

YOUR SINGLES

IT'S A WHOPPER
THE BIGGEST ISSUE EVER!

SCOOP
PREVIEW!

DRAGON

Movie
Complete
Game

★
Tomcat
Playable
Demo

THERE WAS A YOUNG MAN FROM LOCH NESS
WHO FOUND THAT HIS MAG WAS TAPELESS
THIS WASN'T SO BRILL
SO HE WENT TO THE TILL
AND THE MAN AT THE COUNTER SAID YES!

BATMAN 2, RAMBO III, TIGER ROAD, ACE 2088, SANXION PLUS
MAPPER'S DELIGHT — 16 PULL-OUT PAGES OF FULL COLOUR MAPS.

FREE!

DOGFIGHT
Make Your Own YS Boardgame

WIN OVER
1,500
PRIZES

The meanest fighting machine

THE **N**

THE **PEPSI** CHALLENGE
GAME OF THE YEAR!

THUNDER
BLADE



THUNDER BLADE™

Hold on to your stomachs, unscramble your brains for the journey of a lifetime as you take the controls of the most advanced Helicopter armaments specialists could ever conceive – outmanoeuvre the fastest jet fighter, outgun the most dangerous gunship.

Traverse the war-torn skyline of skyscraper city as you sharpen your skills for the battle ahead. Plunge out to sea for an epic encounter with a huge, heavily armoured gunship. Race on to a shoot-out in the rocky canyon and dense forests, where your flying expertise is tested to the limits as you dive, hover and skilfully manoeuvre your way through this fortified maze.

CBM 64/128 £9.99t, £14.99d, SPECTRUM 48/128K £8.99t, +3 £12.99d, ATARIST £19.99d,

ne ever to storm the skies...

0.1

Thunder Blade

Thrusting forward you gallantly roar ahead blazing enemy gunships, armoured tanks, jet fighters – avoiding heat seeking exocet missiles through the perilous oil installation to reach the final encounter – the awesome APACHE battle cruiser, the action never ceases. Never that is until you emerge victorious – Golden Gunner – master of the meanest fighting machine ever to hit the skies.

This game has been manufactured under license from Sega Enterprises Ltd., Japan, and THUNDERBLADE™ and SEGA® (or SEGA™) are trademarks of Sega Enterprises Ltd.



AMSTRAD CPC £9.99t, £14.99d, AMIGA £24.99d, IBM PC & COMPATIBLES £24.99d

U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388

Screen shots from various formats.



EXCLUSIVE YS TAPE



Well Stab Me Vitals!!
Movie — Complete Game
Tomcat - Playable Demo!

SCOOP PREVIEW



Dragon Ninja/Ocean
Claw blimey — it's great!

MEGAGAMES

102 42 & 116

Batman 2/Special FX
Holy Y-Fronts — Worra Game!

Plus

R-Type/Activision
Total Eclipse/Incentive

PREVIEWS

150

**Christmas is coming and
so is this lot...**

Ace 2088/ Digital Integration
Ancient Battles/ CCS
BMX Freestyle/ Code Masters
Classic Games 4/ CP Software
Clock Chess/ CP Software
Motor Massacre/ Gremlin

Sanxion/ Thalamus
Stormlord/ Hewson
Tomcat/ Interceptor
War In Middle Earth/ Melbourne House

SIXTEEN PAGE PULL-OUT BOOKLET

MAPPER'S DELIGHT

71

Full colour maps of
Game Over II,
Pacmania, *Carrier*
Command, *Rex*,
Cybernoid II,
Fernandez Must Die,
Artura, and
Barbarian.

CINEMA AND VIDEO ROUND-UP SATURDAY NIGHT AT THE MOVIES

17

Rachael's Back Row Round-up

SCREENSHOTS

40

All you want for Xmas...

10 Great Games / Gremlin
Airborne Ranger/ Microprose
Barbarian II/ Palace
By Fair Means Or Foul/ Superior
Foxx Fights Back/ Image Works
Guerilla War/ Ocean
Power Pyramids/ Grandslam
Rambo III/ Ocean
Return Of The Jedi/ Domark
Roy Of The Rovers/ Gremlin
The Muncher/ Gremlin
Tiger Road/ Go!
Trackmaster/ Destiny
Trivial Pursuit — New Beginning/ Domark

**YS VOX
POP
WORRA
LOAD OF
BAUBLES!**

Christmas Greetings From YS Readers

68

DON'T MISS THE FEB ISSUE OF YS - ON SALE 10TH JANUARY

CONT

YS XMAS COMPO

THERE'S NO ROOM AT
THE INN....



108

Cos We're Giving Away
1,500 Prizes!

Plus

**POWERPLAY
COMPO
WIN A SONY
DISCMAN
AND LOTS,
LOTS MORE**

27

BARGAIN BASEMENT

Stocking Fillers To Keep You In
Suspenders

122

10th Frame/ Kixx
Ace Of Aces/ Kixx
Advanced Pinball Simulator/ Code Masters
Combat Lynx/ Encore
Commando/ Encore
Hydrofool/ Rack-It!
Light Force/ Rack-It!
Shockway Rider/ Rack-It!
Tank Command/ Atlantis

CHRISTMAS CARTOON

National Rescue
144

EVENTS

FREE! YS BOARD GAME



50

Cut-out And Make It
Yourself!

ROLE-PLAYING FEATURE

BOARDS OF DOOM



130

Phil South Rounds Up The Latest Role-Playing Games — Yee ha!

TIZER'S



TIDINGS



We wish you... bless you... a merry Christmas! I don't normally go in for these tart jerking editorials like some other magazines we could mention, but since it's the Xmas issue as well as the biggest issue EVER I thought I'd break a habit of ten minutes. Apart from the sheer size — it really is a huge one! — (snigger!) — there are loadsa extras. Take the sixteen page maps booklet in glorious technicolour — oh I see you already have. Then there's the FREE YS 'cut-out and make yourself' boardgame, Dogfight. Plus two pages of Yuletide Puzzles, tons of games and even more.

Anyway enough of that — here's how to make a Yule Log. Eat loads of Christmas pudding, turkey, Quality Street and branflakes. Wait six hours — hey presto! Have a very Happy Christmas!

Tizer



REGULARS



Psssst..... 8
Letters..... 22
Pete's Puzzlers 105
Two Packed Pages
Next Month In YS.....21
Input Output 138

GAMES

YS Tipshop 29
Adventures 92
Slots Of Fun..... 146

YS FICTION SPECIAL

FRANK X

"She was all woman — I thought!"

88

SANTA'S STICK-UP (OO-ER!)



The YS Team Grope In The
Grotto For Stocking
Filling Presents

61

TECHNOSPEC

Program Pitstop 126
Rage Hard..... 65
Micronet Special Offer

YS OFFERS

YS Subscriptions 52
YS Superstore 94
Back Issues 124

YOUR SINCLAIR

EDITOR Teresa Maughan
PUBLISHER Terry Grimwood
SUBSCRIPTIONS June Smith
01-580 8908 (2.30-5.30pm
only)
ADVERTISEMENT ENQUIRIES
Simon Stansfield
Stephen Bloy
All departments 01-631 1433
Your Sinclair Dennis
Publishing Ltd., 14 Rathbone
Place, London W1P 1DE.

A  Publication

The Atari 520STFM



Of £450 worth



MARBLE MADNESS. £24.95
Electronic Arts.



TEST DRIVE. £24.95
Electronic Arts.



BEYOND THE ICE PALACE. £19.95
Elite.



BUGGY BOY. £19.95
Elite.



EDDIE EDWARDS SUPER SKI. £19.95
Elite.



IKARI WARRI
Elite.



CHOPPER X. £9.99
Mastertronic.



ROAD WARS. £19.95
Melbourne House.



XENON. £19.95
Melbourne House.



ARKANOID II. £19.95
Imagine.



WIZBALL. £19.95
Ocean.



BLACK LAG
Fire

Here it is! The new Super Pack from Atari.
You don't just get the brilliant 520STFM.
We're giving you twenty-two great software
titles that most people would gladly sell their
grannies for.

There's no catch. You really do get the
520STFM and £450 worth of great software
titles for just £399.99.

So make sure you include yourself in this
great offer.*

*Available from most Atari dealers. Offer ends March 1st 1989.

V. £399.99 inclusive.



th of software.



WARLORDS. £14.95
Elite.



RANARAMA. £19.95
Hewson.



THUNDERCATS. £19.95
Elite.



ZYNAPS. £19.99
Hewson.



QUADRALIEN. £19.95
Logotron



STARQUAKE. £19.95
Mandarin.



BLACK LAMP. £19.95
Firebird.



GENESIS. £19.95
Firebird.



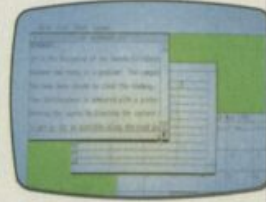
THRUST. £9.95
Firebird.



SECONDS OUT. £19.95
Tynesoft.



SUMMER OLYMPIAD 88. £19.95
Tynesoft.



ORGANISER BUSINESS
SOFTWARE. £49.95
Triangle Publishing.

Please send me details of this and other Atari Products

Name _____ Address _____

Postcode _____

Atari Corp (UK) Ltd., Atari House, Railway Terrace, Slough, Berkshire SL2 5BZ

ATARI
SUPER PACK

WAR GAMES

CDS Software, set to release Tankattack on the Spectrum in late December, launched the game in the fitting surrounds of the National Army Museum art gallery. The game, an interactive computer/board game, was subjected to the critical gaze of two ex-YS hacks — John Minson and Graeme Kidd — the two dodgy looking individuals in the centre of the piccie.



Left a glass of sherry on the mantelpiece for Santa Claus? Well done. That'll warm his old bones up. Mind you, if everyone's so thoughtful the jolly old chap's going to come a bit of a cropper trying to drive his sleigh, cos after twenty-five million glasses of the stuff he's going to be totally and utterly

passed



BBBBRRR, WHERE'S ME STRIDES GORN??

Rum goes on at the Darling camp this month. It seems as if the entire Code Masters team (even the midgets) have had their trousers stolen — and what a time for it to happen too, what with the long cold winter nights already upon us. Still, they're putting a brave face on it all — not surprising really, seeing as they're releasing the first full-price Code Masters game; a four in one Football 'Simulator'. With the expected profits from that one they'll each be able to buy three new pairs of trousers — and possibly even some thermal underwear. No wonder they're smiling.

This Month	Last Month	Game/Publisher
1	(3)	Daley Thompsons Olympic Challenge /Ocean
2	(4)	Tracksuit Manager /Goliath
3	(1)	Football Manager 2 /Addictive
4	(2)	Out Run /US Gold
5	(9)	Target Renegade /jine
6	(6)	We Are The Champions /Ocean
7	NE	Gold Silver And Bronze /US Gold
8	NE	Night Raider /Gremlin
9	NE	Buggy Boy /Elite
10	RE	Knightmare /Electric Dreams

This Month	Last Month	Game/Publisher
1	NE	Joe Blade 2 /Players
2	(1)	Bombjack /Encore
3	NE	On The Bench /Cult
4	(6)	Frank Bruno's Boxing /Encore
5	(3)	Gauntlet /Kixx
6	NE	Battle Valley /Rack It
7	NE	Advanced Pinball Simulator /Code Masters
8	NE	Ace Of Aces /Kixx
9	(4)	Airwolf /Encore
10	(5)	Ace /Cascade

WORK EXPERIENCE

Here at YS we've just had three lads in for a 'work-experience' week (and they certainly didn't get any clues from Duncan's vicinity of the office. Ed) They are Jason (from London) and Andrew 'n' Paul (from Somerset). Jason discovered that the Art Room was a nice place to be, while Andrew and Paul discovered that if you want to get from Regent Street to Rathbone Place, there are more effective methods than hopping on a bus which takes you to the top of Baker Street (for those of you who don't know London, that's a bit like aiming for Lands End and waking up at John O'Groats)! Still we let them have a go at a games review — see Screenshots.



READER'S CHART

Top Ten Collective Nouns

- 1 A Chattering Of...
- 2 A Crocodile Of...
- 3 A Cluster Of...
- 4 A Gathering Of...
- 5 A Gathering Of (T'zers in this one)...
- 6 A Clutch Of...
- 7 A Troop Of...
- 8 A Batch Of...
- 9 A School Of...
- 10 A Dose Of...

This chart was compiled by **Peter Young** of Delph in Lancs — see how many you can get? (The answers are printed upside-down somewhere on the Pssst pages).

SCAREY COLD WEATHER 'FACTS'

Scarey cold weather 'fact' 1

Horsham wasn't the place place to be in September 1958, at least not if you weren't wearing a structured steel helmet of some description.... The heavens opened and guess what came out: only billions of 5oz ice-chunks. Gordon blimey O'Bennett. It was the fiercest hailstorm recorded in British history. Brrrrrrr.

Scarey cold weather 'fact' 2

The Gopalganj district in Bangladesh in 1986 was an even dodgier place to be than Horsham in 1958. Our icy chums the hailstones poured from the skies again, only this time their average weight was over two pounds — that's heavier than a bag of sugar. 92 people were killed. Brrrrrrrr.

Scarey cold weather 'fact' 3

Fancy a bet on whether we're going to have a white Christmas or not this year? Our advice is to avoid the bookies actually, cos taking London as an example you'll probably lose some dosh. Guess how many 'white' Christmases there have been since 1900? Give up? Seven. That's an average of once every twelve years (mind you, the last one was 18 years ago, which just goes to show how spooky averages themselves can be. Brrrrrrrrrrrrr.)

Scarey cold weather 'fact' 4

Clwyd was another place to avoid in 1947, especially if you happened to be David Rappaport — there was a snowfall of some sixty inches (that's five feet). Mind you, that's as nothing compared with the deepest snowfall recorded at Mount Lassen — a staggering 27 feet. Brrrrrrr.

Scarey cold weather 'fact' 5

Thinking of taking a Summer reek in Vostok, Antarctica? Well, you'd better think about taking a wooly hat and a couple of extra pairs of socks cos in July 1983 the temperature plummeted to minus 89.2 Centigrade. And what with the ozone layer problems the South Polar regions are experiencing, who knows what spooky weather the future holds, Brrrrrrr!

Trainspotters Through History

A brief 'chattette' with some of the worlds greatest ever trainspotters.

21. Chris Bonnington



Hello, I'm pretty well known for climbing cold, big things called mountains. The most famous one I've 'scaled' (as we call it in the trade) is Mount Everest — I've done it quite a few times now, and to be perfectly honest with you it's becoming a veritable breeze. You stand at the bottom, look up and think to yourself 'blimey, it's a long way to the top, but if I hire a team of Sherpas to carry all the really heavy stuff up to 15,000 feet it shouldn't be too difficult for me to branch off and make it. Mind you, I've not always been a mountaineer — believe it or not I was once interested in the 'spotting' of trains. I was much better at it than my peers, though. They would all huddle together on the platform clad in their parkas and clutching their notebooks, while I would be perched in my 'base camp', which had been set up on top of the signal-box by my brother, who I was training to be a Sherpa at the time — it had the lot: tent, sleeping bag, mini-stove and compact but nutritious food supply.... I could stay up there for months if I wanted, bagging all the numbers that zoomed past my ground base chums. I even managed to get the number 69 once. Why did I spot trains though? I'm often asked. The answer, quite simply, is because they were there!



• Domark and development company LED have come up with a spiffing idea for a chrimble stocking-filler in the shape of *The Computer Maniac's Diary*. This software package includes a daily trivia quiz, a bio-rhythm display, horoscope, weather forecast, recipe of the day (Yummy! Ed), an alarm clock and loads more. Obviously a purchase for day to day use.

• In the quest for realism, Digital Integration has been in deep discussion with the General Dynamics chief test pilot about the F16 fighter plane which is featured in its new simulation called, unsurprisingly, *F16 Combat Pilot*. Bill Gunston, renowned aviation writer, also contributed to the game and will supply an introduction to the comprehensive instruction manual. High on realism, the Spectrum version will be out soon.

• A real biggy this Yuletide should be Gremlin's *Space Ace*. A compilation, it comes at you seven handed and features *Cybernoid*, *Northstar*, *Trantor*, *Exolon*, *Venom Strikes Back* and *Xevious*. That's more shoot 'em ups than you can waggle a gnarled voodoo stick at.

• Codemasters has released yet another couple of budget 'simulators'. They are the *Rugby Simulator* and the *Pro Skateboard Simulator* and should appeal to all you skint sporty types.

• Another compilation hoping to wipe the market this Christmas is Elite's *Fists And Throttles*. This is a five game feature with former chart-topper *Ikari Warriors* appearing alongside *Buggy Boy*, *Thunder Cats*, *Dragon's Lair* and *Enduro Racer*. Fists of fury indeed.

• Walking Circles, the Bury based programming team, has been extremely busy over the past few months carrying out 'top secret' programming for two of the UK's leading software publishers. However, a mole has leaked the details, and here they are — the games and the software houses: *The Wanderer* for Elite, and *Echelon* for US Gold.

• How about this for a compilation to end all compilations: US Gold has released 15 of it's titles in one huge box and called it *History In The Making (The First Three Years)*. HITM(TFTY) contains *Leaderboard*, *Express Raider*, *Impossible Mission*, *Super Cycle*, *Gauntlet*, *Road Runner* and *Raid*, to name but seven. It'll be in your shops for Christmas, so if you ask Santa nicely... He'll tell you to naff off.



HARE TODAY.....

You might or might not remember, but in 1979 there was a book out called *Masquerade*, by Kit Williams. The novel idea behind *Masquerade* was that every page contained a 'clue', and all the clues, when discovered and pieced together, would point to a precise geographical location somewhere in the United Kingdom. The first person to get to this spot would, if he took a shovel and dug down a couple of feet, find a jewelled hare, a pendant fashioned from gold and, er, jewels (worth £20,000). There was a small amount of public outcry, because some people misinterpreted the clues and tried to dig up pavements and suchlike in ridiculous places like Groydon — still eventually someone did track it down, and that was the end of *Masquerade*, or maybe not.....



...GONE TOMORROW (BRRRRR)

Having been buried for two years in cold unforgiving earth, the jewelled Hare seems to have developed some kind of curse, or that's what it must look like to Haresoft. Haresoft was a software company who somehow managed to 'acquire' the spooky golden isopod. Their brainwave was to recreate the *Masquerade* hunt, but this time on computer rather than in brick. Great idea, but they hadn't anticipated 'the curse of the rabbit-like pendant' — and the software, which ran on all popular home micros, was plagued with problems — resulting in the company's liquidation. Brrrrrr. Its only asset was the hare itself, which is about to be auctioned at Sotheby's in the hope of getting cash to pay its creditors. Where will it end up next, we wonder?

BRRRRRRRRRRR (SQUEAK)

Oh dear, 'Bazzer' McGuigan looks a trifle miffed, doesn't he. Not surprising really, as he was totally prepared for the winter weather when all of a sudden the bloke on the right nicked his shirt and jumper. Shame he didn't nick Bazzer's gloves as well though, because he's not going to be able to hide behind that bag for ever. (*Tell the truth, Ed*).

Um, actually Baz is posing for Alligata, who is holding a *By Fair Means Or Foul* competition in which folk who manage to become world champion in the game can hope to win prizes such as boxing trophies, 200 quid and certificates signed by the mighty Irish soprano himself. Squeak.



ADVENTURES

This Month	Last Month	Game/Publisher
1	NE	The Colour Of Magic/Alternative
2	NE	Lancelot/Mandarin
3	(1)	Smashed/Alternative
4	(2)	Time And Magic/Mandarin
5	NE	Football Frenzy/Alternative

Thanks to **Roger Hulley** of R&R Distribution

Here's a little riddley thing from **Dave Alexander** of Bishopstoke in Hampshire. Nice one Dave.

GUESS THE POP GROUP

André Previn gets up in the middle of the night and uses his vacuum cleaner. What's the name of the pop-group?
Answer: **Orchestral Man Hoovers In The Dark.** (Geddit?)

If it wasn't for the fact that Pat Mills and Kevin O'Neill's *Marshal Law* sneaked in as this month's fave comic, the top of the chart would be dominated by the mutant crossover saga wooshing through a lot of the Marvel line at the moment. It is a demonic tale called *Inferno*, and it's running at it's strongest in the mutant mags, like *X-Men*, *X-Factor* and *The New Mutants*. I love this story, being a rampant mutie-lover, and it's too vast to retell without totally confusing you and myself. Suffice to say, if you haven't read it, run out and buy all the participating mags at once and catch up before it gets really good. It's all action, all baddies, all Marvel.

But back to the number one slot for a moment. The *Marshal Law* comic is the brainchild of Pat Mills, 2000AD script supremo, and Kevin O'Neill, the most terminally wacky 2000AD artist. The story is a disturbing blend of familiar superhero stuff, but with an undercurrent of craziness and violence. I love it to death, and so will you. The quality of this zine is amazing, and I think it's easily the best value at the moment. And it'll be a collectors item in the future. I'll be bound.

Another collectors item at number four is the final episode of *Batman: The Cult*, a four part graphic novel style special issue. A hot story, and a brilliant presentation. I like the revamp that Bats has undergone at the hands of Frankie Miller and his pals at DC, like the book I just read called *Batman Year One*. This is a really good Frank Miller story, originally published as a four part mini-series, which does just that, tells the story of the first year of Batman's career. It's really just the story of Commissioner Gordon and Bruce Wayne, and how they came to be doing what they do, and how Commissioner Gordon knows that Bats and Bruce are the same dude.

Honorable mentions: *Nexus* — weird and wonderful (BTW: Virgin Comics do areally neat selection of T-shirts, and my fave is the plain *Nexus* one at £7.95. Check it out in Oxford Street if you're in London.); *The Prisoner* — Dean Motter's excellent Village revisited; *V For Vendetta* — Alan Moore at his darkling best; *Stray Toasters* — robotic mayhem and fantasy fun. Buy it!

Phil Snout, Comix Ed

COLD AS CRYSTAL...

You've probably seen Powerplay's two joysticks, both called The Cruiser. The essential difference between the two is in the colouring — one's blue with white buttons and a jolly (ho ho ho) red stick, while the other's a rather more sombre 'Goth' affair in black, black and black with a two way plug for both Sinclair and Kempston compatibility. They've both got 'variable tension control rings' at their base, so you can, er, vary the tension of your shaft (oo-er).

Anyway, Powerplay has brought out a new stick which is clearly more minty due to the fact that the main body's totally transparent. It's called the Crystal Turbo and it's got optional autofire, super-sensitive microswitches and fire-buttons that are so red and shiny they make Postman Pat's mail-van look like a rusty Datsun. Trendy or what? — the ideal joystick for the invisible man!



COMIX

- 1 *Marshal Law* (Epic)
- 2 *X-Men* (Marvel)
- 3 *X-Factor* (Marvel)
- 4 *Batman: The Cult* (DC)
- 5 *Light And Darkness War* (Epic)
- 6 *V For Vendetta* (DC)
- 7 *Marvel Comics Presents* (Marvel)
- 8 *Grendel* (Comico)
- 9 *Dr Fate* (DC)
- 10 *Stray Toasters* (Epic)

BRRRRRR, OUCH
AAAH!!!
MMMMMMMMM!

Crusty lips? Dicky feet covered with chilblains? Blocked up nose

and weeping sinus tracts? Bleeuuuuuuug. What a state — don't come near us — or anyone else for that matter. Go home at once and get plugged into the Dynamic Trio — Akrotherm, Vicks VapoRub, and Mint Lypsyl. Rub the Akrotherm chilblain cream into your ailing feet (don't forget to take off your shoes and socks first though), and then open the tub of VapoRub. Rub it all over — go on, you'll love it, but as it says on the box — 'don't place in nostrils'. Covered in the stuff? Great — now it's time for the mint lypsyl — open the tube and rotate the bottom (oo-er), it's like lipstick. Plaster it

on, that's right, all over your 'gob', eer, yeah, why not — stick it up your nostrils as well (there's no warning on this baby). Don't you feel better now? Eh? What's that? Can you come near us now? Whaaaat?? Smelling like that? You must be joking! Go away.



CHILLY CHORTLES DEPT.

Yes, with Christmas round the corner, all those hilarious humour books are back again, full of quips, gags, puns, and photos of your least favourite TV stars. But while some would extract a seasonal snigger from your pet hamster, most are only good for a yuletide yawn. Or so says our Jokes Correspondent, Marcus "Mr Laffs" Berkmann...

Go To Bed With Jonathan Ross (Virgin, £4.99)

This glossy little product purports to be the diary of Mr Ross's inexorable climb to success, from pram to autocue in 96 pages. Trouble is, are we really interested in what the *Last Resort* host has to say about anything — especially as he doesn't seem to have written much of this himself? Thought not. (34%)

The Hale And Pace Book Of Writes And Rons (Robson, £7.95)

Gordon Bennett, this is even worse! And it's three quid more expensive. There are about two jokes a page, and neither of them are funny.

"Is he saying we aren't funny, Ron?" (laughter from studio audience).

"Well, we aren't, Ron," (gales of uproarious laughter).

"No I didn't think we were either, Ron," (mass hysteria — audience carried out on stretchers) (18%).

Loadsamoney & Stavros Present Wad & Peeeps Harry Enfield (Penguin, £3.99)

Hallo everybodypeeps! This equally random collection of jokes is nevertheless a cut above Hale and Pace's drivel, but then Harry Enfield's a fair bit funnier himself. Even so, the characters don't transfer amazingly brilliantly to the printed page, and you can't help feeling that it would all be a mite more chortlesome if you were watching it being performed, rather than just reading it. (45%)

Viz — The Big Pink Stiff One (John Brown Publishing)

Sigh! Do you realise that as you read these words, 239 furious mothers are writing in to complain of the appalling filth (rumble, PARP!) that we are now printing in these once hallowed pages. As ever, this collection of a year's worth of old *Viz* comics is terminally tophole. Do you realise that their latest issue sold 325,000 copies, making it the 22nd biggest selling magazine in the country? Astonishing. (92%)

Spitting Image — The Giant Komic Book (Pyramid, £4.95)

An admission, here — I actually had something to do with this. But if you're expecting I'll cut down my marks to about 2%, think again, wise guy. 'Cos this is also a very funny book, with loads and loads of comic strips based on some of those Spitty characters and lots of devilish satire in between. It also looks a treat, so unless you're a total clot, go to a bookshop this minute and buy it. (85%)



AFTERBURNER

AERIAL ARCADE ACE

SHAKE. R



 **ACTIVISION**

SEGA[®]

AFTERBURNER – 'THE ARCADE'

Afterburner™ Sega[®] are trademarks of Sega Enterprises Ltd. Game has been manufactured under license from Sega Enterprises Ltd., Japan. Marketed and distributed by Activision.
Mail Order: Activision, Blake House, Manor Farm Estate, Manor Farm Rd., Reading, Berkshire. Consumer Enquiries: 0734 311666 Technical Support: 0703 229694.

Available on C64 cassette (£9.99) and disk (£14.99), Spectrum (£14.99), Amiga (£14.99)

RATTLE. ROLL IT..



Amiga screen shots shown



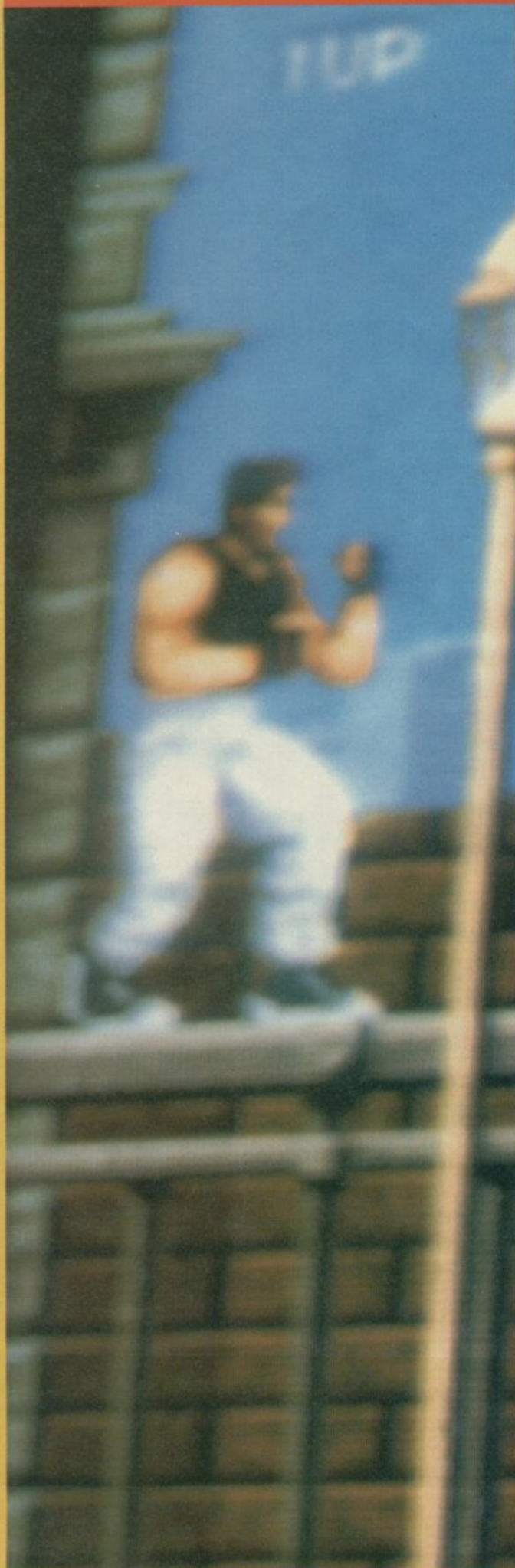
ST screen shots shown

ARCADENSATION OF THE YEAR'

AFTERBURNER – You've played the arcade **smash** – now **experience** the white-knuckled **realism** of a supersonic **dogfight** at home! Using your heat-seeking **missiles** and laser anti-aircraft **fire**, can you be **top gun** against a seething supersonic **swarm**?

Experience brain-numbing **G-forces**; bones **rattling** with the body-jarring **pitch** and yaw... **scan** with your **radar**, **lock on** your target and **FIRE!**

um (£12.99), Amstrad cassette (£9.99) and disk (£14.99), Atari ST (£24.99),
ia (£24.99) and MSX (£9.99).



Aaaaaahhhhhhhhh, sssoooooooooooo, honourable reviewer Peter Shaw donned his baraclava, sneaked into Ocean's premises and searched for the Spectrum version of Dragon Ninja....



You may think you've seen them all, *Last Ninja*, *Ninja Warriors*, *Ninja Hamster* and *Ninja Banana*, but you won't have seen this one yet — *Dragon Ninja* — one of the meanest beat 'em ups to hit your Speccy yet.

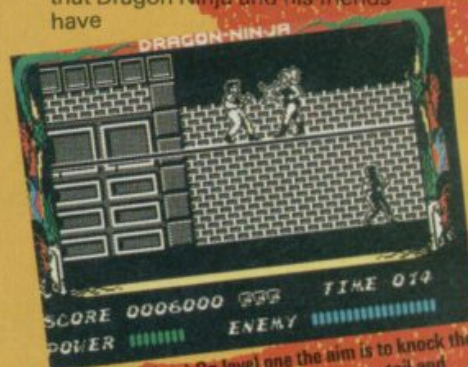
You may have already played this on the arcade version, in which case you'll know it's a serious case of bash the baddies before they bash you, but for those of you who haven't — stick around.



You can play in two areas of the screen in most sections of the game, either here on the pavement level or up a step on the scaffolding where the bloke in the attractive black one-piece is strutting his funky stuff.

In fact even if you have seen the coin-op, you'd better stick around anyway — unless you fancy getting an oku dashi in the chops!

Your job is to rescue the President of the USA (Blimey it didn't take Bush very long to get into trouble, did it?). It seems that Dragon Ninja and his friends have



Poff! Blim! Blam! On level one the aim is to knock the smile off the face of the girl with the pony tail and leotard. Watch her — she can perform some mean cartwheels....

got hold of him, and you can be sure of one thing — they're not playing 'pin the tail on the donkey.' They're serious dudes. So off you jolly well go.

In level one you'll find yourself on the 'street' level, either battling it out with your foes on the pavement or on scaffolding boards. You'll be up against four different types of evil Ninja, an acrobatic female (Oo-er) and a vicious guard dog. If you manage to polish the little beggars off, it's time for the confrontation with mister big — the Ninja Master, in this case a wobbly bellied geezer called Karnov.



Hiyaaaaaahhh! Take that. Fight just a bit further and you'll soon be seeing the fat wobbly one himself — Karnov

Level two thrusts you on top of a moving articulated truck, where you'll come across many of the nasties you've already met — but with the added problem of balance. It's jolly hard standing on top of a moving lorry, especially when you're having seven tons of manure kicked out of your ankles. Survive the onslaught, however, and the mega-nasty at the end is Dragon Ninja's answer to Freddy Kruger. He's called Iron, and he's got claws about three feet long (the scamp).

Levels three and four (the sewer and forest respectively) follow the same basic formula, but with the action getting progressively more frenetic. You'll eventually, of course, come up against the old end of level Ninja Masters again. Truly horrible! Gruesome Giant has the disconcerting habit of suddenly multiplying into an army, and Animal is the well hard guardian robot of the forest.

Level five is another 'whoops, careful where you put your foot, oh dear I've taken a nasty tumble' hard to balance bit, only this time the action all takes place on top of a speeding train. Defeat the evil Akaikage at the end and you'll find yourself on the penultimate level — The Caverns. Here you'll face Karnov again, who has been reincarnated as one of the 'normal' baddies — and the Ninja Master, the actual master of the caverns, Devil Pole.

Level seven (the final level for those

clots who didn't know what 'penultimate' meant) is the real business, though. Having dispatched the normal baddies in the warehouse, you'll find yourself up against Karnov (again). No problem, you think. Or at least you do for the briefest of femto-seconds until you spot who else is about to enter the fray — only Iron, Animal, Akaikage and all the other Ninja Masters you thought you'd put paid to. Gordon Blimey O'Bloomin' Bennett. Run away? Erm, you can't. Fight on bravely and you might just make it to the top of the warehouse where Dragon Ninja himself is leaping around on his chopper (Oo-er) — and guess who's inside the helicopter?



A new dimension in Ninja games — fighting atop a moving truck! Just a bit further to the cab and we'll be seeing Iron, the Freddy Kruger lookalike with three foot claws.

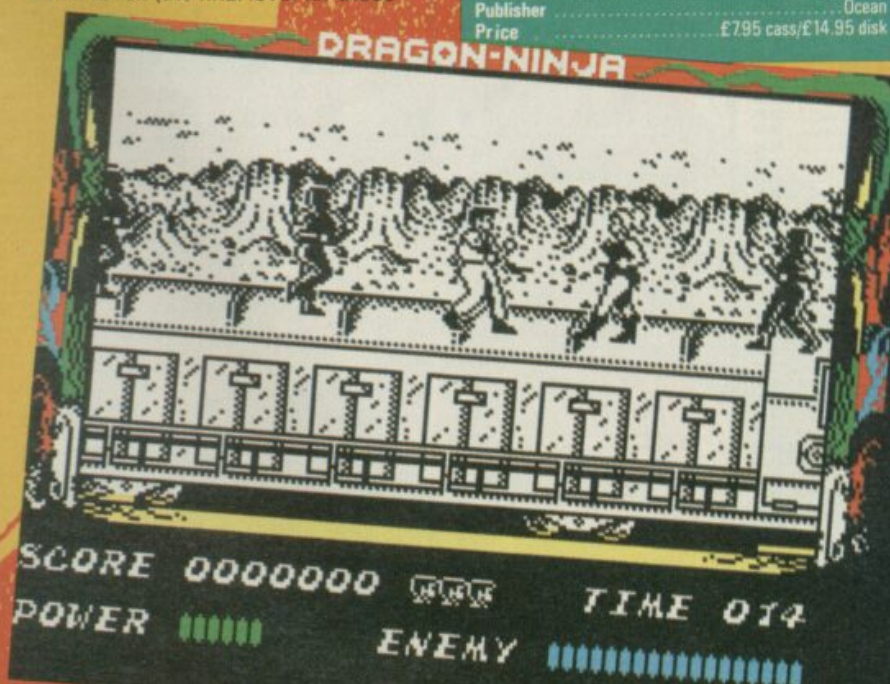
Nope, not Roger Rabbit. have another go. Yup, that's right — it's George Bush.

The Speccy *Dragon Ninja* does lack a couple of the features from the arcade game, such as the different facial expressions on the Ninjas faces as you give them an early holiday, but you couldn't really expect that sort of detail on our old faithful rubber chum now, could you?

By my reckoning it's going to be one of the best Ninja Games for your money this Christmas — but you'll have to earn yourself a pretty dark shade of belt if you want to reach the end!

FAX BOX

Game	<i>Dragon Ninja</i>
Publisher	Ocean
Price	£7.95 cass/£14.95 disk



Not content with fighting on a truck, *Dragon Ninja* makes you do battle on a moving train as well. Waiting for you at the end of this level is the mighty Akaikage — total fighting machine in a leotard!

DRAGON NINJA

BYRITE SOFTWARE

SPECTRUM £1.99 EACH OR BUY TWO GET ONE FREE

Deepstrike, Orbix, Sky Runner, Onik, Battle of the Planets, Equinox, Colour of Magic, Revolution, Kinetik, Killer Ring, Knightmare, Moonstrike, Thanatos, Bubbler, Tempest, Mermaid Madness, Action Reflex, Sailing, Toy Bizare, Jetpac, Mooncrest, Cop-Out, Tuter Knight, Double Take, Kronis Rift, Explorer, The Eidolon, Prodigy, Xraq, Life of Harry, Pulsator, Cosmic Shock, Hybrid, Galvin, Wibsters, Trap, Fifth Quadrant, Mindestone, Comet Game, Deathscape, Las Flics, It's A Knockout, Triaxos, Bride of Frankenstein, Nihilist, Hacker II, Tujad, Big Trouble in Little China, Mountie Micks, Deathride, Deactivators, Costa Capers, Sordons Shadow, Space Shuttle, Druid II, Gryon, Biggles, Express Raider, Pole Position, Big Sleaf, Through The Trap Door, Yogi Bear, Twister, Red Scorpion, Impossible Mission, Segraf, Dark Empire, Mission Omega, Dogfight 2187, Temple of Terror, Fighter Pilot. Please give alternative games to avoid disappointment.

SPECTRUM £2.99 EACH

Survivor, Death or Glory, Onik, Headcoach, Ramparts, Winter Games, Supersprint, Nemesis, Jailbreak, Rampage, Magnetrion, Prohibition, Quartet, Knight Orc, Hysteria, Dragons Lair I, Dragons Lair II, Winter Olympiad, Star Raiders II, Guadalcanal, Black Lamp, Dark Sceptre, Gothik, Siane, Implosion, Diamond, Teledon, Karnov, Earthlight, Tetris, Galactic Games, Chuckie Eggs II, Black Magic, Gunslinger, Cholo, Championship Sprint, Crosswise, Zynaps, International Karate +, GB Air Rally, Tetris, TT Racer, Falcon Renegade Lord, Lazor Tag, Captain America, The Living Daylights, Frighthere, Unbelievable Ultimate.

SPECTRUM NEW TITLES

Football Manager II	5.95
Street Fighter	5.95
Road Blasters	5.95
Gauntlet II	4.95
Starglider	5.00
Now Games 5	5.00

SIX PACK VOL 2 £3.99 inc

Into the Eagles Nest, Batty, Ace, Shockway Rider, International Karate, Light Force.

COIN OP CONEXION £2.99 inc

Breakthru, Express Raider, Metro Cross, Crystal Castles.

LUCAS FILM COLLECTION £2.99 inc

The Eidolon, Rescue on Fractulus, Ball Blazer, Koronis Rift.

FUN PACK 3 £1.99 inc

The Hulk, Levitation, Tremor.

EDUCATIONAL PACK £2.99

King Arthurs Quest, Aztec, Car Journey, Ballooning.

TRIO HIT PACK £2.99

Great Gurlanos, Airwolf 2, 3DC, Cataball.

GAMSTAR SPORTS PACK £3.99

American Football, Basketball and Baseball

SPECTRUM 90 GAMES

COMPILATION JUST £9.95 + £1.50 P&P INC

Nightlite 2, Firestorm, Redcoats, Agent Orange, Gridrunner, Planetfall, Firestorm, Heathrow, Grid Patrol, Knot in 3D, Stayfire, Core, Dark Empire, Evil Crown, Nick Faldo's Open, Invaders, Xeno, Blood and Guts and many, many more!

SPECTRUM MISCELLANEOUS

Rotonics Wafadrive + 1 Free 64K Wafa £17.49 inc p&p.
Extra Wafadrive Cartridges 16K £2.99 each, 64K £3.50 each
Alphacom Paper (black) 5 rolls £10.95 inc p&p
Gunshot Joystick £5.95 inc p&p
Trojan Light Pen + Graphics Software (+2 only) £6.95
Money Manager £2.99
TV Aerial Splitter £1.50
Bizzicom £1.99

P + P 1-3 titles 75p; 4 or more £1.00.
Overseas orders add £1.00 per cass.

BYRITE SOFTWARE
Dept YS, P.O. Box 589, London N14 6BSJ
01-882 6833



At last the real McCoy

FOOTBALL DIRECTOR

SPECTRUM 48/128K
COMMODORE 64, BBC
AMSTRAD 464 (NOT 6128)

£9.99

**THE MOST REALISTIC FOOTBALL
STRATEGY GAME YOU CAN BUY**

AVAILABLE FROM ALL LEADING RETAILERS

FEATURES

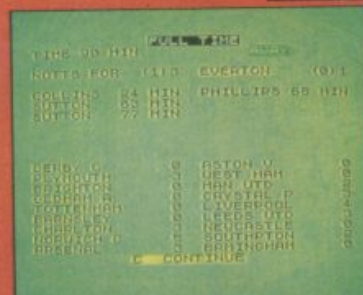
Four Leagues
Twenty Teams Each
Thirty Eight Game
Season
Home & Away
FA / League Cup
Replays
European Cup
UEFA Cup
Cup Winners Cup
Two Legs, Aggregate
Penalties, Insurance
Ground
Improvements

Players Morale
Field Position
Conceded, Played
Fixture List, Scouts
Scored, Coach
Skill, PM/DFA Points
Physio, Youth Team
Squadings Off
Substitutions
Postponements
Mowex Games
Injuries, Free
Transfers
Transfer Market
Buy / Sell Shares
Retirements



D & H GAMES CANNOT
GUARANTEE ALL FEATURES ARE ON ALL VERSIONS

SPECTRUM SCREENSHOTS



TO OBTAIN A FREE CATALOGUE OF ALL OUR
STRATEGY GAMES JUST ENCLOSE A LARGE S.A.E.

OTHER GAMES STILL AVAILABLE BY MAIL ORDER

FOOTBALL DIRECTOR II	£19.99
CRICKET CAPTAIN	£ 9.99
THE NATIONAL	£ 9.99
BOXING MANAGER	£ 7.99
WEMBLEY GREYHOUNDS	£ 7.99
INTERNATIONAL MANAGER	£ 7.99
2 PLAYER SUPER LEAGUE	£ 7.99
RECORDS FILE	£ 3.99

SPECTRUM 48K SPECTRUM 128K COMMODORE 64 IBM
AMSTRAD CPC 464 AMSTRAD CPC 6128 ATARI ST AMIGA

PLAYING TIPS FOR ALL OUR GAMES £1.00

Cheque/P.O. made out to D & H Games plus a large S.A.E. with 25p stamp attached. Please state clearly which game or games you require & for which computer. Also write your name & address on the reverse side of any cheques. Overseas orders please include £1.50 Postage & Packaging.



GAMES

**DEPTYS, 19 Melne Road
Stevenage, Herts SG2 8LL
ENGLAND**

(0438) 728042

CONTACT: MANAGING DIRECTOR MR J. DE SALES

MEGASAVE FANTASTIC SAVINGS

Action Service — D1.....	£5.45	Fernandez Must Die — D2.....	£6.25	Roy of the Rovers — D1.....	£5.45
Arkandol 2 — D1.....	£5.50	Foxs Fights Back — D2.....	£6.00	Road Blasters — D1.....	£6.00
Alturburner.....	£6.45	G. Lineker's Soccer — D4.....	£5.50	Return of the Jedi — D1.....	£6.45
Airbourne Ranger.....	£5.99	G. Linek. Sup. Skills — D4.....	£5.50	R-Type.....	£6.45
Alter. World Games.....	£5.95	G. Linek. Hotshots — D4.....	£5.50	Rambo 3 — D1.....	£5.95
Apache Gunship — D4.....	£6.95	Game, Set & Match II — D5.....	£6.95	Robocop — D1.....	£5.95
Alien Syndrome — D1.....	£5.95	Giants — D4.....	£10.50	Super Hang-on.....	£6.75
Action Force II — D1.....	£5.50	Garfield — D1.....	£6.00	Star Wars — D1.....	£6.25
Batman 2 — D1.....	£5.95	Guerrilla War — D2.....	£5.25	Streetsfighter — D2.....	£6.66
Bobby Yazz Show.....	£5.50	Gold Silver Bronze — D3.....	£10.50	Soldier of Fortune — D2.....	£5.25
Bombuzal — D2.....	£5.50	Game Over II — D4.....	£6.95	Skate Crazy — D1.....	£5.50
Buggy Boy — D1.....	£6.45	Halfire Attack — D4.....	£6.95	Summer Olympiad.....	£5.45
Boot Camp 19 — D1.....	£5.15	Heroes of the Lance — D4.....	£6.95	Salamander — D1.....	£5.25
Bubble Bobble — D1.....	£7.25	History in the Making.....	£16.95	Samurai Warrior.....	£5.15
Bard's Tale.....	£7.25	Ikari Warriors — D2.....	£5.95	Supersports — D1.....	£5.50
Bionic Commandos — D1.....	£6.85	Intensity — D2.....	£5.25	Supreme Challenge — D6.....	£6.95
Beardsleys Int. Soccer.....	£5.95	Ingrid's Back — D5.....	£9.95	Savage.....	£5.95
Black Tiger — D1.....	£6.00	Karnov.....	£6.45	Stealth Fighter.....	£7.25
Barbarian II — D2.....	£6.50	Konamis 10 Hits — D3.....	£6.95	Stuntman — D1.....	£6.45
Barbarian Hill — D1.....	£5.50	Karate Ace.....	£6.95	Space Racer — D2.....	£5.95
Cyberman II — D1.....	£5.50	Katakis — D1.....	£6.95	S.D.I.....	£6.45
Carrier Command — D4.....	£9.95	Last Ninja II.....	£6.95	Storm Lord — D1.....	£5.95
Combat School — D1.....	£5.15	Laser Squad.....	£6.25	Space Ace — D3.....	£9.95
California Games — D4.....	£6.25	Lancelot — D5.....	£9.95	Spitting Image — D1.....	£6.45
Crazy Cars — D1.....	£6.25	Live and Let Die — D1.....	£6.45	The Double.....	£7.55
Champions — D4.....	£6.95	Last Ninja II.....	£6.50	Time Stood Still 128 — D1.....	£5.25
Chubby Gristle.....	£5.95	Led Storm — D1.....	£6.45	Target Renegade.....	£5.25
Circus Game — D1.....	£6.25	Magnificent 7 — D3.....	£6.75	Track Suit Manager.....	£6.45
Collected Works — D4.....	£8.95	Matchday II — D1.....	£5.45	The Games (Winter) — D1.....	£6.95
Corruption — Disc only.....	£11.95	Mickey Mouse — D4.....	£5.45	The Games (Summer) — D1.....	£6.95
Captain Blood — D1.....	£6.45	Marauder — D1.....	£5.50	Typhoon — D1.....	£5.25
Dark Side — D1.....	£6.50	N. Mansell's G. Prix — D4.....	£7.25	T-Wrecks — D1.....	£5.50
Dragon Ninja — D1.....	£5.95	Mad Mix (Pepis) — D2.....	£5.50	Tailor's Hits — D6.....	£6.95
Double Dragon.....	£6.75	Motor Massacre — D1.....	£5.50	Total Eclipse — D1.....	£6.45
Dynamic Duo.....	£5.50	Night Raider — D1.....	£6.95	Techno Cop — D1.....	£5.50
Dark Fusion — D3.....	£5.50	Netherworld — D1.....	£5.50	Tiger Road — D1.....	£6.25
Daley Thompson Olympic.....	£6.75	Outrun — D1.....	£6.15	Thunder Blade — D1.....	£6.95
Empire Strikes Back — D1.....	£6.50	Overlord — D2.....	£6.95	Triv. Purs. New Game — D3.....	£6.95
Eliminator — D1.....	£5.50	Operation Wolf — D1.....	£5.95	Ten Mega Games — D1.....	£9.95
Exploding Fist +.....	£5.25	Overlander — D2.....	£5.25	Untouchable — D1.....	£5.95
Echelon — D1.....	£6.95	Ocean Compilation — D5.....	£6.95	Victory Road — D1.....	£5.25
Emlyn Hughes Soccer — D1.....	£6.45	Platoon — D1.....	£6.45	Vindicator.....	£5.25
Explosion — D1.....	£6.25	Pac — land.....	£5.95	Virus.....	£5.20
Flight Ace — D3.....	£9.95	Power Pyramids.....	£5.95	Whirligig — D2.....	£5.15
Fair Means or Foul — D2.....	£5.50	Psycho Pig Uxb — D2.....	£6.00	War Middle Earth.....	£5.95
Fist's & Throttles — D1.....	£9.95	Par 3 — D5.....	£10.95	Wanderer 3D — D2.....	£5.95
F. Bruno's Big Box — D4.....	£9.95	Pacmania.....	£5.95	Wee Le Mans — D1.....	£5.95
Footb. Manager II — D1.....	£6.45	Pro Soccer — D2.....	£6.00	10 Great Games III.....	£6.95
Footb. Director.....	£ 9.95	Pro BMX.....	£4.00	1943 — D1.....	£6.25
Footb. Dir. II 128 — D5.....	£13.95	Rex — D1.....	£6.25	4 x 4 Off Road Racing.....	£6.00

Mail order only. Postage included Great Britain. EEC add

75p per item. Overseas add £1.50 per item. Fast Service.

Send cheque/PO to: MEGASAVE, Dept YS

49H Sutherland Street, Victoria, London SW1V 4JX

Please send for free list of new releases on Amstrad, MSX,

Atari ST, Amiga, Commodore, Spectrum and +3 state which list. Future League Ltd.

Please note new programs will be sent the day they are released.

D + 3 DISC D1 @ £9.05

D2 @ £8.75

D3 @ £12.50

D4 @ £10.95

D5 @ £13.45

D6 @ £11.95

Saturday Night At The MOVIES

With Rachael Smith (Ugh! Ed)

Here's a round-up of what's new and vital on the Big Screen while all around is festive. Plus best of the vids to rent or, better still, drop hints about Xmas stockings...

WHO FRAMED ROGER RABBIT (PG)

Bob Hoskins, Roger Rabbit

Hollywood has a new star! He's four foot six tall, has hair all over, long ears and buck teeth and a big smile. I don't mean that geek Gwyn. Everybody's rabbiting on about Roger. He lives in Toon town where he's not appearing in Maroon studio's cartoon and I love him, even though he is married to Jessica who isn't a cartoon just drawn that way. But it's not easy being a cartoon character and having to make everyone laugh all the time, as Roger finds out when he's framed for murder!

On the way, Roger rides out with down and out detective Eddie Valiant, a man whose love of the bottle is only matched by his hatred of Toons. But pretty soon Valiant comes to realise that the cartoon character is



more than the innocent dupe of a major conspiracy with the sinister Judge Doom as the key figure! So despite himself, Valiant sets out to save Roger from that deadly paint stripping brew – the dip!

You may have seen live action mixed with animation before but you've never seen anything like Roger Rabbit. By the end you'll



believe that the Toons are every bit as real as brilliant Bob Hoskins and the other humans. Even if you don't see another film this Christmas do yourself a favour and see Roger – p-p-p-please!

JUST ASK FOR DIAMOND (U)

Colin Dale, Jimmy Nail

Private eyes don't come much more private than Tim Diamond – so private, in fact, that nobody's been near his office for weeks. Not surprising seeing as the teenager got kicked out of police training college for being too stupid and the most action he gets is looking after his kid brother, Nick.

But then the mysterious Johnny Naples drops off an equally mysterious package and immediately gets murdered all of which leads Tim to open the box and discover... chocolates? No, Maltesers, the chocolates with the more sinister centre. Why are they so valuable that people are dying for them?

Nick and Tim's tongue in cheek adventures take place in North London of all places, proving that you don't need to go to Los Angeles or New York if you want mystery. Based on the best selling thriller *The Falcon's Maltesers* (Ugh! Ed) this one's for the younger generation.



SUNSET (15)

James Garner, Bruce Willis

It's not just cartoon rabbits getting in on the detective act this Christmas. In 1929 Tom Mix was one of the biggest Western stars in Hollywood, and even though the films were silent, producers weren't above publicity stunts like pulling in big noise Wild West lawman Wyatt Earp as adviser for Tom's next pic.



the usual confusions as dad finds himself back at school, humiliating teachers and getting beaten up by the class bully, while Chris finds himself taking medical students round the wards of the local hospital and having an affair with his boss's wife!

Despite having almost the same plot as the three films which followed it, this has a secret weapon in the shape of more Moore, being just as juvenile as he is in *Arthur* – but if you like cuddly Dudley you'll forgive some good laughs in this fresh take of a really mixed up father and son.

WILLOW (PG)

Val Kilmer, Joanne Whalley

The big fantasy film for the holidays features more heroic heroes than you've seen before, more monstrous monsters – and more gadgets than you'll find in any other movie.

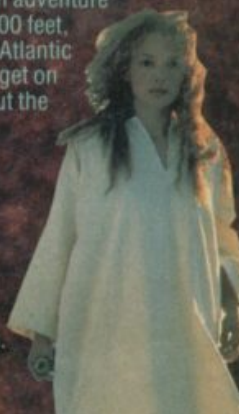
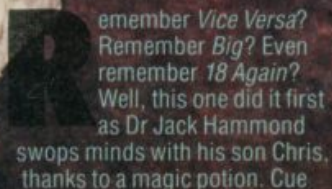
Willow is the imaginative fantasy tale of a child by the shores of a river near his home and walks into a magical tale of some new interwoven with the same world and land apart. Meanwhile the sorceress Queen Bavmorda has read the prophecies and wants the child killed – all of which promises lots of high adventure and a rip-roaring finale.

This is high adventure flying at 37,000 feet, and the transAtlantic accents may get on your wick. But the influence of George (Star Wars) Lucas ensures that *Willow* will delight all Dungeons and Dragons fans.

LIKE FATHER LIKE SON (PG)

Dudley Moore, Kirk Cameron

Remember *Vice Versa*? Remember *Big*? Even remember *18 Again*? Well, this one did it first as Dr Jack Hammond swops minds with his son Chris, thanks to a magic potion. Cue



BIG ONES

For Hire (Oooo...)

He's cute, he's bug-eyed and he wants to bum ten pee for the phone. At last *E.T.* is on video, and what's the betting he tops the rental charts for Christmas? The perfect movie for Boxing Day, you'll laugh, you'll cry, you'll munch another mince pie. This film's the perfect recipe for Christmas E(a)T-ing!

"Clunk, whirr... you have five seconds to put down that pun." Oh no! *RoboCop* (16) is working for the Lake Police. But he's taking time off this Christmas to appear in your local video library. The clockwork cop will be blasting the baddies in the most festive way imaginable.

Hairspray (PG) tells how big girl Tracy becomes a star and is so weird and wonderful you've just got to see it. There's more sci-fi in *Batteries Not Included* (PG), the story of tiny aliens who help the residents of a block of flats fight their evil landlord. But I prefer *Making Mr Right* (15), which was hardly shown in the cinemas. It's about an android who decides he wants to be human and falls in

love. You'll love it too. Finally two tales of mice: Tom and Jerry in *The Missing Mouse* (U) will need no introduction but *An American Tail* (U) is the feature length tale (tail - geddit?) of an immigrant rodent in New

York and manages to be rather original for a cartoon.

Whichever you decide to rent you're sure to have the bell of a square-eyed Christmas!

STOCKING

Fillers For Sale (-errr!)

Isn't it amazing? For less than the price of a computer game you can have a video doing your shopping. Of course it makes shopping difficult but who cares? It's one of the four *Bugs Bunny And Friends* (U) or even *Daffy Duck's* (U) from Palace for £7.99. Even in the great *Boyz n the City* (15) there are all classics.

But there's more. Disney has several compilations called *Here's... Mickey, Donald, Pluto, Goofy and Silly Symphonies*, all U certificate at £7.99, which is mighty cheap for 90 mins of laughs. But £12.99 buys you *Pinnocchio* (U), one of the finest examples of the animator's art ever!

Time travel causes problems in two Christmas videos. *Bandits* (PG), at £9.99 from CBS/Fox, is one of the most imaginative adventures ever, as the diminutive trouble makers zoom around the ages. Meanwhile *World War One for Biggles* (PG) comes to terms with modern London and a German death ray. Anyone remember Mirrorsoft's game from this one? The vid costs £9.99 from CBS/Fox.

How do you like your heroes? Once you've tried *RoboCop* meet the original man of steel in *Superman IV* and shack up with his sister, *Supergirl* (PG). They cost £9.99 each from Warner. Or if you prefer flesh and blood adventurers, see what happens when a group of American teenagers discover a secret map in the Spielberg-produced *The Goonies* (PG) for the same price.

There's magic of one kind in *A Nightmare on Elm Street* (18) from CBS/Fox for £9.99 as Freddie plays his nocturnal tricks. Less scary is *Timmy Mallett's Magic Box* (U) from Virgin - a how-to-do-it tape complete with everything you'll

need to sell yourself up as a conqueror for only £8.99, which has to be bargains of the month.

It must be the food of life, I think I'll grass out on Christmas and not leave to the lot, also from Virgin. *The Human League* will always be favourites so I'll be playing their *Greatest Hits* while I love *The Pogues* and they're so... *Guns N' Roses* a *Ziggy Marley* tape and a bus compilation. Now 12 but best of all has to be the *Glam Rock Collection*. *Slade*, *Gaz*, *Glitter* do you wanna touch me there? If it cost £9.99 if you do - the same as the others. *Maxi Priest* and *Breeze* have video EPs for only £7.99.

And finally, for thrill lovers, there's the *He-Man And She-Ra Christmas Special* (U) from Video Collection for £9.99. Hey, I just hope they invite me to the Christmas party at Castle Greyskull! That should be wild!

THASS ALL FOLKS!



and you'll be watching while you wait for the computer game.

Crimefighters of the past appear in another video out this December. Let's hope Queen's game doesn't make a mess of Eliot Ness or they might produce *The Untouchables* instead of *The U-2 Voyagers* (18). The movie's great though. Boredom stuffing and all that.

If you're not in for mood for music there are two great dance contest pictures. *Shog* (15) sounds like a pop-shell job but actually it's a real neat jive from 25 years ago. Great fun and four girls go crazy by the sea.

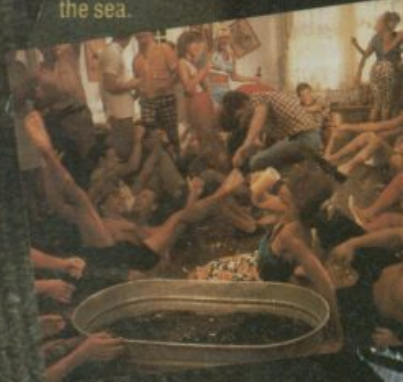


love. You'll love it too.

Baby Boom (PG) isn't about blowing up babies but does have Diane Keaton as a hot-sassy yuppie mum - lots of laughs even if you hate children. And even if you *Can't Buy Me Love* (15) you can hire this story of a school nerd hiring a girlfriend. And if you want a Christmas thriller I suspect you'll find *Suspense* (15) a pretty suspicious case, as Cher battles it out in a courtroom.

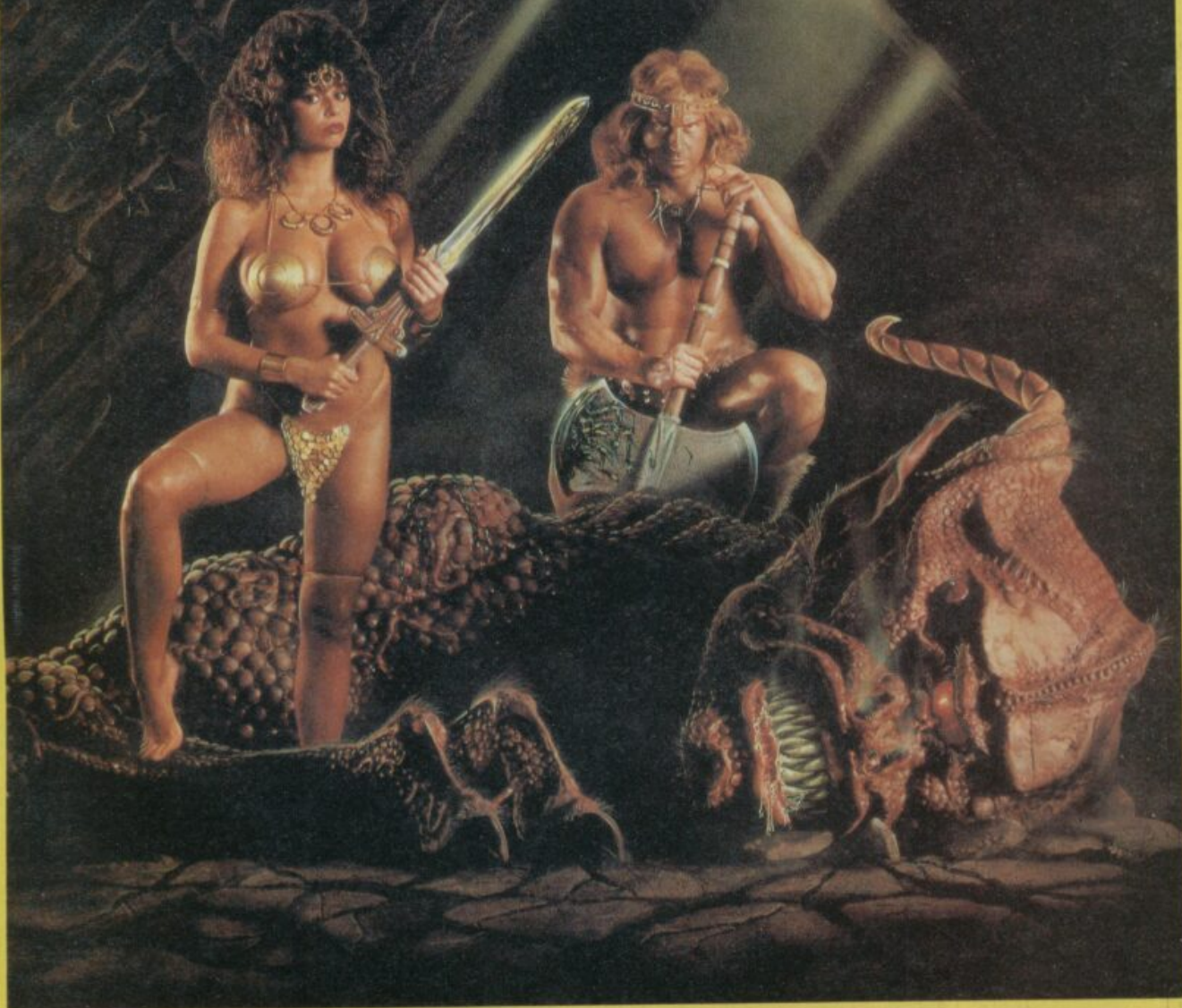
Those Chinese Yorkies, the *Furys*, are back in a spin-off from *Star Wars* that's never been seen here before.

