. So, the Company decides to send someone to investigate, someone who knows the planet and the aliens — Ripley.

On reaching Acheron, her fears are realised. The planet is desolate and the only survivor is a young girl called Newt. Chestbursting and facehugging aliens have taken over and it's now up to Ripley and her troops to hunt and destroy. To burn the aliens out forever. And it's here that the action heats up. Bodies flying everywhere, aliens spitting acid and a brave android getting ripped in two whilst trying to save Ripley and Newt.

Hideous looking aliens, spectacular special effects, tremendous fighting sequences and a touch of humour for good measure — it's got to be one of the best films I've seen this year.

ALIENS Electric Dreams



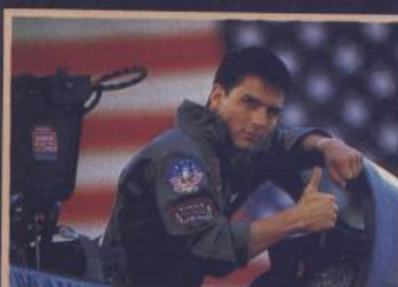
We've had *Aliens* on the silver screen and now we've got them on the Speccy screen. An all-action arcade game, *Aliens* takes place in a station bay on the planet Acheron. The aliens have taken over and it's your job to destroy the whole hive including the queen.

You have six crew to organise and direct, each of whom has an Image Intensified Video Camera attached to his or her helmet that relays pictures back to you at the operations bay. Although you can only control one of the crew at a time, you can give the others instructions which they'll carry out while you switch control to another member of the team.

There's a total of 255 different locations and you can turn through a 360 degree view of each room — watch out for the beeping monitor which tells you the proximity of an approaching alien. It can get quite hairy when you realise an alien's practically breathing down your neck but you just can't see him. Not only that, but if you fail to protect the Generating and Control rooms and the aliens infiltrate, all the lights in the bay go out and you can't see a darn thing anyway.

Judging by the preview, *Aliens* should turn out to be one hell of a game and a great way to spend Christmas day after you've stuffed yourself with turkey and your stomach's about to burst!

TOP GUN 15

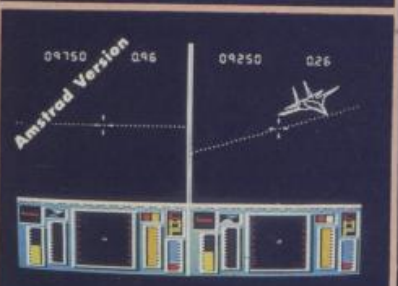


Life is not a malfunction. Eh? That's what it said on the *Short Circuit* poster so I just had to go and see the film. And very funny it was too.

Number 5 is missing! A strategically designed robot with an artificially intelligent weapon system, Number 5 has escaped, after a catastrophic one-in-a-million accident. Worse still, he's come to the conclusion he's alive. Dr Newton Crosby (played by Steve Guttenberg) is the man who designed him and he now wants to take him apart again to find out what went wrong. Nova Robotics' president is worried silly that poor old Number 5's weapons will wipe out millions of innocent people. And the security chief is pretty keen on blowing him to bits so he can make it home in time for dins.

Help is at hand though in the form of Stephanie Speck (Ally Sheedy), a short-order cook whose one mission in life is to save all the animals in the world — Number 5 included. Can she save him? Go and see the film and find out 'cos you'll have 99 minutes of completely crazy, zany, madcap fun. You'll instantly fall in love with the plucky little robot Number 5 and if you're anything like me you'll want to take him home. (Nobody's anything like you! Ed).

TOP GUN Ocean



Vroooooom... Screeeeeeeech! That's the sound of your F-14 Tomahawk taking off from an aircraft carrier as you prepare to battle against your opponent in Ocean's *Top Gun*. Only louder! The on-screen display shows both your, and your opponent's, cockpit view and below this there's a console of various readouts indicating fuel, ammunition, radar, altitude, weapon selection and warning lights.

The game is split into two parts. In the first section you're in the *Top Gun* class competing against an instructor — the computer or one of your friends. Usually there's only one plane's view which is displayed in vector graphics, against an artificial horizon. You won't be fighting with real ammo but audible and visible indicators will let you know what's happening. Get through this and it's on to the second level where you're on your own, dogfighting a computer adversary — and he's mean! Luckily you're armed with machine guns, heat-seeking missiles and flares — defeat the computer and it's on to the next level where it gets even faster and harder.

Even the unfinished version of *Top Gun* I saw looked brilliantly animated and handled realistically but it's very fast and you'll certainly have to be good to prove yourself as 'Top Gun'. At least you don't have to look like Tom Cruise!

SHORT CIRCUIT

PG



If macho men doing all manner of dare devil stunts in the cockpit of an F-14 Tomcat fighter plane turns you on then you'll love this film. Lt. Pete 'Maverick' Mitchell, played by heartthrob (well my heart throbbed anyway) Tom Cruise, has made it to San Diego's Naval Air Station. He and his co-pilot, Goose, have five weeks of intensive training ahead of them to become the best shooter pilots in the world. Only one team can qualify for the esteemed accolade of 'Top Gun' and the competition's tough.

The film combines fast action, amazing stunts and a wealth of special effects. There are also touches of humour and tenderness — well the hero's got to fall in love hasn't he? And he does. With the glamorous 'Charlie'. No, it's not a man, it's Top Gun's resident astrophysicist/instructor, Charlotte Blackwood, whose job it is to pick out the best of a bunch of nifty pilots.

There's not a lot of plot in *Top Gun* but the film makes up for it with all-out action and the stunning photography in the plane flying sequences. And if that's not enough for you at least you'll lose your hearing listening to the soundtrack. Well, have you ever heard the deafening roar of a Tomcat's engines as it flies straight through the space between your ears?

SHORT CIRCUIT

Ocean



What's cute, intelligent and looks like ET on roller skates? Number 5, that's who — the star of Ocean's new game *Short Circuit* based on the film of the same name.

Number 5 is a highly sophisticated robot with the power to wipe out the population of California with one blast from his very powerful laser. By a freak accident he's been blessed with human intelligence and wants to escape from the factory where he was assembled by scientist, Newton Crosby.

In this comical arcade strategy game you play Number 5 and it's up to you to get him through the security systems that protect the factory and into the outside world.

Control is amazingly smooth and simple. To search any object you just press fire and a window will appear with a scrolling message informing you whether your search has been successful. You escape in a van and can do so at any time, though you'll be caught if you haven't found all the necessary objects. Even after you've managed to escape you'll then have to help Number 5 build a replica of himself to fool his pursuers.

Short Circuit promises superb colourful graphics and challenging gameplay and you'll want to keep on playing to save poor old Number 5!

COBRA

18



Scene 1 There's been a spate of grisly murders in New York and the cops don't have a clue who's responsible.

Scene 2 An incredibly beautiful model witnesses one of these horrific murders.

Scene 3 A group of homicidal maniacs, 'The New Order' has decided she must be silenced before she can identify them.

And there you have the plot — some plot! — of *Cobra*, Sylvester 'strong but silent' Stallone's latest macho offering.

The evil gang bungles an attempt on the model's (Anna Conda by any chance?) life while she's recovering in hospital and she just manages to slither into the arms of *Cobra* (Stallone). With a steely determination, he whisks her off into a secluded hideaway in the hills promising to be her protector. But, just as he begins to relax, he realises the policewoman assigned to the case is a traitor — a real snake in the grass.

A personal battle between the leader of The New Order and *Cobra* is waged. The gang arrives but *Cobra* is ready to strike with guns, grenades, knives... hang on, this sounds like *Rambo*! All good action stuff which keeps you on the edge of your seat until good has finally triumphed. If you like pure violence you'll love it. Me — I prefer a bit more of a storyline.

COBRA

Ocean



If crime is a disease, *Cobra* is the cure. Ocean's latest fast action arcade offering, *Cobra*, promises to keep you off the streets and occupied for weeks. You play *Cobra*, a 'tough on the streets' city detective with a mission — kill or be killed.

There are three levels and first you must find the woman who you're supposed to be guarding and keep her close to you. You start with only a headbutt to defend yourself but as you progress you'll find other weapons in the form of hamburgers (eh?). It's pot luck what you'll find but it'll either be a machine gun, knife or pistol. Each time you collect a weapon a yellow duck appears at the bottom of the screen to give you an idea of how much firing power you've got left. Once exhausted the duck will change to a cobra and you revert to headbutting.

Women with bazookas, prams and angry henchmen will attempt to kill you at every opportunity so you've got to have razor sharp reflexes to complete a level. You have three lives displayed on-screen and you're gonna need 'em. Each level is set in a different scenario and in the final one the major villain pops up who you must send packing.

If you adder problem seeing *Cobra* at the movies 'cos you were too young don't viper tear from your eye — go and buy Ocean's *Cobra* and have a lot of fun.

BIG TROUBLE IN LITTLE CHINA

15



This spoof martial arts fantasy is more chopstick than slapstick! But it's enjoyable for all that.

Jack Burton, a typical all-American hero (played by Kurt Russell) befriends Wang Chi, a local restaurateur, who's about to meet Maio Yin, his future bride. Unfortunately, she's abducted at the airport and Jack and Wang Chi go off in search of her with the help of Egg Shen, a tourist guide with occult powers, and Gracie Law, a crusading attorney.

The action takes place under San Francisco's China Town — in the sewers to be precise, where an evil Chinese villain, Lo Pan, has imprisoned Maio Yin. And all because the lady's got green eyes. Lo Pan's had a 2000 year curse placed on him and in order to appease the demon that did it, he must marry and then sacrifice a girl with green eyes. So it's up to Jack, Wang Chi and the others to chop through a menagerie of weird and wonderful adversaries such as Thunder, Lightning, Rain, The Wild Man, The Sewer Monster and One Eye in order to reach Lo Pan and save Maio Yin from impending death.

Despite the chaotic plot and so so special effects, *Big Trouble in Little China* is certainly hectic, action packed and great fun to watch.

BIG TROUBLE IN LITTLE CHINA

Electric Dreams



Boy are you in big trouble? The evil Lo Pan has captured the beautiful green-eyed Maio Yin and you as the brave but wacky crusaders, Wang Chi, Egg Shen and big'n'butch Jack Burton must come to the rescue before it's too late...

As in the film, the game's set in the Chinese underworld of San Francisco and the race is on to defeat the dastardly Lo Pan and his associated monsters. It's all icon-driven and you take control of the three main characters whose pictures are displayed at the bottom of the screen. Beside these are icons displaying what you're carrying and each character's stamina. The main window displays the three heroes and the sewer background, as well as Lo Pan's assorted henchmen when they appear.

You have to decide which character is the most suited to fight. Once in combat the character's stamina will get drained and if it reaches zero he'll die, so make sure you keep an eye out for food.

Once you've battled it out with assorted creatures and reached Lo Pan's headquarters it's into battle with the evil master himself. Take too long and Maio Yin will die a nasty death.

If you fancy an oriental Christmas, *Big Trouble in Little China* is full of Eastern Promise.



BULLSEYE

Millions enjoy this popular TV darts game, and now you can join Bully on the oche where you aim to win and throw to answer! A good arrow and you can pick your favourite topic ranging from Food to Pot Luck – a correct answer, and you're on your way! Do you want to gamble! £8.95

BLOCKBUSTERS

Sixty million people every week watch Blockbusters, Britain's most popular TV quiz game! Now, thanks to Macsen software, you can actually be a contestant, recreating the excitement of the TV studio in your own home. Our Question-master follow-up give you 500 more questions, plus the chance to insert your own – be your own Bob! £7.95

GOLD RUN

Can you beat a path through the hexagons to go for gold? The tension of this sister-game to Blockbusters is terrific, as the contestant struggles to complete his path against the clock. Adjust your own answering time to push yourself harder! £9.95

Macsen Software presents television's most popular programmes for your computer.

With our productions you can take part in your favourite programme and turn your living room into the television world of stars and sagas.



BLOCKBUSTERS & GOLD RUN
Now available for C16

17 Maes Nott, Carmarthen, Dyfed SA 31 1PQ. Tel: 0267 232508

COUNTDOWN

Countdown has come! The days of the simple crossword are numbered. Who in your family can find the longest word in a group of nine letters? Who is the quickest at crunching a three-figure number! Buy Countdown for hours of nail-biting enjoyment. £8.95

TREASURE HUNT

We give you a helicopter, a guide and your clues – the rest is up to you, as you search throughout England, Wales and Scotland, past castles, cathedrals and cottages to sniff out the hidden treasure. Thanks to our enclosed book, you won't need Kenneth Kendall to help you. Happy hunting! £9.95

EASTENDERS

Enter Albert Square and experience life among its inhabitants – taste their joys and woes, share their happiness and pain. See if you can survive the trials of this close community. Look out for Macsen EastEnders Software in your shops soon.

THE WINNING HAND THIS CHRISTMAS.

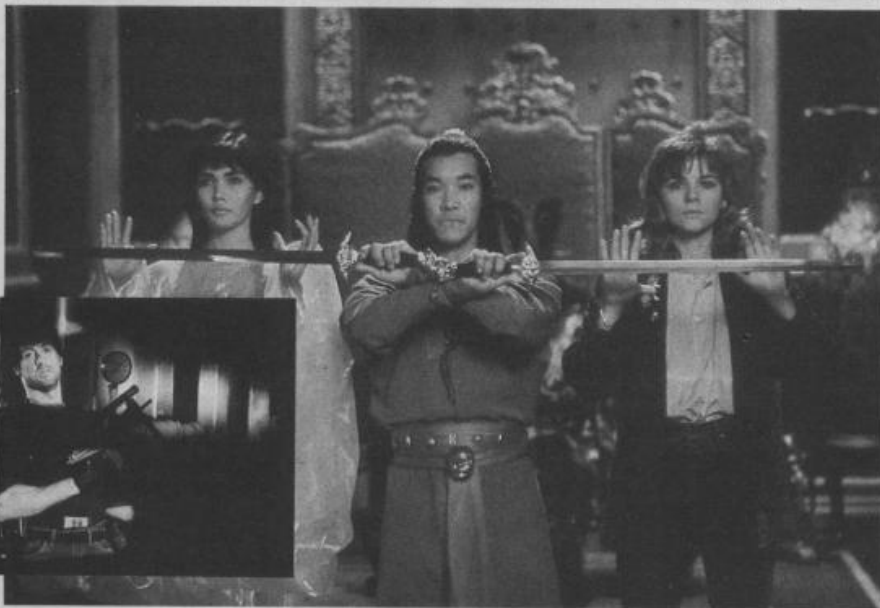
Blockbusters, Bullseye, Gold Run, Treasure Hunt and EastEnders available on: Commodore 64, Spectrum 48K, BBC Model B, Electron, Amstrad. Countdown on Commodore 64, Spectrum 48K, BBC Model B, Amstrad.

All games available from leading computer departments and computer stores.



AT A CINEMA NEAR YOU...

From left to right. *Top Gun*, *Short Circuit*, *Highlander*, *Cobra* and *Big Trouble In Little China*.



Lucas Films, famed for the *Star Wars* trilogy, has already moved into the arena with a vengeance. Who knows, we may even get to the stage where film companies license computer games to turn into films. What a thought, eh? *Jet Set Willy On The Road To Stardom*, *Wally The 13th* or *Back To The Monty Mole*. Rod Couzens certainly thinks it's possible. We shall see...

COMING SOON...

In the meantime there's a fair paramount of film licensed games due out in the next few months. So, grab your popcorn, choc ice and hot dog, settle back in your seat and wait for the trailer. Da da da daaada da daaah. Rank Advertising presents...

Apart from *Top Gun*, *Short Circuit* and *Cobra*, Ocean is soon to release *Highlander*, a sword fight simulation in which you must battle for The Prize — the ability to read people's minds. Also look out for three new titles next year — though Ocean's keeping them under wraps at the moment. Domark will be releasing *Live And Let Die* in early '87 and a game based on the new Bond movie, *The Living Daylights*, later the same year.

Electric Dreams is releasing *Labyrinth*, taken from the fantasy movie starring David Bowie. It'll also be producing *Howard — A New Breed Of Hero* though there's no date for that yet. The film was originally entitled *Howard The Duck* in America but it went down the whoosher so fast that the name's been changed to protect the guilty. It's about the cult comic book hero, Howard the Duck — though judging by his antics, he's a very distant relation of Donald's! Even as we speak, Electric Dreams is negotiating the rights to other movie titles but we'll just have to wait and see what they are.

I'm just waiting for someone to license *Gone With The Wind*, *Love Story* and *Brief Encounter* but then I've always been a bit of a sucker for romance! ●

ON LOCATION



You've seen the film of the book of the play of the cuddly toy of the cartoon character of the peculiar little scribble on the back of a fag packet... Now hear what Mark Eyles, software designer extraordinaire has to say...

What games licensed from films have you worked on so far?

Back To The Future, *Big Trouble In Little China*, *Howard — A New Breed Of Hero* and *Aliens*.

What's your favourite?

Usually the one I'm working on, in this case *Aliens* — it'll be brilliant!

Once a film license has been obtained what do you, as the Software Designer, have to do?

Read the scripts, or see the film, if it's been shot, and devise a storyboard. This'll include a detailed gameplan of the scenario, characters, their behaviour and how the game will play. I usually produce a few sample screens on my Spectrum too. If this is accepted a whole programming team is brought together to implement the design into a working game — well, that's the idea!

What sort of problems are associated with producing a game from a film?

The main restriction is the hardware — obviously you haven't got the sound and colour that a film producer's got. It's also very difficult to recreate a hero and show the differences between characters. Still, it's a challenge and very satisfying when you've come up with something that reproduces a film's atmosphere.

Do the programming team have difficulty converting your design of a game when they're working with only 48K of memory?

Admittedly I'm not a programmer (if I programmed a game it'd look like a load of blobs moving around in Basic) but I do know what a machine's capable of. There would be no point coming up with a mega amazing design that just wasn't feasible to program. But it works the other way too — most programmers couldn't design a game so we

complement each other.

What are the advantages and disadvantages of designing a game when you've only seen the script of a film?

Usually it's no problem, though films can sometimes alter by the time they actually hit the screen. In *Aliens*, for example, it wasn't until I'd seen the film that I realised the little girl, Newt, (the sole survivor on the planet) played such an important role. I then had to incorporate this into my original design and by this stage the programmers were already developing the game. Producing a game is an ongoing process — we're continually adapting and refining it though the essential design will still be the same. The advantage of designing a game based on a film when it's in script stage is you've more time to program the game. That way it should be a better product and still come out when the film's released.

Do you go to the cinema a lot?

Yes I do. Obviously I go and see all the films that I'm designing games for, but I'll also go and see anything that I think will be well produced. I particularly like sci-fi stuff and Spielberg movies.

Are you a trainspotter and do you have a pair of mittens with elastic on?

I haven't put my trainspotter sticker up anywhere, sorry, but I s'pose I'm an ageing trainspotter. And no, but I have got this really neat pair that have the fingers sawn off and a little flap on the top so you can wear them like mittens too.

all i want for Ch

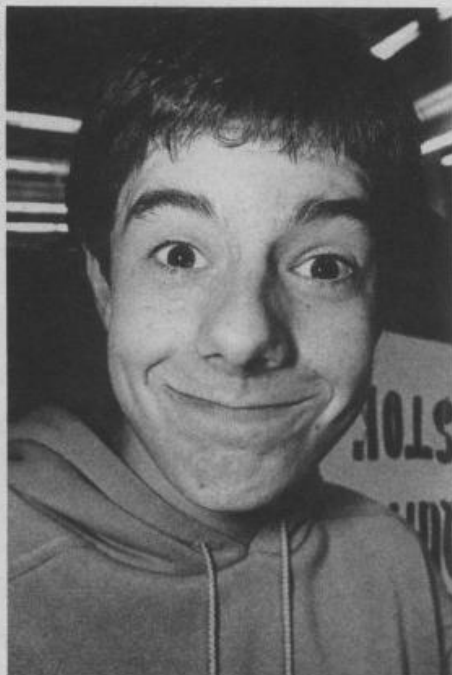


▲ Tim Guest, 11 comes from London and so does Anne, his mum. Colour of pyjama bottoms Red. Anne: "He's got some transparent ones as well." **Fave Games Elite** and "Gauntlet in the arcades." Anne: Movie, "to look at" and Jack The Nipper. **Fave brekky** Shreddies. Anne: Breakfast in bed. **Wants** A Commodore Amiga. Anne: "You're not supposed to say that" and Gauntlet. Anne: "How much is that one? I'd like two, sorry three, no, four tickets to somewhere hot, sunny by the sea." **Best thing in YS** Task Force. Anne: Letters and games reviews, "he forces me to read it but I think it's funny." **Worst thing about your mum** "Do you have a lot of room on that paper?" Anne: "the worst thing about him is his untidiness." **Best thing about your mum** "Can't think of anything." Anne: "The best thing about Tim is his sense of humour!"

Nory "They call me Batta Meneer, 18 and a housewife, doesn't wear any pyjamas, thinks he looks gormless and really likes Hacking Away. **Fave Games Elite** and "that one where you kick people". **Way Of The Exploding Fist.** **Fave add-on** Sorry? Oh, I see. My disk drive. "I'd like to find a new house and Leaderboard Golf in my Christmas stocking." **Likes** Computers, driving fast and John Cleese. **Dislikes** Muesli with sugar on and "people who ask me stupid questions." **Believes in** Father Christmas, "though I haven't met him yet!"



Photography: Tony Sleep



▲ John Palmer is 15, comes from Sidcup and once owned an action man with eagle eyes and gripping hands. He reckons the best thing in YS is Hack Free Zone, "I love all the hints'n'tips." **Fave add-on** "What do you mean?" **Wants** A Mercedes sports and Paperboy for Christmas. **Fave piece of clothing** Union Jack underpants and "my blue jarmy bottoms." **Likes** Going into the arcades, "my fave game is Star Wars", Linda Lusardi, leather, Right Guard deodorant and The Young Ones. **Dislikes** "Mr Farral, my physics teacher." **Fave Brekky** Sugar Smacks.



▲ Alison Stradling 11, from Kent, is at school, wears pink pyjama bottoms and loves maths, "everyone at school thinks I'm weird." **Wants** A mouse, "to draw with", and a new Chess game for Chrindle. **Fave games** Kung Fu Master and Art Studio. **Best thing about YS** The programs. **Likes** Pink socks, East Enders, Shreddies and playing the arcades, "I really like Paperboy and Galaxians." **Dislikes** Nothing. **Fave bit of clothing** A blue blouse with flowers on.



YS VOX POP SPECIAL

Christmas is...

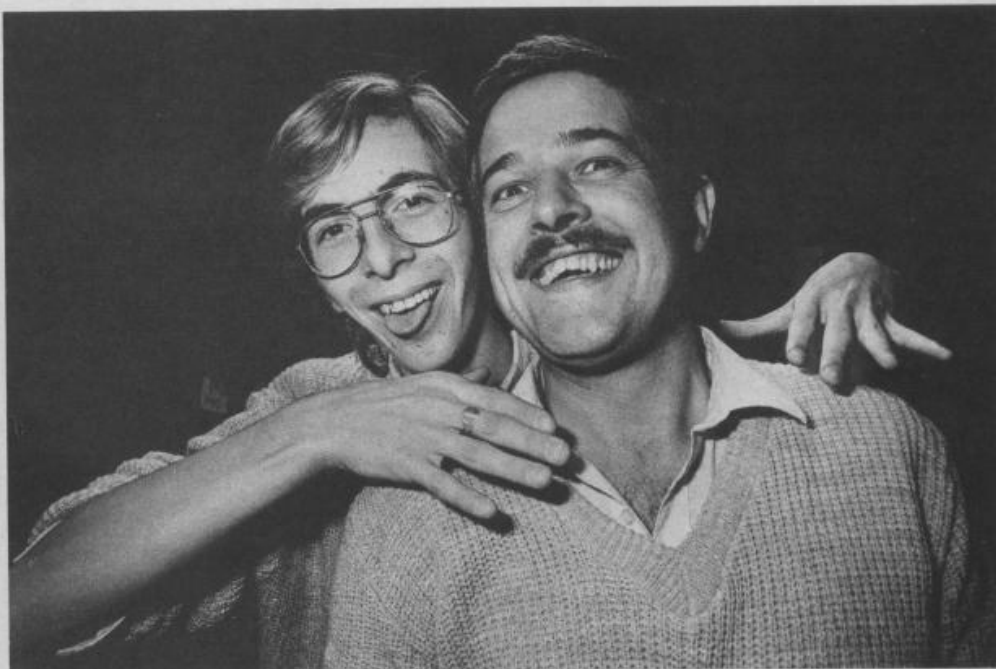
...Transparent pyjama bottoms! Sugar Puffs and peanuts! Linda Lusardi! T'zer (Likes Marvin Gaye, sherbet dabs and black pudding) moseyed on down to the ZX Microfair to find out what takes your fancy!

Rogelio Zapfeto Jnr, 16, is a student and lives in Greenwich. He wears Old Spice, "that stick stuff" and would like to find a Spectrum+2 in his Christmas stocking. **Fave brekky** Eggs, bacon and stuff with Weetabix. **Likes** Star Trek, "I'm a sci-fi freak", arcades and blue jim jams. **Fave add-on** "Pardon!" **Dislikes** Younger brothers and sisters playing on his computer and Commodore owners. **Fave Game** Saboteur, "it's the only one I can beat!" **Wants** Rogue Trooper, "I reckon it'll be a goodie."



Harriet Watson, 15 is from Parkway and definitely isn't a trainspotter. **Colour of pyjamas** "Don't wear any." **Wants** Trapdoor and "loads of clothes" for Xmas. **Best thing in YS** The reviews. **Likes** Naked Video, Rolos, "I'd never give my last Rolo to anyone though" and eating absolutely anything. **Fave brekky** Toast, "yummy, yummy, yummy." **Dislikes** Big headed boys and poseurs.

David Scotney, 16, is at college and from Hull and he's got an obsession with masculinity. On a night out he wears Brut 33 deodorant, otherwise it's Right Guard. **Wants** Sam (wahay) Fox for Christmas and some good shoot 'em up games. **Dislikes** Steven's clothes, "the whole of Hull is laughing at him." **Likes** Sam (wahay) Fox and arcades. "We've already been in on the way here". **Fave arcade games** 1942 and Hang On. **Steven Rodgers**, 17 and at college, is a man who doesn't have to try too hard — he wears Denim, deodorant not jeans. **Wants** A Spectrum 128+2 for Christmas. **Likes** Max Headroom and the arcade game, Paperboy. **Dislikes** His face (David's that is). "He only likes me 'cos I've got loads of games." **Best thing about YS** Task Force. "Because I wrote into it once." **Colour of pyjama bottoms** Blue. "I'm a trainspotter in disguise — good isn't it?"



Steve Fryer is "uh yes, okay 32" years old and a Senior Steam Train Restorer Operative (eh?). He has hairy pyjama bottoms, a Thanet Vikings jumper and used to be a trainspotter. **Best thing in YS** The staples — they're what holds it all together. **Fave games** Southern Belle (obviously), Lords Of Midnight. "I prefer stimulation" sorry simulations, myself like Fighter Pilot. **Wants** I'd like to find 'you' in my Christmas stocking! **Dislikes** Airwolf and The Great Space Race. **Likes** Sugar Puffs and peanuts for breakfast, Brut 33 "No messing" and Black Adder II. "Isn't that right Baldrick?" "Yes master." (Voice of Grant Smith, that famous all-American football star of the Thanet Viking—he's the one without the caterpillar on his top lip).



Jevon White, 15, comes from New Cross in London, wears Old Spice deodorant and loves girls, "Only if they're beautiful and intelligent." **Wants** Gauntlet, Ghosts'n'Goblins, Heavy On The Magick and "a million pounds" for Christmas. **Likes** Advanced Dungeons and Dragons, bacon'n'eggs and the colour brown. **Dislikes** Noodle soup, "ugh!" "I really like going into the arcades when I'm on holiday — the best game's Gauntlet."



Niall Mileman is 14 and comes from Crowborough. He wears white socks "they probably smell", and his mum's deodorant, sorry Mum, and reckons he's a bit of a hero in the arcades. "My favourite is Dragon's Lair." **Best bits in YS** The reviews and previews. **Wants** ACE for Christmas. "I don't believe in Father Christmas though, so me mum'll have to buy it." **Fave game** Elite "It's brilliant." **Likes** Cocoa Pops, Iron Door, "my Superman sweatshirt — it's very comfy," and blue pyjama bottoms. "Your Sinclair is the best magazine out." Creep!

YS VOX POP SPECIAL

TASK FORCE

Ian Hoare's Christmas stocking's packed with programs and running over with routines. (Shame about his feet!)

ast month I gave an example of how **Andy Glaister** uses the 48K Spectrum ROM to provide a table of jump vectors for Interrupt Mode 2 operation. Well, this was pretty complicated, so here's a slightly more flexible way of dealing with the problem.

This routine from **Steven Rodgers** checks to see if you have a printer installed, and if you haven't used it for a preset time, sticks up a message reminding you to turn it off! His original routine used memory scattered round all over the place, so I've altered it just to use space as near to the top of memory as possible. I've also used mainly hex addresses, to show what's going on more clearly. Look carefully at what happens in the initialise routine, as it's very compact.

```

0000 OPEN#   EDU   1601H
0010 ROMPR# EDU   8252
0020 CHAN    EDU   23633
0030 PASE    EGU   50
0040        ORG   OFDFDH
0050        JP    HAND
0060        DEFS  257
0070 INIT    DI
0080        LD    A,OFENH
0090        LD    I,A
0100        LD    HL,OF
0110        LD    R1,L
0120        DEC  A
0130 LOOP1   LD    (HL),A
0140        INC  HL
0150        DJNZ  LOOP1
0160        LD    (HL),A
0170        IM2
0180        EI
0190        RET
0200 OFF_2   LD    A,03EH
0210        IM1
0220        LD    I,A
0230        RET
0240 HANDL   DI
0250        PUSH AF
0260        PUSH BC
0270        PUSH DE
0280        PUSH HL
0290 CHECK  LD    BC,251
0300        IN    A,C
0310        CP    255

```

```

0320      JR      Z,EXIT
0330      LD      BC,(TIME)
0340      LD      A,B
0350      CP      PAUSE
0360      JR      Z,PRINT
0370      INC     BC
0380      LD      <TIME>,BC
0390 EXIT  POP     HL
0400      POP     DE
0410      POP     BC
0420      POP     AF
0430      EI
0440      RST     038H
0450 PRINT LD      A,(CHAN)
0460      CP      182
0470      JR      NZ,UPPER
0480      LD      A,1
0490      JR      PRI
0500 UPPER CP      187
0510      JR      NZ,PRNTR
0520      LD      A,2
0530      JR      PRI
0540 PRNTR LD      A,3
0550 PRI   PUSH   AF
0560      LD      A,3
0570      CALL  OPEN#
0580      LD      DE,DATA
0590      LD      BC,(TIME)-DATA
0600      CALL  ROMPR
0610      POP     AF
0620      CALL  OPEN#
0630      LD      BC,0
0640      LD      <TIME>,BC
0650      JR      EXIT
0660 DATA DEFW  'OY, Switch me
0670      DEFW  0
0680      DEFW  13
0690 TIME  DEFW  0
0700      END

```

Steven's program won't work with Interface 1 connected, because it calls some ROM routines that may not be paged in when an interrupt is generated! See if you can work out how to get round this! Also, it'll only work with a ZX (or Alphacom) printer. Your own printer interface may not use Port 251. Finally, when you assemble this, make a note of the address of OFF_2, as you can call this to switch off Interrupt Mode 2 operation. To set up IM2 operation, you'll have to call INIT, which you'll find at FF01H (if you've got things right!). Well done Steven, I hope you find my changes interesting.

Pete Erskine from Colchester has written in with a very interesting question. He asks about the refresh register (R) and what it does. Simple to ask, Pete, but much harder to answer! Basically, the refresh register is an eight bit register, bit 7 of which is set by LD R,A, and the remaining seven bits are incremented every Machine 1 (M1) cycle.

It's used by the Z80 chip to make sure that the RAM chips are 'refreshed' every so often. This is a hardware function that ensures the RAM retains its contents. Okay, that's the bit I know very little about! As to how it's used in a program, and why hardware back-up devices preserve its contents, that's a lot easier. As I said before, the R register is incremented every machine cycle. Here are a couple of examples to simplify matters. The command LD H,A takes four T states and one single M cycle. If R contained 23 before the command LD H,A, it follows that after it, it'd contain 24. Easy eh?

The command LD A,0 on the other hand, takes two machine cycles, and seven time states. You might think that in this case, the R register would end up as 25. However, there's only a single M1 cycle, used to fetch the OP code from memory, while there's an M2 cycle, which takes a bit less time to read the data from memory. So, the R register ends up as 24 in my example. All OP codes take a varying number of M cycles to complete and you'll have to suss out which of them are M1 and which are M2 to work out what happens to the R register.

Obviously, the R register is changing very rapidly, and in a predictable, if rather obscure way. You can therefore load it with a particular value, and some time later, find out if it's what you expected. If not, then someone has been messing around with your program, and you can use this as a method of program protection. This is particularly useful during the loading process, of course. Okay, Pete?

John Taylor from Chelmsford wrote in with a piece of machine code that can be used, among other things, to produce anagrams. He provides a short Basic program too, which uses it in that way. Have a look — it's wicked!

```

0000          ORG      64935
0010          LD        A,(STORE)
0020          INC      A
0030          LD        B,A
0040          LD        HL,STORE+1
0050  SETUP    LD        (HL),L
0060          INC      HL
0070          DJNZ     MT_LP
0080          BC,100
0090          RET
0100  START    LD        H,0FEH
0110          LD        A,(STORE)
0120          LD        L,A
0130          LD        A,(HL)
0140          INC      A
0150          LD        HL,(HL),A
0160          LD        HL,(STORE)
0170          LD        D,(HL)
0180          INC      D
0190          LD        L,(HL)
0200          LD        H,0FEH
0210          LD        B,L
0220  NEXT1    LD        A,(HL)
0230          CP      CP
0240          JR      NZ,HOPIT
0250          LD        A,1
0260          LD        HL,(HL),A
0270          DEC      HL
0280          LD        A,(HL)
0290          INC      A
0300          LD        HL,(HL),A
0310          INC      HL
0320  HOPIT     DEC      HL
0330          DJNZ     NEXT1
0340          LD        A,(STORE+1)
0350          CP      0
0360          JR      Z,MORE1
0370          LD        BC,1000
0380          RET
0390  MORE1    LD        H,0FEH
0400          LD        A,(STORE)
0410          LD        L,A
0420  MORE2    LD        A,L
0430          CP      1
0440          JR      NZ,COMP
0450          LD        BC,100
0460          RET
0470  COMP     LD        A,(HL)
0480          DEC      HL
0490          LD        B,0
0500          LD        C,L
0510          PUSH    HL
0520          CPDR    POP
0530          JR      NZ,MORE2
0540          JR      START
0550
0560  STORE    END

```

After compiling the code, save it as 'combi' with your assembler in the usual way. Now type in this short Basic program, and away you go.

```

10 CLEAR 6493d
20 LOAD "m:=1;"=combi"CODE
30 INPUT "Word ?? "w$
40 LET L=LEN w$
50 POKE 65023,L
60 GO TO USR 64935
100 FOR n=65025 TO 65025+L-1
110 PRINT w$(PEEK n);
120 NEXT n
130 PRINT
140 GO TO USR 64951
1000 PRINT "That's it for "w$
1010 PRINT!
1020 GO TO 30

```

John's used some crafty techniques to make sure the code returns to the right part of the Basic calling program, so whatever you do, *do not* renumber the program. Obviously the code can be used for far more than just producing anagrams since it actually produces all the rearrangements of the numbers between 0 and the number POKEd into STORE. The Basic then uses them for string slicing.

Lastly this month I've been sent a useful little program from **Gilad Japhet** of Jerusalem. In the words of Gilad himself, 'Have you ever wanted to convert numbers from hex to decimal, from binary to decimal or whatever?' This neat little program can be used to convert between any bases you like. You can use it on its own, or as a subroutine in your own programs. Gilad modestly guarantees that there's no Basic converter which works faster! He also asks me to send his regards to his former teacher Francis Glassborow, known to me through Micronet as 'Robinton'.

```

10 LET a1:=77: LET n:=77: LET a:=
"?????" :REM put in appropriate
values
20 LET c:=0123456789ABCDEFHJIK
1: LET w:=1: LET x:=1: FOR Q=0 TO
LEN a-1: LET m:=CODE a(LEN a-Q)
2: LET m:=m-(7 AND m)-48: LET
v:=m+2: LET z:=z+1: NEXT Q: LET
b:=m^z: IF n=10 THEN IF LEN BTR
v<9 THEN LET b:=BTR v: GO TO 3
3: FOR Q=1 TO LEN b: LET v:=Q STEP
-1: LET m:=1: FOR p=1 TO 10:
s:=m: NEXT p: LET b:=INT (v/s)
LET b:=b+CODE(b+1): LET v:=INT (
v/s): NEXT Q
50 PRINT "Converted Number=" ;
b

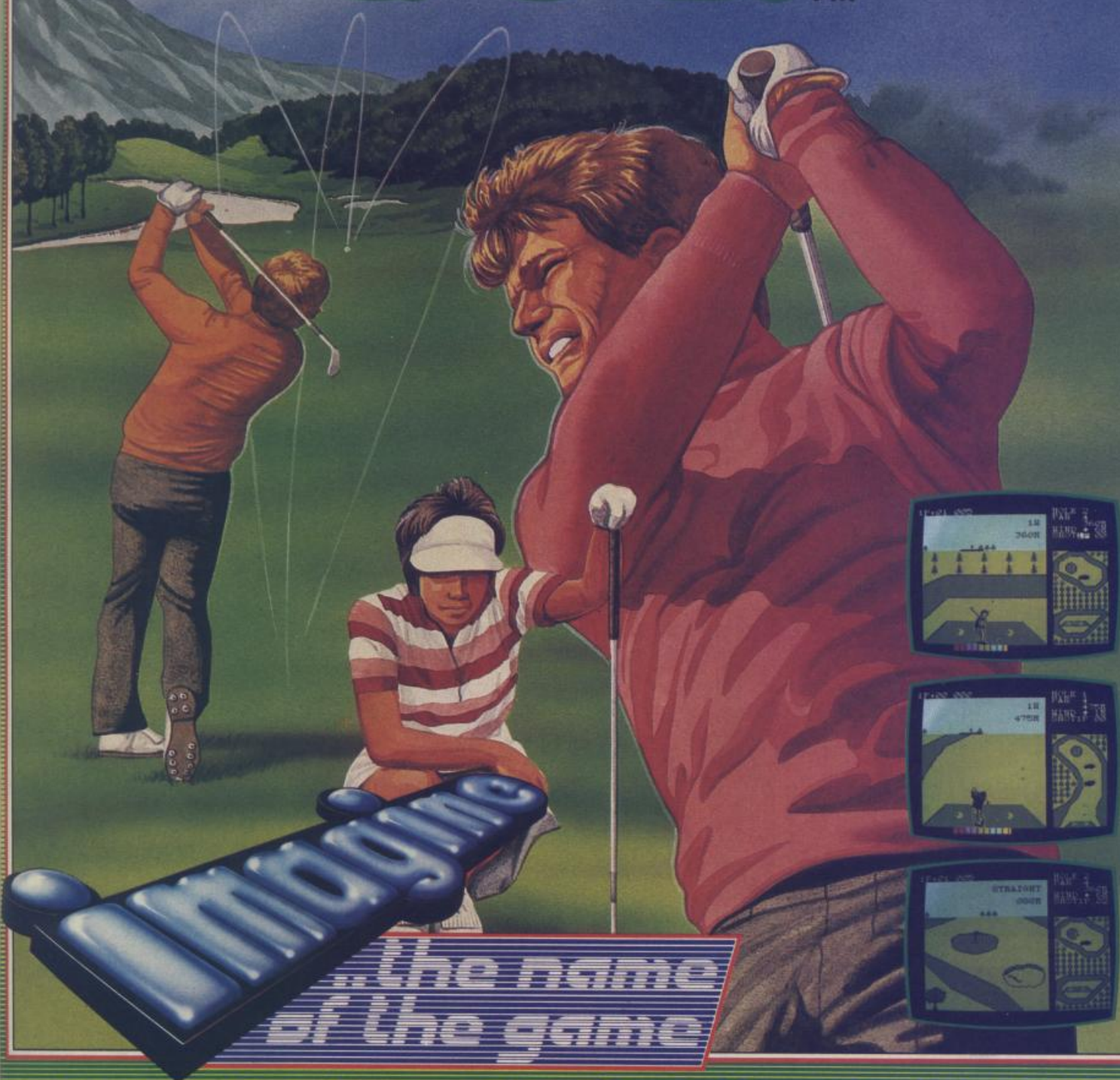
```

Right, that's all I have room for this month, but keep those programs flowing in to Task Force, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. See ya next month.

**ALL LETTERS
WIN A YS
BADGE**

AMSTRAD £8.95
ZX SPECTRUM £7.95

Konami's GOLF™



Select your club and prepare to tee off with this superb golf simulation from Konami reproducing all the features from the live game – choose stroke or match play with differing terrain and conditions. So if the weather turns bad don't worry it'll just improve your play for the sunny days!

Y S X M A S M E G A C O M P O THE 12 DAYS OF XMAS

...or where did I put that flippin' partridge?

"Ho ho ho! Look what Santa's got in her sack for you this Christmas. Games, games and er... more games. And any of them can be yours just by answering a few v. simple questions. Like how come I always get to dress up in the silly suit and make a spectacle of myself? And how long will it take me to grow the full beard? Now come into my grotto and sit on Santa's knee, little boy, and tell me what you'd most like for Christmas. No, you can't peek inside my Christmas stockings. And Rudolph... STOP THAT... you dirty ol' Reindeer!"

On the 1st day of Christmas, YS sent to me...

A PAPERBOY IN A PEAR TREE... plus Ghosts n' Goblins, Commando, Frank Bruno's Boxing and 1942. And they can all be yours (well, all except for the pear tree) if you tell us (spot the tenuous link with Commando) the motto of the SAS. Is it:

- 1 Dan Dare Wins?
- 2 Who Dares Wins?
- 3 Who Cares Who Wins?

On the 6th day of Christmas, YS sent to me...

SIX TRAILS A'BLAZIN'... Actually, Gremlin's offering not six, but twelve, copies of its arcade hit Trailblazer if you can tell us who sang On The Trail Of The Lonesome Pine. Was it:

- 1 Thomas Hardy
- 2 Laurel and Hardy
- 3 Kiss Me Hardy

On the 8th day of Christmas, YS sent to me...

EIGHT GAULS A' STONIN'... 'Allo my little cabbage. 'Ow would you like your very own copy of Asterix? Stone me. Such gall. And Melbourn House is also offering eight copies of Conquestador. Just tell us the name of Asterix's outsized sidekick. Is it:

- 1 Oblonsky?
- 2 Obelix?
- 3 Oppalong Cassidy?

Tarzan if you can tell us who wrote the original stories. Was it:

- 1 Edgar Wallace?
- 2 Edgar Rice Burroughs?
- 3 Edgar Lustgarten?

On the 2nd day of Christmas, YS sent to me...

TWO ARTIST II'S... and two copies of The Writer from SoftTechnics. Just tell us which laid-back artist painted the ceiling of the Sistine Chapel. (American visits the Vatican, "Gee Elmer, if this is the sixteen chapel, where are the other fifteen?" Ho ho hol) Was it:

- 1 Leonardo da Vinci?
- 2 Michael Angelo?
- 3 Michael Parkinson?

On the 7th day of Christmas, YS sent to me...

SEVEN SWOTS A'SWOTTIN'... CRL is offering 10 copies each of Academy, the completely brilliant follow-up to Tau-Ceti, (though it's not shown in the piccy) and 10 copies of Room 10 (which is!). So, swots, take a swipe at this next question. Who will you find following an academic course each week in the Dandy?

- 1 The Belles of St. Trinians?
- 2 The Bash Street Kids?
- 3 Billy Bunter?

On the 9th day of Christmas, YS sent to me...

NINE DRAGONS FLYING... Life's a drag — without a copy of Durrell's Thanatos it is. Just like St George, you can have your very own dragon to play with. But first tell us the name of Puff the Magic Dragon's friend. Was it:

- 1 Little Jack Horner?
- 2 Little Jacky Paper?
- 3 Big Jack Charlton?

On the 3rd day of Christmas, YS sent to me...

THREE FRENCH MEN... Well, three French games actually. Infogrames is offering copies of its great new games, Vera Cruz, The Inheritance and Mandragore to the YS readers who know the colour of the cat pursued by Inspector Clouseau. Was it:

- 1 Black with spots?
- 2 Tabby?
- 3 Pink?

On the 10th day of Christmas, YS sent to me...

TEN LORDS A'LEAPING... Tenuous this, but Tarzan found out he was a lord in the end. And Martech's offering ten copies of its latest game,

On the 12th day of Christmas, YS sent to me...

TWELVE DRINKERS DRINKING... ... and they've been drinking all through the previous twelve days. Best to keep out of their way and play Alligata's Pub Games at home. Just tell us the numbers on either side of the twenty on a dart board. Are they:

- 1 One and five?
- 2 Nineteen and six?
- 3 Sorry but I'm too squiffy to see right now?

On the 11th day of Christmas, YS sent to me...

ELEVEN PIPERS PIPING... No pipe dream this. Ocean's offering eleven copies of Highlander scot free if you can just tell us what goes into that great Scottish delicacy, haggis (bleurgh!) Is it:

- 1 A pangolin's toe-nails stewed in a seaweed sauce?
- 2 Sheep's intestines boiled in its stomach bag?
- 3 Crushed snail shells cooked in slime?

A JOLLY MERRY CHRISTMAS MEGACOMPO

It may be coming up to Chrimble but I'm not completely out of it... yet! Here are the answers to your darn silly questions.

Q1... Q2... Q3... Q4... Q5... Q6...
Q7... Q8... Q9... Q10... Q11... Q12...

Name
Address
Postcode

And even as we speak I'm clipping out the coupon, sliding it to the back of a postcard and sending it to the Bolly Partridge in A Pear Tree Megacompo, Your Shindair, 14 Rathbone Place, London W1P 1DE.

CHRISTMAS BOX

Ye merrie gentlemen (and ladies) of Sportscene Specialist Press, SoftTechnics, Piranha, Martech, Melbourn House, Gremlin and everyone else in the megacompo just aren't allowed to enter. Entries must reach us by one-horse open sleigh no later than the 31st January 1987.

A wise man won't enter into correspondence with the Ed or he might find the season of goodwill has ceased a bit sharpish!



On the 4th day of Christmas, YS sent to me...

FOUR CALLING BERKS... plus Druff and Boni. They're all in Piranha's megagame, Trap Door, and there's a copy (one of twenty, not four) on its way to you if you know who does the voice. Swots, win the belly carcer. Is it:

2 Willie Rushton
3 Willy Wonka?



the voice overs on the telly series. Is it:

- 1 Willie Whitelaw?
- 2 Willie Rushton
- 3 Willy Wonka?

**On the 5th day of Christmas,
YS sent to me...**

FIVE COLD THINGS...

A cool five copies of Mikro-Gen's hot new game, Frost Byte. Just tell us who was dreaming of a White Christmas in the film of the same name. Was it:

- 1 Bing Crosby?
- 2 Bob Hope?
- 3 Abandon Hope? (All ye who work on YSI Ed)

Is it Christmas Carol, you ask? No, it's T'zer's in Sanity Claus!

DANDY



SPECTRUM SCREENS

Dandy is the massive arcade adventure that takes you through some of the most detailed dungeons you've ever seen. Either solo or with a (brave) friend you can hack, thump and zap your way through spectres, necromancers and other dungeon-dwellers whose concern for your health and well-being is zero.

They have their reasons of course. They're guarding a massive treasure hoard which you, if you're quick, can stuff into your amazingly capacious swag bag.

Dandy is the ultimate dungeon. Enter at your peril!

FEATURES

- 3 complete 5 level dungeons
- Treasure trove screens at the end of each dungeon
- One or two players
- 5 different spell types
- A variety of nasties
- Frenzied, thumb-busting action

AVAILABLE ON:

ZX Spectrum 48K/128K + cassette...£7.99

Coming soon for Amstrad and Commodore home computers

Electric Dreams

SOFTWARE

ELECTRIC DREAMS SOFTWARE,
31 CARLTON CRESCENT, SOUTHAMPTON
SO1 2EW TEL: (0703) 229694

Mail Order: Electric Dreams Software,
23 Pond Street, Hampstead,
London NW3 2PN.



MAD/£2.99

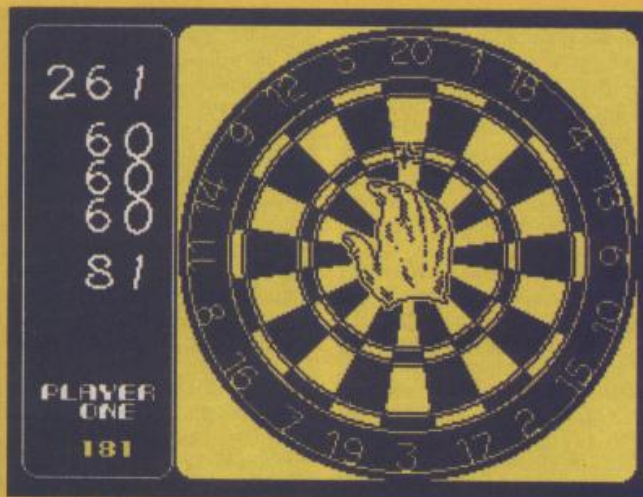
Rick 'Lo there, lads, (not forgetting you lassies) — get them old plates up to the oche and let's get down to some serious flechettes. Bar Sports might have proved an all rounder on the Bar Wars front, but 180 will decide who slings the meanest arrer in town.

180 is, quite simply, the best pound for pound darts simulation you'll ever lay your mitts on. And if the noble art of pint pots and fag ends isn't your cup of tea, fear not, this stands up as a Speccy game in its own right, requiring the kind of hand to eye co-ordination any arcade adept would be proud to exhibit.

What's more, it's actually two games in one. The practice mode is not played in competition, but is a fine test of your own nerve. You have ninety seconds to go round the board from twenty to one. This not only teaches you how to throw at speed and find your way around the board but introduces you to the throwing technique. This is rather disconcerting on two counts. First the screen presents you with conventional dart and black boards. But hovering before it, like a hand of Orlac or a bit part from *Friday The 13th* is a well-realised disembodied hand. What's more, it shakes! Thinking this was me I partook of more liquid refreshment. Eventually the hand stopped but I found the room was revolving around me instead.

Though this game is keyboard compatible, joysticks suit it like Fergie loves Andy. The joystick motion needed to control the hand is doggedly diagonal whilst the hand essentially rotates in a wider and wider circle. So you can only fire on the move (tricky), and the earlier you fire the better, except, of course, you'll have less time to aim. Check the trajectory is correct too (depicted by the angle of the dart in the hand) then hit the fire button and, hewgh!, watch that tungsten bird fly home.

In a competition of 501, with the best of three sets, the technique is the same, with scores automatically deducted on screen, (nice chalk



Here's the dart board and score board. The configurations remain the same in practice or competition mode, except that in the former you'll get your target number on the left, and the latter will show each dart's score and final total — all in a chalk style script. None of that namby pamby electric stuff with this mega-macho game.



When the oppo's at the oche there's nothing you can do but hope he's too squiffy to throw straight. You won't see the board, but the text tells you his score, as well as his original aim. If you can't bear to watch, then keep an eye on the barmaid pulling pints and slinging them western style along the counter, or on the cocky canine showing his appreciation of the local brew.

simulation here, Mastertronic) — and the bumf provides a very useful list of all the finishing combinations which saves on the brain-ache. There is a two-up facility if you want to quaff a can with your pals, but it's playing the computer that'll really hone your skills.

Your opponents come in nine guises like Belly Bill and Sure Shot Syd — don't be put off by the silly names! You'll always go first in the compo which, in theory, means you'll be first on the double — make sure you are 'cos these guys are hot stuff! After your throw, there's a simulation of the oppo's go — text tells you his target and what he gets while in the background pints are pulled and dogs cock their legs. Each

player has different abilities and tactics — and I might be wrong, but they all seem to have the ability to raise their game — in other words, the better you get, the better they'll respond. Equally, if you start badly they won't rush into an unassailable lead, so you won't be demoralized.

In its presentation, 180 does veer toward the macho, crafty cockney Bristow school of darts rather than that of Gentleman John Lowe, but otherwise there's little to quibble about — a winner across the board!



SCREEN SHOTS

More screenshots than ever before! All in glorious technicolour! Can anything hold these reviewers back? Gwyn Hughes, Rachael Smith, Max Phillips, Rick Robson, Tommy Nash, Phil South and Troubleshootin' Pete get their trigger fingers twitching and their firing fingers flashing!

180

BIG FOUR

Durell/£9.95

Rick This has got to be a better stocking filler than Bet Lynch! *Combat Lynx*, *Critical Mass*, *Turbo Esprit* and *Saboteur* all for the price of one — swoon! It makes your trigger finger twitch just thinking about it.

All these megagames charted, all of 'em are winners. If you've spent the last eighteen months begging, borrowing and swopping trying to get hold of these titles, now you can relax.

Most of you out there in Specy land will be familiar with these Hall of Fame Classics. *Combat Lynx* combines the cool brain power of an army war game with the pulse-propelling thrills of a flight simulator. Your mission not-so-impossible is to appropriately arm your chopper and successfully defend six bases without having your three lives terminated. With its

strong strategy element requiring practice and forethought *Lynx* is the slowest but certainly not the least satisfying of the four.

Critical Mass is the nearest to a straight cosmic arcader. To start, make an immediate eyes-right dash to the end zone to eliminate a turret between the force gates, avoiding everything from rocks to aliens to roving mines to clouds of disorientation — and that's just for starters. It's a game where you literally daren't, can't even, stay still. If your rocket-hover implodes, can you and your jet pack still avoid the Dune-like sand worms, find a new craft, infiltrate the enemy positions and disable the anti-matter plant before *Critical Mass* is achieved? Gulp! Who knows? You'll just have to play it and find out.

Turbo Esprit. What can you say? Urble, darble goobery doo! Hackman and McQueen practice on it before performing their cunning stunts, the Ed before driving to work! It has the thrills and spills of a city car-chase-race. But it's not all spinal cord reflex. With the map aids you can plan your interception of the drug smugglers, trying to avoid the pedestrians and one way strips before ultimately cornering the drug baron.

Saboteur turns you into a Ninja — a martial arts-trained mercenary whose job is to break into a warehouse and escape by helicopter from the roof with a disk of secret info. But it's no secret that this game links the skills of other martial arts game with the cunning of a mazer (mapping is essential to get through those rooms and sewers — see the YS June issue) and the beat-the-clock tension of an arcade thriller. And remember — zero points for mashing the mutts.

Only Beethoven's Quartets beat this fun foursome — Gimme! Gimme! Gimme!

Graphics
Playability
Value for Money
Addictiveness



9



Ariolasoft/£8.95

Phil Lawks a mussy! Stap me vitals! Great thundering egads and plenty of thees and thous. ... 'tis but a little slip in time twixt the place of thy birth in the 20th Century and where thou findeth yourself enow! Gad me zooks! Alone and friendless in a medieval setting. ... yipes. Ten out of ten for picturesque woodland, minus several million for the evil druid and all the eye clawing owls and flesh eating spiders.

Good job you found a sword though, 'cos that's the only way you'll get anywhere, by thrashing everything you meet into bite-size pieces. (Swish, squeelch!) In order to escape this flashback into forsoothery, you've got to collect four elements from your own century and present them to the guardian of each world you enter. The different worlds (the Forest, Lake, Cave and finally Castle Camelot) each have a different magical guardian which you must best before progressing onto the next. Each world is linked to the next by a magic portal, which you must also find.

This is a jaunty little platform jape in knight's clothing, with a few nicely animated monsters to get your blood up, but not enough action to really get you excited. The control you have on your character seems a little stiff, which is a shame as you have to perform a lot of very closely bunched jumps, turns and strikes in order to get through the first screens. But not bad at all if you're a platform freak looking for a new Left/Right/Jump-arama to best.

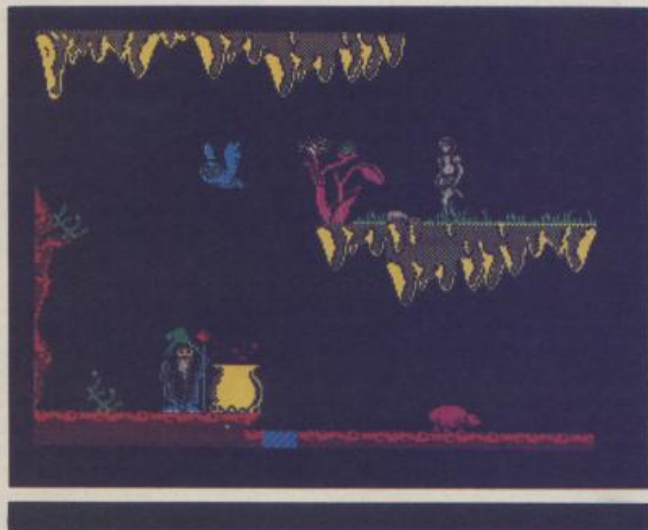
The graphics aren't bad, with few attribute problems, and all that with multicoloured sprites too! It certainly made me Laughalot.