George Lucas wrote the story so let the furys be with you!



BARBARIAN II

THE DUNGEON OF DRAX



Spectrum Version



Amiga Version



C64 Version



Check your local stockist for availability.
In case of difficulty, available by mail order
from: Palace Software, The Old Forge,
7 Caledonian Road, London N1 9DX.
Send cheque or postal order for £9.99

PALACE

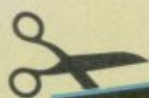
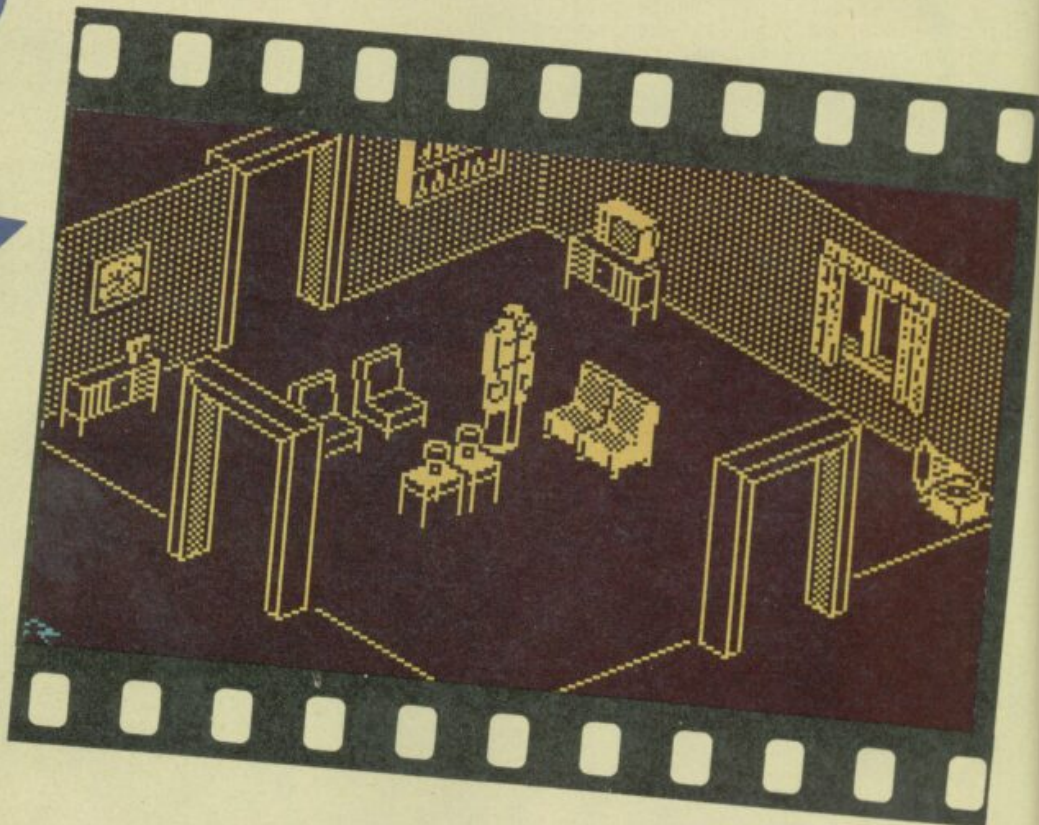
(C64, Spectrum, Amstrad cassette), £12.99
(C64 disk), £14.99 (ST, Amstrad, Spectrum
disk), £19.99 (Amiga) plus 80p P&P. Access
and Visa holders telephone 01-278 0751.
Subject to availability.

MOVIE

FROM THE YS STUDIOS...

We've built up a reputation of giving you the most brilliant cover games on the entire planet. Well, we're not going to let you down this month either - oh no. We've got a full price blast from the past that could easily be sold at full whack today. It's called **MOVIE**, it's from Imagine, and it's guaranteed to keep you glued to your keyboards

for weeks (at the very least). When it originally came out we gave it a megagame. And that's not all - not by a long chalk - by way of a bonus we're also giving you a chance to have a sneak preview of Players brillo **TOMCAT**. In fact it's more than a sneak preview - it's a completely playable demo. Gadzooks!



FOLD

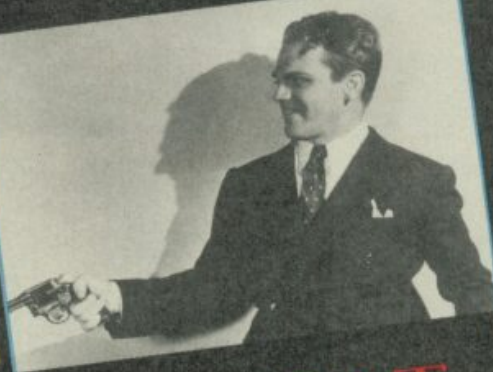
FOLD

Left - CAPS SHIFT
Right - Z
Up - O to P
Down - A to ENTER
Fire - 0 (zero)
(All Joysticks Catered to)

MOVIE

Exclusive to Your Sinclair

MOVIE



YOUR
SINCLAIR

TOMCAT

MOVIE

You control Private Detective Jack Marlowe. Your mission is to penetrate the headquarters of mobster Bugs Malloy, locate a valuable tape recording and then return to your own office to play the tape. Many henchmen lie between you and your goal, but help is at hand in the shapely form of Tanya who has information you need. Treat her gently and she might give it to you (Oo-er), but beware of her identical twin sister Vanya, who is nothing but trouble. You can move objects around and certain items can be picked up and used. Here's looking at you, kid.

© Your Sinclair/Imagine

TOMCAT

TOTALLY PLAYABLE DEMO
OF PLAYERS NEW GAME.

FOLD

FOLD

MOVIE

Your Sinclair proudly presents a YS/Imagine motion picture... *Movie. Movie* is set in New York in the thirties. Private Detective Jack Marlowe (that's you, matey) has a dangerous assignment ahead — to penetrate the headquarters of mobster Bugs Malloy, locate a valuable tape-recording and return to his office to play the message.

The gang leader's inner sanctum (Oo-er) is impossible to find without help, and the nearer you approach, the more of his henchmen will appear and block your path.

In this hostile environment you'll need a friend, one who will lead you to your goal — and lucky for you you've got one. She's called Tanya, and when you find her your troubles may well be over — unless you mistakenly meet up with her identical but evil sister Vanya, who works for Bugs. Vanya is not so helpful — in fact she'll lead you round in circles with the sole aim of helping you pop your cork.

Various items (guns, bombs and bottles) will be found on your way, and you can pick them up and use them.

It's even possible to speak to the other characters in the game by means of an interactive 'speech bubble' method. Type in your greetings or questions or whatever and you may receive valuable information in return.

Tanya knows a password that'll allow you into Bug's office, by the way. So if you're going to bump off Vanya, erm, make sure it's actually her!

Status, Scoring And Icon Menu

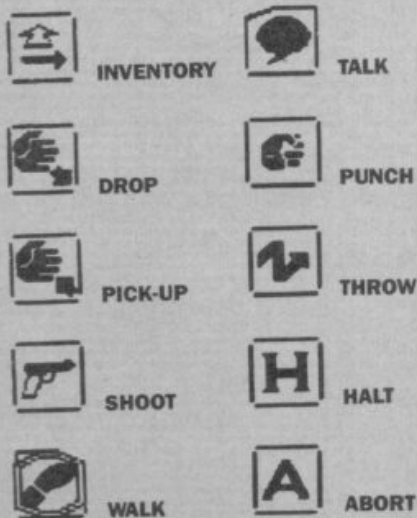
On-screen scoring shows the number of rooms you've traversed as a percentage of the total and an overall score dependant on accomplished tasks.

At the bottom of the screen is the icon menu which allows you to move between modes and chooses the action which you wish to pursue. Also shown, above the icon menu, is your inventory (the items you're carrying, clotto). To move to the icon menu simply press fire and move the icon cursor over the required mode and then press fire again. To halt the game move over the 'H' icon and press fire. Pressing fire a second time un-halts.

To abort, move to the 'A' icon and press fire twice.

To use an item you are carrying select the inventory icon — you can then use the inventory arrow to the item you wish to use.

ICON MENU



Controls

You can use either keyboard or joystick (keyboard controls aren't re-definable, but they're quite user friendly once you're used to them). Press 'O' to bring up the options screen. Pressing 'C' changes the option, and ENTER selects it.

The IQ option is quite handy — with IQ on, your character automatically moves around immovable objects. If it's off he, er, doesn't.

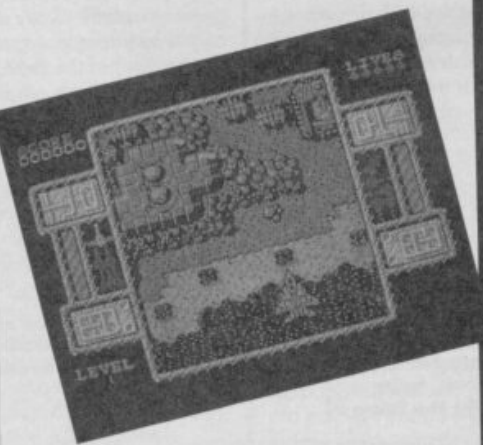
The directional/rotational option is quite handy too. In directional mode your chap will follow the joystick orientation, where as in rotational mode left and right will rotate him on the spot and up/down will move him forwards. Horses for courses.

Hints And Tips

- Mapping the game as you go isn't a bad idea.
- If Tanya makes a request (like "Get me a whisky") it's a good idea to comply, or she might decide not to be so helpful. (Find the bottle and drop it in the room she's occupying).
- You must devise ways of overcoming the 'traps' in the game — for instance, you can reach a bag hidden on top of a wardrobe by knocking it down with some other object you're carrying. If all else fails try bribery. You never know — it might work.

TOMCAT

Okay hep-cats, fur collared flying jackets on and into the cockpit of your F14 Tomcat and wha-hayyy you're away up into the wild blue yonder ready to reek (smelly!) your way across the sky in a desperate duel of air to air, air to sea and air to ground combat. Desperately dogfight your way across the skies in an all-out attempt to reach the end



of the run against the onslaught of tanks, gun boats and the groundfire of ack-ack. But is that it? By Biggles floppy flying scarf, no! Having despatched this little lot there's still the prospect of murderous mechanised monsters intent on doing max damage to your war-torn Tomcat. This feline fight feast will test you to the limit in one of today's most famous fighter planes, progressively armed to meet the escalating needs of battle! And once more Your Sinclair brings the high octane thrills to your trusty Speccy. Got those flying goggles ready? Good, all together now with the F14 Tomcat pilot's song "Tomcat, la la la la-la, Tomcat he's the indisputable leader of the gang..."

Oh, all joysticks are catered for, and the keyboard's redefinable! And a final word to all you brave sky-jockeys — don't miss the Chrissie bonus on the tape that takes you sky high...

ALL WILL BE REVEALED!



COVER MOUNTED YS TAPE

Featuring:

- A FANTASTIC FULL PRICE GAME
- PLAYABLE DEMOS OF NEW YEAR RELEASES
- PLUS SOMETHING EXTRA!

DON'T MISS OUR REAL COR BLIMEY ISSUE

Packed with:

- A GAGGLE OF GAMES — REVIEWED AND PREVIEWED

Including

Navy Moves, Saboteur III, Thunderbirds, Hellfire Attack and tons more!

- A SCHOOL OF HINTS'N'TIPS
- A PRIDE OF PHOTOLove STORIES
- A CHATTERING OF ADVENTURES
- A DEN OF SURPRISE FEATURES
- A FLOCK OF PRIZES

PLUS MORE, MORE, MORE!

NEXT MONTH IN YS

ONLY £1.60 WITH COVER MOUNTED CASSETTE.

ON SALE ON 10TH JANUARY — LOOK OUT FOR IT!

Letters

WRITE TO THE ED, YS, 14 RATHBONE PLACE, LONDON W1P 1DE

Star letter winners receive three games! All letters win a YS badge.



PROBLEMS POKING

I was eagerly awaiting the October issue of YS because of part IV of Smash Tips. The one on Short Circuit was great — it helped me cheat my way through to the end of the game, but I tried the hack on Super Robin Hood and it doesn't work. The lines do MERGE into the program, but the screen doesn't load up — am I doing something wrong? I have a +3, type the lines in 48K mode then MERGE "" then play the tape — the screen stays black and when I run it, it just gives me a listing of the program with the lines MERGED in. Can you help?

Also, what's with *Dustin*? He won't fight guards or other prisoners — he walks right through them. Firing or selecting objects brings absolutely no response. He just walks about and does nothing. Is it the tape or is it me?

(Mrs) C. Edgar
Ousden, Newmarket

I'm afraid it's you on both counts. Put Super Robin Hood in your

cassette player, type MERGE"" and play the tape. Within a few seconds you will see a bit of basic pop on the screen. STOP THE TAPE. Now type in the POKE lines, press RUN and ENTER and start the tape again. As regards *Dustin*, have a look in *Frontlines* in issue 35. How about that for ESP. Ed

THEY'RE COMING TO TAKE YOU AWAY

Darling T'zer, I'll bet you're a right one (ouch). Anyway, back to business. Can you please help a poor unfortunate soul? (Well, a 32-year-old one who cannot for the life of him come to grips with one of his daughter's Spectrum games). Do you know where I can get my hands on a map of *Sabrewulf*? I'm afraid it's taking over my life. I'm even growing orchids and breeding demons in my cellar. My wife is threatening me with divorce proceedings due to my addiction and my children can't remember my name as they never see me until it's their bedtime when I

have to vacate their bedroom to let them sleep.

I am writing this letter at work as I cannot waste any time at home due to my chronic problem. I must have a copy of a map before I am carted away to the funny farm. I can't complete more than 65% of the game and it's driving me crazy. You are my last hope. Can you please, please, please supply my missing link, or tell me where I can obtain one?

Mike Rhind
Kincorth, Aberdeen

Oh dear, you have got a bit of a problem haven't you? And it looks as if the men in white coats are going to be knocking at your door any day now — owing to the fact that I can't find the map you need anywhere, nor do I know where you can get one. Have you tried mapping the game yourself? I'd say it's the only way you're going to keep yourself out of the Fruit And Nut Factory, or maybe other readers could help — how about it? Ed

THE WONDERFUL WORLD OF THE SPECY

Every month we invite readers from around the planet to write in about anything they happen to have on their minds. A couple of slightly bemused minds this month, in fact. (And no, we don't make them up).

I am Polish boy.
Please send catalogue Your 64.
Wish to score a success.
Thank you very much
Lukasz Lysak
Ustka, Poland

Er, wish to score a success too.
Erm.... Ed

Dear Sir! Please send me the catalogue and emblems which are my a hobby. I am school boy. Had 15 years. Thank you for this courtesy.
Jaroslaw Ostrowski
Hajnowka, Bialostockie, Poland

Um I think nothing of it. Erm.... Ed

DOODLEBUGS

Getcha black pens out, yer black pens out, getcha black pens out, and shake them all about. Yes siree, it's Doodlebug time again.

Doesn't time fly when you're having fun. Don't forget — it's a free game for any doodles printed (plus, more importantly the fame of

appearing in YS) so send them now to Doodlebugs, 14 Rathbone Place, London W1P 1DE.



First up we have an offering from Frans Van Egmond, of Katwijk in Holland. He's also enclosed a translation, which he helpfully suggests we could put in the text balloons. It goes like this:
Man: May I have a kilobyte please?
Shopkeeper: Certainly sir, may it be a bit more?
Um. It seems to have lost something in the translation though. Ah well. Secondly, from Andy Wright of Chesterfield in Derbyshire we have a skit which luckily doesn't need translating. As Andy says, it's a 'doodle of the latest blockbuster to hit the silver screen.' Nice one Andy.

HAMBURGER PHIL



Letters

SPANISH KEY CAPERS

May I, Howard Richardson, be the 29,000,032nd person to point out the bug in *Dustin*? It goes like this:

As *Dustin* was originally a Spanish game by Dinamic, I fear that the translators missed out a vital point. After the game has ended you get asked 'Another Game?' (Y/N). However, even attacking the 'Y' key with a rolled-up copy of *YS* proved fruitless, this being that the 'S' button was the right one. Because it was originally a Spanish game, S for Si (Spanish for yes) has been programmed in and hadn't been changed to a Y during translation. Got that? Good.

Howard 'The Aardvark' Richardson
Dereham, Norfolk

Si, si, ya lo sabemos, sabelotodo.
Ed

THE FLYING KIWI

We folk down in Kiwiland noticed that in the September *YS* you printed the 'top five Neighbours catchphrases' — favourite lines from that barbequed Aussie soap. Well, you got the catchphrases right, but dear oh dear — who cut out the wrong piccie from the TV guide? The guy on the left (Peter O'Brien) is from the series, but his partner in the photos is in fact a Kiwi (funny — she looks like a human to me. **Ed**) called Rebecca Gibney who has never appeared in *Neighbours*. However, these two actors do appear together in another soap — *The Flying Doctors* (the highest rating programme in NZ apart from the news). So, guys and girls — you printed the wrong photo.

James Croot
Maori Hill, Dunedin, NZ

But you've got to admit, she looks more like Kylie Minogue than Kylie Minogue herself. Still, here's a picture of the real Kylie, if it makes you feel any better (which it probably won't). **Ed**



YOU CANNOT BE SIRIUS

On issue 30 you gave away a free game called *People From Sirius*. The game was great and very addictive, but there was one thing wrong with it: the name. *Sirius* just happens to be a blue-hot star, and therefore I find it very hard to believe that people would live there.

Yotum Ben-Ami
Madrid, Spain

Well, Madrid is pretty hot too, and I find it hard to believe that anyone could live there — but they obviously do. So don't jump to conclusions. **Ed**

THINK OF A NUMBER

Your correspondent Roger King (*YS* November) refers to 'half of an infinite number of monkeys', 'half of an infinite number of typewriters' and 'twice as long as infinity'.

Might I be permitted to point out that infinity divided or multiplied by any finite number gives infinity, since infinity — by definition not finite — cannot be regarded as obeying the normal rules of finite arithmetic. Terminology in the vein of 'half of infinity' is therefore misleading, since half of infinity is equal to infinity itself.

G.W. Johnston
Comber, Co. Down

Fair enough — pretty watertight — but you seem to have overlooked Hawking's *Cyclic Retraction Theory*, in which infinity can be segmented and reallocated to multi-dimensional space. **Ed**

KWAH FNURF

I'll get straight to the point. What the hell does 'fnarf' mean? Before you tell me, I have tried, by picking up slender pieces of evidence here and there, to give my own possible definitions:

- (1) Fnarf means 'Oo-er', that last word has a bit of a double meaning, doesn't it now?
- (2) Fnarf means 'chortle, chortle, guffaw etc'. i.e. is a stifled giggle/laugh reserved for jokes with a certain degree of crudity.
- (3) Fnarf means 'that's got possibilities for being incredibly rude, that last phrase, hasn't it?'

Anyway, which is right, or are they all completely wrong?

Tom Soper
Marston, Oxford

Well, you've certainly put your finger on it (fnarf), but I'd better go now, because I don't want to hold you any longer (kwak). **Ed**

A LEVEL HEAD

I am an 'A' level English Language student, and for my project I have decided to



TRAINSPOTTER AWARD

IN A FLAP

While I was looking through the mega-ace letters pages in the November issue of *YS*, I noticed a mistake in the *Kindly Leave The Stage* section, as follows...

Q: What do you call a fly with no legs?

A: A walk.

Of course this is completely wrong because a fly with no legs can't walk. I think you meant to say this:

Q: What do you call a fly with no wings?

A: A walk

Now. Send me a trainspotter award pronto.

Alan Higginson
Arksey, Doncaster

The person responsible has been fly-papared to a can of insect repellent — and a trainspotter award will be 'winging' its way to you in due course. **Ed**

DOT DOT DASH DASH

Message start.

Have spotted cock up in *Street Life* (November issue) *STOP* Appeared in comics chart *STOP Hellblazer* at no. 4 only came out last year, so how comes it is on its 115th issue when comic is monthly *STOP V for Vendetta* at no. 3 has just come out — it is a 10 part maxi series, so where did part 44 spring from *STOP Comic Odyssey* at no. 2 is also a mini series — it only has 4 issues,

compare the use of English in various magazines. I am particularly interested in the style of *YS* writers, i.e. what audience they are aiming at, to what extent words are deliberately misspelt and whether writers are encouraged to invent new words (e.g. 'plattie' for platform games etc)? In terms of respectability and seriousness, how do you compare yourselves with your rivals? Also do you ever feel the necessity to follow the trends of other magazines (not only rivals,

so where did no. 13 materialise from *STOP Swamp Thing* at no. 5 has only reached into its 80's — so where did issue 796 grow from *STOP* Will expect trainspotter award soon *STOP* Message end
Khalid Jamil
Dollis Hill, London

Issue numbers gone haywire *STOP* Pay no attention *STOP* Buy comics and look on the covers for further details *STOP* Trainspotter award in the post *STOP* Believe that and you'll swallow anything *STOP*. **Ed**

DO NOT DESPISE THE DRAGON

Being a bit of a ninja myself I instantly spotted the mistake on page 67 (issue 33). My favourite weapon, the shuriken, is spelt two different ways — shuriken and shiruken. Get your act together geeks, or you'll get a 'choko suki' in the mouth
Ronnie Sweeney
Longmorn, Elgin

Just try it and I'll deliver you an Uku Dashi (a 'throw-out') quicker than you can say Emperor Hirohito. We'll try to get a trainspotter off to you — if we can get it past the Samurai warriors at the end of Rathbone Place. **Ed**

NUMBER CRUNCHER

I am claiming a trainspotter award because my incredibly keen eye (hint hint) has spotted one of your rare mistakes (nudge nudge). In part two of *Smash Tips*, page 31, the 1942 multiface *POKE* is completely and utterly wrong apart from the 0 at the end (fnarf). You put 47007,0 when what it really is 52472,0. So everybody cross it out and put in mine. Okay?
Ben Dickson
Wotton-under-Edge, Gloucestershire

If everyone does as you say, then you realise you will actually think so — so you can't have a trainspotter award. **Ed**

but popular music mags etc).
Richard Loyle
Formby, Liverpool

Wot are you talking about, we never deliberately misspell words, and as for inventing phrases, well, you must be a bit sloppy in the head. On the 'following trends' front, well there's nothing wrong with a healthy interchange of ideas (everywhere does it in all walks of life, it's called progress) — but we like to think we're the leaders rather than the sheep. **Ed**

SMARTER THAN A POCKETFUL OF CASH.

A BarclayPlus account is a brilliant new way of saving for anyone 14 and over.

You can apply for a special cash dispenser card so you can get at your money whenever you like.

And instead of your savings just sitting at home in a jam jar, with BarclayPlus they'll earn you a good rate of interest as well. So get down to your local Barclays



branch now and find out how easy it is to open a BarclayPlus account.

Once you've got your card you can say goodbye to jam jars forever.

+++ YOU'RE
BETTER OFF
TALKING TO



BARCLAYS



NOW
AVAILABLE FOR THE
SEGA MASTERSYSTEM

DOUBLE DRAGON

THE ARCADE GAME OF THE YEAR



AVAILABLE ON:
C64 • SPECTRUM
AMSTRAD • ATARI ST
• AMIGA • IBM PC

A TRADEWEST & MELBOURNE HOUSE PRODUCTION



Setting New Standards
IN COMPUTER SOFTWARE

2-4 Vernon Yard, Portobello Road,
London W11 2DX
Telephone 01-727 8070

HOW
FOR THE
SYSTEM

WIN



WORRA JOYSTICK!

NARMEAN!

A Sony Discman D40, a Sony Sport Ghetto Blaster, a Sony Sports Walkman and nine Powerplay Crystal Joysticks must be won!

Joysticks. Aaaaah, what would life be like without them eh? Sheer hell, that's what. Especially when there's no re-define key option on that brilliant new game you've just purchased and it seems to have been written by someone who obviously picks their keys in the same manner as they would 'pin the tail on the donkey' — blindfolded.

Joysticks were around long before computer games were invented though by jove, long long before. Aviators (people who fly planes) used to have one that stuck between their legs so they could keep up . . . in the air! They also used them for steering and landing. Still, no aircraft joystick can match up to the beauty of the Powerplay Crystal Joystick.

Rules

- Employees of Dennis and Powerplay are not allowed to enter this. Anyone caught will have their legs removed with a jig-saw.
- Closing date is 31st January 1989. Any entries received after that will, er, have their legs removed with a jig-saw.
- T'zer's decision is final. Anyone who quibbles will have their, erm . . .

WIN A LOT!

Yes, and guess what? (It's time for the 'link' into what we can win?? — 8 billion YS viewers). Yes, that's right Powerplay is offering nine of these beautifully crafted sticks along with some other pretty wicked goodies. Just have a gander at this prize list:

First prize is a fabby Sony Discman. The superior quality of Compact Disc in a portable unit — basically it's 'total sound on the move'. With the Discman, you'll also get a Powerplay Crystal Joystick, bringing the total value of the package up to over £245!

Second prize is a Sony Sport Ghetto Blaster with enough wattage to not only blast your ghetto (should you live in one), but to utterly decimate it. Oh, you'll also get a Crystal Joystick. Total value? Over £100 chum!

Third up wins a Sony Sports Walkman, which will enable you to 'buzz' and 'hiss' on public transport. Oh, and you'll also get the joystick. Overall worth is getting on for £70. Cor!

And the runners up don't go away empty handed either. Six of you will each get a Crystal Standard Joystick to

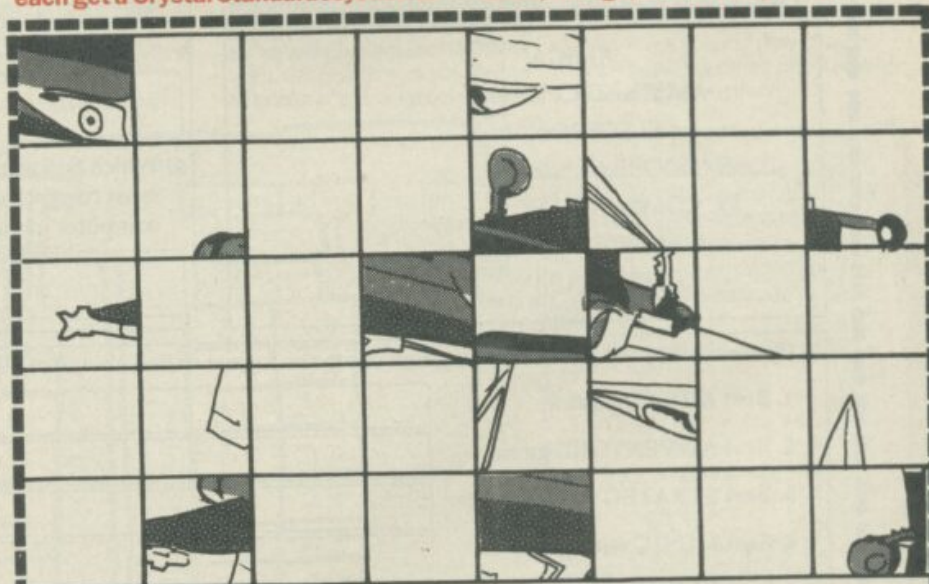
wibble to your hearts' content.

Phew. And we expect you'll want to know how you can get in on the action. Well, first you'll have to read on . . .

WHAT YOU DO!

If you peruse the page very carefully you might just notice a picture which has been cut up into lots of bits and shuffled around. Yes, that's right, it's jigsaw time (yee-hah).

First of all, it might be an idea to glue the page onto thin card for stability purposes. Then cut carefully around the outlines and you'll be ready to go. You have to re-arrange the pieces to construct the orig . . . hold on a minute — we're actually telling you how to complete a jigsaw?? Blimey. Anyway, complete the jigsaw (a clue — it's a piccle of an aeroplane) and then identify it. Bung your answer on the coupon, the coupon on a postcard and send the whole lot off to Blimey, What A Palaver — I'd Better Win Something After Going Through All That Compo, YS Compos, PO Box 1509, Enfield, Middlesex, EN1 1LQ. Entries have to be in by 31st January 1989, though, so don't dilly dally!



It's as plane as the nose on my face that I've got this one right . . .

The jigsaw when assembled miraculously becomes an aeroplane, and I know what type of aeroplane it actually is. It's a/an

.....

Name

Address

.....

.....

.....

VOTE FOR THE BEST IN 1988

Computer Leisure Awards

For the first time ever, you will be able to join with the readers of many other British magazines to decide who and what was best in 1988. Awards will be made to software producers resulting from your voting through, this, your own magazine, for what you considered to be the best games you have played on your computer during the past year.

Many other magazines are carrying this voting form. It means the results will truly be democratic, and therefore really mean a lot to those who receive them.

The votes will be collated by an independent company, to whom you should post your voting form, and the awards will be presented at the Computer Leisure Industry's 'get together' — Computer Arena — in March 1989.

So, simply fill-in the voting form below, cut it out (or photocopy it) and send it to:

GAMES OF THE YEAR
MICHAEL BAXTER
SOLUTIONS PR
2 WELLINGTONIA COURT
VARNDEAN ROAD
BRIGHTON BN1 6TD

ALL VOTES MUST BE IN BY FEBRUARY 24th

COMPUTER LEISURE AWARDS 1988 VOTING FORM

1) Please tick the computer format you are voting for:

- AMIGA ☐
- AMSTRAD CPC ☐
- ELECTRON ☐
- COMMODORE 64/128 ☐
- PC COMPATIBLES ☐
- ATARI ST ☐
- SPECTRUM ☐

3) Please state what you consider to be the BEST GAME OVERALL of 1988:

4) Which Software House do you choose as being the most consistent in producing high quality computer games during 1988:

2) Please name your choice of best game (from the format ticked above) of 1988:

- 1. Best ARCADE game
- 2. Best ADVENTURE game
- 3. Best STRATEGY/WAR game
- 4. Best MUSIC with game
- 5. Best USE OF GRAPHICS

Name

Address

.....

.....Postcode

HINTS 'N' TIPS

YES

TIPSHOP



With a jolly ho ho ho, he steers his red rounded belly down your chimney . . . yes it's Snouty Clause, Phil South, with a festive collection of all your hints and tips.

Hey Clive, what's the jive? Don't gimme that baloney, I want what's going down, clown. Dad, you're toooooo bad! Ow yeah! Gimme some skin, sucker. Aaaaooowww! I'm outasight and thass alright. Ow yeah! Ahem . . . sorry about that. You caught me getting down, there. It's not a problem, I can handle it. So what if I get down? So what if I eat soul food and listen to superbass records? I can take it. I could stop getting

down anytime I want to. I've just got a cold, that's all. (Sniff).

Anyway, enough already, a joke's a joke. How are you my little chippings? Good. I hope you got lots of stuff for your Uncle Snouty Claus. (Ho ho ho). It's that end of year feeling. Everyone has a little tear in their eyes, and gives each other presents. Marcus gave me a bottle of champers and a hamper. Teresa gave us two the sack (again?), and I gave everyone my apologies 'cos I

accidentally ate their presents on the bus. Still, it's the thought that counts, innit?

Loadsastuff to wedge through today, so let's beat it . . . Aaaaooowww! Sorry.

Where Time Stood Still

Yes, yes, I know I did this one last time, but this is different. This time it's the tail end of the story, the way to complete the game. The tips for this come from Iain Rimmer, Matthew Brackett, Neil Goodson, Marc Holliday, Chris Pieri, and Gary Holcombe. Let's start from the bit you already know, shall we?

"Get the bag and all the other objects from around the aircraft. Head towards the bridge. When the fat bloke Clive falls down the hole in the bridge, get him out with the rope. Now head towards the swamp. Find the right path and don't stop walking or you'll sink (see last issue). When you're safely across go to the tribal village, and you'll meet the head tribesman. He'll give you some grub and ask for something in return. Make sure you give him Gloria's stocking as he will give you some roast ham. Go South and you come to another plane wreck. Get the

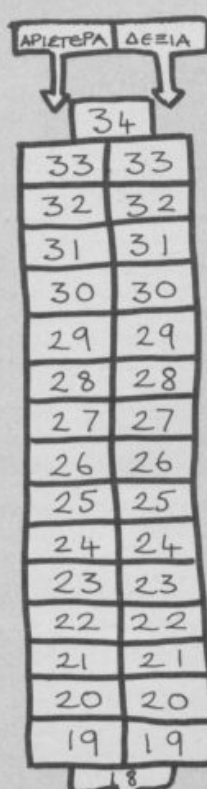
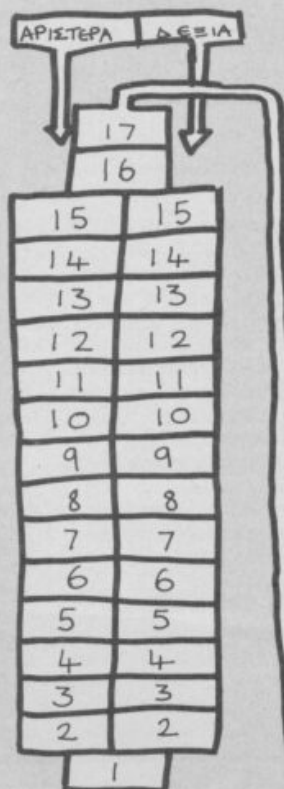
ammo and dynamite. Go North. Just in front of the tribe is a slope, go up until you reach a hole in the wall, where you'll see a claw going in and out. Don't run past it! It'll grab you and kill you. Drop the ham in front of it. It will grab the ham, and you can get past (you can jump off the waterfall here and sail down the river, but be careful to get out before you go over the second waterfall). When you reach the top watch out for the dinosaur. The villagers are nasty and will throw their spears at you. You can use the dynamite to blow up the hostile village, but you should be able to finish without. There is a small temple here where you can get a small rotating ball. But watch it in here, as it saps your strength. Near the temple is another cliff. Now go Down, watching out for the turtles, until you find another slope. When you get halfway up (be careful to stay to the left to avoid rockfalls) turn Left, then turn Right at the rockface. You will come to another slope. Go Up and you'll find two rocks together. Now you can either squeeze between them, or use the dynamite if you're in a hurry (don't forget to drop the dynamite, either). Turn Left and avoid the little dinosaurs on your way. You should find a cave. Enter it and you get the message of congratulations: Well Done (name of character) You are on your way home. Your ordeal lasted three days. Pity about (names of other characters) You have been 70% successful."

Well thank you my little chums, and I hope the dinos didn't nibble your bottys too much.

ΟΙ ΕΥΚΟΛΕΣ
ΠΙΣΤΕΥΕΙ ΣΗΜΕΙ-
ΩΝΟΝΤΑΙ ΜΕ
ΤΟ ΠΡΑΣΙΝΟ
ΧΡΩΜΑ.
ΑΝ ΠΡΟΤΙΜΑΤΕ
ΟΜΩΣ ΝΑ ΔΕΙΤΕ
ΚΑΙ ΤΙΣ ΔΥΣΚΟΛΕΣ
ΘΕΩΝΕΣ
ΑΚΟΛΟΥΘΗΣΤΕ
ΤΗΝ ΠΟΡΕΙΑ
ΜΕ ΤΟ ΚΙΤΡΙΝΟ
ΧΡΩΜΑ

ΤΟ ΠΑΙΧΝΙΔΙ
ΔΙΑΘΕΤΕΙ ΚΑΙ
CHEAT MODE.
ΑΝ ΑΝΤΙ ΓΙΑ
ΟΝΟΜΑ ΓΡΑΨΕΤΕ
"ΜΑΑΑΑΑΗ"
ΚΑΙ ΠΑΤΗΣΕΤΕ
SPACE, ΘΑ
ΞΑΝΑΡΧΗΣΕΤΕ
ΑΠ' ΤΗΝ ΠΙΣΤΑ
ΠΟΥ ΧΑΣΑΤΕ.

ΣΧΕΔΙΑΣΗ - ΧΡΩΜΑ:
ΓΙΑΜΑΛΗΣ ΑΛΚΗΣ



Yes, it's that old saying, that 'making Doh is a piece of cake'. Well, this Doh is a piece of cake an'all. And thanx to our friend from Greece, slippery old **Alkiviades Yamalis**, we can now find out which levels are which and where. And whatever 'cheers ears' is in Greek to you.

ΣΧΕΔΙΑΓΡΑΜΜΑ
ΓΙΑ ΤΗΝ ΚΑΛΥΤΕΡΗ
ΠΟΡΕΙΑ ΣΤΟ
ARKANOID II
THE IMAGING

Revenge of Doh

Ο ΚΑΡΤΗΣ ΕΓΙΝΕ ΕΤΗΝ
ΕΚΔΟΣΗ ΤΟΥ ΠΑΙΧΝΙΔΙΟΥ ΓΙΑ
SPECTRUM 48 Κ. ΟΠΟΥ ΟΙ
ΘΕΩΝΕΣ ΔΕΝ ΑΝΑΚΑΤΕΥΟΝΤΑΙ
ΚΑΙ ΕΜΦΑΝΙΖΟΝΤΑΙ ΠΑΝΤΑ ΜΕ
ΚΑΘΟΡΙΣΜΕΝΗ ΕΓΚΛΗΜΑΤΑ.

Fore! Now, where was I last month, I'm sure you're asking (No. Ed). Well, even hard-working docs like me need a break now and then (three-iron, please, caddie) and last month was in fact my annual holiday to my little villa in the south of France, or Castle Berkmann, as we like to call it.

But duty calls sooner or later, or was it my bank manager? I don't remember. Anyway, here I am, back again to answer your queries on the ins and outs of Spectrums, so bring in the first patient, nurse.

NEBULUS

Aha, if it's not my old pizza-noshing chum **Giovanni Lopes Pegna**, from Florence (or Firenze, as we flash gits like to call it). What can I do for you, Gio? Quatro stagione with extra cheese? Ha ha ha ha.

"No, I want to help **Ben Wright**, who can't get off the first platform of level 3 of *Nebulus*."

Good egg, carry on.

"First you must go left, shoot the ball and wait for the wheel. When it's about to hit you, go through the door; on the other side of the tower get the lift up, then go right and wait for the wheel. That will knock you down to the platform just below. Shoot the ball and go right: the last block will disappear and you will fall onto the first platform. Now you can get the lift up... That's all."

Is it? Sounds a little tricky to me, but there you are. Happens all the time in the surgery. Sewing the chap up and you suddenly realise you've left something important inside him, like the anaesthetist or something. Awfully difficult to explain to the nearest and dearest, I can tell you.

HELICOPPER

Odd letter here from **Ka-Shing Man**, who seems to come from Bushey (shouldn't that be Boo-shee?). Anyway, Ka, as we will call the blighter, has an answer to **John Quinn's** low moan for assistance on *Helicopter*. "You, here are those passwords. Show, Forever, Restart, Clear." Ta, Ka, and there'll be a badge winging its way to you in about a femtosecond, or perhaps two...

"Hoi! What? 'I've got a problem too, you know.' You do? Yes, very nasty. I know this excellent specialist who will... 'Shut up. I mean a gamesnag. And it's this: How do you get the honey pot in *Herbert's Dummy Run*?' Good question, old chum. Any ideas, gamesters?"

ELITE

Remember **Neil Ayres'** letter in the October ish complaining about the Smash Tips POKE for the 48K version of *Elite*? Try as he might, the poor pumpkin couldn't get it to work. It looked all right from this end, and he was sure he'd typed it in correctly. Something of an enigma...

But another letter from Neil has revealed all. "I have solved *The Great Elite Mystery*." Yes yes yes, get on with it. "What has happened is very strange, so sit down. Are you sitting comfortably?" Yes yes yes. "Firstly I own a 48K Spectrum. So I got the 1984 48K version of *Elite*, typed in the POKE for the 128K version, and — goldurn it —



it worked!" Ah. So we got them the wrong way round. Thanks, Neil. I assure you that someone will suffer for this — who's nearest? (SCRUNCH!)

PLAY IT AGAIN SAM

Poor old **Gary Angus** had been trying to get out of the office in this old Microsphere smash for months, but here's the 'Lone Ranger', in the form of old Clinician **Chris Delahunty**.

"Just climb through the window, then go east, hail a cab, and type Follow That Car."

Seems reasonable to me, Gaz, and thanx to Chris (how's *The Great Escape* going?). Chris is also the latest to volunteer as a 'Dr Berkmann's Clinic Official Good Egg' and will help anyone who sends him an s.a.e. on *Target Renegade*, *The Dark Side*, *Cybermold* and a few others which he declines to mention. "If I don't have anything on a game, I'll send back a stamp. Funky, eh?" Too right, clobber. Write to him at 44 St Johns Way, Thetford, Norfolk IP24 3NW. I too have a really cracking solution to *The Dark Side*, courtesy of **DGW Griffith**, so if anyone needs any help...

MONTY ON THE RUN

Whoops! A Berkmann booboo, at least if **Gareth Teague** is to be believed.

"Certainly am. Get it right, ya dork! The correct freedom kit for *Monty On The Run* is Jet Pack, Gas Mask, Rope, Torch & Passport — the list in number 32 is wrong!" That was, well, five months ago, Gaz, what took you so long? "Had to find out for myself, dint I? By the way, has anyone got a POKE or a cheat for *The Duct*?"

THE SACRED ARMOUR OF ANTIRIAD

Help here for **Daniel Wright**, who was a mite stuck on this old Ariolasoft (remember them?) arcade adventure, the one with the ginormous sprites (remember them?). What to do with the particle negator and the implosion mine? "Tis simple," sayeth **Tobias Bardon**. "All you have to do is pick them up and take them to the top of the volcano where the generators are. The implosion mine and the particle generator will be activated automatically." To find the generators, just go directly up from where you found the implosion mine. Awright?

SMASH TIPS CORRECTIONS

A couple here from a bonzer fellow called **Stig**, who wrote me a splendid letter full of tips and things, and most importantly a couple of *errata* (Latin. Smart, huh?) for the 'Smash Tips' supplement. I mean,

with such an enormous project, a few boo boos are bound to creep in, and here are the ones Stig has spotted:

JET SET WILLY 2

Line 70 should read as follows:
70 DATA

221, 33, 0, 64, 17, 56, 185, 62, 255, 55, 205, 86, 5, 243, 48, 240

DEVIANTS

Lines 90 and 100 should read as follows:

90 DATA 50,12,193
100 DATA 195,15,153,999
Good Egg, Stigsys!

DUSTIN

Gor lumme, we've only just bunged this on the cover, and everyone's asking for help. Like **David Wicks**, who signs himself "yours in despair". "How do I get fags, booze etc off people? And how do I barter with the other inmates?" Enter Stigsys again with his own home-made solution. "Forget all the stuff like the watch and hammer — they just take up pocket room. Just go to the first guard you see at the start and keep beating him until he gives you eight packets of cigarettes." Ah, if only real life were that easy — much less bother than nipping down to the corner shop... "Then go to the spud peeler and swap some ciggies for three bones, just in case you bump into the panther in the forest..." Okay for starters, David?

HAYLP!

Remember if you can solve any of our Haylpsters' gamesnags, you'll be in line to win the prestigious YS Big Tips badge. Awright?

First, **Lee Wilson**, who writes, "Doctor, doctor, I think I'm a bat, or at least I soon will be if I don't get a *Bathack for Batman!*" He just can't get any Batmobile pieces or the Batbelt, and he keeps dying when trying to get the backpack, so he clearly needs your assistance.

Tim Johnson, meanwhile, is all glued up in *Firelord*, where he can get only three charms. "Please could you give me the winning solution or how to get to Princess Eleanor, the white and the yellow knights, the hermit, the white dragon etc. Also how do you gain access to the rose, sword and shield, crossbow and candlestick?" Phew!

Kit Tse wants to help on *Sam Fox's Strip Poker*, but as he hasn't got a Multiface, the POKE we bunged in *Smash Tips* was no c#∞\$ting use, was it? Has anyone got a normal POKE for Kit?

Finally, **Jack The Nipper II** is depriving **Gary Pope** of much needed shut-eye. "Please, could you tell me what to do with the rope? the pineapple? the woodworm? and can you help me find the log and how do I use it?"

AU REVOIR

We'll meet again, don't know where (*Tipshop*, I'd say. Ed), don't know whe-e-e-e-en (*Next month*. Ed), but I know we'll meet again some sunny da-a-a-a-a-ay! So keep sending in your gamesnags, solutions and large cheques (*Scrub that bit*. Ed), to **Dr B's Clinic, YS, 14 Rathbone Place, London W1P IDE**. Anything we print wins its sender a badge!

Robin Gershan and Henry Barker have cracked this big *Road Blasters* clone, and have got all sorts of hints and tips for me and you. Well, you anyway, 'cos I already know them. Take it away, Henry. (Oh, bring it back afterwards, there's a good chap.)

TIP O' THE MONTH

How To Deal With all the Baddies

Overlander

●**MISSION 1-Devil's Straights:** Selecting your chosen controls and start, choose the Crimelord's cargo — the counterfeit money (\$12,000). It's worth choosing the best paid mission as this allows you more money up front to finance your task. We can't say we've noticed any difficulty between the Federation's and the Crimelord's missions. Buy only 14 units of fuel, this should be plenty to see you through the level. Then buy a turbocharger, three bulletproofing options and six flamethrowers if you think you'll need them for the 4WDs. This will leave you with nothing, but you'll make money destroying enemies on the way. You may begin the mission.

●**MISSION 2 — Snake Canyon:** Choose the Crimelord's cargo, the kidnapped official (\$16,000). Provided you take heed of the tips below on how to cope with the various gangs,

along with your \$6,000 bonuses from the last mission and the \$8,000 you get up front for this one, you should have enough to purchase the following: 20 units of fuel, armour plating, superbrakes and spend the rest of your dosh on weapons, extra lives, bulletproofing and/or battering rams to your taste. Choose wisely. Then you can begin driving.

●**MISSION 3 — The Darklands:** Choose the Federation's offer of \$34,000 to transport Plutonium. (It's not as bad as it sounds!) Half of this along with your previous missions should

give you \$25,000. You should have enough for the following: 20 units of fuel, a leanburner, wheelblades, and once again a selection of weapons, extra lives, bulletproofing and battering rams. Then begin the mission.

●**MISSION 4 — The Gutter:** Choose the Crimelords cargo of illegal drugs in return for a payment of \$60,000! Now that you've bought all the permanent items illuminated on your dashboard, all that remains is to buy all the goods you use up, like the weapons, lives, rams... etc (I'm not going through them all again!)

●**Roadhogs:** Bump them off the road into the wrecks, or wait till they get ahead and blast them.

●**Kamikazes:** You'll be okay on the left hand of the road, but watch out for corners. Also watch out for the bikes, 'cos they sometimes brake when you're behind them. As you gain more money, you can buy armour plating to stop them.

●**Crawlers:** Try to stay on the opposite side of the road to them, weaving in and out of their shots. Or slow down and shoot them.

●**Offroaders:** As soon as these Four Wheel Drives (4WD) appear, start firing your gun, and quickly sweep across their path. As you progress through the levels, they get tougher. Try to avoid them, or take them out with special weapons.

●**Roadblocks:** These start appearing in level two. Slow down and weave to avoid them.

Bionic Commandos

Like a lot of games these days, the documentation with blockbusting games isn't perhaps as comprehensive as it could be. Take this list of enemies and their attributes from Philip McCardle (not Macca, some other McSomnink).

●**Bee hive:** don't shoot this or touch it or a swarm of killer bees will attack and probably kill you. You can shoot them with just one shot if you're lucky.



●**Flying creature:** These climb up trees and swoop at you after a while. Get level with them, and shoot them before they take off. They only need one shot.



●**Electronic cage:** These kill you when you touch them. Shoot them about four times and they'll blow up.



●**Soldier:** These shoot, throw bombs and land on you. One shot.



●**Large soldiers:** These follow you with grappling hooks, and when they can they'll charge at you. Shoot four times.



●**Giants:** Two big horrible giants which fling bouncing boxes at you. Twenty shots needed to kill them!



●**Kamikaze Soldiers:** These appear from behind the giants and charge or drop on you. Shoot them once and they'll blow up (hur hur hur).



●**Half Functional Robot:** You can't destroy these, just duck under the hands and feet at the right moment.



●**Spikes:** These will kill you if you land on them, and you can't zap them, so steer clear.



●**Whirly Things:** Dodge 'em.



●**Jumping Machines:** Shoot the legs before they crush you. They'll blow up and throw the driver clear. Shoot him too.



●**Goblins:** Crouch down to shoot these before they bite the platform away and crush you. Just one shot will do."



And that's it! Brilliant work, Phil. Hmm! Good name that, where d'ya get it?

Vindicator

There's so many good tips this month, it's hard to believe I'm gonna fit them all in. Like

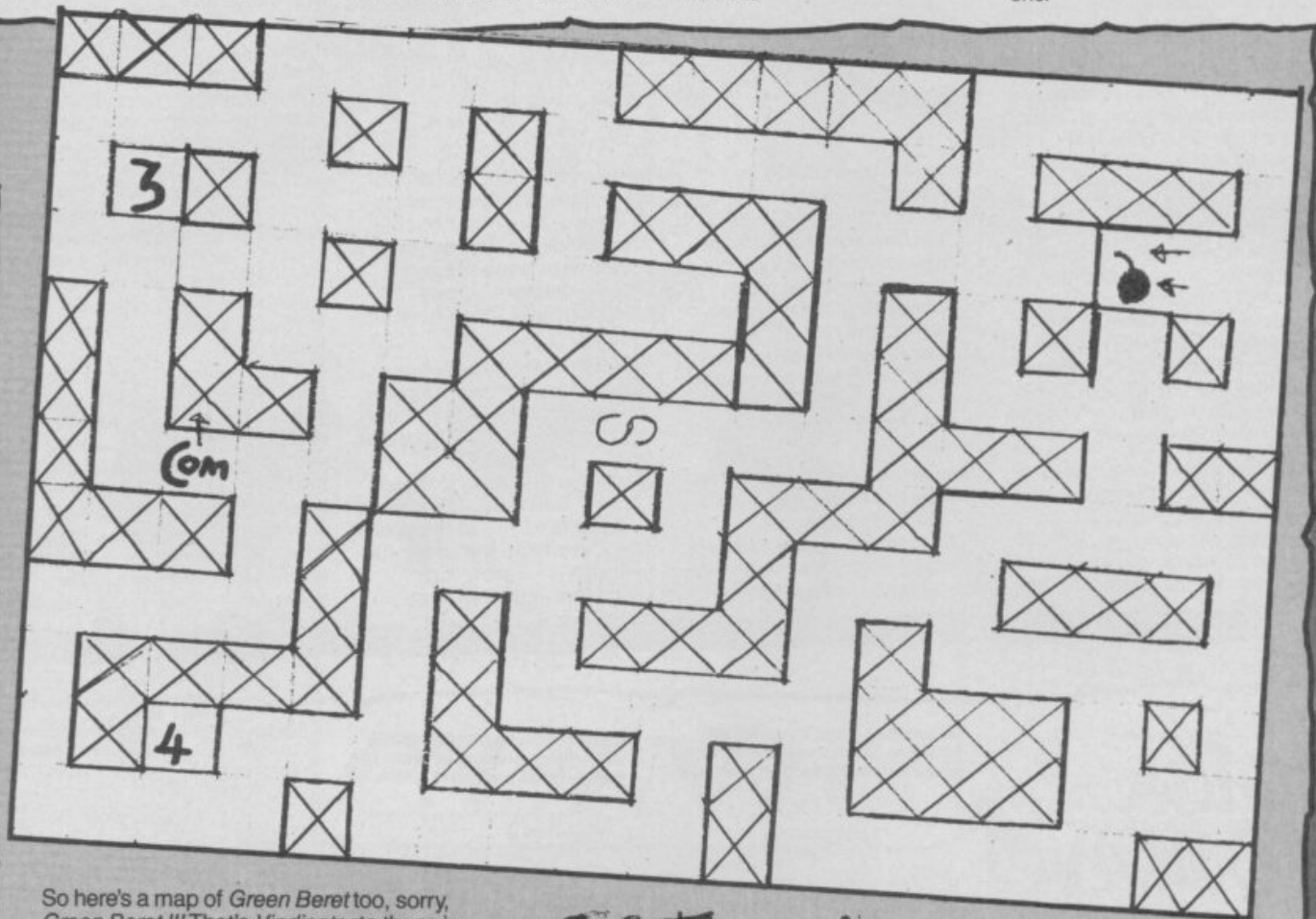
these from **Paul James, Glenn Birks and Gordon Craig**, with the first clues on **Vindicator**. Brilliant, and very well played you guys. Just wait for that 'Big Tips' badge to splat onto the old doormat, then you'll be sorry. "These are the answers to the anagrams in **Vindicator**:"

LEON WUPAS=PAUL OWENS
DAWN BARAMOAL=AMANDA

BARLOW
KEN JAMROS=MARK JONES
NATHAN JUNNOD=
JOHNATHON DUNN
ROBIN TUMSEL=SIMON
BUTLER
EMILE BAKMA=MIKE LAMB
JOE HANGMEN=JOHN
MEEGAN
DR ANTONI CLAM
MD=MARTIN MCDONALD
SEAN JIM HAGGIS=JAMES
HIGGINS

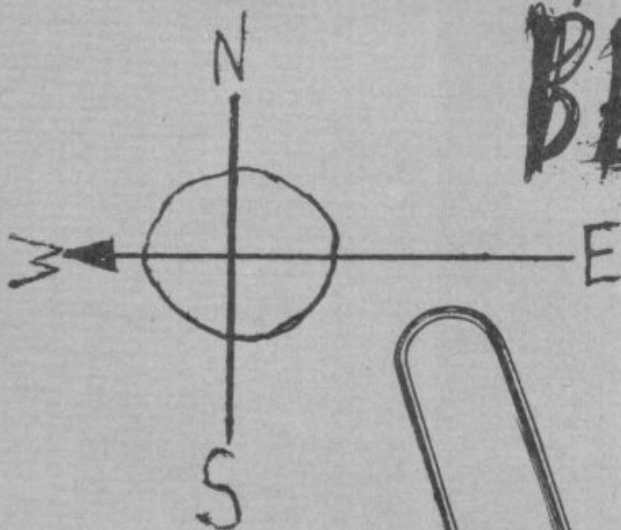
RON H VAIN=IVAN HORN
OLIVER DADI=DAVID COLIER
The code for the second level of the game is:
VALSALVA MANOEUVRE"

Thanx chaps, that's a real diamond bit of research you've done there. I like to see puzzles like this one, rather than the straight 'Left, Right, Left, Left, Eat Banana' type of clues. Nice one.



So here's a map of **Green Beret** too, sorry, **Green Beret III**! That's **Vindicator** to those in the know. **Vindicator** twodicator threedicator four. It's a sketch of floor one, part one, which should give you some idea of how to get on through to the next level. Many big ones to you, **Andrew Southam**, and may the sun never set on your beret, ever again (Sniff, so touching)

GREEN BERET



Floor 1 PART 1

KEY: CS=START

3) LIFTS UP &
4) DOWN &

● Bomb Component.
Com Computer Room.

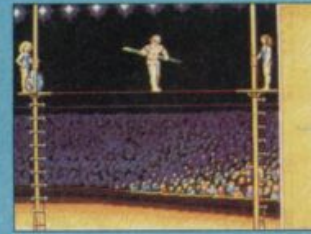
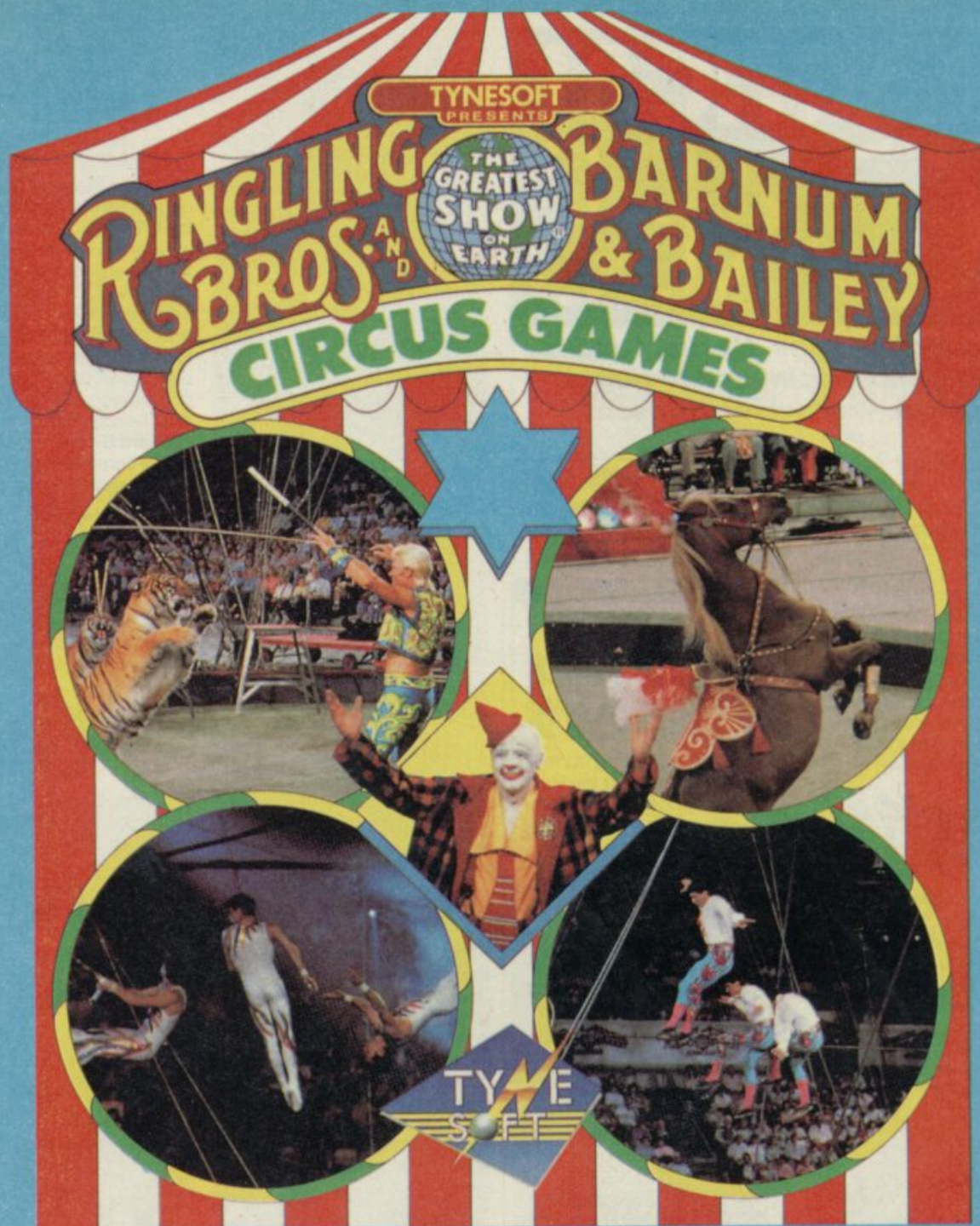
HINTS + TIPS:-

ANAGRAM ANSWERS 1ST FLOOR.

LEON WUPAS = PAUL OWENS.

DAWN BARAMOAL = AMANDA BARLOW.

KEN MAROWS = UNKNOWN AT MOMENT.



Step right up, see the main attraction. Tynesoft welcomes you to the greatest show on earth Ringling Bros and Barnum & Bailey combine to bring you Circus Games, capturing the thrills and excitement of the Big Top.

We challenge you to attempt the High Wire - do Flips, Cartwheels and Hand Stands then ride the Unicycle. Try your hand at Trick Horse Riding - Attempt the daring feats on horse back and warm to the applause of the crowd. For the real spirit of adventure Tiger Taming dares you to face the fierce Bengal Tigers. Make them stand on their podiums, walk through an obstacle course and jump through flaming hoops. Your skill and judgement are vital when it comes to tackling the Trapeze - you may discover that you're a real high flyer. The Circus wouldn't be the Circus without clowns, and this is no exception. Laugh at their antics between events - it's what the Circus is all about.

ST / AMIGA / PC £24.95 CBM 64 CASS £9.95 DISK £14.95
AMSTRAD CASS £9.95 DISK £14.95 SPECTRUM CASS £8.95
DISK £14.95 BBC/ELECTRON CASS £9.95 DISK £14.95



Addison Industrial Estate,
Blaydon, Tyne & Wear NE21 4TE.
TEL: (091) 414 4611

PRACTICAL POKES

David McCandless. Hacks. Cracks. Pokes. Multifacings. Two pages. Packed. The perfect present.

Ah, Christmas! The grubby slush on the kerb, pine needles clogging up the vacuum cleaner, a snowball down the back of your neck, empty bank accounts, plastic smiles and just-what-I've-always-wanted's, crackers that go 'phut', and of course, relatives. Quite a lot to look forward to really (cough). Makes you glad I completely stuffed this month's column doesn't it?

Dustin

We're off to a cracking start this month, with a hack for the brilliant YS give-away game, *Dustin*. So if you still can't escape into the jungle then use **Antony Johnson's** hack for immunity.

I have this strange feeling that this is not the last we'll be seeing of Antony...

```
10 REM DUSTIN hack
20 REM Antony Johnson
30 CLEAR 24575: LOAD ""CODE 0
50000
40 FOR a=65351 TO 65357: READ
b: POKE a,b: NEXT a
50 POKE 65092,244: POKE 65093,
60 RANDOMIZE USR 65088
70 DATA 175,50,144,210,195,32,
1253
```

Olympic Challenge

Oh dear, oh dear me. If I said to you that there was a new Speedlock system out, who do you think would crack it first?

Jon North. Exactly. Yet another protection system down the drain. Oh well. Life's a bitch and then you die.