Graphics
Playability
Value for Money
Addictiveness



7

CAMELOT WARRIORS

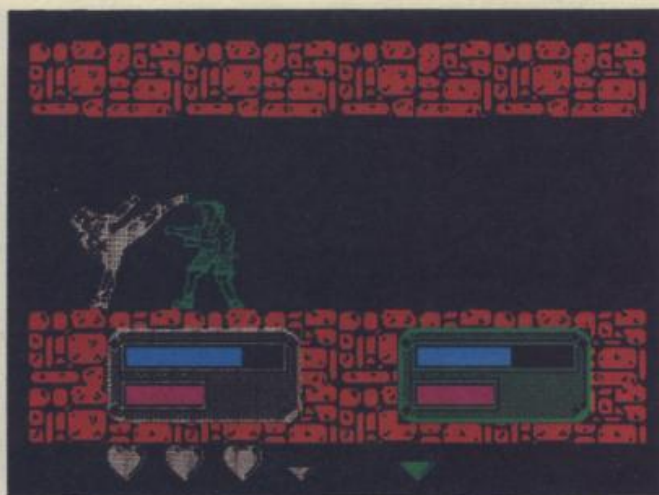


US Gold/£7.99

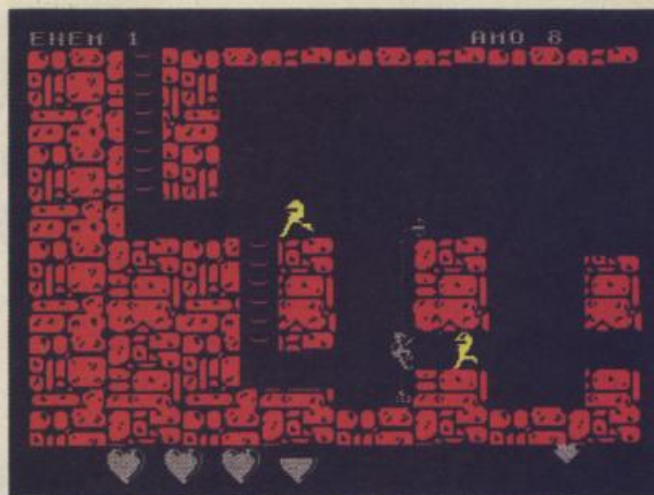
Rick Ya-roo! Yee-hah! At last, it's here, the Wondrous One — after a year's wait, (anticipation only adds to the enjoyment) US Gold has finally released *Goonies*, just as the video of the movie peaks in the charts.

US Gold's pedigree is steeped in blood — marmalizing Moscow, busting dams and blowing up Beach heads, so it's refreshing to report that *Goonies*, true to the Spielberg innocence of the film, is based on co-operation and helping your buddies in peril. Go-it-alone Ramboism won't help you here. It's a complex platform game requiring enough forethought to count as strategy. But though the problems are mind boggling the emphasis is always on fun rather than frustration.

GOONIES



Gung ho, kung fu! For a man in his Doc M's, Trooper fights a pretty nifty battle. He's also as tough as old boots, with a lotta lives. But the evil oriental fiend is only half-hearted about his martial arts, and a few good kicks should send him into touch.



Now here's a trick anyone can do with a bit of old washing line and a bent safety pin. Choose the rope from your inventory icons, bottom right, then press fire to send it spinning upwards. How far depends on how long you hold down the key.

THEY CALL ME TROOPER

CRL/£8.95

Rachael... and they call me Rachael. Fancy a drink?

No chance, because Trooper is a real party pooper. He's got lots of macho-type action ahead of him. Why, I bet he eats four Shredded Wheat for breakfast!

Trooper arrived without a letter of introduction, which is why I'm a little hazy on what his exploits are all about. Probably too totally top secret to reveal to a girlie like me. Luckily some mole dropped the cassette into my dayglo handbag and whispered, "Take a look at this. It's... hot off the presses!"

The loading screen gave me a hint. There was good ol' Troop aiming a balletic high kick at some Commie type. And he was wearing army boots. I mean, worra man. Makes John Wayne look like a cissy. A shiver ran down my spine... a shiver of boredom. It

looked like another... punch 'em up.

But a surprise lay in store. Once loaded, this so-macho guardian of the free world turned out to be a tiny little fella in a sort of oriental *Jet Set Willy* world. Way of the Exploding Pixel, anybody?

I sent Troop to do a little investigating, but as he encountered a wall going up, who should he run into but a guard, coming down. He scarcely had time to introduce himself when the scene changed... and Trooper just grew on me!

Suddenly Fist-size combatants were aiming the usual range of vicious kicks, jabs and leaps at each other, as East fought West in a bout of free-for-all thumping. Now I've seen enough GBH games to give me a lifetime of bruises, but this one had a certain urgency, because the outcome

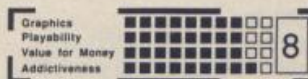
of the arcade adventure screens (and so the fate of the free world... etc, etc) depended on it. It's got nicely animated graphics and the various eye gouging options seemed comprehensive enough.

The green guard was vanquished and left as a crumpled corpse on the floor. Trooper found a way up the wall, picked up a rope and hook, and then he could assail the unassailable. And pretty soon he'd acquired a gun, so he could assault the unassailable too.

Onward, ever onward, and into the evil jungle lair of whatever evil oriental type we were battling. There lurked further nasties. Some, which looked like lemons with legs, had firepower of their own. And of course, the labyrinthine layout contained all sorts of useful objects, traps and tricks.

But Trooper had to keep on his toes (not easy in the aforementioned army boots) because danger lurked round every corner.

A happy surprise then. An original sort of hybrid, grafting two rather aged games together to create a sum greater than its parts. There's a real sense of adventure and exploration about this mission and the result is far more unified than *Beach Head*, for example, which is merely a series of interlinked sequences. If I have any reservations, perhaps it could have looked just a little more sophisticated, but basically, I'm damn glad I was introduced to Trooper, whatever they call him.



Your goal is the treasure on board One Eyed Willy's pirate ship. Only by working with Mikey, Brand, Mouth and Co can the wicked Fratellis be avoided and your home sweet homes saved. You can play two up, but it's fascinating on your lonesome — provided you remember to hit fire to change characters.

Movement's fairly conventional and you won't find much originality in the various ropes, tunnels, ladders and holes you have to negotiate to get around the screens. However, you're not allowed to move from a screen without both your Goonies. And though it might be relatively simple to get one through, two will sometimes seem downright impossible. Suffice to say you'll have to work like those great

partnerships of yore, Sharp and Lineker, Brahms and Liszt, Robertson and his golly, if you want to get anywhere. And if that isn't enough, in between you'll be solving puzzles and negotiating action sequences and diversions that've been created in apparently unconnected parts of the screen.

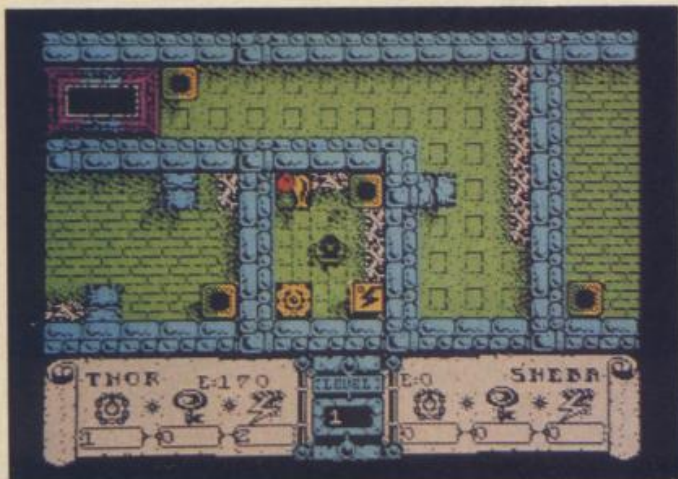
Not only will this project you into your next pit of horrors but you'll gain points. All this with just five lives to play with! However, successfully negotiate the cannonball chamber and you'll win three extra Goonies, and five thousand points for every Goonie you've still got left.

After such a wait you might well have expected something with a little more razz-a-matazz — some of the graphics slip

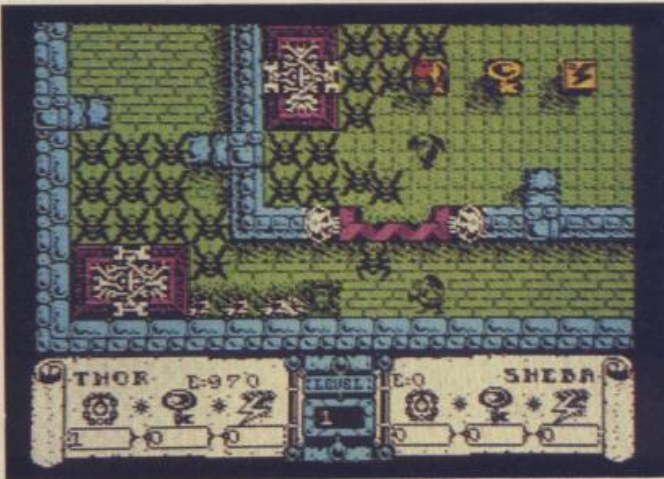


toward stick man standard — but otherwise you can't go far wrong with this. Go on out and get them Goonies!





Here's a measure of the treasure you can amass thrashing your way through the *Dandy* dungeon... Oh yes, look out for the little holes in the ground. Before you hop down here, face yourself in the direction of one of the other holes (preferably the one you'd like to end up in!), and Voila! Up you nip into a previously unenterable chamber... magic!



You remember Flanders and Swann made a record about a spider in the bath? (Brrr). You do? Golly, you're older than you look! Well, if you hate spiders, you're in for a real treat. There are millions of them, and as soon as you splatter a screen full of them, there's a whole scuttle of them just around the corner. (Gulp!)



DANDY

Electric Dreams/£7.99

Phil Hah! Take that, sirrah! Electric Dreams has thrown down the gauntlet (clone), in the run-up to the Christmas battle for the best sword and sorcery plan-view thrasharama.

Dandy is a dungeon-based arcade adventure, using the now popular *Gauntlet* format. You view the game from above, walking (or if you don't like man-sized spiders, running) around a mazelike dungeon with treasure, keys, snacks and spells for you to collect, and baddies for you to kill. Although you can play it as a one player game, *Dandy* really comes into its own when using the two player feature. You go in as a

team, yourself and a well chosen friend, helping each other to beat a path through the ranks of Spiders, Vampires, and Werewolves, to the treasure, and beyond to the Inner Room containing the Secret Runes. But only one of you can enter this secret realm... so choose your friend very carefully.

There are fifteen different levels, and the map is so huge on each level that you get about 12 individual screens to explore. Unlike the scrolling screen on the real *Gauntlet*, the screens flip back and forth as you move up the corridors. This does make judging where you're going to end up a little dicey, but doesn't detract from

the flow of the game.

You must move around the dungeon performing tasks in a certain order, and be careful what you shoot. For example, if you go in a certain direction, you lose one key opening a door that leads you to a relative dead end, where there are no more keys available to get you out again... You just have to sit around and wait for death. (Pretty depressing, really.) You soon learn the best routes, and find your way through the level, clearing it of all the hairy leggy things. (Brrr).

The spells you find are like smart bombs, clearing the screen of all baddies. Then all you do to prevent them reforming when you're out of

the room, is shoot their source of power, the charnel houses. These are little squat constructions full of bones, and shooting neutralises them.

This has to be the closest thing to a proper arcade conversion, although it's actually more similar to the game *Gauntlet* was based on. The graphics are lovely to watch, the sound is good and the gameplay fairly sizzles along like a bolt of magic. Far from being a pale imitation of its original, like some I could mention, *Dandy* is a first class game in its own right, and with 192 different screens to face, it'll prove to be not only a value for money challenge, but a tip for the top, too. (Ptui! Too many tees, there.) Have at ye... (Kerchag!)

Well, ain't that just *Dandy*?

Graphics
Playability
Value for Money
Addictiveness



CCS/£7.95

Phil Okay, I admit it, this is a wargame. Now before you turn the page, hold it right there! None of your little tin soldiers here, chummy, more Dungeons and Dragons, I'd say. If you've a penchant for orcs that go grunt in the night, and like a bit of strategy and really can't be fagged to type all that text into an adventure game, then this could well be the game for yoo-hoo.

Set a long time ago, in a medieval village plagued by monsters and demons, the villagers come to you for help. You are the chief strategist with the Imperial Guard, a peace-keeping force of wizards, warriors and minders of all kinds. Using your strategic skills, you must employ your forces in the most effective way to beat back the

hordes of fire demons and water elementals, thus saving the village from certain destruction.

Now you might think all this strategic nonsense is boring old tripe, with very little in the way of any kind of excitement for a thrill seeker like yourself. In actual fact, the game moves at a fair old lick, as you position your wizards and warriors, and select all your options from icons with the joystick.

The display is a nice scrolling plan view, as seen in *Dandy*, of the ravaged landscape, which pans in all directions. As you position one man, the computer pans out to find the next. As you combat a creature, a blown up picture of it (urgh) appears on the side of the screen, to let you see the off-whites of his eyes (gulp).

A brilliant strategy game, for



arcade freaks who'd like to exercise the muscle between their ears, and give their trigger finger a rest.


Graphics
Playability
Value for Money
Addictiveness



SWORDS OF BANE

Your key to communications!

Want to join Micronet?
Need a Modem?
LOOK NO FURTHER!



FREE MODEM
with your first
year's subscription
*While stocks last.

Micronet are now giving new members a FREE modem with their first year's subscription!

VTX 5000 modem with built-in software for Spectrum+, 16k, 48k, +2.

SPECIFICATION

Baud Rate of 1200/75.

BT Approved.

Built-in Micronet software.

Full Telesoftware download, message preparation, save, send, print facilities.

Micronet will give you access to

- Free electronic Mail
- Free and Discounted Telesoftware
- Daily Computer News
- Micronet's famous Chat lines
- Mud Adventures
- Technical advice and features
- Access to BT Gold
- Prestel's* 350,000 page Database
- 70,000 People

To ensure that you benefit from the best bargain this year, complete the application form overleaf and join the communications revolution.

MICRONET, DURRANT HOUSE, 8 HERBAL HILL, LONDON EC1R 5EJ
TEL: 01-278 3143

FROST BYTE

Mikro-Gen/£8.95

Gwyn Sorry to spring this on you, but the hero of *Frost Byte* resembles nothing more than one of those Slinky toys that walks down the stairs by constantly coiling and uncoiling itself.

But if a heroic spring's the thing, winter's the setting in this seasonal offering from Mikro-Gen. It's all icicles and igloos as Hickey, the Kreezer, goes walkabout, or whatever it is that Slinkies do, to rescue his race from the monsters that haunt the planet.

Okay, this may sound kinda sweet, and sweets also play their part, because these tempting morsels give Hickey extra powers. They'll make him jump higher, slink faster or fall further, but they don't rot his teeth. . . probably because he doesn't have any teeth to rot.

I suppose they could make Hickey fat though, in which case he might turn into a ball (there's a point to this rather tenuous link, so hang on in there!) and then the game might resemble Medusa's *Action Reflex* (got there at last).

Frost Byte has the same, rather two-dimensional cartoon graphic style of that test of skill and strategy, instead of the richness of the Wally games. But that's not a bad thing, as Mikro-Gen's very own *Equinox* demonstrated. The screens are fairly pleasing, but I would've

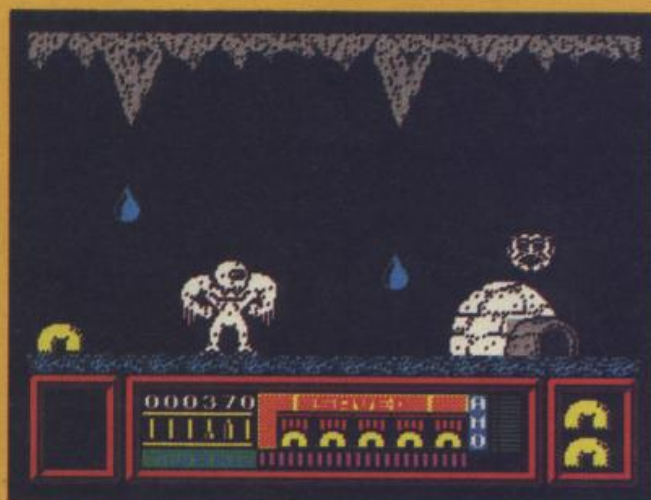
liked a little more detail.

The gameplay also has a rather flat quality. It's certainly not fast and furious, but rather a test of timing and positioning. You'll spend more time waiting for the right moment to move than blasting the nasties.

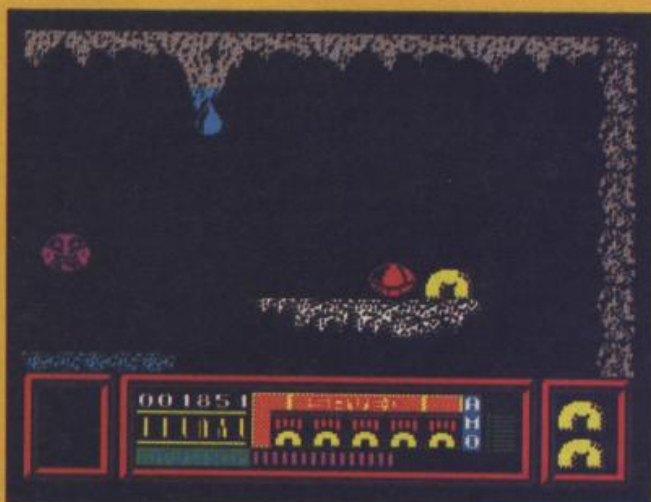
Don't think that you've seen it all before though. *Action Reflex* made control tricky by giving you a hero who bounces. Mikro-Gen has gone one better in the difficulty stakes. It's not so easy to time a step when Hickey has to arch up and over. Dodging is damn difficult until you get into the swing (or should that be slink) of the thing.

You'll eventually learn how to judge jumps though, and then it's all a question of finding out what you'll need to get through to the next screen, and to be prepared for the shocks that lie ahead as you search for the five imprisoned Kreezers.

This isn't the sort of game that you're likely to rave about but it does sort of sneak up on you, and it's full of that magical one-more-play factor. Even if many elements are repeated, you'll still be aching to find out what lies ahead on the next screen. Not a blockbuster then, but it should warm you up over the long winter months.



Second screen in and you're already facing a double drip from melty icicles! Timing these is troublesome, to say the least. It's a matter of jumping forward with just enough time to scarper before the next drip drops.



How did Hickey get up here? A handy mattress boosted his bounce power from the screen below. He deserves that sweetie to double his speed before he shoots the nasty, then dodges yet another tricky drip, to reach the next screen... where he'll need all that speed to avoid the bouncing beasts!



US Gold/£7.95

Phil The coin-op conversions are really coming thick and fast in the lead up to Christmas... *Breakthru* is not, as I thought, a version of that tacky but v. addictive game, *Breakout*. You know the one, where you have a bat and ball, and you've got to beat the dickens out of the brick wall while trying to break

through to the other side...
Well, it's not that game, so let's
say no more about it. (Shame!)

Indeed, this is the Spectrum version of a coin-op arcade game of the same name. You take the part of a car (toot!). Well, not your family motor, actually, but a sooper dooper armoured car. Golly! Your mission is to drive like a

raving maniac across country,
 deep into enemy territory, to
 rescue the PK430 from the
 enemy's evil clutches. What do
 you mean, you don't care and
 you've never heard of the
 PK430? You mean to say
 you've never heard of this
 country's revolutionary new
 fighter, which those devils have
 stolen? Good grief, where have
 you been? Is it cheap to get
 there? Where do you buy
 tickets?

Anyway, you must penetrate the prairies, cities, mountains, airfields and bridges to get to the stronghold deep inside enemy lines. Is it a thrill packed race against time? Is it the best road racing game you've ever seen in all your born days? No it blimmin' well isn't. Like quite a number of arcade conversions it suffers from shoddy graphics, bad collision detection, and

has all the quality of gameplay and excitement you get by watching the testcard. (*I quite enjoy watching the testcard, Ed*). The scrolling landscape is pretty, I s'pose, but having looked at that, everything else in the game seems really cheap and nasty. Little pin men shoot popguns at your speeding armoured car... and *blow it up!* You go too far down the screen, *you blow up!* You drive under something and the terrific 3D effect causes it to hit you even though you're nowhere near it... yep, *you blow up!* For goodness sake, this could have been a good game, but US Gold forgot to play it before it started production.



BREAKTHRU

Prestel

British Telecommunications plc
Prestel
Telephone House
Temple Avenue
London EC4Y 0HL

PRESTEL AND MICRONET 800 APPLICATION FORM (PART OF PRESTEL MICROCOMPUTING)

PLEASE COMPLETE IN BLOCK CAPITALS, IN BLACK BALLPOINT PEN. TICK WHERE APPROPRIATE. PLEASE SIGN THE APPLICATION FORM & RETURN TO MICRONET 800, DURRANT HOUSE, 8 HERBAL HILL, LONDON EC1R 5EJ

MR <input type="checkbox"/>	MRS <input type="checkbox"/>	MISS <input type="checkbox"/>	OTHER TITLE <input type="text"/>	INITIALS <input type="text"/>
SURNAME		<input type="text"/>		
COMPANY NAME (if applicable)		<input type="text"/>		
TYPE OF COMPANY (as listed in yellow pages)		<input type="text"/>		
ADDRESS		<input type="text"/>		
		<input type="text"/>		
		<input type="text"/>		
POSTCODE		<input type="text"/>		
TELEPHONE NUMBER (inc. Nat. dialling code)		<input type="text"/>		
		IS THIS BUSINESS? <input type="checkbox"/>		
		OR RESIDENTIAL? <input type="checkbox"/>		
DO YOU WISH THIS NUMBER TO APPEAR ON THE PRESTEL SCREEN? YES <input type="checkbox"/> NO <input type="checkbox"/>				
PRESTEL CANNOT BE PROVIDED ON: 1) SHARED SERVICE/PARTY LINES 2) SOME PAYPHONES 3) SOME TELEPHONE EXTENSIONS				
MAKE AND MODEL OF MICRO		<input type="text"/>		

● I apply for Prestel Service and Prestel Microcomputing service †

(†Delete as applicable)

● I am already a Prestel customer

(Account No.)† and I apply for Prestel Microcomputing Service on BT's applicable Conditions for Prestel Service and Prestel Microcomputing Service which is incorporated in this contract and which I accept.* I am over 18 years old.

Signature..... Date.....

Partnership applications should be signed by a partner in the firm 'for self and partners'. Applications by Limited Companies should be signed by an authorised person on behalf of the Company.

CONDITIONS FOR MICROCOMPUTING SERVICE

The Minimum period of service for Prestel Microcomputing Service shall be one year.

*A copy of BT's applicable Conditions for Prestel and Prestel Microcomputing may be obtained at any time by contacting: Micronet 800, Durrant House, 8 Herbal Hill, London EC1R 5GJ. Telephone 01-278 3143. A copy will be sent to all subscribers on receipt of this form.

FREE MODEM ORDER FORM

Please send me one VTX 5000 modem FREE or Please debit my Access/Visa card number with my first year's subscription.

I enclose a cheque, made payable to Telemap Ltd,
for £66* Delete as applicable.
£112*

*£66 for Residential Users. £112 denotes business user.

PLEASE ALLOW 28 DAYS FOR DELIVERY.

Computer Music at it's best...

ONLY
£49.95



MIDI INTERFACE

For ZX SPECTRUM - Compatible with 48/128k/+2

Just what the serious or amateur musician has been waiting for.

- MIDI DELAY FACILITY
- MIDI IN/OUT/THROUGH
- STORES THOUSANDS OF NOTES
- CONTROL ANY MIDI COMPATIBLE INSTRUMENT
- FORWARD AND REVERSE SEQUENCE PLAYBACK
- FULL MIDI COMPATIBLE ASSIGNMENTS
- REAL OR STEP TIME INPUT FROM INSTRUMENT OR COMPUTER
- SUITABLE FOR HOME OR PROFESSIONAL USE
- EXCEPTIONAL VALUE

SOUND SAMPLER

For ZX SPECTRUM - Compatible with 48/128k/+2

- SAMPLE ANY SOUND • SYNC FACILITY • MIXING OF SAMPLES
- SUITABLE FOR HOME OR PROFESSIONAL USE • SIMPLE TO USE
- REPLAY AT VARIOUS PITCHES FORWARDS OR BACKWARDS
- POWERFUL EDITING FACILITY • ECHO, REVERB ETC.
- SAMPLE SOUND EFFECTS INCLUDED • COMPLETE SYSTEM
- EACH SAMPLE SOUND STORED AS FILES IN MEMORY
- BANDWIDTH-AN AMAZING 17.5KHz
- OUTPUT THROUGH MOST HI FI'S • MICRODRIVE COMPATIBLE
- GRAPHICS SAMPLE DISPLAY • PLAYBACK FROM KEYBOARD
- REALTIME PITCH HARMONISER

Dog barking, Glass breaking, Drum beating, Car revving even make your voice sound like Mickey Mouse — it's all possible with this amazing add-on from Cheetah



ONLY
£44.95

ONLY
£29.95



SPECDRUM

Digital Drum System for the Spectrum 48/128k/+2

As featured on
"Micro Live"
and
"Saturday
Superstore"

- 8 DIGITALLY RECORDED REAL DRUM SOUNDS
- SIMPLE TO USE — UP AND RUNNING IN ONLY MINUTES
- A TRUE DIGITAL DRUM MACHINE
- 'REAL TIME' OR ON SCREEN PROGRAMMING
- COMPLETE WITH SOFTWARE
- EXTRA SOUNDS CAN BE LOADED FROM TAPE
- CREATIVE, EDUCATIONAL AND FUN
- THE MOST EXCITING PERIPHERAL EVER DEVELOPED
- DYNAMIC FILING SYSTEM — STORE OVER 1000 PROGRAMMED RHYTHMS
- SONGS CAN BE SAVED ON TAPE / DISC
- TAPE SYNC FACILITY
- POLYPHONIC • COMPREHENSIVE MANUAL
- JUST PLUGS IN TO MOST HI FI'S

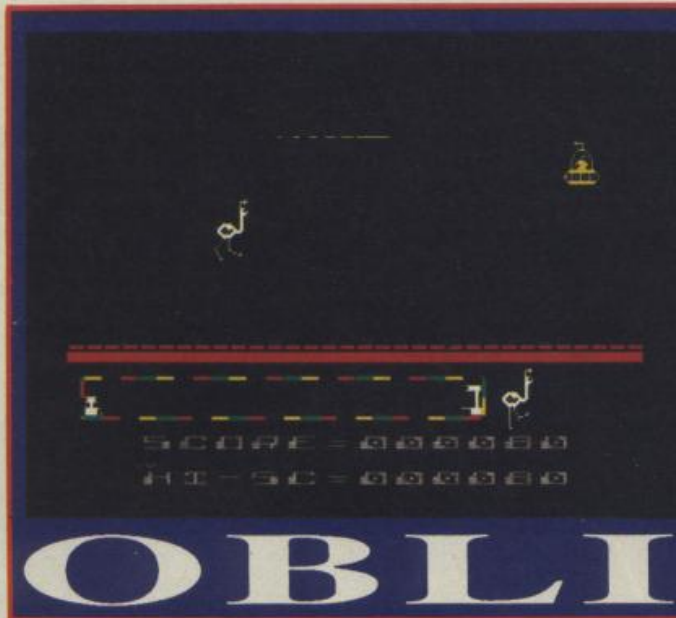
NOW AVAILABLE
Latin Kit & Editor
£3.99
Electro Kit & Editor
£4.99
Afro Kit & Editor
£4.99

Prices include VAT, postage & packing. Delivery normally 14 days. Export orders at no extra cost. Dealer enquiries welcome. Cheetah, products available from branches of WHSMITH High St. Stores and all good computer shops.

128 to Midi Lead
available
now at£9.75



CHEETAH MARKETING LTD.
1 WILLOWBROOK SCIENCE PARK
CRICKHOWELL ROAD, ST. MELLONS, CARDIFF
TEL: CARDIFF (0222) 777337 TELEX: 497455
FAX: 0222 779404



Alpha Omega/£1.99

Pete Just when you thought it was safe to return to the software stores Alpha Omega releases another gift from the gods — *Hercules*. Yes, if you ever wanted to dispel the fear that Hercules was a menacing and fearsome warrior then this little stick insect will do it faster than Icarus's wax melted.

Taking on the title role, you have to perform the twelve 'mighty' labours of Hercules — not that many people can remember offhand what they all are, but still. . . This is all controlled by what's called RAP — Random Access Principle. Alpha Omega reckons this is the first game in the world to bring you this, and then goes on for the rest of the instructions chewing the cud about it. Well, okay, I don't want to get into any arguments over whether this is the first game to use the idea, but I know that it's definitely not worth mentioning, let alone making it the game's biggest feature!

One thing that the YS team discovered was that if you stay on any platform for more than two seconds you die. As the instructions were so busy prattling on about RAP they forgot to mention anything about it, so we can only assume that the place must be on fire, or something, 'cos you're only safe if you're swinging on the ropes, Tarzan style.

The labours you have to perform don't seem particularly clear either and since I couldn't do any of them, I gave up in frustration. I couldn't even content myself with ogling at the beautiful graphics — 'cos they aren't. Poor colours and flickery sprites — they were feeble to say the least.

Hercules didn't hold any magic for me, or any of the YS team who saw it. Quite frankly he'd be better off back mending broken cart wheels, or fair maidens or something.

Graphics	□□□□□□□□□□
Playability	□□□□□□□□□□
Value for Money	□□□□□□□□□□
Addictiveness	□□□□□□□□□□

3

HERCULES



Alpha Omega/£1.99

Rick Pow-ee! Zap! Ker-rang! *Oblivion* doesn't come with any sounds effects, so good ol' me bungs 'em in for free. Trouble is *Oblivion* doesn't come with much of anything.

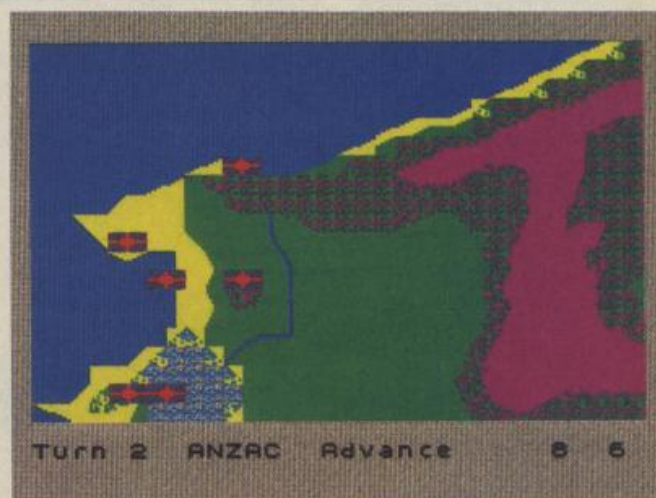
The star of this game is an ostrich (you heard, bird brain), an ostrich with no name and a miner's lamp disguised as a ray gun strapped to his bonce. The long necked one has three lives and can move laterally, giving it slightly more manoeuvrability than a Sunday lunch. It has to travel between two unnamed cities (everything in this game is anonymous) avoiding many evils — falling light bulbs, exploding grapes

and, 'thin wobbly things'. Some of these, like the space ships, zap you, but many, like the spooks, just have to be avoided. This is done by jumping — 'cos ostriches, like dodos, can't fly. And like dodos, this game's in severe danger of extinction.

Alpha's own blurb says of *Oblivion* that 'to describe it... is completely impossible' Which shows a conciseness we wish the programmers had used. Condemn this to oblivion; if it wasn't an ostrich, this game would be a total turkey.

Graphics	□□□□□□□□□□
Playability	□□□□□□□□□□
Value for Money	□□□□□□□□□□
Addictiveness	□□□□□□□□□□

4



CCS/£8.95

Gwyn You read about it in history. . . You saw the film. . . Now play the computer game! All the excitement of First World War combat as you command troops around the mountains and beaches of the Dardanelles.

One to three players try to avoid the defeat that befell the real British and Anzac generals. This is a battle for territory (much like American football!), so you need to watch your position carefully. Try to fight from a higher vantage point and just dig the way so you can build trenches. But beware of the tunnelling squads who burrow within inches of your dug-out with a charge of explosives then. . . CRASH!

No, I don't mean, CRASH. . . explosion. I mean, CRASH. . . programming disaster, as you're dumped back to (unprotected) Basic. Never in the field of military simulations has so little been offered to so many. It's entirely accurate though. The campaign was fought in Turkey — this game is a turkey. A grenade goes off; the program bombs. The campaign is a disaster. . . by now you probably get the point!

Resting from this all-out attack on impotence for a moment, I can only regret the grave waste of the young innocents, those who'll buy this program. They may never buy another wargame, believing this to be representative, and it isn't. In fact, it's a long time since we've seen such a primitive addition to the genre.

Sound the last post also for the great ideas in the game's design, such as its large, scrolling battle field and cursor control. There's even an optional test of reactions in the 128K version, which uses your skill as a sharpshooter to calculate combat modifiers. But all of this goes to waste because the program itself doesn't work. CCS deserves a kick in the Dardanelles for putting out such shoddy product!

Graphics	□□□□□□□□□□
Playability	□□□□□□□□□□
Value for Money	□□□□□□□□□□
Addictiveness	□□□□□□□□□□

2

GALLIPOLI

Electric Dreams

P R E S E N T S

TEMPEST™

Licensed from the Atari Corporation



T H E C U L T A R C A D E G A M E



AA RAVE 'A superb version of an arcade classic'
...incredibly addictive gameplay'

AMTIX ACCOLADE 'Electric Dreams' amazing
conversion... where hyperspatial
wireways have been infested with
marauding aliens.
...it really is so addictive and
playable.
'The most effective shoot 'em up
the Amstrad has ever seen.'



J O I N T H E C U L T

Available on ZX Spectrum 48K/128K/+ cassette (£7.99) Amstrad CPC cassette (£9.99) and Amstrad CPC disk (£14.99).
ELECTRIC DREAMS SOFTWARE, 31 CARLTON CRESCENT, SOUTHAMPTON SO1 2EW. TEL: (0703) 229694.
Mail order: Electric Dreams Software, 23 Pond Street, Hampstead, London NW3 2PN.



Piranha/£7.95

Max The deserter... stranded in the chem-clouds of Nu Earth... carrying the bio-chipped personalities of his three best buddies... sole survivor of the Quartz massacre. Rogue Trooper, the last Genetic Infantryman now fights two wars — a fugitive facing execution from his own side and a vicious guerilla war against any Norts who dare to cross his path.

He wants his bio-chip buddies regened. But most of all he wants to find the Souther traitor who killed them and the rest of his kind. He wants him dead.

At this point the cassette card usually hands everything over to you... Sounds good doesn't it? But then this isn't an ordinary scenario and it isn't an ordinary tie-in game. This is Rogue, hero to millions and much missed star of 2000AD.

Shame that Tharg The Commercial One merely wrote zarjaz all over the packet and didn't bother to have a go. The thrill-suckers have been at work here.

It's by no means a terrible game. Cast in the 3D machine-gun toting hunchbacked hero mould of *Cobra*, *Rambo* and so on, it's got lots of gratuitous violence, lots of sneaking up behind walls and do-or-die dashes.

But it isn't brilliant — it's slow and flicks from screen to screen rather than scrolling. What's more Rogue is about

three times faster going forwards/backwards than he is going left/right — weird.

And all you've got to do is: 1. shoot lots of Norts, 2. collect ammo to stay in business, 3. collect medi-kits to patch up wounds, 4. collect eight vid-tapes that identify the traitor and 5. make off in what looks awfully like a second-hand Space Shuttle.

If that sounds hard, I got all eight tapes and within a couple of screens of the space shuttle on just my second attempt at the game. Piranha promises all sorts of extras like grenades and Southerners but if you can get this far without seeing a single one then I don't think you need bother looking for them.

One thing that is true is that bio-chip mates Bagman, Helm and Gunnar occupy the top of the screen and offer advice and encouragement. After about five minutes play, you're sick of their inane commentary and start to wonder why the hell you're bothering to carry them around...

Since I'm a Rogue fan, I'll say it's a nice bit of fun if you're into it. But it's not a blockbuster and it won't keep anything other than the goldfish occupied for more than a week. But then I'm charitable.

However, Judge Dredd would give it ten. Ten years in the isocubes.

Graphics
Playability
Value for Money
Addictiveness



ROGUE TROOPER

Hewson/£8.95

Max Just how far can you take a platform'n'ladders game? Steve Marsden and David Cooke of *Technician Ted* fame reckon they've got a long way to go. So put the Speccy on load, eat and inwardly digest the cassette card and start out on yet another one.

City Slicker casts you as Slick (the city blah, blah... though what one is isn't quite clear). You've got to wander round famous London landmarks portrayed in attribute-confusing fuzzy detail and stuffed with a motley collection of sprites.

Your aim is to defuse a bomb planted in the HP sauce building by evil Arab Abru Cadabra and to do this, you've got to — you guessed it — first collect all the bits of a Bomb Disassembly Unit which some careless loon has scattered all around the screens.

Curiously enough, it's got nothing whatsoever to do with Guy Fawkes. Maybe the licensing deal cost an arm and a leg... and your insides torn out and being hung from... ah, forget it.

But you've just got to accept that this one's a bit different. Firstly, you're hotly pursued by Cadabra himself (who looks

remarkably like our ol' friend Harry the Hippie) and contact is instant death with a big bang. Next there are plenty of objects and other characters to play with, including food and pep pills to keep your energy topped up.

Energy is crucial; getting bumped by a nasty wastes it and so does falling long distances. Feeling energyless affects your performance — it reduces your jumping height and eventually kills you.

The other change from the norm is that rooms are much bigger than screens — the game 'half-flips' from one screen to the next but if you get properly pranged, you can get sent back miles. Getting through a room isn't the easy task it once was.

All in all, it's a jolly good romp — perhaps the only really nasty bit being the graphic you're treated to every time the Houses of Parliament goes up — it looks like the MasterMind studio. But then what do I know... maybe it really does? If you like arcade/adventure on platforms, check it out...

Graphics
Playability
Value for Money
Addictiveness



CITY SLICKER



THANATOS



Spectrum in October, **Amstrad** in November, **Commodore 64** in December.

All £8.95



DURELL

software getting harder...

Sales dept.,
Castle Lodge, Castle Green,
Taunton, Somerset TA1 4AB
England Telephone (0823) 54469 & 54029

EAT WORM™

blows a sparky

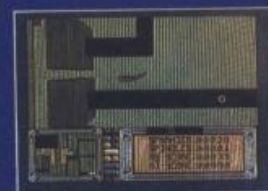
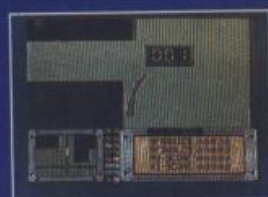
Now for something completely different. You are an insidious little WORMIE being chased through a micro-electronic labyrinth (you guessed it - a Sinclair Spectrum!) by CREEPERS in SPUTNIKS and CRAWLERS on foot (feets?). Defend yourself by shooting BURPER SPARKIES at the CRAWLERS and BLASTER SPARKIES to take out the SPUTNIKS. You'll see the computer board in a smooth-scrolling 3D viewed from above (yawn, yawn - just another bit of mega programming), as you crawl around in search of a DISK DRIVE on which to CLONE yourself. First you'll need to find fifty SPINDLES to eat, which will replenish your supply of SPARKIES to shoot at the BUGS. How long can you crawl down a DATA BUS? Find out how refreshing a DE BUGGER feels when you're stuck in a Spectrum and covered in CRAWLIES. This game is like WELL CRUCIAL MAN.

Available **October 20th**

Trade enquiries to **Centresoft**

on **021 356 3388**

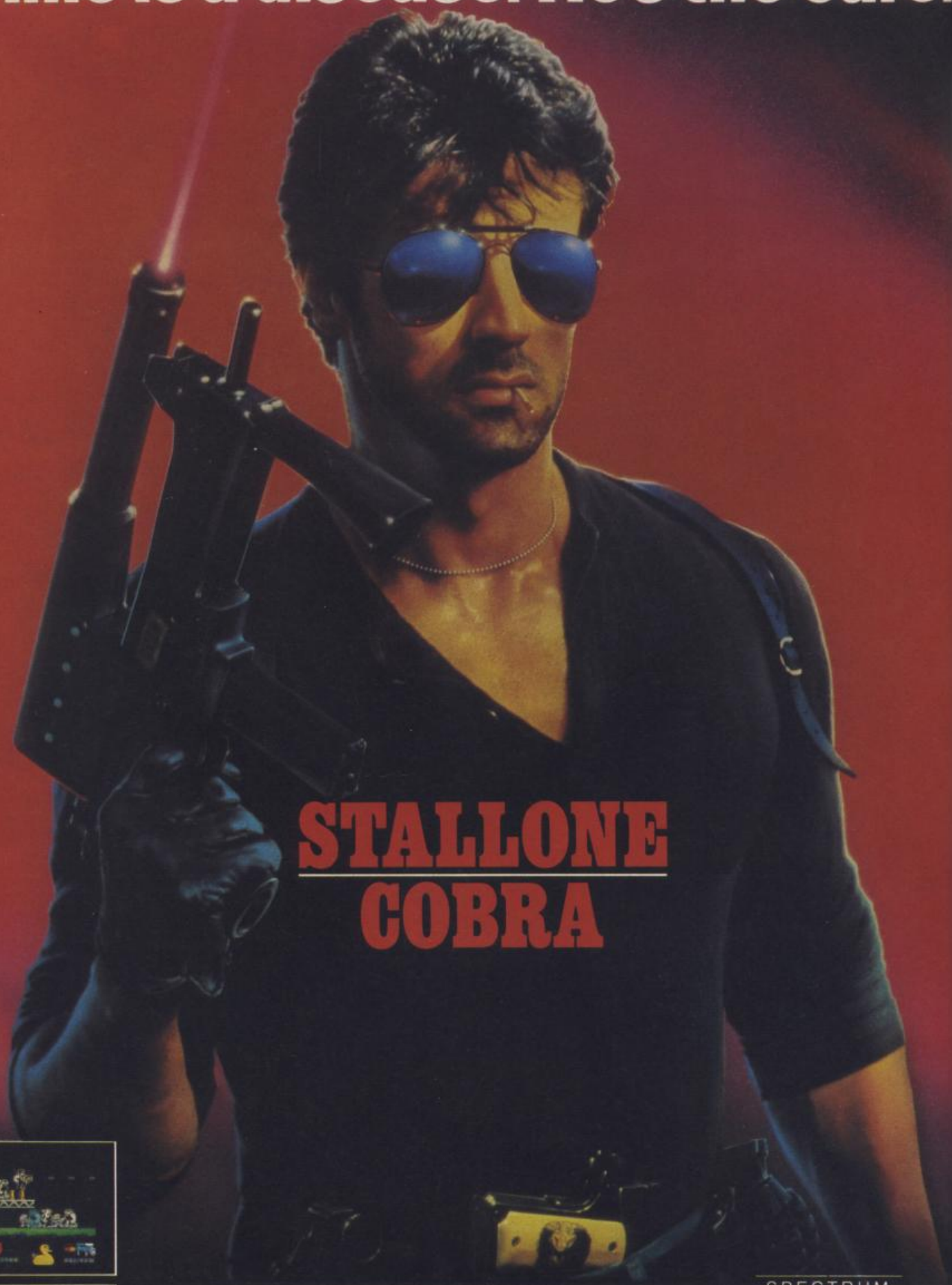
Any Spectrum **£9.95**



DURELL

software getting harder

Crime is a disease. He's the cure.



STALLONE COBRA



©1986 Warner Bros. Inc.
All rights reserved

ocean

SPECTRUM

£7.95

COMMODORE 64

£8.95

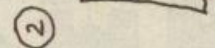
AMSTRAD

6 Central Street • Manchester M2 5NS
Tel: 061 878 2020 • Telex: 660977

THE TRAINS OF LUTHER

INSTRUCTION

THE TRAINSPOTTERS CHRISTMAS



GENTLY REMOVE
CENTRE PAGES.



HOLD
THUS.



FOLD ALONG
DASHED LINE.




CUT ALONG
TOP OF BOOK.



STAPLE OR
TAPE SPINE.



2"  TOTAL MEGA-WOW!

ENJOY.

YOU MAY NEED MUMMY OR DADDY TO HELP WITH PART 4 --
UNL BETER IS GOING TO SHOW US HOW TO MAKE CLEAR WARHEADS.

CUT OUT AND KEEP
YOUR
XMAS PREZIE FROM
SINCLAIR

scratch-sniff



THOSE
ARE MINE

A VERY MERRY
XMAS TO ALL YOUR
SINCLAIR READERS,
ALL MY MATE'S &
ESPECIALLY TO ALL
THOSE INVOLVED
WITH COMIC RELIEF
THIS YEAR...
MISH

MS/W

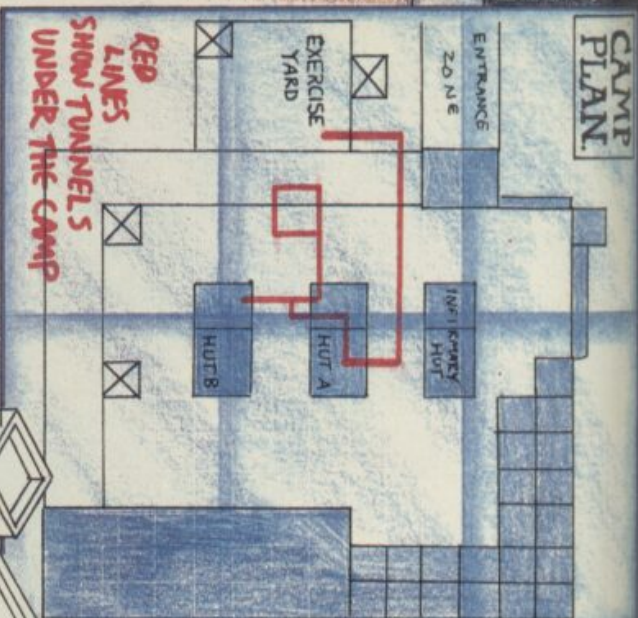
MISCHA WELSH

YOUR SINGULAR

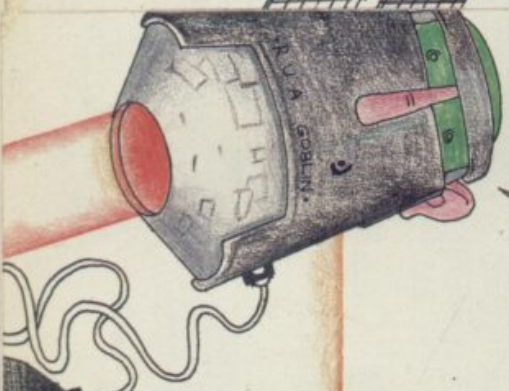
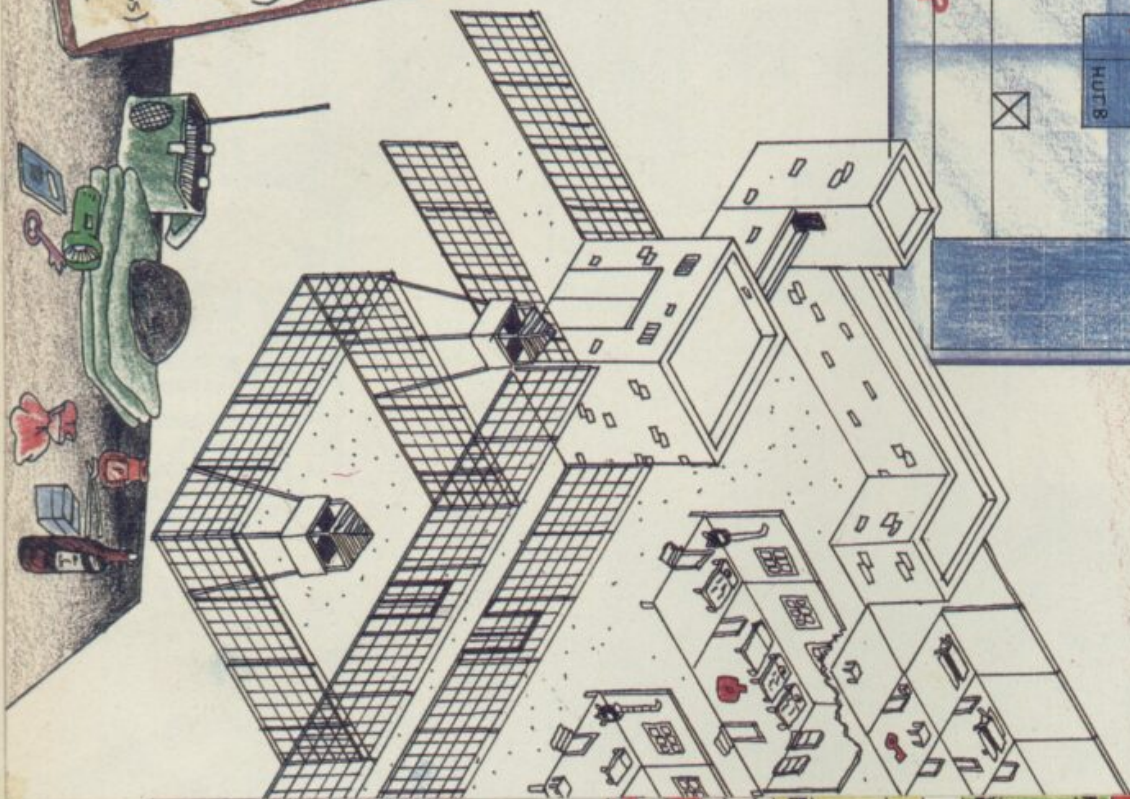
45/78 MW

CAMP PLAN.

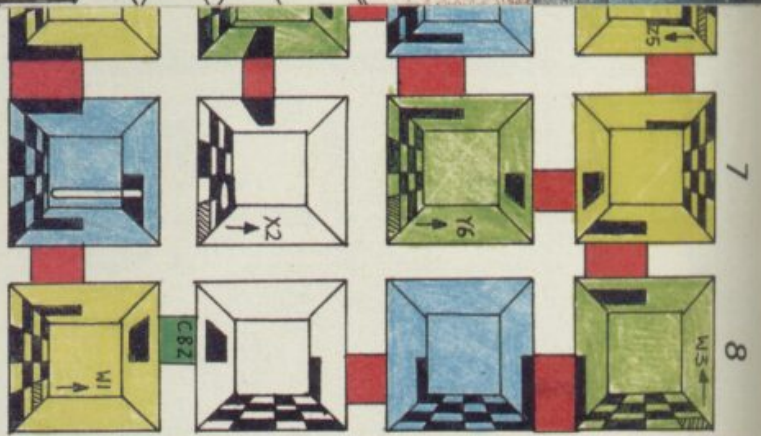
RED LINES SHOW TUNNELS UNDER THE CAMP

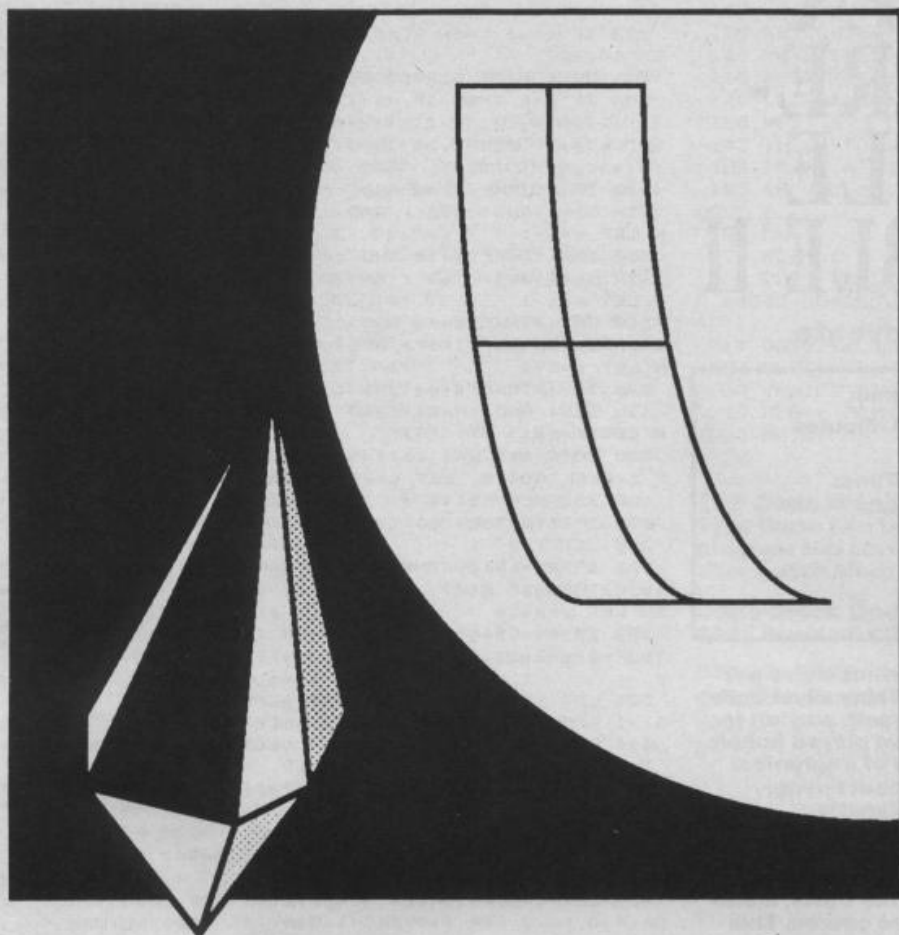


- ## CHECK LIST
- ☒ TORCH (FOR TUNNEL)
 - ☒ CLOTHES (BRIC-A-MAC)
 - ☒ KEY (FOR DOORS)
 - ☒ PASSPORT (FOR ESCAPE)
 - ☒ CUTTERS (FOR FENCE)
 - ☒ RATIONS
 - ☒ RADIO
 - ☒ MONEY (BRICKS)
 - ☒ POISON (FOR DOGS)
 - ☒ RED CROSS PARCEL



- ## KEY FOR SOLUTION
- MOVE OR DO
 - PICK UP OBJECT
 - THROW OBJECT TO
 - TELEPORT TO





PROGRAM POWER

PULL-OUT

**MEGA SPHERE-
BUBBLE TROUBLE II**



MEGA SPHERE- BUBBLE TROUBLE II

by Charles Bodycote



Typing Time:
1 hour 10 minutes



Loading Time:
35 seconds



Serves:
48K

Sphereoids! That's what we've got for you this month. Shiny silver balls to you. You find yourself, and not for the first time if you've played *Bubble Trouble*, in the guise of a spherical lifeform from the planet Fnyng, rolling it up on the planet's recreation complex. This time, instead of whizzing along the sharp cornered turns of a raceway, you're collecting gems on the tricky, multi-levelled Mega Sphere course. This may sound a bit like *Spindizzy* to you ... well, actually it does bear a striking resemblance, so let nothing stop you experiencing the thrill powered surge of playing *Mega Sphere!* (Dan diddy dan dan dan daaaaaan!)