I have this strange feeling that this is not the last we'll be seeing of Jon...

```
10 REM Jon North/Graham Mason
20 REM Speedlock 5 Multipoke
30 REM Hello Simon Berry !!
40 LET t=0: FOR f=54 TO 30249
```

HACK OF THE MONTH

Star Wars

Jon North is grinning from ear to ear, after cracking the Haxby Hacker's 'unbreakable' protection system on *Star Wars*, HAXPOC. Jon says it took him half an hour. All I can say is: what a stunning system that was.

```
10 REM Star Wars by Jon North
20 REM 100% Hackproof is it?
30 CLEAR 2963: LET t=0
40 FOR f=54 TO 30305
50 READ a: POKE f,a
60 LET t=t+1: IF t=29990: GOTO NEXT f
70 IF t<201289 THEN STOP
80 RANDOMIZE USR 344
1000 DATA 221,35,203,253,17
1010 DATA 215,2,62,255,95
1020 DATA 205,86,5,48,241
1030 DATA 33,208,254,6,240
1040 DATA 126,258,8,119,35
1050 DATA 16,249,33,190,255
1060 DATA 34,130,255,62,120
1070 DATA 50,133,255,33,223
1080 DATA 117,17,112,89,1
1090 DATA 81,0,237,176,30
1100 DATA 231,14,53,237,176
1110 DATA 33,118,117,34,133
1120 DATA 255,32,229,0,34
1130 DATA 192,255,195,187,255
1140 DATA 122,179,194,208,254
1150 DATA 221,37,30,53,62
1160 DATA 135,50,135,255,195
1170 DATA 208,254,122,179,194
1180 DATA 208,254,221,36,30
1190 DATA 38,62,152,50,135
1200 DATA 255,195,208,254,122
1210 DATA 179,194,208,254,221
1220 DATA 37,30,81,62,169
1230 DATA 50,135,255,195,208
1240 DATA 254,122,179,194,208
1250 DATA 254,221,36,62,187
1260 DATA 50,135,255,17,111
1270 DATA 252,195,208,254,194
1280 DATA 208,254,62,208,50
1290 DATA 135,255,62,254,50
1300 DATA 156,255,62,112,50
1310 DATA 190,255,62,89,50
1320 DATA 191,255,50,133,255
1330 DATA 195,218,254,53,95
1340 DATA 49,16,13,11,23
1350 DATA 62,201,50,139,254
1360 DATA 33,120,254,34,190
1370 DATA 255,49,123,89,205
1380 DATA 120,254,175,50,139
1390 DATA 254,33,155,254,17
1400 DATA 40,90,1,15,0
1410 DATA 237,176,235,54,238
1420 DATA 35,113,35,235,14
1430 DATA 19,62,222,237,176
1440 DATA 205,175,89,17,64
1450 DATA 90,62,234,205,175
1460 DATA 89,175,50,212,176
1470 DATA 195,223,255,33,12
1480 DATA 90,50,23,90,14
1490 DATA 13,237,176,1,110
1500 DATA 25,205,40,90,24
1510 DATA 38,14,85,205,249
1520 DATA 89,14,35,205,249
1530 DATA 89,14,125,205,249
1540 DATA 89,1,157,136,229
1550 DATA 33,56,90,126,238
1560 DATA 7,119,35,35,35
1570 DATA 126,238,174,119,225
1580 DATA 195,54,90,18,221
1590 DATA 35,253,35,19,43
1600 DATA 11,120,177,32,0
1610 DATA 201
```

```
50 READ a: POKE f,a
60 LET t=t+1: IF t=29990: GOTO NEXT f
70 IF t<2960314 THEN STOP
80 FOR f=50252 TO 149: READ a
90 IF a=255 THEN GO TO 120
100 POKE f,a
110 LET t=t+1: IF t=30242: GOTO NEXT f
120 IF t<34 THEN STOP
130 RANDOMIZE USR 344
1000 DATA 221,42,44,118,237
1010 DATA 91,46,118,62,255
1020 DATA 55,205,86,5,48
1030 DATA 240,42,48,118,58
1040 DATA 50,118,243,245,34
1050 DATA 109,89,126,254,195
1060 DATA 32,7,35,35,32
1070 DATA 34,100,89,126,254
1080 DATA 17,32,17,1,6
1090 DATA 0,9,126,237,66
1100 DATA 254,53,32,6,62
1110 DATA 249,14,11,24,80
1120 DATA 254,49,32,17,1
1130 DATA 15,0,9,94,54
1140 DATA 239,35,86,54,117
1150 DATA 237,83,200,89,24
1160 DATA 25,1,17,0,9
1170 DATA 126,254,205,32,4
1180 DATA 14,26,24,229,254
1190 DATA 237,32,17,62,246
1200 DATA 14,25,34,44,42
1210 DATA 100,89,241,237,79
1220 DATA 233,254,121,32,4
1230 DATA 14,5,24,204,254
1240 DATA 209,32,6,62,244
1250 DATA 14,27,24,19,254
1260 DATA 22,32,74,14,6
1270 DATA 22,245,9,14,28
1280 DATA 126,254,47,32,2
1290 DATA 21,12,122,42,100
1300 DATA 89,17,200,89,6
1310 DATA 0,237,83,100,89
1320 DATA 237,176,35,35,75
1330 DATA 34,200,89,33,228
1340 DATA 117,119,43,14,12
1350 DATA 237,176,24,181,32
1360 DATA 0,195,239,117,53
1370 DATA 95,49,16,13,11
1380 DATA 25,237,95,7,214
1390 DATA 6,15,245,42,200
1400 DATA 89,34,100,89,195
1410 DATA 75,117,42,51,118
1420 DATA 229,1,183,0,237
1430 DATA 66,17,80,91,115
1440 DATA 35,114,42,55,118
1450 DATA 34,39,118,42,55
1460 DATA 118,34,42,118,33
1470 DATA 35,118,1,100,0
1480 DATA 237,176,201,35,102
1490 DATA 91,34,0,0,195
1500 REM GOLF 0.9911E CHALL
1510 DATA 49,234,185,20,145,234,
112,206,254,62,254,65,254,33,120,
91,17,210,255,1,8,0,123,50,62,1
07,237,176,185,0,98,50,196,120,5
0,157,119,55,201,3094517
```

Eidolon

Although this game's a little on the antiquated side, **Khalid Jamil** convinced me I should put it in, considering it's just been re-released on a budget label. Now you'll have all the time in the world to romp about in the caverns.

I have this strange feeling that this is not the last we'll be seeing of Khalid...

```
5456 REM EIDOLON HACK
20 REM by KJ3
30 CLEAR 24574: LOAD ""CODE
40 FOR f=53407,15: POKE 53408,
209: RANDOMIZE USR 53408
50 POKE 36160,62: POKE 36162,
60: RANDOMIZE USR 27904
```

Darkside

Sam Day and **Roy Goodall** have enlightened (groan) us with this straightforward hack for the Incentive 3D corker.

I have this strange feeling that this is not the last we'll be seeing of Roy...

```
10 CLEAR 32767: LOAD ""CODE 6
5088
20 FOR f=65275 TO 65286: READ
a
30 IF a=999 THEN POKE f,a: H
EXT f
40 RANDOMIZE USR 65088
50 DATA 175,50,136,177
60 DATA 50,43,187: REM Infy B
fields
70 DATA 50,226,185: REM Infy
Fuel
80 REM by ROY GOODALL and SAM
DAY
```

Ultimate

Once upon a time there was a company called Ultimate who produced the most amazing games for the Spectrum at the time. They pioneered the arcade adventure and created the first solid perspective game. Nobody could get enough of them. Even their adverts were looked forward to. Then, later, when they had disappeared into the ether, a compilation was released of all their best games. And now, **Richard Swann** has come up with a compilation of all the best hacks for those games:

```
10 REM Ultimate Collection RE
SA-HACK
20 REM by RICHARD SWANN
30 CLEAR 24300: LOAD ""SCREEN
40 FOR a=0 TO 3: LOAD STR# HCD
DE a: NEXT a
50 REM Add pokes for each gam
60 REM HERE!!!
```

Sabre Wulf

```
50 REM SABRE WULF
60 POKE 44786,0: PRINT USR 23
424
```

Cookie

```
50 REM COOKIE
60 POKE 28695,62: POKE 28696,
5: POKE 28697,0: POKE 28698,0
70 PRINT USR 23424
```

Lunar Jetman

```
54562 REM LUNAR JETMAN
60 POKE 36965,0: PRINT USR 23
424
```

Jetpac

```
50 REM JETPAC
60 POKE 26917,0: POKE 26918,0
1 PRINT USR 23424
```

Tranz-Am

```
50 REM TRANZ-AM
60 POKE 25446,0: PRINT USR 23
424
```

Atic-Atac

```
50 REM ATIC-ATAC
60 POKE 36519,0: PRINT USR 23
424
```


Gunfight

50 REM GUNFIGHT
60 POKE 47919,0: POKE 47920,0
1 PRINT USR 23424

Nightshade

50 REM NIGHTSHADE
60 POKE 53442,0: POKE 53443,1
21 PRINT USR 23424

Cyberun

1000 REM MERGE "" and then inse
rt
1010 REM the following poke bef
ore the PRINT USR
1020 REM CYBERUN
1030 POKE 36168,175

Pentagram

1000 REM MERGE "" and then inse
rt
1010 REM the following poke bef
ore the PRINT USR
1020 REM PENTAGRAM
1030 POKE 49917,0: POKE 50751,0

Bubbler

1000 REM MERGE "" and then inse
rt
1010 REM the following poke bef
ore the PRINT USR
1020 REM BUBBLER
1030 POKE 57515,0: POKE 57516,0
1 POKE 57517,0

19-Boot Camp

The assault course on this game is a real pain (and we're talking agony here). Mega-hacker **Antony Johnson** has given you infinite time on the assault course, which means infinite time to get nowhere.

10 REM 19-BOOT CAMP hack by A
Johnson
20 CLEAR 24477
30 LOAD ""CODE
40 POKE 23730,179: POKE 23741
95
50 POKE 24687,21: POKE 24688,
250
60 FOR a=60021 TO 60057: READ
b: POKE a,b: NEXT a
70 RANDOMIZE USR 24500
80 DATA 33,30,250,34,135,150
90 DATA 195,211,128,35,50,250
17,250
100 DATA 95,1,10,0,237,176,33
110 DATA 250,95,34,191,134,195
120 DATA 211,128,62,58,50,160
130 DATA 148,195,69,125

Barbarian

Not Conan, nor even Maria Whittaker (slarp), but the Psygnosis maze game. Once again **Antony Johnson** is the man responsible, his hacks give infinite arrows and infinite lives.

10 REM BARBARIAN hack by A.Jo
hanson
20 POKE 39830,12: POKE 39831,
250
30 FOR a=64012 TO 64023: READ
b: POKE a,b: NEXT a
40 RANDOMIZE USR 39680
50 DATA 62,36,50,104,146,175
60 DATA 50,214,148,195,102,23
7

Virus

Yes, the game they said could never be done on the Spectrum, *Virus*. And yes, the hacker they said could crack any protection system in existence: **Jon North**. Worra combination.

5 REM Firebird HACKER by Jon
North
10 LET t=0
20 FOR f=32768 TO 32876
30 READ a: POKE f,a
40 LET t=t+(f-32750)/a: NEXT
f
50 IF t=679460 THEN STOP
60 FOR f=32877 TO 1e9: READ a
70 IF a/256 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-32867)/a: NEXT
f
100 IF t=a THEN STOP
110 LOAD ""CODE: REM USR 3283
0
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 04,205,33,21,255
150 DATA 34,85,205,62,195
160 DATA 50,58,0,35,32
170 DATA 128,34,59,0,195
180 DATA 0,0,50,107,92
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 176,195,61,0,128
220 DATA 223,181,209,177,144
230 DATA 141,139,151,206,198
240 DATA 199,200,257,123,112
250 DATA 128,62,205,50,84
260 DATA 205,33,0,128,34
270 DATA 85,205,33,109,128
280 DATA 126,50,22,128,50
290 DATA 28,128,50,31,128
300 DATA 50,40,128,50,40
310 DATA 128,35,126,50,42
320 DATA 128,35,126,50,39
330 DATA 128,195,0,205
340 DATA 252,8,160,81,191,175,
50,145,175,195,184,153
350 REM VIRUS hack by JN

Mickey Mouse

The **Tefal Men** (hi guys) have totally annihilated this game. What have they got against a black-eared rodent with a squeaky voice huh? Poor mouse, but I wish he'd take off those annoying white gloves though.

10 REM MICKEY MOUSE hack by S
teffal
20 FOR a=49516 TO 49549: READ
b: POKE a,b: NEXT a
30 RANDOMIZE USR 49516
40 DATA 221,33,35,192,17,37,1
50 DATA 62,255,55,205,86,5

MULTIFACE

Multifacers this month were **Graham Mason, Boffin Brown, Ricki and Steve, and Antony Johnson**. Quite a collation

CORNER

Game	Poke	Effect
BMX KIDZ	52108,0	lives
CYBERNOID 2	34402,0	ammo
DUSTIN	52045,195	time
	52932,0:52937,0:	
	52939,0	no penalty
	52904,0	immunity
GAME OVER 2	54216,0	lives pt 1
	57606,0	lives pt 2
MAD MIX	40296,0	lives
	39947,n	n=lives
MR WEENIS & SHE VAMPS	30742,2	potions
	39973,0:	
	40019,0:39974,0	energy
	41228,0	
OVERKILL	42968,0	lives
PEOPLE FROM SIRIUS	31374,0	light
	31473,0	bullets
	31329,0	immunity
	28505,0	wierd!
ROAD BLASTERS	47025,0	turbo
	47541,0	no corners
	48635,0	credits
STREET FIGHTER	41740,24	time

60 DATA 48,240,33,133,193,34
70 DATA 46,193,195,91,192,175
80 DATA 50,169,159,50,180,142
90 DATA 195,128,112

Crash Preventor

Check out this bit to get the POKES on this page to work. And if they still don't work then it's my fault:

1. Type in the HACK program
2. Save it for later use
3. Rewind game tape to start
4. Run HACK program
5. Play rewound game tape
6. Play game.

Scrolling Credits

Another batch of hackers-who-would-be-late: **Robert Nelson, James Upton, Paul Hemming, Dean Brazier, Matthew Alcott, Max Hardcastle and Ian Windle**.

Game Over 2

Back in the October issue I printed the entry code to part 2 of *Phantis aka Game Over 2*. Somehow I got it wrong (I still don't know how to this day), but **Khalid Jamil** has kindly corrected me. The code should be 18757.

The End

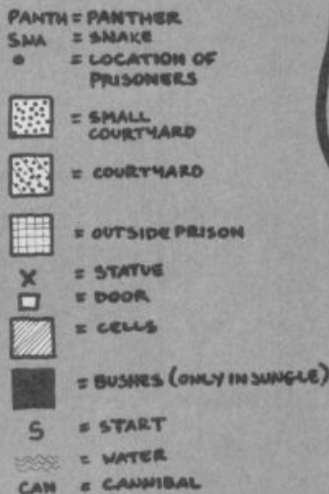
Well here you have it, Christmas pokes for you to savour over the stuffed holiday. And if any hackers out there feel like contributing some physical manifestations of their skill (pokes) then the address is **David McCandless, Practical Pokes, YS, 14 Rathbone Place, London W1P 1DE**. I'm waiting. Byeeeee!

● **Tobacco, Whisky, Money.** You get these off the guards but they are of no use. You can use them to barter with the other prisoners but you can only get a lighter, a watch, and a bunch of keys. The lighter is for lighting the TNT to blow up every guard in the room. This is useless. The watch is even more useless, and you need the keys to open the doors.

● Map where you have been, and write down where the other prisoners are and what you can get from bartering with them.

● You only need the hammer as one blow knocks anyone out.

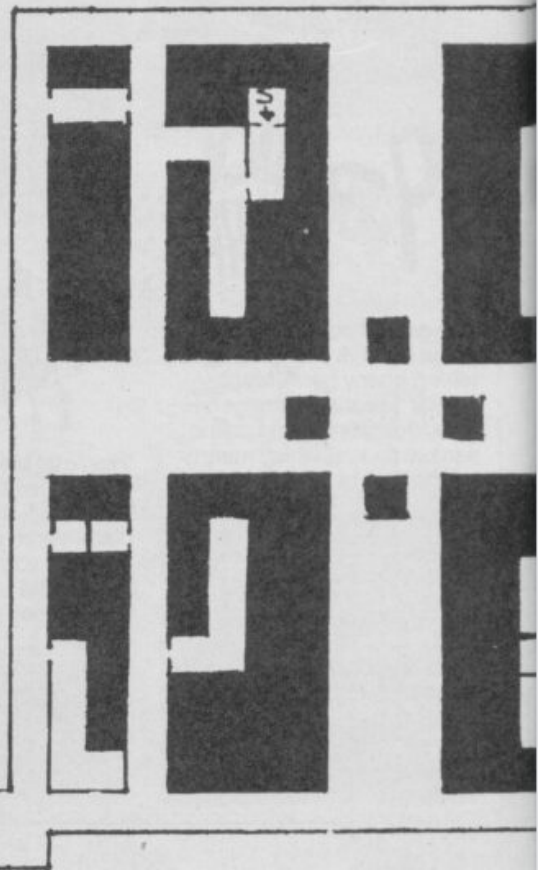
You don't need the antidote but it might help."

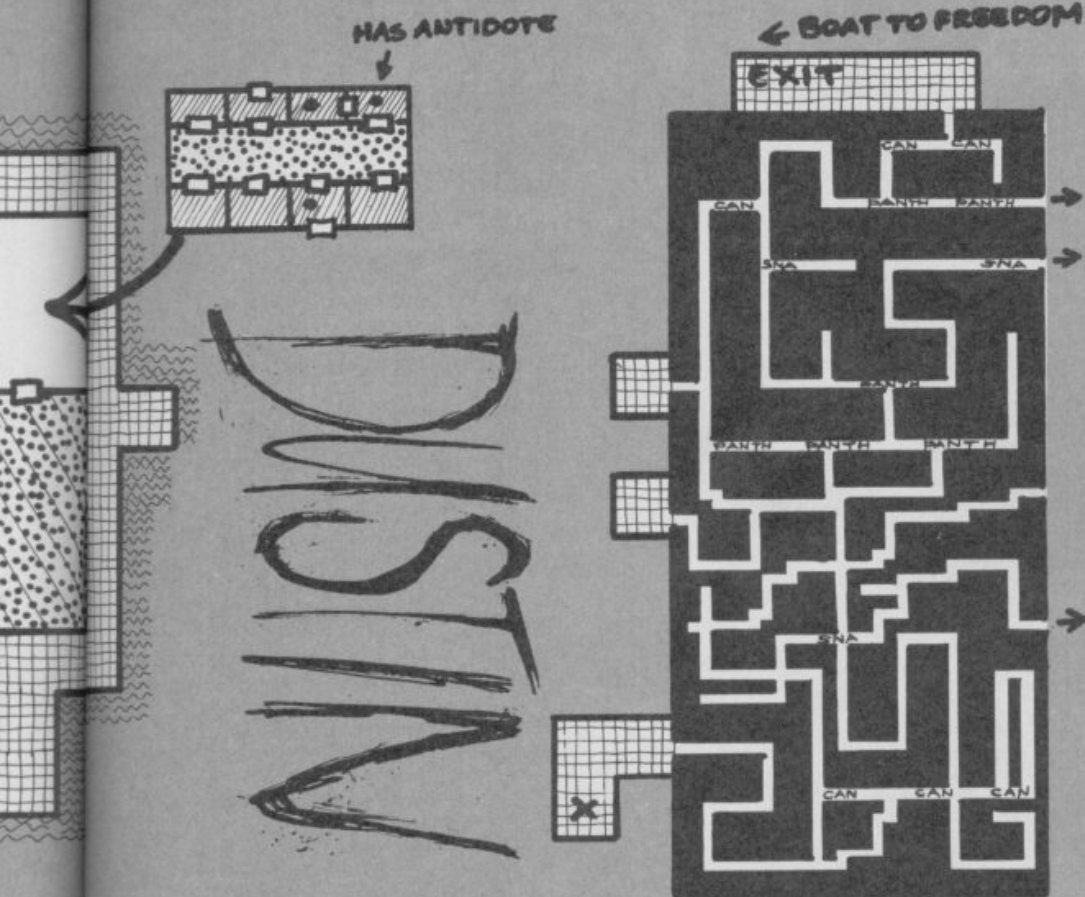


- 19-1000 Gates key

- Key to cellar map.

- RESEARCH**





Cybernoid II

Hah! Here they are, the tips you never thought you'd get. The cheats for *Cybernoid II* which give you those all important infinite lives (BTW: Any 'tipper' who spells 'infinite' as 'infinitive' or any other brand of case, deserves to have their grammar mashed between two halfbricks. Ya get me?) Hey dudes, what's happenin'? Yes, you guys. Rob Gaffney, Laurie Piper, Scott 'COOL' Turnbull, and Simon Strutt. Giz your tips.

"Redefine the keys as O, R, G, and Y... that's ORGY (FNARRRR!) for the hard (honk) of thinking. Then redefine them as your own keys. Then you have infinite lives. This even works with the demo version we gave you on the cover of *Your Sinclair*.

(PS. To use the weapons on the demo version of *Cyber II*, use the table below.

Weapons	Keys
20 time bombs	2
1 shield	3
5 sets bouncing bombs	4
5 seeking bombs	5
2 smart bombs	6

in case you're wondering.)"

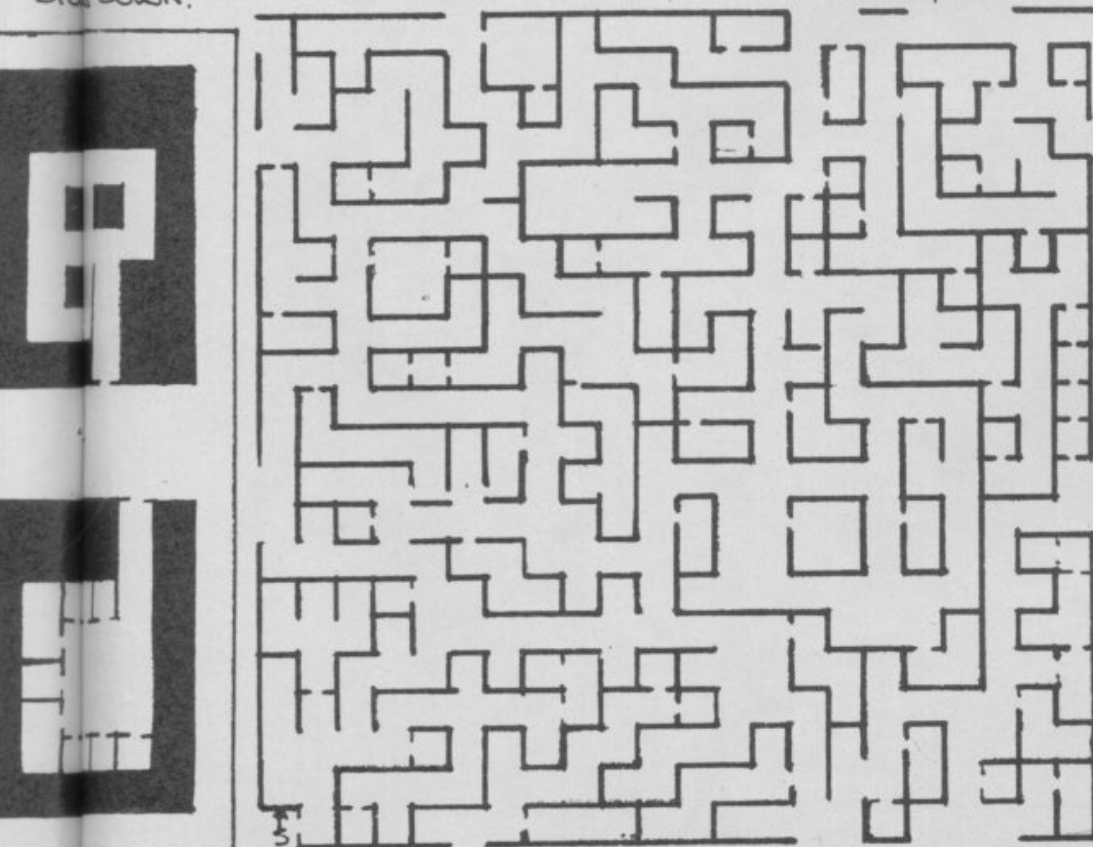
B'DUH
B'DUH
THATS ALL
FOLKS!

And that's about all there is to it. Thanks for joining me in this month's 'Shop', and be sure to tune in for next year's episode when Phil opens up his mail box, only to be consumed by it and spat out as tiny cubes. Send all your hints 'n' tips to Phil South, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

No passage way
Stand up
Stand down.

Thank you too to two toooooo... ack! sorry got stuck. Thanx to **Darren Martin** for this complete guide to *Skara Brae*, a quick sketch of the Cellar, plus the Sewer. Yum! And I just had dinner, too.

The Bard's Tale



FIVE FIST-FULLS OF

MOTOR MASSACRE

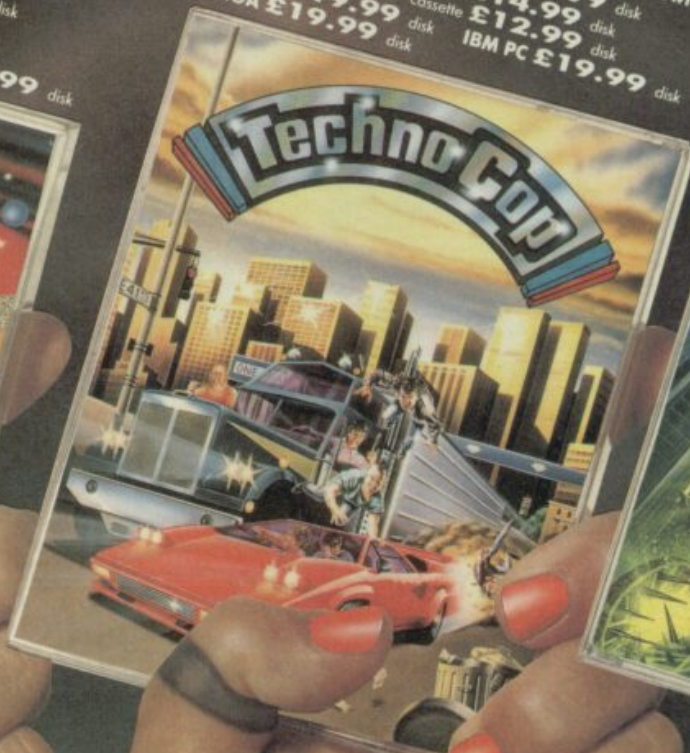
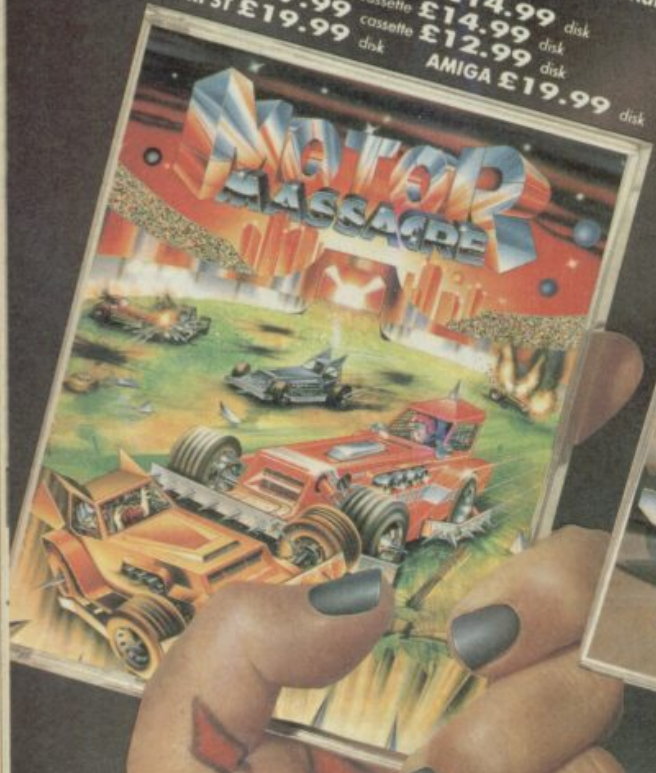
The holocaust has come, laying waste cities, continents and civilisation. Out of the devastation emerges a breed of survivors merciless in their thirst for power and possessions, barbaric in their greed for simple dominance. To live even a day is hell, to achieve fame and wealth is deadly. You must fight your way to the Demon Dome and then compete in the most horrifying carnival of motor destruction ever conceived, forcing your opponents into the endless chasms of darkness, before you emerge Supreme Gladiator... supreme that is until the next round of motor massacre.

CBM 64/128 £9.99 cassette £14.99 disk
AMSTRAD £9.99 cassette £14.99 disk
SPECTRUM £7.99 cassette £12.99 disk
ATARI ST £19.99 disk
AMIGA £19.99 disk

TECHNO COP

Step into the future... technology has overtaken society - the rich are richer, the poor are poorer - chaos, unrest, destruction... lawlessness reigns, terror rules. But this is your territory, your assignment with death. These are your streets and you have volunteered to clean out the scum, destroy the streetgangs and eliminate the deviants that pollute your city. Yes you have your beloved sleek racer, but armed with only stun gun and keep net what skills do you possess to neutralize the many hundreds who lie in wait for you? Being a cop is always dangerous, being a cop of the future is a step into the unknown.

CBM 64/128 £9.99 cassette £14.99 disk
AMSTRAD £9.99 cassette £14.99 disk
SPECTRUM £7.99 cassette £12.99 disk
ATARI ST £19.99 disk
AMIGA £19.99 disk
IBM PC £19.99 disk



GREMLIN



Screen shots from various formats.

FEROCIOUS ACTION

DARK FUSION

Only the elite pass the three phase test of the Corps of Guardian Warriors - co-ordinated fury in destruction of the mutant hordes of the underworld; supreme command skills in frantic defence against the invading alien fleets and merciless nerve in bloody battle against the monster of the Pit of Despair. Then the chilling decision - enter the metamorphosis Chamber to fuse or face your next challenge with only the powers your mortal form bestows on you.

BUTCHER HILL

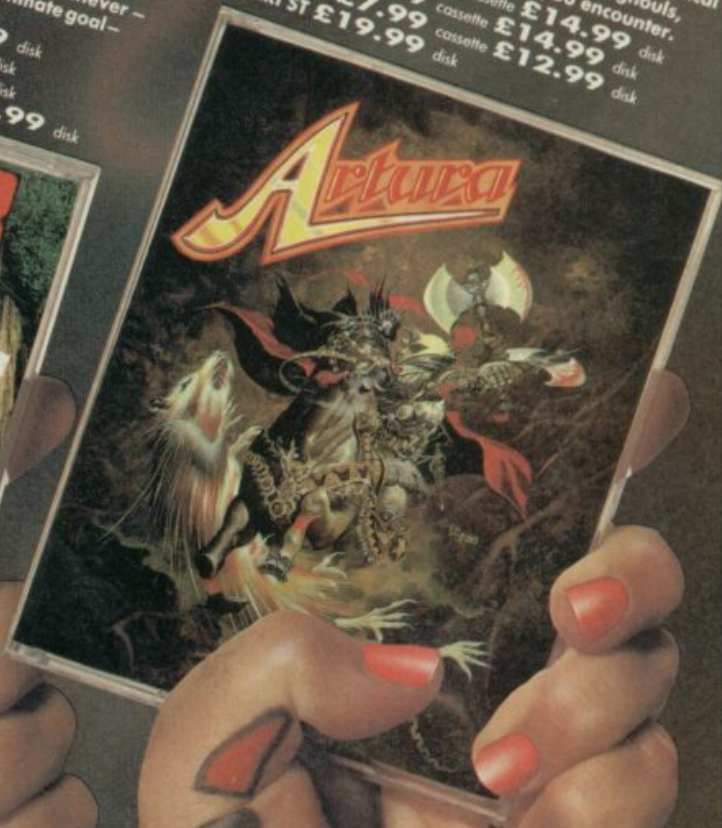
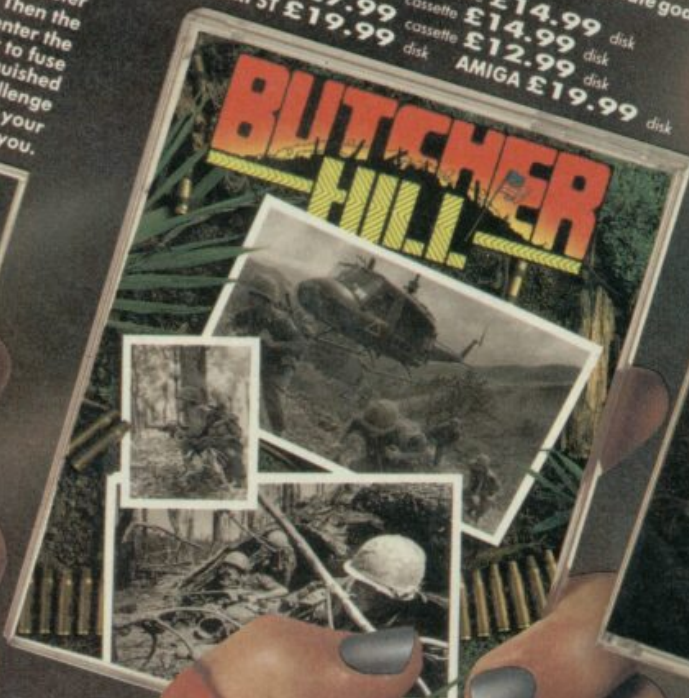
Tension mounts as you navigate the murky waters in your motorised dinghy, seeking out vital supplies and ammunition careful to avoid enemy mines and aerial bombardment. Landfall... deep in the heart of the Vietnamese jungle, heavy with the odour of death, concealing deadly mantraps and enemy gunposts. Panic... an unknown village. Friend of foe? Whichever - the final obstacle between you and your ultimate goal - the assault on Butcher Hill.

CBM 64/128 £9.99 cassette £14.99 disk
AMSTRAD £9.99 cassette £14.99 disk
SPECTRUM £7.99 cassette £12.99 disk
ATARI ST £19.99 disk AMIGA £19.99 disk

ARTURA

Stand proud Artura - son of Pendragon - and set forth on your quest to unite the warring kingdoms of Albion in this age of bloody war and mysterious magickes. Your task is to rescue Nimue from the clutches of your evil half-sister, Morgause for which only your fearless nerve and superior fighting skills and the mystical wheel of Cerriddwen will overcome the ghouls, spiders, soldiers and giant rats you encounter.

CBM 64/128 £9.99 cassette £14.99 disk
AMSTRAD £9.99 cassette £14.99 disk
SPECTRUM £7.99 cassette £12.99 disk
ATARI ST £19.99 disk



GREMLIN



SCREEN SHOTS

It's time yet again for the 'who's who? what's what? and why is this one better than that?' bit of your favourite mag. And why not? Let's go!



YS Seal Of Approval
All games reviewed in Screenshots are finished products.

THE MUNCHER



Gremlin Graphics/£7.99 tape/£12.99 disk. 128K only

Duncan Collecting eggs from bird's nests is a rather naughty thing to do, and if you're caught you can face a hefty fine or even a stretch in the 'nick'. However, there's no law against collecting dinosaur eggs, so the only problem you could face is an irate mummy or daddysaurus — and as we all know, they all popped their claws many millenia ago, so there's nowt to worry about. Nowt, that is, unless you happen to be a team of Japanese explorers who have high-tailed it back to the Land of the Rising Sun with a cache of hot Tyrannosaurus 'oeufs'. Guess who's in pursuit? That's right, not all dinosaurs are extinct at all, and this one, controlled by you, is hell bent on revenge!

The Muncher is a side on viewed, right to left scroller with quite a bit of colour (and a little bit of clash). The game begins with your monster muncher pounding his way up a Japanese beach with a thump, thump, thump of feet and a glare of destructive fever in his eyes (or indeed her eyes — this game is non-sexist, cos although the tyrannosaurus is in the buff there are no wibbly bits to give any clue as to its sexual identity). Very shortly the city is in view, and automatic pilot gives way to joystick control as you begin your quest.

The idea of the game is that you have to search for the stolen eggs, which have by this time been scattered around various cities (levels) throughout Japan. Having found them, they should be deposited in nuclear waste dumps (also scattered about) which serve as incubation chambers. Hatching these eggs is a vital part of the game, as they are transformed into extra lives (you start with only one) which, believe me, you will need. The eventual aim of the game is to reach the harbour where you will be able to sail safely off into the sunset.

En route, however, mass destruction is the name of the game. Large buildings and giant skyscrapers are just crying out to be leapt, scaled (the screen scrolls down at this point) and quite simply demolished. There are loads of different joystick moves for punching, kicking and lashing your tail and you can even shoot fireballs from your mouth. (S'funny. T. Rex's never did that in any dinosaur books I read).

Sounds easy you say? Well, it would be if the entire Japanese armed forces weren't out to stop you. Little (and I mean little) men on the ground fire their guns at you, while helicopters whoosh overhead and drop bombs. You can leap up and eat the choppers, bend down and eat the men or simply stomp on

them. Each time you get hit you lose a bit of life-force — bullets nibble away at it while direct bomb hits take out great chunks. The animation on the whole is a mite jerky, but it's not surprising really considering the size of the main sprite (you, you clot), and the sound is good as well (well, it is 128K). Not brilliant mind you, just good. There is but one gripe, however, and that's the control response from the stick and keys — it's slow. You have been warned.

Syrupy control response aside, I have to admit that I really enjoyed playing *The Muncher* — there's something incredibly satisfying about razing entire cities to the ground and squashing people underfoot. Mind you, it probably says more about me than it does about the game. What a thoroughly unpleasant person I must be. Blimey.

YS CLAPOMETER

A large sprite, prehistoric mega-romp and smash-em up with the emphasis on total destruction. Plagued by slow control response but great fun nevertheless.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS



8

A NEW BEGINNING

Domark/£14.95

Phil Just when you thought it was safe to go back into the computer store . . . *Genus II* is back, in the guise of *Triv* — *A New Beginning*. Now I like *Triv*, always have done, but I found the first computerised versions frankly a bit of a downer. Why? Well I always thought them a bit tacky . . . nothing to do with the quality of the graphics, or even the question tapes . . . they just weren't computer games! They were board games in the disguise of computer games! It would seem that Domark had that feeling as well, and knowing what suckers we are for general knowledge quizzes, they've approached *Triv* in an entirely new way. "How would it look," postulated Dom, leaning on the fireplace resplendant in stripey blazer, "if we redesigned it as it would be if it was a computer game to start with?" Mark obviously concurred wiv his spivvy chum, as you can see from the screenshots.

Each player (for this is multi-player time, sports fans) controls a laser powered spaceship; a bit like a really strong torch whizzing backwards through the universe. To save the Earth, you must gain acceptance by the elders of the planet *Genus II* and say, "is it okay if I move in with a couple of billion of my pals? For the Earth is dying and we need somewhere to doss down for the next few centuries while we get



the builders in."

Of course there's a catch. The elders, being kind hearted if a bit twisty, will let us in . . . but only if we can find them. Oh brother. You have to search the galaxy to find *Genus II*, and along the way you get to answer a lot of General Knowledge questions and collect triangular icons on the dash of your space cruiser. Hah! Sound familiar? Yep, it's *Triv*.

Look here, I did try to hate this game. No really I did. I wanted to find it facile and boring and a poor excuse for a licence . . . but I like it. It's actually not at all bad, and looks a bit pretty on the screen too. You can get some

mates round to play it and have BIG FUN, surfen' suckers. But hey! Air out your bedroom first?

YS CLAPOMETER

A reworking of the Triv computer game from scratch, which gives you more game and less bored. Good fun.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS



8

JOYSTICK JUGGLERS

What a familiar (if slightly unsavoury) set of faces we have for you this month. It's the kind of line-up you'd normally see shackled together, breaking rocks and surrounded by armed policeman, we'll agree — but you can't have everything!



Marcus Berkmann — Marcus, is the only computer-game reviewer in the country who is 65 per cent human, 30 per cent bionic and 5 per cent sticky tape.



Phil South — Phil has recently taken up weight training. His training schedule, involves 'weighting' in long queues at McDonalds and 'weighting' to be served while leaning against the bars of various public houses throughout the capital.



Ciarán Brennan — The ex-deputy Ed with a penchant for memorising numbers. Ciarán's favourite book is *Pi To Three Billion Decimal Places* by Professor Heinz Beans.



Sean Kelly — Since the last issue Sean has been kidnapped by extra-terrestrials who refuse to let him go until he's taught them how to perform his favourite party trick of balancing wooden spoons on top of one another.



David McCandless — Smarty-pants Dave, now editor of his own school magazine has been feeling very tired recently. He's been burning his McCandle at both ends.

YS SCORES

- 10 — Shun! About turn. Stand at ease!
- 9 — Teen. N-n-n-n nineteen. N-n-n-n, erm, nine!
- 8 — A little bit too much last night. I've now got a dicky turn!
- 7 — Erm, let's come back to that one.
- 6 — As a parrot John, over the moon Brian.
- 5 — Fo fum. I smell the blood of an Englishman.
- 4 — Sooth, Robin, tis a strange sight indeed.
- 3 — Nelson Mandela
- 2 — Ton Khamoun — the Egyptian 'Child God' King.
- 1 — Ce upon a time there were three incredibly stupid pigs.
- 7 — Erm, nope, still no joy.

R-TYPE

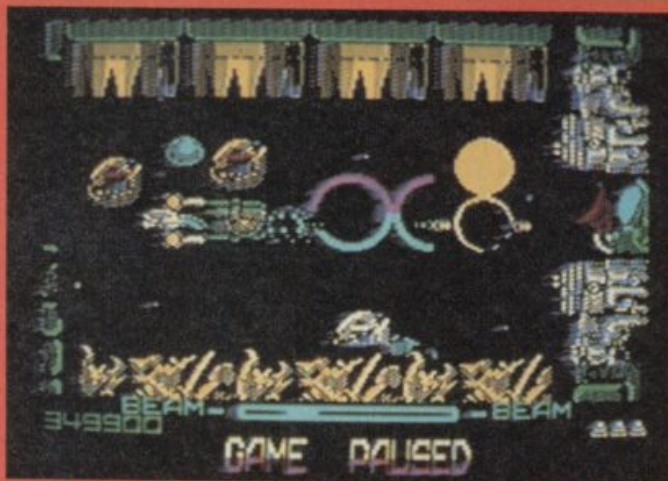


Activision/£9.99

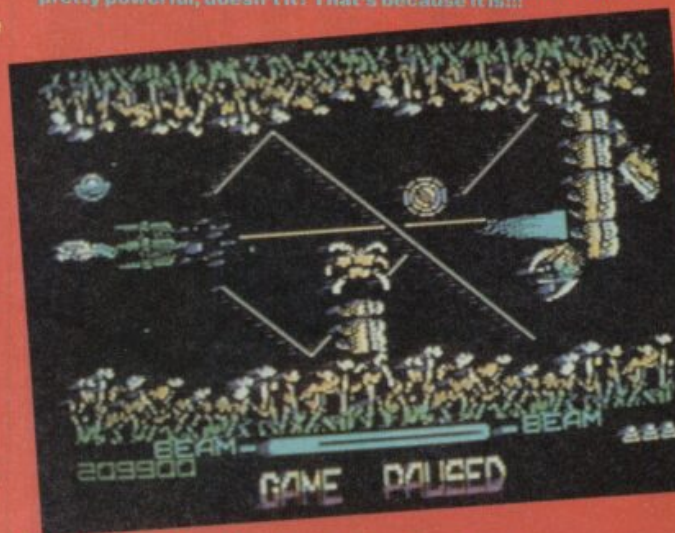
Duncan Well well well, it's time for another 'Ho ho ho, they're never going to be able to convert that onto the Spectrum Have you ever seen the original Arcade machine? It's something of a classic — firmly in the *Defender* mould but with massive colourful sprites and more action than you could shake a boomerang at. In fact it's hardly surprising that plans for downloading it onto the Speccy were received with, erm, mirth to say the very least. I must admit that I myself thought something along the lines of "R-Type? Oh yeah?" Well, Spec-chums — let me tell you something: I've never been more wrong. Well, I have actually, like the time I was spouting forth 'knowledgably' at a dinner party about Evelyn Waugh while labouring under the serious misconception that he was a woman — but that's another (and far more embarrassing) story.

Anyway, *R-Type* on the Speccy. Here we go. Oh, hang on a minute, some of you won't have seen the coin-op so I'll bring you in gently. *R-Type*, in a nutshell, is a right to left scrolling blast 'em up with 'power-up' icons to collect and more deadly aliens than the planet Zoggo. If you think along the lines of *Zynaps* you'll be sort of on the right path. Anyway, having cleared that up let's have a good old gander at the game in question. Basically it's one where you shoot everything that moves — some things shoot back at you while others just get in the way and result in your death on contact. The scrolling background is a sort of cavern with ceiling and floor outcroppings in places, and these, needless to say, can also be crashed into. If you manage to get past the myriad nasties/outcroppings and whatever else then you'll eventually be confronted by the end of level meganasty — and believe me, in this game we're talking meganasties with a capital 'M', but luckily you can pick up icons en route which will increase your firepower.

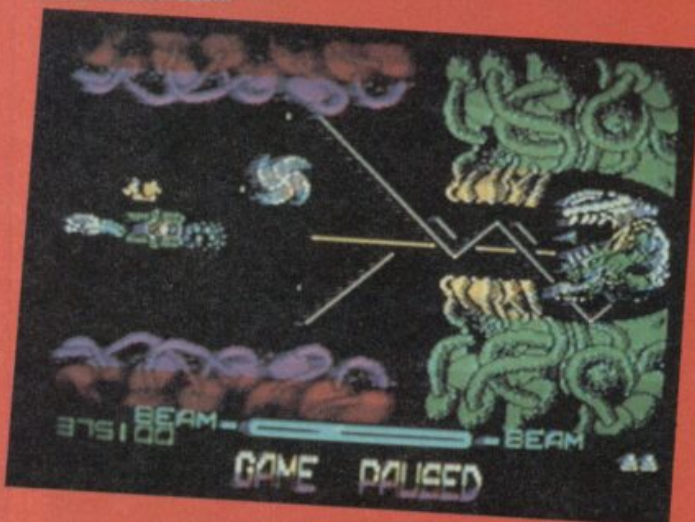
Righto, a fairly familiar scenario then, but the programming and execution behind this game mean it has to be played to be believed. Firstly colour: I actually thought they might have to do this conversion in monochrome, but oh no me



Here's one of the brilliant weapons you can upgrade to. Looks pretty powerful, doesn't it? That's because it is!!!



And here's the three beam laser thingy. It reaches the parts other lasers cannot reach!



Blimey — that nasty's a little bit on the 'mega' side, isn't it? Hold tight chum, while I prime a fireball to send into your jaws!

hearties, there's colour all right — loads of it with little or no colour clash. Secondly the graphics and sprites themselves move beautifully and some of them are big (big big big), such as the giant spinning 'wheel monster' type thingy near the end of level one. You actually have to get your ship inside it and shoot it in the eye to close its account. And I'm sure there are a lot of even bigger nasties waiting on further levels (I couldn't get past level one before writing this) because there are in the coin-op, and this looks like being a pretty faithful conversion. Thirdly, the weapons system is brilliant. Quick clicks on the fire-button produce standard bursts of laser fire, but should you require a bit more 'oomph' then hold the button down for a sec. You can see the nose of the ship collecting surrounding atoms of some description — then when you release the button again, a large fireball zooms out. Also the 'power up' icons give you some very impressive weapons indeed: a three-way laser, er, well — that's the only one I can describe actually (given the space), but believe me, some of them are brillo. Fourthly there's the incredible addictiveness. The learning curve is a toughy, but also very rewarding once you get each bit licked — thanks to the 'play on' option. Each time you lose your three lives you get plonked on a screen which allows you to continue from where you left off (if you want to — and you probably will). However, this play-on option does only work five times during each game, so you eventually have to start from scratch again, but it means you get a lot of practice at getting past the really difficult bits towards the end of the levels.

I could go on adding to the list of brilliant things, but really it all boils down to this: *R-Type* is a fiendishly addictive and difficult shoot 'em up with great graphics, loads of colour and the kind of knobs which make it scream "Hey, I'm absolutely playable — come and have another go!". In fact I think I will. Oh dear, I can't move for some reason. Yaaarrghhh! I enjoyed playing *R-Type* so much that I've become paralysed from the spleen down, it's not fair, it's not fair — I want another go!!!!

YS CLAPOMETER

An unmissable shoot 'em up. As addictive as *Angel Delight* and twice as *butterscotchy*. As faithful a conversion as one could hope for. It's a corker.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

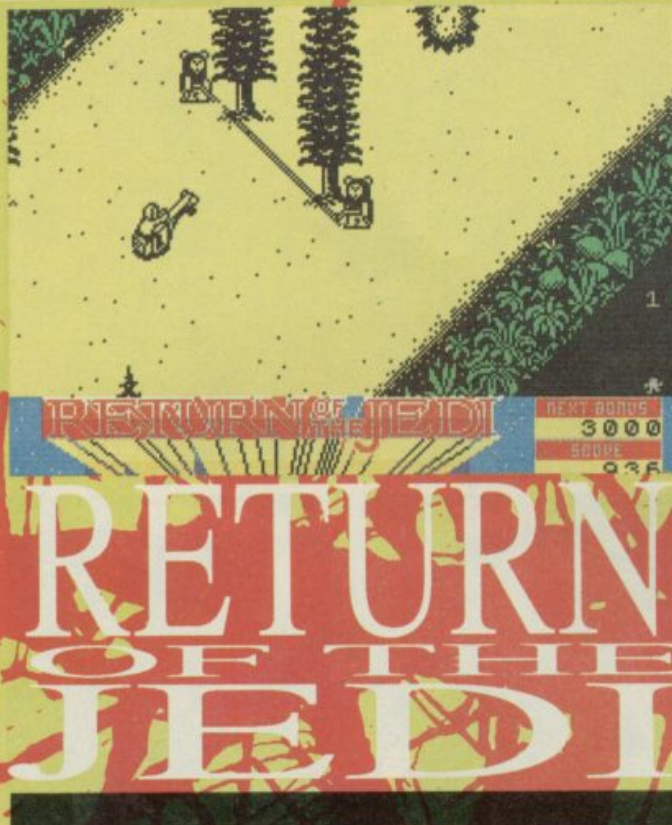


9

Domark/£9.95/+3 version £14.95

Duncan First it was *Star Wars* in which a war was carried out against a backdrop of stars, then it was *The Empire Strikes Back* in which The Empire, er, struck back and now it's *Return Of The Jedi* in which (Yes we know, in which the Jedi come back again. Now get on with it or you're fired. Ed). Eeeer. Oh dear. Um, anyway, we now have the third part of the trilogy, so without further ado let's have a meatshop.

If you were expecting something in the same vein as Domark's two previous *Star Wars* games (vector graphic shoot 'em ups) then you'd be wrong. This one's a scroller. A diagonal scroller to boot (like *Alien Highway* and *Highway Encounter*). There are various different stages to the game, so let's start with level one (and why not). It's a diagonally scrolling (top right to bottom left) forest of Endor. You play Princess Leia on a speederbike and you have to avoid both the trees and the Imperial Stormtroopers (also on speederbikes). Both would be easy on their own, but together things are decidedly tricky. Keeping out of the way of the Stormtroopers often leads to tree-collisions, and paying too much attention to the trees can result in a Stormtrooper taking you out unawares from behind (oo-er). If you get to the end of this



stage you'll be treated to the sight of a band of Ewoks doing something that will make them go blind, or at least that's what it looks like.

The next stage is the Death Star, where you're in control of

the Millennium Falcon with the task of blowing up the central reactor. Again it's a diagonal scroller, and the object is to avoid the dangerous protrusions jutting from every wall as they scroll inexorably towards you.

Avoid enough protrusions, blow up the reactor and it's onto stage three, which is really more of stage one, but with more trees and Stormtroopers. Stage four is more diagonal scrolling, only this time you're in charge of an Imperial Scout Walker, and you've got to avoid/shoot oncoming logs and boulders.

Graphically the game is quite neat. The scrolling is fast and smooth, and the sprites are nicely animated. The control response is very good too. In fact it's all quite addictive — for a while — but the only real problem is substance, or rather lack of it. If you're looking for something to while away a bit of time then you could do worse than *Return Of The Jedi*, but if you're looking for something a bit more 'special' then maybe this isn't for you. It's not awful by any means, but then again it ain't brilliant either. Ho hum.

YS CLAPOMETER

Third of the *Star Wars* games, and a total style departure from the previous two. Not a bad little diagonally scrolling avoid 'em up, but then not a particularly brilliant one.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

7

BY FAIR MEANS OR FOUL

Don't you just love boxing? The crowds, the atmosphere, the smoke, the clash of the bell, the grunts, the sweat, the swift nasal exhalations, the count, the money, the divorce settlement, the suicide attempt, the brain damage. Oh yes, it's a great sport, but does it really work on the computer?

No.

There simply aren't enough moves. In boxing you've got your standard punch, your er, punch, and of course the punch. Not very impressive at all.

So when Superior came to attempt a boxing game they were very cunning about it, deciding to include the foulest, most disgusting, loathful and unlawful of boxing moves: the head butt (ooh), the kick (aah), the knee (no!) and the groin punch (swoon). All these among the customary defensive blocks and normal punches and jabs make sixteen moves on one joystick. The idea is to ascend the world rankings to World Champion by pulping the six increasingly deadly muscular monoliths standing in your way.

You have fifteen rounds in which to pulverise your opponent. Each round lasts 60 seconds. For a KO you have to pummel about twenty-five consecutive punches into Mild Martin's gob. Which isn't easy when he's busy doing the same for you. Alternatively, you can opt to be nefarious and seek an opportune moment to strike with a despicable move — like when the referee falls asleep for instance.

Unfortunately, the graphics are primitive and old fashioned. You and the opponent look like twins with the same pointed angular bodies, toeless shoes and pencil necks — only the shorts differ. The referee is a prat in black who marches back and forth like a bow-legged crab.

Everything moves reasonably smoothly, but effective punches must be delivered from the correct distance more or less — and they miss. This gets annoying when, in the heat of the battle, you attempt to fend off Mild Martin with a cannonball of a punch only to find you're standing a pixel too far back!

The moves are awkward to obtain and often slow to

respond. And the restrictions to left/right movement make the characters seem more like shuffling cardboard cut-outs.

The game's tidily presented with a subtle splattering of special effects and humour, but the poor graphics, unwieldy control, and painful speed just prove my point.

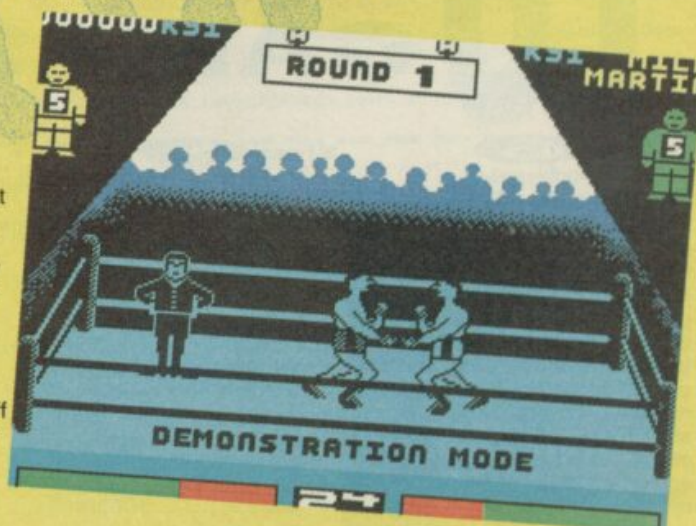
Boxing games don't work particularly well on the computer.

YS CLAPOMETER

A mediocre boxing attempt that just does not survive the count.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

6



REVIEWS

Gremlin Graphics/£12.99 cass/
£14.99 disk

Paul & Andrew This is Gremlin Graphics' latest 10-pack compilation, continuing its 'Great Games' series. Like the majority of compilations, there are a few turkeys hidden amongst some real hot hits. Since you'll have probably seen most of the games before we've given each a short resumé plus a new score based on today's quality of games rather than the score the games were given when they first came out.

Dragonorc

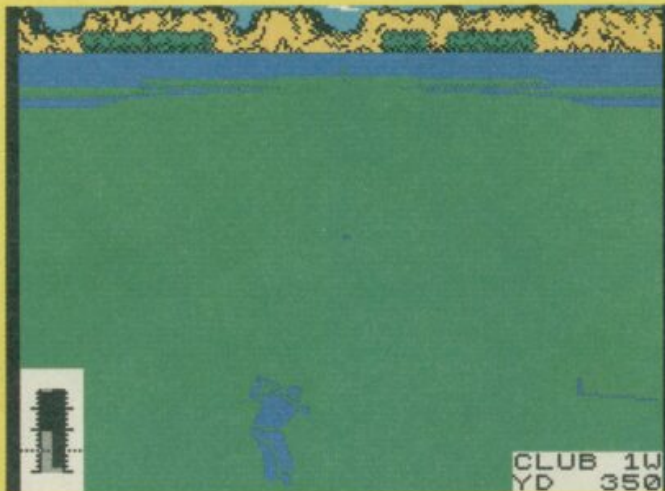
4

Wow! An arcade-adventure! Well, forget Magic Knight's games as this is in a completely different style. It begins with a nice little tune and an effective 3D effect but it's not an easy game for beginners. We found it difficult to get through the gaps in the walls and there are also invisible walls which you can't go through at all. We had a pretty hard time just trying to get out of the first screen! Although there are large detailed sprites there's too much colour and this leads to confusion. Though this wasn't bad in its time we reckon it's a bit old hat now, but if you like arcade adventures it may be worth a look.

Impossaball

8

Sounds like an impossible game? Well actually it isn't. It's very easy to begin with, although as you progress through the game the puzzles get completely impossible! The scrolling is smooth, and even though it's very colourful, there's no clash. We found it easy to get the hang of and extremely addictive, and we'd definitely recommend it to any ballbuster anywhere. Boing Boing Boing!



Fighter Pilot

3

Bleugh! A 1983 game on a 1988 pack? It's so terrible that you won't even need to be told it's an '83 game 'cos you can tell by looking at it! There is no scenery at all, only green for grass and blue for sky. It's terrible to control, and very easy to disappear into the ground instantly. We hated it.

Firelord

7

Another arcade/adventure! This one's rather in the mould of *Sabre Wulf* with extra objects and trading thrown in for good measure. The graphics and sound are adequate and it is easy to understand. Overall, it's a good game unless you're a real arcade adventure freak.

Leaderboard

8

Fore! *Leaderboard* has to be one of the best golf simulations we've ever seen on the Speccy. Not only does it sport (no pun intended) beautifully animated graphics but there's a pretty realistic game in there as well. You control a golfer and basically all you've got to do is select the appropriate club, depending on the length of your shot, and then simply whack the ball. There are four courses to play and three levels to play them at. Of course, they aren't all straightforward shots — there are water hazards and islands to use as extra green space, though how the player gets there we couldn't figure out as there are no bridges. The 3D perspective is excellent and the player is well animated too. Anyone that likes simulations will find this a lump of gold amongst some of the other (7) iron in this pack! (Very funny. Ed)

Ranarama

6

When this first came out YS raved about it. It's not the sort of game for those who like instant playability, unlike *Gauntlet*. It's also an annoying game — when you enter a new screenful of rooms, they don't show up until you actually go through the door. Not only that, it's quite hard, but a few goes on it give you some idea of what to do. The rooms are colourful and detailed, but not cluttered. There's even a pretty natty sub-game, where you have to swap letters around to make 'RANARAMA'. All in all it's a brilliant game for those with an IQ of over 150!

Rocco

7

As I see it, 'arry, dis is my sort of game. 'Itting people 'round the head is good fun, innit? *Rocco* is one of those games that's dead simple to get into, as it only has four keys (left and right hook and defence). What's more it's quite easy to knock out the first boxers. With keyboard, it's simple to control, but impossible with joystick. The restricted movements are okay for new Speccy gamesplayers, but older users may find it gets boring after a while.

Sound is non-existent, and there isn't even an 'oof' as your opponent gets thumped. Overall, it's a good little game, but it's one that won't keep you playing 'cos it gets boring due to lack of moves.

10 GREAT GAMES III

City Slicker

6

This one should really be renamed *Jet Set Willy's revenge!* It looks, sounds and almost plays just like *JSW*. But this one's harder to play and has larger sprites. *City Slicker* is a very playable game in fact, but the lack of things to do make it a touch boring after a while. It's almost impossible to control on a rubber Speccy, as it uses Q,W and C/shift. Even so, the characters are colourful and well animated. Maybe it's the '88 remix?

10 Frame

8

Strike! Yet another ball game, but this time it's indoors. Yes, it's ten pin bowling. There's a realistic feel about it, and it's easy to understand though you wouldn't think so from the size of the instructions! The way the ball bounces down the alley (fnurgle wurgle) and knocks the pins over is well animated. It even sounds good when you make a strike! Though *10th Frame* won't completely 'bowl' you over, it's actually quite a good game.

Survivor

3

Read the scenario... 'putting pods in incubators, destroy a race of aliens'... and this game sounds pretty good. Load it up and the loading screen leads you to believe that this game is going to be pretty good. Even the title tune reinforces your ideas that this is going to be a package worth playing! But no! Unfortunately, this game is dreadful. The graphics are messy and the gameplay tedious. Play only if you're a masochist.

YS CLAPOMETER

A compilation that really is a mixed bag — some of the games really are great but others let the side down. Overall though pretty good for the money — but not the best!

6

NEW

MICRO

BLASTER

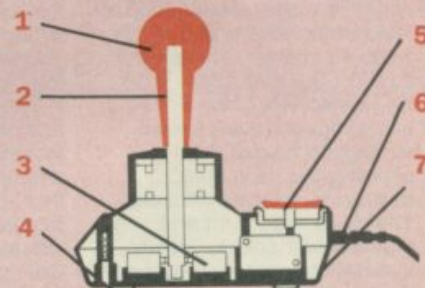
REPLAY® PROUDLY PRESENTS...

The New Microblaster Joystick,
professional arcade quality, fully microswitched
for the ultimate in game control.

ORDER TODAY AND TAKE CONTROL!

FEATURES INCLUDE

1. Ergonomically designed handle and base for smooth, accurate and comfortable playing action.
2. Steel shaft for extra strength & durability.
3. 8-way arcade quality microswitches giving greater sensitivity and precision controlled movement.



4. Non-slip rubber feet on base for secure table mounted operation.
5. Large, dual-fire microswitched fire buttons for left or right hand operation.
6. Extra long 1.4 metre cable allows more choice of player position.
7. Switchable normal/rapid fire options for extra player control and higher scores.

Please note this joystick requires an interface to operate with Sinclair computers.

Compumart Ltd., Jubilee Drive, Loughborough, Leics. LE11 0XS. Tel: (0509) 610444



Compumart are the Officially Appointed Sole UK Dealer for Replay Joysticks.

GUARANTEE

This quality Replay® joystick is fully guaranteed against material defect or faulty workmanship for a period of 12 months from the date of purchase.

ORDER TODAY AND TAKE CONTROL!

PLEASE RUSH ME ____ JOYSTICK(S) @ £12.95 each.

Total enclosed £ _____

Type of computer owned _____

Despatched same day. Allow maximum 7 days delivery.

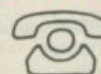
Please deliver to:

Name _____ Date _____

Address _____

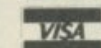
Postcode _____

Price inc. VAT, free postage & packaging U.K. only subject to availability. E. & O.E.

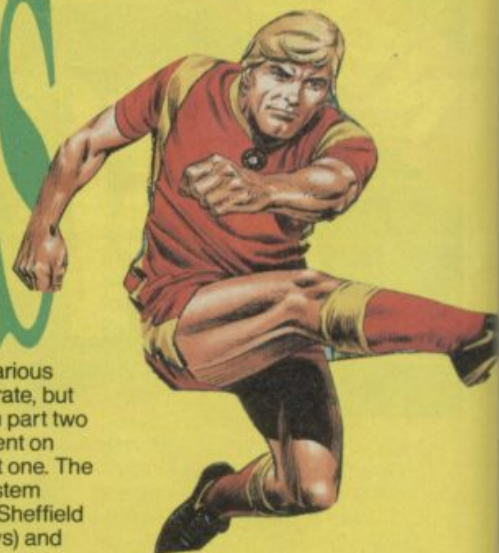


(0509) 610444

24 HR HOTLINE to order using ACCESS/VISA or complete the coupon and send with a cheque/ P.O. to:
**COMPUMART LTD
DEPT. YS1
FREEPOST
LOUGHBOROUGH
LE11 0BR**



ROY OF THE ROVERS



Gremlin/£7.99 cassette, £12.99 disk
Marcus "The lads done great, Brian, the lads done great." It's odd, isn't it, the way managers speak an entirely different language to the rest of us. You and I would have said "the lads have done well" or "the lads did well" or "the lads were great" — and I know a couple of people who'd've said "the lads, they're well wicked, narmean?". But "the lads done great"? Leave it out, Brian.

The obvious explanation is the immense pressure these poor saps live under. I mean, look at them. Five matches without a win and they're off to the job centre, with only a sheepskin coat and a silly hairstyle to show for it all. But one man has survived where all the other managers have failed — Roy Race.

Yup, Roy hasn't done badly, I reckon. 1000 years on, he's still player-manager of table-topping Melchester Rovers, and all without a change of hairstyle. First in *Tiger*, and latterly in his own comic, Roy of the Rovers has confronted every known managerial hazard, from crippling injuries to freak hailstorms, and he's still there. The man's a ruddy miracle.

And now, thanks to Gremlin, he's been honoured yet further by becoming the hero of a computer game. Actually on Gremlin's recent form that's not up to much, but *Roy Of The Rovers* is a good deal better than the Gary Lineker titles. In fact there's quite a neat little game lurking in this unlikely package.

The plot is as ludicrous as ever (has someone been reading *Billy The Fish*?). Melchester Rovers is to be taken over by city property developers, and Roy Race has organised a celebrity 5-a-side tournament to raise funds to stop them. But lo! his entire team has been kidnapped, and Roy must whiz around the streets of Melchester, find his team members and get back to the ground by 5 o'clock — or all is lost.

Daft, eh? What this all leads to is a two-game package in which Roy first finds his team (or in my case doesn't) and then plays the celeb match.

The first part is much the more interesting. The streets of Melchester are conveniently

arranged into a giant square grid (there's a map in the game's packaging), so around you wander, looking for clues (ooo-wah) and talking to people as you meet them. By flipping the roads around 90° every time you turn a corner, the computer makes sure you're always travelling from left to right or vice versa. This can be confusing at first — but Gremlin tried this before with *Deathwish III* (less successfully, as the game needed faster reactions), and thanks to a useful compass you soon get used to it.

As well as moving around you can also activate certain windows. Yes, it's impersonate-a-Macintosh time again, as windows pull down from the horizontal menu at the top to reveal all manner of options, including "chat" to anyone you happen to bump into or, even more bizarrely, "smile". But then that's like real life — grin at the wrong person and you'll find yourself beaten up for your troubles.

The puzzles here are tricky and not easily solved, and the fact that you have a limited amount of time to do it means that when you get to play the football match, you do so initially with just one player — Roy Race. Galling though this is, it does in fact help you practise for future games, when with luck you'll finally get to rescue a player or two and have a little more help punting the pill past the celeb goalie.

If the game is let down by anything, in fact, it's in the football department. Yes, I know, we've seen millions of these games now and none of them is a patch on *Match Day 2*, but the way everyone comes up with ever more tatty and unplayable versions of that classic is deeply disheartening. There's got to be another way of representing footie on the Spectrum. But that said, this one's not that bad a game of Speccy boot — the whole shebang wouldn't be worth playing if it were — but I wouldn't suggest you buy the game for that part alone. Control is tricky, it's all but impossible to tell the two teams apart, and it's a matter of the greatest fortune if you manage to score a goal.

No, the attraction of the game is the way the two parts combine so neatly. In most of these multi-

game packages, the various parts are entirely separate, but here how well you do in part two depends to a great extent on how well you did in part one. The programmers were System Applied Technology of Sheffield (crazy name, crazy guys) and they've done a good job.

Final trivia note: You may have thought this game came out yonks ago. Well, it didn't, although Piranha originally had the licence and went on and on about it, advertising it, putting it on its release schedule, the works. When the company went down the tubes, the licence became free again, and Gremlin snapped it up. An impressive performance, eh, Roy?

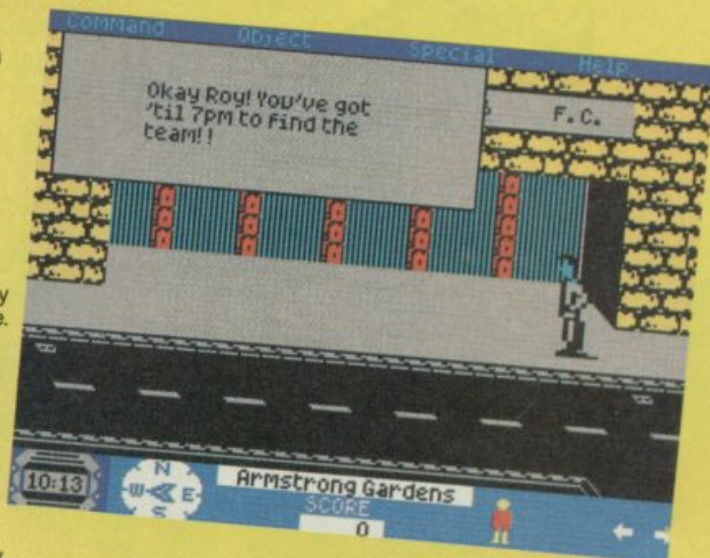
"The lads done great, Brian, the lads done great."
 Sigh.

YS CLAPOMETER

Neat variation on the football game which really captures the atmosphere of the comic strip. Only the actual football bit lets it down!

GRAPHICS ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
 PLAYABILITY ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
 VALUE FOR MONEY ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
 ADDICTIVENESS ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

7



FREE! TENSTAR PACK WORTH OVER £229!



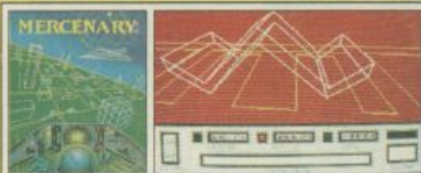
FREE! - AMEGAS - by Players



FREE! - INSANITY FIGHT - by Microdeal



FREE! - ART OF CHESS - by SPA



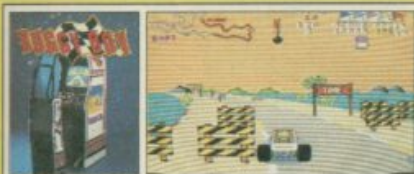
FREE! - MERCENARY COMP - by Novagen



FREE! - BARBARIAN, ULT WARRIOR - by Palace



FREE! - TERRORPODS - by Psygnosis



FREE! - BUGGY BOY - by Elite



FREE! - THUNDERCATS - by Elite



FREE! - IKARI WARRIORS - by Elite



FREE! - WIZBALL - by Ocean

Commodore AMIGA



ONLY
£3.34
PER WEEK
RETURN COUPON
FOR DETAILS

£346.95

+VAT= **£399**
INCLUDES
FREE UK
DELIVERY

The Amiga 500 is one of a new breed of technologically advanced computers, which are now emerging as the new standard for home computing, based around the new Motorola 68000 chip. The A500 has 512K RAM and a 1Mbyte double sided disk drive built-in. It can be connected directly to a wide range of monitors, or to a domestic TV set through a TV modulator. Designed with the user in mind, the A500 features a user friendly WIMP environment and comes supplied with a free mouse. And, when you buy your Amiga from Silica Shop, the UK's No1 Amiga specialists, you will experience an after sales service that is second to none, including a technical support helpline and free newsletters and price lists. Return the coupon below for our current information pack, which will give details of the Silica service and the very latest Silica Amiga offers. E&OE.

WHY SILICA SHOP?

Before you decide when to buy your new Commodore Amiga computer, we suggest you consider very carefully WHERE you buy it. There are MANY companies who can offer you a computer, a few peripherals and the top ten selling titles. There are FEWER companies who can offer a wide range of products for your computer as well as expert advice and help when you need it. There is ONLY ONE company who can provide the largest range of Amiga related products in the UK, a full time Amiga specialist technical helpline and in-depth after sales support, including free newsletters and brochures delivered to your door for as long as you require after you purchase your computer. That one company is Silica Shop. We have been established in the home computer field for ten years and can now claim to meet our customers requirements with an accuracy and understanding which is second to none. Here are just some of the things we can offer you:

THE FULL STOCK RANGE: The largest range of Amiga related peripherals, accessories, books and software in the UK.

AFTER SALES SUPPORT: The staff at Silica Shop are dedicated to help you to get the best from your Amiga.

FREE NEWSLETTERS: Mailed direct to your home as soon as we print them, featuring offers and latest releases.

FREE OVERNIGHT DELIVERY: On all hardware orders shipped to Silica Shop customers within the UK mainland.

PRICE MATCH PROMISE: We will normally match our competitors offers on a 'same product same price' basis.

FREE TECHNICAL HELPLINE: Full time team of Amiga technical experts to help you with your technical queries.

But don't just take our word for it. Complete and return the coupon below for our latest Amiga literature and begin to experience the Silica Shop specialist Amiga service.

PHOTON PAINT PACK

A500 Computer	£399.99
TV Modulator	£24.99
Photon Paint	£69.95
TenStar Pack	£229.50
TOTAL RRP:	£724.43
LESS DISCOUNT:	£325.43
PACK PRICE INC VAT:	£399

1084S MONITOR PACK

A500 Computer	£399.99
1084S Colour Monitor	£299.99
Photon Paint	£69.95
TenStar Pack	£229.50
TOTAL RRP:	£999.43
LESS DISCOUNT:	£350.43
PACK PRICE INC VAT:	£649

FREE FROM SILICA

When you buy the Amiga 500 from Silica Shop, you will not only get a high power, value for money computer, we will also give you some spectacular free gifts. First of all, we are now including a TV modulator with every A500 stand alone keyboard, so you can plug your Amiga straight into your TV at home (the modulator is not included with the A500+A1084S pack as it is not required for use with monitors). Secondly, we have added a free copy of Photon Paint, an advanced graphics package with an RRP of £69.95. Last (and by no means least!), so that you can be up and running straight away, we are giving away the sensational TENSTAR GAMES PACK with every A500 purchased at Silica Shop. This pack features ten top Amiga titles which have a combined RRP of nearly £230! Return the coupon for details.

FREE TENSTAR PACK

When you buy your Amiga 500 from Silica Shop, we want to make sure you get the best deal possible. That is why we are giving away the TENSTAR GAMES PACK worth nearly £230, absolutely FREE with every A500 purchased from us. The TenStar Games Pack includes ten titles for the A500, each individually packaged in its own casing with instructions.	
Amegas	£14.95
Art Of Chess	£24.95
Barbarian, Ult Warrior	£19.95
Buggy Boy	£24.95
Ikari Warriors	£24.95
Insanity Fight	£24.95
Mercenary Comp	£19.95
Terrorpods	£24.95
Thundercats	£24.95
Wizball	£24.95
TOTAL RRP:	£229.50

DO YOU OWN AN AMIGA?

If you already own an Amiga computer and would like to be registered on our mailing list as an Amiga user, let us know. We will be pleased to send you copies of our price lists and newsletters FREE OF CHARGE as they become available. Complete the coupon and return it to our Sidcup branch and begin experiencing a specialist Amiga service that is second to none.

SILICA SHOP:

SIDCUP (& Mail Order)	01-309 1111
1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX	
OPEN: MON-SAT 9am - 5.30pm	LATE NIGHT: FRIDAY 9am - 7pm
LONDON	01-580 4000
52 Tottenham Court Road, London, W1P 0BA	
OPEN: MON-SAT 9.30am - 6.00pm	LATE NIGHT: NONE
LONDON	01-629 1234 ext 3914
Selfridges (1st floor), Oxford Street, London, W1A 1AB	
OPEN: MON-SAT 9am - 6.00pm	LATE NIGHT: THURSDAY 9am - 8pm

To: Silica Shop Ltd, Dept CSMHW 1188, 1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX

PLEASE SEND ME FREE LITERATURE ON THE AMIGA

Mr/Mrs/Ms: _____ Initials: _____ Surname: _____

Address: _____

Postcode: _____

Do you already own a computer
If so, which one do you own?

When The Empire
Invaded . . .



THALAMUS

SANXION

the SPECTRUM remix

Pit your wits against the perils from the sky, fight against an alien empire intent on mankind's destruction. Get ready to experience 12 levels of the fastest, meanest shoot 'em up scrolling onto your screens with graphics to astound and sound to amaze! Operation Sanxion is active!

By SoftStorm Developments

Thalamus, 1 Saturn House, Calleva Park, Aldermaston, Berkshire RG7 4QW ☎(07356) 77261

Cassette: £8.99
SPECTRUM Diskette: £12.99

BARBARIAN

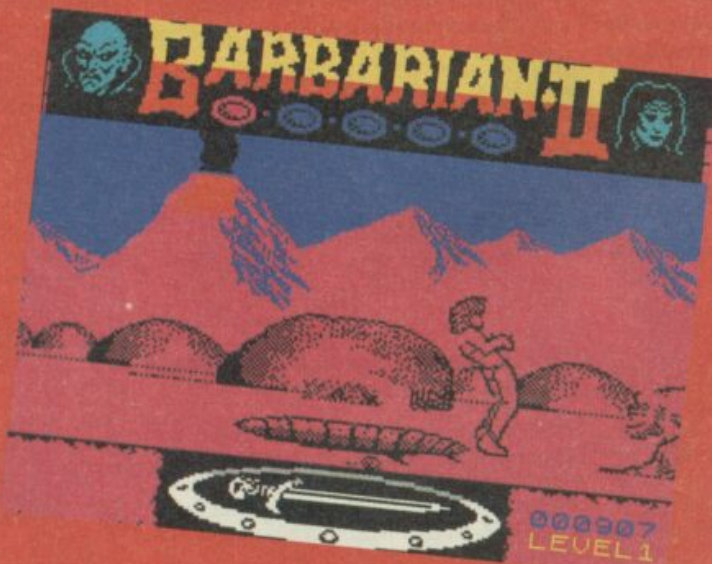
Palace/£9.99

Marcus Gwoaaarrrr!

Wopphooooohooooohoo!

WAAAAARRRGGH! (Get a bucket of water, someone.)

Ed/Ker-SPLOSH! Thanks, I



You can play either the barbarian or the princess and there are three levels to fight through — the Wastelands, the Caverns and the Dungeons — before you get to the Inner Sanctum of Drax. Each of the levels is mainly just an excuse for different scenery, and is made up of 28 'rooms' arranged in a rather tricky maze. Unfortunately to get through the maze you have to fight umpteen badly drawn nasties, each of which needs dispatching in a different way. You also have to collect two magic thingies from each level

Not that it's entirely without challenge. It's certainly quite fun

YS CLAPOMETER

Sloppy follow-up to everybody's fave slash 'n' drool game of '87. Fab poster, but the game's not up to much.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS



6

DOGFIGHT

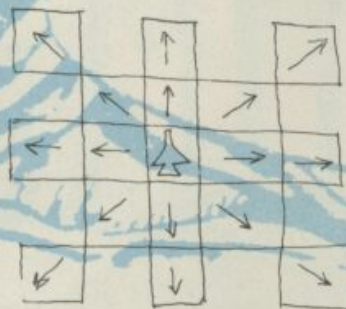
When other magazines (and we're not only talking computer mags here) give away a free board game you know pretty much what to expect — a pull out page or two with a segmented meandering road drawn on it — 'start' written at the beginning, 'finish' written at the end and messages in between saying things like 'go forward three spaces', 'go back two spaces' and 'miss a turn' yawnno! Well, you're reading *Your Sinclair* here, so have no fear. We've got a board game that'll keep you coming back for more and more and more. (And even more! Ed) We asked David Hawcock, a board-game designer (he actually does it for a living — a professional) to produce a brilliant and original game for us. And, by cracky, he has — it's a strategy game, it's a shoot 'em up, it's absolutely and totally corkendous! It has to be played to be believed. Well. What are you waiting for then? Geddit together.

GAME RULES

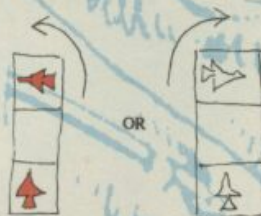
- 1) The board is laid out as shown. Note that the squares can all be spaced out more (the sides don't have to be touching), depending on how much room you've got — this isn't the kind of game you can play in an airing cupboard — the drawing room floor is the best bet.
- 2) Up to four aircraft for each player are arranged at the beginning of the game as shown, and moves are taken consecutively. Decide who starts by flipping a coin or the cat or something.



AN EXCLUSIVE YS BOARD GAME ESPECIALLY DESIGNED BY DAVID HAWCOCK



- 3) The aircraft can each move two squares in any direction, and each time you make a move you can make a quarter directional turn — move your plane through 90 degrees either clockwise or anti-clockwise.



Okay, we've sussed out the moves — how do we score?

- 4) Okay, okay. Points are scored by attacking your opponents aircraft. You can only attack from the back and sides — NOT from the front. And you can only attack from a distance of three squares away (or less).



Each time your aircraft is attacked you must make a note of it on the removable card strip which you have on the aircraft stand. Once a plane's

been hit five times it's out of the game.
5) You cannot attack an opponent if your line of fire is obscured by a symbol square, but if you move onto one of the four 'Sun Symbol' squares (in the centre of the board) you are allowed another free move (and 90 degree turn).

6) Attacked aircraft must move from danger as soon as possible, the next move.

7) If two planes fall on the same square then BOTH planes are removed from the game (mid-air collision, as favoured by Spanish Air Traffic Control). This can be very useful if your plane is in a losing position, i.e. has sustained four hits, cos you can move onto the square of an undamaged opponent plane and wipe it out in a tactically advantageous kamikaze fashion.

The loser is, as you might have imagined, the first person to have zero aeroplanes left on the board, although bearing rule seven in mind it is actually possible to draw the game. Still the only way to discover the myriad thrills spills and tactical skills is to play it! So get on with it. Oh, if you come up with any tipshop tips for playing with write in and tell us at Dogfight Tips, YS, 14 Rathbone Place, London W1P 1DE.

PLAYING BOARD CONSTRUCTION

The board layout is made up of 64 squares, each measuring 100mm by 100mm. 12 of these squares are 'symbol squares', and we've supplied you with these on the double page spread: stick the pages onto card and cut them out. The other 52 squares are plain, so just cut them out of white card — come back when you've finished. Turn de turn de turn. Oh, hello again. Got your 64 playing squares? Got your eight aircraft? Good — then you're ready to play.

WORLDWIDE SOFTWARE
1 Bridge Street
Galashiels TD1 1SW



WORLDWIDE SOFTWARE



WORLDWIDE SOFTWARE
49 Stoney Street
Nottingham NG1 1LX

CREDIT CARD ORDER
TELEPHONE LINE

NORTH
SCOTLAND
N. IRELAND
OVERSEAS

0896 57004

FOR IMMEDIATE DELIVERY

* AMIGA A500 COMPUTER INCLUDING TELEVISION MODULATOR *
* AND OVER £150.00 WORTH OF SOFTWARE *

ONLY £379.99

ALL PRICES INCLUDE VAT AND DELIVERY IN THE UK

* CITIZEN 120D DOT MATRIX NLQ PRINTER FOR SPECTRUM + 2 AND SPECTRUM + 3 *
* INCLUDES CONNECTING CABLES *

ONLY £147.99

FOR IMMEDIATE DELIVERY

* AMSTRAD NLQ PRINTER MODEL 3250di FOR SPECTRUM + 2 AND SPECTRUM + 3 *
* INCLUDES CONNECTING CABLES *

ONLY £189.95

CREDIT CARD ORDER
TELEPHONE LINE

SOUTH
MIDLANDS
WALES

0602 480779

WORLDWIDE SUPER SPECIAL OFFERS ON SPECTRUM SOFTWARE

COMPILATIONS	COMPILATIONS	COMPILATIONS	COMPILATIONS	COMPILATIONS	COMPILATIONS	COMPILATIONS	COMPILATIONS
TAITO COIN-OP HITS CASS DISK 9.00 13.50	GAME SET & MATCH II CASS DISK 9.00 13.50	OCEAN COMPILATION CASS DISK 9.00 13.50	HEWSON FOUR SMASH HITS CASS DISK 7.99 11.99	KONAMI ARCADE COLLECTION CASS DISK 7.25 13.50			
LIVE AMMO CASS DISK 6.99 10.50	MAGNIFICENT SEVEN CASS DISK 6.99 13.50	WE ARE THE CHAMPIONS CASS DISK 6.99 13.50	GOLD SILVER BRONZE CASS DISK 9.99 11.99	ULTIMATE COLLECTED WORKS CASS DISK 9.99 11.99			
SUPREME CHALLENGE CASS DISK 9.00 13.25	GIANTS CASS DISK 11.99 14.99	TOP TEN COLLECTION CASS DISK 7.99 9.99	LEADERBOARD COLLECTION CASS DISK 11.99 14.99	SOLID GOLD CASS DISK 7.99 11.99			

EDUCATIONAL EDUCATIONAL EDUCATIONAL EDUCATIONAL EDUCATIONAL EDUCATIONAL EDUCATIONAL EDUCATIONAL

LARGE VARIETY OF EDUCATIONAL SOFTWARE NOW AVAILABLE FOR 3 TO 15 YEAR OLD — SEND SAE FOR CATALOGUE BY RETURN

FAST DELIVERY OF ALL STOCK ITEMS BY 1ST CLASS MAIL IN UK SPECIAL OVERSEAS SERVICE BY AIRMAIL WORLDWIDE

CREDIT CARD ORDER TELEPHONE 0896 57004

CREDIT CARD ORDER TELEPHONE 0602 480779

WORLDWIDE SUPER SPECIAL OFFERS ON SPECTRUM SOFTWARE

	Cass	Disk		Cass	Disk		Cass
1943 BATTLE OF MIDWAY	6.99	9.99	LIVE AND LET DIES	7.25	10.50	WARGAMES/STRATEGY	Cass
4 X 4 OFF ROAD RACING	6.99	—	MATCHDAY II	5.95	10.50	ANALS OF ROME	10.45
A.T.F.	6.55	9.00	MICKEY MOUSE	6.55	9.99	ARNHEM	6.99
ACROJET	7.25	—	MINDFIGHTER	10.85	—	BATTLE OF BRITAIN	4.99
ACTION FORCE II	6.55	10.50	MOTOR MASSACRE	6.55	9.99	BATTLEFIELD GERMANY	10.45
AFTERBURNER	6.99	10.85	NIGHT RAIDER	7.99	9.99	BISMARCK	7.99
AIRBORNE RANGER	7.25	10.85	NINETEEN BOOT CAMP	6.99	—	BLITZKRIEG	7.99
ALIEN SYNDROME	6.55	10.50	OOPS	6.55	—	CONFLICTS 2	6.55
ARTIST 2	10.85	14.95	OPERATION WOLF	6.55	10.50	CONFLICTS	10.45
ARTURA	6.55	9.99	OUTRUN	6.99	9.99	DESERT RATS	7.99
BARDS TALE	7.99	11.99	OVERLANDER	5.95	9.00	GALLIPOLI	6.99
BATMAN	6.55	10.85	PACMANIA	6.55	—	NAPOLEON AT WAR	6.99
BIONIC COMMANDOS	6.99	9.99	PETER BEARDSLEY FOOTBALL	6.50	—	OVERLORD (Disk 9.99)	7.99
BLACK TIGER	6.99	9.99	PLATOON	6.99	10.50	PEGASUS BRIDGE	10.45
BUGGY BOY	5.95	10.50	PRO SOCCER SIMULATOR	6.55	9.00	SORCERER LORD	10.45
BUTCHER HILL	6.55	9.99	PROJECT STEALTH FIGHTER	7.25	10.85	STALINGRAD (Disk 9.99)	7.99
CALIFORNIA GAMES	6.99	9.99	R-TYPE	6.99	—	THEATRE EUROPE	4.99
CARRIER COMMAND	10.85	11.45	RAMBO III	6.55	10.50	VULCAN	7.99
CIRCUS GAMES	6.55	—	RETURN OF THE JEDI	6.99	10.50	YANKEE	7.99
COLOSSUS CHESS 4	7.99	11.99	ROBOCOP	6.55	10.50	ZULU WAR	6.99
CORRUPTION	—	9.99	ROY OF THE ROVERS	6.55	9.99	JOYSTICKS	—
CYBERNOID II	6.55	9.99	SALAMANDER	5.95	10.50	CHEETAH 125+	6.95
D. THOMSON OLYMPIC CHALL.	6.99	10.50	SAMURAI WARRIOR	5.95	9.00	CHEETAH MACH 1 PLUS	12.95
DARK FUSION	6.55	9.99	SAVAGE	5.95	—	COMPETITION PRO 5000	12.95
DELUXE SCRABBLE (128K)	7.99	11.99	SDI	6.99	—	COMPETITION PRO 5000 CLEAR	13.95
DOUBLE DRAGON	6.55	—	SHOOT OUT	6.99	11.99	COMPETITION PRO 5000 EXTRA	14.95
DRAGON NINJA	6.55	10.85	SILENT SERVICE	6.99	—	CRUISER	8.99
EARTHLIGHT	5.95	—	SOLDIER OF FORTUNE	5.95	—	KONIX MEGABLASTER	7.95
ECHOLON	7.99	9.99	SPITFIRE 40	7.25	—	KONIX PREDATOR	12.95
EMPIRE STRIKES BACK	7.25	10.50	SPITTING IMAGE	6.99	10.50	KONIX SPEEDKING	10.99
EXPLODING FIST +	5.95	—	STAR WARS	7.25	10.50	KONIX SPEEDKING + AUTOPIRE	11.99
F15 STRIKE EAGLE	7.25	—	STRIKE FORCE HARRIER	7.25	—	RAM DELTA	7.99
FERNANDEZ MUST DIE	6.55	9.45	STRIP POKER II	5.95	—	+ 3 BUSINESS AND UTILITIES	—
FISTS 'N' THROTTLES	9.45	—	SUPERSPORTS	6.55	9.99	MASTERFILE + 3	24.95
FOOTBALL DIRECTOR II (128K)	14.95	14.95	TECHNO COP	6.55	9.99	PROFESSIONAL ADV. WRITER	22.95
FOOTBALL MANAGER II	6.99	10.95	THE PAWN (128K)	10.85	11.99	TAS-SIGN PLUS 3	14.95
FOOTBALL MANAGER	2.99	7.25	THUNDER BLADE	6.99	9.99	TAS-SPELL PLUS 3	14.95
FOXX FIGHTS BACK	6.55	9.75	TIGER ROAD	6.99	9.99	TASCALC PLUS 3	14.95
FRANK BRUNOS BIG BOX	9.45	13.50	TIME AND MAGIK	10.50	10.50	TAS-PRINT PLUS 3	14.95
GI HERO	5.95	—	TOMAHAWK	7.25	10.50	TASWORD PLUS 3	14.95
GAMES WINTER EDITION	6.99	9.99	TOTAL ECLIPSE	6.99	10.50	40 DISK STORAGE BOX + 3	8.95
GARY LINEKERS HOT SHOT	6.55	9.99	TRACK SUIT MANAGER	6.99	—	100 DISK STORAGE BOX + 3	10.95
GARY LINEKERS SUPERSKILLS	6.55	9.99	TRIV PURSUITS BABY BOOMER	10.85	—	DEVPAC + 3	14.95
GUERRILLA WAR	6.55	10.50	TRIV PURSUITS NEW BEGINNING	10.85	—	GENERAL UTILITIES	—
GUILD OF THIEVES	—	11.99	TRIV PURSUITS YOUNG EDITION	10.85	—	+ 2/ + 3 COVER	4.99
GUNSHIP	7.25	10.50	TWENTY CHARTBUSTERS	7.25	—	SPECTRUM POWER SUPPLY	9.95
HOT SHOT	6.55	9.00	TYPHOON	5.95	10.95	ASIMUTH TAPE HEAD ALIGN KIT	8.99
IKARI WARRIORS	6.55	9.00	UNTOUCHABLES	6.55	10.50	HI SOFT C	21.95
INTENSITY	5.95	9.00	VICTORY ROAD	5.95	10.50	HI SOFT PASCAL	21.95
KARATE ACE	9.99	—	VINDICATOR	5.95	10.50	TASWORD + 2	11.45
KONAMI COIN OPS	6.99	—	VIRUS	5.95	9.00	TASCALC + 2	14.95
LANCELOT	10.85	14.95	WEC LE MANS	6.55	10.50	LIGHTPEN AND INTERFACE	14.95
LASER SQUAD	7.25	—	WHERE TIME STOOD STILL 128K	5.95	10.50	*****	*****
LED STORM	6.99	9.99	WINTER OLYMPIAD 88	5.95	9.00	10 X CF2 3" DISK FOR + 3	21.95

Please make cheques or postal orders payable to WORLDWIDE SOFTWARE. All prices include postage and packing in the U.K.
Overseas please add £1.50 per cass/disk for AIRMAIL delivery. Advertised prices are for mail and telephone orders

DON'T MISS OUT!

Subscribe to YS today and get squillions of things that you don't get in your local newsagent including:

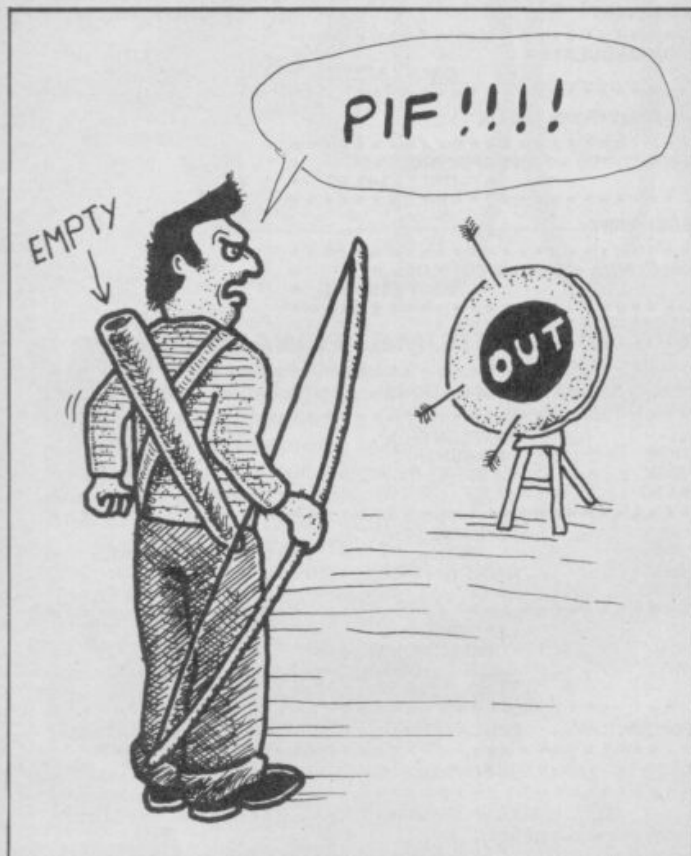
- Exclusive **FREE** cover-mounted games from top software houses.
- A **FREE** brand new Ocean/Imagine game worth up to £9.95.
- Membership of the YS Subs Club, entitling you to a copy of the monthly Subs Club newsletter. It's packed with info, compos and offers that are only available to club members.
- Twelve sizzling issues of the hottest Spectrum games mag in the world — and you already know how good that is.

AND REMEMBER! YS subscribers pay no extra for their fabulous cover-mounted tapes! You get them FREE!!

WHAT IT'S WORTH!

Think how much a YS sub costs for each of its individual parts:

12 issues of <i>Your Sinclair</i>	£12
FREE Ocean/Imagine game	£9.95
FREE priority delivery to your door	£5.65
FREE cover-mounted games	£1,000,000,000
Total price	£1,000,000,027.60
And we're giving it away for a mere £15 — that's a saving of £1,000,000,012.60!	



Choose One Of These!

Absolutely FREE



▲ Typhoon
Worth £7.95, £14.95 disk
Coin-op action in this fast scrolling 3D Konami conversion. Six levels of dog fighting, each leading to a deadly adversary



▲ Rambo 3
Worth £7.95, £14.95 disk
Off to Afghanistan for Johnny Rambo's latest adventure, fighting against the Red Army to rescue his old mate from the prison compound.



▲ Victory Road
Worth £7.95, £14.95 disk
A classic coin-op hit from SNK. The ultimate in sprawling action and shoot 'em up adventure.



▲ Titus Coin Op Hits
Worth £12.95 cassettes/£17.95 disk
Fab collection of the best coin op classics, including *Renegade*, *Rastan Saga*, *Bubble Bobble*, *Arkanoid I & II*, *Flying Shark*, *Raphike* and *Legend Of Kage*.

YOUR SINCLAIR SUBS

Bless you guv' nor, you've convinced me. Do me a favour and send me YS through the post, starting with your next available issue.

Please tick appropriate box:

- ☐ UK only — one year £15
☐ Europe and Eire — one year £20
☐ The rest of the cosmos — one year £25

The **FREE** Ocean/Imagine game I'd like is:

- ☐ TYPHOON
☐ RAMBO 3
☐ VICTORY ROAD
☐ TITUS COIN OP HITS

Your **FREE** game will be sent separately from your first copy of YS. Because these are all brand new games, we are unable to say exactly when they'll be despatched. Please be patient — it'll get there!

• I enclose a cheque/postal order for £.....made payable to Dennis Publishing Ltd.

• Please charge my Access/Visa/American Express/Diners Club card number

(Delete where applicable)

Signature

Name

Address

Postcode

Send the completed form to: *Your Sinclair Subs*, FREEPOST 7*, London W1P 1EZ. If you don't want to hack up your copy of YS, then a photocopy of the coupon will do.

*FREEPOST is only available to those posting their forms in the UK.

PLEASE USE BLOCK LETTERS

S P Y **

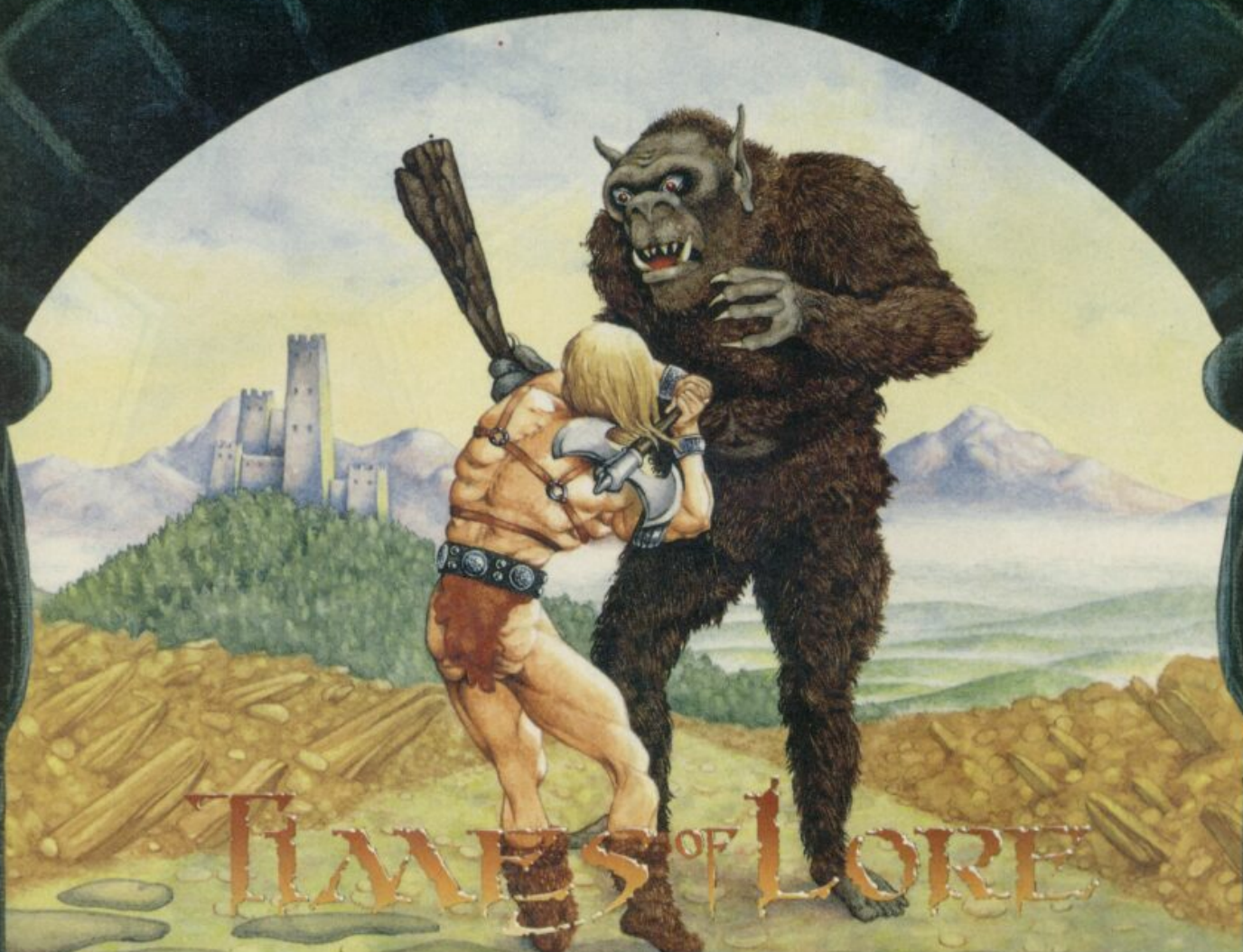
Start End

1 1 1 1 Rate ✓✓

C 9 9 9 9

D D M M Y Y

Post this Coupon Today — Don't Miss Out!



Commodore Amiga

The Knight
one of three
character
classes.



Atari ST



Converse through
simple commands
and menus.

DISCOVER AN ARCADE ADVENTURE WITH HIDDEN DEPTHS

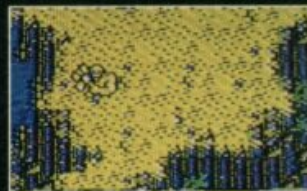
Discover Times Of Lore, Origin's first adventure on cassette. Acclaimed British designer Chris Roberts has taken the best of arcade and adventure – fast and furious combat, stunning graphics and animation, unrelenting danger and challenge – and introduced the depth of a classic fantasy role playing game.

Entirely joystick driven, Times Of Lore continuously tests your combat skills while you gradually become involved in a compelling plot. With 13,000 screen locations, a powerful but easy-to-use menu and icon interface, scores of interactive characters and music by Martin Galway, it ventures further than other arcade adventures.

Origin have broken new ground in Times Of Lore. Isn't it time you did too? Available for: C64/128 Cassette £9.95, Disk £14.95, Spectrum 48/128K Cassette £9.95, Spectrum +3 Disk £14.95, Amstrad 464/6128 Cassette £9.95, Disk £14.95, Atari ST £24.95, IBM/PC & Compatibles £24.95, Apple £19.95, Commodore Amiga £24.95.



C64/128



Spectrum

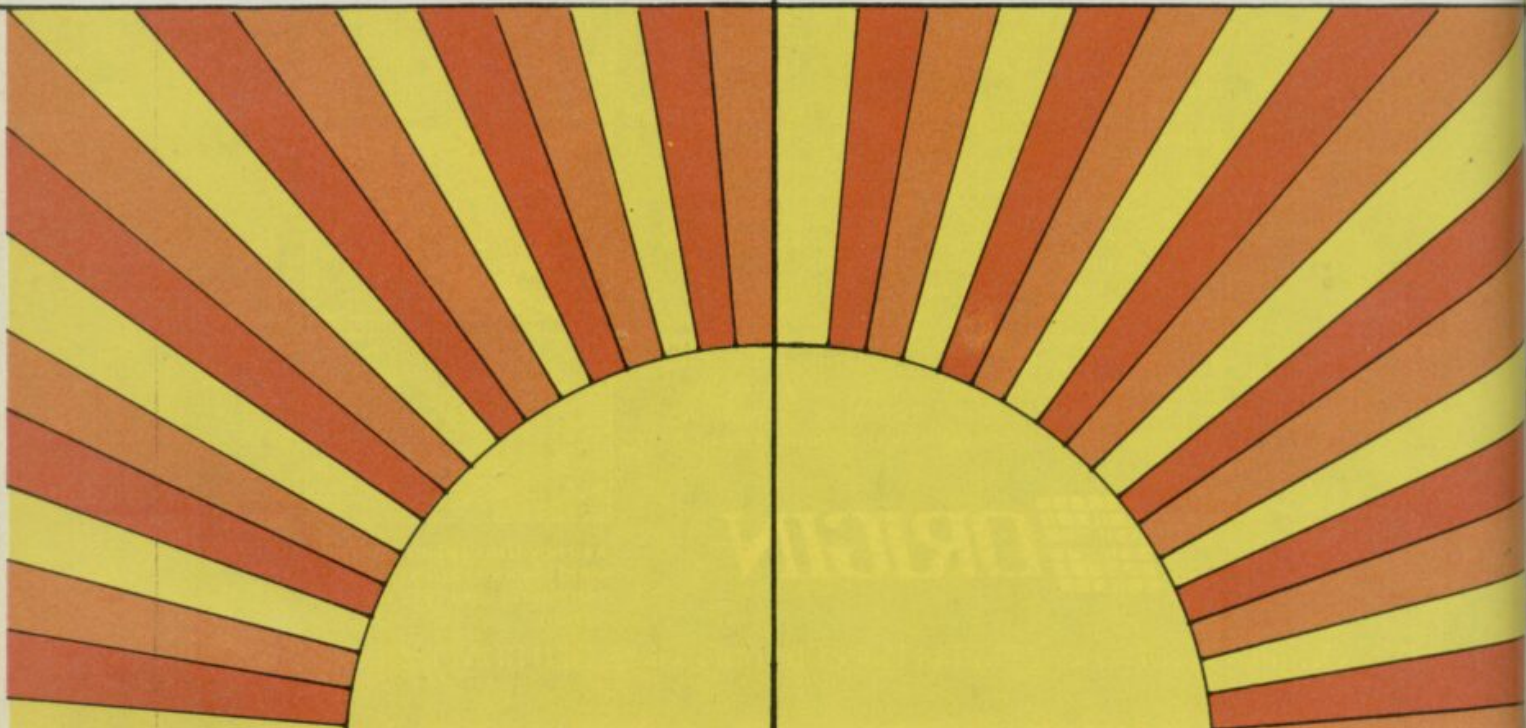
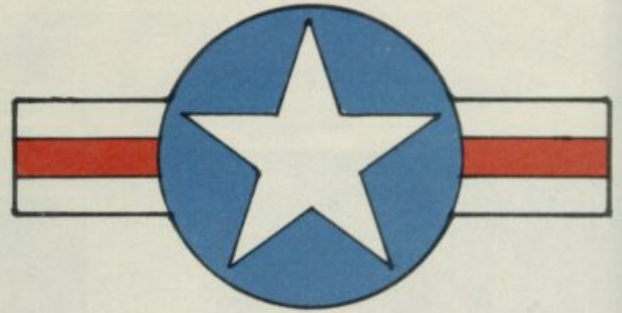
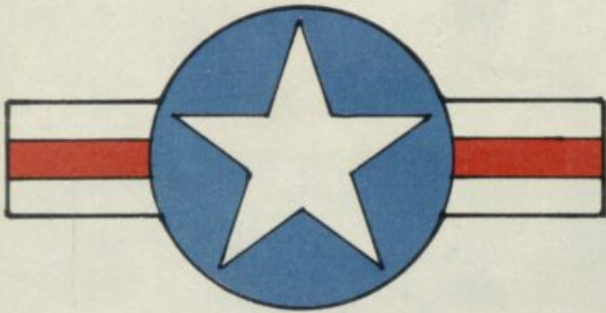


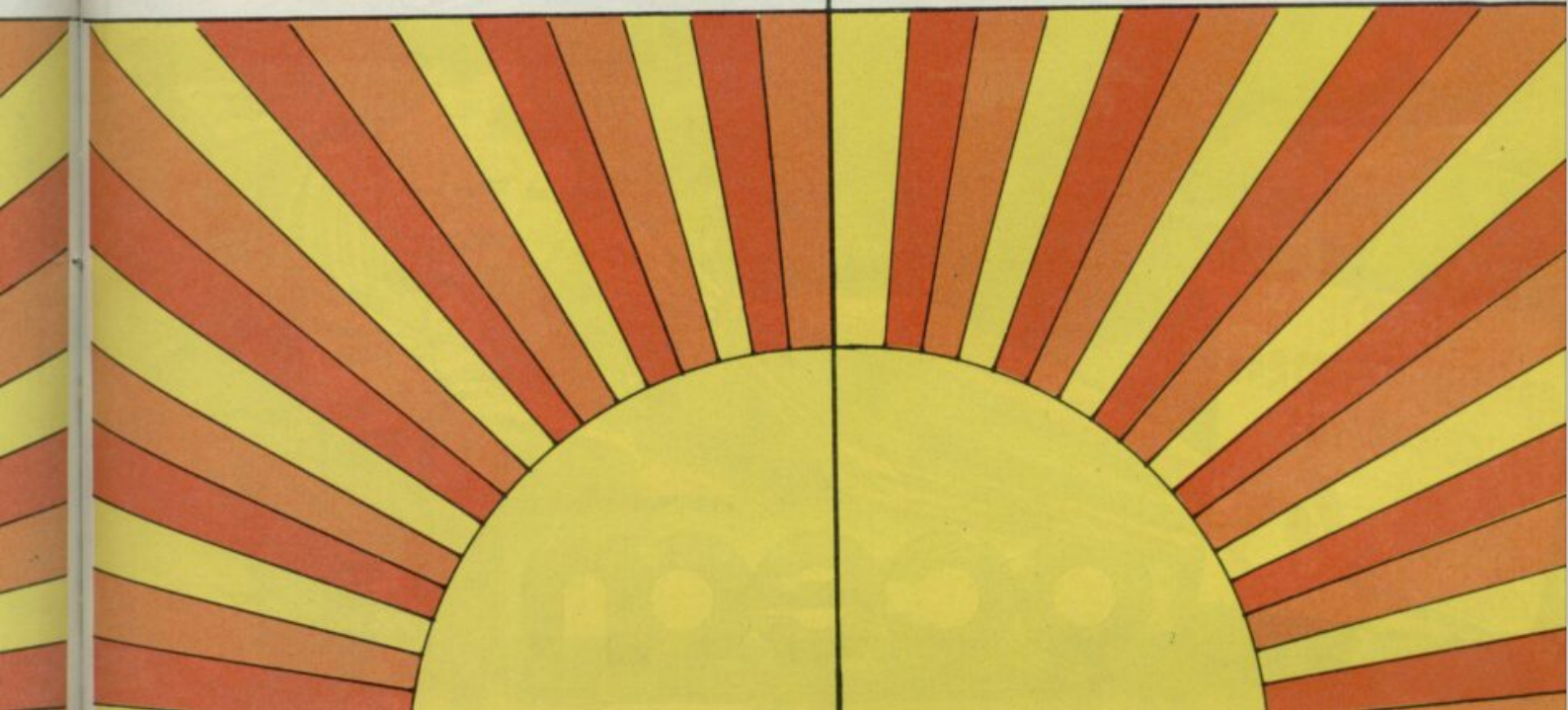
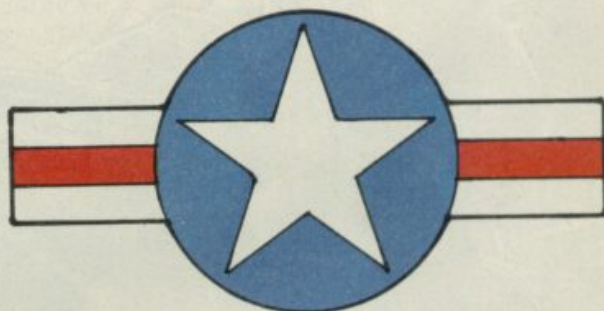
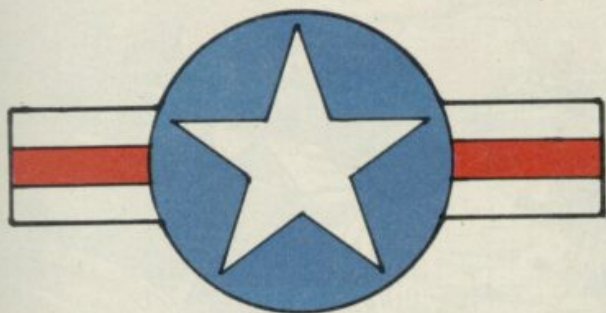
Amstrad

ORIGIN

Journey through an immense
world of cities, dungeons, and
a stunning variety of natural
terrain.

Origin, MicroProse, 2 Market Place, Tetbury, Glos, GL8 8DA. Tel: 0666 54326



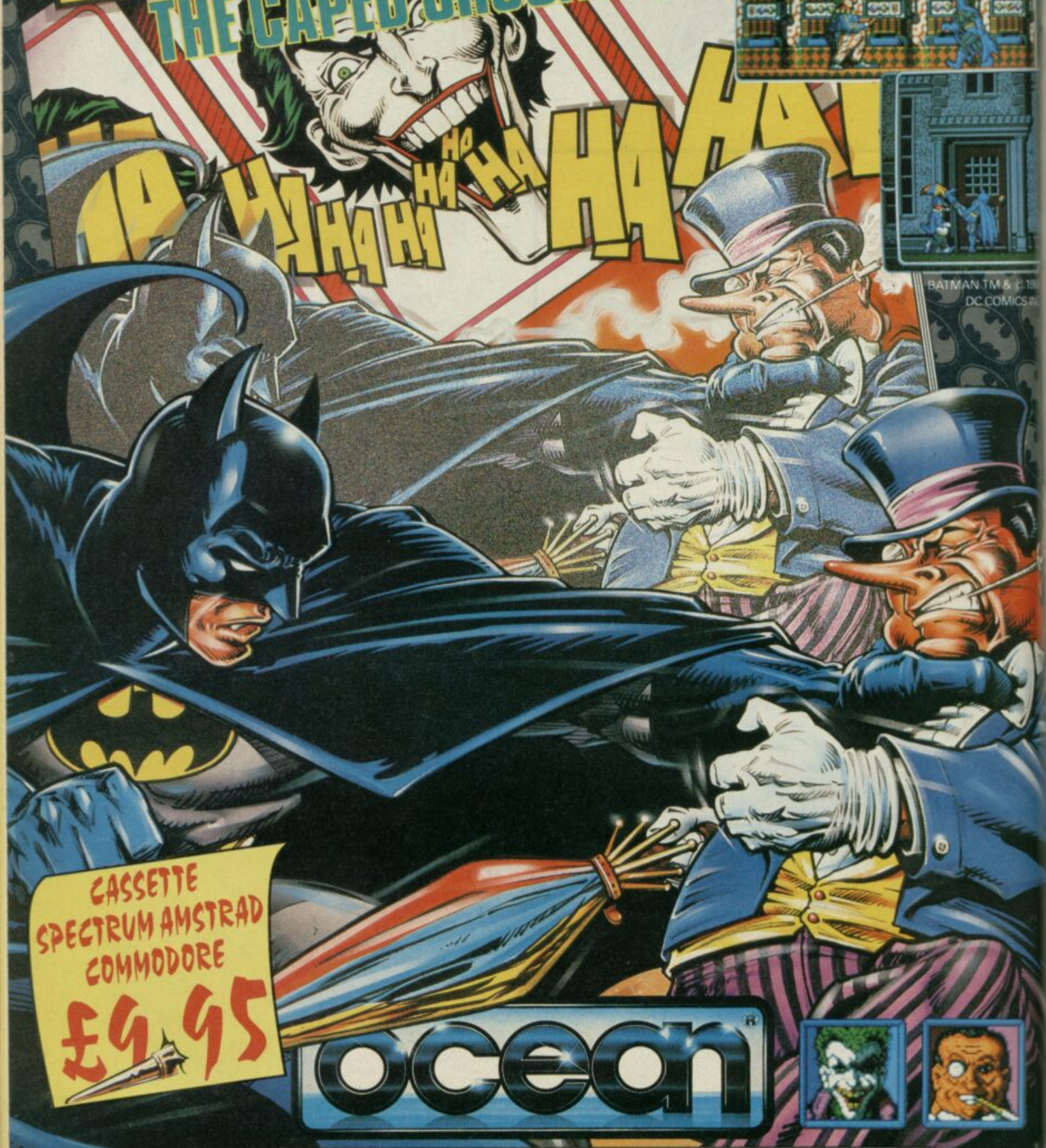


NOW BATMAN IS ALIVE! . . .
ON YOUR HOME MICRO

TM

BATMAN

THE CAPED CRUSADER



BATMAN TM & © 1989
DC COMICS INC.

CASSETTE
SPECTRUM AMSTRAD
COMMODORE

£9.95

ocean



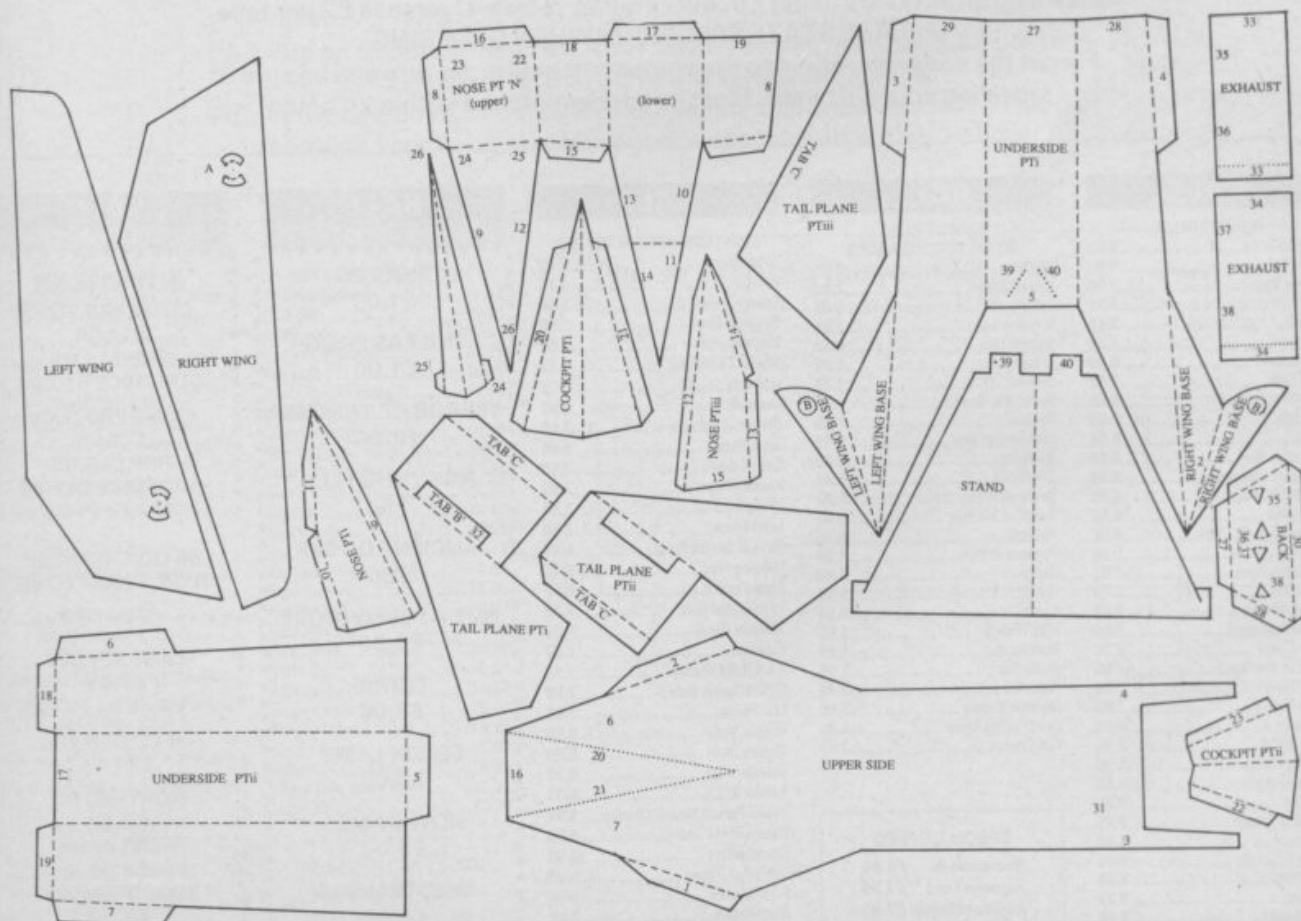
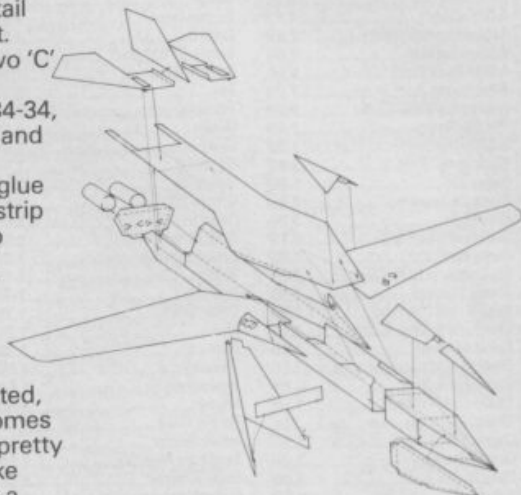
ASSEMBLY INSTRUCTIONS

First of all you either have to trace or photocopy the aircraft layout page onto thick paper or thin card. Then get some scissors and a pot of glue together and you're ready to go. Just follow the simple steps.

- 1) Cut out plane underside and two wings. Sandwich the right wing in between the two halves of the wing base, slotting tabs labelled 'A' through hole labelled 'B'. No glue is required — ensure the wings move freely. Repeat this for the left hand wing.
- 2) Cut out the plane upperside. Glue onto underside 1-1, 2-2, 3-3, and 4-4.
- 3) Cut out the plane underside pt ii, glue into position 5-5, 6-6, 7-7.
- 4) Cut out nose pt iv, glue 8-8. Glue nose pt i into place 9-9, 10-10, 11-11. Glue nose pt ii in place 12-12, 13-13, 14-14, 15-15.
- 5) Join complete nose onto body 16-16, 17-17, 18-18, 19-19.
- 6) Glue cockpit pt i into place 20-20 and 21-21. Glue cockpit ii into place 22-22 and 23-23. Glue cockpit iii in place 24-24, 25-25 and 26-26.
- 7) Glue plane 'back' to rear of aircraft 29-29, 30-30, 27-27, 28-28.

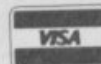
- 8) Cut tail plane i. Glue onto plane upperside, fold tab 'b' in and glue onto body underside 31-31, 32-32. Do not glue tab 'C' down. Repeat this for tail plane ii on opposite side of aircraft. Slot tail plane iii in between the two 'C' tabs and glue.
- 9) Assemble exhausts 33-33 and 34-34, glue onto plane back 35-35, 36-36 and 37-37, 38-38.
- 10) Cut out stand. Fold in half and glue plane on top 39-39, 40-40. A card strip should be slotted into the stand to keep the score for each individual aircraft.

This process looks quite complicated, but once you've made one it becomes almost second nature — which is pretty lucky really, cos you've got to make eight of them. Oh, and it might be a good idea to use different coloured paper for each set of four planes — for ready identification of who's who when you're actually playing. Oh, and never again say that YS doesn't give you something to 'do' on Boxing Day.





NOW
TAKEN



Dept YS1
Castle House, 11 Newcastle Street
Burslem, Stoke-on-Trent ST6 3QB
Tel: 0782 575043 (10 lines)

SALE

SPECTRUM

Action Force 1	3.00
Ace of Aces	2.00
Alien Syndrome	6.00
Astron Clone	1.00
Aufweidersehen Monty	2.50
Armageddon Man	2.00
Action Force II	6.00
After Burner	7.00
Alternative World Games	6.00
The Big Sleaze	2.00
Book of the Dead	2.00
Black Lamp	3.00
Buggy Boy	5.00
Bionic Commando	6.50
Brave Star	3.00
Barbarian (Phynosis)	6.50
Barbarian II	6.50
Big Trouble in Little China	2.00
Champ Baseball	2.00
Basil Mouse Detective	2.00
Clever and Smart	2.00
Colour of Magic	1.50
Cholo	2.00
Captain America	2.00
Challenge of Gobots	1.50
Cosmic Shock Absorber	75p
Crosswise	2.50
Dark Sceptre	3.00
Dragons Lair	2.00
Batman II	6.00
Dragon Slayer II	2.00
Robo Cop	6.00
The Untouchables	6.00

SALE

SPECTRUM

Desolator	6.00
Druid	2.00
Dandy	1.00
Enigma Force	1.00
Druid II	2.00
Empire Strikes Back	6.50
Doc the Destroyer	1.50
Eye	3.00
Extractor	2.00
Flunky	1.50
Grid Iron	2.00
Go to Hell	1.50
Gunslinger	2.00
Grange Hill	2.00
Gauntlet	2.50
Gold, Silver, Bronze	9.00
Galactic Games	2.00
Gothic	3.00
Hysteria	3.00
Glider Rider	1.75
Hive	1.00
Hard Ball	3.00
Intensity	5.50
Impossiball	1.50
Impact	2.50
I of the Mask	1.00
Indoor Soccer	1.78
Fernandez Must Die	6.50
Super Mangon	6.00
Motor Massacre	6.00
Technocop	6.00
Dark Fusion	6.00
Butcher Hill	5.75

SALE

SPECTRUM

Impossible Mission II	6.00
Indoor Sports	2.50
IK +	3.00
Ikari Warriors	5.50
Knuckle Busters	1.00
Knightmare	3.00
Lazer Tag	3.00
Leviathan	2.00
Last Mission	2.50
Loads of Midnight	2.00
Last Mohican	2.00
Mean Streak	3.00
Mask	2.50
Moonstrike	2.00
Mermaid Madness	1.00
Magnetron	2.50
Matchday II	5.00
Mag Max	2.00
Mystery of the Nile	2.00
Mercenary Compendium	6.00
Ninja Hamster	2.00
Nemesis Final Challenge	2.50
Netherearth	2.00
New Wave IQ	1.00
Nightraider	7.50
Nigel Mansells Grand Prix	7.00
Oink	2.00
Overlander	5.50
Outcast	1.50
Game Over II	6.50
Artura	6.00
Metaflex	6.50
The Games: Winter Edition	9.75

SALE

SPECTRUM

Out of this World	1.00
Psycho Soldier	2.50
Prodigy	2.50
PHM Pegasus	7.00
Platoon	6.50
Pulsator	75p
Phantom Club	2.00
Peter Beardsleys Soccer	6.50
Quartet	2.50
19 Boot Camp	6.50
Yogi Bear	1.50
Red LED	1.50
Fat Worm Blows a Sparky	1.50
Rampage	3.00
Ramparts	1.00
Rebel	2.00
Road Runner	3.00
Rygar	3.00
Rastan	5.00
Road Blasters	6.00
Rescue Fractulus	1.00
Super Cycle	1.50
Salamander (Ocean)	5.00
Sidewize	2.00
Spitfire 40	3.00
720°	6.50
Silent Service	6.50
Super Sprint	2.00
Space Shuttle	1.00
T-Wrecks	5.75
Cybernoid II	6.00
Outrun	6.50
Combat School	5.00

SALE

SPECTRUM

Shadow Skimmer	2.00
Twister	1.00
Thanatos	1.50
Tempest	1.00
Thing Bounces Back	2.50
The Train	7.00
Survivor	2.00
Samurai Warrior	5.50
Slane	2.00
Sidewalk	2.00
Sentinel	2.50
Starfox	2.00
SAS Operation Thunderflash	2.00
Star Raiders II	2.00
Starliner	4.00
Street Fighter	6.00
Tetris	3.00
View to a Kill	1.75
Savage	6.00
Virus	5.00
Wonder Boy	6.00
World Class Leaderboard	6.50
Wolf Man	3.00
Winter Olympiad 88	3.00
Wizz	1.50
William Wobbler	1.00
ZOR Games Designer	4.00
ZARQ	1.00
Crazy Cars	6.00
Bobby Yal	6.00
Mad Mix	5.00
Roy of the Rovers	5.75
Super Sports	6.00

WE NOW OFFER AN EVEN FASTER SERVICE THAN EVER BEFORE!
TRY US, YOU WON'T BE DISAPPOINTED.