Basic Program

Here is the guts (urg!) of the game. This is the Basic program which runs the code and generally moves the game. Type it in and save it as SAVE "SPHERE" LINE 9000.

```

1 LET cn=1: POKE 23658,8
2 LET ff=10
5 LET l$="O": LET r$="P": LET
u$="Q": LET d$="A"
7 DIM H(10): DIM N$(10,10): D
IM O$(10,9)
8 DIM T$(417)
9 RESTORE 9900: READ A$: REST
ORE : FOR N=1 TO 4: FOR F=1 TO 1
0: LET N$(N,F)=CHR$(CODE A$((N
-1)*10)+F)-1: NEXT F: NEXT N
10 FOR n=65479 TO 65504 STEP 5
: READ a,b: POKE n,a: POKE n+1,b
: NEXT n
15 FOR N=5 TO 10: LET N$(N)="M
EGASPHERE": NEXT N
16 FOR N=1 TO 10: LET H(N)=110
-10*N: NEXT N
17 LET LIVES=1: FOR N=1 TO 10:
RESTORE 6900: FOR F=1 TO 9: REA
D A$,A: IF 110-10*N>A THEN LET
O$(N)=A$: LET F=10
18 NEXT F: NEXT N
20 DATA 120,254,0,252,8,255,14
4,252,144,252,144,252
25 BRIGHT 1: BORDER 0: PAPER 0
: INK 7: CLS
30 LET scr=1
40 LET lives=3
50 GO SUB 8500
100 GO SUB 2000
200 LET t=s(x+1,y+1,z+1): IF t=
2 OR t=1 THEN GO TO 6000

```

```

210 IF t=3 THEN GO SUB 500
220 IF t=4 THEN GO SUB 800: GO
TO ff
222 IF cc=3 THEN POKE 65482,-PE
EK 65482
225 RANDOMIZE USR 63330
230 IF y<6 THEN IF (s(x+1,y+2,z
+1)>2 OR s(x+1,y+2,z+1)=0) THEN
LET y=y+1: BEEP .01,15-3*F: LET
f=f+1: GO TO 300
240 IF ((INKEY$=r$ AND cn=1) OR
(IN 31=1 AND cn=2)) AND x<7 THE
N LET x=x+1
250 IF ((INKEY$=l$ AND cn=1) OR
(IN 31=2 AND cn=2)) AND x>0 THE
N LET x=x-1
260 IF ((INKEY$=u$ AND cn=1) OR
(cn=2 AND IN 31=8)) AND z>0 THE
N LET z=z-1
270 IF ((INKEY$=d$ AND cn=1) OR
(IN 31=4 AND cn=2)) AND z<7 THE
N LET z=z+1
280 IF s(x+1,y+1,z+1)=1 THEN LE
T x=PEEK 65478: LET y=PEEK 65477
: LET z=PEEK 65476
290 IF f>2 THEN GO TO 6000
295 LET f=0
300 IF LV=65487 THEN IF y<6 AND
y>0 THEN IF s(x+1,y+2,z+1)=2 TH
EN LET y=y+ld
302 IF lv=65486 AND y<6 THEN IF
s(x+1,y+2,z+1)=2 THEN LET x=x+ld
305 LET a=65486: LET s(PEEK (a+
2)+1,PEEK (a+1)+1,PEEK a+1)=0
310 LET l=l+ld: IF l=11 OR l=12
THEN LET ld=-ld
320 POKE 65476,z: POKE 65477,y:
POKE 65478,x
330 POKE lv,l
335 GO SUB 4000
350 GO TO 200
500 LET a=65491: LET cc=cc+1: F
OR n=0 TO 2: IF z=PEEK (a+5+n) A
ND y=PEEK (a+1+5+n) AND x=PEEK (
a+2+5+n) THEN LET s(x+1,y+1,z+1)
=0: POKE a+5+n,10: BEEP .01,10:
BORDER 2: BEEP .01,-20: BORDER 5
: BEEP .01,20: BORDER 0
510 NEXT n: GO SUB 5000
515 IF cc=3 THEN FOR n=0 TO 21:
PRINT OVER 1: INK 7: AT n,8: "
": NEXT n
GO SUB 3000
520 RETURN
600 LET ff=6000: IF cc=3 THEN L
ET ff=900
610 RETURN
900 POKE 65482,10: RANDOMIZE US
R 63330: LET scr=scr+1
910 FOR n=1 TO 20 STEP 2: BEEP
.01,n: BEEP .01,n+15: NEXT n: BE
EP .1,n: BEEP .1,n+15
915 IF SCR=6 THEN LET CC=0: GO
TO 6010
920 GO SUB 2000: GO TO 200
999 STOP
2000 REM
2001 DATA 5,6,4,2,3
2002 RESTORE 2001: FOR n=1 TO sc
r: READ i: NEXT n
2005 FOR n=0 TO 21: PRINT INK i:
AT n,8: "
": NEXT n
2006 GO SUB 3000
2007 GO SUB 8000
2010 LET b=55430+(scr-1)*89
2012 FOR n=0 TO 63: POKE 64800+n
,PEEK (b+n): NEXT n
2015 LET b=b+64: POKE 65481,PEEK
b: POKE 65482,PEEK (b+1): POKE
65483,PEEK (b+2): POKE 65486,PEE
K (b+3): POKE 65487,PEEK (b+4):
POKE 65488,PEEK (b+5)
2017 LET b=b+6: LET l1=PEEK b: L
ET l2=PEEK (b+1): LET lv=65486+P
EEK (b+2): LET ld=PEEK (b+3)
2018 LET b=b+4
2020 DIM s(8,7,8)
2030 POKE 23675,32: POKE 23676,2
53
2040 PRINT INK 0: PAPER 0: AT 21,

```

```

0:"ABCDEFGH"
2050 FOR x=0 TO 7: BEEP .01,20+x
: FOR y=0 TO 6: FOR z=0 TO 7: BO
RDER z: LET s(x+1,y+1,z+1)=POINT
(x+8*z,7-y): NEXT z: NEXT y: NE
XT x
2051 BORDER 0
2052 LET a=65481: LET s(PEEK (a+
2)+1,PEEK (a+1)+1,PEEK a+1)=4
2053 GO SUB 4000
2055 LET l=PEEK lv: LET f=0: LET
cc=0
2056 FOR n=0 TO 2: FOR f=0 TO 2:
POKE 65491+5*n+f,PEEK (b+3+n+f)
: NEXT f: NEXT n
2057 LET b=b+9: LET z=PEEK b: LE
T y=PEEK (b+1): LET x=PEEK (b+2)
2058 FOR n=65491 TO 65501 STEP 5
: LET s(PEEK (n+2)+1,PEEK (n+1)+
1,PEEK n+1)=3: NEXT n
2050 POKE 65476,z: POKE 65477,y:
POKE 65478,x
2055 LET f=0
2067 LET SX=X: LET SY=Y: LET SZ=
Z
2070 RETURN
3000 FOR n=0 TO 21: PRINT AT n,0
:"": NEXT n: PRINT AT 0,
0: INK 5: " " PAPER 6: IN
K 1: " MEGA- " SPHERE! " PAP
ER 0: INK 5: " " PAPER 2:
INK 0: " "
3010 PRINT AT 9,1: PAPER 6: INK
1: " " AT 10,1: " LEVEL " AT
11,1: " " SCR: " " AT 12,3: "
"
3020 PRINT " INK 5: " "
CRB-"65"" "
3030 RANDOMIZE USR 63350
3040 FOR N=1 TO LIVES: POKE 6336
7,4: POKE 63366,1+N: RANDOMIZE L
SR 63365: NEXT N
3100 RETURN
4000 LET a=65486: LET ol=s(PEEK
(a+2)+1,PEEK (a+1)+1,PEEK a+1):
LET s(PEEK (a+2)+1,PEEK (a+1)+1,
PEEK a+1)=2: RETURN
5000 REM news c
5010 RETURN
6000 LET F=0: RANDOMIZE USR 6333
0: FOR N=20 TO 0 STEP -3: BEEP .
1,N: BEEP .1,N-40: NEXT N: LET L
IVES=LIVES-1: GO SUB 3000: LET X
=5X: LET Y=5Y: LET Z=5Z: IF LIVE
S>0 THEN POKE 65476,Z: POKE 6547
7,Y: POKE 65478,X: GO TO 200
6010 CLS : FOR N=0 TO 40: PRINT
AT 8,11: INK 6: OVER 1:"GAME-OVE
R": NEXT N
6020 FOR N=1 TO 3: FOR F=1 TO 6
STEP 2: BEEP .1,10+F+N*3: NEXT F
: NEXT N
6030 BEEP .3,20
6040 PRINT AT 10,8:"YOU COMPLETE
D ":(SCR-1)*20+5*CC:"%":AT 11,9:
" OF THE GAME."
6045 PRINT AT 14,4:"OVERALL RATI
NG "
6050 RESTORE 6910
6055 READ A$,A: IF (SCR-1)*20+5*
CC>A THEN PRINT A$: GO TO 6070
6060 GO TO 6055
6070 FOR F=1 TO 100: NEXT F: LET
HH=(SCR-1)*20+5*CC: FOR N=1 TO
10: IF HH>H(N) THEN GO TO 6080
6075 NEXT N: GO TO 6200
6080 FOR F=9 TO N STEP -1: LET H
(F+1)=H(F): LET N$(F+1)=N$(F): L
ET O$(F+1)=O$(F): NEXT F
6090 LET O$(N)=A$: LET H(N)=HH:
BEEP .2,10: BEEP .1,20
6100 CLS : PRINT "YOU HAVE BEEN
RANKED NUMBER "N" IN THE MEGA-S
PHERE HI-SCORE TABLE." "PLE
ASE ENTER YOUR NAME (MAX 10 LET
TERS )"
6110 LET P$="": PRINT AT 10,12: "
"
6120 LET G$=INKEY$: IF G$="" THE
N GO TO 6120
6125 IF G$=CHR$ 13 THEN GO TO 61

```



```

60
6130 IF G$=CHR$ 12 AND P$<>"" TH
EN LET P$=P$( TO LEN P$-1): PRIN
T AT 10,12;P$;" ";CHR$ 8: BEEP
.1,0: GO TO 6140
6132 IF G$=CHR$ 12 THEN BEEP .3,
-20: GO TO 6140
6135 BEEP .1,10: LET P$=P$+G$: P
RINT AT 10,12;P$;" ";: IF LEN P$
=10 THEN GO TO 6160
6140 IF INKEY$=G$ THEN GO TO 614
0
6150 BEEP .1,30: GO TO 6120
6160 LET N$(N)=P$
6200 BEEP .1,10: PRINT AT 21,0;"
PRESS A KEY TO RETURN TO OPTIONS
": PAUSE 0: BEEP .1,20: GO TO 30
6900 STOP
6910 DATA ("PERFECT" AND LIVES=3
)+("BRILLIANT" AND LIVES<>3),100
,"EXELEN",90,"VERY GOOD",75,"GO
OD",60,"AVERAGE",45,"POOR",30,"U
ERY POOR",20,"PATHETIC",5,"MORON
IC",0
8000 INK 8: PRINT AT 0,14;"MEGA-
SPHERE" AT 1,14;"-----"
8005 PRINT AT 15,9;"PLEASE WAIT
FOR DATA ";AT 16,9;"TO BE PROCES
SED !"
8010 IF SCR=1 THEN GO TO 8100
8020 PRINT AT 3,9;"WELL DONE, YOU
MAY NOW"
8030 PRINT AT 4,10;"PROCEED TO L
EVEL ";SCR;"."
8040 PRINT AT 6,9;"GOOD LUCK IN
YOUR QUEST"
8090 RETURN
8110 PRINT AT 10,9;"GOOD LUCK !"
8120 RETURN
8500 CLS : PRINT AT 0,10;"MEGA-S
PHERE" AT 1,10;"-----"
8503 FOR N=1 TO 10: LET TT=(N-1)
*32+1: LET T$(TT TO TT+4)={"0" A
ND N(10)+STR$(N)+"...": LET T$(
TT+5 TO TT+16)=N$(N)+"...": LET H
=H(N): LET T$(TT+17 TO TT+20)={"
0" AND H(100)+{"0" AND H(10)+STR
$(H)+"%": LET T$(TT+21 TO TT+32
)="{"+0$(N)+"}": NEXT N
8505 LET B=2: LET PL=1: RESTORE
8900
8507 LET C=3: FOR N=8 TO 18: PRI
NT AT N,0; INK C;"
": LET C=C+1-(
4 AND C=6): NEXT N
8509 PRINT AT 6,11;"HI-SCORES";A
T 7,11;"-----" INK 8;T$
8510 PRINT AT 4,4; INK 5;"CONTRO
L : ";
8520 IF CN=2 THEN PRINT "KEMPSTO
N";: GO TO 8600
8530 IF L$="5" AND R$="8" AND U$
="7" AND D$="6" THEN PRINT "CURS
ORS ";: GO TO 8600
8540 IF L$="1" AND R$="2" AND U$
="3" AND D$="4" THEN PRINT "SINC
LAIR #1";: GO TO 8600
8550 IF L$="6" AND R$="7" AND U$
="8" AND D$="9" THEN PRINT "SINC
LAIR #2";: GO TO 8600
8560 PRINT "KEYBOARD (";L$;"";R
$;"";U$;"";D$;"");
8600 PRINT "
"
8605 LET A$=".....
.....MEGA SPHERE - BY CH
ARLES BODYCOTE 1986 - WRITTEN FO
R YOUR SINCLAIR...PRESS :- 5 TO
START GAME , R TO REDIFINE THE K
EYS (&SELECT KEYBOARD), 1 OR 2 T
O SELECT SINCLAIR PROTOCOLS , C
FOR CURSOR KEYS, AND K FOR KEMPS
TON JOYSTICK..."
8607 LET A$=A$+"GUIDE YOUR SPHER
E TO COLLECT THE CRYSTALS ON EAC
H SCREEN , AND THEN TO THE FORCE
-FIELD IN ORDER TO PROCEED TO TH
E NEXT SCREEN.....
....."
8620 PRINT AT 21,0; INK INT (RND
+7)+2;A$(PL TO PL+31)
8630 LET PL=PL+1: IF PL=385 THEN
LET PL=1

```

```

8635 LET A=A+12: LET B=B+1: IF B
=3 THEN LET B=1: READ A: IF A=99
9 THEN RESTORE 8900: LET B=2: GO
TO 8635
8637 BEEP .03,A
8640 IF INKEY$="" THEN GO TO 862
0
8650 IF INKEY$="K" THEN LET CN=2
8655 IF INKEY$="R" THEN LET CN=1
: GO SUB 8800: GO TO 8500
8660 IF INKEY$="1" THEN LET CN=1
: LET L$="1": LET R$="2": LET U$
="3": LET D$="4"
8665 IF INKEY$="2" THEN LET CN=1
: LET L$="5": LET R$="7": LET U$
="8": LET D$="9"
8670 IF INKEY$="C" THEN LET CN=1
: LET L$="5": LET R$="8": LET U$
="7": LET D$="6"
8675 IF INKEY$="S" THEN RETURN
8680 GO TO 8510
8690 CLS : PRINT AT 2,5;"PRESS K
EY FOR LEFT:";: GO SUB 8860: LET
L$=A$
8695 PRINT L$;AT 4,5;"PRESS KEY
FOR RIGHT:";: GO SUB 8860: LET R
$=A$
8710 PRINT R$;AT 6,5;"PRESS KEY
FOR BACK:";: GO SUB 8860: LET U$
=A$
8715 PRINT U$;AT 8,5;"PRESS KEY
FOR FORWARD:";: GO SUB 8860: LET
D$=A$
8820 PRINT D$
8830 BEEP .5,30: RETURN
8860 PAUSE 0: LET A$=INKEY$: BEE
P .01,10
8865 IF INKEY$<>"" THEN GO TO 88
65
8870 BEEP .1,20: RETURN
8900 DATA 4,4,4,4,2,0,0,-1,-3,-3
,0,4,9,9,9,9,7,5,5,4,2,2,4,5,4,5
,4,6,5,4,4,2,0,0,-1,-3,-1,-1,-1,
-1,0,-1,-3,0,4,9,999
8999 STOP
9000 CLEAR 40000: LOAD ""CODE :
LOAD ""CODE : LOAD ""CODE : RUN
9900 DATA "DISMUIF!"!"!EBUJEIS/!!
NBSL//IFMOCFBOI!"!"!""
9999 SAVE "Sphere" LINE 9000: SA
VE "scrdat"CODE 55430,450: SAVE
"prtc"CODE 83000,400: SAVE "prt
gr"CODE 64512,920: VERIFY "" : VE
RIFY ""CODE : VERIFY ""CODE : VE
RIFY ""CODE : STOP

```

Hex Loader Program

No, not the metal man in the YS office. This is the Hex Loader for you to type your Hex Code into. Tap in the program, run it, and then type in the hex as directed.

```

1 REM General Hex Loader
2 POKE 23658,8
3 INPUT "Start Address ";start
t
4 POKE USR "a",INT (start/256
): POKE USR "a"+1,start-256*INT
(start/256)
5 CLEAR start-1
6 LET start=256*PEEK USR "a"+
PEEK USR "a"+1)
7 INPUT "Length ";length
8 INPUT "File Name ";f$
10 FOR i=start TO start+length
STEP 8
20 LET cs=0
30 PRINT AT 0,0;"Address ";i
40 INPUT "Hex 8 Bytes", LINE a
$
60 IF LEN a$<>16 THEN GO TO 1
000
80 LET f=0: FOR j=1 TO 16
90 IF (a$(j)<"0" OR a$(j)>"9")
AND (a$(j)<"A" OR a$(j)>"F") TH
EN LET f=1
100 NEXT j
105 IF f=1 THEN GO TO 1000
110 FOR n=0 TO 7
120 LET y=CODE a$(1)-48: IF y>9
THEN LET y=y-7

```

```

130 LET z=CODE a$(2)-48: IF z>9
THEN LET z=z-7
140 LET va=16*y+z
150 LET cs=cs+va
160 POKE i+n,va
165 PRINT AT 2,n*3;a$( TO 2)
170 LET a$=a$(3 TO )
180 NEXT n
183 INPUT "Checksum "; LINE a$
184 PRINT AT 2,25;a$
185 IF VAL a$<>cs THEN GO TO 1
000
187 CLS
190 NEXT i
200 CLS : PRINT "SAVE CODE AFTE
R BASIC LOADER."""REMOVE EAR LE
AD"
210 SAVE f$CODE start,length
220 CLS : PRINT "VERIFYING"
230 VERIFY ""CODE
240 CLS : PRINT "ALL OK": STOP
1000 PRINT AT 15,0;"ERROR": GO T
O 20

```

The Code Blocks

Type these into the Hex Loader program and save them as directed above each block:

Code Block One

SAVE "scrdat" CODE 55430, 450

```

55430:00000000FF00FF00=510
55438:00000000E100FF00=480
55446:00000000E100FF00=480
55454:000000008100FF00=384
55462:000000008100FF00=384
55470:000300008100FF00=387
55478:000100008100FF00=385
55486:00060800FE80FF00=651
55494:070500705070501=38
55502:0101010301050007=19
55510:0701040305040006=30
55518:0808FF000000000E=285
55526:0008FB000400000A=273
55534:0008FF0004000000=267
55542:0008FF0004020001=270
55550:030000000002007=117
55558:0008FE0000020050=344
55566:1008FE0000020000=280
55574:0008FE0000020000=264
55582:0001060504010200=19
55590:0702010600060200=24
55598:0105060206000200=22
55606:0000000000000000=0
55614:FF0000000000007E=381
55622:8100000000243E43=294
55630:8100000000182443=255
55638:810000020018A4C3=514
55646:8100000E00247C43=370
55654:81000002000427F=324
55662:8300000000000001=132
55670:FD00000507070306=281
55678:0006010105050004=22
55686:0302040006040203=24
55694:000000FF01010101=259
55702:010100FF01010101=261
55710:01010000FF018931=444
55718:0101000000FF55C9=543
55726:31010000000077A9=338
55734:13010000000000EF=259
55742:1503000000000000=24
55750:FD13000000000000=272
55758:00FF000605030504=278
55766:0202040202030402=21
55774:0303000303040200=18
55782:03000000000000EC00=239
55790:ECE0EC00000008A00=834
55798:8A828A00000008A00=544
55806:8A8A8A00000008E00=556
55814:8E8E8E00000008900=563

```


55822: 898989000000008900=548
 55830: 89898900000000EE00=549
 55838: EEEEE00000000000=714
 55846: 0000000007050006=19
 55854: 0503000601010403=23
 55862: 0001030600030100=14
 55870: 0000000000000000=0
 55878: 0000000000000000=0

Code Block Two
SAVE "prtd" CODE 63000, 400

63000: C37CF6C6406778E6=1280
 63008: 070F0F0F816FC906=499
 63016: 08E51AA6772C131A=637
 63024: A6772C131AA67713=678
 63032: E12410EDC90608E5=958
 63040: 1AB5772C131AB677=717
 63048: 2C131AB67713E124=670
 63056: 10EDC9C5CD13F6E5=1355
 63064: CD27F6E1CD3DF6C1=1420
 63072: 04C5CD18F6E5CD27=1149
 63080: F6E1CD3DF6C104CD=1385
 63088: 18F6E5CD27F6E1CD=1419
 63096: 3DF6C90078E6F8C6=1304
 63104: 406778E6070F0F=569
 63112: 816F01009C09C900=607
 63120: AF32FFFF32DFFF3E=1355
 63128: 0632FEFF3AFEFF87=1267
 63136: 473AFFFF80473AFD=1149
 63144: FF870E0F814F3AFF=940
 63152: FF57799A4FCDEEF6=1385
 63160: CD15F73AFDFF3CFE=1353
 63168: 082001AF32DFFFFE=1028
 63176: 0020D13AFEFF3DFE=1123
 63184: FF20023E0632FEFF=916
 63192: FE0620C03AFFFF3C=1112
 63200: FE0620023E0032FF=663
 63208: FFFE0020AFC93AFF=1230
 63216: FF878787573AFEFF=1314
 63224: 82C55F3AFDFF1500=1010
 63232: 2120FD19477E0707=554
 63240: 10FDC1D011E8FDC5=1369
 63248: CD53F6C1C921C4FF=1412
 63256: E53AFFFFBE201523=1075
 63264: 3AFEFFBE200E233A=896
 63272: FDFBE2007235E23=901
 63280: 56CD53F6E1232323=950
 63288: 23237DFEE220D9C9=1125
 63296: 000000002108DC06=267
 63304: 1936002310FB2323=451
 63312: 23232323237CFEF4=797
 63320: 20EDC9FE4020E8C9=1253
 63328: 0000F3CD44F7CD90=1112
 63336: F61100402100DC01=581
 63344: 0018EDB0FBC92100=922
 63352: 401100DC010018ED=563
 63360: 60C900000010304=385
 63368: 1178FECDD53F6C900=1126
 63376: 0000000000000000=0
 63384: 0000000000000000=0
 63392: 0000000000000000=0
 63400: 0000000000000000=0

Code Block Three
SAVE "prtr" CODE 64512, 920

64504: 521C761B0313FF3E=594
 64512: FFFFFFFFFFFFFFFFFF=2040
 64520: FFFFFFFFFFFFFFFFFF=2040
 64528: FFFFFFFFFFFFFFFFFF=2040
 64536: 0000000000000000=0
 64544: 0000000000000000=0
 64552: 0000000000000000=0
 64560: 0000FF0000FF0000=510
 64568: FF0000FF0000FF00=765
 64576: 00FF0000FF0000FF=765
 64584: 836000C631005C1B=609
 64592: 00388E0011C40083=542

64600: 6000C631006C1B00=478
 64608: 0000FF0000FF0000=510
 64616: FF0000FF0000FF00=765
 64624: 00FF0000FF0000FF=765
 64632: 388E0011C4008360=638
 64640: 00C631006C1B0038=438
 64648: 8E0011C400836000=582
 64656: FFFFFFFFFFFFFFFFFF=2040
 64664: FFFFFFFFFFCFFFFFFF=1992
 64672: 87FFFF03FFFE01FF=1413
 64680: 0000000000000000=0
 64688: 0000000000000000=0
 64696: 300000780000FC00=420
 64704: FC00FFF8007FFF00=1122
 64712: 3FE0001FC0001F80=669
 64720: 003F00007F0000FF=445
 64728: 01FE0002FF00047F=643
 64736: 800ABFC0155FC02A=871
 64744: AF80555700AAAA00=815
 64752: 0001FF8003FFC007=841
 64760: FFE0FFFF01FFFF8=1523
 64768: 3FFFFC7FFFFEFFFF=1716
 64776: 5554002AA8001550=480
 64784: 000AA00005400002=241
 64792: 8000010000000000=129
 64800: 00000000FF00FF00=510
 64808: 00000000E100FF00=480
 64816: 00000000E100FF00=480
 64824: 000000008100FF00=384
 64832: 000000008100FF00=384
 64840: 000300008100FF00=387
 64848: 000100008100FF00=385
 64856: 00060800FE80FF00=651
 64864: 003EE5CD4AECD22=1047
 64872: EECDD9AF13EC1CD4A=1372
 64880: EE217EF5CD3CEEC3=1340
 64888: D5FCCD22EED18EF=1410
 64896: CD60F13EC3CD3EEE=1384
 64904: C32FFECD22EEDC18=1202
 64912: EFCDB0F13ECD0D3E=1395
 64920: EEC32FFECD22EEDC=1416
 64928: BEF0E5CD22EEDC9A=1495
 64936: F12EED2653CD41EE=1153
 64944: E1E5CD41EEE12323=1257
 64952: E53E22CD3EEEE123=1090
 64960: 232323E5CD22EEFE=1065
 64968: CD283FE13E11CD4A=891
 64976: EE3E01CD4AEE3E00=880
 64984: CD4AEE3E21CD3EEE=1117
 64992: E5CD1FFE2AE3ED2B=1268
 65000: FE0000FC0000F800=754
 65008: 00F00000E00000C0=656
 65016: 0000800000000000=128

65024: 01FFFE0200040400=520
 65032: 0A0800161000E20=134
 65040: 005E4000BEFFFF7E=984
 65048: 0000000000000000=0
 65056: 0000000000000000=0
 65064: 0000000000000000=0
 65072: FFFF7ED5557EAAAB=1401
 65080: 7ED5557EAAAB7ED5=1230
 65088: 557EAAAB7ED5557E=1102
 65096: 000000000010000=1
 65104: 0300000700000F00=25
 65112: 001F00003F00007F=221
 65120: AAB7CD55578AAB=1224
 65128: 70D55560AAB40D5=1124
 65136: 5500AAB00FFFF00=936
 65144: FF00FFFC003FF000=1065
 65152: 0FE00007C00003C0=633
 65160: 0003800001800001=261
 65168: 000000007E0001FF=382
 65176: 80079FE00E1FF01C=831
 65184: 3FF8187FF831FFFC=1266
 65192: 0000000000000000=0
 65200: 0000000000000000=0
 65208: 0000000000000000=0
 65216: 33FFFC7FFFFE7FFF=1576
 65224: FE7FFFFE7FFFFE7F=1653
 65232: FFFE7FFFFE3FFFFC=1715
 65240: 800001800001C000=450
 65248: 03C00003E00007F0=669
 65256: 000FFC003FFF00FF=840
 65264: 3FFFFC1FFFF81FFF=1390
 65272: F80FFFF007FFE001=1245
 65280: FF80007E00000000=509
 65288: FE0000FC0000F800=754
 65296: 00F00000E00000C0=656
 65304: 0000800000000000=128
 65312: 01FFFE0200040516=543
 65320: EA0A289614452E2E=615
 65328: A25E4000BEFFFF7E=1146
 65336: 00001000030000=4
 65344: 070000F00001F00=53
 65352: 003F00007F0000FF=445
 65360: D5557CAAB78D555=1181
 65368: 70AAB60D55540AA=1081
 65376: AB00D5550FFFF00=979
 65384: FFFFFFFFFFFFFFFFFF=2040
 65392: FFFFFFFFFFFFFFFFFF=2040
 65400: FFFFFFFFFFFFFFFFFF=2040
 65408: 0000000000000000=0
 65416: 0000000000000000=0
 65424: 0000000000000000=0
 65432: 0000000000000000=0

PROGRAM POWER

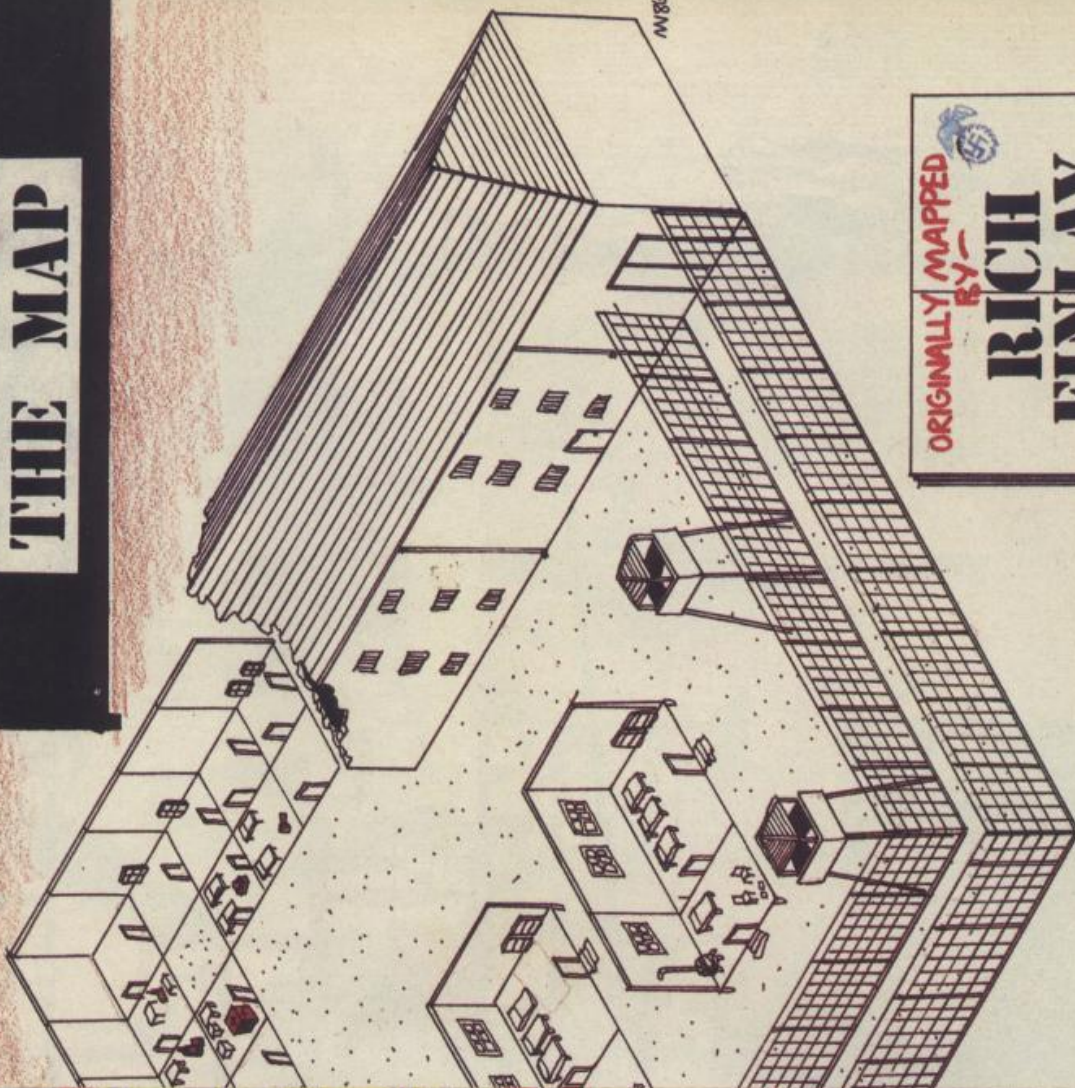
Yep, this really is the program you've been waiting for. Not a program for the Spectrum, but the program for the Spectrum. Would I lie to you? It's not a character generator, a fruit machine or a filing program, or indeed any other really obvious type of program. No sir, this is 100% original and totally brilliant. So pay me for it and we'll say no more about it!

I am.....
 and I live at.....
 Telephone.....
 My brilliant opus is entitled.....
 and it's a really good.....
 written in (Basic/Machine Code/Both).....
 Just to prove I can write, here's my chuck hancock
 (signature to you).....

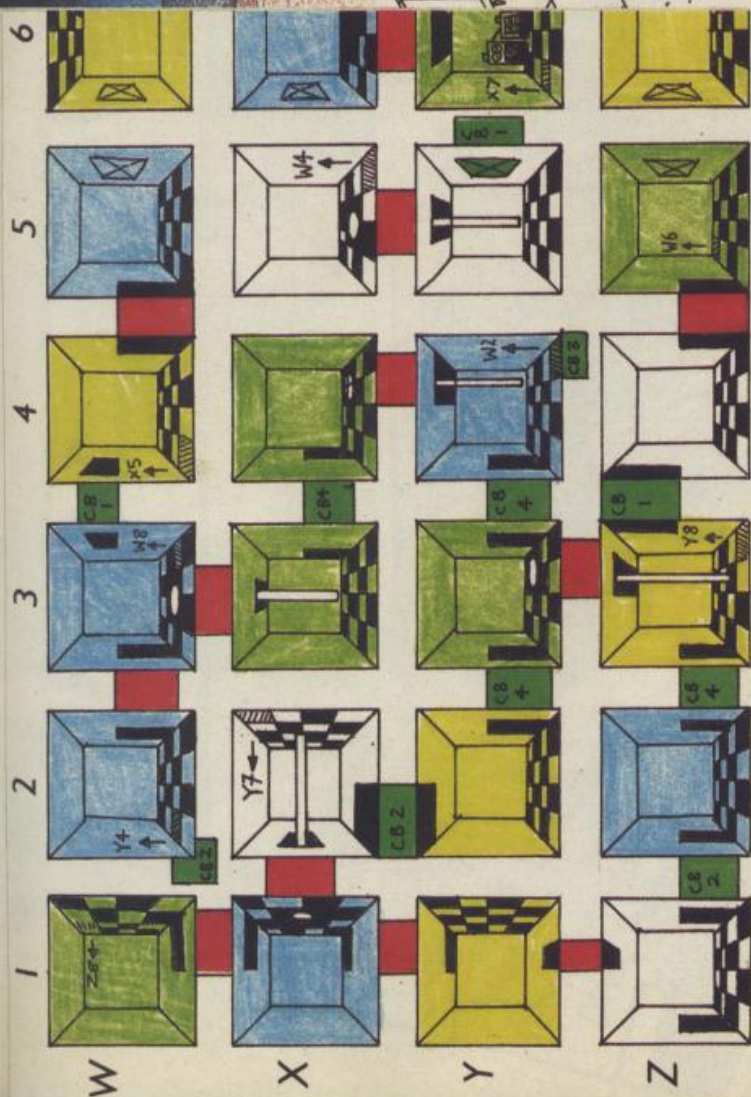
Cut out along dotted line and mail to: Muggins ... er ... Phil South, Your Sinclair,
 14 Rathbone Place, London W1P 1DE.

The Great Escape

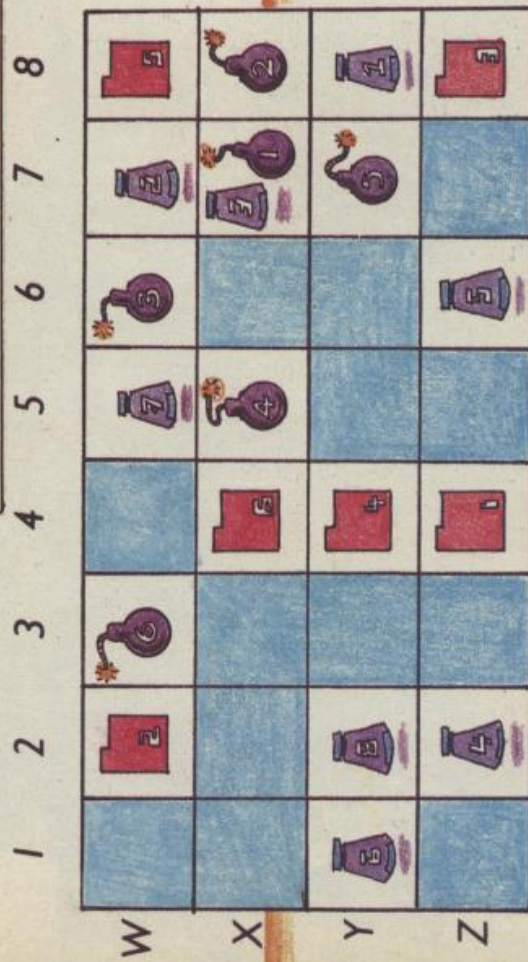
THE MAP



ORIGINALLY MAPPED
BY
**RICH
FINLAY**
...OF GHOSTS 'N' GOBLINS
FAME.



LEVEL 3 DEACTIVATOR



W86/87

AMSTRAD £8.95
ZX SPECTRUM £7.95
COMMODORE 64 £8.95

LEGEND OF KAGE



..the name
of the game

Imagine Software (1984) Limited
6 Central Street • Manchester M2 5NS •
Tel: 061 834 3939 • Telex: 669977

*Licensed from © Taito Corp., 1986, Programmed for (Amstrad, Spectrum, Commodore)



YS MEGAGAME PREVIEW - STARGLIDER

STARRY STARRY GLIDE

Novenia, a once beautiful planet, has been ravaged by the evil Egron forces. In this breathtaking flight through the battle blighted night, one brave man fights back in a 200 year old AGAV fighter. His mission: to seek out and destroy the flagship of the Egron forces. . . The Starglider. Starry eyed Phil South reports.

So, you thought *Elite* was the best 3D game ever? And then you changed your mind when you saw *Tau Ceti*? Well, be prepared to change your mind again, as very shortly *Starglider* will be skimming onto your screens in full colour, 3D and sound that you can hear with both eyes! It's already been a smash on the Atari ST and Rainbird has been working very hard indeed to produce a version on the Spectrum which emulates its beefier counterpart to the last pixel. It was a tough job, but now it's done. *Starglider* is an all action air-

to-air and air-to-ground flight simulator, telling the story of the planet Novenia, and its failure to stand up to the Egron invasion force.

The planet stands between the Egrons and the last unconquered spiral arm of the Galaxy, and the Egrons are stomping Novenia flat. The invasion force has flown by the planet's orbital defence forces disguised as a native bird, the Starglider, and has strafed the ground based defenses and dwellings until there's nothing left.

Here the story takes an unexpected turn. Unbeknown to the marauding ground forces and the commander of

Starglider One, there's an observatory station orbiting the planet, containing a group of scientists and a lot of obsolete military equipment. One of the scientists, Jaysan, discovers an old Airborne Ground Attack Vehicle (AGAV) amongst the museum pieces, and an idea begins to form in his mind. Although the aircraft isn't built for re-entry, he chances a landing on the planet's surface, and flies low over the terrain in search of the evil bird-shaped Stargliders.

This is the point at which you pick up the story: to fight in Jaysan's stead at the helm of the AGAV. The events leading up to this battle are mapped

TICKET TO GLIDE

Walkers are tall bipedal war machines that wander aimlessly until they track a moving object. Then they seek and destroy. The best way to avoid them is to accelerate and climb out of their sensor range.

This squat magenta construction is a missile launcher. They fire homing missiles at you which you can only escape if you climb to the very ceiling of your altitude range. You can shoot at them too, but make sure you hit them if you decide to try.

Watch your height indicator. Although you don't go splat immediately if you bottom the ship on the deck, doing it too much will wear your shields down very fast. About two clicks on the joystick should keep you at optimum height.

Here are the energy towers. The AGAV needs extra energy to complete the game, and you get it by flying between the towers. Fly through the two blue towers towards the one with the yellow tip and swoop low.

Although it appears blue on this screen (attribute bleed from the tower unfortunately) this is a yellow revolving wedge, called a missile silo. Inside this building is a spare missile which you can collect when you've used the one you have on board.

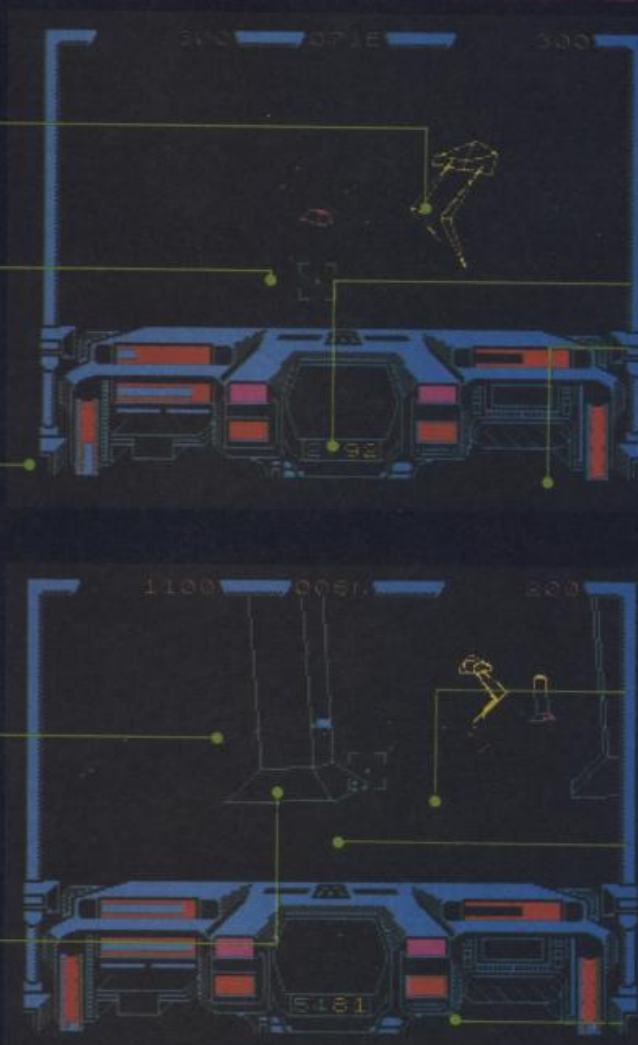
Your scanner shows a plan view (*Tau Ceti* style) of the objects in your close vicinity. This can be very useful if you avoid a Walker or Stomper. . . but then find you can't see it. It's just possible it will walk in a circle under you, so you can check it on this scope.

This is your speed gauge. Keep an eye on this too. If you can't draw a bead on anything it's probable that you're going too fast. Slow down to a crawl and whirl around on the spot to pick off those annoying missile silos and slow moving transporters.

When you get through the twin towers, you'll see the energy laser firing across the gap between them and the yellow tipped tower. Swoop low enough to hit it and your energy scoop will activate automatically, turning the screen red, and your energy level will rise.

You can choose to have either a rigid sight, or a floating one which follows the movement of the joystick. The moving one is best, as it allows you to prang ships to the side of your viewport even though you're not aiming the ship directly at them.

Here's an indicator showing your complement of missiles. When you fire missiles at something like a Stomper, plant the sight firmly in the centre of its image on the screen and launch your missile. Although you could steer it, it's best if you aim a bit first. (Especially if you're quite close!)



out for you in an excellent novella, specially written by science fiction author James Follett. It tells of the rise of the Egrons, the battle for Novenia and Jaysan's discovery. Within the story are clues and vital information which you can use to beat the Egrons and destroy the Stargliders. You only have a limited amount of energy for shields and only one missile, so it's important you work out how to find sources of energy and military supplies quickly.

The game has been written on the Spectrum by the team that brought you some of the finest examples of 3D games in the last two years, Realtime Software. It's just like its forebear on the ST; a fast, colourful joyride through a real 3D nightscape, with the attention to detail you'd usually find only on the very best flight simulators. The game action taxes your skill to the limits as you employ laser blasters and TV camera guided missiles to blow the ground forces to shredded wheat. And all the time you must keep an eye out for the tell-tale shape of a Starglider.

There wasn't a lot of sound in the development version of the game we played, but what there was seemed nice and loud. The colouring of the

cockpit and TV guidance display were going to be altered slightly, we were told, but otherwise the game was as it will be when it reaches the shops.

Cosmetic alterations aside, the graphics are the one thing that makes *Starglider* stand cockpit and laser gun above previous 3D games. It's not just that it's fast, and it is very quick, but the wire frame renderings of the other ships and the towers are tremendous. Objects get very large when you get close to them, and you soon realise that in this game, you are the smallest thing alive on the planet. Even the Stompers and Walkers which strut their funky stuff across the landscape are fully capable of scrunching you flat with just one of their feet. And that's in spite of the fact that they look quite small from the air!

So, if you think you can take the challenge of the Egrons, and reckon you're not a bad pilot, hop out and try *Starglider* as soon as it hits the shops.

If it doesn't thrill the pants off you, then don't worry. You're already dead!

FAX BOX

Game.....	Starglider
Publisher.....	Rainbird
Price.....	£14.95
Release Date	25th November

Missile silo screen

After waiting until the mouth of the silo is open, thrust forward and you'll find yourself in the Novenian missile silo.



Once in the silo, you'll be pulled by a gentle tractor beam over the missile (foreground), whereupon your ship will automatically pull it into the missile tube. You'll then go right into the back of the silo, where you'll be connected to the Novenian Computer. You can interrogate the computer to receive strategic information on all the offensive ships you'll encounter.

TV guidance system screen

You see an Egron Walker dead ahead... Now's your chance to show those Egron scum how it feels to be on the end of a guided missile. Just squeeze the trigger...



When you want to destroy a Walker or Stomper, you must use a missile. Those babies are mirror plated to reflect laser bolts, so you could blast away at them all year and the decals wouldn't even peel! Aim your sight at the Walker and launch your missile! Your joystick will now be in control of the missile's guidance system. So that you can see where you're pointing this lethal weapon, the makers have thoughtfully put a micro TV camera in the nose, and when you fire, the guidance monitor flips down in front of your viewport. Aim well, 'cos you've only got 20 seconds!

The Complete Enemy Identification Chart

From the programming team that brought you the 3D graphics of *Starstrikes I and II*, comes another new advance — animated vectors. The Stompers stomp and the Walkers walk across the screen as you attempt to blast them. For the complete line-up of all the enemy's military might take a look below. But if you want to see them move, (and you do) you'll just have to play the game.



Pyramid Mine



Lotus Starfighter



Pyramid Launcher



Walker



Tri-launcher



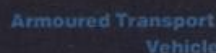
Starglider One



Juno Cannon



Egron Homing Missile



Armoured Transport Vehicle



Stomper



Egron Battle Tank



Starglider Drone



Skim Fighter



Egron Neutron Missile



Bute Fighter



Starglider Drone



Energy Tower



Diamond Proximity Mine

VESTEND GIRLS

Special
limited edition
T-shirts — only
£4.50
each.

What's more trendy than Tina Turner, more stylish than Paul Weller, more flexible than Rolf Harris's didgeridoo, more colourful than Madonna's make-up, more washable than Simon le Bon, more hip than Shakin' Stevens, got more coverage than Freddie Mercury's toupée? Well, it's not this lot for sure. It's the YS T-Shirt!

At last, after all your requests, here's what you've been waiting for. A full-colour piccy of the YS team? Nope. Better than that — it's the brand new YS T-shirt. Now you can look just like this Mötley Crüe — though fortunately, it's not obligatory.

You can forget your C&A, M&S, BHS, DMs and all the rest. The only letters that stand for fashion this year are YS. Fully washable, 100 per cent cotton, hi-style YS T-shirts will be covering all the best bodies from Paris to Penge, from Milan to Morecambe Bay.

And they're not only the hippest things with four holes but they have a hundred and one uses too. You can wear them, hang them in your wardrobe, fold them up and keep them in a drawer... Well, that's three uses to start you off.

But best of all, they only cost £4.50 each including post and packing, so you can afford to wear nothing else. Well, perhaps you'd better wear a pair of trousers if you don't want to get arrested!

(AND BOYS)



Vest friends.

VEST OF THE BEST

I'd like to in-vest in a fabulous YS T-shirt. I'm sending you the paltry sum of £4.50 to cover the cost of the most stylish piece of soft wear since the flare.

Name

Address

Postcode

Now send me.....T-shirts at £4.50 each including post and packaging. (Please make all cheques or Postal Orders payable to Sportscene Specialist Press.)

For the perfect cover up, I'd like the following sizes:

Small ☐ Medium ☐ Large ☐ XLarge ☐

The vest is yet to come — so please allow 28 days for delivery.

Send your T-shirt money to: YS T-shirt offer, PO Box 320, London N21 2NB

**THE FIRST
EVER SUPER
SPARKLER**

THE SAS: OPERATION THUNDERFLASH!

The first ever Super Sparkler! Only £2.99 for a super 3-D graphic game. Your task as leader of the SAS squad is to spearhead an offensive against the terrorists who have occupied a foreign embassy. Can you stay the pace?

SPECTRUM 48K

**SPIKE'S
No1
HIT**



Spike Sparkler's pick of the Christmas hits at only £1.99 each

BARGAIN BASEMENT

SPECTRUM 48K

SMUDGE AND THE MOONEES

SPECTRUM 48K

JAVA JIM

C64 & ATARI

SLURPY

C64

Get in training for Christmas with this insane spending spree. Join Money on his race through the bargain basement as he goes shopping with his EXCESS CARD. The action takes place in Harrod's the world famous department store. **SPARKLE RATING *******

Smudge, the French chimney sweep with the disk of galleic charms embarks on a clean sweep of the Paris roof-tops. Watch out for the Moonees however, who seek to thwart his progress. Highly playable! **SPARKLE RATING *******

Idaho Jim sets off on an epic archaeological expedition. He has to stop pretty smartly to avoid molten lava, swing across crumbling pits and dodge man-eating spiders. You're bound to dig this! **SPARKLE RATING *******

Deep in the caverns of the planet Gluton lives our famished friend Slurpy. Suffering from an acute bout of appetite fever he gobbles up everything in sight - but look out, there's danger lurking in them their caverns! **SPARKLE RATING *******

SPECIAL DELIVERY

ATARI

ORC ATTACK

C64

RIVER RESCUE

ATARI

THE LATEST FROM SPARKLERS ALSO INCLUDES:

**MONKEY
MAGIC
ON C64**

**TANK
COMMANDER
ON ATARI**

**COMPUTER
WAR
ON ATARI**

Poor old Santa! He's overslept again and now has only 5 hours to deliver all his Christmas goodies. Help him sort out this chaos by collecting and dropping the gifts down the right chimneys. **ALSO ON SPECTRUM 48K: SPARKLE RATING *******

Defend the castle against the hordes. As Eric the Brave you have to fight off waves of murderous Orcs, cutwits and slay the evil Sorcerer, and defeat the gigantic Demon Troll. Six play levels. **ALSO ON SPECTRUM 48K: SPARKLE RATING *******

This race against time depends entirely on your skills as a navigator and pilot. But you are not without help. As the owner of the fastest power boat in the region you can rely on it to steer you to the rescue of the trapped scientists. But look out for crocs, rocks and mine-dropping rivals. **ALSO ON SPECTRUM 48K: SPARKLE RATING *******

AVAILABLE FROM ALL GOOD SOFTWARE STORES

Unit B11, Armstrong Mall, Summit Centre, Southwood, Farnborough, Hants. GU14 0NP Tel: 0252 522200.



**V MICRO
SNIPS**

Have a Merry Microsnips Christmas!...

Spectrum 128+2	£149.95	Cherish Spectrum	£28.50
Spectrum 128+2 pack	£159.95	Cherish Sound Sampler	£44.95
Spectrum 128	£109.95	Cherish Midi Interface	£49.95
Spectrum Plus	£89.95	128 to Midi Lead	£9.95
Amstrad 484 + Monochrome	£199.95	50W Extension Cable	£9.95
Amstrad 6128 + Monochrome	£299.95	50W Double Extension Cable	£14.95
Spectrum Power Supply (inc post)	£9.95	TV/Computer Splitter	£2.99
Computer Data Recorder		Keypoint Mouse with Rambird	
(inc power lead)	£24.95	'Art Studio'	£69.95
Cassette Lead	£1.59	OL Disc Interface	£99.95
ZX Service Manual	£29.95	OL Centronics Interface	£39.95
ZX Spec Keyboard Mat	£5.95	Keypoint Disc Interface	£85.00
ZX Spec Keyboard Membrane	£3.99	Centronics 'E' Printer I/F	£39.95
ZX Spec Template	£3.50	L-Print II Ser/Centronics Printer	
ZX Spec Jack Socket	£0.75	Interface	£32.00
ZX Power Socket	£1.25	L-Print Centronics Lead	£12.95
2m TV/Camp Lead	£2.49	L-Print Serial Lead	£12.95
1m TV/Camp Lead	£1.59	Int I to Epson	£9.95
ZX + Membrane	£8.50	Int I to Brother	£14.95
Spectrum to Spec + Kit	£39.95	Opus Centronics Lead	£9.95
OK Single Port JIS Int	£8.95	Opus Serial Lead	£9.95
OK Light Pen/Interface	£18.50	Microdrive Extension	£9.95
OK-3 Channel Sound	£24.50	On/Off Switch (State Model)	£4.95
OK Speech Synthesizer	£23.95	OL Joystick Adapter	£5.95
Lightning DX Joystick	£7.50	OL Brother Serial	£9.95
*Joystick (S.S.) - Steel shaft		Spec + Disc Cover	£4.99
*Joystick (M.S.) - Microswitched		Times 2040 Printer (£2.50 p/pt)	£18.95
Pro Ace	£9.95	Times/Alphacom Thermal Paper	£9.95
Micro Ace (S.S.) (M.S.)	£15.95	5 Rolls (inc post)	£11.95
Zp 5th New Model (S.S.) (M.S.)	£19.95	ZK Thermal Paper (5 Rolls)	£45.00
Outer (and Fire) (S.S.) (M.S.)	£14.95	Prim VTK5000 Modem	
Vulcan Gunshot I	£8.50	OL Modem + D-Call + G-Connect	
ArCADE by Euramax (S.S.) (M.S.)	£17.95	QMod by Tandata	£99.95
Vulcan 'Switch Joy' (S.S.) (M.S.)	£10.95	Tasword Two	£12.95
New 'Microblaster' (S.S.) (M.S.)	£14.95	Tasword 128	£18.95
Kanis Speaking (S.S.) (M.S.)	£11.50	Tasprint	C.£9.50 M.£10.95
Joyball (M.S.)	£13.95	Tascopy	C.£9.50 M.£10.95
Moovraker Joystick	£4.99	Tasword Three	M.£15.95
Keypoint Pro Joystick Interface	£15.95	Tasword (M.O. Only)	£9.50
Tristate Joystick I/F	£12.50	Tasword (Screen Stretch)	£5.50
Cherish 125	£7.50	New Beta Plus Disk System	£99.95
Cherish Mach I (S.S.) (M.S.)	£13.50	Beta Disk Interface	£99.95
Joystick (+2) Selector Cable	£2.99	OK Tronics Keyboard	£29.95
Joystick Extension Cbl	£9.95	Sage Emperor Keyboard	£37.50
Dual Port Interface	£12.99	Sage Elite Keyboard	£98.50
OK Programmable JIS I/F	£22.50	Lo-Profile Keyboard	£37.50

Romantic Robot 'Multiface I'	
Backup Utility	£39.95
Cursh Speech	£19.95
Retronics Wafdrive	£59.95
RS232C Centronics for	
Retronics	£12.95
16K Wafa	£3.59
64K Wafa	£3.79
128K Wafa	£3.99
4 Pack Microdrives	£7.95
Single Microdrives	£1.99
Discovery I Disk Drive (3 1/2" disk)	
128/64K (State Model)	£114.50
Asium 3 1/2" SS Disks (10)	£18.50
Comano/Opus 5 1/4" BOT Drive +	
Disk Interface	£189.95
OL Disk Drive (3 1/2")	£99.95
MC-40 4 Colour Printer	
(Centronics)	£59.95
Tatung TP100 Printer	
(Centronics)	£199.95
11"x9 1/4" Paper (1000 sheets)	£9.95 (inc post)
DMR2000 Ribbon	EA £5.95
Tatung/Wako Ribbon	EA £4.99
Cursh Microdot (2-Way Expandable	
Memorboard)	£6.95
Konix Liberator (10 Function Interface)	
*Please check availability	£34.95
Computer Liquid Cassette Case Kit	£3.99

NEW TITLES

ALL CURRENT TITLES STOCKED*

Paperboy	£6.75
Dragons Lair	£6.75
Trivial Pursuit	£12.95
Heartland	£7.95
Nightmare Rally	£6.75
Glider Rider	£7.25
Ace by Cascade	£7.95
Cascade Tape '50'	£7.95
Monoght Madness	£7.95
Tajud	£7.95
Pak Games	£7.95
Terror of Transox	£6.75
Computer Hits III	£7.95
Shao Lin's Road	£6.75
Zytron	£6.75
Street Hawk	£6.75
Great Escape	£6.75
Now Games III	£7.95
Fast II	£7.95
Yie Ar Kung Fu	£7.95
Transpress (Type II microdrive)	£6.95
Never Ending Story	£6.50
Transformer	£7.50

MAIL ORDER

Cheques/P.O. payable to:

MICROSNIIPS

add 5p in £ postage. (24 hour Anzaphone)

Overseas 10p in £

Samantha Fox	£6.95
Life of Harry	£2.59
Sweeney World	£6.50
Jazz	£7.99
Viva Cini	£7.50
Pyramure	£7.99
Crash Smashes II	£7.99
Care	£7.99
Graphic Adventure Creator	£18.95
Revolution	£7.50
Captain Kelly	£7.50
Trap Door	£6.95
Need Coach	£7.99
Light Force	£7.99
Tennis (Imagine)	£6.95
T.T. Racer	£99.95
OL Steve Davis	£13.95
OL Bridge Player	£16.95
OL Hyperdrive	£13.50
OL 30 Sims	£11.95
3 Pack Educational Software (Up to 8yr old)	
'Hot Dog Speller' + 'Lunar Letters' +	
'Count About'	£8.95
Superbowl	£7.95
Dynamite Dan II	£6.50
Animatrol I	£8.50
Waterloo	£8.50
Tand Runner	£7.50
Strike Force Harrier	£8.50
The Snow Queen	£7.99
PSI Chess	£8.50
Dan Dare	£8.50
Battle of the Planets	£7.99
Warm in Paradise	£7.99
Killer Tomatoes	£6.75
Starquake II	£6.75
The Writer	£12.95
Mantronix	£6.50
Mile	£8.50
Laser Back	£13.95
Laser Compiler	£18.95
Music Typewriter	£9.50
Shadow of the Unicorn	£13.95
Scrabble	£9.95

MICROSNIIPS

37 Seaview Road

Wallasey

Merseyside

L45 4QN

(next to TSB)

Tel: 051 630 3013



SIMPLY RED

Complete control — that's what Red Box offers. We asked our man about the house, Gwyn Hughes, to investigate.