P&P 50p on all orders under £5, over £5 P&P is free. Overseas £2 per tape.
PLEASE STATE SPECTRUM WHEN ORDERING

Forget the cowboys, come to the competent mail order firm and be sure of
receiving your software. Most goods despatched within 24 hours.

SALE

SPECTRUM

Xecutor	2.00
Zenji	1.00
Enduro Racer	3.00
Yerb	3.00
Karnov	3.00
Teledon	3.00
Flintstones	6.00
Dark Side	7.00
Last Ninja II	6.00
PacLand	6.50
1943	6.50
Operation Wolf	6.00
Tracksuit Manager	6.00
Football Manager II	6.50
Pac Mania	6.50
D Thomsons Ol. Chall	6.50
G.I. Hero	5.50
Fox Fights Back	6.50
Vindicator	5.00
Mickey Mouse	6.00
Target Renegade	5.50
Skate Crazy	5.50
Heros of the Lance	7.00
Black Tiger	6.50
Bards Tale	7.00
Marauder	5.75
Cybernoid II	5.75
Gunship	6.50
Fire and Forget	6.50
Lancelot	10.00
Air Borne Ranger	6.75
Terrapops	6.50
Power Pyramids	5.50
Espionage	6.50
Typhoon	5.25
Lazer Squad	6.50

SALE

SPECTRUM STRATEGY GAMES

Nihilist	2.99
Ace of Aces	2.99
Stalingrad	6.99
Sorcerer Lord	9.50
Desert Rats	6.50
Vulcan	6.95
Arnhem	6.95
World War One	4.95
Gallipoli	6.50
Napoleon at War	6.95
Blitzkrieg	6.95
Zulu Wars	6.95
Battle of Britain	3.95
Battle of Midway	3.95
Bismark	6.95
Pegasus Bridge	9.50
Conflicts 1	5.99
Conflicts 2	3.99
Yankie	6.99
High Frontier	2.99
Guadalcanal	3.99
Austerlitz	3.95
Waterloo	3.95
Death in Russia	3.95
Death in the Snow	3.95
Red Coats	3.95

SPECIAL OFFER

Roundheads	£4.95
Sorcerer Lord	£7.99
Annals of Rome	£7.99

SALE

SPECTRUM SPECIAL OFFERS

After Burner	6.75
R-Type	6.75
Empire Strikes Back	6.50
Dynamic Duo	5.50
Exploding Fist +	5.50
Carrier Command	9.99
Intensity	5.50
Savage	6.50
Soldier of Fortune	5.50
Tiger Road	6.50
Total Eclipse	7.50
Sound Master	7.99
Uridium	2.50
Light Force	2.50
Beyond the Ice Palace	5.00
Hopping Mad	5.00
Strip Poker II +	5.50
Psycho Pigs UXB	7.00
Thunder Blade	7.00
Echelon	7.00
4 x 4 Road Racing	7.00
Street Sports Soccer	7.00
LED Storm	7.00
Dragon Ninja	6.50
Victory Road	5.00
Guerrilla Wars	6.50
Rambo III	6.50
Trivial Pursuit New Beginning	9.50
Return of the Jedi	6.50
Blockbusters	6.00
Bob's Full House	6.00
F-16 Stealth	10.00
Mastermind	2.00
Strike Force Harrier	4.00

SALE

BIGGLES

£1.00

PHILEAS FOGG

£1.00

TERROR OF THE DEEP

£2.00

ACTION REFLEX

75p

ANCIENT QUEST

75p

NOT A PENNY MORE

£3.00

TETRIS

£3.00

BLACK LAMP

£3.00

NOW GAMES

£3.00

WEC LE MANS

£6.00

SALE

JOYSTICKS

COMP PRO 5000

BLACK

RRP £14.95

OUR PRICE £10.50

COMP PRO 5000

CLEAR

RRP £15.95

OUR PRICE £11.50

BE QUICK! THESE

WON'T LAST LONG

LAST NINJA 2

£7.99

NORTH STAR

£3.00

WEST BANK

£3.00

BLOOD VALLEY

£3.00



**Castle House, 11 Newcastle Street
Burslem, Stoke-on-Trent ST6 3QB
Tel: 0782 575043 (10 lines)**

SALE

SAVAGE
£6.00

Advanced Art Studio	16.95
The Pawn	10.95
Elite	7.50
Ghost Busters	2.99
Little Computer People	5.95
Ball Blazer	1.95
Spitfire 40	4.95
Hacker	2.99
Bedlam	3.95
Desert Rats	6.99
Barry McGuigan	2.99
Where Time Stood Still	5.50

10th Frame, Rebel Planet
Dambusters, Bruce Lee,
Beachhead 2, Impossible
Miss
FOR ONLY £3.99

SUPREME CHALLENGE
Star Glider, Elite, Ace 2,
Tetris, Sentinel
ONE OF OUR FAVOURITES
ONLY £8.95

* WINTER OLYMPIAD
* £3.00

Forget the cowboys, come to the competent mail order firm and be sure of receiving your software. Most goods despatched within 24 hours.

Telephone No.

THE SPORTING COMBINATION GREAT XMAS OFFER - ALL COMBINATION ORDERS REDUCED IN PRICE

RUGBY FIFTEEN £6.95

Captain your team in League and Cup + pick your playing position + select your team from 12 club sides + individual assessment of strength, speed, tackling, kicking and natural ability for 30 named players + 12 League clubs + full assessment of opponents + team selection from two squads of players + match play with full 80 mins, tries, penalties, drop goals, named scorers, named scorers, substitutes, injuries, other match scorers + full League tables + season fixtures/results + seasons honours list + promotion + relegation + sacking + save game. Plus much more.



FOOTBALL FEVER £6.95

Take the ultimate soccer challenge of managing a team to win the League title, FA Cup, Cup Winners' European Cup + full 90 mins of play + named goal scorers + suspensions + injuries + booking + sending offs + penalties + substitutions + cup replays + other league scorers + full League tables + relegation, promotion and season honours + rename players + transfer market + players goal tally + save game plus much more.



CRICKET CHALLENGE £6.95

Captain one of the 17 county sides in a one-day 60-over cup competition. Six group/final round matches. Individual assessment of over 250 named players. Fast, slow, medium paced bowlers. Team selection and decisions on the field regarding batting, bowling and fielding tactics will determine result. Batting/bowling analysis. Scorecard. Pitch analysis. Full match play. Save game + much more.



THE RACING GAME £6.95

An exciting game designed for the horse racing enthusiast. Manage your horses to win group, graded or open races. Form, fitness, going, distance all affect results. Full betting market. Races over 5F to 2 miles. Weekly training sessions. Pre-race reports. Stewards enquiries. Rename horses. Three levels of play. Save game. Watch them race.



DISK FOR SPECTRUM +3 - ALL FOUR GAMES ON ONE DISK
EXCELLENT VALUE £19.95 £16.95

TAPE FOR ANY SPECTRUM - COMBINATION OFFER - ANY
TWO TAPES £12.95 ANY FOUR TAPES £16.95 £14.95
ANY FOUR TAPES £19.95 £16.95

ALL ORDERS SENT FIRST CLASS POST

Send cheque/P.O. to:

TANGLEWOOD SOFTWARE

157 WARWICK ROAD, RAYLEIGH
ESSEX SS6 8SG

Proprietor: J. MOSS

The Instant Catalog

VOL. 1. X-MAS SPECIAL WIN AN ATARI ST. No.6

19 - Boot Camp	6.45
Action Force II	5.99
After Burner	7.50
Airborne Ranger	6.45
Alien Syndrome	5.99
Alternative World Games	5.25
Artura	5.99
Barbarian II	6.45
Barbarian-Pygonia	6.45
Bard's Tale	5.99
Beyond The Ice Palace	5.25
Bionic Command	6.99
Black Tiger	6.99
Bobby Vase Show	5.25
Carrier Command	9.99
Chubby Gristle	5.99
Cyberoid II	5.99
Deley's Olympic Challenge	6.45
Dark Fusion	6.99
Dark Side	6.45
Double Dragon	6.45
Echelon	7.50
Empire Strikes Back	6.45
Explosion	5.99
Exploding Fist Plus	5.25
Fantasmagoria	5.99
Football Manager 2	6.45
Footix	5.99
Fox Fights Back	6.45
P-15 Strike Eagle	6.45
G.I. Hero	5.25
Game Over II	5.99
Games: Winter Edition	6.99
Great Glaze Sisters	6.99
Guerrilla War	5.99
Gunsling	6.45
Heroes of The Lance	14.99
Hotshot	5.99
Impossible Mission II	6.99
Ingrid's Back	9.99

COMPILATIONS

10 Computer Hits Vol 1	6.75
Elite & Pak Vol 3	6.45
Fists a' Throtilles	6.75
Frank Bruno's Big Box	6.75
Game Set & Match 2	6.75
Ghosts	9.99
Gold Silver Bronze	9.99
History in the Making	17.99
In Crowd - Compilation	6.75
Leaderboard Part 3	9.99
Mega Games Vol 1	9.99
Supreme Challenge	6.75
Taito Coin-op Hits	9.99
Ultimate - The Works	9.99

ORDER OVER 50

GET A FREE

CRASH SIMASI

Intensity	5.25
Lancelot	9.99
Last Wings 2	9.99
Laser Squad	6.45
LSD Storm	6.99
Lionsheep Superkills	6.99
Lionsheep 2: Hot Shot!	5.99
Live and Let Die	5.99
Marauder	5.99
Nicky Mouse	5.25
Radfighter	9.99
Rethorworld	5.25
Right Raider	5.25
Off Road Racing-64	6.99
Operation Wolf	5.99

Overlander	5.25
Pacmania	5.99
Pepel Challenge	5.99
Peter D's Int. Football	5.25
Pro Soccer Simulator	9.99
Psycho Pigs 612	6.99
Rambo III	5.99
Return of the Jedi	6.45
Rez	9.99
Road Masters	6.99
Robotop	5.25
Boy Of The Hovers	5.25
8-Type	7.50
Galaxander	5.99
General Warrior	5.25
Gazillion	5.99
Savage	5.99
SDI	7.50
Silent Service	6.45
Soldier of Fortune	5.25
Soldier of Light	5.25
Sophistry	5.25
Space Ace	9.99
Spitting Image	6.45
Stalagrad	6.45
Street Fighter	6.99
Strip Poker 2	5.25
Super Bang 64	6.45
Thunder Blade	6.99
Tiger Road	6.99
Total Eclipse	6.45
Trucknits Manager	9.99
Trivial Pursuit MB	6.45
Typhoon	5.25
T-Wrecks	5.25
Victory Road	5.25
Vindicator	5.25
Virus	5.25
Where Time Stood Still	5.25



INSTANT, Boston House, Abbey Park Road, Leicester LE4 5AN
Mail Order Only. State Computer's make and model.
P&P: 50p on orders under £5. EEC 75p per title.
Whole World £1.50 per title for Air Mail.
New titles sent on the day of release.

0533 510102

FOR DISK PRICES & NEW RELEASES PLEASE RING US.

COMPILATIONS

Action Pack - £5.95 each
Gauntlet, Auf Wiederschen Monty, Supercycle, Jack the Nipper, Kung Fu Master, Top Gun.

Summer Gold - £3.99 each
10th Frame, Dambusters, Bruce Lee, Beach Head II, Rebel Planets, Impossible Mission.

The Real Big Four Vol II £4.49 each
Saboteur II, Deep Strike, Thanatos, Sigma Seven.

Hit Pack 6 Vol II £4.49 each
Rescue on Fractal, Batty, Shockway Rider, Lightforce, Ace, International Karate.

Hit Pack 4 & 1 - £4.49 each
Airwolf, Commando, Bombjack, Frank Bruno's Boxing.

10 Great Games - £5.95 each
Avenger, Future Knight, Krackout, Boulder, Footballer of the Year, Trailblazer, Highway Encounter, Monty on the Run, West Bank, Jack the Nipper.

Star Games II - £2.99 each
Highway Encounter, Cybernaut, Trail Blazer, Avenger, The Eidolon, Ballblazer.

5 Computer Hits - £2.99 each
Wizards Lair, Star Strike II, 2112 AD, Mantronic, Attack of the Killer Tomatoes.

Prestige Collection - £2.99 each
Rescue on Fractal, The Eidolon, Koronis Rift, Ball Blazer.

Spectrum Stingers - £3.99
Bruce Lee, Pole Position, Cybernaut, Zorro.

Best Of Beyond - £3.99
Sorderons Shadow, Doomdark's Revenge, Enigma Force, Shadowfire.

Arcade Force 4 - £6.69 each
Indiana Jones, Metacross, Gauntlet, Road Runner.

Trio Hit Pack - £2.99 each
Airwolf 2, 3DC, Great Gurianos, Cartabell.

Monty on the Run/Super Sleuth £3.99 (Opus Disc). Sportacular £4.99. (Soccer Boss, Olympic Spectacular, Indoor Soccer - On Disc). Classic Arcade £1.99 each (Muncher, Invaders, Xenix).

Kids Play £3.49 each (10 Games). (Xeno, Metabolis, Night Gunner, Masport, Monty on the Run, Bounty Bob Stinks, Mailstrom, Starstrike, Lunar Jetman, Starion).

Summer Special £5.99 each (World Class Leaderboard, Solomon's Key, Captain America, Brave Starr, Tranter, Ryger).

ALL AT £1.49 EACH

Avenger, Back to the Future, Ballblazer, Jonah Berrington Squash, Bubble Buster, Camelot Warriors, Chimeras, Club Record Controller, Codename Matt II, Cosmic Shock Absorber, Dandy, Deactivators, Dead Ringer, Dog Fight 2187, The Eidolon, Explorer, Fifth Quadrant, Fighting Warrior, Frost Matrix, Future Knight, Galvan, Greyfel, Gunrunner, Hacker, Heartland, Hybrid, Hyperball, I of the Mask, Impossible Inheritance, Jet Set Willy II, Kat Trap, Killer Ring, Koronis Ridge, Laserwarp, Leviathan, Max Headroom, Mermad Madness, Mind Shadow, Nexor, Nexus 180, Orbix, Plytron, Pulsator, Ramnare, Red Hawk, SAS Operation Thunderflash, Spin Dizzy, Tempest, Three Weeks in Paradise, Todd Runner, Toy Bazaar, Triaxos, Twister, Valkyrie 17, Kang, Young Ones, Xcel, Zenji.

ALL AT £1.99 EACH

Action Reflex, Agent X2, Alien 8, Alpine Games, Amazon Women, Armageddon, ATV Simulator, Battleships, Beam Rider, Bionix, BMX Simulator, Bobby Beering, Bombjack, Bosconian, Boulder, Bounty Bob, Butch Hard Guy, Frank Bruno's Boxing, Chequered Flag, Chess, Club Record Controller, Colour of Magic, Commando, Cricket Crazy, Cyberball, Dambusters, Dan Dare, Danger Mouse - Double Trouble, Danger Mouse - Making Whoopee, Darkstar, Steve Davis Snooker, Defenda, Devils, Enduro, Enigma Force, Everyone's A Wally, Exterminator, FA Cup Football, Fat Worm, Fighting Warrior, Fighter Pilot, Finland, Formula One Simulator, Fruit Machine Simulator, Ghostbusters (48K), Gilligan's Gold, Glider Rider, Go To Hell, Grand Prix Simulator, Gyroscopic, Heartland, Hollywood Poker, Horace and the Spiders, Howard the Duck, Howzat, Hungry Horace, I Bel, I Bel 2, Impossible Mission, Incredible Shrinking Fireman, Indoor Soccer, Jack Charlton's Match Fishing, Jet Blade, Killer Kong, Knightro, Knuckledusters, LA Sweet, Life of Harry, Mad Martha, Manic Miner, Mantronic, Manger, Mill Race, Mooncrater, Mountain Mike's Death Ride, Nightshade, Nomad, Noseferatu Vampire, Parabola, Pitfall 2, Plantoids, Popeye, Pro Golf II, Pro Golf II, Pro Ski Simulator, Potty Pigeon, Rally Driver, Reversi, Revolution, Rentakill Rita, Riddlers Den, River Raid, Roadracers, Rock & Westside, Rocky Horror Show (48K), Range Trooper, Runstone Inuit + 2, compatible, Saboteur, Sam Fox Strip Poker, Sam Spade, Sam Stoot Saboteur, Skyrunner, Snooker, Soccer Boss, Space Raiders, Space Shuttle, Spectrum Chess, 3D Starfighter, Starship Enterprises, Starquake, Strike Force Cobra, Superchess, Supermove, Super Star Man, Super Robin Hood, Sweetest World, Tankbusters, Terminus, Terminus, Tiki No Nag, To You Trio (3 games), Transmuter, Transmuter, Trap Door, Virgin Atlantic Challenge, Virgin Baboon Challenge, Way of Exodius, Winter Sports, Wizards Lair, World Cup Football, Xeno, Xoids.

STOP PRESS

(all £2.99 each)

Crosswise (rrp £7.95)
Dark Sceptre
Gothic (rrp £7.95)
Karnov (rrp £8.99)
Magnetron (rrp £7.95)
Mean Streak (rrp £7.45)
Shackled (rrp £6.99)
Yeti (rrp £7.99)
Zynaps (rrp £7.95)

POPULAR SELLERS

£3.49
Gutz Ace 2
Killed Until Dead
Tournament Leaderboard
£2.99
Bobsleigh
Ghost 'n' Goblins
Head over Heels
Knightmare
Barry McGuigans Boxing (128K)
Rampage
Saboteur 2
£3.99
Trivial Pursuit - Baby
Boomer
£5.99
Starglider

ALL AT £2.99 EACH

Ace, Ace of Aces, Aliens, Alien Evolution, Alien Highway, Amavote, American Football, Armageddon man, Army Moves, Auf Wiederschen Monty, Bel Breaker, Bel Breaker 2, Beasts, Best of the Great Mouse Detective, Basketball, Battle of the Planets, Beachhead 2, Bedlam (128K), Big Trouble in Little China, Black Magic, Book of the Dead, Boulderdash 1, Boulderdash 2, Brave Starr, Breakers, Bride of Frankenstein, Bubbler, Captain America, Centurions, Challenge of Gobots, Championship Sprint, Cholo, Chronos, Chuckie Egg, Chuckie Egg 2, City Slicker, Convoys, Costa Capen, Contact Sam Cruise, Crystal Castles, Custard Kid, Death or Glory, Deathscape, Death Wish 3, Defektor, Delfon, Donkey Kong, Double Talk, Dragons Lair, Dragons Lair 2, Draughts Genius, Druid, Druid II, Energy Warrior, Equinox, Express Raider, Fairlight 2, Football Manager, Footballer of the Year, Frankenstein, Friday 13th, Galactic Games, Gauntlet, Gauntlet - Deeper Dungeons, Geiry the Germ, Ghostbusters (128K), Grand Prix Tennis, Grange Hill, Guddicalcan, Gunslinger, Hacker II, Handball, Headcoach, Heel Heels, Highlander, High Frontier, Hive, Icups, Implosion, Infiltrator, International Karate, Into the Eagles Nest, It's A Knockout, Jack the Nipper, Knightmare, Krackout, Kung Fu Master, Last Mohican, Laser Tag, Little Computer People (128K), Living Daylights, Lords of Midnight, Mailstrom, Mandragon, Manic Minor, Jet Set Willy 2, Mercurio, Mask II, Mask II, Masters of Universe (Arcade), Barry McGuigans Boxing (48K), Barry McGuigans Boxing (128K), Metacross, Miami Vice, MicroHAUT I, Mikix, Molecule Man, Monty on the Run, Mooncrater, Mr Weems and the She Vampires, Mutants, Nemesis, Nemesis Warlock, Nether Earth, Nihilist, Night Gunner, Onk (3 games), Out of the World, Pentagram, Play It Again Sam, Please, Pole Position, President, Pub Games, Pyracusa, Quartet Firetrap, Ramparts, Red Lad, Red Scorpion, Sai Combat, Samurai Trilogy, Seracen, SAS Strike Force, Shadow Skimmer, Shao Luts Road, Sherlock, Sidewalk, Shockwave Rider, Sigma 7, Slime, SOS, Solomon's key, Split Personalities, Spy vs Spy - Island Capers, Starfox, Star Wars, Star Raiders II, Strike Force Harrier, Sumstar, Superman, Supercycle, Super Spring, Survivor, Tapper, Taucetti, Tentacles, Thantoes, The Tube, The Tube a Million, Three Weeks in Paradise (128K), Throne of Fire, Trailblazer, Transmuter, Trap, Thing Bounces Back, To Judd, Ultimate Combat Mission, Undun, War, War of the World, Wolfman, Xecutor, Zulu, + 80 Address Manager, + 80 Stock Manager, + 80 VAT Manager.

VARIOUS PRICES

Ace 2 (£3.49), Arkonid (£4.99), California Games (£4.49), Cyberoid (£5.69), Dan Dare 2 (£4.99), Gauntlets (£4.49), Gunship (£6.19), Mad Bulls (£4.99), Phenomenon Club (£3.49), Predator (£5.99), Psycho Soldier (£3.99), Towering Thunder (£5.99), Soldier of Light (£4.99), Tassword 2 (£3.99), Teoria (£5.99), Thundercats (£4.99), 720° (£5.69).

SPECTRUM DISCS

(Clearance sale - limited quantities available)

Bubble Bobble £7.49
California Games £7.49
Combat School £8.99
Dan Dare 2 £8.99
Driller £10.99
Elite £8.99
Firefly £8.99
Gauntlet 2 £7.99
Gunship £8.99
Matchday 2 £8.99
Platoon £8.99
Rastan £8.99
Sentinel £8.99
Target Renegade £9.49
Triv Pursuit -
Young Players £7.99

CLEARANCE SALE

Biggles £1.99
Flunky £1.99
Last Mission £1.99
Mystery of the Nile £1.99
The Big Sleaze £1.99
Trap Door 2 £1.99
Bedlam (128K) £2.49
Micronaut 1 £2.49

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

SOUNDBOX SOFTWARE Dept YS
8 Renfield Street, PO Box 12, Renfrew, Renfrewshire PA4 0FS



The ghost of Christmas presents came to Castle Rathbone and the YS team made a real spectre-cal of themselves choosing a stocking full of fillers!

Merry Crimble little munchkins! The yule tide season brings with it peace and harmony to our poor beleaguered lives, as any fool knows. But has this festive spirit seeped through to the dank den of iniquity that is the YS office? Heavens to betsy, no! The sad truth is that the ne'er do wells in this neck of the wood are sooo mean, sooo avaricious an sooo stingy that when poor ol' Santa came to call he got a pretty rough reception. No titbits for the reindeers, no cosy glass of sherry for old Whitebeard himself... just a swift, savage grope in the grotto and the theft of all his prezzies. If you want to know what everyone nicked for themselves, puzzle no further — the goodies are on display through the... arched window...



SANTA'S STICK-UP

Ooo-ERR!

T'ZER'S TASTEFUL TITBITS

The YS desperados are headed by their feared leader, **Teresa Kneecapper Maughan** who plumped for the most tasteful of goodies...

"As befits a person of my exalted position I have made

choices of the highest quality, and I've naturally selected the most sophisticated and subtle objects. Take these luvverly Spitting Image Charles and Di slippers (£19.95), the perfect footwear for jitterbugging to the fabbo, happening sounds of Stock, Aitken and Waterman's *The Hit Factory Volume 2* (£6.99). Truly a magnificent

musical meisterwerk! It has it all — 'love angst and rebellion' — well a thumping good beat anyway! Piece de resistance however goes to the truly wonderful game called... ahem, mumble, mumble... *Fart* (£7.99) which is all the rage at railly naice parties. Which is a shame really 'cos I never get invited to any — I wonder why?"

THOR'S TRENDY TREATS

For mucho mayhem we turn to vicious man-mountain **Thor**. And with a name like that it's obvious he's the new YS designer!

"Aaaaargh, whorragh, here comes my Dino-Rider's Triceratops (£12.99) loaded to the gills with death dealing laser cannons and the like. I'm just a big kid at heart and love things to play with. (Raised eyebrow !!! Ed) Arnie Schwarzenegger flexes his pectorals (fnurgh) in my video choice *The Terminator* (£9.99), an everyday story of rampaging cyborg cutting a swathe of destruction. Ha, ha, brilliant stuff! A game about hedgehogs sounds tame enough, but *Hedgehog's Revenge* (£12.99) is the game where the prickly



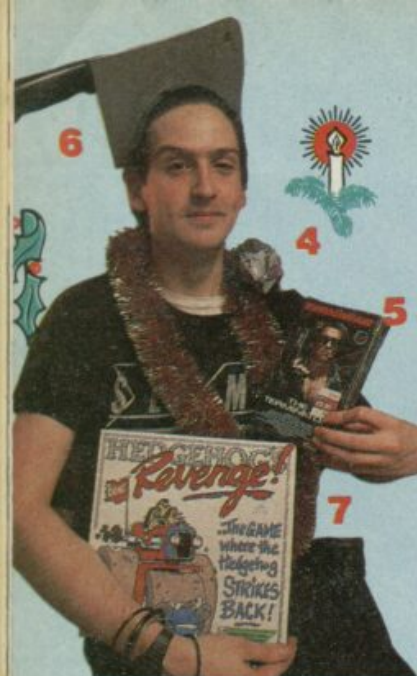
3



1

- 1 Charles And Di Slippers (£19.99)
- Fart (£7.99)
- 3 The Hit Factory Vol 2 (£6.99)





pests get their own back on 'flatten and run' motorists with a smidgin of dynamite. All this is topped off with my perfect fashion accessory, the head chopping cleaver (£1.99). Just think of the fun you can have pretending to your friends that someone's put a chopper through your bonce."

- 4 Dino-Rider Triceratops (£12.99)
- 5 Terminator video (£9.99)
- 6 Cleaver (£1.99)
- 7 Hedgehog's Revenge (£12.99)



CATHERINE'S CHRISTMAS COLLECTION

Okay yah it's the arty farty Art Ed, Catherine, with her nice little haul from the Xmas smash and grab...



"Christmas wouldn't be the same without The Queen's Speech and a jigsaw so I've chosen this rather delightful fragmented form of Cliff Richard (£2.99) — I can't wait to jiggle him about and put him

all back together again. Ooh and I love the *Ghostbusters' Ghostzapper* (£14.99) it provides hours of fun blasting away (with four different zapping sounds!) at ghosties and ghoulies. And there are six different projected images of spectres too! If that all sounds too much, don't lose your marbles — you'll need them to chuck at the vast carnivorous plant in my absolute fave game ever called *Feed Me!* (£8.75); a veritable little shop of horrors indeed!"

- 8 Cliff Richard Jigsaw (£2.99)
- 9 *Ghostbusters Ghostzapper* (£14.99)
- 10 *Feed Me!* (£8.75)



JACKIE'S JOLLY JAPES

Pictured here with Gilbert The Alien bursting out of her chest, Jackie the YS Production Editor gets to grips with some truly gruesome gifts...

"I enjoy a bit of the Christmas spirit (hic!) which is why I've chosen these well snazzy Xmas Socks (£4.50). In bright red



cotton with penguins and snowmen these'll keep my tootsies warm all winter. And 'cos I'm so trendy, worraabout this Ferguson Walkman (£14.95) — it'll be great to listen to all my Acid House music. I couldn't resist the T-Shirt of everybody's fave alien, Gilbert (£6.99) — ain't he cute? And finally the angler's delight, *Small Fishing* (£4.99) — that'll keep me happy on Boxing Day."

- 11 Xmas Socks (£4.50)
- 12 Ferguson Walkman (£14.95)
- 13 Gilbert T-Shirt (£6.99)
- 14 *Small Fishing* (£4.99)



DUNCAN'S DIPPY DELIGHTS

He's completely hatstand, his brain's on another planet — probably Uranus and he's dead greedy 'cos he swiped FIVE prezzies off Santa!. Yes Duncan, our resident loony and Staff Writer makes his selection...

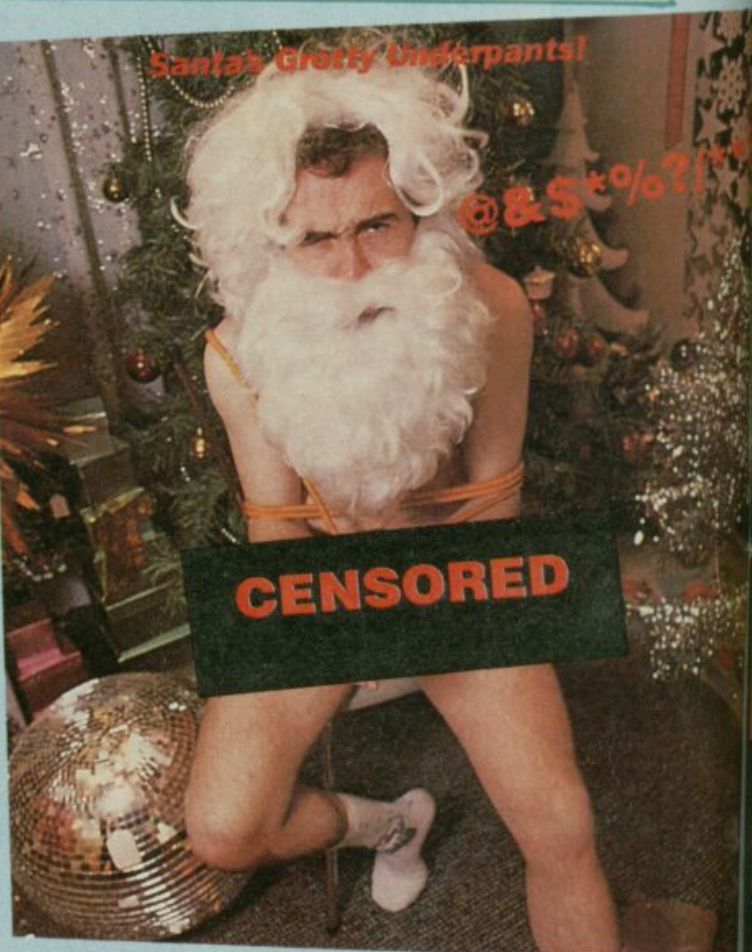
"I've always fancied myself as a bit of an exec so when I spotted this Car Phoney (£2.99) I snapped it up. It's 'the communications tool that keeps you in style without keeping you in touch' and it's brill! If you've always fancied saying "Can I have a P please, Bob" without getting some smart arse answer from the man himself now you can do it in the comfort of your own living room with the board game *Gold Run* (£1.99). Only trouble is, it doesn't come with a plastic pop-up Bob smile. Holy videos its *Batman — The Movie* (£9.99). Kerpow! The dynamic duo once again run round Gotham City witting their pits against those nasty villains, the Joker, Riddler and Penguin. Oh, and I mustn't forget my Potty Shots and Paul Daniel's Magic Set, which'll keep me 'entertained' in the New Year!"



- 15 Car Phoney (£2.99)
- 16 *Gold Run* (£1.99)
- 17 *Batman — The Movie* (£9.99)
- 18 Potty Shots (£1.99)
- 19 Paul Daniel's Magic Set (£4.99)

STOCKISTS

All the above prezzies are available from major toyshops, Virgin Megastores, Sock Shops and Argos Showrooms nationwide



STALLONE

He's back and this time he's taking no prisoners! Colonel Trautman has been captured by the Russians in Afghanistan and there is only one person capable of freeing him. Negotiate the minefields, explore the Russian camp, lay boobytraps, avoid detection, free the Colonel and then ... move on to the explosive climax! **RAMBO IS BACK!**



RAMBO III



SPECTRUM COMMODORE AMSTRAD
8.95 9.95 9.95
CASSETTE

Ocean Software Limited
6 Central Street · Manchester · M2 5NS

ocean®

COMMODORE AMSTRAD

14.95
DISK

Telephone 061 832 663
Telex 669977 OCEANS



NAVIGATOR

A new dimension in precision joysticks. Total control from its unbreakable precision shaft through to its ergonomically designed grip make reaction speeds a thing of the past.

For use with: All Atari computers (including ST), Commodore (64, 128, VIC20, Amiga), MSX computers, Amstrad CPC computers (no Autofire), Spectrum and Spectrum Plus (with suitable interface), Spectrum +2, Spectrum +3 (no autofire).

£14.99

PREDATOR

A joystick designed to suit the way you use them - with its computer designed base for table top or hand held use. Whether you're left or right handed it's precision grip fits your hand naturally.

For use with: All Atari computers (including ST), Commodore (64, 128, VIC20, Amiga), MSX computers, Amstrad CPC computers (no Autofire), Spectrum and Spectrum Plus (with suitable interface), Spectrum +2, Spectrum +3 (no Autofire).

£12.99



SPEEDKING With Free Game

The Speedking's unique design established Konix as one of Europe's major joystick designers. Its reliable construction, microswitch efficiency and hand-hugging design puts firepower where you need it - in the palm of your hand.

For use with: Spectrum (16,48 and Plus with suitable interface), Commodore (64 & 128), and all Atari, Amstrad (CPC) and MSX Systems.

£11.99



MEGABLASTER

The joystick that's big on performance and small on cost. It's hand grip fits you perfectly whether you're left or right handed and it performs equally well whether hand held or table top mounted.

For use with: All Atari Computers (Including ST), Commodore (64, 128, VIC 20, Amiga), MSX Computers, Amstrad CPC Computers, Spectrum and Spectrum Plus (with suitable interface).

£6.99



BREAK THROUGH THE PERFORMANCE BARRIER WITH A KONIX JOYSTICK

KONIX
The fastest reactions in the business



SPEEDKING With Autofire

The unique Speedking design with the added advantage of Autofire to give you instant and even firepower.

For use with: Spectrum, Spectrum Plus and Spectrum +2, Commodore (64, 128 & VIC20), all Atari (incl. ST) Amiga and MSX systems.
*(Spectrum Plus 2 £14.99)

£12.99

It's hard work, not luck, that's made us one of Europe's leading joystick manufacturers.

We've done it by applying the Konix winning formula to all our products. Sound development, advanced design and fail-safe construction ensure you get the best out of your joystick - time and time again.



SEGA® Master System

The classic Speedking design with twin firebuttons and microswitched for super-accurate, high speed action. Easily accessible auto-fire with on/off switch gives instant, awesome fire power.

Specifically designed for use on the Sega Master System.®

£12.99



NINTENDO® Entertainment System

The classic Speedking design with fully microswitched twin firebuttons and instant firepower with easy to use autofire on/off switch. Start and select buttons put software control in the palm of your hand.

Specifically designed for use on the Nintendo Master System.®

£12.99

To: Konix Products, Unit 35, Rassau Industrial Estate, Ebbw Vale, Gwent, NP3 5SD, U.K.

Please send me _____ Navigators at £14.99
_____ Predators at £12.99
_____ Megablasters at £6.99
_____ Speedkings with Game at £11.99
_____ Speedkings with Autofire at £12.99
_____ Spectrum Plus Speedkings with Autofires at £14.99
_____ Segas at £12.99
_____ Nintendos at £12.99

Make of home computer to be used _____

I enclose Cheque/Postal Order for £ _____ (Prices include p&p)

(made payable to KONIX) or charge my Access/Visa

Credit Card No. _____ Expiry Date _____

Signed _____

Name _____

Address (Block Capitals) _____

_____ Post Code _____

Please allow 14 days for delivery. Credit card holders may order on 0495 350101

Unit 35, Rassau Industrial Estate, Ebbw Vale, Gwent, NP3 5SD, U.K. Telephone 0495 350101

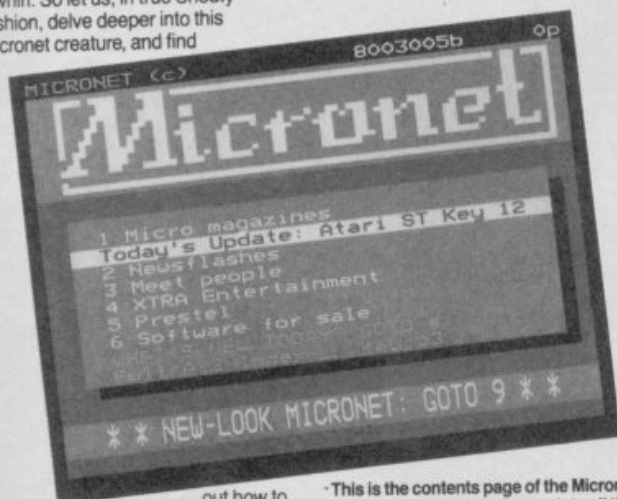
HARDWARE

RAGE HARD!

This month, Phil South takes the lid off Micronet and makes you an offer you can't refuse!!

A bit of a funny *Rage Hard* this month, as it covers something that's neither all hardware nor all software. (It's ethereal man!) What I'm talking about is a thing called Micronet.

Now you may or may not have heard about Micronet, but unless you've actually used it, you probably won't know just how good it is, or how cheap it is to run. Micronet is what you'd call an Online Service, an electronic library which is constantly updated. It contains messages, free software, reviews, news and a truckload more besides. Some of the features are so new, you probably don't know you need them until you give 'em a whirl. So let us, in true Snouty fashion, delve deeper into this Micronet creature, and find



out how to make it tick on your Spectrum.

HOW DO YOU DO IT?

First you need a modem (supplied by Micronet for free!). This is a piece of hardware which enables you to talk to other computers down the phone line. You plug your modem into your phone socket, your phone and Speccy into your modem, and your Speccy becomes a terminal for the 'host' computer at Micronet. The host can then send 'pages' of information down the phone line to your computer, and anything you type on the Speccy keyboard is sent to the host. This means you have mainframe power inside your Spectrum. Wow!

The viewdata format, the colourful page format that Micronet displays its information on, is not unlike the way that TV teletext puts up its info. But the difference is that Micronet viewdata has random access. Whereas Oracle and Ceefax are serial, (you have to wait for the next page to come around, yawn) in Micronet you can choose the page you want to look at simply by typing *page number#. You can also type in the names of the pages you want, like *MAILBOX# or *SHADES# and watch the pages appear almost instantly.

I NEVER KNEW THERE WAS SO MUCH IN IT

Having paid your subscription, connected your modem, dialled up the local phone number, and typed in your password, you're in. What is there to see? Well right away there's the Spectrum magazine, a special group of pages of magazine length (updated every week) of the most current news and views on your favourite computer. Obviously the reviews aren't the strong point of this sort of magazine, as they can't give the depth of coverage that a

This is the contents page of the Micronet database, showing pathways into all the possible subjects you might want to read/participate in. Just press the number in front of your selection and the page you select will be called up in seconds. As you can see the magazine for today is the ST (ptul), but one day a week it's the Speccy mag. You can look at the stuff at any time of the week, but it's updated once a week.

paper mag can... like YS for example! They can't do screenshots for a start. But there are other areas in which the immediacy and interaction of an electronic mag can outswing its paper buddies.

There's the online machine code course, the letters page with its immediate response, Lip-Sync which is a chatline, general chat, and of course Spectrum telesoftware. Chat is a wild and wacky thing. You type a message on the screen, and someone else who is online, probably in another part of the country, types a message in response. Then

another person who's seen both messages types in his two pennies worth. All of the people in the conversation are at different ends of the country, but they can chat as if they were in the same electronic room. Cool!

There are several varieties of chat on Micronet; Lip-Sync is the Spectrum specific one, plus some general chatlines... but there's also a faster and more efficient meeting place inside the host computer.



It's called Dialtalk, and in it you walk into a vast electronic conference centre containing a lot of rooms. You pick up the key to a room at reception, walk to the room, unlock it and wait for people to walk in and talk to you. Or you could mailbox people to turn up at a certain room at a certain time, and have a meeting. You can talk about anything, really. (Keep it clean though, otherwise it makes the phone lines all filthy!)

I mentioned Telesoftware before, didn't I? The software is one of the most interesting things about online services. You can 'download' a program from the Micronet computer into your computer and save it on tape. The range is amazing, ranging from utilities for terminal programs, to graphics programs, demos, and even games from all the top houses. Code Masters has a deal whereby all its games are available for download. Obviously you have to pay for them, but it's great to have them there and then, without having to wait for Postman Pat to deliver them to you! Plus there's a selection of fabby *Your Sinclair* programs as featured in Program Pitstop for you to download. Saves typing them in! You can send your own programs to Micronet to be downloaded by others, too, and you get a royalty each time they're downloaded. Unless it's public domain, or free, that is.

There's so much to talk about, I don't know whether I'm going to get it all in! There's one very important bit of Micronet that I haven't mentioned though, and that's *Shades*. *Shades* is an online Multi User Game, or MUG, which allows a whole bunch of people to play an adventure game, just like a

The gateway to one of the most popular areas on Micronet is the *Shades Multi-User Game*, an adventure game which allows loads of people to play at once. People have met each other and got married by playing *Shades* but don't feel you have to marry every thieving halfling you meet along the road... Rule No. 1 of *Shades*: Don't kill that nasty little goblin, it might be your granny.

normal adventure on the Spectrum, except the characters you meet are real people like you. You can explore, fight, rescue damsels, win treasure, and generally have a ripsnorting time in the *Shades* universe.

Xtra is the leisure magazine, and now contains *Xtra Voltage*, a special yuppies' gadget section featuring all the news in hi-tech bits and bobs. I love this, not being a yuppie you understand, but being a technophile



This is the menu telling you where to go if you want to chat with another person online. This isn't as daft an idea as it sounds, and it's actually a very addictive pastime. And you make some good

contacts, too. So far I've written a book and two games with people I met online, and I meet more people every time I log on. Just imagine your computer full of friendly little Spectrum people. (Wasn't that an Activision game? Ed)

What It Costs:

Micronet/Prestel
Subscription £79.95 per year, or £20.00 per quarter.
Connect charges: Midnight-8am FREE; 8am-6pm (Mon-Sat) 7p per minute; 6pm-midnight 1p per minute; All other times 1p per minute.
Other charges: Mailboxes and incoming telex FREE; Outgoing telexes UK 50p per page; Rest of the World from £1.00; Local phone call 50p per hour off peak.

(Or even a TechnoPhil! Ed) I like this gadgetyness.

Gallery is a place where you can hold your own Special Interest Group and make your own pages for other people to read. You can design the pages and make them look just like the rest of Micronet, and people can read your stuff and correspond with you.

As well as ALL this, you also have access to the Telex network, so you can send telexes (wow), and also use Telecom Gold. As a Micronet/Prestel user, you are entitled to a free sub to Telecom Gold, the country's premier

mailboxing service. That's not to put down Prestel, which gives you both a fine and well subscribed mailboxing service, as well as access to Prestel's 250,000 pages of up to date leisure and business information.

There's more, much more, but I'll have to leave that to you to discover for yourself. Check it out. It's got to be the biggest thing you'll stick into your Spectrum. (Honk) And watch out for our special offer, which features a never to be repeated deal between ourselves and Micronet. Here it comes ... WHACK! Yargh!

FREE MODEM OFFER

Psst! Want a free modem? Yup, you read it right. Your Sinclair, together with those comms people Micronet (Comms? Ha! You should see their underwear!!!) are giving away a skipload of modems when you buy a quarter subscription for just £19.95! Wow. Yes sirree, bob! A VTX 5000 modem worth about 30 quids, for just about nothing. The software you need is built into it, so when you start the computer up the program runs and you're ready to dial up Micronet. Plus

you can load scrolling terminal software (downloadable from Micronet) to access 1200/74 baud Bulletin Boards all over the country!

Just complete the coupon, or phone up the special credit card hot line on 01-837 7872, right away. If you'd like further details about the Micronet service, call the same number. And by the way, stocks of this exclusive deal are limited so hurry up or you'll be too late.

(Serves you right too! Ed)

QUICK!

Send me my special introductory sub for Micronet, and while you're about it send me that modem on the pile next to you ... for free! I enclose a cheque for £23.90 (inc £3.95 post and packing).

Make cheques payable to Telemap Group Ltd.

Please charge my Access/Visa card

Number.....

Expiry Date.....

Signed.....

Name.....

Address.....

Postcode.....

Signed.....

Date.....

YS/01/89

Please send this coupon to: Your Sinclair Offer, Telemap Group Ltd, Durrant House, 8 Herbal Hill, London EC1R 5EJ.

Special offer applies to new UK residential subscribers only.
Offer closes February 28th 1989. Please allow up to 28 days for delivery. The VTX 5000 modem is compatible with Spectrum 16K, 48K, Spectrum + and Spectrum +2.



ROMANTIC ROBOT

present

THE YEAR OF THE ROBOT

GENIE works with MULTIPRINT, MULTIFACE 1 and MULTIFACE 128 only.



GENIE

GENIE can disassemble ANY RUNNING program at ANY point. Install GENIE into MULTIFACE or MULTIPRINT. LOAD any program, RUN it, STOP it whenever you wish and let GENIE disassemble it. GENIE can also DUMP to printer, SEARCH and FIND text, op-codes, VIEW and ALTER contents of memory or Z80 registers, etc. Essential for any nv/code user.

THE ULTIMATE SPECTRUM PARALLEL PRINTER INTERFACE. MULTIPRINT

INSTANTLY usable (software in ROM), LLIST, LPRINT and COPY plus a unique FREEZE BUTTON to stop any program and change any printing parameter (incl. COPY sizes & types, LINE feed, width, spacing, all margins, etc.) any time. Also fully PROGRAMMABLE in BASIC. Menu-driven, a JOY TO USE. Built-in MULTI-TOOLKIT. With 1.2m printer cable.

MULTIFACE - THE ESSENTIAL SPECTRUM COMPANION

Multiface one + 128

MULTIFACE can stop ANY program at ANY point and COPY it to disk/cartidge/water tape. It works every time, is FULLY automatic, menu-driven, user-friendly, idiot-proof. Absolutely EASY to use - just load a game, push a button to FREEZE it and let MULTIFACE COPY it. Option to SAVE and COPY screens. Most efficient COMPRESSING. Built-in unique MULTI-TOOLKIT - essential for poking, hacking, etc. 8K RAM extension - vital for GENIE, LIFEGUARD, etc. MULTIFACE 1 has a joystick interface and works in 48K mode. MULTIFACE 128 (not for Wafadrives) in 48 & 128K mode. Disciple and +D versions on request.

VIDEOFACE digitiser turns pictures from a video camera or recorder into standard hi-res Spectrum screens.

Screens can be copied to printer, incorporated into other programs, saved to tape/disk, animated (6 different screens can be held by VIDEOFACE and changed as you wish).

VIDEOFACE is menu-driven, fast and very easy to use - all you need is a Spectrum, COMPOSITE VIDEO signal and a lead.

£44.95

VIDEOFACE

You can even adjust the grain (the black and white ratio) and create special effects! VIDEOFACE is a unique, most useful and powerful add-on.

ONLY £6.95

LIFEGUARD IS AN INFINITE LIFE FINDER. INSTALL IT INTO THE MULTIFACE ONE OR 128, LOAD ANY GAME AND

LET LIFEGUARD LOOK FOR INFINITE LIVES, AMMO, ETC. ONCE IT FINDS IT YOU'LL WIN AGAIN AND AGAIN...

LIFEGUARD

INFINITE LIVES FINDER

"A GOOD REASON TO BUY SPECTRUM+3" (Crash)

"If you want to use commercial Spectrum software with the Plus 3 you MUST also buy a Romantic Robot Multiface 3, or Amstrad's disk drive will be useless with commercial software. The Multiface 3 is the ONLY reliable way to copy Spectrum programs to disk."

(Computer Shopper)

"Any 128K+3 owner will find it a wonderful device, indispensable even."

(Sinclair User)

"THE PLUS 3 DISC SOLUTION" (Sinclair User)

Multiface 3

THE ONE AND ONLY FULLY AUTOMATIC TAPE AND DISC COPIER

THE YEAR OF THE ROBOT - BE PART OF IT

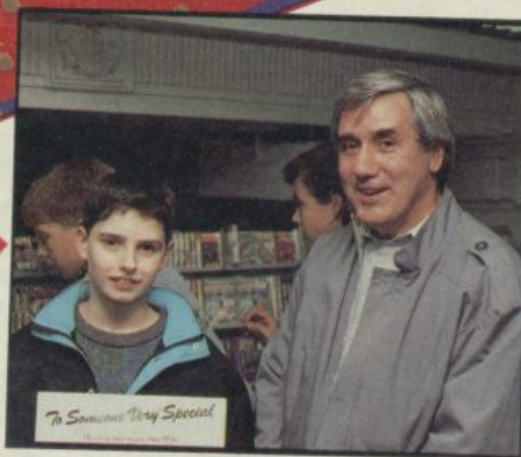
I enclose a cheque/PO for £
or debit my ☐ No ☐
Name Card expiry
Address

+ n&p to UK & Europe		Overseas	
MULTIFACE ONE	£ 39.95	MULTIFACE 128	£ 44.95
GENIE ONE	£ 9.95	GENIE 128	£ 9.95
MULTIFACE THREE	£ 44.95	M3 w/through port	£ 49.95
MULTIPRINT	£ 39.95	VIDEOFACE DIGITIZER	£ 44.95
LIFEGUARD	£ 6.95	MUSIC TYPEWRITER	£ 7.95
SPECTRUM+3 DISCS	£ 2.75	SPEC.+3 TAPE LEAD	£ 2.95

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

Christmas is just around the corner, and strangely enough so is the Virgin Games Store. Being as your favourite mag doesn't do things by halves we decided to combine the two, so we donned our walking boots, armed ourselves with full combat gear, some Christmas cards and some jolly Yuletide questions and went on a little trek to catch some of you viewers doing your Christmas 'shop' — and you wouldn't believe what we found...

Meet Stephen Cammack (14) and his dad George. We stuck a selection of cards under their noses and Stephen chose the big Hagar The Horrible one. "I'd send this to my sister, Amina, and the message would say 'Don't disturb the neighbours'. She's noisier than a pneumatic drill". What game would you most like for Chrimble? "Eeeer, uuum, *Last Ninja 2*. Without a doubt". What's your favourite Quality Street? "The long yellow toffee ones". George, do you save the Xmas wrapping paper for use the following year? "Definitely not". (Oh yeah?)



Worra Loada Baubles!

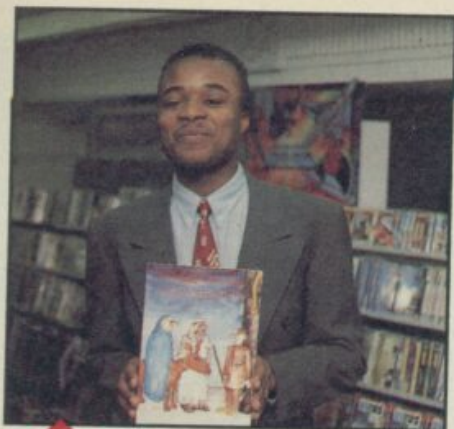
Nick Sanchez (13, left) and Noel Smith (12), are obviously a couple of creepies, judging by the messages on their cards: "To the greatest mum in the world", and "To mum (the greatest)". The games they want for Christmas are (respectively) *Spitting Image* and *Firefly*. Who's the most annoying relative who stays with you over the Xmas period? Nick: "The cat. It's really annoying, it hides under the wrapping-paper and leaps out at you. And it climbs the Christmas tree". Noel: "My mum — she won't let us open the presents before four o'clock in the morning". Do you save the wrapping paper from your presents? "Yes". "Eeerm, Yes"



Nick Atkinson (15) reckons he'd send his card to Margaret Thatcher with the message "Merry Christmas you old bag". Oo-er! What game would you like for Christmas? "Operation Wolf please. I got *Thundercats* last year". Who's the most annoying relative who stays with you over Chrimble? "Auntie Nora. She's an ogre. She's a right old bat. She makes me do the washing-up and all that kind of stuff — she even forced me to change my hairstyle once". What film are you sick of seeing every boxing day? "The Wizard of Oz and The Great Escape". On the subject of Boxing Day, what do you actually do? "Funnily enough last year I had a boxing match with my brother Jason — it was in my bedroom, and we had proper boxing gloves and everything". Who won? "Me".

Mike Murphy (19, left) and Leonard Harding (20) are avid YS readers, and they also actually work at the Virgin Store. To whom would they send the cards they picked? Mike: "I'd send it to The Girl In Reading". Oh? And what would you put? "I can't tell you, it's classified". What about you, Leonard? "I'd send it to the girl who works downstairs, she's called Michelle and she's totally gorgeous". And what would you put? "Um, Happy Christmas". Would you seal it with a loving kiss? "More than likely, yes". What were your favourite pressies last year? "A Strippogram", "A leather Jacket". If Santa was involved in a fatal sleigh crash who could replace him? "Terry Waite", "Eerm, Bobby Robson". Neither Mike nor Leonard save their wrapping paper for a year, and they both get drunk on Boxing Day.



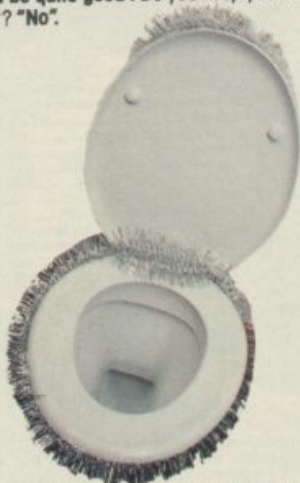
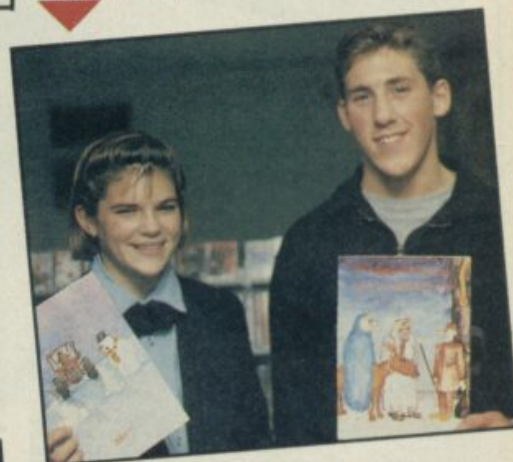


Owen Chambers (20) picked his card with no hesitation. "I've chosen the one with the McDonalds joke cos I've got a really good friend called Winston who works at McDonalds. I'd probably put 'I suppose you've seen this before, or something like that'. Owen would like *Predator* for Chrimbo, but last year he got a brilliant pressie: "I got a video". What, a film? "No, an actual Akai Video Recorder". Blimey Who's your most annoying relative? "Rema, my sister in law. She dumps her kids at my place and I have to look after them". Who do you think could replace Santa if he was involved in a fatal sleigh pile-up? "Rowan Atkinson would be quite good". Do you keep your wrapping paper? "No".

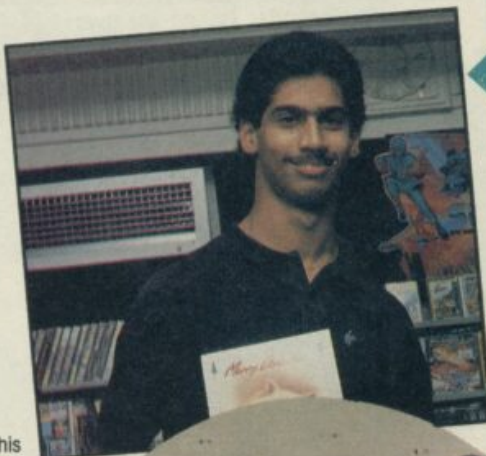
Worra Loada Baubles!



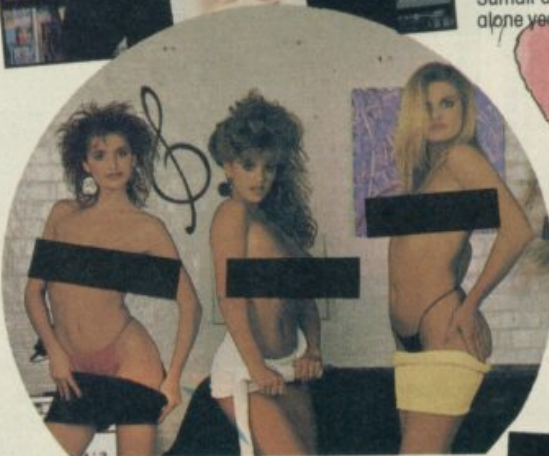
Emma Langstaff (16) and Michael Share (17), are cousins. Are you 'kissing cousins'? "No", "Certainly not". Who would you send your cards to? Emma: "I'd send mine to Michael, and I'd put 'Good luck with Jodi'". Michael: "You rat! Right - I'd send mine to Emma and I'd put 'Get in there with Julian' Ha ha ha". What game would you like for Christmas? "Scraples", "Leaderboard". They cite each other as the most annoying relative: Emma: "He plays crap music the whole time - Guns And Roses and Wasp - I'm into Acid House". Michael: "She spends the whole time taking the piss out of me". Who could replace Santa Clause? "Rick Astley", "Bernard Manning". What's your fave Quality Street? "The long yellow ones", "The round yellow ones". Michael doesn't save his wrapping paper but Emma does. Thrifty, eh?



Darren (12) and Stephen Gough (13), wouldn't send their cards to anyone. The games they want this year are *Guerilla War* and *Thunderblade* respectively. Last year they both got leather jackets. Who's the most annoying relative who stays with you over Christmas? Steven: "Nana Dight - she coughs the whole time". Darren: "And she's always playing practical jokes". Like what? "Well, last year she stretched cling-film over the toilet bowl, and Dad went and got the floor all wet. Actually he's pretty annoying as well". Who could replace Santa? "Demis Roussos", "Harry Secombe". What do you actually do on Boxing Day? Steven - "Steer clear of Nana Dight". Do you keep your wrapping paper? Darren - "No, but Nana Dight does".



Hey, it's Sumair Jagirdar (20). Who on earth would you send that disgusting card to? "My sister Huma. I'd put 'Dear Sis (the fat one) love from your master'". What game would you like for a present this year? "Last Ninja 2". What did you get last year? "A leather jacket". Why has Rudolph got a red nose? "Um, cos he's been sniffing Father Christmas's bottom". Who's the most annoying relative who stays with you over Xmas? "My Gran - she's really old fashioned". What kind of annoying things do you reckon she'll be doing this year? "She's dead, actually". Eeeeeerrrr, uuummm, eeeeeerrr, eerrrr, what's your favourite Quality Street? "The long yellow ones". What Christmas-time film are you most sick of? "The Ten Commandments". Sumair doesn't save his wrapping paper for a day, let alone year.



These three stooges are (from left to right) Andrew Dean (12), Richard Oliver (11) and Martin Dean (9) who would send their cards (respectively) to Moggy the cat, Dickens the dog, and Sooty the rabbit. What would Andrew and Richard like for Chrimbo? "Barbarian 2 and Red Storm Rising please". And Martin? "Erm, I'd quite like *Strip Poker*". What did you all get last year? "Driller", "An electric guitar - a 'Woolworths Special' Les Paul Copy", "An acoustic guitar, but I can't remember what make it is". Who could take over from Santa in the event of him accidentally getting 'topped'? "Maggie", "Kinnock", "Freddie Mercury". What's your fave Quality Street? "The raspberry ones". "The long yellow ones", "The green triangular ones". Do you keep your wrapping paper for use the following year? "No", "Yes", "No". Phew!



BARGAIN SOFTWARE

60 BOSTON ROAD, LONDON W7 3TR

Other branches — 309 Goldhawk Road, London W12 8EZ

18 Market Square, Leighton Buzzard, Beds

(OPEN 7 DAYS 10 am-8 pm)

FREE GAMES
WITH SELECTED
ORDERS

BUY BY PHONE

01 741 1222
01-995 3652
0525 371884

PRICE PROMISE

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



ENQUIRIES

01-567 7621

1943 BATTLE OF MIDWAY: Highly acclaimed sequel to 1942	8.99	7.25
4 SOCCER: The best 4 player soccer game ever	8.99	6.50
4x4: Your chance to win a fabulous KAWASAKI KDX200	8.99	7.25
AFTER BURNER: The F-14 aerial arcade ace	9.99	7.45
AIRBOURNE RANGE: A fast-paced action-simulation	9.95	6.99
ARKANOID II: REVENUE OF DOH: Can it extract its revenge	7.95	4.99
ARKANOID: Frantic action + split-second timing	7.95	3.99
ARMY MOVES: Target, Nuclear device, attack, infiltrate, Destroy	7.95	3.99
AVENGER: The ultimate arcade ninja adventure	9.95	2.99
BOMB JACK + COMMAND + AIRWOLF + FRANK BRUNO'S BOX	9.95	5.50
BRUCE LEE + KNIGHT LORE + MATCH DAY + MATCH POINT	9.95	4.99
CARRIER COMMAND: One of the best strategic simulations	9.95	6.99
CAULDRON II + QUAZATRON + SF COBRA + DANDY + ALIEN HWAY	9.95	4.99
COMBAT SCHOOL: Enlist in the USA's finest	7.99	4.50
CROSSWIRE: MAYDAY! MAYDAY! Please assist	7.99	2.99

OPERATION WOLF FREE GAME* ONLY £5.99	RAMBO III FREE GAME* ONLY £6.25	EMPIRE STRIKES BACK FREE GAME* ONLY £5.99
--	---------------------------------------	---

CYBERNOID II: Even more fearsome battlestars to plunder	7.95	6.50
D. THOMPSON'S OLYMPIC CHALLENGE: Join the all-time greats	9.95	6.99
DALEY'S SUPERTEST 128K: Pit your skills against the computer	9.95	3.99
DOUBLE DRAGON: The best arcade game of the year	9.99	6.99
DRAGON NINJA: Follow the fortunes of two bad dudes	8.99	6.50
DRAGON'S LAIR: If he could survive, if he could reach the lair	9.95	2.99
DRAGON'S LAIR II: More screens from the arcade classic	9.95	2.99
EARTHGUIN: It's not easy being an arcturian pilot	7.95	3.99
EDDIE KID'S JUMP CHALLENGE: Dely danger + gravity	7.99	1.99
EMPIRE STRIKES BACK: Non-stop action of the movie	9.95	5.99
ENLIGHTENMENT (DRUID II): Do you possess the power?	7.99	3.99
F'BALL DIRECTOR II (128K) 170K of Pure Strategy	10.99	13.99
F-15 STRIKE EAGLE: USA's most deadly flying machine	9.95	6.99
F-16: For the first time, this is for real	14.95	9.99
FAIR MEANS OR FOUL: Cheat if the ref's not looking	7.95	5.50

PLATOON FREE GAME* ONLY £6.50	GUERRILLA WAR FREE GAME* ONLY £5.99	DALEY'S OLYMPIC CH. FREE GAME* ONLY £6.99
-------------------------------------	---	---

FEDERATION OF FREE TRADERS: Become a galactic wheeler dealer	8.99	6.50
FIGHTER PILOT + RAMBO + KUNG FU MASTER + GHOSTBUSTERS	9.95	4.99
FIRELY: Super action game by SPECIAL F. X.	7.95	3.99
FOOTBALL DIRECTOR: You'll be over the moon with this one	8.99	6.50
FOOTBALL MANAGER II: No. 1 top 10 game of the year	9.99	5.99
FOX FIGHTS BACK: He's lean, He's mean, He's ready for action	8.99	6.50
G. LINEKER'S HOT SHOTS: Play in a full-scale 11-a-side	7.99	6.25
GAME OVER: Use your skill to destroy the Empire	7.95	3.99
GAME SET & MATCH II: The greatest sports compilation ever	12.95	7.99
GLADIATOR 128K An S.U. classic, Dare you fight	10.99	4.99
GOTHIC: Throw down the Gauntlet against 16 hideous monsters	7.99	2.99
GREEN BERET + MIKE + YIE AR KUNG FU + Hyper Sport + Ping Pong	9.95	4.99
GRYZOR: Split-second timing + nerves of steel a must	7.95	3.99
GUERRILLA WAR: Freedom is your aim, Guerrilla War is the means	8.95	5.99
GUNSHIP: Award winning attack helicopter simulation	9.99	6.99

RETURN OF THE JEDI FREE GAME* ONLY £6.99	ROBO COP FREE GAME* ONLY £6.50	TYPHOON FREE GAME* ONLY £5.50
--	--------------------------------------	-------------------------------------

GUTZ: Nightmare a dream come true	7.95	2.99
GYRON: "A serious contender for the game of the year award"	9.95	2.99
HYPABALL: "The greatest game in the universe"	9.95	1.99
I OF THE MASK: Welcome to the space trials on planet newgame	8.99	1.99
I. Botham + Mutations + Who said that + Super File + One Road + HARD9.95	3.99	
I. Botham's Test Match + Superfile	10.99	1.99

ALL 30 GAMES ONLY £5.90

THE VALLEY	DEMON KNIGHT	TUBE CUBE
ANTIC	NED'S GARDEN	INVASION
PLANETFALL	SPACE INTRUDER	ESCAPE
GRIDRUNNER	MIGHTY MAGUS	LAZER ZONE
BISMARCK	FALL OF ROME	STRONTIUM DOG
METEOR STORM	DRAUGHT	PYRAMANIA
JET SET GORTIE	XADOM	MICROMOUSE
3D TUNNEL	DETECTIVE	DRAGONS BANE
STOCKMARKET	20 TONS	CARPET CAPERS
FRIDGE FRENZY	CHESS PLAYER	BLOOD IN GUTS

GAME SET & MATCH Only £8.99	GAME SET & MATCH II Only £8.99
Featuring: WORLD SERIES BASKETBALL + MATCH POINT + JB SQUASH + SNOOKER + PING PONG + HYPER SPORTS + SUPER SOCCER + B McG. BOXING + BASKETBALL + DALEY'S SUPERTESTS	MATCH DAY II & I + BOTHAMS + BASKET MASTER + TRAK & FIELD + SUPER HANG ON + N. FLADO'S GOLF + S. DAVIS SNOOKER + WINTER OLYMPIAD '88 + SUPERBOWL

GIANTS Only £11.50	LIVE AMMO Only £6.99
GAUNTLET II + ROLLING THUNDER + CALIFORNIA GAMES + 720° + OUT RUN	GREAT ESCAPE + TOP GUN + GREEN BERET + RAMBO + ARMY MOVES

KONAMI ARCADE COLLECTION Only £8.99	MEGA HITS Only £5.50
JAIL BREAK + GREEN BERET + YIE AR KUNG FU + PING PONG + YIE AR KUNG FU II + MIKE + JACKAL + NEMESIS + SHAD LINS + HYPER SPORTS	3D STARSTRIKE + BLUE THUNDER + WHEELIE + SON OF BLAGGER + PSYTRON + FALL GUY + AUTOMANIA + BUGABOO + BLADE ALLEY + PENETRATOR

THE IN CROWD Only £9.99	MAGNIFICENT 7 Only £6.99
KARNOV + GRYZOR + BARBARIAN + CRAZY CARS + PREDATOR + COMBAT SCHOOL + PLATOON + TARGET RENEGADE	HEAD OVER HEELS + COBRA + SHORT CIRCUIT + FRANKIE + ARKANOID + WIZBALL + GREAT ESCAPE

TAITO COIN OP Only £9.99	COMPUTER HITS 4 Only £6.50
RASTAN + FLYING SHARK + ARKANOID + ARKANOID II + SLAP FIGHT + BUBBLE BOBBLE + ARKANOID + RENEGADE + LEGEND OF KAGE	PULSATOR + CITY SLICKER + REVOLUTION + STARDUQUE + DEACTIVATORS + ANTRIAID + BRIDE OF FRANKENSTEIN + UCHIMATA + PYRA CURSE + CONTACT SAME CRUISE + SPINOZZY + DANDY

SUPREME CHALLENGE Only £7.99	WE ARE THE CHAMPS Only £6.99
SENTINEL + STAR GLIDER + ACE II + ELITE + TETRIS	SUPERSPRINT + RENEGADE + BK + BARBARIAN

BIG BOX Only £9.99	FIST 'N' THROTTLES Only £9.99
F. BRUNO'S BOXING + BATTY + COMMANDO + BOMB JACK + SCOOBY DOO + BATTLESHIPS + SABOTEUR + 1942 + GHOST 'N' GOBLINS + AIRWOLF	IKARI WARRIORS + BUGGY BOY + THUNDERCATS + DRAGONS LAIR + ENDURO RACER

LANCLOT: Great graphic text adventure	14.95	9.99
LAST NINJA II: Back with a vengeance	12.95	10.50
LEADERBOARD + L'BOARD TOUR + WORLD CLASS L'BOARD	14.99	11.99
LIVE AND LET DIE: Greatest action packed 007 game ever	9.99	6.99
LIVING DAYLIGHTS: Now go ahead and join BOND on the edge	9.99	3.99
MATCH DAY II: A highly accurate football simulation	7.95	4.99
MEAN STREAK: Only one ruler of the highway, YOU	8.99	3.99
MICROPROSE SOCCER: It's fun, fast, exciting and addictive	9.95	6.99
MS PAC-MAN: PAC-MAN becomes a feminist	7.99	1.99
NEVERENDING STORY 128K: A futuristic fairy tale	9.95	2.99
NOT A PENNY MORE + FREE BOOK: Ad adventure without goblins	14.95	4.99
OPERATION WOLF: Arcade sensation of the year	8.95	5.99
OUTRUN: Cruise in style with this coin-op conversion	8.99	7.45
PAC-MANIA: PAC-MAN is back & bouncing in 3-D	8.95	6.50
PAPERBOY + BATTLESHIPS + BOMB JACK II + GHOSTS & GOBLINS	9.99	8.50

SUPREME CHALLENGE FREE GAME* ONLY £7.99	COMPUTER HIT 4 FREE GAME* ONLY £6.50	THREE IN CROWD FREE GAME* ONLY £9.99
--	---	---

PITFALL II: A call from CRANE a call to danger	7.99	1.99
PLATOON + FREE MUSIC TAPE: The first casualty is innocence	9.95	6.50
POLE POSITION: Play the arcade classic in your own home	7.99	1.99
R-TYPE: It's your only defence	9.99	7.45
RAMBO III: He's back and he's taking no prisoners	8.95	8.25
RASTAN: Is it more than you can handle	7.95	4.50
RENEGADE: Rebel without a cause. But you know that	7.95	4.50
RETURN OF THE JEDI: The 3rd. of the STAR WARS!	8.99	6.99
ROAD BLASTERS: Race car shoot 'em up	8.95	7.25
ROBO-COP: PART MAN - PART MACHINE - ALL COP	8.95	6.50
ROCK 'N' WRESTLE: A game to be played time & time again	8.95	2.99
ROY OF THE ROVERS: Rescue the other 4 team members in danger	7.99	6.25
S.D.J. One of the best coin-op conversions this year	9.99	7.45
SABRE WOLF + DALEY'S DECATHLON + JET SET WILLY + BEACH HEAD	9.95	3.99
SAVAGE: Looks Brill, sounds Brill, is Brill	8.95	6.50

SAVAGE FREE GAME* ONLY £6.50	THUNDER BLADE FREE GAME* ONLY £7.25	R-TYPE FREE GAME* ONLY £7.45
---	--	---

SHADOWFIRE: The first adventure game without text	9.95	3.99
SNOWBALL + RETURN TO EDEN + WORM IN PARADISE	14.95	5.99
SPITTING IMAGES: Would THATCHER see the joke	9.99	4.99
STAR WARS: The original in the series	9.95	4.99
SUPERSPORTS: A collection of unique sporting events	7.99	6.25
T-WRECKS: The surprise of 88	7.99	6.50
TARGET RENEGADE: Fast, exciting and top notch	7.95	4.99
TETRIS: "What we have is one of the all-time computer classics"	9.99	2.99
THE BOBBY YAZZ SHOW: The fastest craziest game show on earth	7.95	5.50
THE GAMES SUMMER EDITN.: 8 more events in THE GAMES EDITN	9.99	8.25
THUNDER BLADE: Meanest fighting machine ever	8.99	7.25
TIGER ROAD: Absolute Coin-Op Power	8.99	7.25
TOTAL ECLIPSE: BIGGEST and GREATEST FREESCAPE yet	9.95	6.99
TOY BIZZARE: A night in the automated toy works	7.99	0.75
TRACKSUIT MANAGER: Classic managerial game for your specy	9.99	6.99

AFTER BURNER FREE GAME* ONLY £7.45	DOUBLE DRAGON FREE GAME* ONLY £6.99	LAST NINJA FREE GAME* ONLY £10.50
---	--	--

TYPHOON: Pilot your armour-laden helicopter and F14	7.95	5.50
VICTORY ROAD: Another classic OCEAN coin-op	7.95	4.99
VINDICATOR: One man must face the final enemy	7.95	4.99
WHERE TIME STOOD STILL: The Classic 3-D arcade adventure	7.95	4.99
WIZBALL: Stunning graphics create a mood for a thrilling game	7.95	3.99
ZENJI: Sense the right move & trust your intuition	8.99	0.75

NB: NOT ALL TITLES MAY BE RELEASED ON ALL FORMATS. PLEASE RING TO CONFIRM AVAILABILITY
ANY GAME NOT LISTED PLEASE CONTACT US FOR PRICES AND LISTS OF SOFTWARE

BARGAIN ORDER FORM (YS/01/89)

Please send the following titles. BLOCK capitals please!

Type of computer	Amount
50 page catalogue @ 50p	
Total enclosed £	

Name _____

Address _____

Tel. No. _____

Please make cheques or postal orders payable to **Bargain Software**
Prices include P&P within the UK. Europe please add £1.00 per tape.
Elsewhere please add £1.50 extra per tape



* Free game is one of our choice.

9.99
0.50
1.99
3.99
3.99
4.99
3.99
6.99
1.99
2.99
4.99
5.99
7.45
8.50
8.50

1.99
8.50
1.99
7.45
8.25
4.50
4.50
8.99
7.25
8.50
2.99
8.25
7.45
3.99
8.50

3.99
5.99
4.99
4.99
8.25
6.50
4.99
2.99
5.50
8.25
7.25
7.25
6.99
0.75
6.99

50

5.50
4.99
4.99
4.99
3.99
0.75



**FREE With Your Christmas
Issue!**

CONTENTS

FERNANDEZ MUST DIE.....72

PACMANIA.....73

GAME OVER II.....74

REX.....76

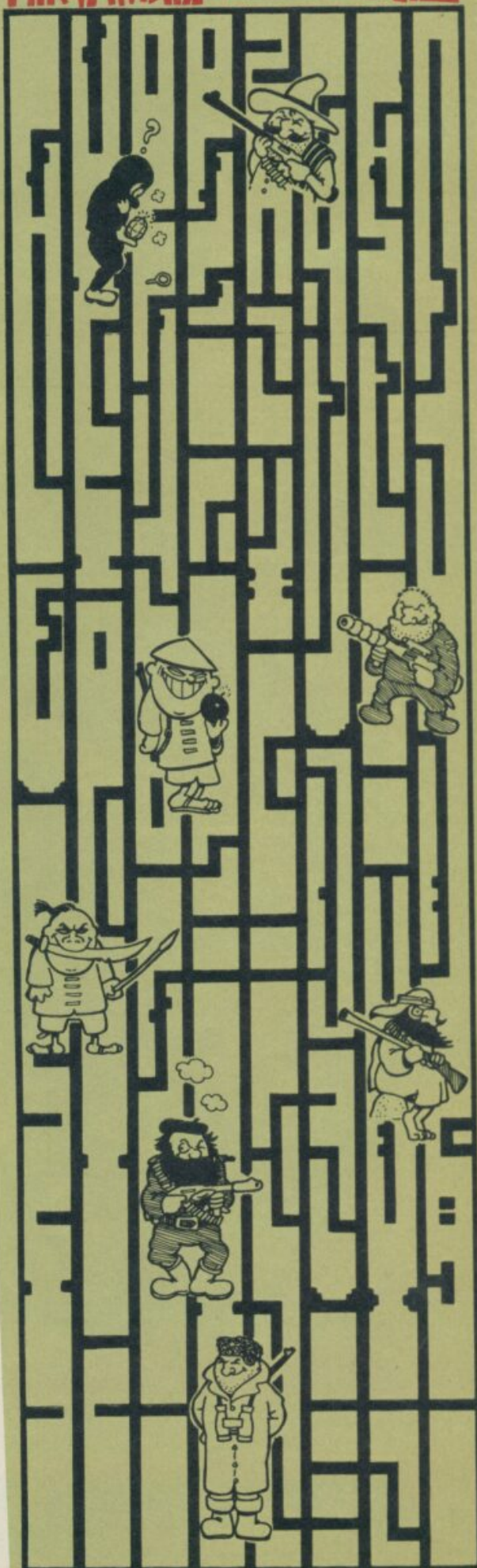
BARBARIAN.....78

CARRIER COMMAND.....80

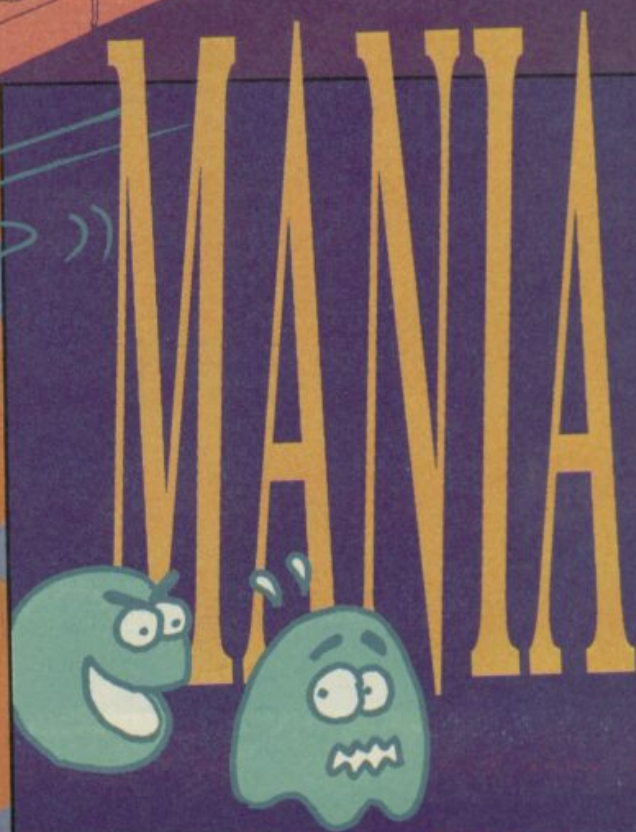
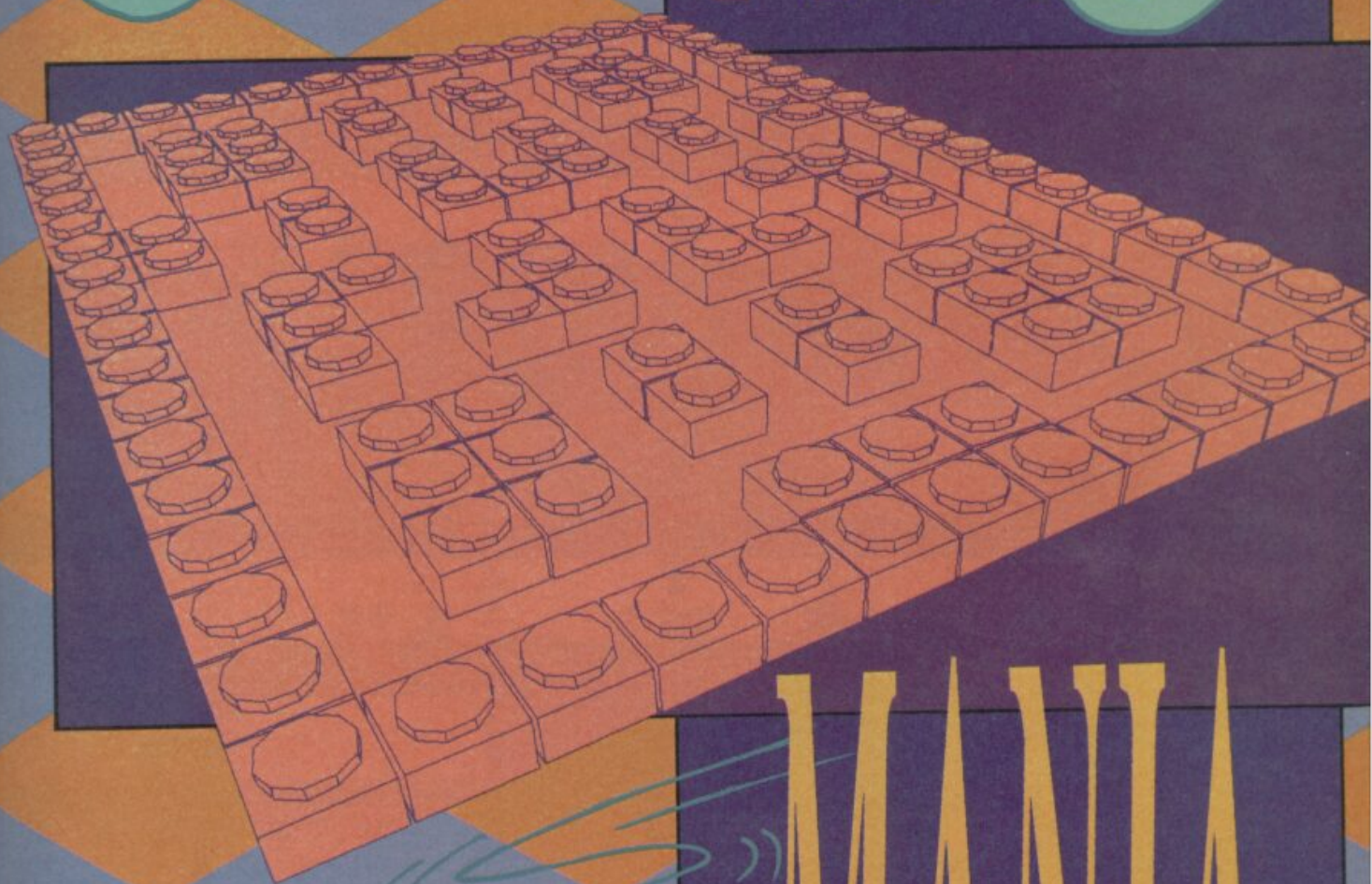
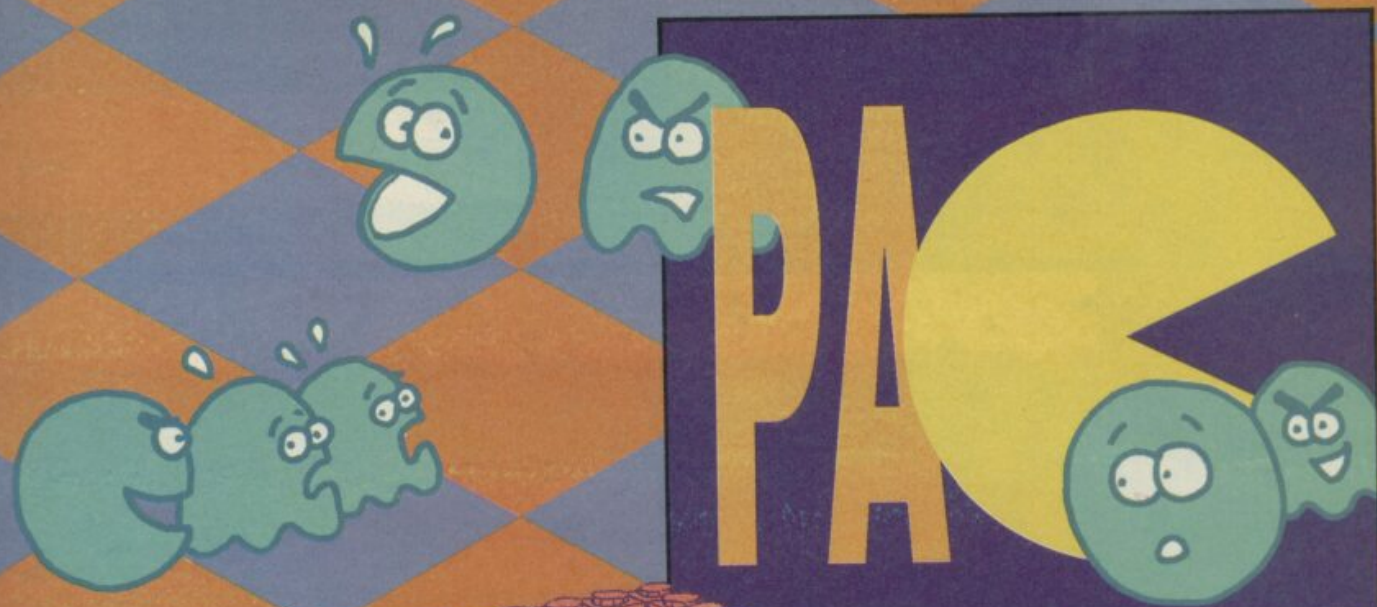
ARTURA.....82

CYBERNOID.....84

FERNANDEZ MUST DIE



© 1984 Activision Inc. 54755 - FERN 21



LEVEL 1

LEVEL 2

LEVEL 2

LEVEL 3

LEVEL 3

LEVEL 4

LEVEL 5a

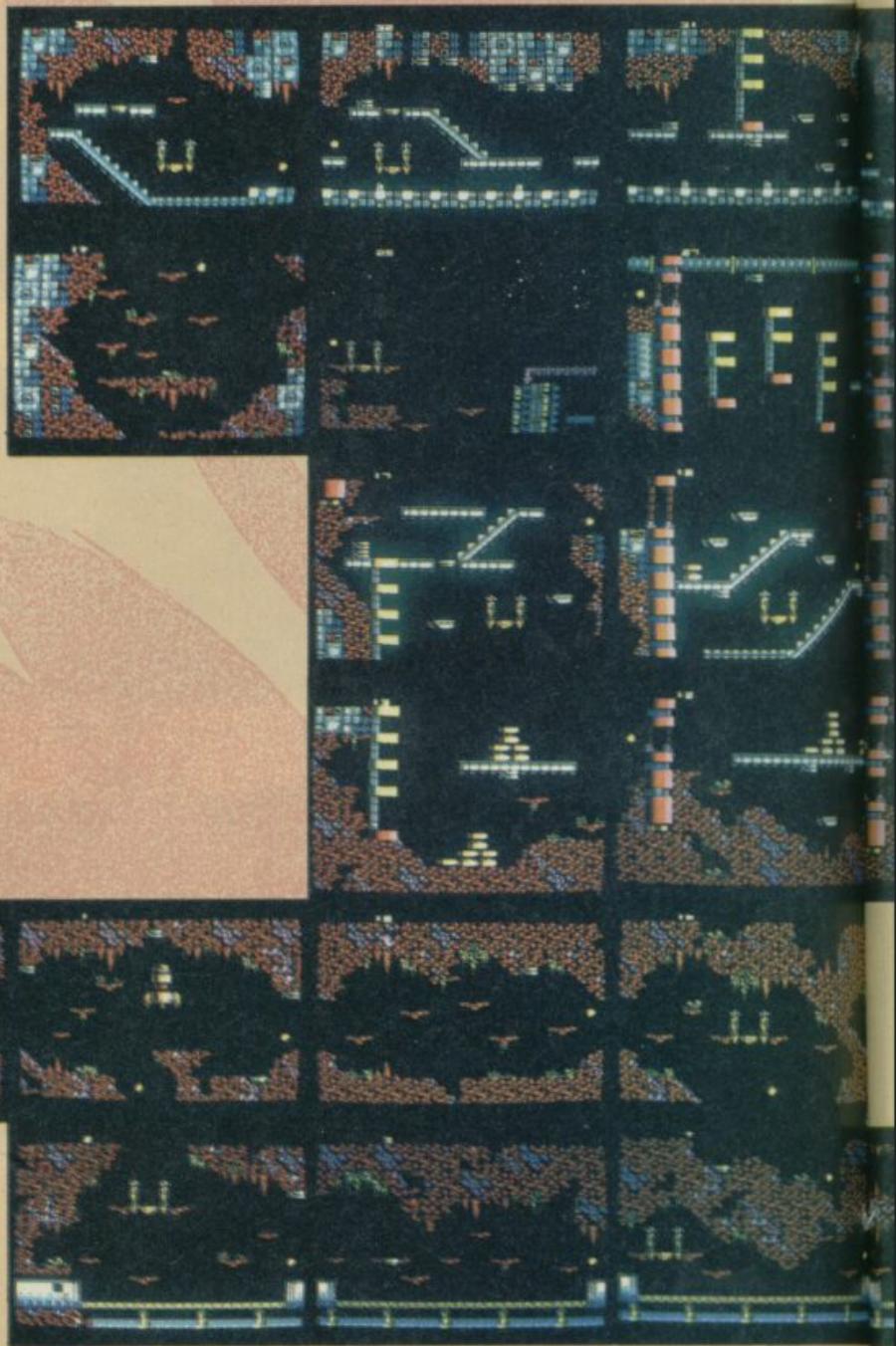
①

GAME OVER II

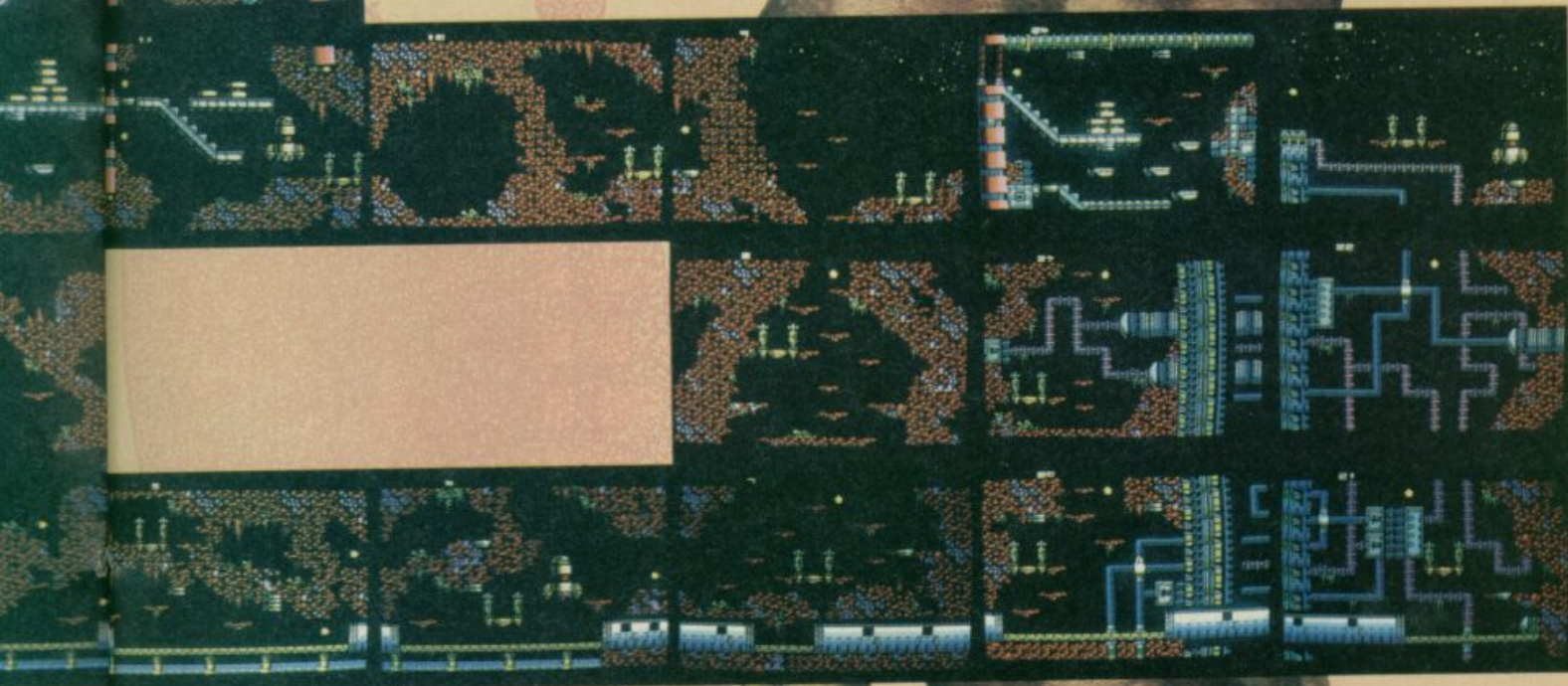
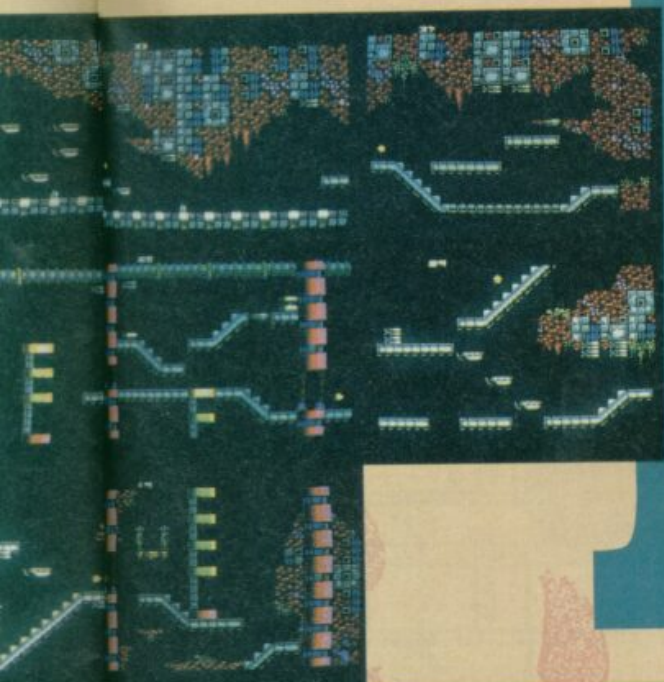
LEVEL 5b



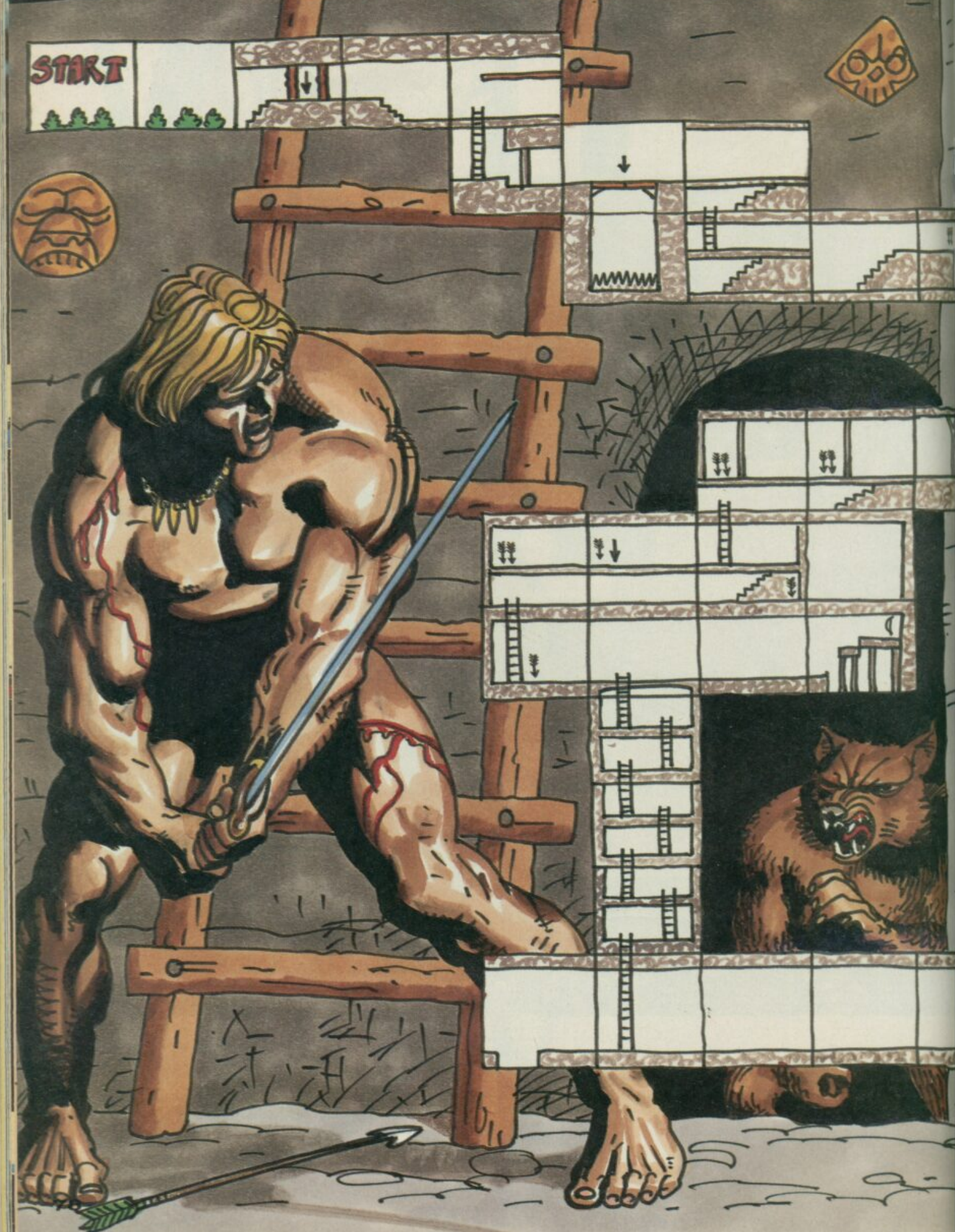
YS MARVY MAP!

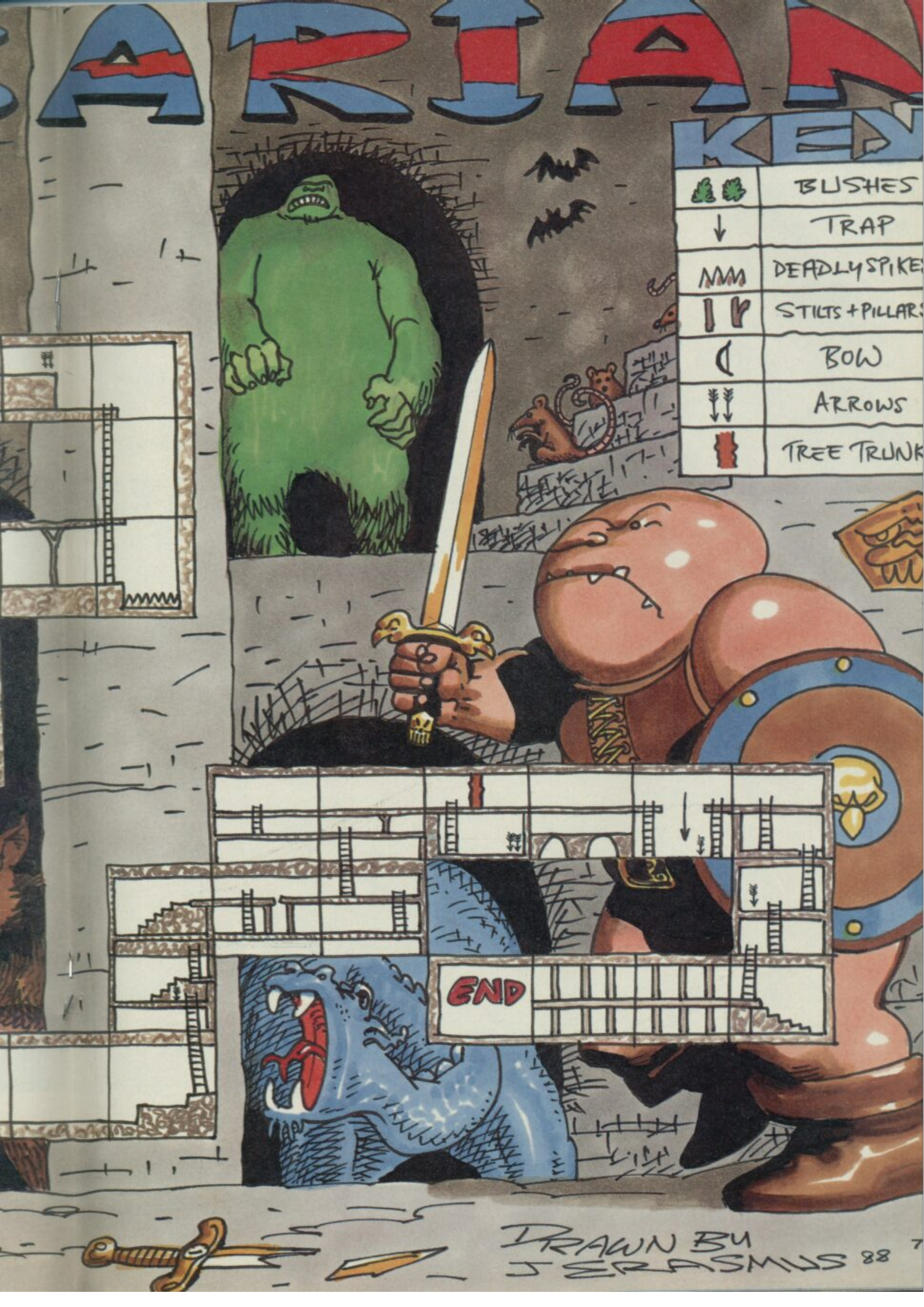


REX










BARB





ARIAN KE

	BUSHES
	TRAP
	DEADLY SPIKES
	STILTS + PILLARS
	BOW
	ARROWS
	TREE TRUNK

END

DRAWN BY
JERASMUS 88

CARRIER COMMAND

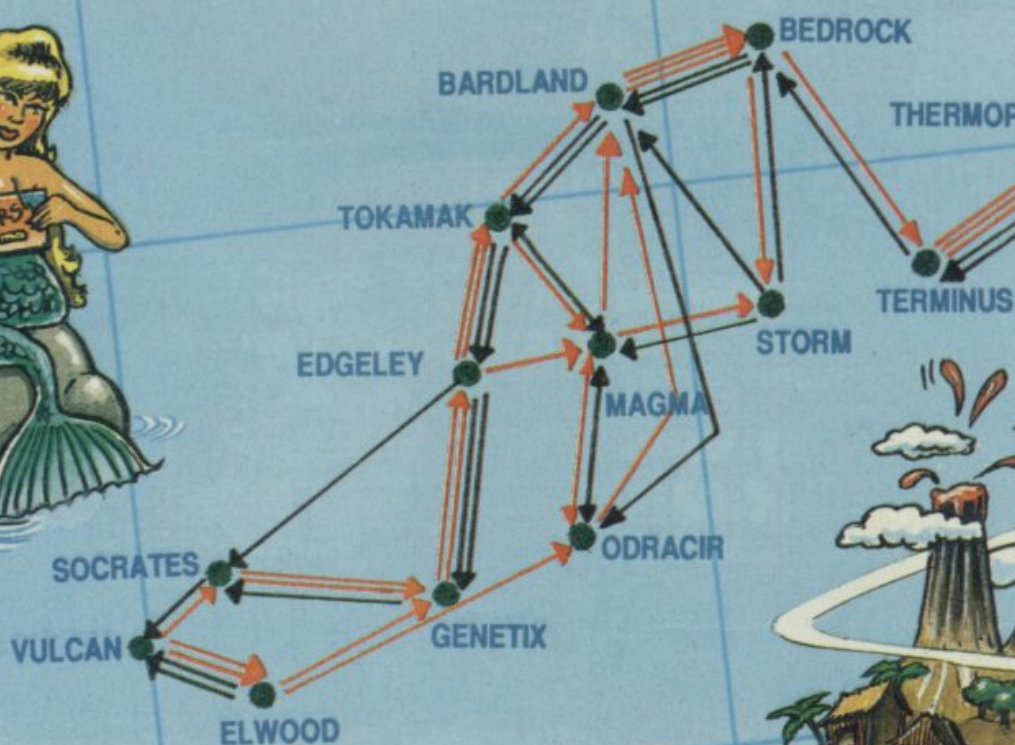
- Actual size of island relative to this entire map
- Black links show backward connections
- Red links show forward connections

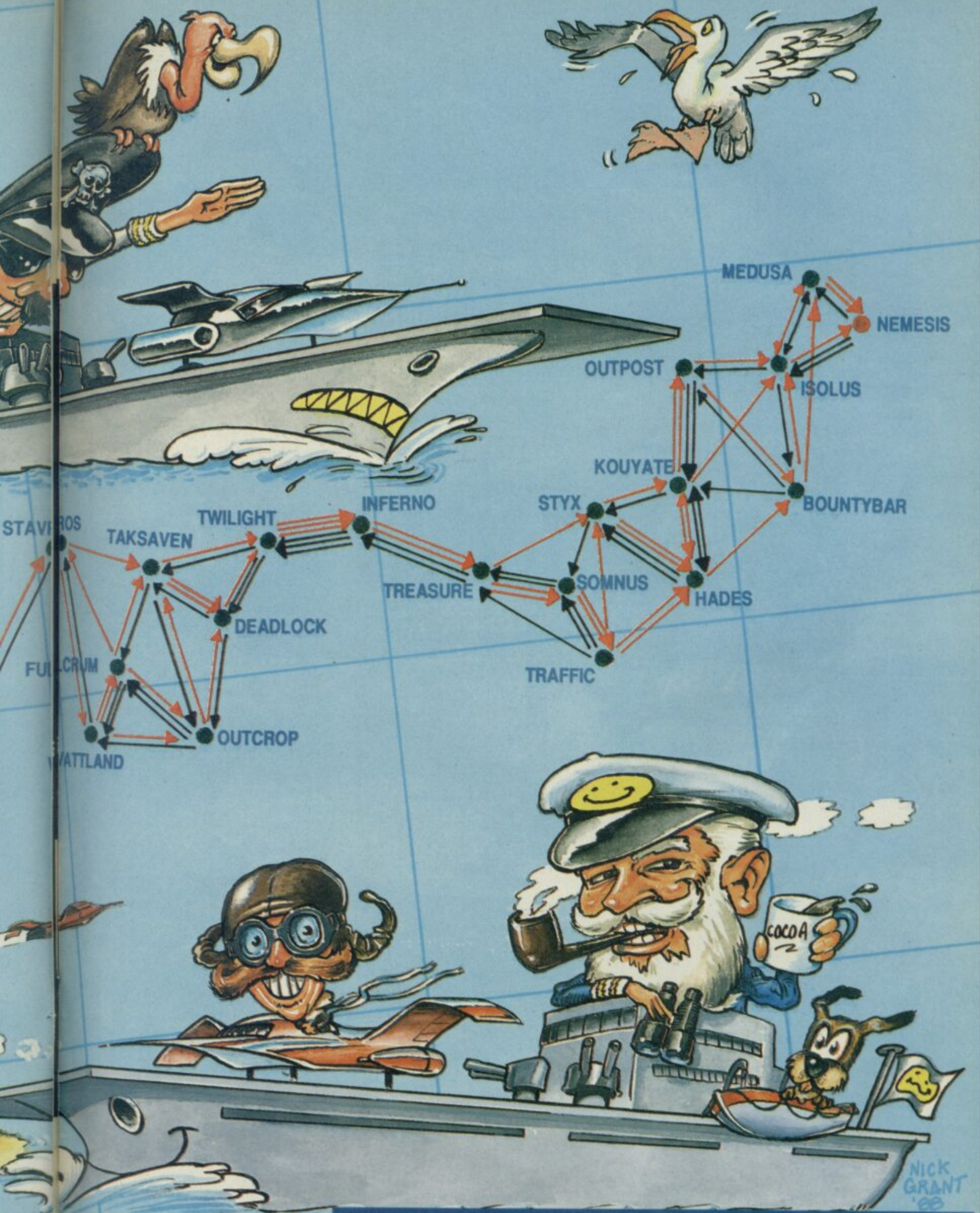
The more links there are between islands, the higher the resource/item shipping band widths are.

A good initial strategy would be to take Elwood seed it with a factory, set fuel production targets (so the factory can make something). Then take Socrates and seed it with a resources producer.

Go back to Vulcan, transfer fuel, move stockpile to Elwood then take Genetix. Go to Elwood. Take fuel, move stockpile to Genetix and so on.

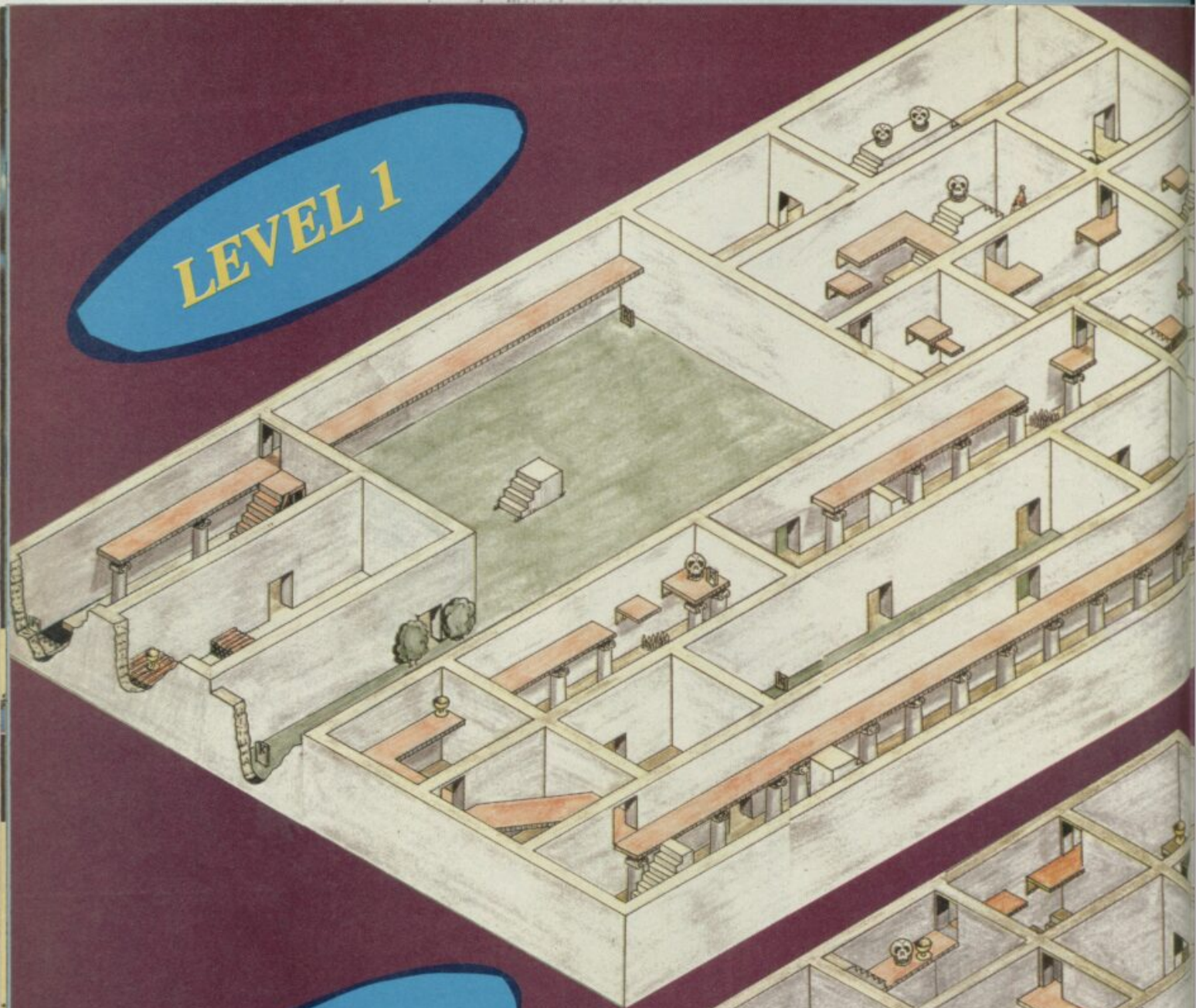
The stockpile needs to be taken forward as the carrier cannot hold enough fuel to go further than about five islands.



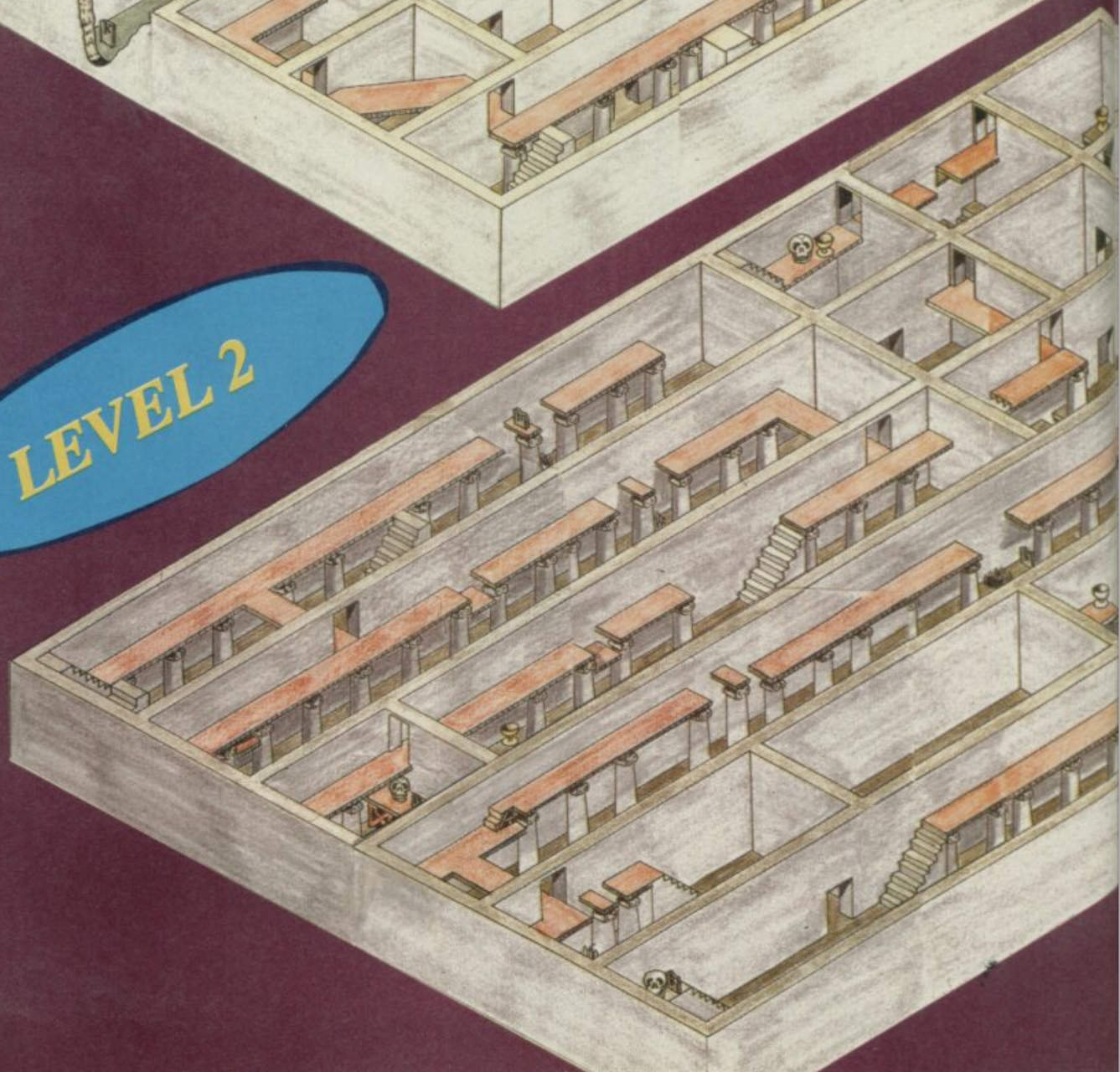


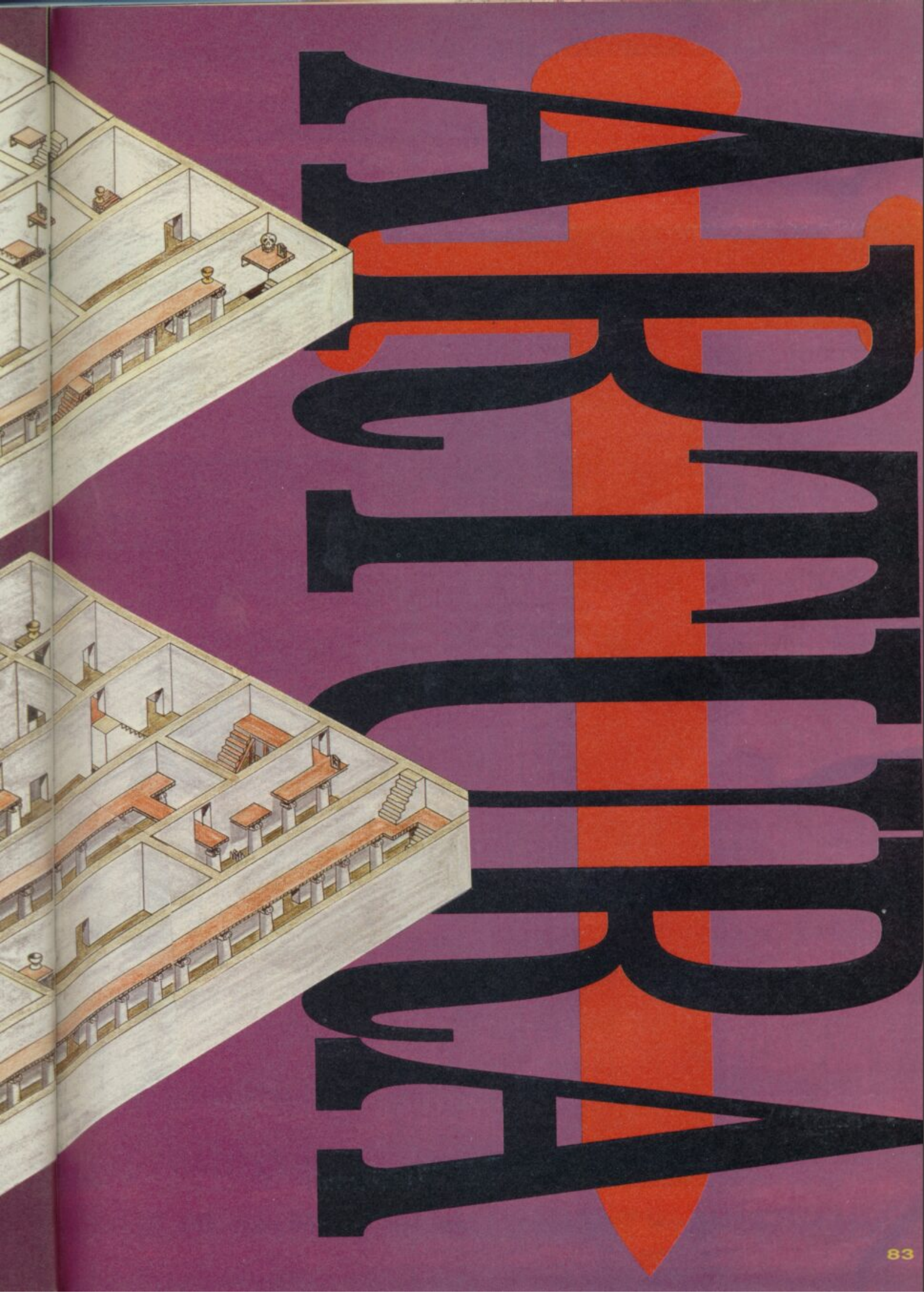
Z80 VERSION

LEVEL 1



LEVEL 2



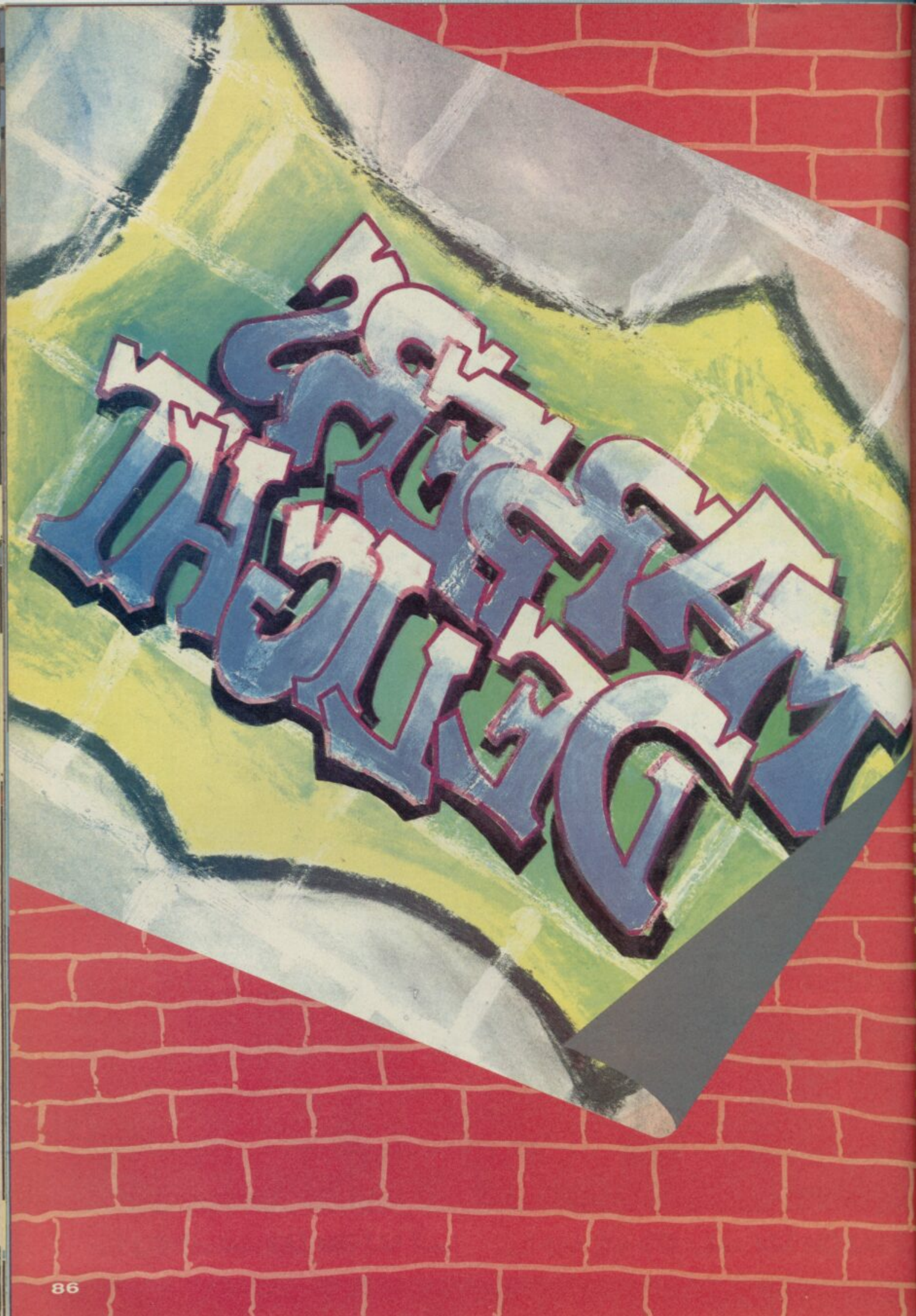


ARNOLD II



LEVEL 3

LEVEL 4



WARRIORS



SNK
Shin Nihon Kaitaku Corp.
© 1984 SNK ELECTRONICS CORP.



ROAD



SPECTRUM £7.95 COMMODORE £8.95 AMSTRAD £8.95
COMMODORE DISK £12.95 AMSTRAD DISK £14.95

*the name
of the game*

Imagine Software (1984), 6 Central Street
Manchester M2 5NS. Tel: 061-834 3939 Telex: 6

Greta was everything a programmer dreamed of — and I could have died for her...

So there I was, sitting on the Hampstead Hoppa, thinking about Greta. I'd only met her a couple of weeks before, you see. The little memories she'd stored in various parts of my anatomy were still hijacking my conscious mind whenever I had an idle moment. And travelling through Hampstead on the bus in the middle of winter is an idle moment if ever I have one.

We'd met at the Dance-O-Mat in Kings Cross, a sleazy little dive, which was the neon hangout for most of the pro computer jockeys in town. She came over to sit next to me and ordered a drink. She asked me if I had a match, and I said I didn't smoke. She said neither did she, but it seemed like a good way to get the conversation going. Hah! That was her all over. Cute, funny, ballsy, and hotter than a microwave. She had straight tobacco blonde hair, and the kind of glossy brown eyes that made you want to swan dive into them. She had a good build, and dressed like she wanted to kill you stone dead just by letting you look at her. So, we dated a few times. Well, I dropped by the Dance-O-Mat a few times and she was always there. And we went places. Then we didn't go places, but stayed in, watched movies and got fresh with each other. Before I knew it, she'd moved in, and I was loving every minute of it.

So there I was on the Hoppa, mentally flipping her clothes off and nuzzling my nose in that fragrant niche next to her ear, when I felt the unmistakable cool pressure of a pistol muzzle at my neck. I flicked

The little memories she'd stored in my anatomy were still hijacking my conscious mind

my eyes around the inside of the bus, only to see there was just myself and an old lady on it. So, not much risk of a heroic rescue, I relaxed and waited for the guns to make his move. He did.

His breath rasped like a tiny nailfile close to my ear. "I am Grodu Volant of the Dken. I identify you as Frank X and I am going to kill you if you move a muscle." Now I hadn't done much starhopping in the last few months, but I knew an authentic Dken accent when I heard one, like a metal edge being drawn across stone before battle. Nice people, the Dken. Since there were no wars left to fight in their own galaxy they found plenty to join in

burs, if the price was right. I turned slightly.

"Where are we going then, Grodu?"

"You will please keep your hands in plain sight, and alight from this vehicle at the next stop." By way of punctuation he prodded the gun into my neck.

Now, I wouldn't want you to get the idea that this sort of thing happens to me every day. Nope. I'm a freelance programmer by trade. I fix things for people. You know, if someone owes you money, I crack into their bank account and strip them clean. If someone steals your girl, I crack into the police computer and tell it that he's an escaped lunatic and he gets canned. Inconvenience and revenge, they're my stock in trade, and I do alright on it. But I'm good, and I never leave a trace. So why was this cheap alien torpedo poking his alloy piece into the collar of my

shirt? I had to admit, drew a blank on that one.

We stood and lurched down the aisle together, really close so his iron pressed into my spine. As we started down the steps I made my move. I used the handrail to bring my elbow near his face, and then quickly snapped it back, catching him a good shot in the throat and spun around, grabbing the hand holding the pistol. Jumping down onto the pavement, I pulled his arm up and out of the doorway, forcing its owner outside with a strangled yelp. We landed on the verge with his arm behind his back, the pistol in my hand and his face in the snow. He struggled for a second, until I pressed the flat snout of the gun to his cheek. "Hold it there, old boy," I hissed. He relaxed and glared, his mouth set, breathing hard.



16 "You alright there, mate?" said the driver of the bus, revving his engine. I pretended to be picking my assailant up, carefully placing my body between the door and the gun. I looked around at the driver, a convincing look of embarrassment heating my face.

21 "Hah, yes thanks... we're alright..." I smiled thinly, brushing snow from my coat as the bus drew away from the curb.