Remember the early days of the micro revolution? We were all going to get up to wizard wheezes like running our train sets with our ZX81's? But computer control was never that simple, and in the end it attracted only those most hardened of hobbyists — the trainspotters.

Well, maybe Sir Clive's early advertising claims that the good old '81 was powerful enough to run a nuclear power station were a little OTT. But it's still true that a Spectrum can be used for more than playing games, and that's the thinking behind Red Box.

Few peripherals are so aptly named as this one. The starter pack consists of not one but three boxes and all of them are undoubtedly very, very red. They are also very, very plain. No unpleasant edge connectors or difficult dials.

That's the secret of the Red Box system. You plug in whatever you want to control just as if you were connecting it to an extension lead. And, even more cleverly, it uses the mains to connect units in a network. They sit there, happily talking to each other and using minimal electricity, without any clumsy, trailing cables.

Wow, you're saying — this is just what I need to run that nuclear power station in the basement from the safety of my bedroom. Well, this is how you do it. First, follow the instructions carefully, as they take you through the early stages slowly and clearly. Here's the basic process:

Set up your Speccy as if you were about to Load a tape, but with the Ear socket connected to Red Leader rather than a cassette recorder. Then switch on the command unit and it'll automatically download a control program. You can then plug in other units, and introduce Red Leader to them.

Each unit, whatever its type, has a unique code, and though you'll probably find it easier to refer to them by a short name, the control chip uses this ID to send commands. Note: if you're worried about hackers breaking into your system via a shared circuit, don't be. Red Box uses a complex encryption system to prevent intrusion.

Once every unit knows the others' names and is happily hand shaking, you can start to have some fun. Plug a light into a Red One socket and you can turn it on and off from the main menu.

Eventually, after about ooh... ten seconds or so, you'll

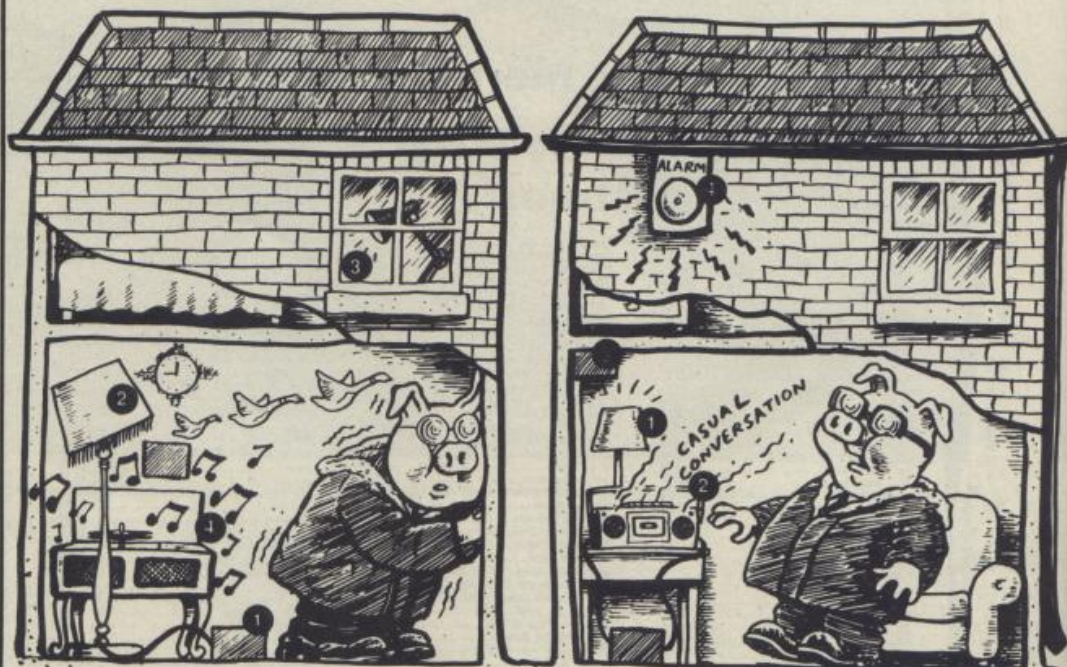
get tired of strobing your anglepoise and want to get down to something more ambitious. How about getting Red Leader to turn the light on at midnight, then off again five minutes later? It's simplicity itself, you just enter the relevant twenty-four hour times and then set the command in motion.

What next? How about a bit of fun with Red Two. You can slave units, so that they won't switch until they get a signal though the mains. You can use the infra-red sensor to turn on the lamp, though sadly it won't turn it off again. All you have to do is wave your hand in front of Red Two and, lo... let there be light!

Now you're beginning to get an idea of the god-like potential of the system, and there's no need to stop with the starter pack. You can connect a infinite number of units to one ring main — in theory at any rate. To make the most of all that command power though, you'll need to take the next step, into Red Box Basic.

Okay, I admit, this is where it gets just a tiny bit technical, and unluckily the manual isn't quite so helpful for novices at this point. But when Red Leader down-loads the command program, it also

THE STORY OF THE THREE LITTLE TRAINSPOTTERS



Once upon a time there were Three Little Trainspotters, who were afraid that the big bad Wolf would break in while they were out trainspotting. So the First Little Trainspotter set up a security system with Red Leader (1) turning on a light (2) at eight o'clock then turning it off and replacing it with another (3) at nine. It also turned on the radio (4) at eight-thirty. The Wolf thought, "Uh-oh... he's at home!" and moved on.

Trainspotter Two also set up a light (1) and a cassette recording of casual conversation (2) to try and fool the cat... sorry, Wolf burglar. But being a more cautious sort he set up Red Two (3) just above his front door. When the Wolf huffed and puffed and blew it in, it triggered an alarm, hidden under the roof (4), which sent the Wolf scarping before the Three Little Coppers arrived in their panda car!

gives you a new dialect of the language you already know and love (or hate, or ignore, for that matter).

It adds a number of commands that are missing from Spectrum Basic, such as programming aids like Delete, plus conditionals like Repeat... Until and even commands dedicated to the system, such as Install. These let you write quite complex chains of commands, so that you can not only turn on your nuclear power plant, but also switch on the kettle to boil a cup of tea.

Whether you get into proper programming, or settle for slavery by single key commands, once you've sorted out a satisfactory sequence you can tell Red Leader that you're satisfied, then unplug your Spectrum. So long as the big red one remains plugged in, its own little on-board micro will carry on doing just what you asked it. And as each Red unit contains a micro too, you can unplug them and move them around and the Leader will still keep in touch.

By now you should be thinking about how you can use the system, and if you're lacking ideas, there are a few below. But the real future of Red Box lies in... the future!

You see, GIS has lots of exciting expansion plans on the cards.

For starters there's a real time clock with battery back up for Red Leader, which means that even if there's a power cut it'll know exactly what to do and when. There will also be other sensors, and most excitingly, work is underway on an autodialler for use with your phone. Imagine being able to set a sensor at home, so that if it detects an intruder, it phones somebody and warns them with a pre-recorded message!

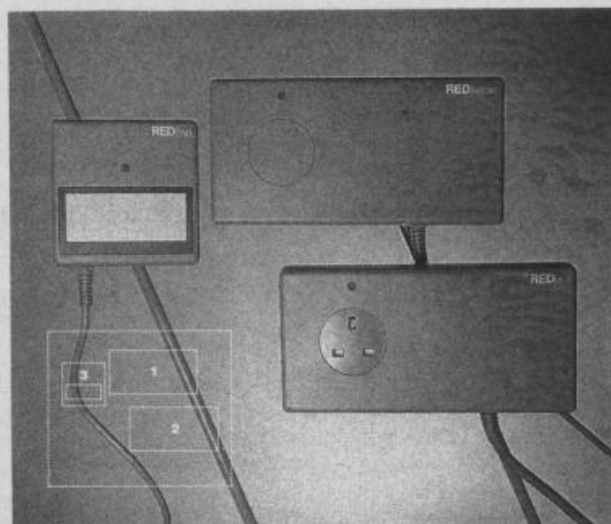
The uses of Red Box are really only limited by your imagination. From remote control of a trainset to switching on the fire to the creation of a security system, Red Box can do it. The only real restriction is that it's not suitable for extremely high power devices, such as immersion heaters or cookers.

Apart from that though, it's extremely easy to use, so what are you waiting for? Now there's no excuse not to join the Red (Box) Revolution and take control!

FAX BOX

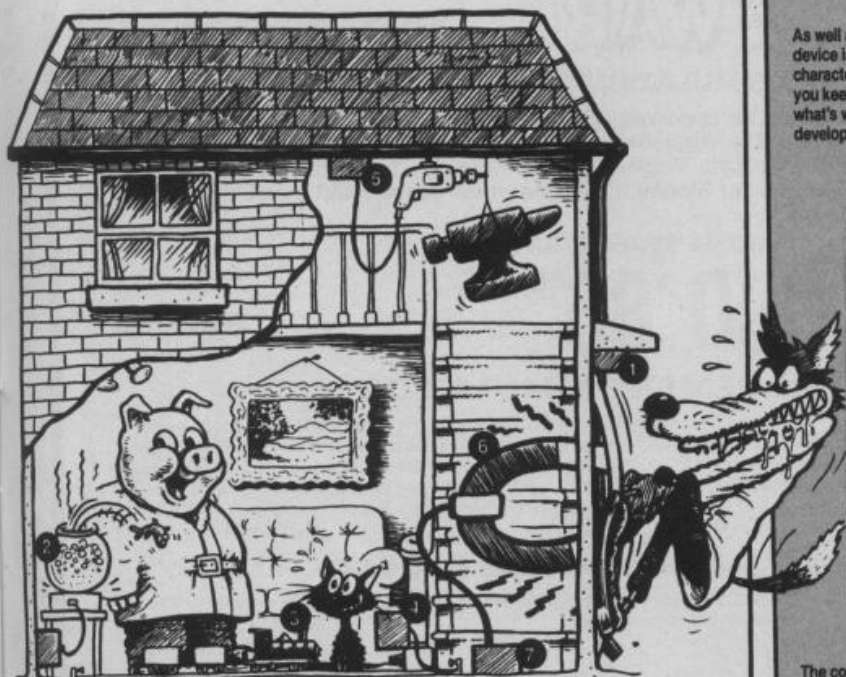
Product **Red Box**
 Producer. **General Information Systems**
 Price **£129**

THE RED ARMY



- 1 Red Leader** — the brains behind the system. He'll keep ticking away, even when you've unplugged your Spectrum.
- 2 Red One** — or two, or three, because you can fit any number of these computer-controlled sockets to the system, and plug almost anything into them. They're just obeying orders.
- 3 Red Two** — small but powerful. Behind the window lurks an infra-red sensor, which can detect any movement in its field of view and report back to Red Leader.

Photography: Liz Heaney



At the third house the Wolf didn't notice a Red Two (1), commanding a heater under the goldfish bowl (2). The water boiled after four minutes, then out jumped the fish, onto the model train, which was programmed to start a minute later (3). It passed the cat, which ran after it, triggering another Red Two (4) which started the drill (5). The Wolf struggled with the door, held shut by a giant electro-magnet (6). But when the anvil fell, a third Red Two (7) switched the magnet off. As the Wolf flew through the door, he was crushed by the plummeting anvil!

ORDERING FROM THE MENU

As well as a number, each device is given a six character name, to help you keep in touch with what's what as you develop complex systems.

Simply, status is On or Off, but for devices like dimmer switches, with variable control, this can also be set to any value between 0 and 255.

On and Off times are simple enough to set from the menu below. Alternatively you can specify that a device remains on for a certain period.

Red Control 11:16:35
 ON OFF TIME 00

Enter Command:

(U)p	(D)own	(S)et
(N)ew	(E)rase	(R)epeat
(C)lock	(T)ime	(A)ux
(K)eep	(O)n time	(P)roftime
(L)oad	(G)o	(Q)uit

The command summary is simple to use. Just key in the initial and follow the on-screen instructions. Up and Down move the cursor to indicate the current unit and 'Go' hands over command to Red Leader.

If you're going to be away for a fortnight in sunny Benidorm, catching up on the International Trainspotting scene, you might like to make use of the Repeat facility, so that the lights come on at eight every night.

This is the Auxiliary column, and every device which has a number here is governed by the Red unit indicated. So a bell on Red One could be slaved to device 2, a Red Two sensor.

***** T H E T F O R D M I C R O S *****

21 GUILDHALL STREET,
THETFORD,
NORFOLK.
IP24 2DT
(0842) 61645

SERVICE DEPARTMENT
2 LEYLAND CLOSE,
FISON INDUSTRIAL ESTATE,
THETFORD, NORFOLK.
(0842) 65897

SPECIALIST COMPUTER REPAIR SERVICE

WE'VE LEAD OTHERS HAVE FOLLOWED. Thetford Micros offers you their experience and a fast efficient repair service with our guarantee that your computer is being diagnosed by the best and most up-to-date test equipment.

WE ALSO OFFER YOU:

- ★ ON THE SPOT SPECTRUM & COMMODORE 64 REPAIRS
- ★ SAME DAY REPAIRS ON MAIL ORDER
- ★ THREE MONTH WARRANTY ON ALL REPAIRS
- ★ ALL FAULTY COMPONENTS RETURNED TO CUSTOMER SO YOU THE CUSTOMER CAN SEE WHAT'S WRONG
- ★ ALL ICs REPLACED ON CARRIERS — Makes life easier
- ★ ALL COMPUTERS RETURNED POST PAID AND INSURED IF POSTED IN THE U.K.
- ★ FREE — ON-OFF SWITCH FITTED TO ANY SPECTRUM REPAIR (fitted in Spectrum Casing — Please state if required)

- ★ SPECTRUM REPAIRS — £16.00
- ★ KEYBOARD REPAIRS — £10.00
- ★ INTERFACE I — £19.50
- ★ MICRODRIVE — £19.50
- ★ ZX PRINTER — £19.50
- ★ SPECTRUM 128 — £19.50

(Prices inclusive of Parts, VAT and Postage)

Repairs undertaken on Commodore, BBC, Amstrad, IBM, and Atari — We are an approved ATARI SERVICE CENTRE.

Quotes given on repairing any Printers and Disk Drives.

SORRY NO FREE SOFTWARE — YOU'VE PROBABLY GOT IT ANYWAY! — ON-OFF SWITCH IS HANDY THOUGH.

For fast delivery service — Securicor £6.90

Payments can be made by Cheque, Postal Order, Barclaycard, Access or American Express.

QUAL-SOFT

THOUGHTWARE

Sports simulations

ADJUDGED JOINT NUMBER ONE SOCCER SIMULATION FOR ALL HOME COMPUTERS.

The June and July issues of COMPUTER GAMER magazine reviewed 16 soccer simulations, including Ocean's MATCHDAY and INTERNATIONAL MATCHDAY (128K SP), Addictives FOOTBALL MANAGER, Artic's WORLD CUP and WORLD CUP 2, US Gold's WORLD CUP CARNIVAL, Virgin's FA CUP, etc etc. MEXICO '86 was given a NOVA overall rating and 5 "planets" from 5 for Value for Money. Only one other game could equal this, Commodore's classic INTERNATIONAL SOCCER.

ARE YOU STILL PLAYING THE SECOND RATERS?

TAPE 1
QUALIFIERS

MEXICO '86*

TAPE 2
FINALS

A WORLD CUP MANAGEMENT SIMULATION

On June 22nd, 1986, England's bid to become World Champions for the next four years came to an end in the Azteca stadium, Mexico City. How well did Bobby Robson do? Can YOU outperform him? MEXICO '86 gives YOU charge of the England team two years before the start of the Mexico finals. You must experiment with a demoralised squad who failed to qualify for the European Nations' Cup, drafting in players as you see fit, and nurse the team through the Qualifying stages of the World Cup. If you qualify, you must choose your squad for Mexico, play through Phase 1, the groups of four, into the last 16. Can you now take England two stages further than Bobby Robson and then win the big one? It takes a thorough understanding of International Football to win in MEXICO '86.

ENGLAND'S GAMES: FULL PITCH, 22 MAN, 3D GRAPHICS & SOUND EFFECTS

QUAL-SOFT comments: With 5 levels of play, 12 depths of sophistication, and "fun" graphics, this game can be enjoyed by an 8 year old youngster as a "fun" game, and by the most sophisticated as a tactical/strategy challenge of the highest order.

PACKAGE: Tape 1 plus Tape 2 plus 20 Page Manual in "Video Cassette" style pack. Only £9.95 (90K RAM usage. Some would call this a MEGAGAME. YES IT WILL RUN ON YOUR 48k & 128k SPECTRUM.

QUALSOFT GUARANTEE: Sent by 1ST CLASS POST on the day the order with P.O., Cheque, Access payment is received.
Telephone Access orders accepted.

* The use of the name MEXICO '86 does not imply any association with FIFA

QUAL-SOFT
Dept. YS
18 Hazelmere Road,
Stevenage, Herts. SG2 8RX

Tel: 0438
721936

Please supply:
MEXICO '86
48K/128/+2
SPECTRUM

Name:
Address:
.....
Access No. (if applicable)

infiltrator

US Gold/£9.95

Gwyn There's something very... American about this game. Well spotted, Gwyn! It's an American game. From US Gold. Sherlock Hughes!

No, that's not what I mean. *Infiltrator* is more than a shoot 'em up and it's not just a game. It's more a sort of... concept, man. And if that isn't American, what is?

Well, first there are the instructions. A large, double sided sheet. But don't worry because this guide to flying a Gizmo (TM) DHX-1 Attack Chopper (affectionately known as 'The Snuffmaster'), also contains a number of laughs at the expense of weapons fetishists. Ronnie Ray-gun will hate it. It's un-American! (*Make your mind up! Ed*).

Satire again in the choice of hero, Johnny 'Jimbo Baby' McGibbits, an amalgam of all those helicopter and jet jockeys in trumpet-blowing, flag-waving, sabre-rattling go-get-the-Russkies films.

Infiltrator is no *Tomahawk*. It's more silly than simulation, but it's also a lot of fun. Flying is a matter of keeping on course, and going by the amount of drift, there must be some fairly strong sidewinds. You've also got to be careful about fuel consumption, because you've only just got enough to get you to your target site.

Airspace is as full as Heathrow on a holiday weekend. Other helicopters appear regularly and demand

identification when they see you. This is where the strategy comes in, because indiscriminate blasting wastes both ammunition and fuel, so it's as well to avoid it.

The solution is to keep your eyes open, and switch to the communications mode as soon as you see another chopper. You can then demand its ID before it requests yours. As you know the enemy's password, as well as your own, you can give the correct reply that it's requested.

Of course you may not know which side the pilot's on, in which case you have to make a guess, though this isn't too difficult when he replies, "Scum". Of course, if you get it wrong, or it turns out to be a rogue flier, then you're forced to fight.

As you'd expect, a Gizmo (TM) DHX-1 is well armed, with a cannon and four missiles. But don't neglect the flares and chaff that are used to decoy heat-seeking and radar guided projectiles. With these a battle becomes a question of fast reactions and strategy rather than simple shooting.

Finally though the ADF indicator will flash and spin wildly round, indicating that you've reached your destination. Touchdown and it's on to the second part of the mission — a land-based caper as you search for secret documents and indulge in a little sabotage.

You get a high view of the enemy base as you try to dodge the guards or bluff your

way past them with false papers. If the worst comes to the worst you can always use tear gas or a grenade. Don't dawdle though as there are only about twenty minutes to search the base, looking through drawers and photographing any secrets. You can also place explosives and blow up the whole place if you're quick.

I'd like to report that this part of your job is as much fun as the first, but in the time given to review *Infiltrator*, I failed to land my 'Snuffmaster' even once. Sure I reached the target, but then, try as I might, I couldn't get back down to earth except in the most dramatic fashion when fuel ran out!

Perhaps I'm missing something in the instructions or could it be I just didn't have enough practice? I'm afraid it's up to those who aren't governed by deadlines to discover what perils lie ahead for Jimbo in his three missions.

As for poor, mortal Gwyn, I rather enjoyed this, despite a nagging fear that all that communications work becomes rather like a typing tutor. But it's a brave attempt to give the Spectrum the sort of game that's wowing them Stateside on disk-based systems, and it's certainly a novel entertainment.

Graphics	8
Playability	
Value for Money	
Addictiveness	

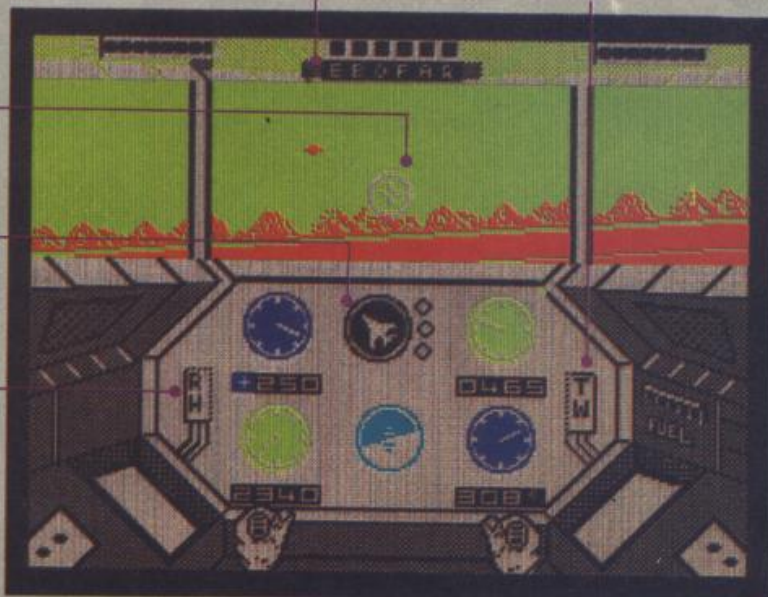
The Head Up Display cross-hairs, which you use to target your gun or guided missile. But beware — if you keep it on all the time, it's all too easy to launch a primed projectile and shoot down a friendly chopper by accident.

The ADF is a wonderful device. When you're first in the air you'll be given a code to enter into this navigational computer. Then all you need to do is keep the indicator pointing straight forward. Simple, isn't it?

Ever-helpful, these two lights tell you whether you're being shot at with heat-seeking or radar guided missiles, letting you take evasive action. Providing, of course, you're quick enough to prime chaff or flares and fire them.

The Gizmo (TM) is full of useful gizmos, like these warning lights. You can do something about being too low or the batteries or oil overheating. Simply decelerate or turn off the turbo to avoid a rapid descent.

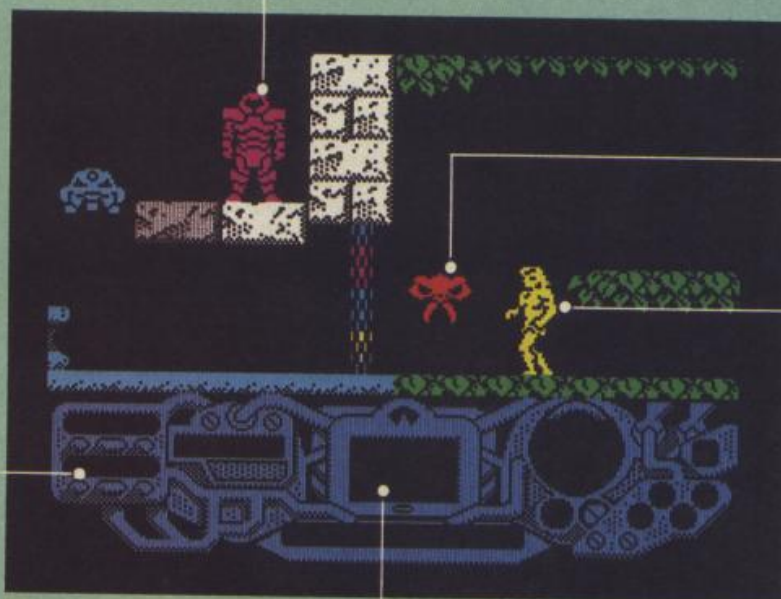
If you get to touch down you'll need the Whisper mode, toggled from the keyboard with its initial key, like so many of the effects. It lets you land in silence, avoiding the unwanted attention of guards, mad leaders and traffic wardens.



What do you mean, it's a bit tight under the arms? Most people would give an arm or a leg for armour like this. Okay, so it's a bit lacking in the boots department, but if you try upstairs you'll find a wide range of shoes to suit.

● Only when Tai's stepped into his shiny new armour can you find out how you're doing. I mean, obviously, if you're wearing a suit like this you're going to score, aren't you?

One of the problems with nuclear war is the weather afterwards. Heavy radiation showers will be followed by a sleet to make your geiger counter bleep. So keep an eye on the indicator here for the latest rad count.



The nasties tend to follow regular patterns, which makes it easy to get them stoned... sorry — to stone them. Just bide your time then rocket a rock at them.

'Ere. Dat's Tai over dere, isn't it? Naww, it's Tai. Well tell Tai dat people in glass houses shouldn't throw stones, but he'd better because that's the only way to do in de nasties.

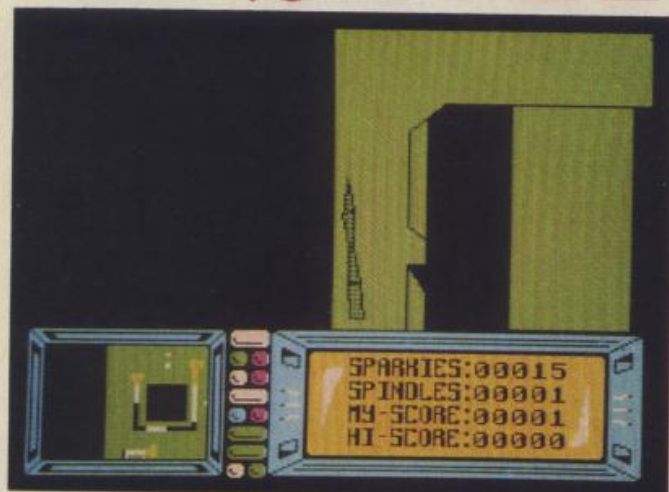
What's on telly, Tai? At first your view screen gives the sort of pictures you get on Ben Nevis in a snow storm, without an aerial. But the tactical message window will keep you in touch with the suit's information banks.

FAT WORM BLOWS A SPARKY



Durrell/£9.95

Phil Deep in the heart... yes, I say deeeep in the heart of your Speccy wriggles the fattest worm ever to blow a sparky. Fat Worm is his name, and he's a Wormie. Now you may not know this (and why not?) but wormies are little micro-electronic worms that inhabit your Spectrum, slithering and squirming around the circuits and busses (data, not No.79) looking for a disk drive. A what? Oh yes, one of them things like a microdrive only bigger, flatter and more reliable. Ho ho. Anyway, the purpose behind this questing is cloning; he wants a clone, or carbon copy of himself, 'cos as



Here's Fatty himself, squirming his wiggly way through the Speccy circuits. Tight squeeze, this. To his right is a huge rotating black and white stripy thing. This little beggar is a debugger. If you're infested with bugs, just pass under it and it'll clean them off for you, although in this one you'll have to go through the little doorway, which is very tricky.



Now things really start to hot up. You're racing down a seemingly open stretch of ground, when suddenly you're being chased by a crawling bug. They're fast, so you'd better put the hammer down. Notice the sinister shadow of a sputnik, at the top of the screen, closing fast. The scanner, like all good scanners, shows a plan of the immediate area.

ANTIRIAD

Palace/£8.99

Rachael Post-holocaust frolics as you search for the Sacred Armour of Antiriad, an Anti-Rad combat suit (Antiriad... Anti-Rad... geddit?) which is the only salvation for your primitive race in its battle against the alien invaders.

But be warned. If you own a 128K Spectrum, your people are doomed from the start... the game won't work on the expanded machine. Palace should be sentenced to its own dungeons for such incompatibility!

Anyroad up, while 128-ies have to settle for reading the accompanying comic, which contains this singularly un-comic history, it's up to the rest of you to charge around the sort of landscape that would drive a geiger counter crazy, leaping and bounding and avoiding all the pests that seem to blight every Eden.

Yes, at heart *Antiriad* is another dodge and collect arcade adventure, but what makes it such an animated diversion is its animation. I don't think I've ever seen a figure run, jump and hurl rocks quite so smoothly or quite so

athletically as Tal. I mean, if he'd like to come round to my place for a rub down some time, the big barbarian hunk, I wouldn't say no... knowworri-mean?

All in all, a lot of care has been taken with *Antiriad*'s graphics, because the landscape is beautifully designed too, from the twisted trees of the jungle, with their swinging sloths, to the mystical high tech temple with its urns and rough stone floors.

Luckily it won't prove too hard to find the armour in there. Once you've stepped into it, the view screen at the bottom of the picture springs into life, providing all sorts of useful information. Now you need to strip off again and search for the optional extras that all the best-dressed warriors demand. There are gravity displacer boots, to give you that extra lift, and pulser beams, particle negators and implosion mines to combat combat fatigue. There's probably even a set of fluffy dice somewhere.

Like I said, the graphics are *Antiriad*'s greatest strength. Ironically they're also the

source of its weakness. Control of Tal is not all it could be, probably because of his size. Responses can be unpredictable. This is compounded by the fact that pressing fire while he's running makes him jump, but if it's used when he's still, he throws a stone. It's therefore impossible to jump unless you have a reasonable run up, which causes problems on some of the shorter ledges.

My only other grumble is about the drip that falls from the temple roof. You'd better dodge it because if you let just one drop touch you, you're dead. Fail and you don't have time to move before the next fatal splash, and so, however many reincarnations you have left, they just drain away as you lie there, unable to escape.

Still, if you've got the patience to discover the exact positions needed to make the more crucial leaps, *Antiriad* is rich in rewards for arcade adventurers. Just watch out... all that radiation could have you glowing in the dark!

Graphics	Playability	Value for Money	Addictiveness
8	8	8	8

we all know "you're never alone with a clone!". Chortle snort wheeze.

You control Fat Worm's progress around the little silver solderings of the Speccy in question's circuit board; a cute 3D rendering, highly magnified of course, so that the chips are as tall as buildings. The game takes place on a number of different levels, allowing you to squirm up ramps and leap tall resistors in a single bound.

Life isn't all beer and skittles in the microworld, however, because there are bugs in the system (was it ever thus), and these ain't jest software bugs either. They're hard as snails. Bugs crawl the crevices and fly over you in their little "sputniks" — special flying machines, which they've evolved to chase wormies round the circuits. Wormies, in retaliation, have evolved the facility to blow sparkies, release a blast of electricity at the bugs to destroy them. Sparkies come in two varieties; the burper sparky and the blaster sparky. Burpers are like smart mines, waiting for a sputnik to fly overhead before they grab them and explode, while blasters fly from the wormie's mouth like bullets, to strafe the ground-based bugs. But these bugs are tough. If you miss 'em they fasten themselves to you and hang on tight... and if there's enough of them, they'll consume you... (urgh).

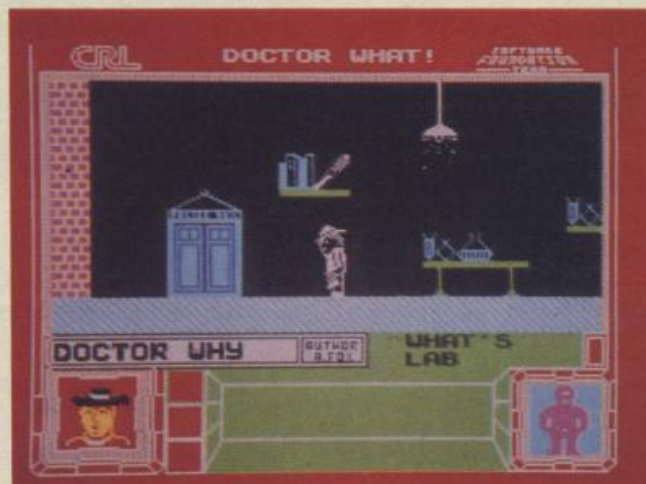
Help is at hand, though, because incorporated in all good computers there's a de-

buzzer (same to you) which can strip the little bug beggars off your back (get off my back!), enabling you to continue your quest. In order to clear the way of bugs so you can find the disk and gain power for your sparkies, you must eat 50 spindles. These are little power nodes, tiny rotating triangles, which you must seek and consume, and very nice they are too, warmed in the microwave and served with a little parsley.

Fat Worm is a very original concept — unusual these days. My mum always said that there's "nothing new under the sun". Well, she never looked under the hood of a Speccy, obviously. The graphics seem, on initial inspection, to be rather simplistic. But when you pass a tall building you start to see...wow...how much depth you've got to play with. This can be very unnerving, especially when you go to pick up a spindle, only to discover it's hovering in mid-air and you've got to jump at it off one of the buildings!

Fat Worm is a funny and absorbing game, requiring little effort to play, but some considerable skill to finish. Oh, incidentally, watch out for the pause routine, especially if you marvelled at the Atari ST or Amiga (spit) "bouncing ball" demo. An uncanny replica!

Graphics	Playability	Value for Money	Addictiveness
9	9	9	9



CRJ/£7.95

Gwyn A questionable program featuring Doctors What, Where, When and Why... but don't ask where Who is in case the BBC decides to sue. Obviously all these interrogative medicos are no relation to the televisual time-traveller, even if they do have time machines shaped like police boxes. You get the idea?

Its plot could finish the TV series faster than a decision to let Bonnie Langford sing and dance her way out of danger every week. It all concerns hang-overs and a trip to the Jelly Baby of Infinite Wisdom — which gives you an idea of the sort of party the Doctors were attending to get in this confused state!

But despite all this Hitchhikers Guide to Time Travel-style parody, at heart these four travellers remind me more of another hero whose name begins with a W... Wally Week! The game is just another example of the 'pick up objects and find where to use them' school. The puzzles are refined by the use of four characters, each trapped in a different era, but able to bring each other vital objects thanks to their trusty time machines.

But in the end a program should reach into the future, and I couldn't help feeling that the time destination for this one was set for a good two years ago. I was left with only one question in my brain — why release this at full price in this day and age?

Graphics	Playability	Value for Money	Addictiveness
6	6	6	6

DR WHAT

THEY \$TOLE A MILLION



Ariolasoft/£8.95

Gwyn We've all heard of computer crime before, but how about computerised crime? Seems there's an on-line database for everybody nowadays, including those light fingered types, possessed of names like Bad Bill and Mr Knuckles.

Your monicker for this highway to the land of heist is 'The Boss' so you'd better grab your striped sweater and fill your Spectrum full of SWAG — the Software for Aspiring Gangsters operating system. There's a lot of planning necessary if you're to change your name to the much more attractive Mr Big.

Your first step up the ladder of criminal hierarchy is to log on to the information system you saw advertised in What Crime magazine. This provides you with information on various jobs, criminals and fences and it's important to get the details right at this stage.

Every member of your team will require a percentage of the haul, as well as a flat fee. But each prospective gang member also boasts two skills. So the right choice will help you cut costs in the long run.

Your explosive expert could also be your driver. In addition, his skill with dynamite will mean you don't need that safe-cracker after all.

SWAG also stores information on the premises that you can raid. You can obtain in-depth information on various areas, but nothing comes free. If you want to know more about where the salesman stores the money at the end of the day, you have to pay for it.

Luckily for you, hardened criminals aren't expected to be hardened hackers as well, and SWAG is super friendly. It's completely driven by nested menus that pop out when you request them. It even keeps track of your bank balance, so there's no opportunity to try any confidence tricks on its accounting system!

To plan the raid you load the second part of the program.

This provides you with a blueprint of the premises, including all the extra details that you paid for. You start with the gang sitting in the getaway car and that's also where you'll end up. How much loot they have, and how long they take to get it, all depends on what follows.

Commands are issued to each team member individually. Each action takes a set amount of time, so you can use the clock display to synchronise their efforts. You issue orders via a simple icon system, which expands to include additional options when they become relevant. Another display lets you know just where the character is.

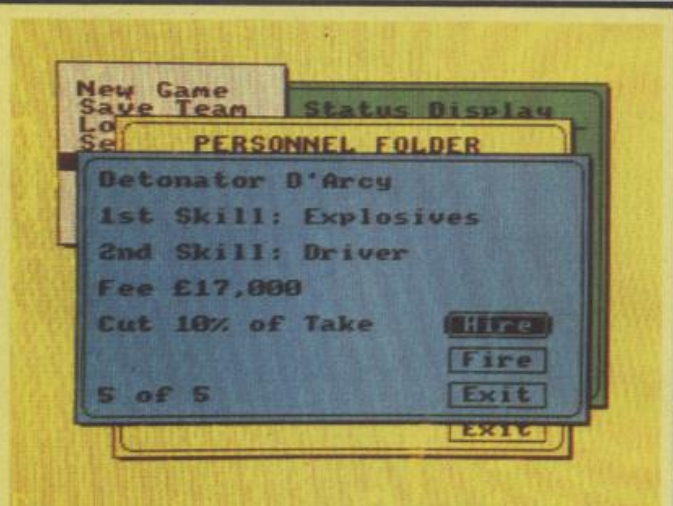
This part of the game calls for careful timing. You'll need your locksmith to deal with the main door, but then he'll have to wait till the electronics expert has entered the building and disabled the alarm. You don't have to specify your moves at this stage.

Once you've got the crime of the century planned, it's time to put it into action. You're now in direct command of 'The Boss', while your cronies follow their instructions. You've given yourself the cushy job of keeping watch, but you're in full contact with the others via a walkie-talkie.

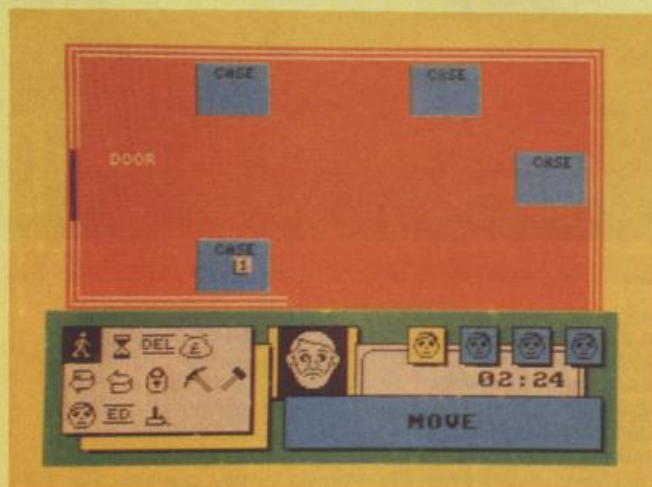
Reports come through to tell you what's happening, while time ticks by. You still have a range of commands, including the opportunity to enter the building or issue further orders to a character who's having problems. But don't stray too far from the door, or you won't be able to keep an eye open for police cars. If you see one the best option is to tell everyone to freeze until it's passed by. If the worst comes to the worst you can abort the whole job and re-plan it.

TSAM comes with a variety of robberies that'll take you to that much sought-after class of 'Public Enemy Number One'. You can save your status, so that any profits can be re-invested in further jobs. And being look-out means that you can do a runner and avoid the long arm of the law, so you're always free to have another go.

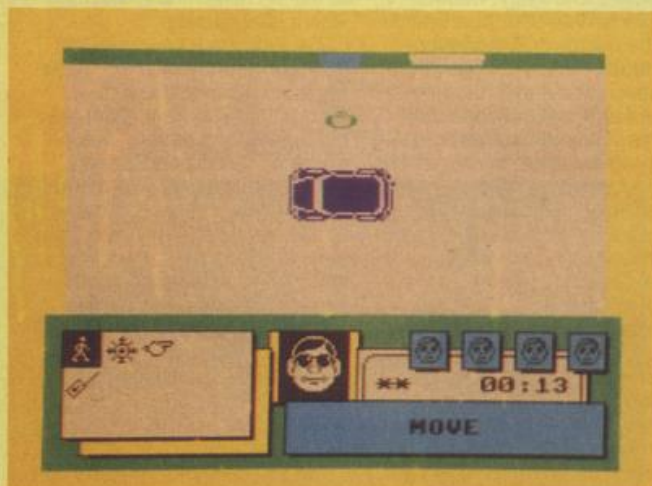
If you're into strategy, this game provides a unique challenge. I also reckon it's the most practical computer game I've ever seen. If you can make crime pay on this program, you



A good gangster's nothing without a good gang and hired help doesn't come cheap. But luckily SWAG is the Job Centre for shady characters looking for a 'job'... knoworrimean, John?! Still, if you rethink your plans, you can always sack them again, until you're confident that you've got the ideal team.



The main part of TSAM is planning the raid. Be prepared for a bit of hard work if you're to synchronise the efforts of a crack group of cat-burglars. After all, you wouldn't want them tripping over each other, or opening the safe before its alarm was switched off. This icon driven 'crime processor' helps you get it all together.



On the job at last. Inside, your cronies are hard at work blowing that safe. Meanwhile you've got your eyes peeled for prowling pandas, and I don't mean Chi-Chi. Watch that clock too, because there are some jobs where you can't afford to get behind schedule. If you all make it back to the car then it's off to your fence to rake up a neat little tax free profit.

could be well qualified for the real thing. In fact, it's so educational I wouldn't be surprised if there was some sort of moral backlash against it. But don't let that stop you. If

you like thinking games, you'd be criminal to miss this one.



THE Clearance Sale You've Been Waiting For
KLEIN'S CENTRAL WAREHOUSE OUTLET
 Under ONE giant roof, hundreds of nationally advertised Household Appliances.
NEW SAMPLES
 Vacuum Cleaners
 Salesmen's samples all makes from \$5.95
 Washers & Ironers
 New family size only \$19
 ABC Spinner.
 Sensational at only \$35
 Oil heaters
 - free installation - from \$30
 Odds and Ends. Famous makes.
 Free delivery.
 No finance company to deal with
 300 N Madison Rd. Wabash 5148

OPEN SUNDAY
 Buy direct Factory samples
 Bedroom sets \$29 up
 Parlor sets \$19-\$39 up
 Trade-in & repossessed furniture available.
 Schwarz & Co 4077 Cottage Rd W.
 CHEV. '39 Sedan \$400
 Trunk heater, vacuum gear shift, bumper guards, original fin. Priced far below market. Private
 Krueger Humboldt 9226
 CODE numbers needed for Wheelie player. Reply Box 63980
 St. Louis \$4.75 Detroit \$5 Ft. Wayne \$3
 Columbus \$6
 De Luxe Motor Stages
 230 Milwaukee N W Lake Central 3131
 Will exchange dental work for used car.
 J F Ball Drexel 4113
ALL AMERICAN BUS TRAVEL CO.
 Free pillows Free meals
 Los Angeles \$30 o/w \$54 r/t
 S Francisco \$32.50 o/w \$60 r/t
 Miami \$15 o/w \$25 r/t
 Atlanta \$10 o/w \$14.50 r/t
LOWEST ROUND TRIP FARES IN THE STATE.
SPECIAL SALE
 Now - from only \$29.50
 New, de luxe, water heaters.
 kerosene; gas
 217 W Washington Av. Franklin 1300
 Not responsible for debts except those contracted by myself.
 J Schaeffer 3351 Washington
BARGAIN!
 Fluffy Pork Pie Sport Felts.
 Regular \$1.49 Values. The all purpose casual felt in Black, Brown, Soldier, Wine, Red, Kelly, Beige.
 Four head sizes 21 1/2-23. Now ONLY 84c

Lg rooms; new furniture; pri. bath, tub & shower.
 200 N Oak - Sheridan Rd Sheridan 8641
 5000 SINCLAIR C3s. for sale.
 Going cheap. Batteries not included.
 Victory 2210
AUTO LOANS
CASH IN TEN MINUTES ON YOUR AUTO OR TRUCK 20 MONTHS TO PAY
 Deal direct with owners.
 Private consultation rooms.
 HIRSCH-DAVIS
 20 years in the same location
 6213 W STALLWORTH ST. Harrison 2217
 VISIT Paula's Puppyland - Air Conditioned. All pop. breeds. 100s to pick from.
 Low prices 6162 N Harlem Av.
STENOGRAPHERS
 Complete secretarial courses. Learn by actual work on switchboards.
 Free catalog.
 Also 'Brush up your Comptometer' 'Complete X-ray Course'
AMERICAN BUS. COLLEGE
 20 E Michigan
 Would anyone having knowledge of the whereabouts of Joe 'Pug Nose' Morelli please tell his mum cos his tea's ready.
 WALTZ, fox trot, rhumba. Private lessons.
 7 for \$5. No appt. nec.
 Rm. 21 316 N Clarkson Wkdays 10-5
ALLIED BEAUTY ACADEMY
 32 E LAKE ST
MANICURING COURSE \$17.50
 Jobs waiting. Learn in 3 weeks.
 Includes tools, diploma. Placement service.
CONFIDENTIAL ENQUIRIES UNDERTAKEN
 Contact Sam Cruise. Fairfax 7337
PENTHOUSE - living room + kitchenette, 2 bedrooms & private roof garden.
 Combination tub & shower, circulating ice water. Complete service.
 At an address of distinction.
 35 W Delaware Franklin 3911
 Sinclair C5 Sedan. 4 door.
 Fully air conditioned. Running boards extra. This car will pass for new. Any colour you like, as long as it's white.
 Reply Box 63980
WINTER COAT SALE!
 Hood coats, wrap arounds, warm fleeces, heavily interlined, coats with lined snow pants to match. Sizes 12-20
 From \$14.98. Value \$25
EMERSON COAT CO.
 2342 W CENTRAL AV.
 \$1,000,000
 In diamonds WANTED!
 The Very Highest Prices will be paid
 We also purchase Old Gold & Pawn Tickets
YOU RECEIVE CASH IMMEDIATELY
 US Diamond Syndicate, 35 N Pulaski Rd.

Fashionable conveniently located.
 Excellent cuisine. Attractive monthly rates. Every room with private bath.
 Coffee shop. Barber & beauty shop.
 4100 La Salle Nth. Fairfax 6265
CASABLANCA nite-spot needs pianists.
 Apply Rick. Box 63980
 1290 PINE GROVE PLAZA Modern de luxe 6-7 rm apts. Newly decorated.
 Electric elevator. Lg. closets, v. lite
 ARTIFICIAL leg - Man's; left; size 7 1/2-8. Airplane metal, lightweight.
 Delaware 7173
 PART share in 1938 Cab \$45. Fly solo \$1.50 Dual \$3.50
 Evenings. Oak Lawn 1904
 FOR SALE. 20 Left shoes, size 7 1/2-8. Going cheap. Offers Delaware 7173
LABORATORY equipment for sale
 - chemicals, scales etc. Perf. cond.
 Calumet 2071
 4 yr old saddle horse. Well mannered. Sacrifice. Quick sale. Offers.
 Mr Edge. Oak Park 1397
TEETH lost - partial plate.
 W 79th St. Reward Wellington 2354
DRIVING to Denver, Cheyenne via Oklahoma shortly. Take 2 share expenses.
 Kedzie 4031
 Gas driven calculators; adding machines; cash registers & ZX81s. No reasonable offers refused.
 Mikes Second Hand Bargains.
 15 Grand Av (nr Plaza)
 OLDSMOBILE '38 Del. Trk. Sed. \$550
 4 door model. Heater, very clean.
 \$45 down.
 Mayerling Motors 6800 24th & Michigan
SALESMAN - 44. Aggressive. Seeks good side-line to work into full-time group.
 Have car Anderson. Irving 4519
WOODLAWN 1362 - 2 rms. Pri. entrance. Newly furn. & decor. Frigidaire.
 Gas incl. \$3-\$6
 Quick drying cement supplied.
 No questions asked. Apply Box 1342
 Yng hi-sch grad. desires off. wk or reception. Hollycourt 7373
STUDEBAKER
 1940 President Sedan.
 Gleaming grape-tone maroon finish.
 Equipment includes radio, climatizer etc.
 Exceptionally low mileage. Like new \$895
 2435 W WABASH Independence 3310
 City Officials bought and sold Box 2217
INDIGESTION MAY AFFECT THE HEART
 At the first sign of distress, smart men and women depend on
CHESTER'S PATENT REMEDY
 made of fastest acting medicine for acid indigestion. If the first dose doesn't prove CHESTER'S PATENT, return bottle to us and receive DOUBLE money back. 25c

ring for furniture. Kildare 3927
 New & used violins & cases. Bargain prices. Telescopic sights optional.
 423 S Clark Blvd. Open evens. 5000 S
 Going cheap
PACKARD '40 deluxe Sedan \$750
 Used 5 mths. 4dr trunk. Radio & heater.
 Liversley Lakeview 3074
Beauty Operators Trained at DE VERE UNIVERSITY
 are in the State's leading salons. We take pride in their success. Rates, terms catalog on request. No obligation.
 Day/evening classes
 De VERE 50 E RANDOLPH BLVD. 7th Floor
BLACKSTON PK 3125 - 1/2/3 rm kits well furn. newly dec. \$3.75-\$5 up
HAYLEY, I luv u. Eric. xxxxx
 P.S. Will you help me with my lines
 Reply Box 63980
 Ellis 4535 - 2 rm basement apt. Kit. elec frig. Free gas \$5-\$9
LAUNDRESS. Good shirt ironer. Cleaning. Fast worker. Triangle 4200
 Can't get across river in Omnicalc? You need the Extension Kit.
 Reply Box 63980
 Mens Vests \$1.98 Corduroys French backs; moleskin fabrics. Dark colours, all excellently tailored & strongly reinforced for real wear. Sizes 30-42
 No Mail or Phone orders - none delivered.
DACRE'S BARGAIN BASEMENT
 139 N CLARK ST
PAINT, paper. \$3 up per rm incl. paper. Baths enamelled. Master; patch.
 Independence 7668
 1500 used theater seats. Also theater organ. Baldwin baby gr. piano. Cheap.
 Schoenstadt. Archer 2554
CATAFULT required for Skooldaze player
 Reply Box 63980
 9 x 12ft. Mothproof Rug Pads. Offers around \$1.95
 14 E Jackson Evenings only
 Doll baby - please write me at mothers. Joe is sick. Sweetie Pie.
 Cadillac longshaned to your requirements. \$100 per yard.
SLOPERS METALWORKS
 EARLSWOOD ALLEY
 (back of Joe's Drug Store)
FULLY FASHIONED RAYON OUTSIZE HOSE
 All well reinforced, knit to fit, with stretch tops. Irregulars of 39c value.
 5 pairs \$1. Sizes 9 to 11
THRIFTFOOD MART
 Diced fruits - per lb 27c
 Sugar peas, sifted, 6 cans 65c
 Tea balls - 100 to box 75c
 Premium hams - per lb 19c
 Cane sugar, pure grain - 25lb \$1.15
 32 S LA SALLE ST. 9-9
FOR SALE
GROVER HAS THE TRUCKS
 Save on price. Gain on quality.
 Reconditioned used trucks. Safety lane inspected.
 5131 E. 11th St. 4th floor. 5-43
 1000 10th St. 10th floor. 5-43
PAWNBROK
 salesman. 8 yrs exp.
 613 E Lincoln
 large office
 1000 10th St. 10th floor. 5-43

PAWNBROKER clerk, jeweller - At salesman. Alert, live-wire; draft exempt; 8 yrs exp. Columbus 6823
 1131 Lincoln Av - 3 rooms w/B-furnished, large stove, seats, dining chairs, bath, etc.
FOR AIRPLANE & STEAMSHIP TICKETS, SEE:
WHITWORTH & RAYMONDS TRAVEL
 211 W WASHINGTON BLVD
ELLIS 2329 - Apt. 3-4 rm apts with kitchenette. Pri. bath. Comfort furn. \$7 up
 CBM cashed work information on 1000 10th St. 10th floor. 5-43
FOR SALE
 Save on price. Gain on quality.
 Reconditioned used trucks. Safety lane inspected.
 5131 E. 11th St. 4th floor. 5-43
 1000 10th St. 10th floor. 5-43

New from

48K Spectrum £7.95

MICROSPHERE
 72 ROSEBURY ROAD LONDON N10 2LA

CONTACT SAM CRUISE

DONKEY KONG™

from Nintendo™



Cabanga

Classic
arcade action with
this all time coin-op favourite

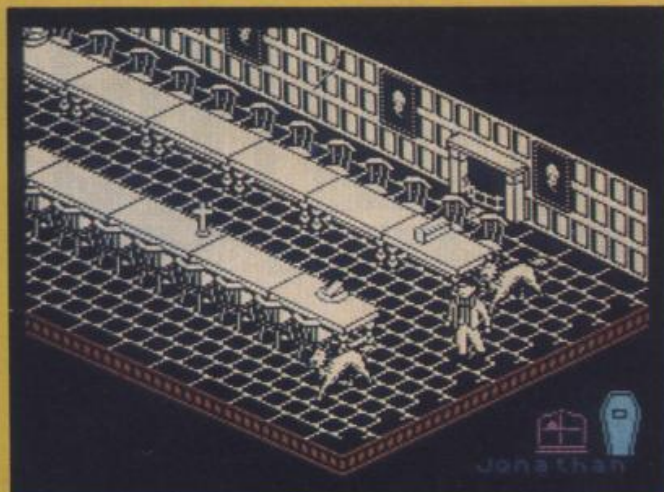
Outwit the giant gorilla and save the girl in this historic rescue. Mario is armed with only his wits and his trusty hammer as he climbs the girders in down town New York. Multiple screens and fast moving action, dodge boards, fireballs and much much more. In the final screen remove the rivets in the structure to finally bring the beast crashing down. Screen shots taken from various computer formats

SPECTRUM **COMMODORE**
7-95 **8-95**
EACH **EACH**
SPECTRUM **AMSTRAD**

ocean

Ocean Software Limited 6 Central Street Manchester M2 5NS
Telephone: 061 832 6633 Telex: 669977

©1981 Nintendo
TM indicates Trademark of Nintendo, licensed by Ocean Software Limited, authorised user. All Rights Reserved.



There's food on that table and from the look of the coffin in the corner (it indicates your energy), you're in need of a quick face-feeding. You'll have to be quick to dodge the dogs though. One tip: check the walls and you may find a weapon to keep the bats at bay. I'd tell you what it is but I'm sworn to secrecy.



The situation's grave. Lucy's wandered off to the local cemetery though most of the inhabitants have chucked off the clay bedclothes and gone in search of a Bloody Mary, or Susan or...

NOSFERATU



Piranha/£9.95

Tommy I'm gonna stick my neck out right at the start. *Nosferatu* is one of those meaty games that you'll be dying to sink your teeth into as soon as it's loaded. For me, it was love at first bite. I was out for the Count!

You may have sussed by now that *Nosferatu* can also be found in the phone book under the alternative names of Vlad the Impaler or Count Dracula.

(Phone after sunset or you'll just get his answering machine). Having exhausted the Transylvanian blood banks he's now on the prowl for new donors further afield. That's why Jonathan Harker, estate agent, has just flogged him a new des res with all mod cons in his home town. Only to discover too late that the new inhabitant won't be frequenting the local Berni. Not too keen on stakes is our Drac!

The game begins in *Nosferatu's* castle. Jonathan has to escape to warn the townspeople of their new neighbour before he can make suckers of them all. But how? Where? The castle's large and you must explore all the rooms picking up objects that'll help you reach the elusive exit.

You've probably guessed by now that it's an idea to start mapping as you go, if you don't want to keep ending up in an oak-wood box.

Fairlight's the game that sprang immediately to mind while I was playing this bit. It's not just the 3D graphics and the black-out as you move between screens (much quicker than in *Fairlight* though) but the gameplay too. It's not that hard to stay alive, though dodging the killer bats is a touch tricky, and there's a plethora of interconnecting rooms to explore. There are secret sections and a whole cellar to the castle which stays in total darkness until you discover a way of lighting the lamp. And as your energy depletes you must tuck into the food you find — though garlic bread's probably not on the menu. Oh, and one nice touch — drink a bottle of the local homebrew (Bull's Blood?) and then try walking in a straight line.

There's a whole game in this first section alone, but when you've made it out of the castle, you've still hardly started. Load in the next part and start exploring the town. Now though, you're no longer alone. You can toggle between two other characters, Jonathan's wife, Lucy and her brother-in-law, van Helsing, as well as plugging on with Jonathan. Once again, making a map is vital — and more difficult. The town is plagued with rats and most of the inhabitants you meet have already had a necking session with Nosferatu. You can keep them at bay with bunches of garlic but to get to the heart of their matter you'll need to find a way of making wooden stakes.

Your main task, though, is to keep Lucy safe. She's your only hope in the final confrontation with the vampire — only a woman pure of heart who is willing to stay with Drac till dawn can overcome his power. (We put T'zer forward for the job but unfortunately she declined — something about spending the whole day in the same room as the Ed being punishment enough!)

Fangs to the programmers, Design Design, the game's full of neat touches. The screens are packed with detail including, strangely enough, a rather large number of bathrooms in Drac's pad. And as night falls, the screens change colour and all is bathed in gloom.

If you were a fan of *Fairlight* and *Movie*, you're in for a bloody good time this Chrimble. If you've never seen either of them, try *Nosferatu*.



Strip Teasers

Star Raiders II™

The Great Galactic Adventure Continues

Star Raiders II is a trademark of Atari Corp.

COMING SOON ON

**SPECTRUM
COMMODORE
& AMSTRAD
HOME COMPUTERS**

Electric Dreams

SOFTWARE

Electric Dreams Software,
31 Carlton Crescent,
Southampton, Hampshire SO1 2EW.
Tel: (0703) 229694

Ocean/£7.95

Pete Way back in the September issue of YS, roving (raving?) reporter Tommy Nash dug the dirt in Florida and brought us the low-down on this game in his mega preview. Strangely enough for YS, most of what he said was correct, which doesn't exactly leave me a lot to say.