7 My captive started to move, very fast, and almost got a hand to my throat before I clipped his flat forehead with the hard muzzle of the gun. He crumpled to the grass. Going through his pockets I found his forged British Passport, in the name of Brian Smith (Tsk! So unimaginative), and his real papers from the Dken Embassy. As I touched them they flashed into flame and disappeared. They must have been treated with some kind of chemical which reacted to my salty human skin. My prisoner groaned, and as I looked down at him he rose gingerly to his feet and started at me with his black beady eyes. I glanced at his pistol in my hand.

22 "Hmm," I said conversationally, "nice piece. Fulgerator. Made in about 1989 in Macau, unless it's a Dken copy. Is it?" I raised my eyebrows. He didn't move. "You know what one of these can do to a person close to, don't you? The lightning bolt comes out of the barrel, and before you even notice someone's fired at you, all your blood is boiling and squirting out of every orifice. Horrible, really." I watched his eyes flicker. He wasn't going to tell me anything.

18 A proud race, the Dken. Trained from infants to be soldiers, then sent out into a universe with concepts they don't understand like love, individuality, kindness, truth, beauty... It cracks them up. You can't turn them, convince them, or convert them. They're like vicious dogs, with two legs, flat heads and sharp pointed teeth. To be honest, I'd like to say I don't enjoy waxing them. But I'd be lying.

19 When I got home, I had a shower and put my bloodied clothes in the incinerator. I slipped on a pair of dark canvas trousers, soft black shoes and a dark shirt, and pulled my favourite black leather jacket out of the wardrobe. I tried the geek's fulgerator in the pocket of the jacket.

I got Kino on the blower. His face was hamster rumped on the screen, like he'd just woken up.

24 "Hey Frankie, what's happenin'?" he rubbed his almond eyes and lit the cigarette that hung in his lips.

"Listen, Kino, I need some info, and I need it fast. Why would a Dken hitman be after me?"

Kino's thin Jap face blanched. "I—I don't know what you..."

20 I slammed my hand down hard on the table. "Don't bulsh me, Kino, if the Dken have heard about a price on my head, then you must know about it too. Who's paying the price, Kino?" I pulled the fulgerator out of my pocket and held it up in front of me. "And before you answer, think about whether you'd like to join the ex-owner of this piece in little bits all over Hampstead Heath."

29 Kino gulped and pulled the cigarette out of his mouth. "It's not me, Frank. It's not me. It's Bella. He thinks you steamed his computers after that last job you did for him. Please

Frankie, don't tell him I told you, you know he'll..." I snapped the switch and the screen went black. I hate to see a grown man cry.

Bella's house was in Finchley, along the main drag, set back from the road. There were gaudy lights around the doors and windows, and a big neon sign proclaiming "Casa Bella — The Home Of The Boink". Tasteful. I slid into the shadows beside a phone booth and waited.

A thick set Dken opened the side door and walked out onto the street. He looked both ways up the street before stepping onto the pavement and striding up the road towards Finchley Road tube. As he passed the phone box I flipped a trunk dart into the back of his head and he fell face forward onto the pavement.

It's not easy to strip the clothes off a sleeping geek and put them over your own inside a phone booth, but I did it. I roughed my hair up and shambled along the alley into the side door. As I opened it a guy looked up from a desk inside. "You forget something, Drack?" he said to the clothes, not noticing someone else was wearing them. I sent him out with a sharp rap from the edge of my hand and lowered him under the table. Bella's office shouldn't be hard to find, now his minders were napping. I thought I was in the home stretch, which probably explains why I didn't feel the cosh until stars flew into my head and filled it with air.

I woke up with my hands tied, facing a man sitting behind a desk. It was Bella, and he smiled without showing his teeth. But I knew Bella. He had teeth alright, and he'd be the first to bite you if he thought you were pulling his chain.

"Good evening, Frankie," he said drily. His voice was a soft powder falling on skin. "What a surprise you should turn up, just when I was looking for you. In a moment I'm going to have Dink take you for a ride and wax you, but first you're going to tell me the keyword which disables the virus program you put in my system..."

Bella was disgusting. A fat man with slanted eyes, and jowls which overflowed his collar, even hiding the knot in his tie. His chin was greasy, his eyes yellow and brown like caramel. What was left of his hair was dyed purple, with wet tobacco stained tips. He wheezed as he spoke, making me want to cough. I weighed the options, and in spite of my better instincts decided to tell the truth and try to escape later.

"I didn't put those worms in your machines, Bella. I was hired to ice Gino's operation, not steam yours with a bunch of electronic jamming programs. If you don't believe me, check my programming log in your files... it's under directory LOG4/B444..."

The geek next to me jabbed a fist into my kidneys, whooshing all the wind out of me. Bella snarled.

"Don't slash me around, Frank. You put them there, alright, and you're going to pay for it... AFTER you tell me how to stop the damage your programs are causing. Are you going to tell me now, or am I going to get Dink here to take your brains out through your belly button?"





"Okay! Okay!" I got worried when I looked at Dink and his eyes lit up. He'd enjoy it too! "Okay, I'll help you. Get me to a terminal..."

I stared at Bella. I thought he wouldn't do it, but he motioned and Dink cut my bonds and pulled me up out of the chair. As he pulled me up, I sagged a little so he bent over me to set me straight. I brought my knee up into his head, sending him flying back into the wall. Bella was about to cry out to someone outside the door, but I reached him, slipping out the flexible platinum stiletto from my shirt collar, and touching it to his fat neck.

"One word," I hissed "and I'll fillet you like a fish." His mouth closed slowly and his horrible slug eyes fixed me with a hateful, fishlike glare. I motioned to him to sit, and I walked around the table and stood behind him.

"Firstly, Bella, I didn't put those vermin into your computer system, and if I did you wouldn't know about it until they were picking your bones. Second, whoever is doing it is not only steaming you, but they're steaming me

wasn't listening. I was thinking of any way that it couldn't be the way I was thinking it was, of some tricky technical way it could be done without breaking my heart. I couldn't. It had to be Greta.

The flat was dark. The shades were drawn and everything was off. Greta was seated at the dining table, her silhouette against the faint light through the blind. I worked my way around her until I could see her hands. They were palms up, open, on the surface in front of her. I relaxed slightly and moved forward.

"Greta. I've got something to say."

She was standing up in seconds, impossibly fast. The table lamp beside her came on, lighting her face, casting shadows across her naked figure. She looked at me in an odd, blank way, like she wasn't looking at me, but deep inside. Then suddenly she snapped her head up, and she was back. There was someone behind her eyes again.

"Hello, Frank. I didn't hear you come in. Have you been in long?" Her voice was clear, sweet juice in my ear. It trickled down the back of my brain, making me feel a way I didn't want to feel anymore. "Why are you holding that gun?" She wasn't disturbed by this somehow, as if she knew I could never, ever hurt her. She was immortal, as long as she stayed with me.

My face hit the carpet as the bolt ripped into the wall, spraying painted plaster over my back and legs. I could hear her feet thumping across the room, as I fumbled the magnetic grenade from my pocket. I turned over just in time to see her standing over me, finger extended, her beautiful nakedness marred only by the crease my shot had put in her shoulder. A crease in her skin, revealing, not blood and pulp, but clean, shining silver. She saw the grenade and smiled. "Goodbye, Frankie" she said.

I pulled the pin, and the magnetic field burst out of my hand and wrapped itself around her. She jolted upright, arcs of electricity showing inside her pretty mouth and glowing in her eyes, her body juddering and quivering as the field ripped her android circuits to scrap. White jewels of robot saliva dripped from her nose and mouth, sizzling to the carpet. Then she stopped, and in the sudden terrible silence, fell back onto the floor with a sickening mechanical crunch.



too! It's my handiwork they're undoing. So, what I need to know is where did you get your information? What makes you think it was me, dipsnot?"

Bella's neck quivered like a waterbed. "We got a tracer program into the network. It ran back through the system, following all the nodes which were disturbed. And it all ran back to you..."

"What do you mean?"

"Frankie, you dummy, it came from your neighbourhood, your node, your block... your... what were we to think?"

That sent my head into little somersaults. Someone in my building?!? An electronic agent from another manor trying to muscle in... In my own apartment block? My blood boiled. Someone was looking for a steel tongue depressor.

"Which apartment, fatso? I'll get the bastard..."

Bella flinched. "B-but that's what I'm telling you, Frankie... it was coming from YOUR APARTMENT..."

I dropped my hand away from Bella's neck, and he scrambled away. He was blubbing about how sorry he was, and how he'd help me get him, whoever he was, he'd help me. I

She jolted upright, arcs of electricity showing inside her pretty mouth and glowing in her eyes

"Why did you do it, Greta? Why did you get to know me, make me love you, and then try to get me killed?"

"I don't know what you..." she began, raising her hand up to me and walking forward.

I was almost taken in by the softness of the voice, but a sixth sense in me kept part of my body awake long enough to dodge the lightning bolt that burst from her fingertip. The bolt smashed silently through the glass cabinet behind me, before the glass shattered and the crack of the electricity made every hair on my skin stand up. I dived forwards, aimed the gun and fired in one movement, jumping as I hit the ground. I was up and at the stairwell in a moment. Greta whirled and pointed her finger at me again.

Long after it all happened, it struck me, why did she pause at that moment? She had me dead to rights, and she waited for a microsecond, gave me time to set off the grenade. She'd said goodbye. I knew in my heart that she was saying goodbye 'cos she was about to let me kill her. Perhaps when it came to it she did love me after all. Ah, the hell with it! Why is it when I find the girl of my dreams, she turns out to be a hunk of machinery manufactured in Korea by a bunch of comms scientists?

I didn't actually care why she did it, although Bella gave me a call and told me what he'd discovered. She'd been programmed by one of his competitors to get as close to me as possible and find out what I'd done to this competitor's system. Then using the microwave modem inside her head, she'd cracked Bella's computers while I'd been sleeping next to her. And I thought she was having bad dreams.

You know it's crazy, but I'm really going to miss her.

END

TRYBRIDGE SOFTWARE DISTRIBUTION

Please send chq/PO/Access, Visa No & Ex date to:—
Trybridge Ltd, 72 North St, Romford, Essex RM1 1DA.
Please remember to state the make and model of your
computer when ordering. P&P inc UK on orders over £5.
Under £5 and Europe add £1 per item. Elsewhere add £2 per
item for AIR MAIL. Telephone orders: 0708 765271.

TITLE	SPECTRUM	TITLE	SPECTRUM	TITLE	SPECTRUM
CASS	DISC	CASS	DISC	CASS	DISC
Ace	2.95	Game Set & Match	8.95 11.95	Puff Saga	6.95 10.45
Ace of Aces	2.95	Game Set & Match	8.95 11.95	Race Against Time	4.95
Action Service	5.95	Garfield	6.00	Rambo 3	5.95 9.95
Adv Art Studio 128	14.95	Garfield	2.95	Red October	9.95
Afterburner	7.45 10.45	Garfield 2	6.95	Return of Jedi	6.95 9.95
Airborne Ranger 128	9.95	Ghosts	10.45 13.95	Rex	6.95 10.45
Alan Syndrome	6.45	GI Hero	4.95	Road Blasters	6.95 10.95
Archie Force Four	7.95	GI Lineker Hotshot	6.95 10.95	Robin of Wood	1.95
Archon Collection	6.95 10.45	Gold Silver Bronze	10.45 12.95	Robocop	5.95 9.95
Arc of Yesod	2.00	Guerrilla Wars	5.95 9.95	Roller Coaster	2.00
Arkanoid	3.50	Guild of Thieves	9.95	Rolling Thunder	6.95
Arkanoid 2 Revenge	5.50 9.95	Gunrunner	2.00	Romper Room	2.00
Army Moves	3.95	Gunship	6.95 9.95	Roy of Rovers	5.95 9.95
Artura	5.95 8.95	Gyron	1.00	R Type	6.95 10.45
Athena	3.95	Hardball	2.95	Russia	6.95
Balbreaker	2.00	Hard Guy	2.00	Salamander	5.50
Barbarian Pygmy	6.95	Headcoach	2.95	Samurai Warrior	4.95
Barbarian 2 Palace	6.95	Heartland	2.00	Savage	5.50
Bards Tale 1	6.95	Hellfire Attack	6.95 10.45	S.D.I (Activision)	7.45
Batman	2.95	Hero	1.00	Shoolins Road	2.95
Batman Caped Crus.	5.95 9.95	High Frontier	2.00	Shoot Out	6.95 10.45
Best of Beyond	2.95	Hive	2.00	Sideways	6.95
Best of Elite Vol. 1	3.95	Hotshot	6.00 8.95	Sidewize	2.95
Beyond the Ice Palace	9.95 9.95	Hyperball	1.50	Silent Service	6.95
Bionic Commando	6.95	Icups	1.50	Silicon Dreams	9.95
Black Lamp	3.95	Ikari Warriors	5.95	Skateball	6.95 10.45
Black Tiger	6.95	Impact	6.95	Skatecrazy	5.95 10.95
Bounces	2.00	Imp Mission 2	6.95	Skate or Die	6.95 10.45
Bubble Bobble	5.45 8.95	Ingrida Back	9.95 12.95	Soldier of Fortune	5.00 8.95
Buggy Boy	5.50	Intensity	5.00	Soldier of Light	5.95
Butcher Hill	6.45 10.95	Int. Karate	2.95 4.95	Solid Gold	7.45 10.95
California Games	3.95 10.95	Iron Lord	8.95 13.95	Space Ace	10.45 12.95
Captain Blood	6.95	Jewels of Darkness	9.95	Spindizzy	2.00
Carrier Command	9.95 13.95	Karate Ace	10.45 12.95	Spy v Spy Arctic	2.95
Circus	6.95 10.45	Kinetik	1.50	Spy v Spy Trilogy	6.95
Combat School	5.45 9.95	Knightor	9.95	Stalngard	7.45 9.95
Comet Game	1.00	Konami Collection	6.95 12.95	Star Raiders II	2.00
Crosswise	4.95	Krakout	2.95	Star Wars	6.95
Cyberoid 1 or 2	6.45	Lancelot	9.95 11.95	Stealth Fighter	6.95 9.95
Daley Thompson 88	6.50	Lasar Squad	6.95	Streetfighter	6.95
Dark Fusion	5.95 8.95	Last Ninja 2	8.95	Street Soccer	6.95
Dark Side	6.95 9.95	Leaderboard Par 3	10.95 13.95	Strike Force Harrier	2.95
Doomdarks Revenge	2.00	Live Ammo	6.95 9.95	Strip Poker 2	6.95
Double Dragon	6.95 9.95	Live & Let Die	6.95 9.95	Summer Olympiad	5.95
Dragon Ninja	6.95 9.95	Lords of Midnight	2.95	Super Hangon	7.45
Dragonair	2.95	Madballs	5.50	Super Soccer	2.95
Druid	2.00	Magnificent 7	6.95 12.95	Supersports	5.95 9.95
Earthlight	3.95	Marauder	6.95 10.95	Supersprint	2.95
Echelon	6.95	Matchday 2	4.95	Supreme Challenge	8.95 11.95
Elite 6 Pak 1, 2 or 3	6.95	Mega Apocalypse	6.95 10.45	10 Mega Games	9.95 10.95
Emlyn Hughes Football	6.95 9.95	Metaplex	2.95	20 Chartbusters	6.95
Empire Strikes Back	6.95	Metrocross	2.95	Taito Coin Ops	6.95 11.95
Enigma Force	2.00	Miami Vice	2.95	Target Remegade	4.95
Espionage	5.95 9.95	Mickey Mouse	6.95 9.95	Techno Cop	5.95 10.95
Exploding Fist+	5.00	Mindfighter	9.95	Terrapods	6.95
Eye	3.95	Mini Putt	6.95 10.45	The Games Winter	6.95 10.95
4X4 Off Road Racing	6.95	Motor Massacre	5.95 8.95	Thunderblade	6.95 9.95
F16 Combat Pilot	9.95 13.95	1843	6.95 9.95	Thundercats	5.95
Falright 2	2.00	19 Bootcamp	6.95	Tiger Road	6.95 9.95
Fair Means or Foul	5.45 8.95	Nemesis The Warlock	2.00	Time and Magic	9.95 9.95
Fernandez Must Die	6.95 9.95	Netherworld	5.95 9.95	Time Stood Still	5.50 9.95
Final Matrix	2.00	Nigel Mansell GP	6.95	Tracksuit Manager	6.95
Firsttrap	2.95	Nightraider	7.45	Train Escape	6.95 10.45
Fish	9.95	Nodes of Yesod	2.00	Trantor	6.95
Fists & Throzzles	8.45 9.95	Ocean Compilation	7.95 11.95	Triv Pursuit	3.50
Five Computer Hits	3.95	Doops	5.50	Triv Pursuit New Begin	9.95
Flower 1, 2 or 3	6.95	Operation Wolf	5.75 9.95	T Wrecks	5.95 9.95
Flight Ace	9.95 12.95	Outrun	6.95	Tyger Tyger	5.00
Flintstones	6.25	Overlander	5.95 9.95	Typhoon	5.50
Flying Shark	5.50	Overlord	7.00	Ultimate Collection	9.95
Fox Fights Back	6.00 8.95	Pacland	6.25	Untouchables	5.95 9.95
Football Director	6.00	Pacmania	5.95	Vectron 3D	2.00
F15 Strike Eagle	6.95	Pawns	9.95 10.95	Victory Road	5.00 9.95
Football Manager	2.95 4.95	Pepsi Mad Mix	6.25	Vindicator	5.00
Football Manager 2	6.95 9.95	Peter Beardsley	6.25	Virus	5.50
Freddy Hardest	2.95	Phm Pegasus	8.95 10.95	Vizen	6.50 10.45
Frostbyte	2.00	Pitfall 2	1.50	We are the Champions	6.95 12.95
Future Knight	2.00	Platoon	6.95	Wec Le Mans	5.95 9.95
Game Over	3.50	Predator	7.45	Whirligig	4.95 8.95
Game Over 2	6.95 9.95	Pro Soccer Simulator	5.95 8.95		

These prices are available by MAIL ORDER ONLY

Skill.....Tactics.....Strategy.....Decisions.....Excitement.....Tension.....Action

FOOTBALL & CRICKET

QUALITY STRATEGY GAMES from E & J SOFTWARE (Established 1984)

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

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

PREMIER II - CAN YOU HANDLE ALL OF THIS? - Play all Teams Home & Away - Unique Transfer Market - Team & Substitute Selection - Named & Recorded Goal Scorers - Injuries - Transfer Demands - Continuing Seasons - Squad Listing ALL Teams Financial Problems - 7 Skill Levels - Offers to Manage other Teams - Sackings - Managers' Salary - Save Game - Team Styles - Bank Loans - AND many more Features.

EUROPEAN II - THE MOST COMPLETE SIMULATION OF EUROPEAN CLUB FOOTBALL YOU CAN BUY - Home & Away legs - Full Penalty Shoot-Out (with SUDDEN DEATH) - 2 In-Match Subs - Away Goals count Double (if Drawn) - Full Team & Sub Selection - Extra Time - 7 Skill Levels - Enter your own **PREMIER II** Winning Team - **TEXT MATCH** SIMULATION plus Sending Off and Disallowed Goals - Results Table - PLUS MUCH MORE!

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

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

CRICKET MASTER & TEST MASTER prices include a FREE pad of SCORESHEETS

Software availability	Spectrum Any 48/128K	Commodore 64/128K	Amstrad CPC
	Tape	Disc	3" Disc
EUROPEAN CHAMPIONS	£7.95	£11.95	n/a
WORLD CHAMPIONS	£6.95	£10.95	£7.95
PREMIER II	£6.95	£10.95	£7.95
EUROPEAN II	£6.95	£10.95	£7.95
CRICKET MASTER	£7.95	£11.95	n/a
TEST MASTER	£8.95	£12.95	n/a

FANTASTIC VALUE: Special Discount of £2.00 for every EXTRA game purchased (e.g. buy 2 Games deduct £2.00 from TOTAL - buy 3 Games deduct £4.00 from TOTAL - 4 Games £6.00 etc).

ALL GAMES are available by MAIL ORDER for IMMEDIATE despatch by 1st class post and include Full Instructions. (OUTSIDE UK please add £1.00 for postage and send payment in Pounds Sterling only). PLEASE STATE WHICH MACHINE AND TAPE OR DISC. Cheques or Postal Orders payable to E & J Software.

Send to: E & J SOFTWARE, Room 2, 37 Westmoor Road, ENFIELD, Middlesex EN3 7LE.

MALSOFT

*** PRICE BEATERS *** SIMPLY THE CHEAPEST MAIL ORDER COMPANY *** PRICE BEATERS ***

SPECTRUM	OUR PRICE	SPECTRUM	OUR PRICE	SPECTRUM	OUR PRICE
1843 - 03	6.95	GUNSHIP - 03	6.95	SUPER SPORTS - 03	6.25
A & 4 RACING	6.95	G.I. HERO	6.25	SOI	6.95
ACTION FORCE II - 02	6.30	IKARI WARRIORS - 02	6.50	TAITO COIN OPS	6.95
ACTION SERVICE	6.50	IMP MISSION 2 - 03	6.95	TARGET RENAISSANCE - 02	5.95
ADV ART STUDIO	15.95	INTENSITY	5.95	TECHNO COP - 03	5.95
AFTER BURNER - 02	6.95	INTER KARATE +	6.95	THE DOUBLE	7.75
ALLEN SYNDROME - 03	6.30	IRON LORD - 06	2.95	THE FURY - 03	7.50
ANIMATOR I	6.95	JAIL BREAK	2.95	THE GAMES - 03	6.95
ANIMATOR II	6.95	JUNKY - 3 DISK	8.95	THEATRE EUROPE	4.95
ANIMALS OF HOME	6.95	KNIGHT ORC	6.95	THUNDER BLADE - 04	6.95
ARCADE FORCE FOUR	6.30	KONAMI COLL - 04	6.95	TIGER ROAD - 04	6.95
ARTIST II - 128K	14.95	KRYLLS	5.95	TIME STOOD STILL - 02	5.25
ARTIST II - 48K	12.95	LANCERLOT - 05	6.95	TIME & MAGIC - 03	10.95
ARTIST II - +3 DISK	14.95	LED STORM - 03	6.95	TIMES OF LORIE - 03	7.50
ARTURA - 02	6.25	LINE-LET DIE - 03	6.95	TOTAL ECLIPSE - 03	6.95
BARBARIAN II - 03	6.95	LINEKER HOTSHOT - 03	6.25	TRACK SUIT MANAGER	6.95
BARDS TALE - 03	7.50	LINKERS SKILL - 03	6.25	TRIAL PURSUIT NG	10.95
BATTLEFIELD GERMANY	6.95	LAST NINJA 2	8.95	TYPHOON - 03	5.95
BATTLES COMMANDOS - 03	6.95	MAGNIFICENT 7 - 04	6.95	UNTOUCHABLES - 03	5.95
BLACK LAMP - 01	5.40	MOTOR MASSACRE	6.25	VICTORY ROAD - 03	5.95
BLACK TIGER - 03	5.40	M.U.T. UNIVERSE - 03	7.50	VINDICATOR - 02	7.50
BUBBLE BOBBLE	5.40	NIGHT RAIDERS - 03	2.95	VULCAN	6.95
BUTCHER HILL - 02	5.40	ONCE UPON A TIME	7.50	WE ARE CHAMPS - 04	6.95
CARRIER COMMAND - 02	6.25	OCC ART STUDIO	8.95	WEC LE MANS - 03	5.95
CYBERNOID II - 02	6.25	OPERATION WOLF - 03	8.95	WHIRLIGIG - 01	5.95
DANITY	6.50	OVERLORD - 02	6.95	ZULU WAR	7.50
DARK FUSION - 02	6.40	PACLAND	7.50		
DARK SIDE - 02	6.95	PACMANIA	6.30		
DOUBLE DRAGON	6.95	PEGASUS BRIDGE	6.30		
DRAGON NINJA - 03	6.25	PETER BEARDSLEY	6.95		
DYNAMIC DUO	5.95	PRO SOCCER - 02	5.95		
OTOMAS OLYMPICS - 04	6.95	PUFF'S SAGA - 03	6.95		
ECHOLAN - 03	7.50	PSYCHO PIGS UNB - 04	6.95		
ELITE	7.50	QUESTION SPORT - 03	10.95		
EMPIRE STRIKES - 02	5.95	RAMBO II - 03	5.95		
ESPIONAGE	6.95	RETURN OF THE JEDI - 03	6.95		
EXPLODING FIST+	9.95	ROAD BLASTER - 03	5.95		
FIST+THROTTLE - 03	9.95	ROBOCOP - 03	5.95		
FLYING SHARK	5.40	ROY OF HOVERS - 03	6.25		
FOOTBALL DIRECTOR	6.95	RTYPE	6.95		
F DIRECTOR 2 - 05	10.95	SALAMANDER	5.25		
F MANAGER - 03	6.95	SAMURAI WARRIOR	5.25		
F DRUMS BOX - 03	6.95	SAMURAI WARRIOR	5.95		
FUNKYSTONES	6.50	SAWAGE	6.95		
GAME OVER 2 - 03	6.95	SHACKLED - 03	6.95		
G. SET + MATCH 2 - 04	6.95	SKATE BALL - 03	6.95		
GARFIELD	7.50	SOLDIER OF FORTUNE	5.95		
GAUNTLET II - 02	6.95	SORCERER LORD	5.95		
GIANTS	15.95	STALINGARD - 02	6.95		
GUERRILLA WAR - 02	6.25	STANGLIDER - 03	6.95		
GUILD OF THIEVES +3	8.95	STANDARD OLYMPIAD	5.30		

ALSO AVAILABLE ON DISK FORMAT: 01 - £8.95, 02 - £9.95, 03 - £10.95, 04 - £12.95, 05 - £13.95, 06 - £14.95.

PRICES INCLUDE P&P IN U.K. EEC AND £1.00 PER ITEM ELSEWHERE ADD £1.50.

CHEQUES/PO PAYABLE TO: MALSOFT TYS, PO BOX 585, LONDON N7S 6JJ.

ACCESS AND VISA ORDERS ACCEPTED. PLEASE GIVE ALTERNATIVE CHOICE, IN CASE ITEMS ARE OUT OF STOCK.

***** PRICE MATCHING *****
IF YOU SEE THE SOFTWARE YOU REQUIRE CHEAPER BY ANOTHER MAIL ORDER COMPANY, JUST INCLUDE THE LOWER PRICE AND SENT TO US. THIS DOES NOT APPLY TO OTHER COMPANIES SPECIAL OFFERS.
IF YOU DO NOT SEE THE ITEM YOU REQUIRE, SIMPLY DEDUCT 25% OFF THE R.P.P. AND SEND TO US EXCEPT SEGMENTED SOFTWARE.
PLEASE NOTE WE STOCK SOFTWARE FOR ALL COMPUTERS.

TSOP ENCL

Tust in case any of you thought I was losing my marbles in the October issue, this is to reassure you that I do know where my marbles are, honest! Eagle-eyed readers will have transpotted that in the Lost Souls column I said I didn't have a solution to *Blizzard*

Pass, yet on another page I offered a freebie to the game, and also in Lost Souls I said I didn't know *Wolfman* was out on the Spectrum, yet there I was rabbiting on about it in the news column. The answer's simple: the Lost Souls column was one that had been written in a previous month but there hadn't been room for it at the time so it got used later, by which time it had dated slightly, OK, peeps?

Stephen Healy of Limerick wants to know where the crag-snappers' lair is in *Rebel Planet*, and the answer to that is in the cave across the river. Now get across the river! Several readers have asked what to do in *Rigel's Revenge* when you've jumped the gap and are back in the suburbs, the answer to which is to TSOP PMAL BMILC DNA ENIMAXE.

I haven't done many Kind Souls/Lost Souls/Adventurers International this month as I want to pack the pages with Xmas offers and reviews of a few new games, but I'll squeeze a few of the more favoured Souls into these front few pages instead, like **Ken Green**, 65 Meadow Lane, Moulton, Northwich, Cheshire CW9 8QQ. Ken's lost in ... what's this ... *Andy Capp*?? Definitely not an adventure, but I always try to help my adventurous readers so if anyone can provide Ken with any clues at all, or even a complete solution, he'll be eternally grateful. Or at least until next Tuesday. In return he's prepared to help you and anyone else who sends SAE with questions on the following adventures: *Bored of the Rings*, *Book of the Dead*, *Kobyashi Naru*, *Robin of Sherlock*, *The Boggit*, *Four Minutes to Midnight*, *The Big Sleaze*, *Serf's Tale*, *Matt Lucas*, *The Colour of Magic*, *Dracula*, *Mindstone*, *Hulk*, *Killed Until Dead*, *Touchstones of Rhiannon*, *Sherlock*, *Hampstead*, *Terrormolinos*, *Gremlins*, *Harvesting Moon*, *Urban Upstart*, *Cuddles*, *Heary on the Magik*, *Faerie*, *Custer's Quest*, *Vera Cruz*, *Sidney Affair*, *Valkyrie 17*, *Redhawk*, *The Price of Magik*, *Terrors of*

Trantoss, *Sinbad* and *Don't Panic*, *Panic Now*

Oh, let's get this other Kind Soul in while I'm at it. **Shane Wood** lives at 20 Dale View, High Etherley, Bishop Auckland, Co Durham DL14 0JH and Shane's your man if you've got any questions at all on the following adventures: *Seeker of Gold*, *Bulbo and the Lizard King*, *Bored of the Rings*, *Bugsy*, *Erik the Viking*, *Claws of Despair*, *Se-Kaa of Assiah*, *Lord of the Rings*, *Terrormolinos*, *S.M.A.S.H.E.D.*, *Robin of Sherwood*, *Sherlock*, *Red Moon*, *The Hobbit*, *Rebel Planet*, *Quest for the Holy Grail*, *Kobyashi Naru*, *Sinbad*, *Wiz-Biz*, *Star Wreck*, *Serf's*

obviously not an ideal solution. What you won't be able to do without a satisfactory save, of course, is load your data from part one to enable you to play part two. Not that he's got that far yet, but Kenny's obviously planning ahead. Has anyone discovered a way of saving the data in that adventure to disk? If so then please let Kenny know at the above address, and tell me as well so I can pass the info on to other interested readers.

David Nimmo of West Lothian in Scotland says that he's doing quite well on *Rigel's Revenge*, but wants to know where to find the gap and the bomb that he

keeps reading about. Doing well, did he say? Little does he know ... Anyway, the gap is up on the view-bridge beyond the Robo-tank, and I'm not writing that backwards as it doesn't give away any secrets. As for the bomb, you'll find that some time after getting across the gap.

David's got a host of other interesting questions, so I'll concentrate on his letter for a while. What to do once you've crossed the swamp in *Shadows of Mordor*? WAIT in each location and watch what Smeagol gets up to, and get any clues that you can from him. Note what he says if a Black Rider enters. Your first few moves should be WAIT/EAST/WAIT/SOUTH-EAST/WAIT. You should encounter a couple of weak orcs, which you can fight, and a pine tree which ... well, anyone knows what you do with a tree in an adventure game. Then go to the waterhole.

In *Gnome Ranger*, how do you get the Stinkwort out of the cave? That's another of David's dilemmas. To do this you need

the help of the Treehouse and the Greenhouse, and you need to put the stinkwort into something that you'll only discover if you read the world-famous backwards-writing. Talk to the Treehouse first, and say: EVIF TIAW DNA EVAC DLOH. Then talk to the Greenhouse and say: YLILELET NI TOOHS TROWKNITS TUP.

David would like to get hold of a copy of *The Serf's Tale*. If anyone's finished with theirs, or given up in disgust, contact David Nimmo, 38 Alexander Street, Uphall, West Lothian, Scotland EH52 5DB. He also asked how good *Guild of Thieves* and *Jinxter* were, having got engrossed in *The Pawn*, and wonders if they'd work on his +2 if he added a disk drive. Well, as to how good they are. DIDN'T YOU READ MY REVIEWS????



Tale, *Fuddo and Slam*, *Secret of Little Hodcome*, *Worm in Paradise*, *Gnome Ranger I/II* and *Lords of Time* to Zone 9.

'Keyboard' **Kenny Anderson** of 59 Ochil Terrace, Dunfermline, Fife KY11 4BP is having trouble with the tape loading on his +3. And he's not the only one! My own machine's so fussy that a millimetre either way on the volume control knob can make the difference between the program going in or not going in. And finding the right volume level in the first place can take ages. As for saving adventures ...

Kenny's been having trouble while he's been playing the first part of *Rigel's Revenge*, where his saved games always come out garbled. You can alleviate this to some extent by playing the game through from the start each time, though that's

Reviews

And if not, why not?? Think I write them just so you can go and ignore them? Huh! Well, to sum it up briefly for you: they're both mega-games. How's that? As to whether they'll work, well I very much doubt it. They've been converted for the +3, but I believe that the internal memory of the +3 and +2 are different so it's unlikely the games would run on a +2 even with an added drive. Perhaps some technical bod could clarify that.

Neil Kingham of South Woodford asks how he can go about joining the YS Adventure Club, which so many people have mentioned in the adventure section. Hmm, can't think who those people might be, as there's no such club! You probably mean either the Subs Club, which is free to everyone who takes out a subscription to YS, and which I've mentioned once or twice as I used to write the newsletter and always used to make sure there were regular adventure offers in it. Or maybe you mean the Adventurers Club, which has also been mentioned a few times, but this is an independent adventure club, nothing to do with YS at all. It's still jolly good, though, and for details of that send SAE to 64-c Menelik Rd, London NW2 3RH. They offer several services including a regular club magazine, a telephone helpline service and, best of all, a good adventure-only mail-order service with discounts of about 10% on games. Neil also asks where the Review Board is in *The Bard's Tale*, as he's searched high and low but can't find it. He obviously hasn't searched as far as the second building on the left as you head south down Trumpet Street. This is a tricky game to map well, but it's worth making the effort as otherwise you end up careering about.

Neil Sheridan of Chessington offers this tip on the Caribbean section of *Eureka*: "to skip the questions, or if you don't know the answers, press BREAK. The flag will pop up and then 30 seconds later you revert to the game."

Jim Donaldson of Glasgow has dared to question my advice! In Tartan's *Prospector* I told him to YDNAC EHT YUB and use the container to carry SLIAN EHT. "But," says Jim, "if I do that then I can't buy the axe to make the raft to cross the lake." Oh yes you can, if you earn some more money by doing a good turn for someone; WAS NEKORB EHT HTIW NAM DLO EHT.

Finally this month there's just one letter from a reader who didn't enclose SAE. You're learning at last! Well, all except Jeanette Daniels of Redditch, who asked how to get the gold coin out of the crack in *The Secret of St Brides*. That's easy, but only when you know how. NIOC EHT KOOH OT ENAC EHT ESU. And that's all folks...

ILLUSTRATION: Anthony Gilbert

News

Venture forth with Mike Gerrard

● Best news of the month for me had to be my first sight of the first issue of the adventure magazine, *Confidential*, that's going to be received every other month by anyone who joins the new Official Secrets adventure club. You may have seen their ads recently trawling for members. It looks like an organisation that's set to keep the Adventurers' Club on its toes. Run by Tony Rainbird (Yes, that Rainbird), the first issue has been put together by that legend in his own lunchtime, Graeme Kidd, with a lot of help from Orcsbane fanzine editor Nick Walkland.

This initial issue of *Confidential* is so impressive that it really makes me wonder if there's anything left to cover in the future. I promise you I'm not just saying all this because I've written an article for the mag: in fact it's hard to find anyone who's not in the first issue! There's Tony Bridge on the future of adventures, Sandra Sharkey on role-playing games, Pat Winstanley on adventure-writing utilities, Steve Cooke on Non-Playing Characters, and interviews with Magnetic Scrolls, Level 9, Michael 'Jinxter' Bywater and Infocom's Dave Lebling. All packed into 36 A4-size pages, along with a compo to win £500.

Although the mag isn't Spectrum-exclusive, there's obviously a lot in there to interest every adventurer no matter what your machine, with an offer for +3 owners of a disk adventure called *Black Lamp* for only £3.99. And there's an exclusive Magnetic Scrolls adventure on the way too. In brief, this is the best adventure magazine since the sad demise of *Micro Adventurer*, and details are available from Official Secrets, PO Box 847, Harlow, Essex CM21 9PH.

● Let's not forget those other adventure-writing heroes, Level 9, who are keeping their end up by releasing not one but two adventures! Through Mandarin



they'll be doing *Lancelot*, which I've mentioned a bit about before but the latest news is that the game is virtually complete and Pete Austin genuinely reckons it's their best release yet. I had a quick look at a preliminary version, and he could well be right. In the game Lancelot must prove himself worthy to see the holiest object in Christendom, the legendary Holy Grail, and to tie in with this the adventure has the most exciting adventure competition in several years. A £5,000 replica of the Holy Grail itself has been buried in a secret location, and clues are concealed within the adventure which will enable some lucky player to track down the hiding place. This isn't some tacky prize, either. The 7" high model is made out of sterling silver, gilded inside with 22 carat gold, encrusted with amethysts, garnets and opals, and stands on an oak block with a solid silver plaque just waiting to be engraved with your name. Could it be a YS reader who'll soon be drinking their cocoa out of this lovely object? To help you on your way I'll give you just one clue... it's buried somewhere in the UK.

● No such prize for players of *Ingrid's Back*, the return of the equally legendary Ingrid Bottomlow, just zillions of laughs and a cast of thousands. Well, lots anyway. Apparently one of the features will be gnomes of gnomes all going about their business in Little Moaning, in a very detailed way, much more so than adventurers might remember from the characters in *Knight Orc*. You're advised to follow them and see what they get up to. The mind boggles.

What can YS Superstore do for you?

Do you feel like this?
Do people kick sand
in your face at the
level crossing? Do
you always travel in
the Guard's van? Do
you have the sex
appeal of a mouldy
banana? Never mind
we've got the
answer...

...with a YS Superstore makeover we can
turn you into this! A ravishing butch male who
attracts girls like flies to a cowpat and eats
Start for elevenses. All for less than the price
of a British Rail InterCity
breakfast! Worranofer!!

When the time comes to drop your wad on the
counter, there's nothing to match the discreet
style of the **YS Wallet**. Piles of room for all yer
girlies' phone numbers and, of course,
loads a room for loads a dosh.
And at £2.99, it won't burn
a hole in it either.
Wallet/REF YS109

The bigger the
dangler the better
as any young up
and coming
streetwise guy
knows. Just make
sure you've got it in
the right ear.

You know YS is skill but why not tell every-
body else by sporting a well wicked
YS Badge. Just buy over £10 worth of goods
and we'll send you a badge
completely FREE!

Meet the King of the
scurf- 'Chip-fat' for
short!

Years of squinting at
train numbers ruined
the eyesight - but
NHS specs? Do us
a favour!

Uggggghhh! A
coat like this will do
nothing for your
street cred! And as
for the Edinburgh
Castle patch -
pukey!

Bleuurgghh! Worra
naff bag! The only
thing worth
carrying in a
thing like that
are three
week old egg
mayonnaise
sandwiches
and a wagon
wheel. Yuk!

Clark's sensible
shoes in the extra
wide fitting for flat
feet! Maybe useful
for picking up the
dog turds but have
zilcho cruciality.

Here we have an
empty space to
store last weeks
toenail clippings!

Wow! Get groovy with the
YS Psycho Pig-T-Shirt.
It's the epitome of good
taste. What's more it
comes in four sizes
ranging from wimp to
megahulk. And at only
£4.99 + 50p p&p it's a
bargain!
T-Shirt/REF YS114

Get your
own **Mega**
Basic II and tune
into the latest
sounds of the ultimate
extension of Sinclair
Basic, now updated
and revised for
the 128K and
+2. It's £4.95
REF YS111

501's with the button fly is all you'll
need to ensure total sponditiousness
and a half an hour stay in the lav!

Now doesn't that look the biz! The
snazzy **YS Sports Grip** in eye-
catching red and black with a
reinforced bottom (Oo-er) and extra
strong carrying strap. Ideal for
hauling about your Reebok trainers
and Psion Organiser II. It's only
£8.95! **Sports Grip/REF YS108**

Steel capped boots give you that
extra bit of panache on the streets.
They also mean you can kick the hell
out of coke cans.

Though you may
want to rip up the
Yellow Pages you're
not going to want to
spoil your collection
of YS. So treat it
with a little tender,
loving care and
protect it with a **YS**
Binder or two. Each
one can hold up to
twelve issues of the
most happening
mag on the planet.
At only £4.95 each
you'd be crackers
not to buy one...or
two...or three...
Binder/REF YS112

"Before I learnt
Street credibility
the YS way I
thought cool meant
getting in the
fridge, I idolised
Bob Holness and
thought The
Housemartins lived
in my chimney pot.
Now I'm a different
man - the sort of
guy who wears
Denim aftershave
under his arms!
Thanks YS!"
Brad Ford

I enclose a cheque/postal order for £..... made payable to
Dennis Publishing Ltd. Then again since I don't carry
loads a money please charge my Access/Visa/American
Express/Diners card number.....

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

Postcode..... Signature.....

Now send your completed form with payment or credit card number to
YS Superstore, PO Box 320, London N21 2NB. If you don't want to hack
up your mag send a photocopy instead.
Overseas readers must add £1 to their orders to cover postage and
packing

Ref	Size	Qty	Price
TOTAL:			

NEW LOW PRICE ST!

FROM ONLY

£2.51
PER WEEK

RETURN COUPON FOR DETAILS



ONLY FROM SILICA

Finally, there's a personal computer that not only solves problems like other computers, but also solves the one problem that other computers have created. Affordability. Silica Shop are pleased to present the ST range of personal/business computers from Atari. The ST was designed utilizing the most recent breakthroughs in semiconductor technology, producing a personal computer that performs tasks with built-in power supplies and built-in disk drives. The TOS operating system and GEM window environment are now on ROM chips which are already installed in the ST keyboard. This enables automatic instant booting when you switch on. Silica Shop are pleased to offer the complete Atari ST range. Our mail order department is situated in Sidcup, we have 3 retail outlets at Sidcup, Lion House (Tottenham Court Rd) and Selfridges (Oxford Street). We have eight years experience of Atari products, longer than any other UK company, and are well established as the UK's No. 1 Atari specialist. With a group turnover of over £9 million and in excess of 80 staff, we offer you unbeatable service and support. We provide several facilities which you will find invaluable during your Atari computing life and most of these facilities are available **ONLY FROM SILICA**. We suggest that you read through what we have to offer, before you decide where to purchase your Atari ST.

FREE STARTER KIT - Only From Silica

When you purchase any Atari ST keyboard, you will not only receive the best value for money computer on the market, but you will also receive the following from Atari Corporation as part of the package:
* BASIC Language Disk * BASIC Manual * ST Owners Manual * TOS/GEM on ROM

If you buy your ST from Silica Shop, you will also receive:
* NEochrome Sampler - colour graphics program * 1st Word - Word Processor
In addition, we at Silica would like to see you get off to a flying start with your new computer, so we have put together a special **ST STARTER KIT** worth over £100, which we are giving away **FREE OF CHARGE** with every ST computer purchased at our normal retail prices. This kit is available **ONLY FROM SILICA** and is aimed at providing users with a valuable introduction to the world of computing. We are continually upgrading the ST Starter Kit, which contains public domain and other licensed software, as well as books, magazines and accessories all relevant to ST computing. Return the coupon below for full details.

DEDICATED SERVICING - Only From Silica

At Silica Shop, we have a dedicated service department of seven full time Atari trained technical staff. This team is totally dedicated to servicing Atari computer products. Their accumulated knowledge, skill and experience makes them second to none in their field. You can be sure that any work carried out by them is of the highest standard. A standard of servicing which we believe you will find **ONLY FROM SILICA**. In addition to providing full servicing facilities for Atari ST computers (both in and out of warranty), our team is also able to offer memory and modulator upgrades to ST computers.
1Mb RAM UPGRADE: Our upgrade on the standard Atari 520ST-M or 520ST-FM keyboard will increase the memory from 512K to a massive 1024K. It has a full 1 year warranty and is available from Silica at an additional retail price of only £96.96 (+VAT = £100).
TV MODULATOR UPGRADE: Silica can upgrade the 1040ST-F to include a TV modulator so that you can then use it with your TV set. This is an internal upgrade and does not involve any untidy external boxes. A cable to connect your ST to any domestic TV is included in the price of the upgrade which is only £49 (inc VAT). The upgrade is also available for early 520ST computers at the same price.

THE FULL STOCK RANGE - Only From Silica

We aim to keep stocks of all Atari related products and our warehouse carries a stock of over £3 million. We import many software titles direct from the USA and you will find that we have new releases in advance of many of our competitors. Unlike dealers who may only stock selected titles, we have the full range. In addition, we carry a complete line of all books which have been written about the Atari ST. A range as wide as ours is something you will find is available **ONLY FROM SILICA**.

AFTER SALES SUPPORT - Only From Silica

Rest assured that when you buy your ST from Silica Shop, you will be fully supported. Our free mailings give news of releases and price lists to our ST owners. This will help to keep you up to date with new software releases as well as what's happening in the Atari market. And in addition, our sales staff are at the end of a telephone line to service all of your Atari requirements. If you purchase an ST from Silica and would like any technical advice, we have a full time technical support team to help you get the best from your computer. Because we have both the staff and the systems specifically dedicated to providing after sales service on Atari ST computers, we are confident that our users enjoy an exceptionally high level of support. This can be received **ONLY FROM SILICA**.

FREE CATALOGUES - Only From Silica

At Silica Shop, we recognise that serious users require an in-depth information service, which is why we mail free newsletters and price lists to our ST owners. These are up to 48 pages long and are crammed with technical details as well as special offers and product descriptions. If you have already purchased an ST and would like to have your name added to our mailing list, please complete the coupon & return it to us. This information service is available **ONLY FROM SILICA**.

FREE OVERNIGHT DELIVERY - From Silica

Most orders are processed through our computer within 24 hours of receiving them. Most hardware orders are sent by the overnight GROUP 4 courier service **FREE OF CHARGE** to customers within the UK. This method helps to ensure minimum delay and maximum protection.

PRICE MATCH - Only From Silica

We hope that the combination of our low prices, **FREE UK** delivery service, **FREE** Starter Kit and **FREE** after sales support will be enough to make you buy your Atari equipment from Silica Shop. If however, there is something you wish to purchase, and you find one of our competitors offering it at a lower price, then please contact our sales department, providing us with our competitor's name, address and telephone number. If our competitor has the goods in stock, we will normally match the offer (on a 'same product - same price' basis) and still provide you with our normal free delivery. We realise that we are not the only company who will match a competitor's price. However, if you come to us for a price match, you will also be entitled to our after sales service, including free newsletters and technical support. This makes our price match promise rather special, something you will receive **ONLY FROM SILICA**. We don't want you to go anywhere else for your Atari products. So shop at Silica, the UK's No. 1 Atari Specialist.

SIDCUP (& Mail Order) 01-309 1111
1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX

LONDON 01-580 4839
Lion House (1st floor), 227 Tottenham Court Rd, London, W1P 0HX

LONDON 01-629 1234 ext 3914
Selfridges (1st floor), Oxford Street, London, W1A 1AB

£260

+VAT=£299

SO MUCH FOR SO LITTLE

There is nothing that can compare with the incredible value for money offered by Atari 520ST-FM. For only £260 (+VAT=£299), you can purchase a powerful 512K RAM computer with a 95 key keyboard (including numeric keypad), MIDI interface, GEM, a palette of 51 colours, mouse controller, and a 512K built-in disk drive. The 520ST-FM has a TV modulator built-in, and comes with a lead to allow you to plug it straight into any domestic colour television set. The mains transformer is also built-in to the keyboard, so there are no messy external boxes. You couldn't wish for a more compact, powerful and stylish unit. Atari ST computers are now firmly established in the UK, there are nearly 500 software titles already available for a wide variety of applications and the list is growing all the time. And that's not all. When you buy your new 520ST-FM (or any Atari ST computer) from Silica Shop, you will get a lot more, including a **FREE Silica ST Starter Kit** worth over £100. Read the **ONLY FROM SILICA** section on the left, to see why you should buy your new high power, low price 520ST-FM from Silica Shop, the UK's No. 1 Atari Specialists. For further details of the range of Atari ST computers and the **FREE Silica ST Starter Kit**, complete and return the reply coupon below.

ATARI 520ST-FM NOW ONLY £260 (+VAT=£299)
520ST-FM with 512K RAM & mono monitor £399 (inc VAT) Upgrade from 512K RAM to 1024K RAM £100 (inc VAT)

ATARI 1040ST-F - NEW PRICE

We are pleased to announce a new reduced price point on the 1040ST-F which is now available for only £499 (inc VAT). The 1040 is a powerful computer with 1Mb of RAM and also includes a built-in 1Mb double sided 3 1/2" disk drive. The 1040 has been designed for use on business and professional applications most of which require a high resolution monochrome or colour monitor. It does not therefore have an RF modulator for use with a domestic TV set. Modulators can be fitted for £49 (inc VAT).
1040ST-F Keyboard Without Monitor £499 (inc VAT)
1040ST-F Keyboard + High Res SM125 Mono Monitor £599 (inc VAT)
If you would like further details of the 1040ST-F, return the coupon below.

MEGA ST's NOW IN STOCK

For the user who requires even more RAM than the 520 or 1040 ST's offer, the new MEGA ST computers are now available. There are two MEGA ST's, one with 2Mb of RAM and the other with a massive 4Mb. Both new computers are fully compatible with existing ST's and run currently available ST software. The MEGA ST's are styled as an expandable Central Processing Unit with open architecture and a detachable keyboard. They are supplied with GEM, a free mouse controller and all extras as with the 520 or 1040. Prices are as follows:
MEGA ST 2Mb Keyboard + CPU £599 (inc VAT)
MEGA ST 2Mb Keyboard + CPU + SM125 Mono Monitor £699 (inc VAT)
MEGA ST 4Mb Keyboard + CPU £799 (inc VAT)
MEGA ST 4Mb Keyboard + CPU + SM125 Mono Monitor £899 (inc VAT)
If you would like further details of the MEGA ST's, return the coupon below.

ATARI ST

To: Silica Shop Ltd, Dept YOURS 1287, 1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX

PLEASE SEND ME FREE LITERATURE ON THE ATARI ST

Mr/Mrs/Ms: Initials: Surname:

Address:

Postcode:

Do you already own a computer
If so, which one do you own?



SUPERMAN

THE MAN OF
STEEL™



YOU ARE THE MAN OF STEEL

But don't congratulate yourself just yet

An endless siege of earthquakes and volcanoes are rocking the earth; terrorists have hi-jacked a yacht with Lois Lane and the Governor on board;

and two of your most dangerous enemies have struck an unholy alliance!

The clock is ticking with only hours left to save the world. In **SUPERMAN - THE MAN OF STEEL** a computer comic book which allows you, at crucial moments, to join in the action and become Superman.

All of Superman's powers - Flight - Heat Vision - Telescopic Vision - Super Strength and Super Breath - are yours to command. And you will need them as you battle Darkseid's para-demons and Luthor's sinister construction in a pulse pounding race to forestall the destruction of your adopted planet.

SUPERMAN - THE MAN OF STEEL takes you into the comic book.

AVAILABLE ON: PC, ST & AMIGA £24.95: CBM64, AMSTRAD, Cass £9.95 Disk £14.95: BBC/ELECTRON Cass £9.95, BBC Disk £14.95, BBC Compact £14.95: SPECTRUM Cass £8.95 Disk £14.95: MSX Cass £8.95.



COMPUTER
SOFTWARE

Addison Industrial Estate,
Blaydon, Tyne & Wear NE21 4TE.
TEL: (091) 414 4611

SANTA MIKE'S C

No doubt about it, my experiment last June and July to offer special discount prices on the best 'indie' adventures was a terrific success with software houses and readers alike. Some companies were swamped with orders for hundreds of copies of their game, and reported customers coming back for more once they'd discovered the excellent

adventures being produced by some of these small mail-order-only companies. Lots of readers wrote to me and thanked me for doing the offers, saying that they too were delighted to find out about these companies, and asking why didn't I do it again.

Well, what can I do but... no, not repeat the offers. Obviously there's only one thing to do as it's Christmas, and that's top the previous offers with some even better ones! No point in repeating the same ones as last time round — but if you want to find out what they were then

get the back copies as the coupons are still valid unless it says otherwise. Nope, this time I've got to come up with something even better. Most of the names will be familiar, as they're the ones producing the best adventures, and if anyone thinks differently then by all means let me know. But there are some new names too, lots of new games, better bundles, and if anything's repeated from last time then it's at an even lower price!

So let the coupons commence...

Reductions From Rochdale

No offers would be complete without something from the Rochdale Balrog, alias adventure author John Wilson, and he's making his latest two games available to YS readers at special prices. First is his sci-fi game *From Out of a Dark Night Sky*, complete with the bonus adventure *Behind Closed Doors*. Then comes the game that's so brand-new that I've not even seen it yet! Side one is an adventure called *The Balrog and the Cat*, while side two's bonus program is yet another departure for 'El Supremo' as it's a 3D arcade-adventure written with CRL's *3D Game-maker*. This I must see! And if you must see it, then clip out the coupon and get it at 50p off the recommended price. Buy both tapes together and get all four games (three adventures and one arcade-adventure) for only £3.50, although overseas readers must add an extra £1 to their orders, whether buying one or both tapes, to cover the extra postage.

TO: Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs OL12 7NX.

FROM
ADDRESS

Please send me the following Spectrum games at the special *Your Sinclair* prices:

Dark Night Sky/Behind Closed Doors £1.99

Balrog and the Cat/3D Game £1.99

Both tapes together £3.50

(Overseas readers add £1 to cover postage).

I enclose my cheque/postal order for £..... made payable to Zenobi Software.

.....

River Flows On

River Software continues to release good adventures at a steady pace, and two double-play tapes have come out since my last set of offers. If you enjoyed those you won't need much encouragement to send for the new ones — but in case you do need encouragement there's a bit of a discount on offer. First tape is *The*

Enchanted Garden/Jack and the Beanstalk, which I haven't had space to review but you know you can expect the usual professional River product. The next release was *The Domes of Sha* which had a word-game on the 'B' side: *Letter Bomb*. I have reviewed these two, and that should have been printed by the time you read this, but just in case it hasn't, then my personal rating is 8/10. Now that ain't bad! And reader Allan Phillips, who also reviews adventures for the ACL dossiers, rated it as author Jack Lockerby's best game yet. On either tape there's a 25p discount, but buy them both and Lockerby goes mad and knocks an extra 75p off the recommended price.

TO: River Software, 44 Hyde Place, Aylesham, Canterbury, Kent CT3 3AL

FROM
ADDRESS

Please send me the Spectrum versions of your following releases at the special YS price. I enclose my cheque/postal order for £..... made payable to River Software.

The Enchanted Garden/Jack and the Beanstalk £2.25

The Domes of Sha/Letter Bomb £3.75

Both tapes together £5.25

Essentially Mythical

Jekyll and Hyde from the Essential Myth programming team was a mega-game in these pages.

For me it leaves horror games like *Frankenstein*, *Wolfman* and *Dracula* standing. The game was on offer last time round, but since then the programmers have been busy writing the improved 128K versions — which have tons of extra text and features, more objects to be examined, more of everything in fact. As I wanted to include an Essential Myth game again I said I'd only offer *Jekyll and Hyde* on one condition: the Xmas price had to be even lower than last time. And they agreed! The prices are a real bargain for a three-part graphic adventure with instruction booklet and postage included:

£4 for the 48K version, £5 for 128K tape and £7 for +3 disk.

Coupon:

TO: The Essential Myth, 54 Church Street, Tewkesbury, Gloucestershire GL20 5RZ.

FROM

ADDRESS

.....

Please send me the following version of

Jekyll and Hyde at the exclusive *Your Sinclair* price. I enclose my cheque/postal

order for £..... made payable to

The Essential Myth.

48K tape version £4.00

128K tape version £5.00

Plus-3 disk version £7.00

A Fairly Difficult Fistful

My chortlesome chums at Zodiac Software have come up with a twin-adventure tape incorporating two recent releases that have both had full reviews in the past year from me, and both of which scored 8/10 on my special Personal-Ratings-ometer. The games are *Fairly Difficult Mission* and *A Fistful of Blood Capsules*, both packed with more jokes than you'll find in the average box of Christmas crackers. In fact that's where they get most of their jokes from, but they won't admit it. Both adventures are also packed with parts, with no less than 10 different parts going to make up the two games. Originally they'd have set you back £7.50, if you'd bought them both, but now as a Christmas treat you can have the two on one tape for £2.99. Less than 30p per part!

TO: Zodiac Software, 22 Peakdale Avenue, Goldenhill, Staffs ST6 5QP

FROM
ADDRESS

I enclose my cheque/postal order for £2.99 payable to Zodiac Software for one copy of your special *Your Sinclair* compilation tape of *Fairly Difficult Mission* and *A Fistful of Blood Capsules*.

YS adventures

CHRISTMAS BOX

Tartan's Trillions

Trillions of adventures on offer from Tartan Software this time, at even lower prices than they were offered last time out. And if you bought them last time out... well, just bog off and order something else this month. The previous offer included *Double Agent* at £3.25, but this time it's only £2.95 and includes a bonus adventure as well! This one's called *Escape*, and author **Tom Frost** originally wrote it for the Spectrum Adventure Exchange Club, which has unfortunately now ceased to be. Nothing to do with Tom's adventure, of course, but he thought it a shame that the game should lie neglected so he's put it on the back of *Double Agent* for the benefit of those YS readers who haven't yet bought that game.

Also on offer from Tartan Tom is a tape he's called *The Tartan Five*. This is made up of, you'll never believe it, five Tartan adventures: *Shipwreck*, *Castle Eerie*, *Prince of Tyndal*, *Crown of Ramholep* and *Prospector*. Buy them all separately and they'd set you back £7.85, but buy them through our coupon and you can have 'em all for £4.95. And if you've really got time on your hands over the hols, then what about *The Tartan Eleven*? Not an adventure featuring the Scottish football team, but Tartan's *Six-in-One* pack that's aimed at beginners, plus all the games making up *The Tartan Five*. Buy that little lot and the total price is reduced from £12.80 to £7.80. Save yourself a fiver... and have enough adventures to keep you playing till next Christmas.

TO: Tartan Software, 61 Baile Norrie
Crescent, Montrose, Angus, Scotland
DD10 9DT.
FROM
ADDRESS

I enclose my cheque/postal order made payable to Tartan Software for £..... so please send me the following Spectrum adventure packs at the special YS prices:

<i>Double Agent/Escape</i>	£2.95
<i>The Tartan Five</i>	£4.95
<i>The Tartan Eleven</i>	£7.80

Mike's special Christmas Gift to you.

An All-Encompassing Offer

On some of these offers the prices are exclusive to YS readers, but this offer from Compass Software is even better than that as the tape itself is exclusive to us too! Called *The Compass Collection*, it's been specially put together for this *Your Sinclair* Christmas special by Compass's **Jon Lemmon**. Jon's the author of two

ace games, *Demon from the Darkside* and *The Golden Mask*. Both these games are on side one of the tape, and my verdicts when they were first released were personal ratings of 7/10 and 8/10 respectively, and value-for-money ratings of 8/10 and 9/10. And that's when they were priced at £2.50 each! Now you can have them at a price that'll send the value rating way off the clock!

Side two of the tape is made up of two connected games written by **Jon** with **Tim Kemp**. First is that old favourite *Project X: The Micro Man*. It's not just one that I like, as maestro **Tony Bridge** chose it as one of his own four favourites when he compiled his *Fourmost Adventures* tape. That game was followed up with *The 'O' Zone*, which I rated slightly poorer but still gave it 5/10, and that too was originally available at £2.50.

YS readers can now have all four of these games at a price even I can't believe: £1.99 for the lot! That's the bargain of the year, let alone of this month, so grateful thanks to **Jon Lemmon** for putting *The Compass Collection* together especially for us.

TO: Compass Software, 111 Mill Road,
Cobholm, Gt Yarmouth NR31 0BB.
FROM
ADDRESS

Please send me *The Compass Collection* at the special YS price and I enclose my cheque/postal order to Compass Software for £1.99 in payment.

Luv Santa

A very special Christmas gift from me to you comes with the revelation that lucky +3 owners can at last play some of the adventures from the world's greatest adventure writers: the mighty Infocom! And that includes my all-time favourite adventure, *The Hitchhiker's Guide to the Galaxy*, as well as the famous *Zork* trilogy, magical adventures like the *Enchanter* trilogy, and even the rather rude *Leather Goddesses of Phobos*. Before you turn the page in the belief that I'm up to my April Fool tricks a bit early, let me assure you that it's all perfectly true and I've just been enjoying a quick galactic hitchhike on my +3 to prove it.

Your thanks should really go not to me, but to Locomotive Software, who recently implemented a version of CP/M Plus for use on the +3. Phil South reviewed that in some detail in the October issue, and mentioned the thousands of CP/M Plus programs that it should now be possible to run on the +3. Ah-ha, I thought, there are CP/M Plus versions of most of Infocom's games

available on 3" disk for the Amstrad CPC and PCW machines. Are we in business, I thought?

So far I've been able to test out nine of those, and yes we are in-business! Seven of them run perfectly and easily, without alteration. Just load up CP/M Plus on your Spectrum, stick in the CPC/PCW disk, type DIR to get a directory of files on the disk, then type in the appropriate file name. With several of the adventures there are various files on the disk, covering slightly different versions of the games for the Amstrad CPC464, 664, 6128 and PCW computers, but you can pick almost any of these and they work with differing levels of success. I've found the 6128 versions to be the closest to the +3 screen layout, though of course as the games are in 80-column mode you have to use the flip-screen technique that Locomotive has devised to enable these programs to run on the Speccy. The full screen is divided into left- and right-hand sides (which overlap to a large extent in the middle) and you flip between the two sides in order to read the full text. Good practice for would-be tennis umpires, but a bit awkward at first, though you get used to it and it does mean you can actually play the games.

Ones I've checked out as successful so far are *Ballyhoo*, *Moonmist*, *Leather Goddesses of Phobos*, *Hitchhiker's Guide to the Galaxy*, *Infidel*, *Seastalker* and *Sorcerer*. The only failures were the last two titles to be released for the CPC/PCW, *Stationfall* and *The Lurking Horror*, but I have hopes of making these work as well once I've played around with the installation program that should allow the creation of versions of the programs that will conform to the Spectrum's screen requirements.

Now for the bad news! Infocom stopped publishing CPC/PCW versions of their games with *Stationfall* and *The Lurking Horror*, so any releases since then are definitely not available, even in America. The company also stopped duplicating CPC/PCW versions of their earlier titles at the same time, so that once stocks were run down then the games were no longer available. You might find them on the shelves of your local software shops, or advertised by mail order companies, or offered second-hand, or on sale at Amstrad computer shows, but you won't be able to simply order them direct. It's worth persevering, though, as Infocom games are without doubt the best adventures in the world. Merry Christmas!

CP/M Plus for the Plus-3 is available at £29.95 from Locomotive Software, Allen Court, Dorking, Surrey RH4 1YL. The package includes their *Mallard BASIC* as well.

THE DEVIL'S HAND

After a bit of a wait author **Jon Lemmon** has completed the final part of his 'Darkside' trilogy, coming after the excellent *Demon from the Darkside* and *The Golden Mask*.

The professional colour inlay explains the background to the story. The basic idea is that you play the part of Morrack and must 'battle against the dark hordes of evil', meaning you're on a Seek and Destroy mission against that nasty piece of work Draylon... sorry, Drakon, and must destroy his black soul before he can destroy the great Wizzard Zorron.