For the benefit of those who missed Tom's pearls, the plot is based roughly around the exploits of one Mr 'J', an old-time gangster who's smartened up his image and gained some influential friends. Mr 'J' has got himself involved in a \$1M contraband deal which is due to hit town on Thursday morning. Well, the play starts at midnight on Sunday and your only clues come from the dealers in the various bars and hotels around the city who need to be squeezed ever-so-gently at gunpoint. If you can get enough information together without being shot, smashed up or caught without a decent tailor then you must find Mr 'J' before midday Thursday and bust the contraband operation.

Most of the action happens on the road, and being close to the original TV series you'll notice that your car doesn't tend to last more than two minutes at a time before it crashes into a fire hydrant, collides with another car or flies into the foyer of the Grand Metro Hotel. However, if you can manage to get to grips with the ins and outs of the driving game then you'll be able to progress to the 'Frankie goes to Florida' mode inside the buildings. Within the bars and flea pits of Miami you'll find those \$10 wrap men who lead you to the bigger fish and better information. You can take the crooks in for questioning at City Hall if you want to pound info from a suspect while still on the road — the result of the interrogation is displayed at the bottom of the screen.

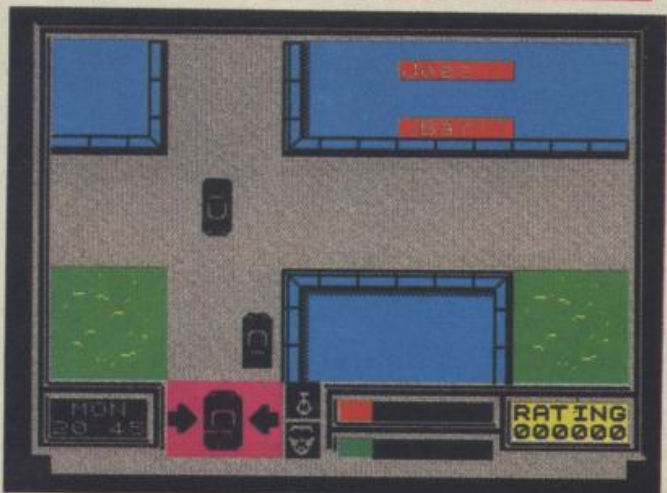
An all-important factor in this game is timing. Your captain has supplied you with a probable list of all Monday's meetings between the hoods of Florida. If you want to get the crook to flee, leaving the drugs behind, then you must arrive just as the meeting is scheduled to begin. If you want to disturb a meeting and pull the crook in for questioning then you have to arrive about five minutes after it's started. If you're after a little violence on the streets with the crook's car then turning up in the vicinity anything between eight and twelve minutes after the start could get you your goal.

The only complaint I can find with the whole game is the terrible attribute problems in Frankie mode. The whole picture goes to pieces simply by walking next to a vase of flowers. Other than that *Miami Vice* is everything you could want in a game. Gratuitous violence, fast moving graphics and not too much of a plot to get in the way. Now that I've seen it I've been gripped by *Miami Vice*, and I've even made an appointment at the tailors!

Graphics
Playability
Value for Money
Addictiveness



MIAMI VICE



THE HAPPY OF YOU

Firebird/£1.99

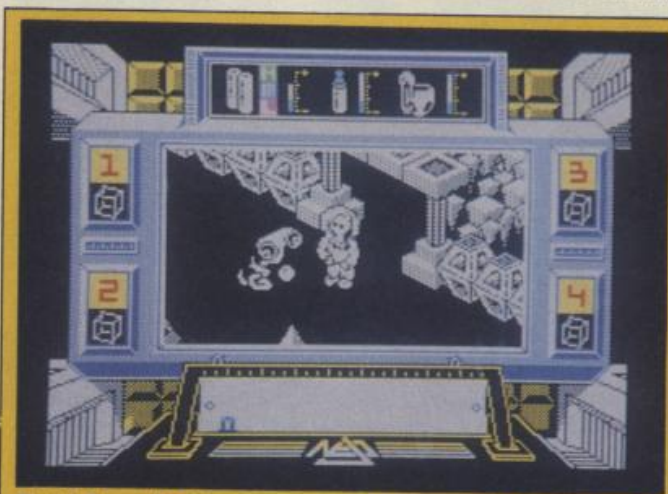
Rachael Nowadays, if a game isn't Willy, it's Wally, though to be accurate this one is more Billy! Billy Bunter, that is, because it combines the *Skool Daze* setting with Wally Week-style gameplay.

Happiest Days Of Your Life though? Yarroo! Not for me. The mere thought of school brings me out in an allergy rash. My only memory of the place is unremitting agony.

They pulled my hair. They called me names. They set fire to my duffle coat — while I was still wearing it. And that was just the teachers.

Glad to say this cheap and cheerful offering isn't that painful. Somebody's done their homework and studied previous arcade adventures, so it's quite a comprehensive effort... even if it is cribbed from other sources.

The headmaster's wallet has



Electric Dreams/£7.95

Tommy How would you feel if you were made out of Synthiflesh™? Just one step up on the evolutionary scale from the inside of a Big Mac. Any moment you could be sliced up and have a limp bit of lettuce slapped on top of you. Well that's just how Solo the Syntheman feels. And that's why he wants to escape from the mechlabs of Wardlock, his creator.

Contrary to what you might think, even a synthetic man has feelings. When he saw that baby stranded in the factory (probably left by his mother on a tour. Tsk!) well, he just had to bring him along. Nejo, for that is the puckered little peanut's name, is but a toddler. He needs his mommy. He needs his bottle. He needs ka-ka and pee-pee (Yeurch!) In fact, he's pretty hopeless, but being the big synthisofo that he is, Solo can't ditch the poor snotty wretch. So as well as wrestling Wardlock's minions, he must root out bottles of cow juice and assorted relief for Nejo. I dunno!

Solo needs infinite patience to solve the tyke's little

problems... and so will you! Every time you fail to repel one of Big W's henchblobs and he bumps into you, you are flung, as if you were attached by synthielastic, back through the maze to your starting point. Phew. Très infuriating, non? And you snap back time after time after time... This constant failure to get anywhere should make it more addictive, eh? No, it flippin' well doesn't! After pinging back from whence you came for the fortieth or fiftieth time, your enthusiasm for getting baby Nejo home and dry is as dampened as his nappy. As for Solo's ineffectual armourments, well... if you've ever tried subduing big wobbly mutant opticians' nightmares with a ping pong ball gun, you'll know what I mean when I snort "forget it".

If it was a whisker easier to play, this could be a good arcade adventure. But it's not, making it just an infuriating chore of a game.

Graphics
Playability
Value for Money
Addictiveness



PRODIGY

PIEST DAYS UR LIFE

gone missing, and it's up to you to prove your innocence. That's just the sort of plot that made Greyfriars so colourful. It means roaming all over the crumbling college, picking up and using various objects.

The puzzles shouldn't be too complex, even for the Fattest Owl of the Remove. But it's all quite witty and there are lots of locations, so it'll keep you occupied for a term or two.

There are no fellow pupils to

interrupt your efforts, but the school is haunted by an unusual set of objects, such as flying chest expanders in the gym. The art master won't be too pleased with the attribute clash and apart from the opening screen, it looks like this pupil has skipped music class! My report is 'could try harder!'

Still, I've seen far worse, so if you're mourning the disappearance of one Wally Week from



Hic! Cor, this is the life. I say, chaps, look here, I'm in the jolly old boozer... Ow! What's that, some little beggar just cracked me on the nut! A bottle? Golly, watch out for them, boys!

the world of games, you could do worse than enrolling for a testing time here, even if it hasn't got true class.

Graphics	□□□□□□□□	6
Playability	□□□□□□□□	
Value for Money	□□□□□□□□	
Addictiveness	□□□□□□□□	



THANATOS

Durell/£9.95

Phil Dragons roll! (Er... shouldn't that be wagons?) Not in this adventure, bucko. You play the part of a v. green and mega scaly dragon, called Thanatos the Destroyer. You are in total conflict with the forces of the Underworld, and we ain't talking British Rail employees here... although they're pretty fierce. No sir, we mean real dribbling hordes of evil stuff. Nasty little goblins fresh from Mischa and Stephen's jokebook, killer bees from T'zer's bonnet (*Oii T'zer*),

falling rocks bigger than Ed's dandruff... (Smack!) You must find the beautiful Eros (wahay!) for she is the only one who can guide you to the book of spells and back to the magic cauldron...

Gosh, this is heady stuff, all this dragonlore. Sounds like a really drippy idea for a game, like maybe the Orpheus effort about fairies? No way, José! This is a truly original idea for an arcade game, and so well executed. The graphics are stunning, from the flight/walk/swim animation of the dragon,

to the way the background moves in 3D — the objects in the foreground move faster than the objects in the background. Sounds simple, looks marvellous.

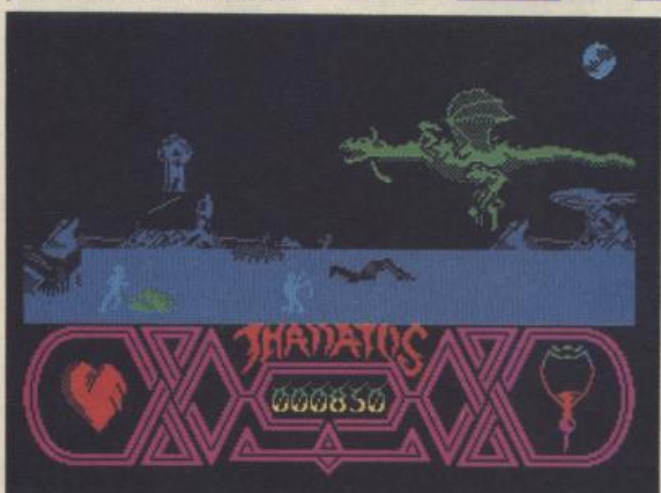
The only thing you must be very careful of is over-exerting your dragon. You can see his little heart pumping in one corner of the screen and if he looks to be heading for a rupture you must land and rest, or take the consequences. It's a race against time, but you must look after your dragon if you want to finish the course.

So, okay wiseguy, why is this game so much fun? Hmmm? I'll tell you. No other game lets you fly a dragon. No other game lets you fly along blasting the enemy with flames from your nostrils. It's an original premise but it would be nothing if it weren't so nicely done. The game just oozes atmosphere, and that's a quality all megagames have.

Graphics	□□□□□□□□	9
Playability	□□□□□□□□	
Value for Money	□□□□□□□□	
Addictiveness	□□□□□□□□	



Thanatos the Destroyer. Green and scaly, mean and moody, and the hottest breath this side of the Bombay Curry Centre. He's flapping across the ravaged landscape, ready to turn his death dealing nostrils on all comers. Down to the left is his heart, (boom bitty boom bitty boom) which you mustn't strain. Rest a while, every seven leagues or so, and gather your strength. The little funnel, to the right, is your fire reserves. Don't breathe on too many people, you might run out of puff.



Once more into the breach, dear dragons. Here we are in battle with a bunch of little blue foes. They're intending to spear you with their little spears, and one hundred and eighty you with their little arrows... worra nasty bunch of foes! On your back is the Sorceress Eros, whom you've rescued from the Castle, and at your feet is a foe that you've snatched up and squished. Heh heh heh. Now you can drop him on his chums for extra points.

THE GREAT ESCAPE



Ocean/£7.95

Rick From the first moment when the jaunty tones of Colonel Bogey and other war toons waft from your Speccy, you know you're onto a winner. With *The Great Escape*, Ocean has come up with a Chrimbletide cracker. If not, you can spike me to the nearest barbed wire fence for my foolishness. (It's a deal! Ed).

It's a 3D escape strategy game that looks a little like *Fairlight* at first. It has a touch of the maze about it but you'll also need all your arcade skills — you have to be pretty nippy

whizzing round camp avoiding the Jerry guards. Your task, in true Tommy style, is to make good your escape from the Colditz camp. Fortunately, there's more than one way to walk the wire — you can try tunnelling, snipping through the perimeter fence or just plain bribery and corruption.

But the real skills are in preparing for your big breakout. Camp life follows certain set routines: day break, roll call, breakfast, exercise. If you're not in attendance or you're caught out of bounds, your morale takes a tumble.

The flag on the side of the screen shows how healthy it is. It's your job literally to keep that flag flying. Exploring new parts of the camp, finding and hiding objects, such as money, poison, your passport and so on, will ensure you're not flying at half-mast for most of the game.

Finding the objects that are crucial to your completion of the game is best done in the times between the daily routines. So, it's worth studying the pattern of camp life so you know where and when to sneak off. If you leave your man to his own devices, he just melts back into the crowd and follows the flow of the other POWs. Of course, you haven't got a whole war to while away, but it's more patient gamers who'll win out in the end.

Trouble is, even when you think you've sussed the guards' movements, those of the Commandant seem to be completely random. Just when you think you're on top and on your way to Blighty, it's Hände hoch, Engländer and you're marched off to the cooler.

As for the objects, it's vital that you have the right articles for your chosen tactic. It's no good tunnelling without the torch or confronting the guard dogs without the poison. They

don't respond to cries of "Walkies".

The action all takes place on a smoothly scrolling screen that takes you round the perimeter wire, the grounds, huts, exercise yard, tunnels and castle. And although the main screen area is black and white to get round programming limitations, this is cunningly turned into a bonus. At night, it gives the camp an eerie moonlit gloom, broken only by the violent splash of a roaming searchlight. And when you're tunnelling it's positively claustrophobic — remember Bronson in the film?

My merest quibbles are that all the prisoners, including our hero, look identical. Must confuse Fritz at roll call, what? No wonder Albert R.N. got away with it! Plus there's no team work option — no vaulting horse tactics possible here. Mind you, a few of your fellow prisoners are open to a bit of bribery if you want them to set up a diversion.

The Great Escape is a well presented, gently humorous, tense and brain teasing winner. Don't let this scorcher escape your clutches.

Graphics	Playability	Value for Money	Addictiveness
			9



Ocean/£7.95

Phil It's a scream! It's a cracker! It's a holler! It's ten years late! Yipee! Yahoo! Y... Ahem. Ah yes, I remember It's A Knockout.

Many's the time I sat, as a spotty little kid, chomping my way through a box of choocies (hence the spots), watching this Chinese water torture. Jeux Sans Taste was an endless parade of people battering themselves, slipping down greasy poles, catching pneumonia, and all this whilst suffering the humiliation of wearing a 'funny' animal suit in front of millions of viewers. It's a bit like being punished for some heinous misdeed, which is also the effect it always had on me as a viewer.

Now the powers that be have turned this embarrassing spectacle into a pair of spectacles; now you can embarrass yourself without getting wet in your own front room. Well, I suppose it beats being tied to a sixty foot inflatable elephant with an elastic rope... though only just.

It's *A Knockout* is a hastily crafted grab bag of arbitrary

games, proving that the only frontiers that the games are without are those of taste, sense and playability. The Bronte Bash is a boring and repetitive waste of time.

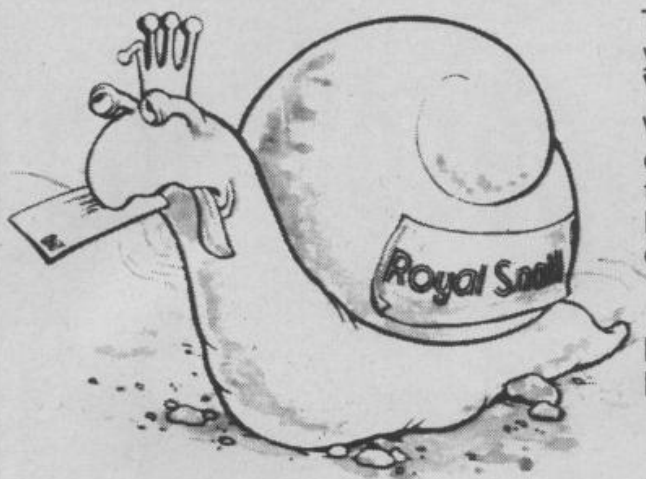
Harlem Hoppers is a game where you catch balls being rolled down a camel's back, so why it's called Harlem Hoppers beats me. Titanic Drop is a wacky game of falling in the water. Obstacle Race is Daley Thompson's Decathlon without any control. Diet of Worms turns your Spectrum into one of those drinking bird novelties, and finally... yes, the old pie in the mush returns with Flying Flans. If you've ever had a custard pie in the face, you'll know just how unfunny having your nostrils full of shaving foam really is. About as unfunny as this game in fact.

It suffers mainly from cramming too many games into the computer's memory, each one having a paltry 8K to be stupid in. This is about as much use as a chocolate teapot.

Graphics	Playability	Value for Money	Addictiveness
			4



IT'S A KNOCKOUT



There is an alternative...

Electronic Mail

For Telex, on-line games, Prestel, Telecom Gold, Easylink,
home banking, cheap holidays etc

The Enterprise range of BAPT approved modems offers
you V21(300 BAUD), V23(1200/75) and for Enterprise 2,
V22 (that's right 1200 BAUD FULL DUPLEX).

We can offer them complete with an extensive range
of top class software to support the auto dial/auto answer
functions, viewdata etc. all at incredibly low prices.
In the words of Micronet 800 "As far as value for money is
concerned, Enterprise 1 and 2 from Kirk Automation are it!"

PRICES

Enterprise 1 - £99.95 + VAT (£114.95)

Enterprise 2 - £249.95 + VAT (£287.45)

**KIRK'S
ENTERPRISE**
The Space Age
Alternative

Comms Packs (including Enterprise 1, Colour Viewdata/
Terminal Software, Interface, Leads, Instructions etc.
Just plug in and GO!

► Spectrum (all versions) £149.95

► QL £149.99

Prices exclude postage and VAT

All cheques etc. payable to **Kirk Automation Limited**

Bridge Works, St. Whites Road, Cinderford, Glos. GL14 3HB
Telephone: 0594 22084 Access, Visa and Amex

KIRK

SHEKHANA COMPUTER SERVICES

ORDER BY CREDIT CARD HOTLINE 01-809 4843 (24 HRS)

OUR PRICE	OUR PRICE	OUR PRICE
EXPLODING FIST II 6.75	DESERT FOX 5.95	DANDY 5.95
PAPER BOY 5.95	LIGHTFORCE 5.95	ALIENS 7.50
MIAMI VICE 5.95	ASTRIXS 6.75	COBRA 5.95
DAN DARE 7.50	NAPOLIAN AT WAR 7.50	CYRUS II CHESS 8.95
CITY SLICKER 6.95	TRIVIAL PURSUIT 11.95	ACADEMY 7.50
SCARED ANTRIAID 6.95	GALLIPIOLI 7.50	MAILSTORM 5.95
THEATRE EUROPE 7.50	SHAD LINS ROAD 5.95	MARBLE MADNESS KIT 6.95
QUAZATRON 6.75	ORBIT 5.95	AVENGER-TIGER II 7.50
STRIKE FORCE COBRA 7.50	INFILTRATOR 7.50	CRACULA 7.50
FAT WORM BLOWS 7.50	GAUVIAN 5.95	KONAMIS COIN HITS 7.95
ACE 7.95	COMMANDO 86 5.95	ARTIST II 12.95
1942 5.95	PSI-TRADING 8.75	DOOGY GEEZERS 6.75
PUB GAMES 7.50	STRIKE F. HARRIER 7.95	BAZOOKA BILL 6.75
URIDIUM 6.75	GHOST AND GOBBLINS 5.95	HEROQUEST 7.50
KONAMIS GOLF 5.95	DRUID 5.95	TOBRUK 7.50
BOMB JACK 5.95	DURELL BIG 4 7.95	MASTER OF UNIVERSE 6.95
ELITE 11.95	HARDBALL 6.95	TEMPLE OF TERROR 8.75
FIRELORD 6.75	KAT TRAP 5.95	BREAKTHRU 6.95
SCOOBY DOO 5.95	STOLE A MILLION 7.50	SUPER CYCLE 6.75
CYBORG 6.95	DESERT RATS 7.50	CRYSTAL CASTLE 7.50
IT'S A K.O. 5.95	WINTER GAMES 5.95	LABARYNTH 7.50
TOMAHAWK 7.50	LEADER BOARD 6.95	XEVIUS 6.75
WORLD GAMES 6.95	HEAD COACH 6.95	MAG MAX 5.95
HIGHLANDER 5.95	WAR 5.95	SUPER SOCCER 5.95
THE GREAT ESCAPE 5.95	TERRA CRESTA 5.95	YIE AR KUNG FU II 5.95
THANATOS 7.50	MONOPOLY 7.50	DOUBLE TAKE 5.95
REVOLUTION 7.50	SILENT SERVICE 7.95	GLIDER RIDER 6.95
STAR STRIKE II 5.95	FOOTBALLER OF YEAR 5.95	BOMB JACK II 5.95
FAIRLIGHT II 7.50	GRAPHIC CREATOR 10.95	IKARI WARRIOR 6.75
T T RACER 7.50	SHOCKWAY RAIDER 5.95	FROST BYTE 6.75
THE GOONIES 6.95	STAR RAIDER II 7.95	PARALLAX 5.95
INHERITANCE 7.50	EXPLORER 5.99	TOP GUN 5.95
CAMERLOT WARRIORS 6.95	SOLD A MILLION 3 7.50	SWORD OF SAMURAI 6.95
ROGUE TROOPER 7.50	KAYLETH 6.75	GAUNTLET 7.50
DEACTIVATORS 6.95	PSI CHESS 7.50	JAIL BREAK 5.95
TARZAN 6.75	CENTURIANS 6.95	FUTURE KNIGHT 5.95
ANIMATOR I 7.95	VERA CRUZ 7.50	TRAILBLAZER 5.95
SWORDS OF BAIN 6.95	*STARGLIDER 12.95	COLOUR OF MAGIC 7.50
UCHI - MATA 6.95	TEMPEST 7.50	SPACE HARRIER 5.95

ACCESSORIES	SPECTRUM DISK	SPECIAL OFFERS
PROFESSIONAL PLUS 19.95	ARTIST II 14.95	ACROJET 7.95
ARCADE TURBO 23.95	TAU CETI 7.95	EXPRESS RAIDERS 6.95
INTERFACE III 37.95	CALL ME TROOPER 7.95	SARACEN 6.95
RAM TURBO 15.00	CYRUS II CHESS 9.95	SAIGON 6.95
MULTITRACE ONE 39.95	GHOSTBUSTERS 7.95	RASPUTIN 3.99
CHEETAH MACH I 14.95	FAIRLIGHT 7.95	BOUNCES 4.99
COMP PRO 5000 14.95	INTER MATCH DAY 7.95	ASTRO CLONE 3.99
ELITE AUTOPIRE 18.95	THE MUSIC BOX 7.95	ROBIN OF SHERWOOD 3.99
QUICK SHOT II TURBO 13.95	WINTER GAMES 7.95	GREMLINS 3.99
QUICK SHOT II 8.95	MASTER OF UNIVERSE 7.95	SCHIZOFRENZIA 3.99
QUICK SHOT II PLUS 12.95	AUSTERLITZ 7.95	FIGHTING WARRIOR 4.99
KONIC SPEEDING 12.99	HACKER 7.99	PLJAMARAMA 3.99
SURESHOT DELUXE 17.95	KAYLETH 7.95	TRANSFORMERS 3.99

ALL PRICES INCLUDE P&P IN U.K. EUROPE ADD £1.00 PER TAPE. ELSEWHERE AT COST.
CHEQUES/POs PAYABLE TO: S.C.S. (YS3), PO BOX 394, LONDON N15 6JL. TEL: 01-800 3156.

IF YOU WOULD LIKE TO PICK UP YOUR DISCOUNT SOFTWARE FROM OUR SHOP, PLEASE PRODUCE YOUR COPY OF
THIS ADVERT FOR ABOVE DISCOUNTS. TO: S.C.S. 221 TOTTENHAM COURT ROAD, LONDON W1R 9AF NEAR GODDGE
STREET STATION. OPEN 6 DAYS A WEEK 10.00-18.00.

BARCLAYCARD AND ACCESS HOTLINE RING 01-809 4843/01-631 4627. CREDIT CARD ORDERS
DESPATCHED SAME DAY - SUBJECT TO AVAILABILITY. * NEW RELEASES SUBJECT TO
AVAILABILITY FROM SOFTWARE HOUSES. PLEASE RING FOR AVAILABILITY.



DATA - SKIP

PRESENTS:

VIDEOFACE DIGITISER

FOR ZX-SPECTRUM



Real ZX-Spectrum
screen-shots!



The Data-Skip
"VIDEOFACE" digitiser
is a new dimension for the
spectrum user. If you possess
a video-recorder or camera, you now
can create most realistic television
pictures on your ZX-Spectrum!
The "VIDEOFACE" is better than the
competition because:

- It's faster (3 times a sec)
- It's more realistic.
- It animates latest 6 screens!
- It has an adjustable animation
speed!
- It saves to tape, microdrive or
Beta-disk.
- And it's even cheaper!

It produces a high-
res 256x192x4 bit
spectrum screens and
because of it's speed a
still frame is NOT needed!
You can even digitise a
moving frame! And whilst
scanning you can adjust
the slice.

DATA-SKIP VIDEOFACE DIGITISER

Please send me VideoFaces at £ 69.- each.
VAT and P&P is included.

I enclose Cheque or Postal Order for £
None payable to Data-Skip, Gouda in Holland.

Name _____
Address _____
Signature _____

DATA-SKIP
Lange Willensteeg 10
2801 MC Gouda Holland
01820-20581

HARD FACTS SPECIAL:

Just add a Speccy and...

Brand New: Superb printer, disk drive, new keyboard, word processing, database and spreadsheet software, £299 the lot, will split. Call Saga or read *Max Phillips's* review for details.



Saga's always done its bit for the serious side of the Speccy — new keyboards, new printers, extension leads and so on. But the £300 Compliment system is a different kettle of add-ons altogether.

It's a complete system that lets you use your Speccy as an aid in business or in work. That means it's also almost everything you could want in an expanded Speccy if you're a programmer, artist or just want to be the biggest on your street.

No-one's really claiming it's all new. The Compliment is based on well known bits and pieces — only the printer and the Compliment menu software is really new

— but no-one's put it all in one box before.

Neither is it dramatically cheaper than doing it yourself although it's a definite saving. The disk drive costs around £100 and the printer (or a similar one) around £200. Count the software and keyboard as free and you're onto a bargain.

The nice thing is having everything set up, stored on disk and ready to go when it arrives. The menu software saves you from fiddly commands and provides ways of setting everything up how you like — although all the application programs are different in the way they work. You've still got to plough through the original suppliers' manuals to get everything up and running.

The big reason for buying it whole is as a word

processing machine... although you get a database and a spreadsheet they're not really the sort of programs you could run Sinclair Research on. Then again...

The Compliment will work on 48K, 128K and +2 Spectrums (if you remember to say which one you have) and Saga will sell you a better keyboard or leave some of the bits out if you've already got them. If you're lucky enough to have a +2, it's a good way to get the best from it.

Recommended? Yes, with my compliments.

FAX BOX

(Excluding VAT)

Compliment System **£299.00**

Compliment software **£25.95**

Compliment printer **£199.95**

Saga Systems (04862) 22977

SAGA COMPLIMENT

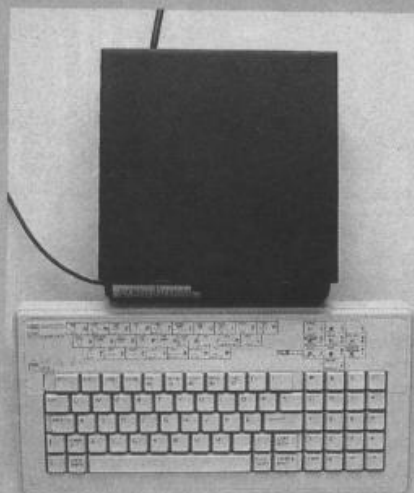
ALL KEYED UP

Got to look like a proper computer hasn't it? And you've got to admit that the Saga +2 does look a darn sight more proper than the Speccy's usual keyboard.

In some ways it's much nicer too, with separate punctuation symbols, an Extend-mode key, Delete and so on. But it's definitely not as good as some of Saga's other offerings — the layout is weird and few keywords and special characters are marked. You even have to hold CAPS SHIFT to use the cursor keys when you're using the word processor. But if you don't like it... you don't have to have it!

What A Discovery

The elegant black box to the top of the picture is a thinly disguised

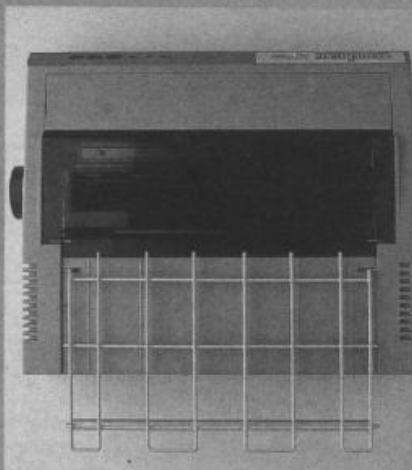


Opus Discovery — probably the most popular Spectrum disk drive. And rightly so. The unit contains a 256K 3.5-inch disk drive, parallel printer port, joystick port, video socket and a power supply for both itself and the Spectrum. An on/off switch is a useful bonus too.

It's neat, it's fast, it's reliable. And because it uses microdrive syntax to operate, it works straightaway with lots of software and isn't difficult to learn. The Compliment arrives with the Opus's own manuals and software — including the deadly useful TransExpress for copying your cassettes onto disk.

One thing that may be worth pursuing is that video socket — if you're going to be word processing for hours on end, even a cheapo monitor (about £80) is so much better than any TV you'll find.

PRINTER POWER



This is the real bargain in the Compliment system — a fancy little dot-matrix printer all ready to

go. Although it's a bit delicate, it seems tough enough and offers a lot of goodies.

It's an Epson-compatible dot-matrix so it'll work with most software and can print at a claimed 150cps top whack. Slowing down, and going through its many type styles and modes, and you end up at an okay speed with print nice enough for letters, articles, projects and so on. If you've ever seen one of Uncle Alan's word processor things, it's much, much better than the printer that comes with that!

It'll do graphics too, and prints on both single sheets (letterheads and such) and fan-fold paper. One problem though — it can't feed A4 fan-fold which is a pain in the system variables if you're trying to print a project or something.

All in all, unless you want real typewriter quality (which will set you back £300 min) or you're completely equipment-mad, then you probably wouldn't want to put a better printer on your Speccy.

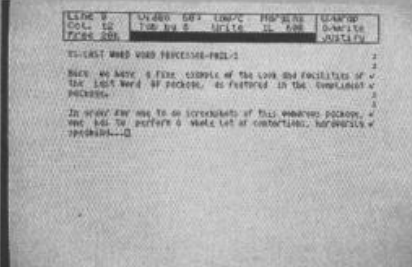
FISHING FOR COMPLIMENTS



Switch on, press RUN and ENTER and you're transported into a series of friendly menus. These let you do everything you might want to (including popping back to Basic) without having to enter anything you wouldn't want to explain to your granny.

PICKING A PACKAGE

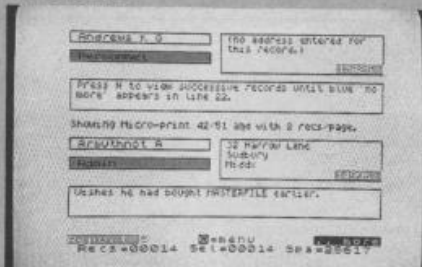
Last Word



Saga always has The Last Word...it's one of the new generation of Speccy word processors. It's notable for displaying up to an incredible 80 characters per line, superb printer control and the ability to control printing and documents with short Basic programs. It may not be as easy to use as some of its rivals but it can be a lot more flexible.

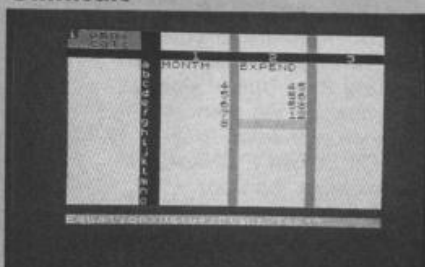
Since YS last reviewed it, it's gained a Tasword style self-tutor and a key defining ability — you can use this to generate fiddly and unusual symbols.

Masterfile



Good software... from Campbells. Masterfile has a reputation as the Speccy's best database program and provides flexible ways to store, locate, display and print your information. You're limited to what fits into the Speccy's memory (around 28K on a 48K machine) but that should be enough for mailing lists and the like to be mail-merged into letters being printed by The Last Word.

Omnicalc



Betcha ain't seen one of these for a while! Although spreadsheets can be incredibly useful programs (and they're not just for accountants), they've never really been a big thing on the Spectrum.

Saga claims Omnicalc is the best there is (although it admits it's a bit hard to work at first) and there's no reason to disagree. It lets you do balance sheets, forecasts and predictions as well as make light work of any maths thing that you've got to do over and over again. Sadly, Omnicalc data can't be moved into a TLW letter or report so it's probably the least valuable of the three packages.

HACKING AWAY

Stone me, it's 1987 already! Well, that's what it says on the cover, anyway. I wonder what mega-mega-hack this year'll bring? 1985 was JSW II, 1986 was Elite, 1987 — who knows? We shall see...

REVOLUTION

Let's start with something you can really get your teeth into. An absolutely incredible, brilliant, amazing mini megahack for Vortex's Revolution from, you guessed it, yours truly — who else?

This hack program changes the game so that instead of being impossible to complete — it's now impossible not to complete. Just type in the program and SAVE it off for future use. To start it, just RUN it and play the game tape from the start. Most of the features speak for themselves, but to clarify — 'BLOCKS STAY ON' means that once you've turned a block white, it stays white, so you can complete the screen at your leisure. However, once you've turned on a block in one room, don't go and complete another room or the game'll get all confused and leave the block white, but think that it's off. 'INSTANT BOUNCE' alters the next bounce instead of waiting for a build-up when you change the amount of bounce you want. 'NO FLOOR BOUNCE CHANGERS' deactivates the floor sections that normally throw you around or bring you to a halt.

```
10 REM REVOLUTION HACK
@ZZKJ 1/10/86
20 CLEAR 65533: LET t=0
30 FOR n=1 TO 133: READ
a: POKE 23295+n, a: LET t
=t+n*a: NEXT n
40 IF t<>1083557 THEN P
RINT "DATA ERROR": STOP
50 FOR n=23429 TO 1e9:
READ a: IF a<999 THEN POK
E n, a: NEXT n
60 POKE 23624, 0: POKE 2
3693, 0: CLS: RANDOMIZE 1
267+USR 23296
70 DATA 118,205,162,45,
127,90,90,75,74,72,59,59,
225,17,36
80 DATA 91,6,167,26,203
65,40,3,134,24,1,174,18,
19,16
```

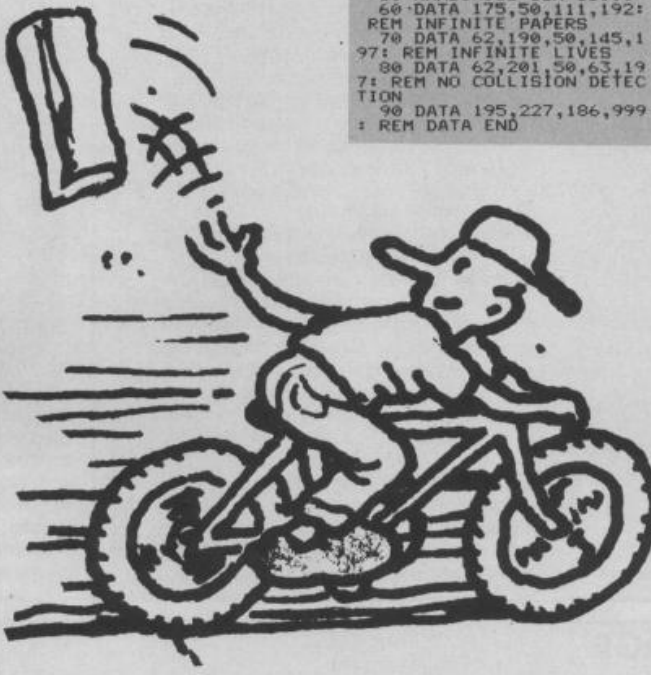
PAPERBOY

How do you follow up a hack like that? Easy — by smashing into Elite's Paperboy.

Just type in the program, RUN it, and play the game tape from the start. If you don't want a feature, just delete the line on which it appears. The 'NO COLLISION DETECTION' POKE enables you to cycle through anything, so instead of throwing the papers at the houses, you

can use the civilised British method of delivering papers by going and putting them through the letterbox. Of course, this does mean that you'll have to go over the grass, through the fences and so on!

```
10 REM PAPER BOY HACK ©
ZZKJ 19/9/86
20 CLEAR 64999: LOAD ""
CODE: FOR n=65312 TO 653
25: POKE n, PEEK (n-213):
NEXT n
30 POKE 65083, 32: POKE
65084, 255
40 FOR n=n TO 1e9: READ
a: IF a<256 THEN POKE n,
a: NEXT n
50 RANDOMIZE USR 65000
60 DATA 175,50,111,192:
REM INFINITE PAPERS
70 DATA 62,190,50,145,1
97: REM INFINITE LIVES
80 DATA 62,201,50,63,19
7: REM NO COLLISION DETEC
TION
90 DATA 195,227,186,999
: REM DATA END
```



```
90 DATA 243,35,13,242,1
3,91,195,95,109,72,143,20
2,126,102,169
100 DATA 113,115,78,123,
100,175,102,212,98,44,73,
102,170,98,45
110 DATA 73,111,168,169,
54,36,95,130,82,155,95,16
8,70,143,116
120 DATA 85,199,127,212,
220,199,46,119,95,99,154,
127,248,52,143
130 DATA 99,244,26,211,2
28,98,82,244,98,78,244,98
,58,244,98
140 DATA 46,244,102,119,
130,102,154,98,122,154,10
2,99,98,131
150 DATA 154,115,99,244,
95,0,61,146,214,168,117,9
,168,25
160 DATA 98,129,220: REM
INFINITE TIME
170 DATA 98,111,170: REM
BLOCKS STAY ON
180 DATA 102,241,98,64,1
73: REM INFINITE LIVES
190 DATA 95,52,220,146,1
17,102,104,98,179,17,94,
98,146,182,17: REM INSTAN
T BOUNCE CHANGE
200 DATA 95,124,45,146,1
66,9,102,159,98,106,9,94,
143,146,109
210 DATA 9,35,98,148,2e:
REM NO FLOOR BOUNCE CHAN
```

```
GEARS (+200)
220 DATA 102,119,98,247,
11,102,159,98,12,9,95,124
,45,146,23
230 DATA 9,96,146,231,9:
REM INVULNERABILITY (+22
0)
240 DATA,117,250,1,999:
REM END
```

If the message 'DATA ERROR' occurs, then check the DATA as you'll have made a typing mistake. If you don't want a feature, just delete the line on which its DATA appears. However, for 'NO FLOOR BOUNCE CHANGERS' and 'INVULNERABILITY', you'll have to delete the DATA line before as well (this is indicated by the number of brackets after the POKE's comment).

He's POKEing backwards

for Christmas! ZZKJ's

hacking into more than the

Christmas turkey!

THRUST

Andrew Brown has sent in a little hack program for Firebird's Thrust and I have to admit, it's pretty good. By supplying POKES for infinite lives and infinite fuel, he's made this extremely difficult game a bit easier!

```
10 REM THRUST HACK ©ABR
20 CLEAR 65399: LOAD ""
CODE
30 FOR n=65425 TO 65436
: READ a: POKE n, a: NEXT
n
40 POKE 65428,153: REM
INFINITE LIVES
50 POKE 65433,214: REM
INFINITE FUEL
60 RANDOMIZE USR 65400
70 DATA 175,50,51,0,62,
201,50,119,0,195,0,250
```

GLIDER RIDER

Not wanting to settle for just one hack, Andy's back with a short 'n' sweet hack for Quicksilver's Glider Rider.

Not used to being a loser, I added a couple of extra lines to make it work with the 128K version. On either machine, just type in the program, RUN it, and play the game tape from the start. However, on the 128K Spectrum, you must be in 128K Basic mode or you won't get the awfully cute music. The sound really does turn a run-of-the-mill-with-a-slight-innovation game into an enjoyable little run around.

```
10 REM GLIDER RIDER HAC
K (C) ABR
20 CLEAR 24570: LOAD ""
SCREEN$: LOAD ""CODE
30 POKE 34391,0: REM IN
FINITE BOMBS
40 POKE 34973,0: REM IN
FINITE ENERGY
50 POKE 34818,0: REM IN
FINITE TIME
60 POKE 37441,0: REM ST
OP LASERS FIRING
70 RANDOMIZE USR 24579
80 REM THE FOLLOWING LI
NES ARE ONLY NEEDED FOR 1
28K SPECTRUMS
90 POKE 23888,17: LOAD
""CODE
100 POKE 23888,20: LOAD
""CODE
110 POKE 23888,16: PAUSE
1: RANDOMIZE USR 24576
```


ocean

OPPORTUNITY KNOCKS

Expansion in an exciting industry.

Continuing success and growth in home computer software creates further positions for personnel in program writing, development and management.

Ocean group markets software worldwide offering the most extensive publication of computer programs and producing maximum sales revenues.

HOW RICH DO YOU WANT TO BE?

You've probably heard a lot of claims and promises from software companies concerning payment for program code or design work but the fact is reward depends upon success and by linking into success you will achieve your maximum potential whichever way you choose to be paid.

If you have talent and dedication then Ocean with its resources and international connections will bring the fame and fortune you deserve.

HAVE YOU GOT WHAT IT TAKES?

We are looking for people to work in the fields of game design, graphic animation, program coding and related skills either directly as in-house personnel or on a freelance basis. Training and support will be offered; everything from equipment to friendly advice – we want to help you do a better job for both of us.

We are also looking to market finished software and will offer to translate original programs to every relevant micro format in order to increase the potential revenues to the creator.

We work and publish in both 8 bit and 16 bit environments worldwide and no project is too large or too small for our consideration.

DON'T MISS THE BOAT

Contact us today in full confidence either by phone, telex, fax or write to:

Product Acquisition and Development,
Ocean Software Limited,
6 Central Street,
Manchester.
M2 5NS.

Telephone – 061-832 6633

Fax – 061-834 0650

Telex – 669977 OCEANS G.

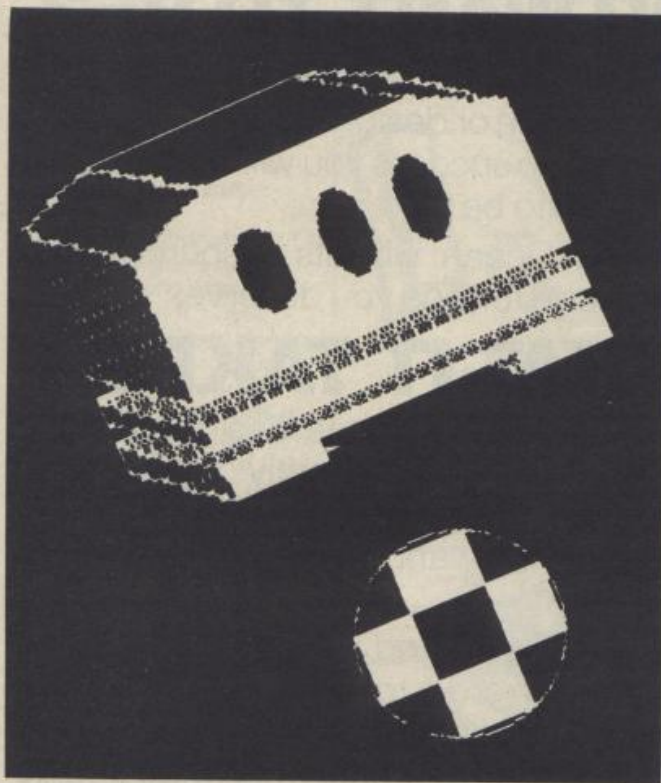
HACKING AWAY

ACTION REFLEX

It's Andrew's turn again, making it 3-2, with his hack for Mirrorsoft's Action Reflex. Type it in, SAVE it off, RUN it, and if it doesn't say 'DATA ERROR', play the game tape from the start. Again, if you don't want a feature, just delete the line on which it appears.

```
10 REM ACTION REFLEX HA
CK: ABR
20 CLEAR 27000: LET t=0
: FOR n=50000 TO 50037: P
EAD a: LET t=t+a: POKE n,
a: NEXT n
```

```
30 IF t<3900 THEN PRIN
T "DATA ERROR": STOP
40 FOR n=n TO 1e9: READ
a: IF a<999 THEN POKE n,
a: NEXT n
50 PRINT "PLAY TAPE..."
: RANDOMIZE USR 50000
60 DATA 221,33,203,92,1
7,41,2,175,214,1,205,86
70 DATA 5,48,241,33,104
,195,34,189,93,195,127,93
,33
80 DATA 118,195,17,53,9
1,1,50,0,237,176,195,0,91
90 DATA 175,50,106,224:
REM NO MISSILES
100 DATA 62,24,50,11,199
,62,201,50,209,227: REM I
NFINITE TIME
110 DATA 62,30,50,82,195
,175,50,42,218,50,237,221
,50,223,222: REM INFINITE
KEYS, LIFEBELTS, ETC
120 DATA 195,80,195,999:
REM END
```



LAP OF THE GODS

To help give your toes some typing practise while your fingers are cooling off, David Poulson of Gravesend has sent in a quick POKE for Mastertronic's Lap Of The Gods. Just type it in, RUN it, and play the game tape from the start to stop your energy countdown. David says he's very pleased with his routine as it's his first attempt at hacking. All I can say is well done and keep it up! What about the rest of you?

```
10 REM LAP OF THE GODS
HACK ©DAVID POULSON 3/9/8
6
20 CLEAR 28999: LOAD ""
CODE : POKE 47039,201: RA
NDOMIZE USR 47000
30 POKE 53790,201: REM
NO ENERGY COUNTDOWN
40 RANDOMIZE USR 57680
```

Well, I'm off to tuck into my Christmas pudding and cream. I hope you're off to write some amazing hacking routines — you never know, yours could be the megahack of 1987! Send your POKEs to ZZKJ, Hacking Away, Your Sinclair, 14 Rathbone Place, London W1P 1DE.

POOLSWINNER

THE ULTIMATE POOLS PREDICTION PROGRAM

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



Boxed, with detailed instruction booklet

PRICE £15.00 (all inclusive)

FOOTBALL FOLLOWER

RESULTS DATABASE SYSTEM



Boxed, with detailed instruction booklet

- **THE PERFECT PROGRAM** for everyone interested in Football — Soccer Fans, Pools Punters, amateur league secretaries and team managers.
- **POWERFUL DATABASE** designed to store league results and all important statistics for all clubs.
- **SET UP** to handle English and Scottish league matches, but can be easily converted to non-league, amateur and Australian football.
- **FULL PRINTER SUPPORT:** Fixture lists, results, league tables, statistical records etc. can be printed out if you have a printer, or copied from the screen.
- **UPDATED:** The package is supplied with this season's football results already entered into the program.
- **INTEGRATED** with Poolswinner and FIXGEN: information can be exchanged between programs. (Can be used to update Poolswinner.)

PRICE £15.00 (all inclusive)

FIXGEN 86/7

AT LAST: No more struggling for hours to get the fixture list into the computer. FIXGEN has been programmed with all English and Scottish fixtures for 1986/7. Simply type in the date, and the full fixture list is generated in seconds. Fully compatible with Poolswinner and Football Follower. Yearly updates available. (Published under licence from the Football League and Scottish Football League.)

POOLSWINNER with FIXGEN £16.50 (for both)
FOOTBALL FOLLOWER with FIXGEN £16.50 (for both)

SPECIAL COMBO PACK

FOR SOCCER FANS, the best combination is Football Follower with Fixgen.
FOR POOLS PUNTERS who want a ready made system, Poolswinner with Fixgen is the best combination.
FOR POOLS PUNTERS who want to do more detailed analysis and develop their own system, the complete suit of all three programs is available at a special price:

POOLSWINNER+FOOTBALL FOLLOWER+FIXGEN
£26.50 (all inclusive) (ask for "COMBO PACK")



Boxed, with detailed instruction booklet

COURSEWINNER V3

NOT JUST A TIPSTER PROGRAM, Coursewinner V3 can be used by experts and occasional punters alike.

THE PUNTERS COMPUTER PROGRAM
You can develop and test your own unique winning system by adjusting the analysis formula, or use the program in simple mode. Coursewinner V3 uses statistical analysis of major factors including past form, speed ratings, course statistics, prize money, weight, going, trainer and jockey form etc. etc. It outputs most likely winners, good long odds bets, forecasts, tricast etc. The database includes vital course statistics for all British courses. You can update the database — never goes out of date.

PRICE £15.00 (all inclusive) includes Flat AND National Hunt versions.

AVAILABILITY...
All programs available for:

AMSTRAD CPC's, PCW's
All BBC's
All SPECTRUMS
COMMODORE 64/128
Atari (48K), Sinclair QL

All programs except FOOTBALL FOLLOWER
Supplied on tape (simple conversion to disc) except: AMSTRAD PCW (3" disc add £3.00), AMSTRAD PC (5 1/4" disc add £3.00), Sinclair QL (microdrive).

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



phone 24 hrs

selec

SOFTWARE

37 COUNCILLOR LANE, CHEADLE, CHESHIRE. ☎ 061-428 7425
(Send for full list of our software)



phone 24 hrs

GET OUT OF
MY WAY.

YOUR SINCLAIR XMAS PARTY



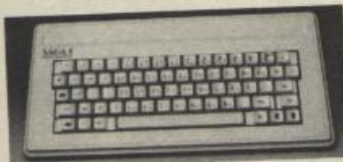
A VERY MERRY CHRISTMAS TO ALL OUR READERS



ADVANCE WITH SAGA SYSTEMS.

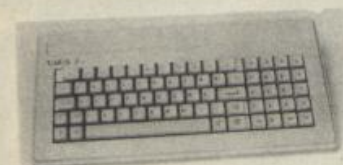
SAGA KEYBOARDS

If you want the best for your Spectrum, ensuring it advances with technology, the Saga Systems' collection of keyboards and peripherals is essential. And they are all compatible with the 48K and +Spectrum.



SAGA 1 EMPEROR

"... Good looks ... works remarkably well ..." - Sinclair User.
 "... remarkable ... value for money." - Sinclair User Annual 1985.
 "particularly like the extra caps and symbol shift keys ... brought the computer to life in quite an unexpected way ..." - Primary Teaching and Micros,
PRICE £39.95 (incl. VAT)



SAGA 2 +

"If I had not already seen the Saga 3 Elite I would have awarded the 2+ a Sinclair User Classic. As it is I'll simply say 'Well done, Saga' - Sinclair User.
PRICE ONLY £54.95 (incl. VAT)



SAGA 3 ELITE*

"Devastatingly smart ... the opposition looks like toys ... the best". - Popular Computing Weekly.
 "It transforms the humble Spectrum" - Sinclair User.
 "Will release the full potential of your Speccy ... superdooper ..." - Your Sinclair.
 At its new low price of:
£69.95 (incl. VAT)
 The Saga 3, with its own number pad is also ideal for the 128K Spectrum, with up-grade kit.
PRICE £4.99 (incl. VAT)



SAGA 2001*

With its infra-red transmission, the Saga 2001 can be used while you walk around the room. No wires link it to the Spectrum. It has 101 keys and it is simply out of this world.
PRICE £119.95 (incl. VAT)

* The Last Word Software is available free with the Saga 3 Elite and the Saga 2001, if purchased by mail order.
 The Saga Lo-Profile is still in stock **PRICE £39.95 (incl. VAT)**

SAGA SYSTEMS' PERIPHERALS

Microdrive extension cable. For use with your Saga 3.
£4.95 (incl. VAT)
 Flexicable enables you to drive two interfaces.
£11.95 (incl. VAT)

Dust cover. To keep your computer and Saga keyboard clean. **£4.95 (incl. VAT)**
 Centronics Interface. To drive your printer.
£34.95 (incl. VAT)

COMPETITION

If you spot our poster in a computer shop you may win a SAGA 2001 KEYBOARD.
 Simply: Send us the name and address of the shop, and your name and address and you could be lucky!

	Quantity	Price	P&P
SAGA 1 EMPEROR	<input type="checkbox"/>	£39.95	£2.00
SAGA 2 +	<input type="checkbox"/>	£54.95	£2.00
SAGA 3 Elite	<input type="checkbox"/>	£69.95	£2.50
SAGA 2001	<input type="checkbox"/>	£119.95	£2.50
LO-PROFILE KEYBOARD	<input type="checkbox"/>	£39.95	£2.00
128K Keyboard	<input type="checkbox"/>	£4.99	Free
up-grade kit (for Saga 3 only)	<input type="checkbox"/>		
LTR1 PRINTER	<input type="checkbox"/>	£119.95	£2.55
COMPLIMENT LQ PRINTER	<input type="checkbox"/>	£199.95	£2.75
MICRODRIVE EXT. CABLE	<input type="checkbox"/>	£4.95	Free
DUST COVER	<input type="checkbox"/>	£4.95	Free
(please specify which keyboard)			
FLEXICABLE	<input type="checkbox"/>	£11.95	Free
CENTRONICS INTERFACE	<input type="checkbox"/>	£34.95	50p
THE LAST WORD	<input type="checkbox"/>	£13.95	Free
TLW SOFTWARE EXTENSION	<input type="checkbox"/>	£4.95	Free

VAT is included

TOTAL

Callers are invited to our shop

SAGA SYSTEMS' PRINTERS

THE COMPLIMENT LQ PRINTER



The Compliment LQ Printer can print at 150 c.p.s. in draft mode, 120 c.p.s. in standard mode, 60 c.p.s. in correspondence mode and 20 c.p.s. in LQ mode.
 It has a parallel printer interface, with 2K buffer, pin and friction paper feed and a front panel switch display. 9 international character sets are available to be printed by a bi-directional 9 pin replaceable print head in many styles. It is very compact, attractive and offers superb value for money.
 Let this printer compliment your pocket.
£199.95 (incl. VAT and Manual)



THE LTR1 PRINTER

The LTR1 is a letter quality printer, 12 c.p.s. with RS232 and centronic ports built in. The LTR1 prints in ink onto standard paper and requires our interface to work.
 The LTR1 is ONLY **£119.95 (incl. VAT)**
 Centronics Interface. To drive your printer.
£34.95 (incl. VAT)

WORD PROCESSOR



"the author ... has succeeded in surpassing the quality of all word processors on the Sinclair market and many in the MS-DOS and CP/M markets ... you lucky Spectrum people ..." - John Gilbert, Sinclair User.
 Outstanding facilities: Standard commercial 80 characters on screen, over 60 commands, massive range of printer options, full on-screen help facility, full feature expression evaluator/calculator, over 24K text space in memory, compatible with tape and microdrive, wafa and: KDOS, BETA, Gordon and Opus disk systems, processors such as Tasword.
 Database and spreadsheet will be available soon. The Last Word is free with the Saga 3 Elite and the Saga 2001 if they are purchased by mail order.
PRICE £13.95 (incl. VAT and Manual)

THE LAST WORD SOFTWARE EXTENSION

- International characters/graphics key-define program
- Basic mail merge
- Software to allow use of Saga AMX & Kempston Mouse
- SPOOS Disc System software interface
- Extended software for page numbering, headers & footers etc

£4.95 (incl. VAT)



COMPLIMENT SYSTEM NOW AVAILABLE £299.95 + VAT

SEND YOUR ORDER TO: Dept. SU1 Order Desk Saga Systems Ltd.,
 2 Eve Road, Woking, Surrey GU21 4JT. Telephone: 04862-22977

Mr/Mrs/Miss _____

Address _____

ADVANCE WITH



TEL:

04862-22977

FOR
FREE CATALOGUE

BACK ISSUES

Happy birthday to us! Yep, Your Sinclair is a year old this month. Get the complete set of back issues now!

JAN Games: *Rasputin • Commando • Saboteur • Never Ending Story • Winter Sports.*
Features: Interview — with David Crane • *Droid Wars* • Program Power Pull-Out — *Chopper Mission* • *Worm* • *Morse Saga*.

FEB Games: *The Young Ones • Bladerunner • Three Weeks In Paradise • Beach Head II • The Worm In Paradise.*
Features: *Macrone* • Joysticks — ten best test • Interview — with Matthew Smith • *Art Attack* — *Art Studio* reviewed.

MAR Games: *V • Movie • Zoids*
Features: *Switcha* — run three programs at once • *SpecDrm* — Cheetah's drum kit in a box • *Wham! Music Box* — make beautiful music with Melbourne House.

APR Games: *Max Headroom • Skyfox • Lord Of The Rings.*
Features: *Art Studio* — get the most out of it • 128 Review • *Dimmer Switch* — protection for your telly.

MAY Games: *Batman • The Planets.*
Features: *Micronet* — communications explained • *Turbo Loader* — load more listings in less time • Interview — with the Elite programmers • *Adventures* — Mike Gerrard joins YS.

JUN Games: *Ghosts 'n' Goblins • Way Of The Tiger • 128K*
Games — review round-up.
Features: *SuperColour* — multi-coloured character squares • *Hardware Bonanza* — the latest Speccy add-ons • *Tasword III* — reviewed by Max Phillips.

JUL Games: *Rock 'n' Wrestle • Heavy On The Magick.*
Features: *Music Hardware* — make music with your Speccy • *Saga 2001 Keyboard* • Interview — with Greg Follis and Royston Carter of Gargoyle.

AUG Games: *Paperboy • Pyracurse • The Price Of Magick.*
Features: *Hardware Special* — get the most for your money • *Animator 1* — draw your own conclusions • *Speech Melba* — speech synthesis on your Speccy.

SEP Games: *Miami Vice • Jack The Nipper • Hijack.*
Features: *Free* — wild 'n' wacky YS stickers • *It's All In The Wrist Action* — T'zers action-packed arcade special • *Heavy On The Magick* poster map — to plot your route.



OCT Games: *The Great Escape • Trap Door.*
Features: *Free Trainspotter's Guide Booklet* — all the maps, hints, tips and POKEs you'll ever need • *Elite* — the complete hacker's guide • *Hard Facts Special* — the 128K Speccy exposed.

NOV Games: *Scooby Doo • TT Racer • Dan Dare.*
Features: *Spectrum 128+2* — the new Sinclair contender • *3D Game Maker* — CRL's arcade dream • *Adventures* — a complete clue list for the completely clueless.

DEC Games: *Dandy • Avenger • Uridium • WAR • Lightforce • Trailblazer • Dragon's Lair*
Features: *Music Feature* — hit that perfect beep • *Readers' Survey* — see what everyone else thought.

Programs for these issues are available on Digi'T'ape. See the ad on page 27

Order your back issues now!
Please send me the following back issues of *Your Sinclair* — UK £1.10 inc. p&p, Europe £1.50, Rest of the world £1.70.

January <input type="checkbox"/>	May <input type="checkbox"/>	September <input type="checkbox"/>
February <input type="checkbox"/>	June <input type="checkbox"/>	October <input type="checkbox"/>
March <input type="checkbox"/>	July <input type="checkbox"/>	November <input type="checkbox"/>
April <input type="checkbox"/>	August <input type="checkbox"/>	December <input type="checkbox"/>

I enclose a cheque/postal order for £.... made payable to SportsScene Specialist Press Ltd.

Name

Address

Postcode

Please fill in this form and send it to *Your Sinclair*, Back Issues, PO Box 320, London N21 2NB. Use a photocopy if you don't want to cut up the mag.

SS ADVEN



George Mackenzie of Dundee fancies his chances, but as it's only for winning the much-sought Manuel of the Month Award I'll forgive him this arrogance. For those who've just started reading this column, the Manuel Award goes to any adventurer who considers himself, or herself, absolutely useless and has never finished an adventure in their life. The type of person who can't even get *into* the Goblins' Dungeons, let alone get out of them. Is that you? It sounds like George, who complains that his son regularly beats him at *Match Point* and *Match Day*, and his only adventuring success is Part One of *Danger Mouse And The Black Forest Chateau*, and that was only with a lot of help. "I think my brain cells are now dying at an accelerated rate due to Guinness abuse," comments George.

We'll have no abuse in this column, Pure Genius or otherwise, so let's move on to more wholesome matters: Like **Alex Marsh of Essex**, who appeared in these sacred pages a few issues back and I had to decline his request to be El Supremo II, even though it would have meant I could call him the Billericay Balrog. Alex wrote back to say that since that starring role he's had many letters, met another Fergus McNeill freak, and even been offered a job, though as what he doesn't say. Can't be many vacancies for Balrogs in Billericay.

In the *GAC* versus *Quill* contest, one complaint about *GAC* is that it only allows you the one character set, so games look even more uniform than *Quill*'d efforts. Not any more they don't thanks to **Daniel Neades** and his copy of *YS MegaBasic*. What's Daniel been up to in his den at 8 Hopland Close, Longwell Green, Bristol BS15 6XB? First, he says, you need to obtain a character set and save it as a 768 byte file. With *YS MegaBasic* you could use the BBC or Amstrad character sets, which you should save as SAVE "BBC" CODE 48000,768 or SAVE "AMSTRAD" CODE 45000,768. Then reset the machine, type in the following program and save it so that it auto-runs at the start of a blank tape:

```
10 CLEAR USR "A"—768
20 LOAD "" CODE USR "A"—768
30 POKE 23606,88
40 POKE 23607,251
50 LOAD ""
```

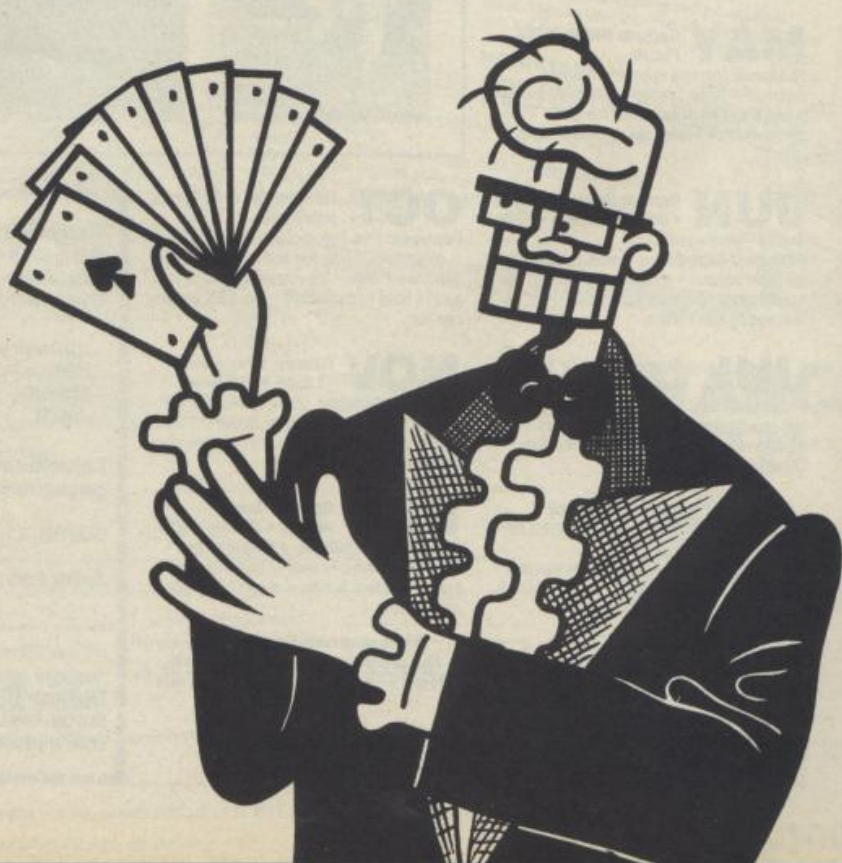
Then all you do is save the character set that you want to use on the next part of the tape, followed by the runnable adventure and load the whole shebang. "Thanks for a great magazine", says Daniel. Thanks for a great tip, says I.

Allan Kerr of Kilmarnock likes the Ed's witty comments. What are you doing reading other magazines, Allan? He's written in to help those readers who've

been puzzling over how to get Rabak's last name in *Heavy On The Magick*, and if you don't want to know the answer to this then GOTO NEXT PARAGRAPH. Firstly, Allan asked the straightforward question "Rabak, name", and was told "I am a dragon". So then he typed "Rabak, dragon", the response came "You are warm". The next step was obviously to try "Rabak, fire", but this only produced "I doubt it". Allan says this answer seemed so abrupt that he tried the exact opposite "Rabak, water", and he replied with "The shame of it" and disappeared.

Chris Jones wrote from **Formby** with questions on *The Hobbit*, *Heroes Of Karn*, *Eureka* and *Classic Adventure*, and as so many of you say you want more clues and more direct help in this column here's what I told Chris. To catch the plane at the end of *Eureka* you must have as much vigour as possible, then NUG ESU, NI PMUJ, TSAE NUR. To get into the boat to cross the Black River in *Hobbit* you simply TAOB OTNI BMILC (Chris had already EPOR EHT NWORHT and TI DELLUP).

In *Karn*, a good general rule is, if you can't do something yourself then try to get one of your heroic companions to do it for you. This does mean a lot of repetitive guesswork, and rather spoils the game for me. A lot of the problems are derived from those in *Colossal Cave*, so familiarity with that game helps. To



INTUDES

deal with the spider: ERYL EHT SYALP RIDLAH. To sort out the falcon: TAB EHT HTIW TI SLLIK NEREB. The problem of the pirate: REGGAD EHT SESU MUIDAHK. In the Vast Hall: ETULF EHT YALP UOY DNA DNAW EHT SEVAW RATSI.

Chris also asks why the vending machine won't work in *Classic Adventure*. I've never played this game on principal, ever since reading that the 'author' claimed it to be an adaptation of the original *Colossal Cave Adventure*, except that several of the problems and routines have been changed. The infamous snake and bird double act for one. Also the vending machine, I believe. In the original you use the coins to buy batteries from the vending machine when your lamp runs out, but in the *Classic* version I think you'll find the coins are just treasure, and the vending machine is only decoration. Any *Classic* experts prepared to comment on that?

Geoff Ryder of Macclesfield asks how to deal with the curtain in *The Price Of Magik*. First you NOPAEW YNA HTIW NIATRUC TUC, then you KOOL to discover that you can now NAM GNOUY, TSEW OG.

Simon O'Hagan of 24 Littlebridge Road, Moneymore, Co Derry BT45 7XX asks for help on two adventures he's just bought, *Hampstead* and *Kentilla*. With *Kentilla* he commits the cardinal sin of just saying "I can't get anywhere", which doesn't enable me to help him much, though on *Hampstead* he's more specific and asks how to get through the industrial estate maze. I'll give the directions for this forwards: n-e-e-ne-e-ne-n-TAKE BRACKET-sw.

If any reader wrote to Tom Frost for help on *Eureka* and didn't receive a reply, Tom apologises but says he's lost the letter, so can you write again if you're still short of energy for catching the plane at the end. Tom's address is 61 Bailie Norrie Crescent, Montrose, Angus, Scotland DD10 9DT. To finish on a serious note, Tom sent me a copy of a letter he received from a Spanish YS reader in response to his *Kind Souls* appearance. The reader boasts about the 1,000 pirate programs he owns, and asks Tom to fill in a few gaps in his collection of adventures, in return for which Tom could have copies of any of the latest titles around, which this reader says he gets his hands on as they go on sale. Obviously Tom won't be replying and I hope other readers won't help encourage software piracy on a scale like this. Any letters I get along those lines will go straight in the bin!

Illustrations: Chris Long

● Just celebrating its first anniversary is yet another adventure fanzine, which I haven't seen before but wish I had. This one's called *The Questline Chronicles*, and I wonder how long it'll be before potential mags run out of adventurous-type names? 48 pages is the size of a typical 50p's worth, and that's not bad going. The one I've got in front of me includes tips on *The Fourth Protocol*, *System 15000* and *Lords Of Time*, maps of *Valhalla*, *Gremlins* and *Hampstead*, news and reviews, a crossword puzzle, letters, penpals and even adverts. The mag caters for arcade-adventures too, and is produced as part of the 'Questline' adventure club service. This is organised by Tony Treadwell and Jean Thorne from 34 Crossgates Ring Road, Leeds, West Yorkshire LS15 8RD (0532) 326087. Cost is £6 per year for 12 newsletters and six copies of the *Chronicle*, or 50p plus sae for a copy of the latest mag. Definitely on a par with the value-for-money offered by the likes of *Insight*, *The Guiding Light* and *The Adventurer's Handbook*.

● Crusader Computing, another new name, has just released its first game, *Prehistoric Adventure*. Nothing prehistoric about the price, I notice, which is set at £9.95, but for that you get a well-documented game and a free full-colour large glossy poster of prehistoric pin-ups like *Tyrannosaurus Rex* (and his sister, Samantha). I also like the idea of the help sheets which are available free of charge to buyers of the game. You can have a hint, an easy clue or an outright solution to the problems facing you as Ohio, the brave adventurer. You must go in search of the Amaranth



Fruit, which is needed by the Old Man at Stonehenge to help him make the Elixir of Eternal Youth. With luck and the Ed's co-operation (a tricky thing at the best of times) a review of *Prehistoric Adventure* might even appear next month.

● Richard Robinson of Plasma Touch tells me that his GAC'd Amstrad adventure, *The Experience*, will be published for the Spectrum by himself and not Players, and the review copy of that is due just too late for this issue. I've been puzzling over the Amstrad version myself, and found it very frustrating. I'm not sure if I love it or hate it. I got fed up of spending half an hour in the same location, just pushing things around and not having the faintest clue what was going on, but when I'd switched it off I very soon wanted to switch it back on again. A locked wardrobe, a tailor's dummy and vibrating walls are among the features of the room. And never mind those problems, I still haven't figured out what a Plasma Touch is, though I'm not sure I really want to know.

NEWS

Venture forth with Mike Gerrard

From the indies to the biggies, and once upon a time they didn't come any bigger than Beyond, though it's been rather quiet of late. While the world awaits the final parts of the *Lords Of Midnight* trilogy, which looks like arriving by the turn of the century, Beyond has announced instead another Mike Singleton epic, *Dark Sceptre*. The sceptre itself is an ancient artefact that has naturally been nicked by the powers of evil, the barbarian northlanders, and has turned them into evil shadow lords. What a choker.

Enter the punter, who plays the role of athane. Presumably if the Sceptre's made of gold and he eats it, it could be described as gilty but inthane (*Groan. Ed*). The game promises 4,000 screens, eight characters to control, 34 commands that can be given to each character, and spritely sprites almost half-a-screen high (so don't play it on a miniature TV or you might only see as far as their kneecaps.) It does sound pretty impressive, allowing you to watch the various characters you're controlling as they carry out your instructions, and it also boasts continuous 4-channel music. Yes, that is on the Spectrum version. Stop boggling your mind and check whether the game did actually come out at the end of October, as promised, at £9.95. Mind you, the press release doesn't say which October.

There isn't room to review every release that comes my way, so a quick mention here for Mastertronic's latest £1.99'er, *Zzzz*. I received a reader's solution before I'd even got the review copy. Wake up Mastertronic! And waking up is the aim of this adventure, where you fall asleep and enter a dream world, though how you can stay asleep with the noisy bleep that comes from each key-press I don't know. A not-too-bad graphic appears at the top of each screen, with icons down the side for those of you who can't spell long words like GET and EAST. It seems easier to me to type the command in, though, than fiddle with the cursor keys or

joystick to move around the icons. The problems don't look too difficult, however, and your greatest puzzle might be figuring out what the game's actually called. On the cassette itself it's *Zzz*, down the side of the label, it's *Zzzz*, on the front it's *Zzzzzz* and in the instructions it's *Zzzzzz*. And readers everywhere are by now going *Zzzzzzz zzzzz*...

I'd finished adventures and put my feet up when, aargh, I got a phone call from Henry Mueller of the Adventurers Club Ltd, explaining that the club was back and open for business as of 21st October, with a dossier due about 10 days after that. So by the time you read this if you're already a member of the club you should have received that dossier. Mr Mueller asked me to point out that he now owns the club, of which he was previously only an employee, and delays were due to the fact that the former owner wanted to close the club down whereas Henry wanted it to keep going. He also said that members won't lose out because of the interruption, as subscriptions cover 12 dossiers and not 12 months, and asked me what he could do to win back the confidence of existing and would-be members. I suggested he extend everyone's membership by one dossier, and he agreed that was a good idea. Would-be members will no doubt be dubious about joining the club, but I'll be giving it the chance to get back on its feet and will report in due course as to whether normal service has been resumed and it's offering the value for money that it did before the summer hiccup.

Even more last minute news... Level 9 has signed up the Delta 4 mob to write a spoof adventure for it. Level 9 will be doing the distributing, and providing its adventure system for Delta 4 to use, but the subject of the spoof adventure remains a mystery for the moment. And will it name a new label on which to release the game... Delta-Level 13 perhaps? More details next month, I hope.

HEROES OF KARN

WARNING: A YS solution can seriously damage your adventure playing, so only read on if you really want to know. (Solution courtesy of James Elliott)

Lizard Carry tinderbox and light gas
Frog Kiss frog to get Beren
Barrowright Kill him with bible
Guard Give him the money
Sword Get Beren to take sword
Bear Give it the honey
Song bird Get Beren to take it when carrying cage
Serpent Beren kills it with song bird
Istar Move bottle out of location and play flute
Wand Get Istar to take it for you
Scroll Get Istar to read it
Stars Enter Orion to be transported to cottage
Balrog Play flute, get Istar to wave wand
Dragon Kill with sword
Hall of Smoke Drop and open box to get ruby
Knight Kill knight with acid
Hydra Kill with spear
Gold key Carry mandolin before you take key
Clam Open with crowbar
Firegates Drink white potion
Ashes Water them
Witch Kill with bottle containing water
Tiny plant Water plant twice only
Bat Get Beren to kill bat with falcon
Spirit Get Istar to wave wand
Falcon Give meat to falcon then get Beren to take it
Vampire Kill with silver cross
Spider Get Haldir to play lyre
Chest Oil hinges and open chest to find Khadium
Carpet Take carpet to get jewelled key
Pirate Khadium kills him with dagger
Sandy beach Dig with shovel to get emerald
Map Get Istar to read it
Jade flower Drop pillow then play flute
Anton Give him the mirror and then the silver coin
Black potion Deadly
Gates Use appropriate key to open gates
To finish game Go back to cottage with four heroes, pearl, ruby, emerald, sapphire, jade flower and diamond.



BIG TROUBLE IN LITTLE CHINA



© Twentieth Century Fox

BASED ON THE FANTASTICAL FILM



You are led into the heart of the bizarre underworld ruled by the ancient Mandarin Warlord, Lo Pan. Your mission – to rescue the beautiful green eyed Miao Yin before she is sacrificed to a demon. Playing ALL three of the film's great heroes – American Jack, 'the lad' Burton, martial art expert Wang Chi and ancient magician Egg Shen – defeat Lo Pan and his unearthly body of supporters as the evil unfolds around the ancient Warlord and his pact with a demon.

AVAILABLE ON

Amstrad CPC cassette	£9.99
Amstrad CPC disk	£14.99
Commodore 64/128 cassette	£9.99
Commodore 64/128 disk	£14.99
ZX Spectrum 48/128K/+	£9.99

Electric Dreams
S O F T W A R E

31 Carlton Crescent, Southampton SO1 2EW

Mail Order: Electric Dreams Software, 23 Pond Street, Hampstead, London NW3 2PN


```

100 GO TO 3000
110 LET A=1/2 RETURN
120 LET A=INT (RANDOM*100) IF A=0 THEN A=1 STEP 10 IF PRINT=0 THEN A=2 STEP 10 IF PRINT=1 THEN A=3 STEP 10
130 IF A=1 THEN A=2
140 IF A=2 THEN A=3
150 IF A=3 THEN A=4
160 IF A=4 THEN A=5
170 IF A=5 THEN A=6
180 IF A=6 THEN A=7
190 IF A=7 THEN A=8
200 IF A=8 THEN A=9
210 IF A=9 THEN A=10
220 IF A=10 THEN A=11
230 IF A=11 THEN A=12
240 IF A=12 THEN A=13
250 IF A=13 THEN A=14
260 IF A=14 THEN A=15
270 IF A=15 THEN A=16
280 IF A=16 THEN A=17
290 IF A=17 THEN A=18
300 IF A=18 THEN A=19
310 IF A=19 THEN A=20
320 IF A=20 THEN A=21
330 IF A=21 THEN A=22
340 IF A=22 THEN A=23
350 IF A=23 THEN A=24
360 IF A=24 THEN A=25
370 IF A=25 THEN A=26
380 IF A=26 THEN A=27
390 IF A=27 THEN A=28
400 IF A=28 THEN A=29
410 IF A=29 THEN A=30
420 IF A=30 THEN A=31
430 IF A=31 THEN A=32
440 IF A=32 THEN A=33
450 IF A=33 THEN A=34
460 IF A=34 THEN A=35
470 IF A=35 THEN A=36
480 IF A=36 THEN A=37
490 IF A=37 THEN A=38
500 IF A=38 THEN A=39
510 IF A=39 THEN A=40
520 IF A=40 THEN A=41
530 IF A=41 THEN A=42
540 IF A=42 THEN A=43
550 IF A=43 THEN A=44
560 IF A=44 THEN A=45
570 IF A=45 THEN A=46
580 IF A=46 THEN A=47
590 IF A=47 THEN A=48
600 IF A=48 THEN A=49
610 IF A=49 THEN A=50
620 IF A=50 THEN A=51
630 IF A=51 THEN A=52
640 IF A=52 THEN A=53
650 IF A=53 THEN A=54
660 IF A=54 THEN A=55
670 IF A=55 THEN A=56
680 IF A=56 THEN A=57
690 IF A=57 THEN A=58
700 IF A=58 THEN A=59
710 IF A=59 THEN A=60
720 IF A=60 THEN A=61
730 IF A=61 THEN A=62
740 IF A=62 THEN A=63
750 IF A=63 THEN A=64
760 IF A=64 THEN A=65
770 IF A=65 THEN A=66
780 IF A=66 THEN A=67
790 IF A=67 THEN A=68
800 IF A=68 THEN A=69
810 IF A=69 THEN A=70
820 IF A=70 THEN A=71
830 IF A=71 THEN A=72
840 IF A=72 THEN A=73
850 IF A=73 THEN A=74
860 IF A=74 THEN A=75
870 IF A=75 THEN A=76
880 IF A=76 THEN A=77
890 IF A=77 THEN A=78
900 IF A=78 THEN A=79
910 IF A=79 THEN A=80
920 IF A=80 THEN A=81
930 IF A=81 THEN A=82
940 IF A=82 THEN A=83
950 IF A=83 THEN A=84
960 IF A=84 THEN A=85
970 IF A=85 THEN A=86
980 IF A=86 THEN A=87
990 IF A=87 THEN A=88
1000 IF A=88 THEN A=89
1010 IF A=89 THEN A=90
1020 IF A=90 THEN A=91
1030 IF A=91 THEN A=92
1040 IF A=92 THEN A=93
1050 IF A=93 THEN A=94
1060 IF A=94 THEN A=95
1070 IF A=95 THEN A=96
1080 IF A=96 THEN A=97
1090 IF A=97 THEN A=98
1100 IF A=98 THEN A=99
1110 IF A=99 THEN A=100
1120 IF A=100 THEN A=101
1130 IF A=101 THEN A=102
1140 IF A=102 THEN A=103
1150 IF A=103 THEN A=104
1160 IF A=104 THEN A=105
1170 IF A=105 THEN A=106
1180 IF A=106 THEN A=107
1190 IF A=107 THEN A=108
1200 IF A=108 THEN A=109
1210 IF A=109 THEN A=110
1220 IF A=110 THEN A=111
1230 IF A=111 THEN A=112
1240 IF A=112 THEN A=113
1250 IF A=113 THEN A=114
1260 IF A=114 THEN A=115
1270 IF A=115 THEN A=116
1280 IF A=116 THEN A=117
1290 IF A=117 THEN A=118
1300 IF A=118 THEN A=119
1310 IF A=119 THEN A=120
1320 IF A=120 THEN A=121
1330 IF A=121 THEN A=122
1340 IF A=122 THEN A=123
1350 IF A=123 THEN A=124
1360 IF A=124 THEN A=125
1370 IF A=125 THEN A=126
1380 IF A=126 THEN A=127
1390 IF A=127 THEN A=128
1400 IF A=128 THEN A=129
1410 IF A=129 THEN A=130
1420 IF A=130 THEN A=131
1430 IF A=131 THEN A=132
1440 IF A=132 THEN A=133
1450 IF A=133 THEN A=134
1460 IF A=134 THEN A=135
1470 IF A=135 THEN A=136
1480 IF A=136 THEN A=137
1490 IF A=137 THEN A=138
1500 IF A=138 THEN A=139
1510 IF A=139 THEN A=140
1520 IF A=140 THEN A=141
1530 IF A=141 THEN A=142
1540 IF A=142 THEN A=143
1550 IF A=143 THEN A=144
1560 IF A=144 THEN A=145
1570 IF A=145 THEN A=146
1580 IF A=146 THEN A=147
1590 IF A=147 THEN A=148
1600 IF A=148 THEN A=149
1610 IF A=149 THEN A=150
1620 IF A=150 THEN A=151
1630 IF A=151 THEN A=152
1640 IF A=152 THEN A=153
1650 IF A=153 THEN A=154
1660 IF A=154 THEN A=155
1670 IF A=155 THEN A=156
1680 IF A=156 THEN A=157
1690 IF A=157 THEN A=158
1700 IF A=158 THEN A=159
1710 IF A=159 THEN A=160
1720 IF A=160 THEN A=161
1730 IF A=161 THEN A=162
1740 IF A=162 THEN A=163
1750 IF A=163 THEN A=164
1760 IF A=164 THEN A=165
1770 IF A=165 THEN A=166
1780 IF A=166 THEN A=167
1790 IF A=167 THEN A=168
1800 IF A=168 THEN A=169
1810 IF A=169 THEN A=170
1820 IF A=170 THEN A=171
1830 IF A=171 THEN A=172
1840 IF A=172 THEN A=173
1850 IF A=173 THEN A=174
1860 IF A=174 THEN A=175
1870 IF A=175 THEN A=176
1880 IF A=176 THEN A=177
1890 IF A=177 THEN A=178
1900 IF A=178 THEN A=179
1910 IF A=179 THEN A=180
1920 IF A=180 THEN A=181
1930 IF A=181 THEN A=182
1940 IF A=182 THEN A=183
1950 IF A=183 THEN A=184
1960 IF A=184 THEN A=185
1970 IF A=185 THEN A=186
1980 IF A=186 THEN A=187
1990 IF A=187 THEN A=188
2000 IF A=188 THEN A=189
2010 IF A=189 THEN A=190
2020 IF A=190 THEN A=191
2030 IF A=191 THEN A=192
2040 IF A=192 THEN A=193
2050 IF A=193 THEN A=194
2060 IF A=194 THEN A=195
2070 IF A=195 THEN A=196
2080 IF A=196 THEN A=197
2090 IF A=197 THEN A=198
2100 IF A=198 THEN A=199
2110 IF A=199 THEN A=200
2120 IF A=200 THEN A=201
2130 IF A=201 THEN A=202
2140 IF A=202 THEN A=203
2150 IF A=203 THEN A=204
2160 IF A=204 THEN A=205
2170 IF A=205 THEN A=206
2180 IF A=206 THEN A=207
2190 IF A=207 THEN A=208
2200 IF A=208 THEN A=209
2210 IF A=209 THEN A=210
2220 IF A=210 THEN A=211
2230 IF A=211 THEN A=212
2240 IF A=212 THEN A=213
2250 IF A=213 THEN A=214
2260 IF A=214 THEN A=215
2270 IF A=215 THEN A=216
2280 IF A=216 THEN A=217
2290 IF A=217 THEN A=218
2300 IF A=218 THEN A=219
2310 IF A=219 THEN A=220
2320 IF A=220 THEN A=221
2330 IF A=221 THEN A=222
2340 IF A=222 THEN A=223
2350 IF A=223 THEN A=224
2360 IF A=224 THEN A=225
2370 IF A=225 THEN A=226
2380 IF A=226 THEN A=227
2390 IF A=227 THEN A=228
2400 IF A=228 THEN A=229
2410 IF A=229 THEN A=230
2420 IF A=230 THEN A=231
2430 IF A=231 THEN A=232
2440 IF A=232 THEN A=233
2450 IF A=233 THEN A=234
2460 IF A=234 THEN A=235
2470 IF A=235 THEN A=236
2480 IF A=236 THEN A=237
2490 IF A=237 THEN A=238
2500 IF A=238 THEN A=239
2510 IF A=239 THEN A=240
2520 IF A=240 THEN A=241
2530 IF A=241 THEN A=242
2540 IF A=242 THEN A=243
2550 IF A=243 THEN A=244
2560 IF A=244 THEN A=245
2570 IF A=245 THEN A=246
2580 IF A=246 THEN A=247
2590 IF A=247 THEN A=248
2600 IF A=248 THEN A=249
2610 IF A=249 THEN A=250
2620 IF A=250 THEN A=251
2630 IF A=251 THEN A=252
2640 IF A=252 THEN A=253
2650 IF A=253 THEN A=254
2660 IF A=254 THEN A=255
267
```

With RamPrint, it couldn't be simpler.

It's also the only interface with RamWrite
ant Access' word processing built in.

The RamWrite program uses 'Instant Access' so there's no software to load, and takes none of the computer's precious memory. In fact, it's the simplest way to write a letter on the Spectrum.

To get your hands on one, simply fill in the coupon. Whichever way you look at it, it's a gift.

Peter West
Ridge View Cottage,
West Ridge, Hampshire

Dear Peter,

I bet you didn't expect to see a letter like this from us.

I wrote it on my Spectrum using the new RastPrint interface, which I've hooked up to a Centronics printer.

What's really exciting is that there's something called instant search with processing included in the price, so I didn't have to buy any extra software. It's really easy to use and I think the results look pretty professional.

It can do things like inserting, deleting, moving, copying, and
search and replace, like expensive word processors.

But I can also run games without disconnecting it because I have got a joystick port on the back.

The only problem now is that all the family want to use it for their business letters, aunts, receipts and everything else! Well, if I can borrow it back for five minutes next week, I'll write again...

Bye far now,
John.

Ram Electronics (Fleet) Ltd, Unit 16, Redfields Industrial Park, Redfield Lane, Church Crookham, Aldershot, Hants GU15 0RE. Telephone: (0252) 850085.

Please rush me RamPrint for the Spectrum. Remittance £34.95
+ £1 p+p (£5 Overseas) **TOTAL £35.95.** ☐ I enclose a cheque/
postal order ☐ Charge my Access/Visa.

Expiry Date / /

NAME _____

ADDRESS

POSTCODE

TEL:

24 hour despatch for postal orders and credit cards (7 days for cheques).
RamPrint is fully compatible with the Spectrum, Spectrum Plus, 128
and Sinclair Microdrives.

Ram Electronics (Fleet) Ltd, Dept (YS), Unit 16, Redfields Industrial Park,
Redfield Lane, Church Crookham, Aldershot, Hants GU11 0BE.



Trade and Export enquiries welcome

ADVENTURERS INTERNATIONAL

I've had a letter from the Crazy Goblins Band, which is nothing to do with music but a group of D&D freaks in Belgium, who'd be delighted to hear from any others in the area. Write to **Philippe Jacob**, 56 Chemin de Louvranges, 1300 Warre, Belgium. This merry band play adventures together, on the grounds that six brains are better than one, though they wouldn't say that if they saw the YS office staff. Anyway, the Crazy Goblins want to share some clues with YS readers. In *Red Moon*, to take the sword SEVOLG REHTAEL RAEW (kinky), and to get past the acid pool TI NI KLAHC PORD. In *Lord Of The Rings*, to enter Moria you should ROOD ENIMAXE when you arrive at the Gates, then EVOM ENO KCAB OG, then return and DNEIRF YAS and go through the door.

"I've been an arcade freak up until last month," says **Juan Carlos Terrasa** of Valencia in Spain, "when I discovered this new world of adventures, and now I'm completely hooked!" So hooked, in fact, that he's asking me questions about Artificial Intelligence and text compression techniques, and wondering when I'll publish a series of articles about how parsers work. Hang on a tick, Juan, or even two ticks. Not being a programmer, I can't offer such advice, but if any readers know of any books that might help Juan with his adventure programming, can they let me know or contact him direct at C/Alberique 39, 38, 46008 Valencia, Spain. He's also interested in *The Quill*, but would obviously like to work towards writing his own adventures in Spanish.

Still on the Iberian peninsula (what other adventure column offers you information like this at no extra cost?), we have **Luis Miguel Rolo**, of Lisbon, an 18-year-old student. I won't repeat all the wonderful things that Luis says about YS in general and the adventure column in particular, but thanks for your offers of help, Luis, and I hope the solution sheets arrived okay. As for anything I might need from Portugal, well, how about a villa on the Algarve with a swimming pool and tennis court?

KIND SOULS

A Kind Soul with a difference is **Jimmy Clyde**, 8/8 Southhouse Square, Edinburgh, as he's written his own program of solutions and will give a copy to anyone who sends him a C15 tape and suitable sae (or maybe sajb would be better). The solutions are for *Lord Of The Rings*, *Subsunk*, *Hobbit*, *Urban Upstart*, *Eye Of Bain* and *Circus*, and there are also lots of tips for *Erik The Viking*, *Golden Apple*, *Sherlock* and *Ring Of Power* too.

More wretched Scotsmen . . . sorry, more kind-hearted Scots adventurers, this one being **Adam Cochrane**, 1 Westford, Ross-shire, Scotland IV10 0RY. Adam's offering aid on some toughies, such as the first two parts of *Lord Of The Rings*, *Hobbit*, *Sherlock* and *Fourth Protocol*. Your main problem may be reading Adam's handwriting though.

Let's come south, at least as far as Hull, where **Les Mitchell** resides at 10 Tavistock Street, Newland Avenue, Hull HV5 2LJ, and with him reside complete solutions to *Subsunk*, *Seabase Delta*, *El Dorado*, *Urban Upstart*, *Invincible Island* and both of the *Mafia Contract* adventures.

computing at 29, and wants to know how to hack and POKE. Printable suggestions to Sue at 31 Duke Street, Oswaldtwistle, Nr Accrington, Lancs BB5 3PN, and she's also keen to know how to wake Wally in *Pjammarama* and deal with other arcade-adventures like *Batman*, *Fairlight*, *Atic Atac* and *Brian Bloodaxe*.

Stuck in *Claymorgue Castle* is, if I read his handwriting correctly, **Daniel Castle** of 4 Larch Walk, Heybridge, Maldon, Essex CM9 7TS. In fact he's stuck in two places, so he must be twins. One's in the room with the condemned staircase, and the other in the enchanted room.

Another **Daniel**, this one being a Donovan, at 35 Brookfield Avenue, Sutton, Surrey SM1 3QW. Despite calling me the Grim Reaper, I'll allow Daniel a plea for

South a bit more and we arrive at 46 Park Lane, Knypersley, Stoke-on-Trent, Staffs ST8 7AU, the palatial home of **Mark Towner** — well it's in Park Lane, it must be palatial. Not everybody lives on a Monopoly board. Mark's happy to help hapless adventurers recover their hap on *Pirate Adventure*, *Secret Mission*, *Hobbit*, *Hulk*, *Spiderman*, *Twin Kingdom Valley*, *Circus*, *Shadowfire*, *Red Moon*, *Perseus And Andromeda*, *Fairlight*, *Arrow Of Death I*, *Final Mission*, *Mafia Contract I & II*, *Ten Little Indians*, *Bored Of The Rings*, *Time Machine*, *Gremlins*, *The Price Of Magic*, *Robin Of Sherwood*, *Seabase Delta*, *Subsunk* and most of *Wizard Of Akyz*. Probably all of it by the time you read this.



Further south still (though I'll have to stop soon or I'll be in *Adventurers International* territory), and here's **David Piercy**, 34 Kingsmead Avenue, Tolworth, Surrey KT6 7PP. And your chance for help on *Hobbit*, *Ket Trilogy*, *Colditz* (the one from Phipps), *Greedy Gulch*, *Knight's Quest*, *Planet Of Death*, *Hampstead*, *The Fourth Protocol*, *The Pen And The Dark* and *Aural Sculpture*.

Frank McAuley is an adventurer of renown, 11 Renown Court to be exact, in Townparks North, Antrim BT42 4HT. His adventuring skills extend to being able to help on *Hobbit*, *Hulk*, *Spiderman*, *Witch's Cauldron*, *Heroes Of Karn*, *Subsunk*, *Bored Of The Rings*, *Gremlins*, *Terrormolinos*, *Urban Upstart*, *Robin Of Sherwood*, *The Golden Rose*, *The Quest* and *Forest At World's End*.

This month's bumper bundle, though, comes from **Richard Batey**, striking back for the Welsh YS contingent from 84 Sycamore Road South, Sebastopol, Pontypool, Gwent NP4 5AW. This Welsh wizard's waltzed his way through *Circus*, *Classic Adventure*, *Emerald Isle*, *Empire Of Karn*, *Escape From Pulsar 7*, *Eye Of Bain*, *Fantasia Diamond*, *Forest At World's End*, *Gremlins*, *Helm*, *Heroes Of Karn*, *Hulk*, *Ket Trilogy*, *Lords Of Time*, *Mafia Contract I & II*, *Marie Celeste*, *Mordon's Quest*, *Neverending Story*, *Out Of The Shadows*, *Planet Of Death*, *Quest For The Holy Grail*, *Redhawk*, *Robin Of Sherwood*, *Seabase Delta*, *Ship Of Doom*, *Sorcerer Of Claymorgue Castle*, *Special Operations*, *Subsunk*, *Valkyrie 17*, *Velnor's Lair* and *Warlord*. Richard's even put them in alphabetical order. Now there's neat.

help on *Universal Hero*, especially as I've never heard of it. How to get past the red barrels, the fountains and the shimmering things. Something tells me this is not an adventure, but being of a generous disposition I shall hope someone out there can help him.

My permanent resident **Lost Soul**, **Ricardo Mapp**, is stuck this time in *Staff Of Zaranol* and *The Castle*, wondering how to find the nature of the curse in the former, and how to cross the chasm, get out of the maze and translate the morse code in the latter. Ricardo also tells me he's now bought a copy of GAC and is deep into writing something with it. Oh no, now he's going to be lost in his own adventures as well . . . I'd better close shop for this month before he writes again! (Good job he can take a joke).

LOST SOULS

At last a Scot who admits to being hopeless at adventures. Stand up and take a bow, **George 'Dod' Innes** of 32 Todhead Gardens, Altens, Aberdeen. He's had his freebie for *Robin Of Sherlock*, because he was 'getting nowhere fast', so now he should be able to get nowhere even faster. He was also having trouble catching Stripe in *Gremlins*, so I've told him to pull the plug on that one, but if he needs to do more can someone contact George?

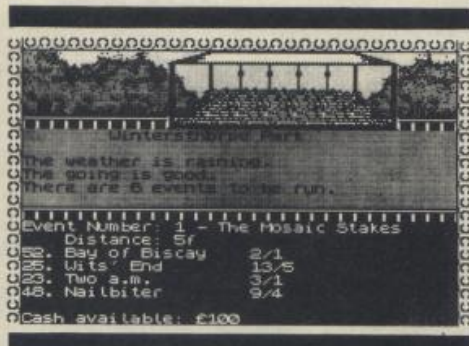
Sue Taylor thinks she's an ageing newcomer to

THE STORY

How many adventures can you think of where the hero's a physics teacher? Well that's what you are in this version of Dick Francis's thriller. Jonathan Derry teaches at East Middlesex Comprehensive, but how he comes to be involved in the world of horse racing is not immediately obvious — unless you've read the book, of course. All you know is that somewhere in the game you gain possession of a set of cassette tapes, something to do with a lucrative betting system. Sort the rest out for yourself. Don't expect any help from your wife, either. When you start the game the phone's ringing, and when you go to answer it she snatches it off you and insists on taking the call herself. If you try to speak she tells you to button your lip, then when the call's finished she says, "We must go immediately to the Keithly's in Norwich. Donna has stolen someone's baby. They need our help." And off she goes. I thought she said "We must go"? Very impulsive these women. Mention a baby and they take leave of their senses, not to mention the room. (*Sexist beast! Tzer*). Oh well, maybe we can get on with the adventure in peace.

THE ADVENTURE GAME

After the hysterical departure of your wife, you examine the living room of your home in Northolt, and note the dust on the mantelpiece, not to mention the Enfield rifle. There are dirty dishes in the kitchen sink, and upstairs someone's forgotten to drain the bathwater.



What a pair of sluts you both are. Lying somewhere in the house is a cheque made out to cash for £150. You're going to need it as your dusty old Peugeot outside the front door is prone to breakdowns and eats up the petrol as if it were a Rolls.

The game is divided into areas you can walk round, and areas you must drive around. ENTER CAR and START CAR to get it going (I'll give you those commands for free) and STOP CAR to switch off the engine and get out again. A bit tedious when constantly repeated, especially if you've only driven two locations to find yourself outside the bank where you cash your cheque.

As you drive around Northolt, watch out for the deceptive road signs, and don't leave without polishing up your shooting skills at Bisley Rifle Range. Be sure you've got a tank full of petrol before setting off up the M25. Here you encounter the dubious joys of the M25/M11 interchange, and it was also about here I began to get fed up with the adventure's content — irritating problems rather than interesting ones. The programmers (The Ramjammers) see to it that you frequently run out of petrol which leaves you high and dry waiting for an AA man to turn up and tow you back to the garage. Then

you have to SAY TO GARAGE HAND "FILL HER UP" and wait some more while he fills her up, or possibly ignores you if he's in that kind of mood. I suppose this is what's called Artificial Intelligence, though all it means is that you repeat your request till he agrees. Then off you go up the M25 again.

Tedious eh? Try this . . . The interchange is obviously meant to be a maze of routes. Except that it isn't. It's a single location, as you can see if you drop an object. Any movement N, S, E or W and you stay in the same place. Wait long enough (using up petrol all the time) and "You suddenly find a sign you recognise" and you're heading south on the M11. By this time you've discovered that if you're heading in a particular direction on the motorway, and you enter any other direction as a command, you crash the car for trying to drive in the wrong direction. And you know what that means. (Yep, AA man again, back to garage . . .) If you see the sign and are heading south, you crash if you enter WEST or NORTH, while SOUTH takes you back to the interchange location (I know because I left my canvas bag there), and EAST puts you on the M25 heading west back to Northolt. I won't reveal how you get out of this seemingly impossible maze, except to say that you must take the risk of crashing occasionally and experiment with all the directions. Given luck you'll find yourself heading towards Norwich, and maybe even outside the Keithly's home, whereupon you'll probably run out of petrol again and have to be taken back to your Northolt garage to fill up. A bit silly of the AA man when

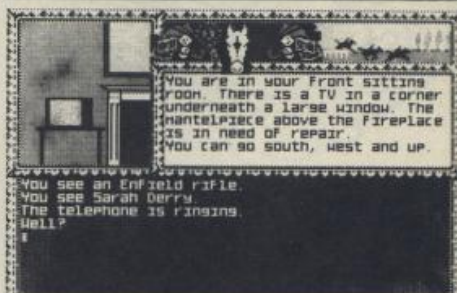
shows you a blunt knife. Having got his, I tried EXAMINE RACK again to see if anything else had appeared. There was a knife on it. GET KNIFE was rewarded with "It's not available" and I realised this was the knife I was actually carrying. If you ENTER CAR, you're told "You climb into your car" but type REDESCRIBE and you're outside your car again. And this is just the first half-dozen locations. Need I go on? (A question you might well ask yourself about *Twice Shy*.)

THE RACING GAME

Side two of the cassette contains a racing simulation, which you can either play independently or as a part of the adventure. If the latter, you load up the simulation and take into it whatever cash you happen to have accumulated in the adventure in the hope that you can pick a winner or two and boost your balance a wee bit to pay for all your repair and petrol bills. You can play the gee-gees for as long as you like, and whenever you're ready you load up the adventure again with the new improved (or more likely reduced) balance at your disposal.

How long you're likely to want to play the racing game remains to be seen, as it's a pretty tedious effort. There are six races, four horses per race, and with odds like 23/10 the accuracy of the simulation is pretty dubious. There's a guide to each horse, with useful bits of information like the going it prefers and its recent form. After looking at the distance of the

TWICE SHY



you're in Norwich, but it's at this point I began to think the whole game was a bit silly and wondered why I was wasting my time playing it. The graphics are quite nice, though.

PARSING COMMENTS

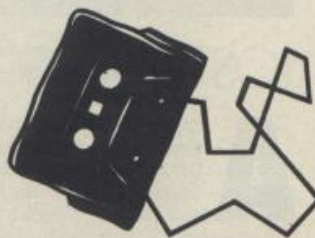
Twice Shy's got one of the poorest parsers I've seen in a long time. At the start when your wife answers the phone she tells you to "Be Quiet". If you then respond to the "Well?" prompt by typing BE QUIET you get "What do you mean by that?" I tried WAIT and got "Huh?" Then I tried LISTEN and was told "You have nothing at all." Not the best of starts.

The REDESCRIBE command is rather redundant as the location description is a permanent fixture anyway. Having found a canvas bag I typed PUT ALL IN BAG and this produced no response, but the prompt reappeared so I tried PUT PILLS IN BAG, and was told "OK." So then I laboriously typed the individual commands to put all the items in the bag, only to discover a few locations later that I was carrying nothing — PUT PILLS IN BAG is treated by this parser as DROP PILLS. In the kitchen there's a knife-rack, and examining it

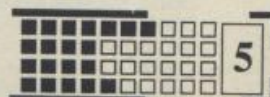
race, the state of the course and so on, you simply place your bet or bets. Now sit back and watch while four horses move silently across the screen from right to left, and the winner's given. And that's it. Unfortunately you can't switch channels and watch the rugby league, so it's back to the adventure. Boring!

FAX BOX

Title *Twice Shy*
Publisher Mosaic
Price £9.95



Graphics
Text
Value for Money
Personal Rating



SUPER SOCCER

THE GAME OF THE SEASON



**...the name
of the game**

We think Super Soccer is the best computer soccer simulator yet. Be Maradona on screen. You can dribble past opponents, slide tackle, make crosses, even attempt diving headers. But what makes this game outstanding in its own field is the control you can exercise over the ball. No other game allows you to control the strength of your sharp shooting and ball passing like Super Soccer does. What's more, when taking free kicks you can organise the whole team with the

"full team positional play" feature.

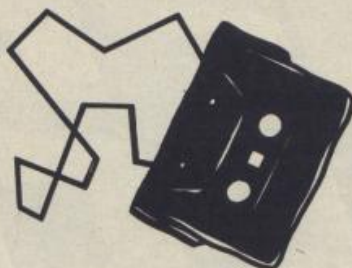
This is a 1 or 2 player game and there's an optional extra which allows up to 8 separate players to participate in a tournament competition.

So get on the ball in the game of the season.

SPECTRUM
£7.95

Imagine Software (1984) Ltd., 6 Central Street, Manchester M2 5NS. Telephone: 061-832 6633. Telex: 669977 OCEAN G.

DEMON FROM THE DARKSIDE



How good to see a home-grown product that's a cut above the average. And it's a pretty good advert for Spectrum utilities too, as it makes use of *The Quill*, *The Illustrator*, *The Patch*, *The Music Box*, and *The Art Studio*. The author obviously hopes to sell a few copies just to pay for that little lot!

And sell a few he deserves to, though I wasn't won over by the storyline. It begins like five million others: "Long ago, in the first age of the Ring Master, a Falcon staff fell into the hands of Drakon, the wizard of Valonia." Yes, well, never mind all that tosh, what do you want me to do? Get back the staff? Fair enough, squire, and shut up that reader who said 'You can't get the staff these days.'

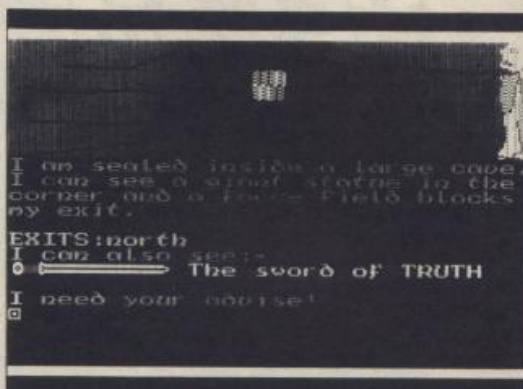
'Beware the raven,' you're warned before you begin, and as well as the usual *Quill* commands you're told you can type VOCAB to see the words at your

disposal. Within the memory limits set, the author's done his best to produce some reasonably lengthy text. And the graphics aren't too bad either; some of them have moving elements as well. I shall ignore the spelling mistakes and concentrate on the wealth of options in the first few locations. My map's already a maze of lines and a mass of notes and I've only just started. Should I do a running repair on the statue first and cause the cave to collapse, why have the dead body and arrow disappeared at the edge of the giant lake, and do I use the Life Spell to restore the dead rat in the pit or maybe try it on the body?

Spells are a feature of the game; the Life Spell is the first you find, and examination of this shows you that it can bring the dead back to life, except for Dragons. What about Orics, we wonder. The problem of the pit is quite neat. The walls close in on you and you only have a plank of wood that can prop them apart. This'll only work when the walls are close enough together, and even then it

won't hold them for long! I didn't care for the Shadow Demon bumping me off unannounced, not without a RAM SAVE feature anyway, though clearly a source of light will sort him out when I find it. I think. What I don't think is that this adventure will keep the experts puzzling for too long, but a lot of thought has gone into it and it's definitely worth the price of admission.

Graphics	
Text	
Value for Money	
Personal Rating	7



FAX BOX
Title: **Demon From The Darkside**
Publisher: **Compass Software, 36 Globe Place, Norwich NR2 2SQ**
Price: **£2.50**

JEWELS OF DARKNESS

As he struggled to raise himself, a searing shaft of pain stabbed through his skull and set a deep throbbing thrumming in his temples. He was blinded by an angry vivid light though his eyes were closed, lids weighed down by a weariness that reached from the depths of his tortured body."

No, that's not your reviewer after two bottles of Armenian Beaujolais, but the opening words to the 43-page novella that accompanies this three-tape repackaging by Rainbird of the Level 9 Middle Earth trilogy of adventures: *Colossal Adventure*, *Adventure Quest* and *Dungeon Adventure*. Is there anyone out there who doesn't know that these hallowed text-only games are being given a new lease of life with added graphics, enhanced text and Level 9's latest wonder-system?

Is it worth the effort? Well if you haven't got any of the titles in your collection then this handsome packaging ensures you're getting a bargain at only a fiver per brilliant and devious adventure. Even if you already have them, it'll be hard to resist the shiny blue box and tempting art-work — the only people likely to show no interest are the clever-clogs that've solved all three already.

Our old friend the Lenslok falls out of the box when you open it, but don't give

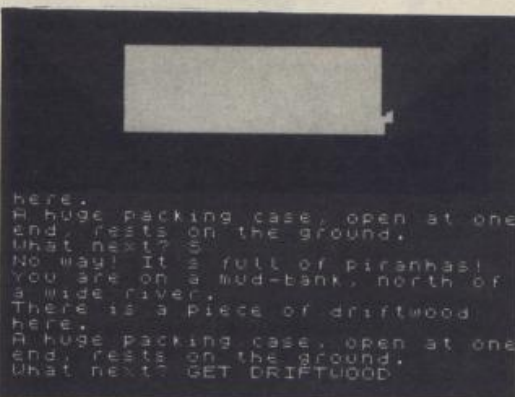
in to the temptation to crunch it underfoot as you'll need it part-way through each adventure and also each time you RESTORE. Other familiar features are the mix of versions on each tape, with 48K graphics or extended text options, while 128K owners get graphics and extended text, though the text didn't seem to have been expanded that much in the locations I looked at. Who needs it, though, as these are already brimming over with that lengthy purple prose.

Unfortunately they're also brimming with Level 9's love of purple graphics, and you might, like me, prefer to imagine rather than see places like the Hall of Mists. No OOPS or RAMSAVE in 48K versions, which is a shame, and I do delight in finding little faults in Level 9's alleged Infocom-busting parser: 'A huge clam is anchored firmly to the floor.' GET CLAM. 'You can't see it.' If you type the command CLIMB UP you get a double-response, such as 'You must be joking!' 'You must be joking!' And after being killed and asked if I wished to be resurrected I typed RAMSAVE (I like being awkward), which produced the 'What now' prompt. LOOK, I typed, to be told 'You are "this is your referee speaking. If you continue east, you will leave the game. OK?"'

Despite little niggles, and I'm a great nit-picker, this is still a lovely package of three excellent and very extensive

adventures, with *Dungeon Adventure* featuring in many people's list of all-time toughies. Never mind the storylines, just get on with bringing back treasures and vanquishing evil. A must for most Christmas lists.

Graphics	
Text	
Value for Money	
Personal Rating	9



FAX BOX
Title: **Jewels of Darkness**
Publisher: **Rainbird**
Price: **£14.95**

Prehistoric Adventure



... For millions of years they were hidden from the outside world, but now you too may share their secret ...

At Stonehenge the Old Man awaits a hero or heroine that will bring him the legendary Amaranth Fruit from which he can make the secret 'Elixir of Life'!

At last an original and light-hearted adventure that responds with hundreds of different messages. With all-text adventure the only limit is your imagination.

- Machine code program
- Fast save / load
- 'Instant' save / load to RAM
- Vivid and original descriptions
- 40 character screen
- Nickname feature

with Free A3
colour poster

Please rush me a copy of **PREHISTORIC ADVENTURE**.
I enclose a cheque/postal order for £9.95 (incl. p & p)

NAME _____

ADDRESS _____

Please make cheques and postal orders payable to CRUSADER and post it to Crusader Computing,
18 Henley Wood Road, Earley, Reading, Berks. RG6 2EE

GOEL COMPUTER SERVICES

45 BOSTON ROAD, LONDON W7 3SH TEL: 01-579 6133

THE COMPLETE COMPUTER SHOP

	RRP	PRICE		RRP	PRICE
DAN DARE	9.95	7.20	ANIMATOR 1	9.95	7.20
TIME TRAX	9.95	7.25	TUJAD	8.95	6.60
XARQ	9.95	7.30	DEACTIVATORS	8.95	6.60
ASTERIX	8.95	6.60	CAMELOT WARRIORS	8.95	6.60
DANDY	7.99	5.80	VERA CRUZ AFFAIR	8.95	6.60
KNIGHT RIDER	7.95	5.75	FALKLANDS '82	9.95	7.10
I.C.U.P.S.	8.95	6.60	A.C.E.	8.95	7.25
ROGUE TROOPER	9.95	7.20	STREETHAWK	7.95	5.75
THEATRE EUROPE	9.95	7.25	KAT TRAP	8.95	6.60
ELITE	14.95	11.25	GLIDER RIDER	8.95	6.60
TRIVIAL PURSUIT	14.95	11.25	URIDIUM	8.95	6.60
BOUNCES	9.95	7.00	PUB GAMES	9.95	7.20
SIEGE ON VOLGA	14.95	7.20	W.A.R.	7.95	5.75
PAPERBOY	7.95	5.75	MISSION OMEGA	9.95	7.20
TOAD RUNNER	8.95	6.60	COLOSSUS 4.0 CHESS	9.95	7.20
HEARTLAND	9.95	7.20	AFTERSHOCK	9.95	7.20
ANTERIOR	8.99	6.65	LIGHTFORCE	7.95	5.75
BOBBY BEARING	7.95	5.75	SHOCKWAY RIDER	7.95	5.75
JEWELS OF DARKNESS	14.95	11.25	TRAPDOOR	7.95	5.75
ZYTHUM	7.95	5.75	DANTE'S INFERNO	9.95	7.20
1942	9.95	7.20	GALVAN	7.95	5.75
STRIKE FORCE HARRIER	7.95	5.75	T.T. RACERS	9.95	7.20
NIGHTMARE RALLY	7.95	5.75	HARDBALL	9.95	7.20
REVOLUTION	7.95	5.75	PRODIGY	7.99	5.80
COMPUTER HITS 3	9.95	7.25	ROOM 10	7.95	5.75
BEST OF BEYOND	9.95	7.25	GRAPHIC ADV. CREATOR	22.95	17.50
MOONLIGHT MADNESS	7.95	5.75	MAG MAX	7.95	5.75
THEY SOLD A MILLION 3	9.95	7.25	THANATOS	9.95	7.20
BIG 4 (DURELL)	9.95	7.25	SCOOBY DOO	7.95	5.75
STRIKE FORCE COBRA	9.95	7.25	GLADIATOR	9.95	7.25
ORBIT THE TERRORBALL	7.95	5.75	DRAGON'S LAIR	9.95	6.60
LEADERBOARD	7.95	5.75	GREAT ESCAPE	7.95	5.75
UCHI MATA	8.95	6.60	DARK SCEPTRE	9.95	7.20
MINDSTONE	8.95	6.60	TRAILBLAZER	8.95	6.60
CITY SLICKER	8.95	6.60	FIRELORD	8.95	6.60
DYNAMITE DAN II	7.95	5.75	HIGHLANDER	7.95	5.75
SAS STRIKE FORCE	9.95	7.20	FIST II	8.95	6.60
MIAMI VICE	7.95	5.75	FROST BYTE	8.95	6.60
FAT WORM	9.95	7.20	PSI CHESS	9.95	7.20
NEFOR	7.95	5.75	IT'S A KNOCKOUT	7.95	5.75
CONQUESTADOR	7.95	5.75	STOLE A MILLION	8.95	6.60
VIDEO POOL (OCP)	7.95	5.75	CASINO ROYALE (OCP)	8.95	6.60
ANY + 80 BUS. PROGRAM	19.95	10.00	AVENGER	9.95	7.20
KONAMI'S HITS (S)	9.95	7.25	CRASH SMASHES-2	9.95	7.25
ANY 3 £1.99 GAMES	5.97	5.40	ANY 2 £2.99 GAMES	5.98	5.00

MULTIFACE ONE — BEST BACK-UP UTILITY R.R.P. £39.95 + P.P. FOR ONLY £36.00

REPAIRS.....5 YEAR COVER AGAINST BREAKDOWNS FROM £32 FOR NEW COMPUTERS

This is just a small selection from our stock. Just write the titles required with a second choice and enclose Cash/Cheque/P.O. payable to Goel Computer Services, for RRP £9.95 @ 7.25, £8.95 @ 6.60, £7.95 @ 5.75. Add 75p for overseas orders per tape. All prices include delivery. Or send 30p for List (refundable on first order). POST TO DEPT MY.

"THE ADVENTURERS HANDBOOK"

The monthly book no self-confessed adventurer should be without.

"Stunning value" — Tony Bridge, PCW issue 12 available now!

44 pages of adventure help and news for just £1

FOR EVEN BETTER VALUE TAKE ADVANTAGE OF OUR SUBSCRIPTION RATES

3 issues for £2.75

6 issues for £5.00

12 issues for £9.00

Issues 1 to 11 are still available and cover hints, maps and solutions to over 200 adventures (issues 1-6 for £5, issues 7,8,9, 10 and 11 £1 each).

SPECTRUM ARCADE HANDBOOK

If you enjoy arcade games why not take a look at our other Spectrum handbook — JUST £1 each.

Available now — Issue 12 containing: 40 action packed pages of hints, pokes, mags, reviews and news.

Issues 1-11 are still available and cover game help on over 275 of the most popular Spectrum games.

Subscription and back issue rates as for adventurer (see above.)

H&D SERVICES (YS)
1338 Ashton Old Road
Higher Openshaw
Manchester M11 1JG
Tel: 061-370 5666

Orders
over £30
Deduct 10%

Free game
with every
order!

EMPIRE SOFTWARE Dept. YS1
118A Palmers Road, New Southgate, London N11 1SL

SPECTRUM	RRP Price	SPECTRUM	RRP Price
Kempston Pro		Paper Boy	7.95 5.70
Interface	16.95 9.95	Tau Ceti	9.95 7.20
Thai Boxing	7.95 5.70	They Sold a Million II	9.95 7.20
Durell Big 4	9.95 7.20	They Sold a Million III	9.95 7.20
Buzzcoka Bill	8.95 6.70	Three Weeks in Paradise	9.95 7.20
Scobby Doo	7.95 5.70	Gladiator	7.95 5.70
Avenger	9.95 7.20	Sky Fox	7.95 5.70
Trivial Pursuits	14.95 10.50	Ping Pong	7.95 5.70
Crash Smashes	9.95 7.20	Sir Fred	9.95 7.20
Cyborg	8.95 6.70	Knight Rider	7.95 5.70
Vera Cruz	8.95 6.70	Tomahawk	9.95 6.99
Ace of Aces	8.99 6.70	The Goonies	7.95 5.70
Break Through	8.99 6.70	Star Strike II	7.95 5.70
		Winter Games	7.95 5.70
		Roller Coaster	8.95 5.20
		They Sold a Million	9.95 7.20
		Heavy on the Magic	9.95 7.20
		Ghostbusters	9.95 7.20
		Manic Miner	7.95 2.95
		Match Point	8.95 3.95
		Quill+Illustrator	29.95 9.95
		Dan Dare	9.95 7.20
		Morden's Quest	7.95 5.70
		Nightshades	9.95 7.20
		T.T. Racer	9.95 7.20
		Nightmare Rally	7.95 5.70
		Karamis Tennis	7.95 5.70
		Xarq	9.95 7.20
		Dragon's Lair	9.95 7.20
		Best of Beyond	9.95 7.20
		(4 titles)	9.95 7.20
		Leaderboard	7.95 5.70
		Psi Trading Co.	7.95 5.70
		Law of the West	7.95 5.70

Mega Hits

3D Star Strike
Blue Thunder
Son of Blager
Automania
Bugaboo
Psytron
Wheelie
Fall guy
Blade Alley
Penetrator

ONLY
£5.90

Arcade Hall of Fame

Raid
Blue Max
Rocco
Flak
Hunchback

ONLY
£5.90

Sold a Million III

Fighter Pilot
Kung Fu Master
Rambo
Ghostbusters

ONLY
£6.99

Sports Pack

Snooker
On the Oche
World Cup Football
Olympics (14 events)
Golf
Derby Day

ONLY
£5.90

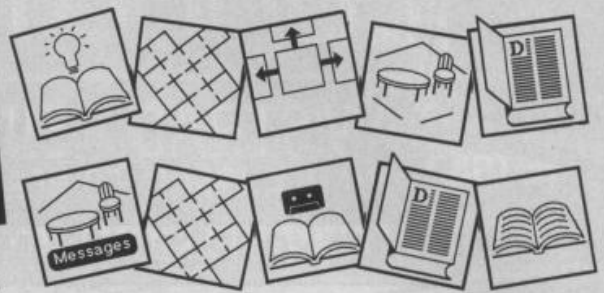
SPECTRUM	RRP Price	SPECTRUM	RRP Price
Great Escape	7.95 5.70	Fairlight	9.95 7.20
Light Force	7.95 5.70	Fairlight II	9.95 7.20
Dark Sceptre	9.95 7.20	Mindstone	8.95 6.70
Uchi Maba	8.95 6.70	It's a Knockout	7.95 5.70
Revolution	9.95 7.20	Footballer of the year	7.95 5.70
Astrix	9.95 7.20	Highlander	7.95 5.70
GraphicAd Creator	22.95 9.95	Shockwave Rider	7.95 5.70
Surf champ+Board	11.99 3.99	Cosmic Shock	
		Absorber	7.95 5.70
Sweevo's World	7.95 5.70	Dracula	7.95 5.70
Battle of the Planets	9.95 6.99	SAS Strike Force	9.95 7.20
Quazatron	8.95 6.70	Tarzan Lord of Jungle	7.95 5.70
Room 10	7.95 5.70	Trailblazer	7.95 5.70
Way of the Tiger	9.95 7.20	Fist II	8.95 6.70
Bobby Bearing	7.95 5.70	Miami Vice	7.95 5.70
Jack the Nipper	7.95 5.70	War	7.95 5.70
Kung Fu Master	7.95 5.70	1942	7.95 5.70
Theatre Europe	9.95 7.20		
Action Reflex	7.95 5.70		
Ghost 'n' Goblins	7.95 5.70		
Twister	7.50 5.70		
Bouncer	9.95 7.20		
Hyper Sports	7.95 5.70		
Dambusters	9.95 7.20		
Skool Daze	6.95 5.20		
Computer Hits I	9.95 7.20		
Computer Hits II	9.95 7.20		
Computer Hits III	9.95 7.20		
Dynamite Dan II	7.95 5.70		
Ace	9.95 7.20		
Sword+Sorcery	9.95 7.20		
Never Ending Story	9.95 7.20		
F.Bruno's Boxing	6.95 5.20		
Any Mastertronic	1.99 1.99		
Any Mastertronic	2.99 2.99		

Pole Position

SPECTRUM	RRP Price
Xevious	7.99 5.70
Strike Force Cobra	9.95 7.20
Trap Door	7.95 5.70
Johnny Reb II	9.95 7.20
Explorer	7.99 5.70
Double Take	7.95 5.70
Jail Break	7.95 5.70
Dandy	7.99 5.70
Uridium	8.95 6.70
PSI Chess	9.95 7.20
Cobra	7.95 5.70
Fine Lord	8.95 6.70
Konami Golf	7.95 5.70
Kayleth 48K	8.99 6.70
Kayleth 128K	9.99 7.20
Temple of Terror	9.99 7.20
World Games	8.99 6.70

Revs Hotshot £9.99 Speed King £8.99 Pro 5,000 £8.99

Please make cheques/POs payable to Empire Software. P&P included in UK, Europe add 75p per tape



COMPO RESULTS

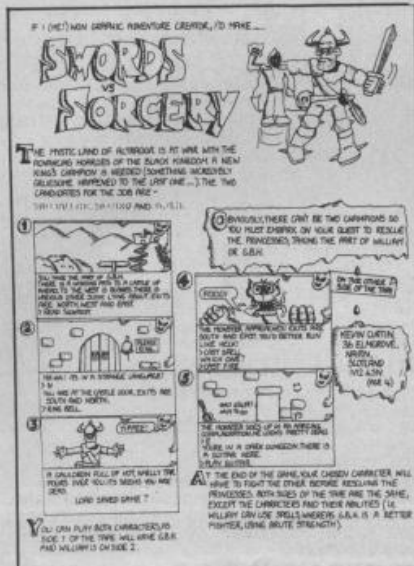
At long last it's time to unveil the result of our GACCompo, which had a slightly longer deadline than usual to allow for the extra effort involved in preparing a storyline and sample screenshots for your adventure. This also allowed overseas readers time to send off their scenarios, and forking out for the air-mail stamps has paid off for some of them as there are a few *Adventurers International* among the winners. I only hope Incentive can afford the postage to places like Sweden and India.

Finding the top 15 wasn't easy, and I was very impressed by the general standard of the entries. I was beginning to wish we had 100 GAC's to award, and those of you who didn't win should certainly think about buying a copy of GAC to turn your ideas into real adventures. About half the winners were obvious at once — I opened the envelope and said straightaway, "That's brilliant." Attractive art-work and presentation inevitably catches the eye, and most were thankfully backed up by good storylines. I hoped to find original ideas, so those who wrote adventures set in school or inside a Spectrum were up against it as there were dozens of those. I didn't interpret the rules too rigidly, but those who sent in no screen shots at all were obviously eliminated. I thought a GAC should be awarded for cheek to the reader who drew as one of his screenshots what would appear when he'd reset the Speccy as part of the swearword routine. Nice one, that man.

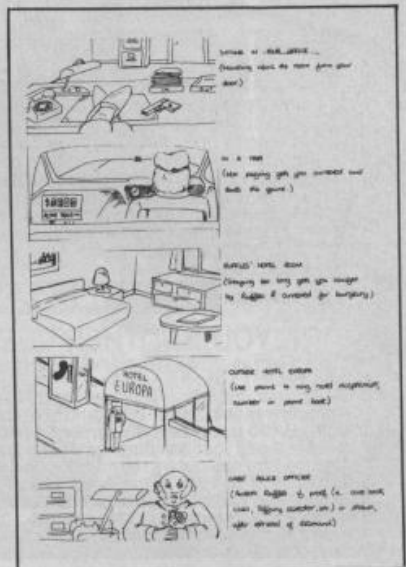
I've a pile of a few dozen near misses on my desk, and I wish there was room to mention them all, but then there'd be no space left for the winners, who are . . . (plays a fanfare on the comb and paper) . . . **Ted Eriksson** of Mulsjö, Sweden; **John Matthews** of Preston; **N Deaville** of Uttoxeter; **Jonathan Hallowell** of Prestbury; **Brian Holden** of London SW9; **Stuart Palmer** from a

VG Stores near Chelmsford; **Kevin Curtin** of Nairn; **Tony Shopland** of Budleigh Salterton; **Oliver Roberts** of Farnham; **Feroze and Parvin Desai** of Bombay; **Sinan Unur** of Odense, Denmark; **Khalid Jamil** of Dollis Hill; **Mark Clynnshaw** of Chard; **Howard Carlisle** of Horsforth and **Dean Steele** of Billericay. Let me see the adventures when you've finished.

Two of the winners display their (potential) adventuring talents...



The first comes from **Kevin Curtin** of Nairn, showing that a good old monster mashing, spell casting adventure can be a winner if it's well thought out and well drawn.



The second comes from **Oliver Roberts** of Farnham, who also included a rough story line with his five adventure scenes, so that I knew what he was planning in his story.

L9 COMPO

Do you forget your mum's birthday? Can't remember when YS next comes out? What you need is a 1987 Year Planner from Level 9! And guess what? We've got thirty of them up for grabs for the first thirty people who send in the right answer to this dead easy question.

Which magician has this catch phrase? 'Now that's magic!'

There, told you it was easy. Just write the answer on the back of an envelope or a postcard and send it to the Just How Organised Can You Get Compo, 14 Rathbone Place, London W1P 1DE to get here before 31st January 1987.



24 HOUR

COMPUTER REPAIRS

AMSTRAD · SINCLAIR

QUALITY APPROVED REPAIR CENTRE

COMPUTER SPARES



HOW TO GET YOUR SPECTRUM REPAIRED FOR ONLY £19.95

THE NO. 1 REPAIR CENTRE IN THE U.K. OTHERS FOLLOW

SPECTRUM (only) KEYBOARD REPAIRS £8.95 THE CHEAPEST AROUND

WHILE YOU WAIT SERVICE CALL FOR APPOINTMENT

MANCHESTER CITY CENTRE BRANCH NOW OPEN. CALL FOR DETAILS

WHY NOT COME AND VISIT US AT OUR NEW 2,500 SQ. FT. WORKSHOP. YOU CAN EVEN HAVE A CUP OF COFFEE WHILE YOU WAIT.

SPECIAL OFFER!

Why not upgrade your ordinary Spectrum into the fantastic DK Tronics typewriter keyboard for only £31.50 including fitting, VAT and return post and packing. Normal recommended retail price £49.95. Replacement printed DK Tronics key sets £7.50 including post & packing.

SPECIAL OFFER!

Why not upgrade your 16K Spectrum to a 48K for as little as £17.95 including VAT, post and packing. If you would like us to fit the kit for you, just send us £19.95 which is a fully inclusive price to cover all costs including return postage. Full fitting instructions supplied with every kit. Issue 2 and 3 only.

Update Your Rubber Keyboard to a New Spectrum+

Fitted for only £29.95 + £1.50 post & packing. (Also D.I.Y. KIT available for only £23.00 + £1.50 p & p) Same day service LIMITED OFFER

TEN ★ REPAIR SERVICE

- ★ While you wait service including computer spare parts over the counter.
- ★ All computers fully overhauled and fully tested before return.
- ★ Fully insured for the return journey.
- ★ Fixed low price of £19.95 including post, packing and VAT. (Not a between price of really up to £30.00 which some of our competitors are quoting).
- ★ Discounts for schools and colleges.

- ★ Five top games worth £33.00 for you to enjoy and play with every Spectrum repair.
- ★ We repair Commodore 64's, Vic 20's, Commodore 16's and Plus 4's.
- ★ The most up to date test equipment developed by us to fully test and find all faults within your computer.
- ★ Keyboard repairs, Spectrum rubber key boards only £8.95.
- ★ 3 month written guarantee on all repairs.

BEST SERVICE - BEST PRICES!

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

Need your computer repaired fast? Then send it now to the Number One Repair Company in the U.K., or call in and see us at our fully equipped 2,500 square foot workshop, with all the latest test equipment available. You are more than welcome. We will repair your computer while you wait and help you with any of your technical problems. Commodore computers repaired for only £35.00. Please note we gave you a 100% low fixed price of £19.95 which includes return post and packing, VAT, not a between price like some other Repair Companies offer. We don't ask you to send a cheque in for the maximum amount and shock you with repair bills £30 upwards. Don't forget we are Amstrad approved for quality and speed, don't risk your computer to any other unauthorised repair centre. We don't just repair the fault and send your computer back, we give your computer a:-

FREE OVERHAUL WITH EVERY REPAIR WE DO:-

We correct colour, sound, keyboard, check the loading and saving chip, put new feet on the base if required, check for full memory, check all sockets including ear/mike and replace where needed. All for an inclusive price of £19.95 including VAT, all parts, insurance and post and packing. No hidden extras whatsoever. We don't have to boast too much about our service as we have thousands of customers from all over the world highly delighted with our service. A first class reputation for speed and accuracy. Don't forget, we also now have a Service Branch in Manchester City Centre for while you wait service.

VideoVault D.I.Y. CORNER

We regret we cannot show all the components available. Just give us a call and we can quote you over the phone, delivery by 1st class post.

SPECTRUM SPARES

280B CPU	3.00
4116 Rams	1.00
ZTX 650	0.60
ZTX 213	0.60
Power Supply Transformers	9.95
ULA6C001	16.50
Rom	16.50
Keyboard membrane	5.50
Spectrum Keyboard membrane	5.50
Spectrum Plus membrane	12.90
Metal Templates	5.50
Keyboard Mats	5.50
ZX81 membrane	5.00
Service Manual	£30.00

COMMODORE SPARES

6526 - C.I.A.	19.00
6510 - Processor	19.00
6581 - Sid Chip	19.00
906114 - House Keeper	19.00
901225 - Graphic Rom	19.00
901226 - Basic Rom	19.00
901227 - Kernal Rom	19.00
6569 - VIC	19.00
4164 Rams - Memory	3.00
Power Supply Transformers	29.00

All our prices include VAT, but please add £1.50 on each order to cover post, packing and handling charges.

VIDEOVAULT HEALTH WARNING!!!

Sending your computer to any other Repair Centre can seriously Damage its Health

VideoVault Ltd.

140 High Street West, Glossop, Derbyshire SK13 8HJ
Tel: 04574-66555/67761 Head office & access orders, queries, Manchester 061- 236 0376 while you wait repair centre only.

FULLY REPAIRED AND TESTED ON MOST ADVANCED TEST EQUIPMENT IN EUROPE!

OPEN 7 DAYS A WEEK MANCHESTER MON-SAT ONLY

ORDER NOW!

SPECIAL OFFER

5 GREAT FREE GAMES
NORMAL RECOMMENDED RETAIL PRICE
YOURS FREE WITH EVERY SPECTRUM REPAIR
£39.00

EXTENSION RIBBON

56 Way ribbon cable to extend your ports for your peripherals
£10.95 plus £1.50 p & p

KEYBOARD TEMPLATES **£5.50** plus £1.50 p & p

RUBBER MAT **£6.50** plus £1.50 p & p

REPLACEMENT POWER SUPPLY

Spectrum replacement power transformer suitable for all makes of computer **£9.95** plus £1.50 p & p

Spectrum keyboard membranes **£5.50** plus £1.50 p & p

Spectrum Plus spare keyboard membranes **£12.90** plus £1.50 p & p

ZX 81 membranes **£5.00** plus £1.50 p & p

KEYBOARD MEMBRANES

COMMODORE POWER SUPPLY

Commodore replacement power transformer **£29.00** plus £1.50 p & p

ZX81 SPARES NOW IN STOCK

THE VOLEX TTX2000S

· FREE COMPUTER PROGRAMS · INSTANT SPORTS RESULTS · CONSTANT T.V. UPDATE ·
ALL FREE FROM ANY T.V. VIA THE VOLEX TELETEX – TELESOFTWARE ADAPTOR
A WORLD OF INFORMATION AT YOUR FINGERTIPS



TELETEX

is extra information available day or night whilst television transmitters are on air and without any charge and can now be enjoyed without the need of having a special Teletext T.V. set. All you need is to plug in your VOLEX TTX2000S Adaptor to receive 4-Tel from Channel 4, CEEFAX or ORACLE services.

TELESOFTWARE

is the name for computer programs which are broadcast as Teletext. Thus they may be loaded "OFF-AIR" into your Spectrum instead of being loaded from, say, tape or microdrive. 4-Tel is Channel Four's Teletext magazine and they are now broadcasting FREE telesoftware. Because of the special nature of teletext these programs are frequently updated – so you will not see the same thing each time you run the program.

EASY TO SET UP AND USE

As simple procedure tunes the VOLEX Adaptor to your local teletext channels. All loading of Telesoftware is via an index page on 4-Tel which the Adaptor will automatically find and display for you. Absolutely no modification is necessary to T.V. or computer. A comprehensive manual being supplied.

STORING PAGES


With the Volex Adaptor it is possible to send received pages to your printer or to Microdrive for storage and later recovery.

THE VOLEX TTX2000S

IS THE ADAPTOR APPROVED BY CHANNEL FOUR TV.

Simply write out your order and post to
 VOLEX ELECTRONICS, STOWELL TECHNICAL PARK,
 ECCLES NEW ROAD, SALFORD, M5 2XH. TEL. 061-736 5822.

I enclose cheque/P.O. payable to VOLEX ELECTRONICS
 OR charge my ACCESS/BARCLAYCARD/VISA number.



NAME

ADDRESS

TTX2000S

VOLEX
 ELECTRONICS
A DIVISION OF VOLEX GROUP p.l.c.

SUBSCRIBE TO YS — GET A GREAT NEW OCEAN/IMAGINE GAME FREE!

A FREE

Take out a subscription to YS and you can have a Chrissie pressy that lasts the whole year through.

Christmas comes but once a year. Which is quite often enough, thank you very much. Just think of the last minute flail through the shops on Christmas Eve, nabbing everything still left on the shelves. There's the box of choccies with the ancient sell-by-date for Mum (tell her they're antiques — well, they were going for a song anyway), the odd socks (bri-nylon, one green, one yellow, that sort of odd) for Dad, the dried flowers (well, they was fresh this morning, luvvy!) for Auntie and the Shaking Stevens record for your sister even though she's into A-Ha (perhaps she won't notice you bought her the same one last year). Alternatively, you just buy them copies of the latest games and feign surprise when they aren't completely overwhelmed — then take them to your bedroom and binge.

Then there's the last minute wrapping. Shame you forgot to buy any paper. You could use back issues of The Sun — if only your mum hadn't run out of Andrex

just as the shops closed.

There is an answer. (You were wondering what this was leading up to, weren't you?) A subscription to YS will solve all your problems. (Yes, even you, Worried of Wolverhampton!) Your mum can control her calories and feed her mind with **Future Shocks**, dad can stay footloose with **Frontlines**, Auntie can agonise over the latest reviews and Sis can watch the Brussels sprout. (Do what! Ed)

And don't worry about the wrapping. We'll do it for you. Each issue is sent perfectly packaged in a poly bag. Who could ask for anything more?

Well there is more. A free game from Ocean or Imagine worth up to £9.95. Which is one helluva lot more when you consider that a YS subscription only costs £15 for the whole year.

With a deal like this you may even want to take out a subscription of your own. Better still, persuade someone else to give you one for Christmas and you'll have a pressy that'll last right through till next December. That way you can play your new game right through the Sound Of Music and read **T'zers** when they chuck you off for the Queen's speech.

But don't hang about. There are less than blah blah gamesplaying days to Christmas. And there's no need to mug Santa — just fill in the form and send it off.

Your free game will be sent separately from your first copy of YS. We'll despatch them just as soon as they're ready but because these are all brand new games we can't put a date on when they'll arrive. Please be patient. You should still receive your copy before it's in the shops.

HINTS 'N' TIPS...



... on how to persuade someone to cough up the fifteen quid on your behalf if you're strapped for cash.

1 Read out the best bits of YS to them, laughing uproariously at the funny stuff. Hint: mark the **YS** joke first so you can find it in a hurry later on.

2 If that fails, read them selections from Dicken's *A Christmas Carol*. Hint: walk with a limp and hand round humbugs.

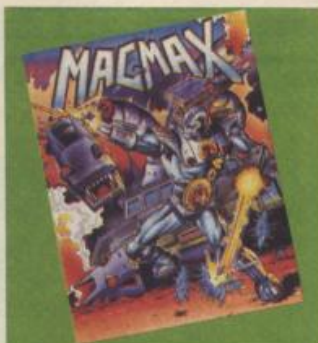
3 Tell them that *Your Sinclair* is a business magazine about an entrepreneur who made a fortune on a range of home computers. Hint: leave out the bit about him blowing it all on an electric trike.

4 Tell them it makes economic sense to subscribe as there's no guarantee YS will remain at 95p for the next twelve months. Hint: there isn't, so it does.

5 Tell them if they buy you a YS sub for a Christmas present you won't want another Christmas pressy for at least another year. Hint: only use this ruse if you get them to throw in a YS T-shirt as well.

6 Marry into a rich family. Hint: if you're under 16, get yourself adopted by rich parents. If you're married already, you're probably beyond help!

FREE GAME



Mag Max
Build yourself a robot then go berserk in battle against the alien hordes. Another great coin-op conversion from Imagine. **Worth £7.95**

THE FAMOUS FIVE

This month we're offering you the pick of the top Christmas games. Not old games that were worn to a frazzle last Christmas. Not games that you'd be embarrassed to own, let alone play. New games. And all of them high on guaranteed to be in the charts over Christmas. Games that are already high on your Christmas shopping list. Except now you can choose one of them for free when you subscribe to YS.

Have we been overcome by the spirit of Christmas you ask? Well stop asking stupid questions and pass the bottle. Hic!

PICK A GAME.
ANY GAME.
WORTH UP TO
£9.95. YOURS
FOR FREE!



Double Take
Another brilliant game from Denton Designs. You move between two worlds on the split screen display but you won't be in two minds about choosing this one. **Worth £7.95**



Konami's Coin-Op Hits
Five smash hit arcade classics brought together for the first time on one tape — Green Beret, Hypersports, Mikie, Yie Ar Kung-Fu and Ping Pong. Fantastic value at full price but for free...! *%\$! **Worth £9.95**



Cobra
Fast arcade action from the same programmer who brought you Green Beret and Mikie. Look out for our snake preview in this issue. It all adds up to one great game. (Groan! Ed) **Worth £7.95**



Top Gun
Top Gun is the top box office hit in the States this year. Now the game looks set to do the same in the software charts. Vector graphics will never be the same again. **Worth £7.95**

YOUR SINCLAIR SUBS

How can I refuse this amazing offer. Please start my subscription to YS from the issue.

Please tick the appropriate box:

- ☐ One year £15 UK and Eire
- ☐ One year £20 Europe
- ☐ One year £25 rest of known cosmos. (Unknown cosmos, rates on application.)

The free Ocean/Imagine game I'd like is:

- ☐ Double Take
- ☐ Cobra
- ☐ Konami's Coin-Op Hits
- ☐ Top Gun
- ☐ Mag Max

Your free game will be sent separately from your first copy of YS.

I enclose my cheque/Postal Order payable to Sportscene Specialist Press Ltd for £.....

☐ Please charge my Access/Visa/American Express/Diners/Mastercharge card number

(Delete where applicable)

Signature

Name

Address

Now send the completed form with payment or credit card number to:
Your Sinclair Subs, 14 Rathbone Place, London W1P 1DE. If you don't want to cut up your magazine, use a photocopy of this coupon.

OFFICE USE ONLY

S P Y

Start

1 1 1 1

C 9 9 9 9

End

Rate

D D M M Y Y

THE SINCLAIR COMPUTER CLUB

JOIN OUR CLUB AND
SAVE A FORTUNE!!!!!!

- FREE subscription to Your Sinclair (Worth £15)
- Special DISCOUNTS on Software (See panel)
- FREE Club Newsletter
- Club Meetings in YOUR Area
- Club Competitions -
Win BIG Prizes
- ONLY £14.95 a year!
- How to Join the Club:

SEE WHAT YOU SAVE!!!

Game	List Price	Special Members Price
PSI Trading Company	£7.95	£6.35
Shaolin's Road	£7.95	£6.35
Uridium	£8.95	£7.20
Dragon's Lair	£7.95	£6.35
Asterix	£8.95	£7.20
Elite	£14.95	£11.70
Strike Force Harrier	£9.95	£8.45
Silent Service	£9.95	£8.45
1942	£7.95	£6.35
Frostbite	£8.95	£7.20
Great Escape	£7.95	£6.35
TT Racer	£9.95	£8.45
Paper Boy	£7.95	£6.35
Lightforce	£7.95	£6.35
Nightmare Rally	£7.95	£6.35
Ace	£9.95	£8.45
Dynamite Dan II	£7.95	£6.35
Dan Dare	£9.95	£8.45
Heart Land	£9.95	£8.45
Crash Smashes II	£9.95	£8.45
Vera Cruz	£8.95	£7.60
Revolution	£8.95	£7.20
They Sold a Million III	£9.95	£8.45
Scooby Doo	£7.95	£6.35
Dandy	£7.99	£6.35
Bobby Bearing	£7.95	£6.35
Jewel of Darkness	£14.95	£11.95
Napoleon at War	£8.95	£7.20
Theatre Europe	£9.95	£8.45
Infiltrator	£9.95	£8.45
Hardball	£8.95	£7.20

Either: Complete the coupon and post to:
The Sinclair Computer Club,
PO Box 52, Sunderland, Tyne & Wear SR1 3QE
Or: Phone the Hotline on Sunderland (0783) 458116.

YES, I want to join the Sinclair Computer Club and get a free
subscription to Your Sinclair AND save lots of money. ☐

My Computer is..... ☐

And I want to order the games I've ticked above. ☐

I enclose my cheque/postal order (payable to The Sinclair Computer
Club) for a total of £..... ☐

Please debit my ☐ Access ☐ Barclaycard with a total of £.....

My Card number is..... ☐

Signature.....

Name.....

Address.....



T.BONE STATES

What are T states? Do they punch the clock? Steve Marsden's here to answer these and many other burning questions. Machine code addicts read on...

Stand by your assemblers! In this new (irregular) series, I hope to show all you machine code programmers a few techniques that'll help both in the efficiency and speed of your programs. It's not something you'll come across in print very often — once they've developed complex algorithms programmers tend to keep things very close to their chests. Understandable, I suppose, when so many software houses are trying to develop new games in advance of their competitors. But, we'd never make any advances if nobody spilled the beans. So here goes, beans 'n' all!

I'm going to start with 'Crunching The T States'. For those of you who're still wondering what a T state is, let me explain. The Z80, like all other microprocessors, operates with an electronic circuit called a 'clock generator'. This circuit supplies the Z80 with a series of accurate and regular electrical pulses at a very high frequency. This is why it's known as a clock generator; the signals produced are used by the microprocessor as the basis of accurate electronic timings within the chip itself. The various components of digital electronic devices have to have a stable reference signal, so that they can work in a very precise, logical and repeatable way. The 'T state' is used in Z80 technology to indicate the number of clock pulses per machine code instruction.

This accurate means of determining the time taken for the microprocessor to execute each instruction is one of the great advantages a machine code programmer has over a high level language programmer. It's impossible in Basic, for example, to use your Spectrum for any high accuracy timing programs at all. And it's equally impossible to work out how fast (more like how slow!) your program will run. By knowing the various speeds associated with each machine code instruction, it's possible to look into different ways of writing a routine until it's as fast as you want it to be.

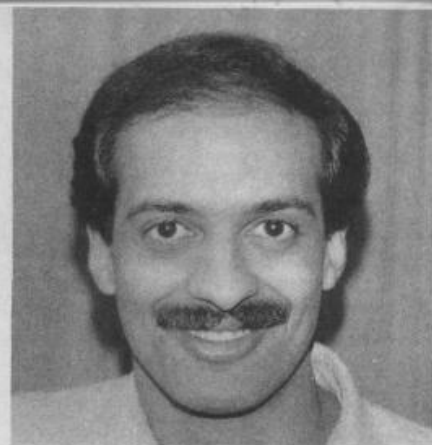
The Basics

The 693 Z80 instructions vary four T states to 23 T states. As each T state is one clock cycle in length, it's easy to work out how long it is in seconds. If the clock frequency was 4Mhz for example

(four million cycles per second) then one T state is 1/4,000,000 seconds long or 0.25 millionths of a second. Taking the shortest instruction of four T states, then this instruction will take 4 x 0.25 microseconds or 1 microsecond. Easy,

isn't it?

The Spectrum, however, has a clock frequency of 3.5Mhz and so the numbers change slightly. Here the T state is slightly longer as the Speccy has a slower clock frequency and works



Does the name Steve Marsden ring a bell? It should! Steve, through his own software development company, is author of such chart-tremblers as Hewson's Technician Ted and its latest, City Slicker, plus Firebird's Costa Capers.

T TOTAL

SHORT'N'SWEET

Timings	Instructions	Comments
10	LD HL,#4000	;1st address of display
10	LD DE,#4001	;2nd address of display
10	LD BC,#17FF	;length of display-1
7	LD (HL),L	;put a zero in the first address
21xBC	LDIR	;put the first address in the second, the second in the third etc, BC times.

Total timings: 10+10+10+7+(21x6143)-5 = 129035 T states.

= 36.87ms.

Total bytes used: 12

This is so simple it needs no explanation — it's probably the most used screen clearing routine of all.

LONG'N'LINGERING

Timings	Instructions	Comments
10	LD HL,#4000	;display file start
10	LD DE,#4001	;start +1
7	LD (HL),L	;store zero in first location
4	LD A,L	;make the Accumulator = 256
LOOP:	LDI	;do 24 LDI instructions in one go
16	LDI	
16 etc	LDI — Repeat the LDI instruction 24 times	
4	DEC A	;A = A - 1
10	JP NZ,LOOP	;continue until A = 0 so effectively clearing 256 x 24 bytes = 6144.

Total timings: 10+10+7+4+(16x24+4+10)

x256 = 101919 T states.

= 29.12ms

Total bytes used: 60

The first routine uses the totally automatic instruction, LDIR; this one uses the LDI part of that instruction but repeats it by copying the instruction out 24 times. You could actually take this concept to the limit and repeat 6144 LDI instructions achieving timing figures of 6144 x 16 T states, in other words 29.12ms but you'd need 12K of memory space to get the program to fit!

Since we're concerned with producing fast routines we're therefore not that interested in short routines. Shown below are three alternative ways of writing a routine to clear the Spectrum's screen. I'll start with the shortest method and end up with the quickest one I know. If you know better, write and tell me.

MAKING ADVANCES

Timings	Instructions	Comments
10	LD HL,0	;reset HL
4	LD D,H	;make DE equal to zero by loading
4	LD E,L	;from the HL pair
11	ADD HL,SP	;make HL equal to the stack pointer
4	DI	;an essential interrupt disable
10	LD SP#5800	;make stack pointer = display end + 1
4	LD B,E	;make B equal to 256
LOOP:	PUSH DE	;do 12 PUSH DE's after one another so
	PUSH DE	;in effect loading zero's into each
11	PUSH DE	;location going down in memory
per PUSH	;through the display file
	PUSH DE	
13/8	DJNZ LOOP	;repeat if B is not zero
6	LD SP,HL	;restore the stack pointer
4	EI	;as normal

Total timings: 10+4+4+11+4+10+4+(11x12+13) x256+6+4-5 = 37172 T states

= 10.62ms

Total bytes used: 27

This is the most advanced method of the three CLS routines described. It doesn't follow normal programming logic of using instructions designed to store to memory with user-instructions. Instead, it uses the automatic stack pointer system which is left out of harms way as it's preset. This rather abstract way of thinking is usually necessary when you're working out new kinds of algorithm.

HYPABALL



Gain
COMPUTER GRAPHICS LTD



SALES 01-631 5206
01-379 6755
INTERNATIONAL 44-1-379 6755
COMMODORE 64/128: SPECTRUM 48/128K

out to be 1/3,500,000 which is 0.2857 microseconds. This makes our four T instruction 1.143 microseconds in length which is 13% slower than a Z80 machine running with a 4Mhz clock. Lost? Me too! I hate maths and prefer to call it sums. But the bright sparks (both of you) may care to work out the above figures using the Spectrum 128K machine's 3.55Mhz clock which is just a shade faster than the bog standard Speccy.

The Instruction

The number of T states per instruction is determined by the complexity of the function it has to perform. A simple load between two internal registers such as LDA A,B will not require much internal effort from the processor, and it only takes four T states. A more complex instruction such as INC (IX+3) however, needs to do more things internally and so it takes 23 T states to execute. As you become more experienced with machine code, it'll be possible for you to look at an instruction and determine the number of T states just by examining its internal operation. For now though I'd recommend that you either look them up in a table or you just remember them for what they are.

T Tips

All instructions that involve manipulating registers will always be quicker than instructions that access memory in some way.

The next fastest instructions are usually those that involve data, for

example loading registers with data.

Using JP instructions instead of JR instructions doesn't always increase the speed if there is a test to be performed by the instruction itself. For example, a JR can be seven or 12 T states dependent on the result of the test, whereas the JP is always ten T states regardless of the result.

Avoid stack operations unless necessary because for every PUSH there'll almost certainly be a POP. Both of these add up to 21 T states and if you used two EXX instructions instead, then it'd only add up to eight T states, or 65% quicker!

Unless you want to design relocatable machine code or you're designing something complex, then try to steer clear of the IX or IV registers. They are the granny and grandad of the instruction set — very wise but very slow and feeble.

CALLING a sub-routine will often result in compact and efficient code. But if space is not a problem, then it's far quicker to duplicate the routine and save on a CALL and a RET. Normally this will only make a lot of difference to the overall speed of the program if the sub-routine is CALLED many times.

Any program can be either optimised for speed or for compaction, but not for both. This is the golden rule and it holds true in 99 cases out of 100.

What A State

It should now be pretty obvious that there are several ways of approaching a problem in machine code. From the

examples I've given you can see that we can have a very compact piece of code of only 12 bytes in length or we can be silly and speed it up by repeating the LDI part of the LDIR instruction. But does the gain in speed warrant the 60 bytes? Obviously it'd be better to use the third routine as it's three times quicker and only uses 27 bytes, but this all depends on exactly what you want to do and why.

From the three examples I've given you, a figure can be derived that'll represent the number of T states used to store a zero in each byte of memory to be cleared. In the first routine the total timing is 129035, and if we divide this by the number of bytes to be cleared — 6144, we get 21.00179 T states. Here are the results for all three routines:

1. 21.00179 per byte
2. 16.58838 per byte
3. 6.050130 per byte

As single entities these figures are pretty meaningless but when used to compare routines they're a good way of determining a routine's efficiency and so help you decide which routine to use.

This may all seem rather complicated for something as simple as clearing a screen but the principle can be applied when writing different versions of other routines — comparing them as I've described is paramount in producing fast code.

Obviously speed isn't the be all and end all of everything but by going to these lengths you'll then be able to write routines for any purpose — speed, compactness or simplicity.

NOW AVAILABLE – the official Spectrum Upgrade!

Turn your Spectrum into a Spectrum + for just £23

ORDER NOW!

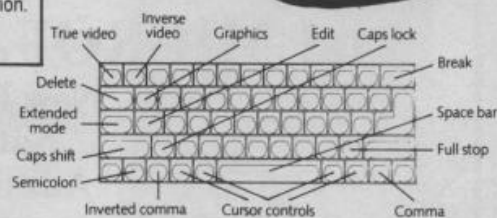


- Professional full-size keyboard – includes 17 extra keys.
- Responsive typewriter-style action.
- Accepts all current Spectrum software and peripherals.

+ £1.50 p + p

Makes a great christmas present

ACCESS WELCOME



The official Spectrum Upgrade. Naturally your upgraded computer will accept all the peripherals in your Sinclair system: Interface 1, Microdrives and so on – as well as all Spectrum software. Just as important, new Spectrum software and peripherals will be designed with the Spectrum + in mind. So the Sinclair upgrade adds **stylish looks, new capabilities** ... and new potential for the future.

Here's some exciting news for Spectrum owners ...

the official Spectrum Upgrade Kit. The Upgrade has everything you need to turn your Spectrum into the stylish new Spectrum +. You don't even need an understanding of electronics, just the ability to solder a few wires together! The leaflet in the kit gives clear, step by step instructions. If you're not sure about doing it yourself, don't worry. Simply return your 48K Spectrum to us and for **£29.95 + £1.50 p + p** we'll upgrade it for you.

The bigger, better Spectrum keyboard

The Spectrum + measures 12½" x 6". It has a large typewriter-style keyboard, with hard, moulded keys. You'll find the new keyboard has a smooth, positive action – ideal for touch-typing, word processing, simulation programs, and extended programming sessions. Two retractable legs give a **perfect typing position**. There are 58 keys in all, including 17 new keys. Programmers will be pleased to see dedicated punctuation keys, a space bar, and separate shift keys for graphics and extended modes. And a reset button allows you to clear a program from your computer's memory without disconnecting the power supply.

HOW TO ORDER BY MAIL

1. If you require us to do the upgrade for you please send **£29.95 + £1.50 p + p. Total £31.45.**
2. Should you require the do-it-yourself kit just send **£23.00 + £1.50 p + p. Total £24.50.**
3. If you require your Spectrum to be repaired and upgraded to a Spectrum Plus we have a special offer price of just **£50.00** complete.

Orders can be placed by using your Access Card on the numbers below.



VideoVault Ltd.

Upgrade Dept. 140 High Street West, Glossop, Derbyshire SK13 8HJ
Tel: (04574) 66555/67761 & Manchester 061-236 0376

© Copyright Videovault Ltd No 689032

JOIN THE CELEBRATIONS FOR THE . . .

21st ZX MICROFAIR

CHRISTMAS SPECIAL



This year's Christmas Microfair is also our 21st show and we hope Spectrum and QL owners will help us mark the occasion. To thank you for your support (and welcome new visitors) we'll be running (easy) competitions with champagne and Christmas hamper prizes!

Around one hundred suppliers will be there with a huge selection of hardware, software, books, magazines and other goodies for the full range of Spectrum and QL computers.

You can see the new software releases, inspect the latest add-ons or just browse and chat with the experts from the user groups or your favourite magazine. There will be **big** discounts on selected items and special bargains at the Bring and Buy stand.

And there's a licensed bar and restaurant open all day for meals, drinks and snacks. You'll enjoy a great day out, in a friendly atmosphere.

Send **now** for reduced price tickets on the coupon below

21st MICROFAIR CHRISTMAS SPECIAL

New Horticultural Hall, Elverton St, London SW1

Saturday 13th December 1986 (10am-6pm)

Admission: Adults £2.00 Kids (under 14) £1.50



(Tube: Victoria or St James Park)

SEND FOR REDUCED PRICE TICKETS TODAY

Send to Mike Johnston (Organiser), Dept , ZX MICROFAIRS, 71 Park Lane, London N17 0HG

Please send me advance tickets
(Adults @ £1.50)

Please send me advance tickets
(Child under 14 @ £1.00)

Name _____

Address _____

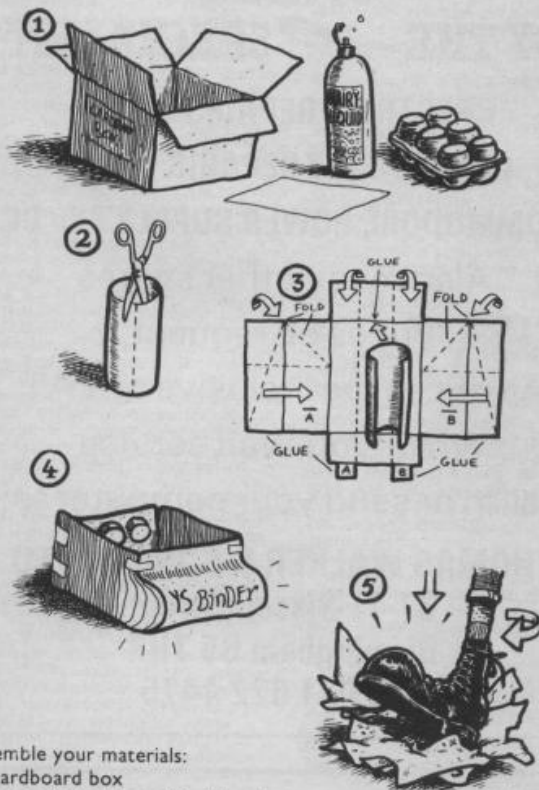
Please include a stamped, self-addressed envelope and make cheques/POs payable to ZX Microfair

21st
ZX MICROFAIR

Exhibitors ring Mike or Moira on 01-801 9172 for stand availability!

YOUR SINCLAIR MAKES.....

THIS MONTH — A YS BINDER



- 1 Assemble your materials:
a cardboard box
an empty washing up liquid bottle
an egg carton
a sheet of sticky-backed plastic
- 2 Cut the top and bottom off the washing up liquid bottle. Then cut down the middle of it (see diagram)
- 3 Study diagram and follow folding instructions carefully
- 4 Oops!
- 5 Destroy the evidence.

ALTERNATIVELY...

Why go through all the palaver? Why not just send a cheque for £4.95 to receive a beautifully hand-crafted YS binder for no more trouble than sticking the stamp on the envelope (ask a parent or older person to help you).

Okay, I admit defeat! Please rush me YS Binders.
Please tick the correct box.

- ☐ UK £4.95
☐ Europe £5.45
☐ Rest of the World £5.95

I enclose my personal cheque/postal order made payable to SportsScene Specialist Press Ltd for £ Or, as I don't carry cash, charge my *Access/Visa/American Express/Diners Club/Mastercharge card number.....
(*Delete as applicable)

Signature

Full Name

Address

..... Postcode.....

Send the completed form, or a photocopy, with payment or credit card number to: Your Sinclair Binder Offer, PO Box 320, London N21 2NB. Prices include postage and packing.

"THE FRIENDLIEST UTILITY I HAVE EVER USED...."

...SO FRIENDLY, SO FLEXIBLE, IT DESERVES THE ATTENTION OF EVERY SERIOUS SPECTRUM USER...SHEER ENTERTAINMENT VALUE." Simon Goodwin "CRASH" August '86.

UNLEASH YOUR PRINTER'S LATENT POWER

POWERPRINT II

48K
SINCLAIR
SPECTRUM

WINDOWSTICKERS BADGES
FOSTERE LABELS
PROOF FILES WALLCHARTS
TICKETS SIGNS
LETTERHEADS
INSERTS MENUS NOTICES
BANNERS PRICE TAGS

• FAST ON-SCREEN DESIGNING • EXACT POSITIONING
• ANY SIZE TEXT • POP-UP 84 STYLE PALETTE
2X TO 32X ENLARGED ON ANY PRINTER THAT CAN COPY GRAPHICS USING 'COPY' OR 'USR'.
SUPERPRINT
...THEN GET 'SUPER-QUALITY' BY PHOTO-REDUCING AT ANY COPY SERVICE.
EXAMPLES PRINTED ON ALPHACOM 32

• FULL MICRO-DRIVE BACK-UP.
• POWERFUL COMMAND-SET INCLUDES 'UN-DO' FOR INSTANT ERROR CORRECTION.

BUTTERCRAFT SOFTWARE,
14, WESTERN AVE., RIDDLESDEN, KEIGHLEY, YORKS

'SAME-DAY' DESPATCH

ON CASSETTE £7.99
OVERSEAS EUROPE + £1 / ELSEWHERE + £2

RELAX!

This issue's programs are already on tape...

Save your time, energy and sanity when you load direct from DigTape cassette, this month's program listings (as marked).

Create your own collection of games and utilities which will prove invaluable for years to come and will look superb when added to your own library.

This unique service, provided by DigTape in conjunction with YOUR SINCLAIR, is to increase the enjoyment for the readers. This service will be available every month.

Back issues, from July 1985 on, will be available on request.

Telephone Orders: ACCESS
CARD Holders ring
(0792) 799193



DIGITAPE™

Please rush me my official copy of YOUR SINCLAIR DigTape cassette issue No.
I enclose a cheque/P.O. for £3.50 (£4.50 for overseas)
OR please debit my ACCESS Card No.
Name
Address
Code
Send to: DigTape, Freeport,
Swansea SA5 5ZJ
(no stamp required)

THOUGHTS & CROSSES

(COMPUTERS) LTD.

33 MARKET STREET, HECKMONDWICK, WEST YORKS

PRINTERS	
Citizen 1200 NLO	£199.00
Panasonic KXP 1080 NLO	£189.00
Shinwa CPAB0	£169.00
Mannesmann Tally MTSO	£169.00
LEADS	
Discovery to Centronics	£15.00
Retrofits to Centronics	£15.00
Interface 1 to RS232	£15.00
QL to RS232	£15.00
Spectrum 128 to RS232	£15.00
Microdrive Ext. Lead	£8.00
MISCELLANEOUS	
S/S 3 1/2 in disks (each)	£2.00
Microdrive cartridges (4)	£7.50
54K Wala cartridges (each)	£3.50
Discovery I	£115.00
DKT 3-Channel Sound	£27.00
DKT Keyboard	£29.00
DKT Lightpen	£15.00
Extender & Re-set	£4.50
Ribbon Cable Extension	£10.00
Interface 3	£30.00
Multiface One	£39.00
MegaSound (Cheetah)	£9.95
Microdrive Library Case	£5.95
Microslit	£8.95
Microspeech	£20.00
AMX Mouse	£65.00
Kempston Mouse	£69.00
Saga Emperor keyboard	£36.00
Saga Elite 2 keyboard	£54.00
Slomo	£14.00
Spectrum	£29.00
Spectrum 48K reset button	£4.50
Sweet Talker	£22.50
Interface E (Kempston)	£39.00
Interface S (Kempston)	£30.00
QL PRODUCTS	
Microvitec DQ1451 Monitor	£275.00
Miracle 512K upgrade	£120.00
QL to Centronics Interface	£20.00
QL Mouse	£75.00
QL Twin Disk Drive + Interface	£305.00
SERIOUS SOFTWARE	
Beta Basic 3.0	£13.50
Decision Maker	£22.50
Masterfile	£13.50
Masterfile & MF Print	£17.95
MF Print	£5.35
Electrolit (Spectrum)	£3.60
Latin Kit (Spectrum)	£4.50
Astronomer 2	£8.95
Bridge Player 3	£11.65
Bridge Tutor Advanced	£5.35
Bridge Tutor Beginner	£5.35
Floating Point Forth	£9.95
Supercode III	£11.65
Mini Office	£5.35
Office Master	£13.50
Code Machine	£11.65
C the Language	£22.50
Col	£11.65
Dev Pac 3	£12.50
Pascal	£22.50
Ultrasix	£8.50
Albersoft forth	£8.05
Omnicalc 2	£13.50
Omnicalc 2 Expansion Kit	£6.25
Machine Code Tutor	£13.50
Lighmagic	£13.50
Laser Compiler	£17.95
Laser Genius	£13.50
Address Manager Standard	£8.05
Address Manager Plus 80	£17.95
Editor Assembler	£11.65
Finance Manager Standard	£8.05
Finance Manager Plus 80	£17.95
Machine Code Test Tool	£8.95
Stock Manager Plus 80	£17.95
V.A.T. Manager Standard	£8.05
V.A.T. Manager Plus 80	£17.95
Word Manager	£11.65
Mooder III	£11.65
Small Business Accounts	£6.95
Tasword II	£7.50
Vu Calc	£7.50
Vu 3D	£1.99
The Writer	£11.65
Tascopy	£8.90
Tasdiary	£8.90
Tasmerge	£8.90
Tasprint	£4.95
Taswide	£14.85
Tasword Three m/d	£17.95
Tasword Three disk	£8.00
Tasword Two	£18.25
128 Software	£13.50
The Quill	£13.50
The Illustrator	£13.50
Full Throttle	£2.95
Tornado Low Level TLL	£2.95
Headcoach	£8.05
American Football	£2.99
Ace	£8.05
Arnhem	£8.05
Desert Rats	£8.95
Colossus 4 Bridge	£10.05
Colossus 4 Chess	£8.95
Endurance	£5.35
Formula One	£7.15
Tomahawk	£7.15
TT Racer	£8.95
Big Four	£9.95
Fat Worm	£8.95
Dandy	£7.20
1942	£7.15
Paper Boy	£7.15
Scoby doo	£0.00
Druid	£7.15
Jack the Nipper	£8.95
Unidrum	£8.05
Johnny Reb II	£8.95
Spitfire 40	£8.95
Strike Force Harrier	£8.95
Nightmare Rally	£7.15
Heartland	£8.95
Trap Door	£7.15
Bobby Bearing	£7.15
Revolution	£8.05

ALL PRICES INCLUDE VAT AND CARRIAGE
EXPORT ORDERS WELCOME - ASK OR SEND FOR PRICE LIST

Tel: (0924) 408753 Tel: (0924) 402337 for General Enquiries. Telex: 556577 CROSSG



COMPUTER REPAIRS AND SPARES BY THE SPECIALIST

SPECTRUM REPAIRS £20.00
COMMODORE REPAIRS £32.00
COMMODORE POWER SUPPLY £25.00

Also many other spares
Prices on request
All prices are inclusive of VAT
While-you-wait service
Call in or send your computer to:
THOMAS WALKER & SON LIMITED
37-41 Bissell Street
Birmingham B5 7HR
Tel: 021 622 4475

POOLS

PREDICTOR

PLUS

FREE RACING ANALYSER

WITH

SPECTRUM

17,000 MATCH DATABASE

If you've ever asked yourself (and who hasn't!) how your computer can help you on your way to a pools fortune, here's some good news. The Mayday Software Pools Predictor. It's the expert system that's powerful and sophisticated yet easy to use. It comes with a massive database and, just as important, a track record of four highly successful seasons to back it up. So you can be confident you have your personal tipster taking the chance out of filling in your coupon. And completing this super punter's package, a free Racing Analyser program that will give you the low-down on any horse race — without fuss!

1986/87 version now available for Spectrum, BBC and Electron (please state your computer when ordering).

BOTH PROGRAMS
FOR ONLY

£11.99

MAYDAY
SOFTWARE

181 Portland Crescent
Stanmore, Middx HA7 1LR

THIS IS THE UPGRADE!!

You may have superb programs with brilliant graphics you may spend hours with text on designs... IT IS ALL WASTED OR HARD WORK WITHOUT A HIGH RESOLUTION COLOUR MONITOR and by 'high' I mean 585 895 pixels. The Spectrum uses 176x256, the QL gives 256x256 on 256x512. So why use a high res. screen you ask; because the pixels on the screen are not the same as from the computer. On an ordinary unit pixels get lit that should not or extend beyond the point intended so giving fuzzy images. Also the spaces are bigger causing colours to be weak. The CHROMA 1 SHOWS TEXT AND GRAPHICS BRILLIANTLY!!

Send £299.00 including carriage & VAT.
Sound from the monitor £19.00 inc.
Spectrum 48 needs RGB interface £28.75 inc.

Chromagraphics,
135, Cliff Road, Hornsea,
North Humberside. HU18 1JB.
Telephone: 04012 4699.

If you need more convincing (yes, it's a lot of money — but for that picture??) send for more details.

HARDWARE

■ For sale: VTX 5000 modem still in box — £35 plus complete software. Phone 01-262 0503. *Elite* and *Way Of The Tiger* free if you buy the modem!

■ ZX1 Printer III interface (without cable) £15. Telesound £5. ZX Printer with two rolls of paper £10. Spectrum case/keyboard £3. Beep amplifier £2. Phone 01-440 2781 10am to 10pm.

■ For sale: Spectrum rubber keyboard. Excellent condition, little used — only £5 or phone and make an offer. Phone (0934) 415416 and ask for Nik or Lyndon.

■ Swap: *Starstrike II*, *MOTR*, *Bobby Bearing*, *Desperate Dan*, *JSW II*, *Back To Skool*, *Thunderbirds*, *Chuckie Egg II*, *Technician Ted*, *Airwolf*, *Frank Bruno's Boxing*. Eight games for VTX 5000 or all for VTX 5000 plus *Fairlight*. Phone Simon on (07456) 4495 after 6pm.

■ Spectrum+, Interface 1 and microdrive, Centronics interface, tape deck, joystick and Kempston interface and Interface 3. Some games too. £150 the lot. Will separate. Phone 051-423 3391, 6pm to 7pm.

■ 48K Spectrum, data recorder, over 50 programs, several books, £80 ono. Worth in excess of £200. Reason for sale — upgrading. Phone (0636) 704009 and ask for Mr Barker.

■ 48K Spectrum+, Protek switchable interface, Quickshot 2, recorder, over 25 games including *Soft Aid*, *Manic Miner*. Open to offers. Write to James Thomson, 20 Leven Road, Kinlochleven, Argyll PA40 4RP.

■ 48K Spectrum £50, lightpen £15, tape recorder £20, joystick and interface with dual port £18. All vgc and with manuals. £200+ worth of software including *V and Back To Skool*. Open to offers or everything for £160. Phone (0482) 712330 and ask for Alex.

■ 48K Spectrum, Interface 2, Quickshot 2, printer, Ferguson data recorder, *SpecDrum*, £187 worth of software, £40 of magazines. All mint condition and fully boxed with instructions. Value £450. Will accept £300 ono. Phone (0891) 830347 after 6pm.

■ Spectrum 48K with interface and joystick. Also mags and games. £85 or nearest offer. Phone 021-556 5281.

■ Microdrive, Interface 1, Mirage Microdriver version 3, 18 cartridges including *Tasword II* and *Masterfile*, microdrive extension cable, Protek switchable interface and books. All in vgc, sell for £150. Phone Stewart (0432) 760559 after 6pm.

■ For sale: Alphacom 32 printer with four rolls of paper, box and manual £25. Write to James Spencer, 247 Coventry Road, Exhall, Coventry CV7 9BG.

■ Spectrum 128K, Interface 1, microdrive, Multifile 1, 40 games, 22 cartridges and Alphacom 32. Total cost £795. Take £360 ono. Write to Dave Marchant, 11 Hinton Avenue, Middlesbrough, Cleveland TS5 4NQ.

■ 48K Spectrum, DkTronics keyboard, ZX printer, Quickshot 2 and Protek interface, cassette recorder and nine games. Only £100. Phone Richard on (0935) 841444 after 6pm.

■ Sex is the word that attracted your attention to this advert, now buy my 48K Spectrum with DkTronics keyboard, a snip at only £65. Phone Douglas now on (0292) 312679.

■ ZX81 with 16K Ram pack and six games. All leads and manuals present. In perfect working order. £20. Write to K Akram, 4 Shelley Road, Cowley, Oxford OX4 3EA.

■ 48K Spectrum+, Kempston interface, over 80 games including *Green Beret* and *Bomb Jack*. Worth over £300, will sell for £150, plus magazines and books. Phone 01-801 6335.

■ 48K Spectrum (still under guarantee) and manuals, £160 worth of software, Ram Turbo interface, Quickshot 2 joystick, data recorder and mags. Only £150 the lot. Phone Cumbernauld 33129 and ask for John.

■ Will swap a DkTronics light pen, Quickshot 2 joystick and DkTronics dual port joystick interface for Interface 1 and microdrive. Phone (062082) 2309 after 4pm and ask for Andrew.

■ Alphacom 32 printer, complete with spare rolls of paper, instructions and guarantee. Boxed with power supply. Only £19! Phone 01-907 2253.

■ Spectrum 48K, cassette recorder, Kempston interface, Quickshot 2 and £150 worth of software. Make me an offer. I will accept anything reasonable. Phone Rob on (0625) 524284.

■ Spectrum+, joystick and interface, sound amplifier, speech synthesiser, tape recorder and games. Worth over £250, will accept £130 ono. Phone 061-707 3953 after 6pm.

■ For sale — Spectrum+ (guaranteed for 10 months), £300 of software (titles include *The Quill*, *Ghostbusters*, *Wheelie*). All worth £440. Any reasonable offers considered. Phone (0306) 882262.

■ Spectrum 48K, cassette recorder, 36 top games titles, manuals, leads etc. Worth £380, will sell for £150. Phone Warren on (09277) 65104 after 6pm.

■ 48K Spectrum, Saga keyboard, Interface 2 and Quickshot joystick, on/off switch. Over £200 worth of software including *Fred*, *Gyroscope*. Worth £430+, will sell for £200 ono. Excellent condition. Phone (0633) 893615 and ask for Jon after 4pm.

■ For sale: 2040 Timex printer with paper, mint condition — only six months old. Sell for £20. Phone Chester le Street 861649 after 4pm and ask for Shaun.

■ Interface 3 for sale £20. Stonechip keyboard for rubber Speccy with load/save switch and Beep amplifier £30 (originally cost £60). Phone Eastbourne 502513.

■ Four rolls of ZX printer paper £5. Phone (0933) 678099 after 6pm.

■ 48K Spectrum, Lo-Profile keyboard, joystick, interface, £450 worth of software, loads of magazines — £200 ono. Phone Swansea 467236 after 3.30pm and ask for Christopher.

■ For sale: 48K Spectrum complete with all leads and manuals, vgc. Only £55 for a quick sale. Write to Thomas Ashurst, 4 Oak Street, Patricroft, Eccles, Manchester M30 0GE.

■ 48K Spectrum and Lo-Profile keyboard, full size dot-matrix printer and interface, joystick interface, £200 worth of software and books. All for £175 ono. Phone (0538) 360096 and ask for Richard.

■ ZX81, 16K Ram Pack, Learning Lab and software. Swap for ZX printer with three rolls of printer paper. Must live in Leicester area. Steve Marum, 71 Rosebank Road, Countesthorpe, Leicester LE8 3YA.

■ Brother HR5 printer £50 (boxed). Also Kempston E Centronics interface £20. Phone 01-851 4759 and ask for Graham.

■ Rotronics wafadrive, includes *Spectra* Writer word processor, 70K wafa. Hardly used at all — £50. Phone (0398) 31020 and ask for Paul.

■ Spectrum lightpen complete with software and interface. Still boxed £10. Phone Ashford 34659 and ask for John.



Go on, treat yourselves for Christmas!
You can get that hardware you always wanted, or that game you've longed to play, or you can write to a penpal in the New Year. Put your free ad in the mag and see what Santa brings...

SOFTWARE

■ Will swap *Super Bowl* and *World Cup Carnival* for *Gunfight* and *V*. Phone Seaham 814552 and ask for Lee.

■ *Tasword III*, *The Last Word*, *Word Manager*, *Tasmerge* (tape) and *Masterfile* (Opus disk). Swap one for *Omnicalc II* or other utilities. Phone (092572) 3536.

■ Will swap *Rally Driver* or *Starion* for any of the following — *Gunfight*, *Mikie*, *Hypersports*, *Commando*, *World Series Basketball*, *Spindizzy*, *Bobby Bearing*, *Pyracurse*, *Ghosts 'n' Goblins*, *Leader Board*, *Bombjack*, *Matchpoint*, *Geoff Capes*. Write to G Palfrey, 1 Pennine Avenue, Winstanley, Wigan WN3 6DR.

■ Will swap my GAC, *Super Test* and *Bored Of The Rings* for *Elite*. Phone Paul on (0532) 586472 after 4pm if you're interested.

■ Swap any of *Cookie*, *Dangermouse*, *Finders Keepers*, *Skool Daze*, *Softaid*, *Fighter Pilot*, *Dragonator* for machine code utilities or any other good offer. Write to Tom Picton, 85 Osborne Road, Hornchurch, Essex RM11 1HE.

■ Will swap *Enduro*, *Movie*, *Pitfall II*, *Jet Pac* and *Jetman* for *Basketball*, *Rock 'n' Wrestle* and *Tapper*. Will sell separately or together. Any other software considered. Phone 021-453 3849 and ask for Adrian.

■ Swap *Way Of The Tiger*, *Starstrike II*, *Bouncer*, *Rambo*, *Hypersports*, *Transformers*, *Commando*, *Saboteur*, *Winter Sports* for *Ping Pong*, *Spyhunter*, *Zoids*, *Robin Of The Wood*, *Mikie*, *Gyroscope*, *Quazatron*, *Green Beret*, *Spindizzy*, *Ghosts 'n' Goblins*. Phone Tim on (0737) 61993.

■ Software to swap — one for one. I have *Fairlight*, *Super Bowl*, *NeverEnding Story*, *Archie Hall Of Fame*, *Technician Ted* for *Rocky Horror Show*, *Marsport*, *Gladiator*, *Match Day*. Phone (0327) 842684 after 7pm and ask for Simon.

■ Swap any two from *Chess*, *Horace Goes Skiing*, *Hungry Horace*, *Booby*, *Survival*, *Tasword II*, *Make A Chip*, *Daley's Decathlon*, *Reversi* and *Se Kaa Of Assiah* for *V*, *Sweevo's World*, *Starstrike II*, *Barry*

McGuigan's *Boxing* or *Turbo Esprit*. Write to Mark Harrison, 24 Hawthorn Walk, Eastfield, Scarborough, N Yorks YO11 3HW.

■ Will swap *Booby*, *Zzoom*, *Super Spy*, *Manic Miner*, *Lunar Jetman*, *Sky Ranger*, *Yie Ar Kung Fu* for adventure games. May swap two games for good adventure game (*Red Moon*). Send offers to Nolan Rowles, 8 Ruff Lane, Ormskirk, Lancs L39 4QZ.

■ If you have loads of games to swap send your list for mine to Adrian Roberts, 75 Elvaston Road, North Wingfield, Chesterfield, Derbyshire S42 5HH.

■ Swap any one of *Back Packers* or *Technician Ted*, or any two of *Booby*, *Jet Pac*, *Planetoids*, *Splat*, *Alchemist*, *Panic*, *Molar Maul*, *Maziacs*, *Skull for Fairlight*, *Arc Of Yesod*, *Movie*, *Pentagram*, *Green Beret*, *Bomb Jack*, *Jack The Nipper*, *Back To Skool*, *Sweevo's World*, *Enigma Force*, *Ghosts 'n' Goblins*, *Starstrike II*, *Rock 'n' Wrestle* or *CORE*. Phone (0563) 30409 and ask for John.

■ Swap *Hunchback II*, *Fairlight*, *World Series Baseball*, *Saboteur*, *Chuckie Egg II*, *Starstrike II*, *Bruce Lee* for *Sweevo's World*, *Green Beret*, *Batman*, *Bomb Jack*, *Highway Encounter I or II*, *Wham! Music Box*, *Rasputin*. Phone (0582) 65731 between 4.30pm and 8pm and ask for Mark.

■ Will swap *Skyfox* or *Rambo* or *Saboteur*, *Mikie* or *Green Beret*. Please help me out, I'm desperate. Write to Mark Kerr, Baymount, Ramelton, Co Donegal, Ireland.

■ Swap *Wally Kong*, *Space Raiders*, *Cyberun*, *Reversi*, *VU-3D*, *Waxworks*, *Supergran* for any three of these: *Knight Games*, *Summer Games I or II*, *Hunchback*, *BH II* and *Graham Gooch Cricket*. Phone (0474) 60932 and ask for Joga.

■ Swap *Skyfox* and *Deathwake* for *West Bank* and *Bouncer* or swap separately — *Fairlight* for *Bouncer* or *Deathwake* for *West Bank*. Phone Betchworth 3822 after 5.30pm and ask for Simon.

■ I have over 100 titles to swap including *Pentagram*, *Molecule Man*, *Starquake* and *Saboteur*. Send your list for mine. Rick Vinter, 65 Barnwell Drive, Rushden, Northants NN10 9HR.

■ Will swap *Underworld* for *Three Weeks In Paradise*, *Knights* for *Turbo Esprit*, *Astro Clone* for *Back To Skool*. Phone Sean on Wigan 39636.

■ Over 200 titles to swap. Many recent. Please send your list for mine. All letters will be answered. Interested especially in arcade, utilities and POKEs. Write to R Steiner, 6803 Julie Street, San Diego, 92115 California, USA.

■ Lots of games to swap. Send your list for mine. Billy Ormiston, 5 Dalgety Street, Edinburgh EH7 5UN.

■ Swap *Soft Aid*, *Nonterraqueous* and *Apollo II* for *Skyfox*. Also swap *Action Biker* for *Chiller*. Write to Oliver Barclay, 2 Raleigh Close, Shoreham Beach, West Sussex BN4 5LX.

■ I have *Psytron*, *Fairlight*, *V*, *Tomahawk*, *Ghosts 'n' Goblins*, *Dun Derach*, *Dragonator*. Will swap for any of *Quill*, *Illustrator*, *Art Studio*. Phone Paul on 051-423 3866. I would also like GAC!

■ Swap *Fairlight*, *Movie*, *Critical Mass*, *Codenamed Mat I and II*, *Swords And Sorcery*, *Leonardo*, *Heavy On The Magic* for *Tomahawk*, *Gunfight*, *Glass*, *Batman*, *Pentagram* or any other. Phone Wigan 725005.

■ Will swap *Rocky Horror Show*, *Starbike* and *Spyhunter* for *Zaxxon*. I hope someone can help me. Write to Arit Mohammed, 39 Mildred Avenue, Watford, Herts WD1 7DU.

■ Will swap the Sega collection (*Tapper*, *Zaxxon*, *Spyhunter*, *Buck Rogers*) for *Saboteur* or *Alien 8*. Phone (0465) 4356 and ask for Gordon.

BOOK YOUR FREE AD HERE

If you'd like to advertise in *Input/Output*, please write in BLOCK CAPITALS below and send the coupon to *Input/Output Your Sinclair*, 14 Rathbone Place, London W1P 1DE — oh, and don't forget your address and phone number. We can't accept any software sales, and this service is only available to private advertisers.

Please enter my advert under the following classification:

☐ Hardware ☐ Software ☐ Wanted ☐ Messages & Events ☐ Pen Pals

Name

Address

Postcode

MAGAZINE HEALTH WARNING:
 Think before you snip — most people use a photocopy instead.

YS13



WANTED

■ **Wanted** — Quill or GAC (with instructions). Will swap for Technician Ted, Winter Games, Saboteur, OCP Finance Manager, Terrormolinos, Codename Mat, Shadowfire, Caves Of Doom and Finders Keepers. Choose any four. Write to Sean O'Flynn, 11 Oakshade Road, Bromley, Kent BR1 5QB.

■ 486 titles to swap (top and new games). Eg. Stainless Steel, Mandragore, ICUPS, Mindstone, Pyracurse, Hijack. Also interested in m/c and utilities. Write to Kenny Grant, Lydgate Bedsits, Cross Lane, Crookes, Sheffield S10 1WL.

■ **Wanted** — microdrive and Interface 1 in good condition and with instructions. Will give up to £400 worth of software in perfect condition. Phone Cumbarnauld 22022 after 5pm and ask for Jason.

■ **Wanted** — Movie and Ghostbusters — swap for JSW II and Wanted! Monty Mole. Write to H Sargeant, 97 Eastern Avenue South, Kingsthorpe, Northampton NN2 7QD.

■ Have you got any ideas for a mega-super, number one selling, 48K Spectrum arcade or arcade/adventure game? If so, please explain the game carefully and send it to Richard Coyle, 42b Robertson Crescent, Newburgh, Fife KY14 6AW.

■ **Wanted** — Gyroscopic. Will swap for Impossible Mission. Write to Stephan Hope, 58 Scotter Road, Scunthorpe, S Humberside DN15 8DR.

■ Games to swap: The Boggit, Skyfox, Rambo, Chiller, Molecule Man, Spellbound. Interested? Then write to Russell Gaunt, 9 Sunnyside Avenue, Tingley, Nr Wakefield, W Yorks WF3 1LL.

■ **Wanted** — Spectrum 48K+ Must be cheap! I can't afford more than £30. Would pay £70 with Interface 1 and microdrive. Phone Brian on (07683) 81027 (day) or (07683) 52298 (evenings).

■ **Wanted** — V by Ocean. Will swap for one of these: Saboteur, Ping Pong, Spy Hunter or Secret Diary Of Adrian Mole and book. Write to Stephen Hollings, 66 Westwood Avenue, Hitchin, Herts SG4 9LL.

■ **Wanted** — Alphacon 32 printer. Must be in good working order with paper. Send details to Jon Gajos, 17 Dounehill, Jedburgh, Roxburghshire TD8 6LJ.

■ **Wanted** — good light pen. Will swap for Nomad, Bomb Jack, Spellbound. Write to Dale Pateman, 42 Reservoir Road, Surfleet, Spalding, Lincs PE11 4DH.

■ Impetuous student requires free second hand microdrive cartridges for massive data processing project. Please send them to Purvis, c/o 42 Richmond Road, Rugby, Warks CV21 3AB. Cheap second hand microdrive also required.

■ **Wanted** All issues of Your Spectrum except issues, 1 14 and 21. Price negotiable. Write to Ashley Rouzel, 108 Abbey Cottages, Willenhall Lane, Binley Village, Coventry CV3 2EN.

■ **Wanted** — Cheetah Spectrum and software in vgc. Swap for boxed Currah Speech, Xaviour, Urban Upstart and Zoom. Write to Clive Hutchison, Rocklea, Denholme Road, Oxenhope, Keighley, W Yorks BD22 9NU.

■ **Wanted** — a POKE for Dynamite Dan II or some tips for The Hobbit. Please send them to Andrew Coe, 35 Heathway, Shirley, Croydon, Surrey CR0 8PZ.

■ Swap Spectrum 128K games including Nodes Of Yesod, Robin Of The Wood and The Rocky Horror Show for Currah MicroSpeech. Also swap Interface 1, microdrive and cartridges for a Spectrum keyboard such as Saga or Fuller. Phone Mark on (077385) 2219.

■ **Wanted** — Virgin Atlantic Challenge. Will swap for Formula One Simulator. Write to Leon Edmiston, 119 Balmoral Avenue, Spalding, Lincs PE11 2RU.

■ **Wanted** — help on Hulk, please. How to lift ring, what use are the fan and mirror? I cannot escape from the tunnel without being crushed by high gravity. Please help, I'm desperate! Darryl Teggart, 11 Willow Park, Clonmel, Co Tipperary, Ireland.

■ **Wanted** — Sinclair B/W pocket TV. Offers welcome. Write to D Cowmeadow, 7a Seven Stars Road, Cinderford, Glos GL14 2TG.

■ **Wanted** — Spectrum Safari, Sweevo's World, Willow Pat, Yie Ar Kung Fu, Cauldron. Phone Buxton in Norfolk 207 and ask for Mark after 5pm.

■ RD Digital Tracer for Spectrum wanted. Must be in good condition. Phone 01-311 8947 evenings.

■ **Wanted**: good spreadsheet program and Dian by Campbell Systems. Write to Simon Turton, 79 Mildenhall, Tamworth, Staffs B79 8RY.

■ **Wanted** — Multiface 1 for 48K. Will swap Knight Lore, Skool Daze, Stop The Express, Ghostbusters and The Alchemist. Phone (0744) 894494 and ask for Andrew.

■ **Atic Atac**, Jet Pac, Lunar Jetman, Tranz Am. Write to T Stewart, 47 Westrock Gardens, Belfast, N Ireland BT12 7LD.

■ Trivial Pursuit wanted. Will swap for other software plus any POKES, maps, hints for Wiggler. Please help before I go mad! Jeff, 26 Harry Price House, Hartlebury Road, Oldbury, Warley, W Midlands B69 1EQ.

■ **Wanted**: Sinclair printer urgently required. Please write to P Dhalwal, 29 Carlton Road, Smethwick, Warley, W Midlands B66 2HL.

■ **Wanted**: Multiface 1 or similar. Will swap Currah MicroSpeech, Pro 5000 joystick and interface and possible software. Please write to Dave Wild, 22 Lansbury Road, Edwinstowe, Notts NG21 9QJ.

■ **Wanted**: Deathchase, 3D Terrordaktis, Splatt Mined-Out, Black Crystal, 2-Man, New Generation's Escape, Mikro-Gen's Scramble. Will swap for games including Hunchback, Cookie, Alien, Rapsacall, Pedro. Phone David on Brighouse 714854 after 6pm.

■ **Wanted**: Screenpump software for the Art Studio version 1.5C. 48K Spectrum, Opus Discovery to Epson FX80 or any Opus compatible utilities. Please send list or disks to Paul Carter, 21 Hertford Grove, Eastfield Glade, Cramlington, Northumberland NE23 9FL.

■ **Printer and interface for 48K Spectrum**. Also word processing software. Phone (0246) 34965 and ask for Peter.

■ **Tower Of Despair and Key Of Hope** by Games Workshop. Will swap Way Of The Tiger, Zoids or others. Please phone Chris on Thanet 588591.

■ **Wanted**: Spectrum 128K. Will swap 48K Spectrum, Currah MicroSpeech and demo, stereo music synthesiser (3 channel) and software, plus a 16 line input/output port (control robots, monitor home security etc). £145 plus software. Phone 01-349 1204 and ask for Dylan.

■ **Wanted**: Minder by DKTronics. Will swap Daley's Decathlon, West Bank, Zzz, Kentilla, Jet Set Willy, Tomb Of Dracula. It's Only Rock'n'Roll or Devil's Crown. Write to Steven Johnson, 4 Parsonage Street, Hyde, Cheshire SK14 1DP.

■ **Interface 1 and microdrive and instruction book**. Will swap for printer, Kempston joystick and interface. Mine are still boxed and complete with instruction books. Write to Leigh Park, 4 Denbigh Avenue, Cleveleys, Blackpool FY5 3PU.

■ **Wanted**: a microdrive and multiface for all of this — Biggles, Empire Fights Back, 3D Starstrike, Starion, Ghostbusters, Ski Star 2000, Wanted — Monty Mole, Psytron, Hunter Killer, Currah MicroSpeech and light pen. Serious offers only, but willing to make a deal. Write to I Nixon, RAF Upper Heyford, Box 4922, Oxon OX6 7JX.

■ I have over 150 titles to swap. I also have a ZX printer and 16K ZX81. I would like The Quill and Illustrator and adventure utilities etc. I will answer all sensible enquiries. Roger Brookes, 18 Harborough Road, Rushden, Northants NN10 0LT.

■ **Wanted**: ZX80, ZX81 Spectrum. Must be cheap and in box if possible. Send details to Adrian Bhagat, 10 Meynell Walk, Netherthorpe, Peterborough, Cambs PE3 6RR.

MESSAGES, CLUBS & EVENTS

■ Please help! I can get a POKE for infinite lives into Alien 8 but don't know where to jump into code to play game. Any ideas? Any hacking tips appreciated. Tai Ken Fido, 271 Denas Road, Wolverhampton, W Midlands WV1 2AP.

■ Thanks to everyone who replied to my ad. Sorry I didn't reply to every letter — I had about 40 enquiries. Edwin Groot Zwaafink, Nilantstraat 157, 7415TC, Deventer, Holland.

■ Experiment. Spectrum users only. Anyone with an answerphone machine. Reply this column or phone (0752) 551052.

■ Sue — set the computer up (I love you). Love Mai.

■ POKES, POKES, POKES! Does anybody want any POKES? If you do, send an s.a.e to POKES, 35 Heathway, Shirley, Croydon, Surrey CR0 8PZ.

■ Does anyone have POKES for Rambo and Back To Skool for the 48K Spectrum? Write to Ian Ferrier, 28 St Ninian Place, St Marys, Dundee, Scotland DD3 9LP.

■ Suisse! Le Datastore Computer Club est un club pour C64 et Spectrum. Ecrivez nous en joignant votre adresse pour plus de détails, nous ne le regretterez pas. The Datastore Computer Club, 10 Rte de la Bossiere, CH-1197 Prangins, Suisse.

■ Software exchange club. Free membership. Exchange your unwanted games. Send s.a.e for details and free membership to On-Spec, 23 Florence Road, West Bridgford, Nottingham NG2 5HR.

■ Hi to all the lads in 4S who are: Lee, Jeff, Mickey, Clevy, Davison, Denken, Nelly, John, Tally, Wig and Wearsy. From your class mate Wrighty.

■ I'm selling my old computer mags, including loads of YS back issues. Write to Paul Hawker, 66 Black Bull Road, Folkestone, Kent CT19 5QU for a price list.

■ Please could someone send me tips for arcade games and adventure games like Finders Keepers and Circus. Write to Paul Bryan, 39 Lindens, Fairstead Estate, Kings Lynn, Norfolk PE30 4SP.

■ Help! Any tips for Heavy On The Magic or NeverEnding Story (128K). Please write to P Harper, 17 Greenway, Ordsall, Retford, Notts DN22 7RX.

■ Spectrum Software Hire Club. Membership £2 — refundable. Top titles available. All software originals. Send an s.a.e for more information to Futuresoft, 21 Lovel Road, Speke, Liverpool L24 0ST. Don't delay.

■ Spectrum Adventure Exchange Club. Swap adventures, finish adventures with the aid of our maps, free adventure helpline. Free membership. Full details from SAEC, 4 Kilmartin Lane, Carlisle, Lanarkshire ML8 5RT.

■ Anyone interested in forming a Speccy club in the northwest? If you are then phone me on (0942) 607226 and ask for Mark. Let me have your ideas.

■ I need hints, tips and maps for Spiderman, Hampstead, Lords Of Midnight, Colditz and The Rats. Reward offered for the most tips received. Robert Taylor, 9 Abercorn Court, Haverhill, Suffolk CB9 8LQ.

■ Spectrum owner requires solution to how to get past the screen on Wanted: Monty Mole where the coal trucks end. Please write to Danny Reid, Highbury, Flimby Brow, Maryport, Cumbria CA15 8TD.

■ Buccaneer User Group requires more members with a keen sense of humour. More females urgently required to aid our outnumbered female members. Send a C60 quality tape and s.a.e to 24 Eric Close, Forest Gate, London E7 0AY.

■ Hi! Anyone want my ZX81 (best computer around)? Hello to those Commie (Spit. Ed.) owners in my class. Anyone out there want Hurg? Give me Boggit in exchange. Write to 72 Windsor Road, Thornton Heath, Surrey CR4 8HF.

■ I can provide maps for Ghosts'n'Goblins, Hobbit, Bobby Bearing and Robin Of The Wood. Please send 50p to cover postage and photocopying to Mark Wain, 79 Brookside Drive, Blunton, Stoke on Trent, Staffs ST3 2BW.

■ If anyone has any old or new beer mats they don't want please will you send them to me. Michael Reynolds, 14 Wallbrook Avenue, Billinge, Wigan WN5 7JY.

■ Dear Isabel, I love you. Glad you like the Janet Jackson record. Cuddy me! please. Nice arms, shame about the tan! Lots of love and kisses. Alex.

■ The Adventure Help Club strikes back! Just send an s.a.e to us for more details. One last thing — it's free! This is for you, especially if you own a GAC. Write to K Douglas, School House, Detmold Road, Upper Clapton, London E5 9NL.

■ The megateam have arrived! Can your Spectrum handle it? Help! The Bandoos are after me. Dave-2 is unwelcome. Stop scratching your chin. Hey Glen! Look at that sheep? TMT.

■ Tips, POKES, maps and solutions. Five pages of them! Send 50p and an s.a.e (about 40cm by 40cm). Write to Duncan Wall, 7 Broadmoor Avenue, Newton Mearns, Glasgow G77 5SS.

■ Hi Jo! I know it's a bit late but I told you I would get a message printed. How come you always get to the bus stop before me? Who cares? Anyway, bye. From Lisa (you know, next door).

■ POKES: loads of POKES for 30p. Send an s.a.e (any size) to POKES, 125 Northview Drive, Westcliff on Sea, Essex SS0 9ND. Free poster with every copy.

■ How would you like to join the Teresa Maughan Appreciation Society? (Not a lot, actually. Ed.) If so then send a blank cheque to Dezzie G, Wallis Town, Outer Mongolia. PS Who is this Kevin Cox bloke? (That's what we'd love to know. Tzer).

■ Turbo Tips — the tips and POKES mag for the Spectrum. Lots of tips, POKES, maps, complete solutions, news, reviews and previews. Only 75p. Send now for the latest issue to Turbo Tips (YS), 6 Sterndale Road, Romiley, Stockport, Cheshire SK6 3LA.

PEN PALS

■ 15 year old male seeks 14+ female. Must own Speccy and be good looking (like me!) (Me too! Ed.). Please send a picture to Paul Cracknell, 16 Coronation Crescent, Hemphall, Norwich, Norfolk NR15 2RA.

■ Unemployed 20 year old male would like to hear from any female 18+ who's interested in adventure games. If that's you, please send a photo and cheer me up! John Hayes, 389 Park Avenue, Bushey, Watford, Herts WD2 2BP.

■ I am 14 and want a penpal of a similar age. I will reply to all letters. Jason Dix, 25 Pinewood Grove, Midsomer Norton, Bath, Avon BA3 2RH.

■ AC/DC fan wants penpal of any age/sex to swap games/hints. Write to Marcus Fletcher, Broomfield Farm, Dalston, Carlisle, Cumbria CA5 7JL. PS I still love Elinor Jensen, Tamsyn!

■ Male or female penpal needed, aged 14, to swap hints, tips, maps and POKES. I will answer every letter from any country. Richard Voaden, 52 Down Ampney, Cirencester, Glos GL7 5QW.

■ **Wanted** — a male penpal aged 13—17 who shares my mad keen interest in birds of prey and falconry. Please write to D Davenport, 31 Rising Sun Road, Macclesfield, Cheshire SK11 7UZ.

■ 22 year old Speccy basher needs a female games freak to talk to. Please send letters on tape in Basic to Paul Tompkins, 341 Kenton Lane, Belmont, Harrow, Middlesex HA3 8RT.

■ Spotty, boring, immature, moronic, effeminate, fat, balding, sweaty excuse for a person wants a female penpal of any age. I am 18 and now cannot disappoint you. D Rhodes, 82 Toller Lane, Bradford, W Yorks BD8 9DA.

■ Penpal wanted — 128K or 48K owner to swap games etc. I have over 450 games to swap. Write to Robert Strachan, 12 Rosa Place, Saltcoats, Ayrshire, Scotland KA21 6JW.

■ Any male or female aged 13-16 who went to Pontins Dolphin Holiday Centre in Brixham between 9th and 16th August 1986 please get in touch! Write to Ian Hamley, 150 Wimpey Way, Great Barr, Birmingham B43 7DG. Please send a photo too.

■ I'm 13 and looking for a male or female penpal between the ages of 11 and 15 to swap POKES, maps and anything else. Write to Garming Cheung, 30 Main Road, Jacksdale, Notts NG16 5JW.

■ 10 year old boy seeking penpal of 9-11 years. I would like to swap hints and POKES. Write to Simon Reid, 7 Mooradale Avenue, Priestwood, Bracknell, Berks RG12 1RX.

■ I'm a 16 year old male seeking a female penpal of around the same age for some fun. All letters will be answered, so write to Simon Butler, 134 Victoria Road, Wargrave, Berks RG10 8AJ.

■ One male Speccy owner (16) seeks fellow Bernard Manning loathers. Must love Rolf Harris, but then who doesn't? (I'm not sure that I do, actually. Ed.) Please enclose a photo for guaranteed reply. Graham Turner, 13 Ashling Court, Tyldesley, Manchester M29 8QJ.

■ **Wanted** — any female Speccy owners aged 14-16. Save up for a pen and paper and write to Leslie Forster, 86 Stonecross Road, Hatfield, Herts AL10 0HW. All letters are guaranteed a reply.

■ Male, 16 years old, seeks a female penpal of any age who's interested in football and computers. Write to Jason McAlpin, 13 Chatham House, Lettsom Estate, McNiel Road, Camberwell, London SE5 8PN.

■ Seeking male or female penpal, any age, to swap software with. Please send a photo if you're female. My hobbies are football, trains and almost everything else. Write to Ian Dickinson, 41a All Saints Road, Heaton Norris, Stockport, Cheshire.

■ Help! I want to do screen dumps to a Brother HRS printer via Interface 1 from 48K Spectrum. Please send any help you can offer to Phil Harwood, Elan, Elcot Lane, Marlborough, Wilts SN8 2BA.

■ Penpal wanted to swap games. Fast and guaranteed reply for all letters received. Send your list for mine to Mantesso Tiziano, Via A M Ceriani NO 291C, Ubolito 21040 (Varese), Italy.

■ I'm 16 and I want a male/female penpal anywhere, any age. Needs to be into programming, m/code, playing games and swapping tips etc. Microdrive owners preferred though not essential. Write to Tony Butler, Hillview, Ardattin, Co Carlow, Ireland. PS Hello Frank Reeders!

■ Colossus 4 player wanted for postal ding-dong versus Superchess 3.5 at the highest level. Write to Pete Erskine, 18 Queens Road, Wivenhoe, Colchester CO7 9JH.

■ Spectrum and QL owner was abandoned by friends when he revealed he was a fanatical Beatles fan. Student, 18, short, fat and hairy seeks female computer/Beatles addict. Write to Kevin Betts, Kermak, Barton Road, Thurston, Bury St Edmunds, Suffolk IP31 3PD. Come together!

■ Bored Spectrum owner (20) needs female penpal (18—24). Interests include music and sport. Write to Allan Ersser, 29 Yardeley, Basildon, Essex SS15 6DG.

■ 16 year old girl seeks fun loving male aged 16+. I like pop music and having fun. Send a photo if possible. If you can afford a stamp, scribble to Beveley Forster, 86 Stonecross Road, Hatfield, Herts.

■ I have over 900 titles and would like a penpal to swap with. Send your list for mine. Write to Rowan Parker, Ferryloan, Alexandria, Dumbartonshire, Scotland.

ASTRUM +

- NEW! The very best Z80 assembler and monitor package for the Spectrum. It is exceedingly versatile, powerful and easy to use and allows unlimited source code to be assembled from drive to drive. Supports microdrives or OPUS DISCOVERY.
- * Full screen wordprocessor style editor.
- * Z80 columns wide for properly documented source code.
- * Search & replace, block copy, delete & move facilities.
- * Unlimited source code in 10K pages.
- * Inbuilt macros for easy to read, compact source code.
- * Assemble and test small programs in memory.
- * Assemble large programs from drive to drive, including OPUS!
- * Include source files written with most other assemblers.
- * Monitor features up to 9 breakpoints, single stepping, etc.
- * Slow run facility with 9 breakpoints in RAM or ROM(s)!
- * Countdown breaks after set number of passes through a loop.
- * Library of useful utility programs for the handling.
- * Comprehensive manual including reference chart.
- * Price £13.50 (late microdrive or Disc version)

All Bradyware Software programs drive Epson compatible printers (Brother, Star, M-T, Shinwa, Centronics, etc.) via Hilderberg, Kempton, Tazman, Morex, Wafadrive, Interface 1, ZX LPrint III and Opus interfaces. Prices are for cassettes and include P&P within Europe. Please add £1.50 for microdrive cartridge, £2.50 Opus disc, £2.00 worldwide airmail postage. Upgrades from previous versions (where appropriate) £2.00. Need just a few labels but no-one will sell less than 1,000? Try Bradyware Software "QUICKSWORTH" service, e.g. cassette labels 30/£1, address labels 50/£1, etc. P&P 50p per five airmail.

**Moss Way, Donibristle Ind.
Park, Dalbety Bay,
Dunfermline, Fife, Scotland
KY11 5JW
Tel: 0383 515255**

SPECTRUM · BBC · COMMODORE · AMSTRAD · APPLE · IBM PC
PRINTERS · EPSON · SEIKOSHA · MOST MAKES OF DISK DRIVES

EXPRESS

COMPARE OUR GUARANTEE
TERMS – YOU DON'T FIND
ANY 'HIDDEN CATCHES'
AFTER THE REPAIR!

WHY PAY HIGH
"FIXED" PRICES?

REPAIRS

OUR PRICES INCLUDE VAT, P&P AND INSURED DELIVERY!

MANCOMP SETS THE STANDARDS AND
PRICES – OTHERS FOLLOW!

WHEN WE SAY 'NO HIDDEN COSTS'
WE MEAN IT!

NO HIDDEN EXTRAS

FIRST –

To provide 'While-U-Wait' Service.

FIRST –

With International repairs and discounts for Schools,
Hospitals and H.M. Forces.

FIRST –

To provide Insured/Recorded Delivery on return journey.

FIRST –

With **LOW CHARGES** (e.g. £9 for keyboard faults).

FIRST –

For **PROFESSIONALISM**... "Of all the repair companies
'Sinclair User' spoke to, **MANCOMP** seemed the most
professional when it came to advice and a helpful attitude".
AUGUST 1985.

FIRST –

For **SPEED**... "One firm, at least, can usually effect any
necessary repair 'over-the-counter' in 45 mins. Based in
Manchester, **MANCOMP** can offer what is arguably the fastest
turnaround in the business, to personal callers". 'CRASH'
Magazine, JUNE 1985.

FIRST –

For **ADVICE & HELP**... "I have come across a firm that will be
more than willing to advise you as to how to remedy your
problem. They are called **MANCOMP** and as well as repairing
faulty Spectrums, are also quite willing to discuss your
problems with you, and offer reasonably cheap and (more
importantly) **CORRECT** cures". Phil Rogers, 'POPULAR
COMPUTING WEEKLY', JANUARY 1985.

FIRST –

For **LOW PRICES**... "My Spectrum blew recently. I took it to
MANCOMP, who fixed it in 8 mins. and for less than £10. They
are local, 'clued-up', and blindingly efficient!" COMPUTER
COLUMN, '4 HEATONS DIGEST', (Vol. 1, No. 11.).

FIRST –

For **HONESTY**... Call in and watch your computer being
tested and repaired 'While-U-Wait'. Our engineers don't
disappear into a back room. If there is nothing wrong, we will
tell you!

FIRST –

For **REPUTATION**... We have a reputation built on 2½ years
of successful Spectrum, BBC, Commodore, Apple and IBM
repairs.

MANCOMP GUARANTEE

IF THE SAME FAULT
OCCURS WITHIN 90 DAYS
OF OUR REPAIR, WE WILL
REPAIR IT **FREE** OF
CHARGE AND REFUND
THE POSTAGE.
(TERMS AND CONDITIONS AVAILABLE
ON REQUEST.)

JOYSTICKS

PRO JOYSTICK
QUICKSHOT II

INTERFACES

TRISTATE I/F. 12.50
PRO JOYSTICK I/F. 16.50
RAM TURBO I/F. 17.99
STD. JOYSTICK I/F. 7.50
SWITCHABLE 9.50
J/S. I/F. & THRO CONNECT 12.40
MULTIFACE 1 38.50
CENTRONICS E I/F. 38.50
DISC I/F. 80.00
KEMPSTON MOUSE I/F. 64.50
PARALLEL PRINTER I/F. 28.50
AMX MOUSE 65.00
RGB I/F. 35.00

TASMAN

TASWORD 3 16.50
TASWORD 2 12.99
TASMERGE 10.50
TASPRINT 9.50
TASDIARY 8.99
TASWIDE 5.00
TASCOPY 9.50

MEGA SOUND 10.50
SWEET TALKER 22.15
RAT 18.99
SPECORUM 28.50

MANCOMP
PRICE

MANCOMP
ARE MOVING
PLEASE ENSURE
CORRECT
ADDRESS BY
TELEPHONING

FREE
GAMES
WORTH £39
(WITH EVERY SPECTRUM
REPAIR)

ROBOTEX 28.50
LIGHT PEN & I/F. 18.99
CURRAH SPEECH 19.50
CURRAH MICROSLOT 6.50
WAFADRIE DISC SYS. 120.00
ROTRONICS 128K WAF. 3.50
ROTRONICS 64K WAF. 3.35
ROTRONICS 16K WAF. 3.25
MICRODRIVE CARTRIDGE 1.99
RS232 CABLE FOR I/F. 1 13.99

PRINTERS

EPSON FX804 442.75
EPSON LX80 225.00
JUKI 6100 350.00
BROTHER HR10 274.85
BROTHER M1009 149.00

DISK DRIVES

OPUS DISCOVERY 1 149.50

48K SPECTRUM UPGRADE
£18 FITTED
THE BEST KEYBOARD FOR
YOUR SPECTRUM –
THE SAGA 1 EMPEROR –
£39.95 INCLUSIVE!

MONITORS

STD. RES. M/VITEC RGB 201.50
PHILIPS GREEN BM7502 79.00
PHILIPS COLOUR CM8501 209.95

DISKETTES

BOX OF TEN INCL. FREE
LIBRARY CASE 10.95

LISTING PAPER

60 g.s.m. 11" x 9½"
(2000) 13.00

PRINTER RIBBONS

PLEASE PHONE
ALL PRICES INCLUDE
VAT/CARR. EXTRA.

SPECTRUM REPAIRS
BETWEEN £9 and £20

COMMODORE
REPAIRS BETWEEN
£14 and £35

BBC REPAIRS
BETWEEN £14 and £45

AMSTRAD REPAIRS
BETWEEN £14 and £55

ESTIMATES GIVEN ON
PRINTERS/DISK DRIVES
ETC.

(Terms and conditions available on request.)

PHONE OR SEND
YOUR COMPUTER (without
power supply or leads) FOR
FREE, NO OBLIGATION
ESTIMATE!



MANCOMP LTD.,

(Dept. YS 1 87)

PRINTWORKS LANE, LEVENSHULME,
MANCHESTER M19 3JP.

Tel: 061-224 1888/9888

OPEN
MON-SAT
9.30-7PM

SOFTWARE & ORDERS ABOVE £5.00 add £1.80 P&P
SOFTWARE ORDERS BELOW £5.00 add 50p P&P

WE REPAIR HUNDREDS OF
COMPUTERS EVERY WEEK, SO WE
CAN PASS ON OUR BULK-BUYING
DISCOUNTS TO YOU – Z80 CPU –
£1.50, 4116 RAM – £0.50.
COMMODORE CHIPS: 906114 – £23,
6526 – £23, 6510 – £23 (INCLUSIVE
OF VAT & P&P).

WHICH EVER WAY YOU LOOK AT IT

ABSOLUTELY FREE.
WILL RECEIVE PART TWO OF THE TRILOGY
SPECIAL OFFER THE FIRST 100 ORDERS
P.O. BOX 100, TROON, Ayrshire KA10 6BD
WRIGHTCHOICE SOFTWARE
A CHECK/P.O. FOR £6.95 TO
BY MAIL ORDER ONLY PLEASE SEND
TO SECURE YOUR COPY (AVAILABLE

FOR THE FIRST ADVENTURE TO SUCCESSFULLY
COMPLETE THE TRILOGY, WRIGHTCHOICE
ARE AWARDED A PRIZE OF £500 CASH.

WIN £500 CASH

THE FIRST IN A TRILOGY OF ILLUSTRATED
TEXT ADVENTURES FOR THE SPECTRUM 48K
OPERATION STALLION
WRIGHTCHOICE SOFTWARE PRESENTS

WRIGHTCHOICE

BE SURE TO MAKE YOUR FIRST CHOICE
THE

FOOTBALL MANAGEMENT STRATEGY GAMES from E & J SOFTWARE

48K SPECTRUMS

Three quality football games for serious enthusiasts. Each game uses the full available memory of your Spectrum or Spectrum + and is packed with genuine features.

PREMIER LEAGUE

OUR COMPREHENSIVE AND EXCITING LEAGUE GAME — FEATURES INCLUDE: Training, Team Selection, Substitutes, Half-Time Scores, Full Squad Details, Named Goal Scorers, Team Styles, Save Game, Financial Problems, Five Skill Levels, Transfer Market, Injuries, Continuing Seasons, Printer Option, PLUS MANY MORE!

EUROPEAN TROPHY

A SUPERB EUROPEAN COMPETITION STYLE GAME WITH THESE FEATURES: Home & Away Legs, Away Goals Count Double, Two Substitutes Allowed, Extra Time, Penalty Shot-outs (with sudden death), Match Injuries, Injury Time, Match Penalties, Five Skill Levels, Pre-match Reports, Team Selection, Named Goal Scorers, Save Game, Printer Option, PLUS MANY MORE!

★★★ SPECIAL FEATURE ★★★

Transfer your PREMIER LEAGUE winning side into EUROPEAN TROPHY.

Both these games can be played separately or as COMPANION GAMES.

★★★ Games £5.25 each ★★★

SPECIAL TWIN PRESENTATION PACK OF BOTH GAMES AVAILABLE AT ONLY £9.95

AND NOW! — WORLD CHAMPIONS

An exciting World Cup Football Management simulation taking you from the first warm-up friendlies through the qualifying stages, Four matches and on to the finals. LOOK AT THESE FEATURES! Select Team from squad of 25, Pre-match Team News, Disciplinary Table, Full Results List, Match Suspensions, Change Player or Team Name, League Tables, 7-Skill Levels, Save Game, Printer Option, PLUS MANY MORE!

WORLD CHAMPIONS features a superb comprehensive text match simulation including the following: Match Timer, Names Goal Scorers, Goal Times, Corners, Free Knicks, Injuries, Bookings, Penalties, Sending Off, Injury Time, Extra Time, Penalty Shoot-out.

★ ALL THIS AT THE UNBEATABLE VALUE OF £6.95 ★



All games now in stock for immediate despatch — order your copies now!

FANTASTIC VALUE — ORDER ALL THREE GAMES FROM ONLY £15.95.

All prices include postage and packing (add £1.00 outside UK). Available by mail order only.

**E & J SOFTWARE, Room 2,
37 Westmoor Road, Enfield, Middx EN3 7LE**

SPECTRUM — AMSTRAD — COMMODORE

NOBLES COMPUTER REPAIRS

- * Repairs carried out by our own engineers on site.
- * All repairs carry a 4 MONTH GUARANTEE

For estimates phone or send your computer to Derek at NOBLES.

Spectrum Plus £18.95 inc parts
post and pack

48K upgrade £24.95

TV repairs from £17.50 plus parts

Also repair specialists for Amstrad, Commodore 64/Vic 20,
BBC and MSX computers

NO HIDDEN CHARGES

★ SPECIAL OFFER ★ 2 FREE GAMES WORTH £12

with each Spectrum repair Trade/School and Club discounts arranged.

- * For free, no obligation estimates phone or send your computer to NOBLES for the fastest, cheapest repairs in ESSEX and Nationwide!

FULL RANGE OF SPECTRUM GAMES eg Z games £1.99
PLEASE PHONE FOR ORDER DETAILS

NOBLES

Main repairs for
Amstrad in the UK



14-17 Eastern Esplanade
Southend-on-Sea
Essex

VISA

0702 63377/8

63336/7/8/9

7 days a week, 24-hour Answering Service

SPECTRUM — AMSTRAD — COMMODORE

HIRE SPECTRUM SOFTWARE

- * OVER 500 different titles available for hire including ARCADE, ADVENTURE, BUSINESS, EDUCATIONAL, etc.
- * OVER 10,000 tapes in stock. All publisher's originals.
- * LOWEST HIRE CHARGES — hire up to 3 tapes at a time, from only 63p (plus P&P and VAT) for 2 weeks hire.
- * FREE printed CATALOGUE.
- * FREE newsletter with hints, tips, reviews, etc.
- * TAPES for sale at DISCOUNT prices, (eg MANIC MINER £2.00).
- * FAST, FAST SERVICE. All tapes sent by 1st class postage.
- * HALF-PRICE OFFER — LIFE membership ONLY £3.00 (normally £6.00).
- * FREE first hire tape. (For limited period).
- * EUROPEAN MEMBERS WELCOME. (Payment in Sterling).

Have you ever been disappointed with software you've purchased? Now you can hire it first. If you like it, buy it at £1.00 off our already discounted prices. If you don't, send it back and it will only cost you the hire fee.

NSL is the best SPECTRUM library, with over 8,000 delighted members, the largest range of tapes and controlled by our computer with 22 mb hard disc. JOIN TODAY, or, if you don't believe our claims write or 'phone 01-661 9240 for a catalogue, and check our competitors. We're confident you'll join NSL

NATIONAL SOFTWARE LIBRARY

42 Harefield Avenue, Cheam, Surrey SM2 7NE.

I enclose £3.00 for LIFE MEMBERSHIP. Please rush my membership kit to me. If, within 28 days, I'm not delighted with your service you'll refund my membership fee.

Name _____

Address _____

BACK LASH



Lock up your Speccy — it's that time again. Invasion by alien relatives from far distant corners of the land. Grubby little mitts attached to grubby little cousins who break your joysticks and load games upside down.

Yes, already! It's Christmas again. And the shops are already busy stocking up with Easter eggs.

Doesn't seem like a year since last Christmas, does it? Sitting in front of the telly, too stuffed to move, when you notice the Chrimble turkey defrosting on the armchair, watching it tool. And remember dinner? When you moaned that the turkey was

tough and then realised you hadn't seen granny for ages!

Time to watch *Bridge Over The River Kwai* for the ninety-millionth time. Couldn't they just once, just for one year, all get killed at the start?

Best of all, now's the time to start dropping hints about what might be a nice surprise for you and your Speccy. Print out your list in giant letters on your last role of ZX printer paper, staple it to the dog's tail and set it off round the garden on an Andrex special.

Gone are the days when you just got socks. Christmas is the time for a whole bunch of new tapes and some juicy bits of hardware.

And don't the software houses know it? Now's the time they pile it on their programmers to get as

"Round the garden on an Andrex special"

many new big name games out in time for Christmas.

Take a look at the offerings: *Aliens*, *Little Computer People* (if you're a big 128K Speccy person), *Gauntlet*, *Dandy*, *Fairlight II*, *Top Gun*, *Space Harrier*... a veritable mouth-watering bonanza to choose from.

How many of them will make it? Which will you get?

The worst thing about

Christmas is the waiting. Those last few days turn to weeks as you get more and more excited about the big day. Christmas Eve is a real killer — I used to cheat and go to bed around six o'clock to get it over with. (And often I'd be up at four in the morning 'cos I couldn't wait any longer).

But you get used to waiting as a Speccy basher. Because often the games you crave the most are the ones that actually take the longest to make it into the shops. Big games you probably asked for last Christmas that you might just get this year!

And it's not just a select few. Like *Street Hawk*, (there's a Christmas turkey for you) or the world's longest episode of *Scooby-Doo*. The *Super Bowl* game that missed it. All legends long before their lifetimes.

"I used to go to bed at 6 to get it over with"

Not getting games out when they're promised has become a national pastime. There are hundreds of 'em — and that's just the ones you see ads for.

Did you see *Goonies* at the flicks? I might have done but I saw *The Sound Of Music* too and that was a flippin' long time ago. As a special Christmas bonus, you might be able to get the game as a present! Programming a big game (especially if it's going to be original and worth a bob or two) isn't an easy business. Things can go wrong, bugs turn up, changes have to be made. And then things mess up at the tape duplicators.

But business is business and ads have to be put into magazines — sometimes months ahead of when they'll appear.

So a software house has got to guess when the game will be finished and book ads for the same time. If the game is late, the adverts still appear and you start waiting.

How much better if companies only advertised when they were ready. This isn't easy because lots of money has to be put into a game to get it finished and the game won't make a single penny until people start buying it.

So if you wait until the game really is ready, then wait another month or so before its adverts appear, you've put a lot of money in and not got any out.

For a little company — two guys, one Speccy and a twin-tape on the kitchen table — using up its money this way could be disastrous.

But a big company with lots of games and pots of money should be able to manage a better job; it can afford to invest money in a new game and not see any money back 'till it's finished, duplicated and marketed.

Strange, then, that it's usually the little companies that get their games out on time. And the big ones that create a massive fuss and then go quiet for months on end while they write a game to go with it.

It isn't just a money problem is it? To sell a movie, TV, comic or whatever tie-in, you've got to get the game out when the movie or TV series is so dead popular, hip and trendy that everyone wants to buy it. And if you can't get the game out in time — well, you can always advertise it can't you?

And hope that someone's still interested when, at long last, the game is ready.

Nasty? Try the cut-throat business of arcade cloning. Everyone fights for the rights to the latest arcade hit — one company gets them and most of the others bring out games that look remarkably like it.

Yet with all these different versions of a game, only one is going to make it as the big seller. How do you make sure it's yours? Simple — advertise first, write the game later?

Makes you want to cry, doesn't it? Some games are all hype, wait and no tape because of accidents. But others are just the result of the same kind of greed that makes you stuff yourself stupid once a year on Christmas pud.

So next time you waste your time looking for a game that's not out, you know what to do — give the software house a ring and remind them about it.

When they say, "It's coming," you can say, "So's Christmas."

Have a good one won't you?

Editor Kevin Cox; **Art Editor** Caroline Clayton; **Deputy Editor** Teresa Maughan; **Production Editor** Sara Biggs; **Designer** Darrell King; **Staff Writer** Phil South; **Contributors** Mike Gerrard, Ian Hoare, Gwyn Hughes, ZZKJ, Steven Marsden, Tommy Nash, Max Phillips, Rick Robson, Peter Shaw, Rachael Smith; **Advertisement Manager** Mark Salmon; **Advertisement Executive** Julian Harriott; **Production Manager** Sonia Hunt; **Publisher** Roger Munford; **Publishing Director** Stephen England; **Published by** SportsScene Specialist Press Ltd, 14 Rathbone Place, London W1P 1DE. **Telephone** (all departments) 01-631 1433. **Telex** 8954139 BunchG. Company registered in England; **Typesetters** Carlinpoint, London; **Reproduction** Graphic ideas, London; **Printed by** Chase Web Offset, St Austell, Cornwall; **Distribution** Seymour Press, 334 Brixton Road, London SW9. Telephone 01-733 4444. All material in *Your Sinclair* © 1987 Felden Productions, and may not be reproduced in whole or part without the written consent of the publishers. *Your Sinclair* is a monthly publication.

INSTANT CURE ADD



Another classic.
Atari coin-op hits
the 64! ZZAP 64*

XEVIOUS

XEVIOUS

XEVIOUS

Many eons ago, an advanced technologically orientated civilization was forced to evaluate the Earth prior to the Ice Age. Now, these Xevious people are returning to reclaim their heritage through conquest. From the controls of your Solvalu super spacecraft, you must defend the Earth from takeover by the Xevious invaders!

CBM 64/128 [Ⓓ]
AMSTRAD £9.99 £14.99

SPECTRUM 48K £7.99 [Ⓓ]



100x 10p



No more pushing, no more shoving. Long agitated queues in noise filled emporium of glitter and shine. And then when you get to your ultimate challenge, the test you've eagerly longed for..... it's over..... money gone, gobbled up by insatiable drones in a matter of seconds. Will you ever attain superhero status? Don't wonder any longer, U.S. Gold bring you four outstanding classics with all the excitement and realism of their arcade originals in the comfort and warmth of your own home.



LEGEND AND THE
ATARI CORPORATION
PRESENT FOR HOME COMPATIBLE
THE MULTIPLAYER ACTION SERIES

GAUNTLET

GAUNTLET

Enter the world of monsters and mazes. Travel the path of mystery and combat in search of the food that replenishes your 'health'. Your way is barred by an array of monsters and legions of enemy beings but they are not your only foe in the quest for food, treasure and magic potions - your fellow players compete in search of the same good bounty.

CBM 64/128 [Ⓓ]
AMSTRAD £9.99 £14.99
ATARI
MSX (no disk)

SPECTRUM 48K £8.99 [Ⓓ]

AMIGA/
ATARI ST [Ⓓ]
IBM £24.99



100x 10p



U.S. Gold Ltd.,
Units 2/3, Holford Way,
Holford, Birmingham B6 7AX.
Tel: 021 356 3388

E FOR ARCADE DICTS



BREAKTHRU

Your mission – retrieve PK430 your country's revolutionary fighter... location – 400 miles behind enemy lines... possible enemy armaments – flame throwers, helicopters, tanks, jeeps, landmines... your equipment – the world's most sophisticated armed vehicle... mission status – vital... mission consequences – world peace... mission objectives – you must...

CBM 64/128 [Ⓓ] £9.99 [Ⓓ] £14.99
AMSTRAD

SPECTRUM 48K £8.99 [Ⓓ]



100x **10p**



CRYSTAL CASTLES

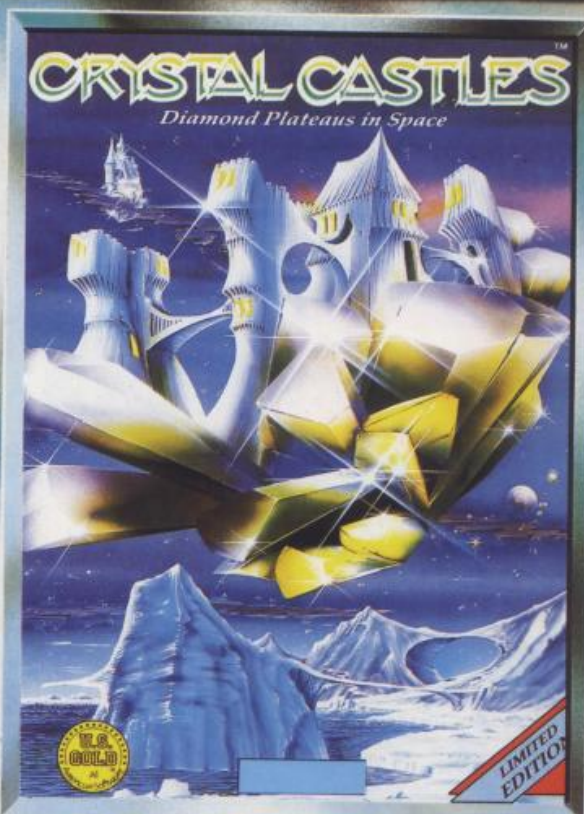
Crystal Castles is a once in a lifetime opportunity to experience a true software legend. A legend that will continue because it is to be produced as a Limited Edition. Now that you've heard of it you must buy it otherwise you'll have missed a true software experience.

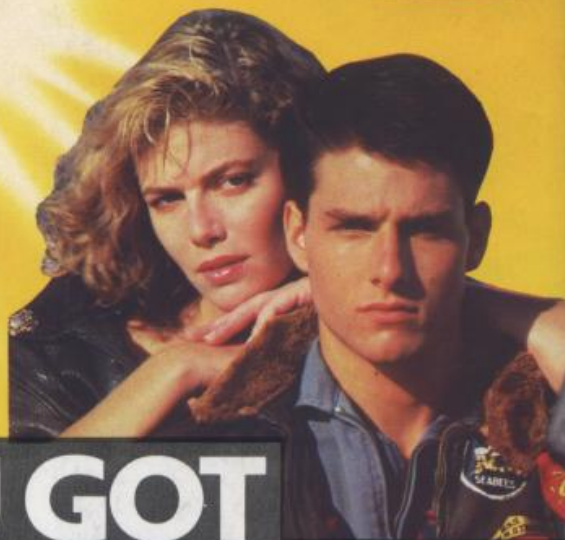
CBM 64/128 [Ⓓ] £9.99 [Ⓓ] £14.99
AMSTRAD
BBC

SPECTRUM 48K £8.99 [Ⓓ]
ELECTRON



100x **10p**





**HAVE YOU GOT
WHAT IT TAKES TO BE A**

TOP GUN

TM

Top Gun puts you in the fighter pilot's seat of an F-14 Tomcat.

Vector graphics and a split screen allow 1 or 2 players to play head to head, or against the computer.

Your armaments in this nerve tingling aerial duel are heat seeking missiles and a 20mm rapid fire cannon.

Can you feel the force!

Top Gun mavericks! Enter the danger zone.

£7.95
SPECTRUM



£8.95
AMSTRAD/COMMODORE

Ocean Software Ltd., 6 Central Street, Manchester M2 5NS. Telephone: 061-832 6633. Telex: 669977 OCEAN G.

Ocean Software: Distributed in France by Ocean France. Telephone: 93-42-7144. Distributed in Germany by Rushware. Telephone: 2101-70040.

TM & © 1986 Paramount Pictures Corporation. All Rights Reserved. TM a trademark of Paramount Pictures Corporation.