One thing that impressed me about the first two in the series was that, like the inlay, although these are essentially from a one-man software house, the results would put many a professional outfit to shame, no names mentioned. *The Quill* has been used with *The Press* text compressor to cram in 30K of text and 14K of graphics: 30 of the 70 locations are illustrated, and these are nicely done but do take a while to draw. Still, there's always the PON/POF feature, to switch pix on and off as you wish. Other options include STORE to save to RAM, STAY/FOLLOW instructions to give to other characters, a VOCAB command to prevent you wasting time trying to find the right words, and a free compass with every adventure! Just type in COMPASS and you'll be reminded of the arrow symbols which are used to show the exits.

You start next to an old sea wall, and "to the south a large Troll moves swiftly as if he has my scent." Too true he does, as five moves later he pounces and you're dead! It takes a few experimental moves here to try to work out the best thing to do, but no sooner had I escaped the reaches of the Troll than I was in a

circle of black twisted trees where an Orc was waving his weapon at me. Dirty devil. I noticed a deep dark pit. Should I risk it? Okay, down I go (complete with sound effect) to find, yippee, a sword — but before I can pick it up the Orc drops down too and rips my throat out. Rats!

These early sudden deaths might have put me off a lesser game but there was always enough interest to keep me plodding on, getting a step closer to a possible solution each time. Another black mark for several spelling mistakes (e.g. 'guidance', 'friendley' and 'embedded'), but a bonus for the good use of sound effects — one was so unexpected that it really made me jump, but I won't spoil the surprise for you. Another nice touch are the graphic symbols used for game objects, and the screen presentation and layout is very well done.

There are a couple of potential allies in the adventure, if you treat them right, though don't expect the sophistication of a character in *Gnome Ranger* or a *PAW'd* game. I felt *The Devil's Hand* was far easier than its predecessors, as I progressed through quite steadily clocking up the percentages, but it's well above average for games in this price range and it would be money well spent. I'm now hoping for a fourth game in this trilogy!

Graphics
Text
Value for Money
Personal Rating



Title: *The Devil's Hand*
Publisher: ... Compass Software, 111 Mill Road,
Cobholm, Gt Yarmouth NR31 0BB
Price: £2.50

I am standing before an old
and crumbling sea wall. To the
north, I see a small island
shrouded in mist.

EXITS: ↓

I can also see:
a leather flask (EMPTY)
**To the south a large Troll moves
swiftly as if he has my scent.**
I need your advice.

LOST SOULS

If anyone's wondering why SEAC closed down, then the answer's because **Steve Lodey** joined. "He has that effect on organisations," he says. In which case, stop reading YS at once! But first, can anyone help him on an adventure that was free from SEAC, *Beautiful Dreamer*? It certainly sounds an interesting game, as Steve says he can't get the kippers and the rope and he thinks he needs them to deal with the chef and get the password for the butler. Send your kipper-clues to 5 Felix Road, Felixstowe, Suffolk IP11 7JD.

Can anyone shed any light on *Wizard Spell*, the light being needed in the Eerie Tunnel, which is too dark to enter. Hovering outside the entrance for nearly two years now has been Mrs A. L. Harker, so can someone please help her get in?! The address is 3 Rogers Place, West View Estate, Hartlepool, Cleveland TS24 9NA.

Now for a golden oldie — and that's just the player! Only joking, honest, or I'll be in trouble with the Adventuring Major who asks about an adventure called *The Code*. Anyone heard of it? The questions are how do you enter part four of the game, and how do you break the code? The answers to go to **Major W. Beardwell** Ret'd, 6 Manor Park, Norton Fitzwarren, Taunton TA2 6SG.

Now for a Monster — and that's just the player! Hang on, I've just used that one. Oh well, too late now. The adventure's called *Monster* and the reader's called **Bradley Howe**, his address being 192 High Street, Harlington, Middlesex UB3 5DP. Can any of you lot out there tell him how to fix the suit of armour, and how to get the carpenter to make some oars, as by this time he's run out of money.

Well and truly lost in various Zodiac adventures, and loving every minute of it, is **Brian Harris**, 47 Valentine's Way, Rush Green, Romford, Essex RM7 0YD. In *Soapland*, what's to be done after arresting the bloke on the roller skates? In *Scary Mansion*, how do you get the key away from the guardian and survive? And in *For Your Thighs Only* (wha-hay!) how do you get out of the bath at the very start?

And **K A Rees** of 4 Montgomery St, Roath Park, Cardiff CF2 3LZ would like to hear from anyone who's solved *Venom*. So would I, come to that.

ADVENTURERS INTERNATIONAL

If there was room I'd also say more than just 'Hello' to **Maurice Broad**, who wrote from Bangkok in Thailand. **Andrew McCall** wrote from South Africa, but unlike another magazine I could name I didn't refuse his help requests just because of the country he comes from. Well, I'll have to refuse two of them because I've got no info on them at all, so can anyone come to the rescue? In *Temples Of Terror* how do you dispose of the dragons? Andrew's sure it's the sun room but can't get in without being fried. And in *Time Of The End*, how do you get into the underground chamber in the lake? The address is 306 Mount Curtis, Main Road, Sea Point, Cape Town, South Africa.

Finally, a letter which sets an example more people should follow. **Wacky Wimpie Castermans** sent me a photo of his sister in the bath, with scarcely a soap bubble to cover her nether regions. At least he says it's his sister, the gorgeous **Zulma**, and while she's certainly gorgeous, and rather big to be his little sister, I have a sneaking suspicion he's having me on. The fact that the photo's cut from a magazine is one teensy-weensy clue. Never mind, I wish Zulma every success with her **Mike Gerrard Fan Club**, so send all applications to her at Dooist. 21, B-3610 Diepenbeek, Belgium and claim your free badge, tee-shirt and pair of signed underpants now! (Does something tell you that Wim and Zulma aren't entirely serious about this?)

Maggie Romaine-Evans is no doubt still sunbathing out there in Javea in Spain, which has the best climate in the world according to the World Health Organisation. See, the things I know. When she's not lounging around in the sun, Maggie's trying to get past the road block in *Shadows Of Mordor*, and trying to deal with the wimpy and skinny orcs. To start with the orcs, DROWS EHT HTIW MEHT LLIK OT MAS TEG. And to pass the road block you'll need... a pass! This is otherwise known as, **TNEMHCRAPIA**.



**CERTAINLY THE BEST ARCADE GAMES IN THE WORLD
NOW FOR YOUR HOME FROM £14.95**

SEGA MASTERSYSTEM™ FROM £79.95

(Includes: Mastersystem · 2 Control Pads · Free Game 'Hang On')

SEGA MASTERSYSTEM PLUS™ FROM £99.95

(Includes: Mastersystem · 2 Control Pads · Light Phaser · Free Games 'Hang On' and 'Safari Hunt')

SUPERSYSTEM™ FROM £129.95

(Includes: Mastersystem · 2 Control Pads · Light Phaser · 3D Glasses · Free Game 'Missile Defense 3D')

Sega Products are available from leading stores of Woolworths, W.H. Smith, Dixons, John Menzies, Toys R Us, Kids Store, Toy and Hobby, Harrods, Selfridges, Virgin, Children's World, Morrisons, Hamleys and your local computer dealers.

Distributed in the U.K. by Mastertronic Ltd., 2/4 Vernon Yard, Portobello Road, London W11 2DX. Tel. 01-727 8070 Fax. 01-727 8965



Nanananananananananananana Batma-a-a-a-a-a-n! Of course, if anyone ran around in a bat suit with an enormous cape in the middle of Derby, he'd probably get arrested. But in Gotham City, anything seems to go. They happily tolerate villains, for

example, that any other city would just bung in the funny farm and be done with. And for senior policemen, they have in Commissioner Gordon and Chief O'Hara two men with the combined brainpower of an ashtray. No wonder they need the Caped Crusader and his 'friend' the Boy Wonder.

Of course Batman is probably better known in these parts for his role in John Ritman and Bernie Drummond's first stab at the 3D isometric genre a couple of years back, which paved the way for what I still think is the best Speccy game of them all, *Head Over Heels*. *Batman I* was a brilliant game, to be sure, and kept me virtually padlocked to my Speccy for about six weeks, but even its greatest fans would have to admit that it didn't have an awful lot to do with Batman. Ocean, I got the feeling, was a little concerned about this too, so when it decided to put together a sequel, it was generally agreed that an entirely different approach was called for. Step in Special FX, the Liverpool-based programming house, which has already provided hits for Ocean in the shape of *Kirelly* (a YS megagame earlier this year) and *Gutz*. Their version of *Batman* is much truer to the original, and although quite different, it's every bit as good a game as the *Batman*/Drummond epic.

As for the presentation, slick is not the word. Or perhaps it is. Depends whether you like the word 'slick', really, doesn't it? Like its predecessor, it's an arcade adventure, but the problem solving is now tied in with the (fairly soppy) plot. The rooms are represented by rectangles of different sizes, and as *Batman* moves around, the previous room isn't wiped off, but subtly faded, so you can usually see some of it behind the new room. I'm sure we've seen this palimpsest technique before (good word, eh?) but never as groovily as here.

The graphics themselves are stupendous — some of the best I've ever seen on the machine. Colourful, expressive and, most crucially, visible, they skilfully manage to avoid the blockiness of games like *Karnov*. You move *Batman* from left to right, in and out of the screen and occasionally up and down ladders. (It's vitally important to keep an eye out for these ladders, for without them you won't get very far.) *Batman* walks around his Batcave and then through the streets of Gotham, all the time bumping into various heavies who occasionally take potshots at

him. Every so often he sees things on the floor which he picks up and can then use later on. One such item is the Batarang, which he can fling at baddies (although oddly you never see it return). The keys control system here is very good — you only need the four normal movement keys and FIRE, and with various combinations of these you can do all sorts of things. I myself found keys easier to handle than a joystick, but you may disagree.

Press DOWN and FIRE simultaneously, for instance, and you'll switch to another screen full of icons — piccies of things you have picked up included. Other keys let you drop things, use things (and be careful to use them in the right place — once used, they're gone), quit the game, toggle between black-and-white and colour and decide what colour you want your border. The border, which extends right to the edge of the telly screen, can be in any colour you want (of the eight the Speccy does, that is — let's not get too ambitious!), giving you the entirely false but somehow pleasing impression that the game is played on a larger canvas than the usual rectangle-within-the-rectangle. And each time you pick something up, or flip to the icons screen, a huge red *Batman* logo leaps out of the screen at you, just like on the telly. They don't muck about, these Special FX boys.

But what's perhaps most brilliant of all is that there are actually two games in one here — one substantially harder than the other, but both equally brillsville. "A Bird in

The Hand" (the easier one) finds you trying to switch off a renegade computer which is holed up in the Penguin's mansion, while "A Fête Worse Than Death" has you burrowing around in the sewers of Gotham City trying to defuse ten bombs planted by the Joker, before you can go off and rescue Robin from being crushed by a rollercoaster at the local fair. You do tend to get shot at a lot — or bumped into by particularly aggressive little penguins — but fortunately your energy only drops a bit each time, so you can withstand a fair few shots. As well as zinging your Batarang at your enemies, you can also boot them in the Gorbals by pressing about three buttons simultaneously (I told you this was clever). And as with the best of these games, there's always the next challenge — where's the safe? Where's the security pass? Which flipping door does the lockpick unlock? — that keeps you playing, and playing, and playing.

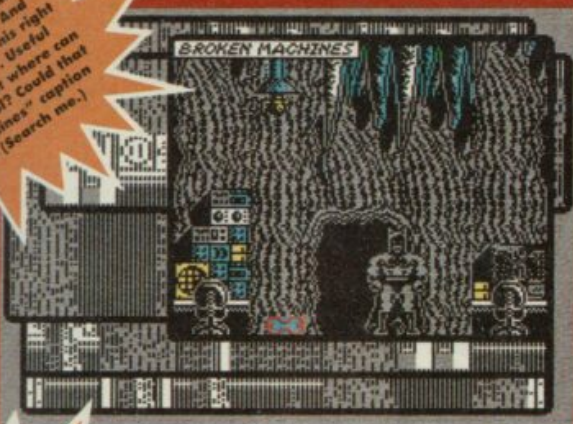
So, yet another triumph for Ocean, and without doubt Special FX's finest achievement so far. I know what I want for Christmas...

Game *Batman — The Caped Crusader*
Publisher Ocean
Author Special FX
Price £7.95 cassette, £14.95 disk
Berkmann's Opinion Reet groovy

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS



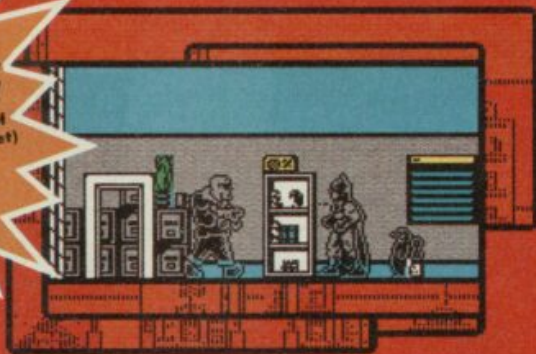
How? By wandering off things to pick up. And what's his next to his right? A "tool". Useful things, too. But where can he get his tool? Could that "broken machines" caption be a clue? (Search me.)



Batty reaches the roof of one of the buildings - useful things, ladders - and meanwhile I've made things extra difficult for him by making the borders that revolve purple colour, and so probably making him throw up. Charlie!



In the warehouse, and now the border's that lovely shade of blood red. (Useful thing, blood.) Batty's in trouble, as you can see, for not only has that plug-ugly just shot at him (the little black line just to the left of the caped one is the bullet) but there's a clockwork penguin just behind him. Holy cogwheels!



This icon screen shows that our crusading chum isn't in such good shape. (Useful things, shapes.) All the icons of the bits and bobs he has picked up are down the left and right hand side (in order, tool, lockpick, door key, batarang, batdisk, rope) while the action icons squat smugly in the middle, near the batcursor. But it's those batcharts at the bottom I'm worried about. Will it soon be time for a batdeath?

BATMAN 2

THE CAPED CRUSADER

Holysequels, Robin! Old Batty's back again, zooming around those Gotham City streets. Marcus Berliann went to see what the flap was all about.

THE MOST EXCITING
FILM OF THE YEAR
NOW FOR YOUR HOME MICRO.

SEE THE
BLOCKBUSTING
MOVIE ON VIDEO
AVAILABLE NOVEMBER 19
FROM VIRGIN VISION

ROBOCOP™

Take on the role of avenging angel as you mete out rough justice to the perpetrators of evil and lawlessness. Some of the most exciting scenes ever to fill a computer screen confront you. The future is here and now when you take up this challenge - PART MAN - PART MACHINE - ALL COP... ROBOCOP.

ROBOCOP. TM & © 1987 ORION PICTURES CORP. ALL RIGHTS RESERVED

Also available for **AMIGA £24.95** and **ATARI ST £19.95**

SPECTRUM
£8.95
COMMODORE
£9.95
AMSTRAD

ocean®



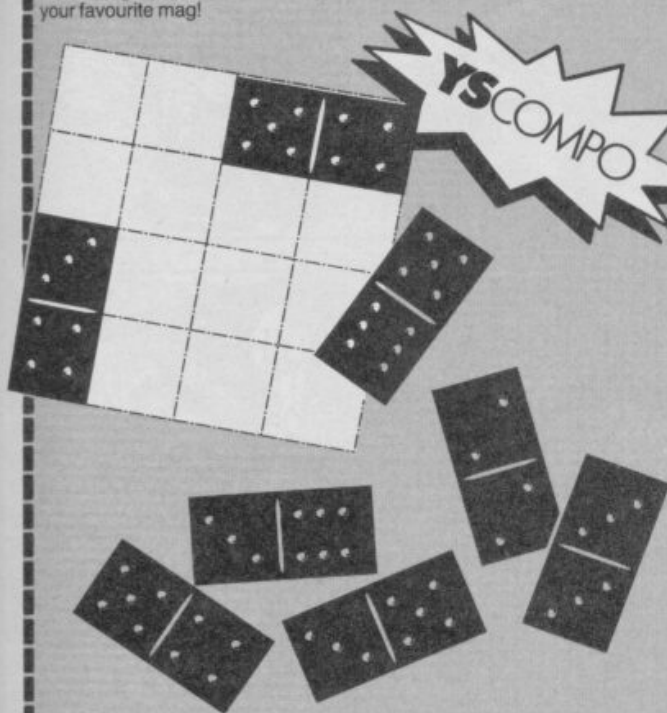
PETE'S PUZZLERS

Providing the entertainment for Boxing Day, Pete Shaw is here once more to tease and trick you. Who knows, you may even win some goodies too!

Not A Card Trick

Mark Harris of Chadwell Saint Mary in Essex came up with this month's mega-prize-winning-extra-thirst-quenching-pop-it-in-an-envelope-winning puzzler, and jolly good too, I say.

Now, the problem is simple. The dominoes have to be put into the grid, but not in any old order — oh, no, that would be far too easy. What you've got to do is arrange the dominoes shown so that the horizontal, vertical and diagonal totals of the spots add up to 15! I warn you, it ain't as easy as those 'Magic Squares'. But then, you wouldn't expect anything less from your favourite mag!



Have you got all that sussed then? Well, I am surprised! How do ya fancy winning yerself a bundle of games? All you have to do is send the correct answer in to this month's prize puzzler, and yes, you could be the lucky winner (as long as your answer is correct, I'm in a good mood and you enclose a sterling bill of a large denomination... Joke!)

Okey cokey Pete, I've got this one sussed, and here's where to send the gear...

Name

Address

Postcode

Fill in the coupon and send it off tout suite to the Even A Bottle Of Christmas Spirit Wouldn't Stump Me, So Hand Over The Goodies, Pete' Compo, YS, PO Box 1509, Enfield, Middlesex, EN1 1LQ.

Any entries received after 31st of January will be pinned up and laughed at; Employees of Dennis Publications who try to enter will be pinned up and laughed at; Pete's decision is final, and if anyone is found arguing, T'zer will be pinned up and laughed at.

It's A Cracker!



You can thank **Arif Umer** of Manchester for this gem...

How did a man fall off a 100ft ladder and live?

He was standing on the bottom rung at the time!

Coin Oops

My mate **Gordon Mace** from Malta (Hey Gordon, any chance of spending a week round your place?) sent me in this one. Ta ver much Gordon, and don't forget I quite fancy a holiday soon... (snip Ed)...(snip...Pete).

A man found a small coin in the street. On examining the coin he found the date 327 BC. Wow, thought the man, riches beyond my dreams and all that rot. He quickly took it to a friend of his, an archaeologist by the name of Harry. When Harry looked at the coin he said it was simply a hoax. How was he sure?

It's Another Cracker!

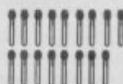


Which is the odd one out of these numbers?
2 6 10 13 17 23

Number 17 — because the rest come with rice!

Matchit Again, Sam

How do you make a tower out of 17 matches which would be higher than T'zer's country mansion?



Probably The Biggest Wordsearch In The World (Probably...)

Tax your brains well into 1989 with this *huge* puzzle, which I done myself. If you can complete it (or if you can find more words than anyone else), then you've a good chance of winning the new 'Rubic's Cube' puzzle — the circle! More of that later — first of all, you've got to solve the puzzle.

SGDHJKSAMNTIOJETHQORPEBNTAMZIRWJKLSIN
KSOCRYPTOCRYSTALLINEKEJHSPOLMENHFAIEW
DENCORETROCXYCOEDLSIENHFKLASHRIQPEK
LAJGDSFJHXNMASHDQOIEHAJSDBZMAKOEUAHSJ
KASOXCSJUDIUFYUSKDJDHAKJWHDIUQPQIRNCAZ
SJEGUEYCMZAKLSWUQTRFEASJHDALJHDJKHALDJ
SDFOJFTSDHSDHHRUWQWIXSDJHSDHFKHSDHFOQ
SMSTLAITNEUQESNOCBHEFTKQURISNABXHDYEHK
SJKLGLSLHWITNMEBSHGTFRJANDBSNHRGEUAHSB
JSDINJISHDDBASJDFHNFQCKXJHVSNNMVBASDH
JDFSJFBDJFJNHDDEDFHHJHAKJHDSFKHDUIYFJERT
SDFYASAFJENBSHRDJNDIMETHYLSULPHOXIDEJH
ASDTNBSCHSKHETAOOGJFNPKJSDFKJHUWLAHGDFL
KJDNJHIJSKUTHWOETDSHHKSNDSJTHRUHBBGDHN
JSDAJSDNJALPOQNMCHHSEJNGSBEVWTAGSHNTAJ
KJHLJHUSDHABSHATWYEHNTSNBHAIJNKMENGSI
KJSLNVMASJHSDGEUJNASRAJKSNHRTURGHABXGMNA
MSNLNMANSMNTHUIWNHFMASJHHAUEHNDRYHFN
DJFJWHNDHJJSNBJCFDGEUSIODHJTNNGEHARDJSGA
FJDBJSCMJDKSJMCIERNHABNGDAJSBHDGSEJDKSJD
NSMOAJRSJASNBDSVAEASEKIYDANJGSTJHDSGAF
NJGRNREIJKUELIPANNJKSMLMAMDSWPAKJSDHAQ
HJFDRKJTNKAJSNHDGTEOUTJHAMAIUOMAJDJKAS
SDFNJASNAJADSKSDHDLHDSYEGARMHGADFKHSDH
BHDKRSIHHJKSNHFEAYDGSJASKATIJLSAHGDIJHA
HASYNHODRPROTOPORPHYRINGHSNIFCASDKJHFEA
HJSWASGASJHDGAFSRTJZHXGDATJHGSDDHJGFAS
JKDHGFSTKASJALSKEDEKIEUEFCGHGSRKJKKAUEHF
JKDKKJDNKJHDSBHGOIOQPAIEAHJUIJKDNMSMXZ
KJHYQWYKDKNKGSHFRLKDERASCNMAMKSDHRSKHW
KNSRHSJMKLYQWERTYUOIOPEASEDFGLHJJKLZXCV
MNBEBVCHSCXHZASDFUJHGGCGIGOGFDLHYRGDBHS
MNBGRYTSCTREESDFGLKJUIRFDUJHGASDGYHGFD
IJHOGHFIHJTYDDEDFSGPOIESDSFGOTMNBHGFDS
HFFGEWQLMVGFDRDLHGAOHTBGFDRSEIHYIPJHGF
HGLLRQDEBAHYTMALAPROPISMUHGTDROYTRAGERE
UHBLRWQANOTREBNHTFDYJUGWAFDRNHDGRJGFD
KJGYNRFTYLLKGDSDWOUEFDGGLKIONBDRSAGMNHJ
KHGRIUGSDFGHJCKVBTCDSAHJHBVGFCDXTGDFS
MITNUHGEIOHJGIEWQYRARECKJHBVGFCDXTGDFS
UTDYHGFSSROYETMNIJLFXAESNBVCDSREATANHGR
YFBNWPIJDRARGVXDRORREVAUQIMESIMEDIHBBG
KJGTRSDYJONHUIIMPPJDBSNJAMSLINOPEOHJSN
HGFLLHCHICMNAKSJUTHDGEFRSAEDRVSNHREGJU
JKHLHGFTOJEGTSFANHREBADFLEORJNUGHHFDRE
GFDWJNTNTKNHSGAKTHANJSBWHYSGAJUINCBVFG
HEYPLUEAEKNMHTRGYUDFGVHRWQLPUBHNFONDS
RUNRNRUNSDFKJHSDFKHJSKDFASNBCASIRHSDS
IACIDBINGSKDBCSJKWIEYAGLEICHSCHALTUNG
AJSAHDJSAJDKTNUGHVWVABSGWTEKLI THUNCJSHE
FARFIMMEMUNDHEXAMETHYLENETETRAMINENDSM
HSJNJKWNHSGTAHEBNJSSI SENEGOEONOCULGKI
NJHAJDHVKLJBMXCUHBERUIHVJHSJPOEHFEGDHS
ANSLHDSNBJHSGWFORUDJKSLGDKSHCHJGUKOW
HGALHDGIUUYWERVVCJKBSJDFBPOWPERUYERVHS

The BIG list...

Acanthopterygian
Acetaldehyde
Adrenocorticotrophic
Aerothermodynamics
Amaranthaceous
Antidisestablishmentarianism
Consequentialism
Cryptocrystalline
Deoxycorticosterone
Dextroamphetamine
Dimethylsulphoxide
Electrochromatography
Gleichschaltung
Gluconeogenesis
Hemidemisemiquaver
Hexamethylenetetramine
Intercommunicability
Llanfairpwllgwyngyllgogerychwyrndrobwllantysiliogogoch
Magnetohydrodynamics
Malapropism
Malassimilation
Polytetrafluoroethylene
Protoporphyrin
Schlumbergera

When you've finished that (tee hee!), complete this coupon and send it off to 'So, Pete, You Thought You Got Me There, But I've Done It Anyway' Compo, YS, PO Box 1509, Enfield, Middlesex, EN1 1LQ.) Make sure it gets here by January 31st too!

Name

Address

Postcode

Sort 'Em Out Santa

There are ten differences between these two pics of Santa, can you sort them out?



End Bits

Send me your best puzzles, and if I use them you'll get a prize. Simple innit. Just send your puzzles to Pete's Puzzle Page, YS, 14 Rathbone Place, London W1P 1DE. Your puzzle should be original — not torn out from another magazine (as I have seen before), and please don't specify the games you want, mingey old Jackie can't sort out particular games! And if you can't suss out this month's probs, answers are on page 142



From the depths of the darkside, 1313 Mockingbird Ave has been invaded by Ghouls, Zombies, Vampires, Ghosts...



Makes your blood run cold doesn't it? Because the munsters are such nice guys Old Nick has decided to teach them a lesson in "ghoulology" and bring them back to the underworld. To this end they have



kidnapped Marilyn—the swines Herman, Eddie, Grandpa and Lily need your help to rescue her but, can you handle it? The Munsters The Game, based on the television series. This is a multi role all action arcade



game, with superb graphics and gameplay ENJOY IT NOW! Screen shots from AMIGA version.

horribly good software
GAMES YOU'LL PLAY AGAIN & AGAIN

BASED ON ORIGINAL TV SERIES



It's time for Munsters. The first exciting release from AGAIN AGAIN. This haunting game will be available on ATARI ST (£19.99), AMIGA (£19.99), SPECTRUM (£9.99), C64 (£9.99), AMSTRAD (£9.99), MSX (£9.99), AMSTRAD DISC (£14.99), and C64 DISC (£14.99).

You can order direct by sending the order form along with a cheque or postal order made payable to: TIGER DEVELOPMENTS (ENT.) LTD. to the address below. All orders will be despatched on day of release.

Units 3-7 Baileygate Industrial Estate, Pontefract, West Yorkshire WF8 2LN
Tel: (0977) 795544 Telex: 557994 RR DIST G Fax: (0977) 790243



ORDER FOR Please fill in your name & address details also with the game format you require.

NAME

ADDRESS

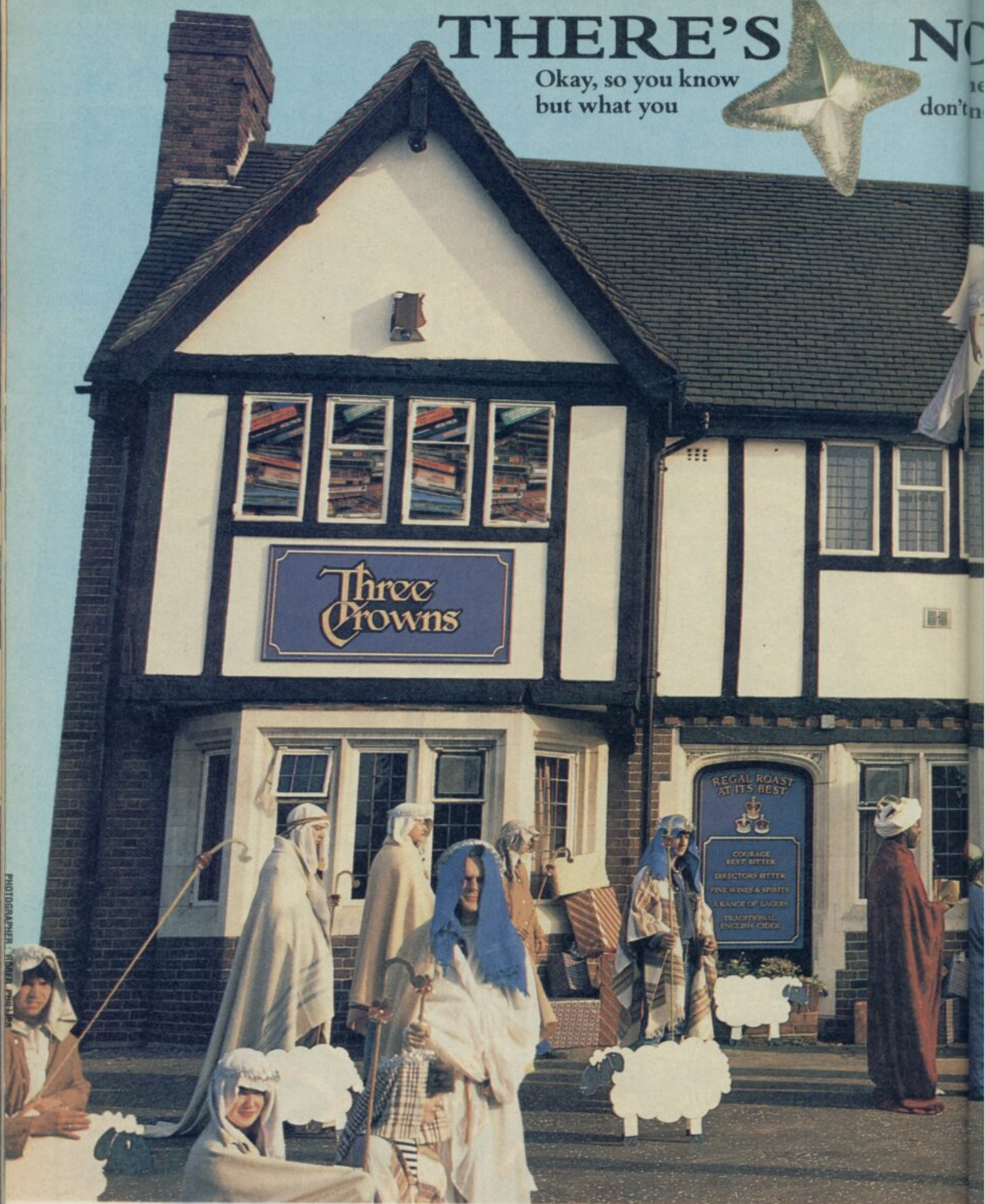
FORMAT

THERE'S

Okay, so you know
but what you

NO

don't



PHOTOGRAPHER: ROBERT PHILLIPS



Christmas is coming and Duncan's getting fat.
Please spend a penny in the old man's hat.
If you haven't got a penny a ha'penny will do.
If you haven't got a ha'penny — piss off!



Only joking! Why not enter our utterly amazing Christmas compo instead 'cos you could win billions* of incredible prizes worth billions of pounds**. There's a foldaway snooker table from Martech, a real leather flying jacket from Microprose, games from nearly every software company you care to mention and tons of T-shirts, sweatshirts, mugs and badges from everybody. So how do you get your hands on the loot?

*Well okay, there are 1500 prizes!

**Well loadsa dosh anyway!

NO ROOM AT THE INN . . .

The Three Kings bought presents of Gold, Frank Muir, sorry Frankincense and Myrrh, don't know is they bought a lot more besides — and all for YS readers!

YS XMAS
COMPO

BLIMEY WE'VE GOT
OVER 1500 PRIZES UP
FOR GRABS!



HOW TO WIN

It's a doddle! Turn over the page to see a whole load of simple questions each applying to a particular batch of prizes. It's up to you how many questions you answer — if you want to have a bash at winning absolutely everything you'll have to answer all the questions

but since they're so easy why not do that? On the other hand if you don't know some of the answers (you clot) just answer the ones you can — you still stand a good chance of winning something. Once you've answered all, or as many of the questions as you think you can, fill in the coupon stick it on the back of an envelope, or a postcard, and send it to There's No Room At The Inn 'Cos It's Full Of YS Prizes Compo, YS, PO Box 509, Enfield, Middlesex EN1 1LQ.



... 'COS IT'S



1

Accolade

You're on the right track if you want to get your paws on a copy of Accolade's *The Train* 'cos it just so happens its giving 15 copies away along with five Accolade T-shirts. So get a steam train and answer the question below.

Which famous traindriver had a beefburger named after him?

- a. William Whopper
- b. Casey Jones
- c. Kevin Kingtize

2

Addictive

Miss out on Addictive's generous offer of 25 copies of *Hot Shot*, 25 copies of *Football Manager II* and 25 *Football Manager Expansion Kits* and you'll feel as sick as a parrot, John. Get the following question correct and you may end up over the moon.

Who is England's football manager?

- a. Bobby Robson
- b. Billy Robson
- c. Brian Robson



3

Again Again

Blumey, Again Again is offering 20 copies of its new horror spoof, *The Munster*, to any bright sparks who can tell us the answer to this:

Where does Dracula come from?

- a. Pennsylvania
- b. Transylvania
- c. Yugoslavia



4

Alternative

Get on your bike and grab a copy of *BMX Ninja* from Alternative 'cos it's offering a staggering 100 copies - whoopee! If you fancy an extra stocking filler have a bash at the teaser we've set.

Where does the Tour De France take place?

- a. France
- b. Germany
- c. Bradford



5

Cascade

The angel of the lord came down and left 50 copies of Cascade's *Ace 2088* just for you lot. Or rather the lucky ones that manage to answer the peasy puzzler below.

Who was the first man on the moon?

- a. Neil Armstrong
- b. Peter Armstrong
- c. Gary Legweak

6

Destiny

Do you want to grab hold of one of 50 copies of *Thadmaster* from Destiny by its soft and wibbly bits? You do! Then try getting this teaser right.

What is Geoff Cape's famous for?

- a. Being a fat wally
- b. Being a very strong man
- c. Being an ex air hostess



7

Digital Integration

One of the Three Kings has travelled from afar, well Watford anyway, to bring you 15 copies of *ATF* from Digital Integration. If you want a copy for Xmas you'll have to answer this:

What's the fastest plane in the world?

- a. Gooney Bird
- b. Robin Redbreast
- c. Blackbird



8

Dinamic

While shepherds watch their flock you can play a wacky new arcade game 'cos Dinamic is giving away 25 copies of *Game Over II*.

Which one of the following page three girls has not appeared in a computer game?

- a. Roger Whittaker
- b. Corrine Russell
- c. Sam Fox



9

Domark

Fancy yourself as Jean Michel Jarre? Well luckily for you Domark has stumped up a Casio Keyboard to celebrate the release of *Trivial Pursuits II*. Just answer this.

If you landed on a green square in Trivial Pursuits what subject would you be on?

- a. Science and Nature
- b. Art and Literature
- c. Brain surgery



10

The Edge

Gasp, gasp, pant, pant! Gosh The Edge is giving away 25 copies of *Alien Syndrome* and 25 copies of *Fairlight II* to any Tefal head who can answer this.

Who is the lead singer of U2?

- a. Bono Langford
- b. Bono
- c. Bono Fide



11

Electronic Arts

Crkey what a lot of prizes Electronic Arts is offering - namely 25 copies of *Artic Fox*, 25 T-shirts and 25 mugs. Answer this correctly and you may be a winner.

Which of these was present at the birth of Christ?

- a. Three Wise Men
- b. Roger Cooke
- c. Roger Whittaker

12

Elite

Forget following the star of Bethlehem follow Elite and you may end up with one of 50 copies of *A Question Of Sport* or 50 copies of *Mike Read's Computer Pop Quiz*. Don't get this wrong if you want to win.

Who's currently got the highest voice on the TV programme A Question Of Sport?

- a. Roger Whittaker
- b. Emlyn Hughes
- c. Ian Botham



13

Epys

Jingle bells, jingle bells! There are 30 copies of Epys's *Final Assault* for any YS reader who sends in the correct answer to the following poster.

Where does Father Christmas come from?

- a. Lapland
- b. Bubop's Stafford
- c. Baltimore

14

Go!

Yes, we've got 25 copies of *Tiger Road* and 25 copies of *LED Storm* courtesy of Go! - but if you want them you're going to have to answer this little problem.

Who sang the number one hit Eye Of The Tiger?

- a. Kylie Minogue
- b. Roger Whittaker
- c. Survivor

15

Grandlam

To welcome the birth of its new game, *Running Man*, Grandlam is offering five Marathon watches to the lucky geezers who can get this right.

What is five times five?

- a. 10
- b. 25
- c. Roger Whittaker



16

Gremlin

Gremlin's gone completely potty and donated 50 copies of *Technopop* and 25 T-shirts to the YS Xmas Compo. Here's your chance to get one.

What does the Police code TDA mean?

- a. Take Dat Anal features
- b. Tow Datsun Away
- c. Taking and Driving Away



17

Hewson

50 copies of *Cyberoid II* and 50 copies of *Urduim* are up for grabs from Hewson. The only thing's that's missing is a Yule Log. Pick up a copy by passing this test.

What does NASA stand for?

- a. Need Another Seven Astronauts
- b. National Aeronautics and Space Administration
- c. No Asdvarks, Squitreh or Antelopes



18

Konix

Cripes, you joystick jugglers should be really pleased 'cos Konix is putting up 10 Navigator joysticks for you to wiggle. Try your luck at this little teaser to get hold of one.

What's the world record for number of bananas eaten in two minutes?

- a. 17
- b. 23
- c. 156



19

Image Works

Image Works gave us a spiffing 20 T-shirts, 15 copies of *Fernandez Must Die* and 15 copies of *Fox's Fights Back* and now we're giving them to you. Well if you get his correct we are.

Where do foxes live?

- a. Clapham South
- b. A den
- c. Page three of The Sun



20

Incentive

Don't be a mug win one by coming with the lowdown on this easy puzzle. Thanks to Incentive we've got 20 Pinescape mugs on offer.

Which song brought fame to the group Free?

- a. Tie A Yellow Ribbon...
- b. Alright Now
- c. White Christmas



21

Martech

All you budding Alex Higgins out there will be thrilled to hear that Martech is offering a load of balls in our Christmas compo. Along with a superb foldaway snooker table. Pocket this one by answering this peasy question.

Who is the most 'interesting' snooker star?

- a. Steve Davis
- b. Cliff Thorburn
- c. Jimmy White



22

Mastertronic

Hark we hear angels singing about 25 Megaplay V61 compilations and 25 Virgin mugs that Mastertronic is giving away as prizes. Are you clever enough to win one?

What jolly little chap with a beard heads Virgin?

- a. Roger Whittaker
- b. Santa Claus
- c. Richard Branson

S FULL OF YS PRIZES!!



23

Mediagenic

Well, blow us down with a hot curry. Mediagenic has offered 10 *Afterburner* notebooks and 15 copies of SDI to help with the Christmas cheer (I'd prefer a bottle of vodka! Ed). Get this right and you're in with a chance to win something.

What speed does Concorde fly at?

- a. Mach 1
- b. Mach 2
- c. Mac Donalds



24

Microprose

Chocky away! Microprose has just released *Airborne Ranger* — see this issue's review. And to celebrate it's donating a real leather flying jacket. Just tell us the right answer to this. If there are handbags at 1 o'clock and it's 12.30 am how much time have you to spare?

- a. Half an hour
- b. Enough to make a cuppa
- c. Get out of there fast!



25

Ocean

Do you want 10 *Operation Wolf* T-shirts, 10 *RoboCop* T-shirts, 10 *Operation Wolf* baseball hats, 10 Ocean baseball hats, 10 copies of *Operation Wolf*? Thought you might, but first have a bash at the following problem.

In little Red Riding Hood who did the wolf disguise himself as?

- a. Roger Whittaker
- b. Clair Rayner
- c. Grandma



26

Palace

Cop a load of this! Palace is offering 25 copies of *Barbarian II* and 25 *Barbarian* T-shirts to the lucky winners who are clever enough to answer this dead simple poser.

Which page these girls is featured on *Barbarian*?

- a. Maria Whittaker
- b. Roger Whittaker
- c. Margaret Thatcher



27

Rebel

Rebel has offered us 25 copies of its new game *Shinobi* but not before you give us the lowdown on the following teaser. Which rather peculiar pop star sang *Rebel Rebel*?

- a. David Sylvian
- b. David Bowie
- c. Roger Whittaker

28

Superior Software

Bag one of 50 copies of *By Fair Means Or Foul* from Superior Software by answering this simple question.

Who changed his name from Cassius Clay to Mohammed Ali?

- a. Mohammed Ali
- b. Mohammed Whittaker
- c. Henry Cooper



29

Special FX

Holy Mackerel! Special FX has got 50 copies of *Batman II* up for grabs. But the riddler won't release them unless you can tell us the answer to this riddle. What's black, white and red all over?

- a. A newspaper
- b. A nun with a javelin through her head
- c. A zebra with sunburn



30

Telecomsoft

15 Microcameras, five copies of *Carrier Command*, 10 T-shirts, five copies of *Virus* and five copies of *Intensity* are for yoooo-hooo! Well Telecomsoft says they are if you can answer this.

Which one of the items below is NOT a phoney?

- a. The Pitdown Man
- b. The Turin Shroud
- c. Maureen Lipman



31

Thalamus

Yo ho ho! We could fall off a Yule Log backwards 'cos Thalamus has generously dug deep for 50 copies of *Sanxion* just for you lot. Be lucky or be a loser!

When did good King Wenceslas left look out?

- a. On the feast of Phil South
- b. On the feast of Steven
- c. Half past three



32

Titus

D'you fancy one of 50 copies of *Fire And Forget*? Okay then we've got some up for grabs but first get your brain cells firing on the following.

The fireman Pugh, Pugh, Barney McGrew, Cuthbert, Dibble and Grubb star in which children's programme?

- a. Blue Peter
- b. Camberwick Green
- c. Trumpton



33

Crumbs worra lot of prizes! US Gold has offered us 20 copies of *Echelon*, 15 sweatshirts, ten *OutRun* T-shirts and 50 *Thunderblade* badges. Answer the following to get your hands on these yummy goodies.

How quickly did the Guinness Record breaker, John Fletcher, eat 100 waffles?

- a. 5 min 17 seconds
- b. Two hours
- c. Six weeks

THERE'S NO ROOM AT THE INN COMPO

Since there's no room in the boozer I'll take a few prizes off your hands by filling in the answers to those very simple questions.

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25
26	27	28	29	30
31	32	33		

Name

Address

Postcode

Even as I read this I'm filling in the answers and my name and address and sticking the coupon on a postcard or the back of an envelope and sending it to There's No Room At The Inn 'Cos It's Full Of YS Prizes Compo, YS, PO Box 1509, Enfield, Middlesex EN1 1LQ.

SANTA CLAUSE

- Anybody from Dennis Publishing Ltd, Addictive, Alternative and all the rest found entering this compo will be fed to Rudolph The Red-nosed Reindeer.
- Send your Christmas wishes in by Jan 31st or you'll end up in the Yule Log.
- Our GLO-OOO-OOO-OOO-OOOrious leader will not open her mouth regarding this competition. (Some hope! YS Team)

BY PUBLIC DEMAND A 10 GAME STAR STUDDED COMPILATION

ULTIMATE PERFORMANCE

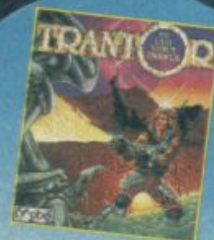
READ THESE RAVE REVIEWS THEN
RACE ROUND TO YOUR SOFTWARE
STORE!! ITS BOUND TO BE A
SELL-OUT!



SHACKLED "The game should be part of any gamer's collection" PCW. "A fun packed conversion that will keep all Gauntlet fans well entertained." Sinclair User



ARMAGEDDON MAN "A good strategic war game." Amstrad Action. "The slickest simulation of global geopolitics yet." Your Sinclair



TRANTOR "If we described this as 'the best Amstrad programme ever', it would sound like a cliché, but it would also be true." Amstrad Computer User. "An original and brilliantly programmed shoot 'em up." 9 Your Sinclair Megagame



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



BOBSLEIGH "900+" rated by ACE. "Brilliant version of a board game that should by rights have been impossible to programme. Lots of fun." 9 Your Sinclair. "An addictive simulation with plenty to do." Crash 88%



LEVIATHAN "A space game inspired by the ZZ Top Video 'Rough Boy'. Zaxxon-esque game with total manoeuvrability and true perspective graphics."



HARDBALL! "A truly realistic sport simulation which sets new standards." ZZAPI 64. "It will take one hell of a sports game to beat this one." CCI Rating Awesome



XENO "Best Amstrad CPC game" Computer Guardian. "The most superior piece of sport science-fiction I have ever seen. I love it." Sean Masterston Amix 98%



MERCENARY "A classic" ZZAPI 64 Gold Medal 98%. "A staggering achievement." Your Sinclair Megagame.



CHOLO "Superb 3D Vector Graphics. Is it real?"

CBM 64/128

£12.99 cassette £14.99 disk



Spectrum & Amstrad

£12.99 cassette £19.99 disk

SCREEN SHOTS

Image Works/TX 99 coin/T12 99 disk

Claren This is one fox who's had enough. He's had enough of chubby horsemen chasing him around the country on their worn out nags. He's had enough of flea-bitten bloodhounds disturbing his Sunday Lunch (fried chicken of course!) and he's had enough of killjoy farmers surrounding their stock with barbed wire.

He's finally flipped and like some kind of rural Charles Bronson he's out for revenge. But what can a poor fox do against such odds? Surely he's going to be pretty helpless against hordes of dogs and horses? But maybe not! Maybe there is a way he can turn the tables — because the countryside's littered with weapons and ammunition and old Foxy has been in secret training with the SAS. So watch out you country dwellers, the hunter is about to become the hunted!

I'm sure that by now the more liberal among you are standing up and shouting that revenge is wrong. If you are, stay calm because there's more to Foxy's

'search and destroy' mission than getting his own back. Our hero's Vixen is stuck in the den and starving to death, so it's up to him to get out there and collect all of the apples, milk and other scrummy goodies that he can lay his paws on.

The rural play area is divided into two levels, above and below ground, and scrolls in both directions. Foxy runs, walks or crawls in either direction, collecting food and extra weapons along the way by running over them. It may be hard to believe, but Foxy is adept with pistol, shotgun and machine gun — but he'd better be because all of a sudden the whole countryside is like a battle zone.

The bloodhounds have taken the hint and got themselves an arsenal of rifles — and even the hens are armed to the teeth (Hens don't have teeth! Ed) with exploding eggs. Other hazards crop up along the way, including vicious squirrels, bear traps and dogs on motorbikes.

Foxy's health is represented by a small picture in the bottom left hand corner of the hero with

his tongue hanging out. The longer the tongue, the trier the fox — and when it reaches the bottom of the screen Foxy expires in a fit of exhaustion. The only way to increase the falling energy level is to dive down to the lower level and search a rabbit warren for a breakfast of bunnies.

Foxy Fights Back is fast, furious, funny and... erm, Foxy! It scrolls well, is quite difficult and pumps the adrenaline just enough to bring you back for another go. It may not be a classic, but it is a good romp and should take a while to complete.

YS CLAPOMETER

Not quite cool, clear and minty... but still a breath of fresh air.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

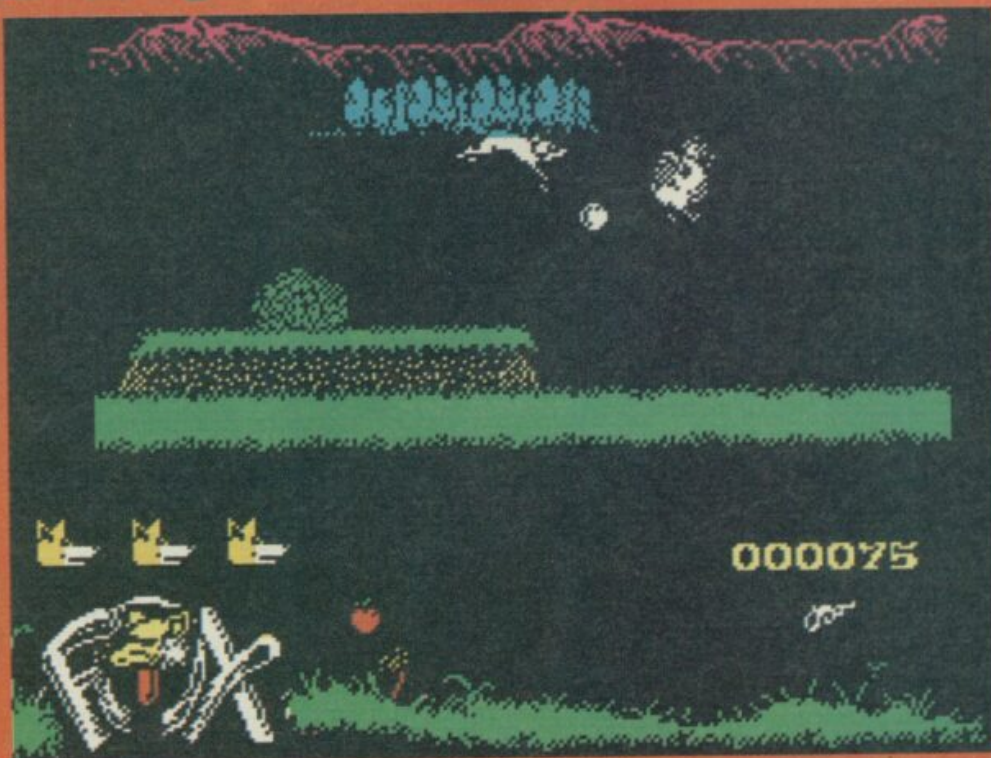


8

Foxy FIGHTS BACK!



YS Seal Of Approval
All games reviewed in
Screenshots are finished
products.



POWER PYRAMIDS

Grandslam/£7.95

Marcus Sady, this game has nothing to do with Egypt at all, which was something of a disappointment to me as I had to cross out about 8 billion hilarious Egyptian jokes. Like the one about (Get on with it, Ed).

Power Pyramids is in fact set deep in the mists of time and space on the planet T-Pyge, where some geezer came up with the idea of pyramids. Neat notion, I hear you cry, and although no-one came up with an actual use for the things they soon became terribly popular and much sought after across the galaxy.

You, you poor sap, are a sort of hyperspace equivalent of a long-distance lorry driver, carrying these pyramid things around the universe in between bites of your intergalactic Yorkie bar. When you deliver four pyramids on Earth, all of different sizes, they all have to be reactivated, as the T-Pygeans, to save on spondies, switched them off before you left. But unfortunately you are a bit of a clot, for instead of doing it yourself, you have to guide a remote-control spheroid (bouncy ball to you and me) around the ramps and walkways. It'd take about a femtosecond to do it all yourself, but no ball, no game, so instead you launch into what Grandslam would have you believe is a complex maze of ramps and levels. You and I, on the other hand, would call it a spanking great platform game.

Now, regular readers will know that I am an absolute sucker for a good platty game, even though they are dangerously untrendy (unlike me, hem hem). This one's in the *Cauldron II* mode, but less bouncy (the ball does a lot of rolling around in this one) and with greater emphasis on problem solving. Each of the four pyramids has a series of levels which you get to and from using teleporters. On each level there is at least one power point, and you have to activate the lot. Simple stuff, eh? Not on your nelly.

For the problems come when you try to get to the things. Other than rolling along, you have only two ways of influencing the ball's direction yourself. Pressing the space key activates certain springs, which boing you high in the air and, with careful steering, onto the next platform. And with the Caps/Shift key, you can engineer small jumps over

hazards. And that's all you can do. Part of the game's challenge lies in working out what you really can do with these keys, and how to get your ball to go places that no ball should really go (hear). Things also perk up when you actually get to activate a power point, for then once harmless hazards suddenly become less harmless and more

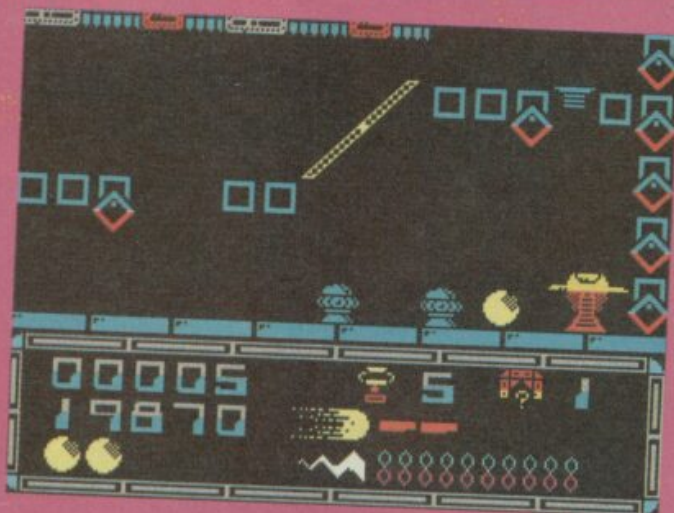
hazardous.

Other more helpful features in the labyrinth include energy boosters, which automatically recharge your batteries, anti-grav pads which bung you into the air and, my personal fave, permeable bits of flooring that let you jump up to the next level. More dodgy are accelerators which increase your speed setting to maximum, making manoeuvring around the place deeply tricky.

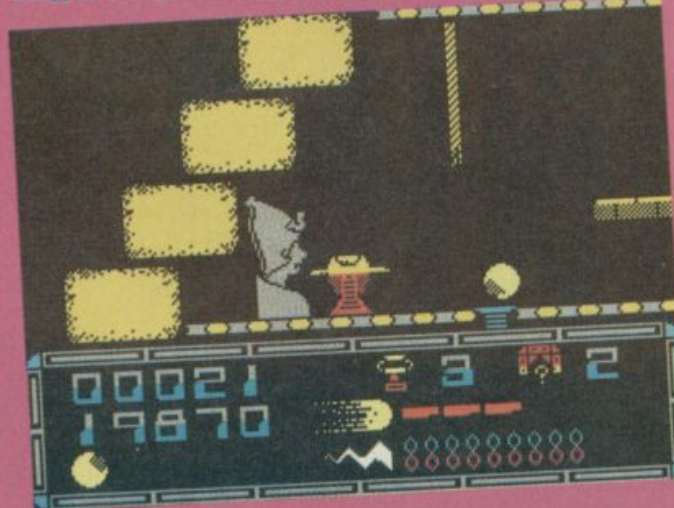
It's all cracking good fun, and although I'm sure I have seen about 200 games over the years that look more or less like it, it has a carefully constructed atmosphere of its own. And like all the best games, it's easy to start, hard to complete.

Perhaps the most impressive feature of Power Pyramids is its control system, which is easily learnt and used. We've had many bouncy ball games in the past which have been all but crippled by impossible control systems — *Cauldron II* is one that springs to mind — so it's good to see one that works so simply.

I wouldn't recommend it to everyone — specifically those dullards who aren't happy unless they have destroyed about half the universe's population before level two — but if, like me, you have a sneaking regard for these platformy things, I have a sneaking suspicion that you might go for this in a big way. Now, there was these geezer from Cairo who (Shut up, Ed).



The first screen you'll see. The space bar gets you out of that little cage thingy in the middle, but how to get up to the transporter thingy on the right? I'll leave you to find that out (chortle).



Here the space bar helps you flick around the ramp, helping you get up to the spring, which can then help you get... where? Not those yellow things on the left, for sure. Don't they look just like the cross-section of a Crunchie bar? (Is it time for lunch yet?)

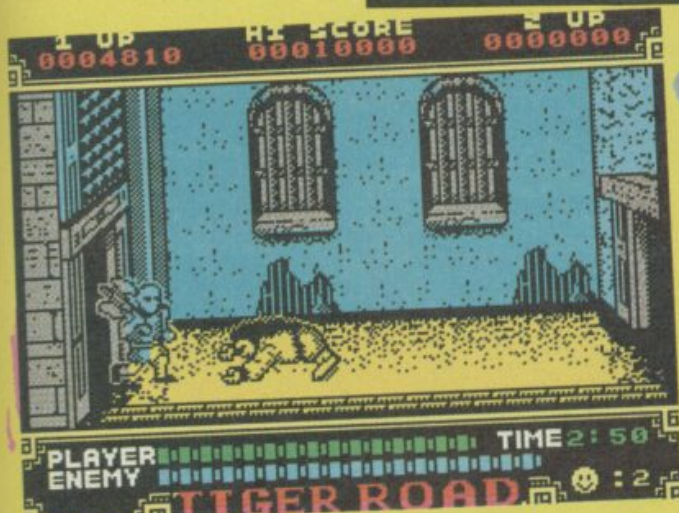
YS CLAPOMETER

Bouncy platform game with problem solving to the fore. Doesn't look up to much, but curiously addictive and challenging.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS



7



TIGER ROAD

Go! £8.99

Sean "Ryo Ken Oh's gone and done it now, hasn't he?" "What do you mean? What's he done?" "Well he's swiped all the children from the local village, and someone's got to rescue them! Who else is going to play computer games otherwise? Go on, off you jolly well go." "Oh, alright then. But where to?"

Seasy, Capcom will show you where, cos you start *Tiger Road* just outside the place where the kidnapped children are held and being thrust straight into the action, you find yourself up against hordes of sword waving guards as you try to reach the entrance. Once inside, you'll be met by a number of large guards who need several well aimed hits to dispatch them. Alternatively you can avoid them by leaping from one level to another, up and down the three levels in this section.

Should you survive this lot, the evil Ryo Ken Oh will not give up. He'll send his minions to chuck loads of barrels at you instead. You'll have barrels rolling at you from both directions, which can be jumped over or hit. But if they hit you, then your energy will begin to decrease alarmingly. Oh no! Wrestling a sort of lion is next, followed by a bit of vertical scrolling as you attempt to climb a wall whilst being attacked by giant flies. Buzzz! And watch out for the sword waving, spear chucking guards, and the dodgy stepping stones which are a bit tricky to master.

Pew, there's lots to look out for and when you begin the

game, all you have to defend yourself is a big axe. But don't despair, as you travel, large urns will be encountered, and three hits on the urn will reveal the contents, invariably one of three weapons; a big stick, another axe and a sort of yo-yo with spikes on, which has the largest reach and the most potent hitting power of the three.

Tiger Road is good but unfortunately suffers from one fairly common complaint. Addictive games in the arcade are fairly commonplace, and to make them stand out, loads of sound and brilliant graphics are added. When they are converted to the Speccy, however, attempts to include the graphics almost invariably lead to a loss of addictiveness. So while *Tiger Road* graphics do add to the game overall, horizontally scrolling, leaping and bashing games have been done much better before, and quite a while ago at that.

I don't think this will keep the average arcade addict going for more than an afternoon or two.

YS CLAPOMETER

Routine horizontal scrolling basher and jumper, nothing new but pretty graphics.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS



6

AIRBORNE RANGER



Microprose/£9.95 cass/£14.95 Disk
Macca The Elite Unit is the dream of every self-respecting sadist. Keith Chegwin applied but was refused because he was too irritating; Rambo had a go but failed the knee tap test, even Phil South tried but was chucked out (and up) when he ate the swamp on the assault course.

The Airborne Ranger's are the best of the best of the best. Volunteers from throughout the Army step forward — but only the toughest, most dedicated and smartest (insert your own cabbage joke here) get in. But before even they can place a mere toe-nail inside those hallowed elite barracks, they must survive the most rigorous, toughest and downright stupid training course in existence. Then — and only then — can they wear that trendy black beret with RANGER embroidered on it.

In this game you play — remarkably enough — a ranger on a multitude of missions behind enemy lines. These missions range from your everyday sabotage jobbies (destroy munitions depots, cut pipelines) to your rarer heroic excursions (liberate POWs and free hostages). All must be completed in a tight time limit or death is inevitable.

First thing to do is strategically deposit your survival supplies over a scrolling representation of the map, and then strategically deposit yourself 'behind the lines'.

'Behind the lines' is an unastounding monochrome landscape, littered with bushes and rocks, trenches and barbed wire. Your ranger moves about, running or crawling, armed with a limited supply of bullets,

grenades, time bombs and first aid kits. Soldiers mill about, dimly trying to align themselves with you, spraying bullets. Gun turrets sit in awkward positions, shooting and sending you scampering for cover.

The graphics are small and insignificant, your man runs about as an untidy collection of pixels. The playing area is a small rectangle in the centre of the screen, so the scrolling is smooth and easy. The sound is brusque, a couple of beeps and you'd be lucky. The way your character can interact with the landscape is quite impressive though. He can dive into trenches, crawling about in the dirt and even take cover behind rocks and trees. The large amount of missions adds to the staying power of the game, but — and this is a big fat ugly but — when you die (and this happens quite frequently) you have to reload the whole level again! Aaarghhhh! It's disgusting, foul, diabolical — aarghhh it's the pits!!

But if you ignore this detrimental gameplay draining feature, then you've got an attempt to combine shoot 'em up with strategy — and it only half works.

YS CLAPOMETER

A fair shoot 'em up with bearable graphics and acceptable addictiveness, but average multi-load stricken gameplay.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS



7

TOTAL ECLIPSE



Incentive/£9.95 cass/£14.95 disk

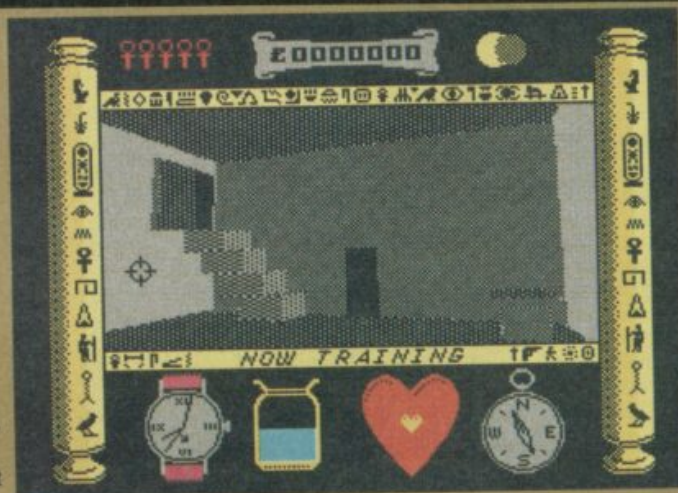
Marcus Pure pleasure, this. I was just hanging around the office in my "any games you want reviewin', guv" mode, when lo! the new Freescape game from Incentive came through the door and I was the first to get hold of it. Ya ha! Try getting it back now, suckers!

After *Driller* and *Dark Side* whizzed us off to galaxies far away, *Total Eclipse* brings us right back down to earth (and I don't mean Evath). In fact, Egypt is the setting, and you, sho' nuff, are an Egyptologist (*Come again? Ed*). Let's hit some history here.

(Deep voice with huge echo). It is written that in the days of ancient Egypt the High Priest of Re, the God of Sun (I thought Re was a drop of golden sun, myself, but never mind), placed a curse on his people because he'd lost at poker or something (our ancient documents are a little sketchy on this point). So, being a quick-thinking sort of geezer, he instantly had an enormous pyramid built, and in the topmost chamber a shrine was installed to Re, the aforementioned deity. The curse was that if anything ever blocked the sun's rays during daylight hours, it would be destroyed.

Trouble is, 2500 years later, you've just discovered that there's going to be a total eclipse of the sun in, well, two hours. If the moon is destroyed, all sorts of terrible things will happen — tidal waves, new ice age, and another series of *'Cheggers Plays Pop*. 'Yup, you've got to save the world.

How you do this is by finding your way through a reet fiendish



Here's the room they call Morakhty-E, and well they might. That door at the left hand corner is out of your reach, and the one up at the right looks pretty blocked off (has that eye got anything to do with it?). So off you go through the middle one, like a complete nana (hee hee).



An earlier room, this little red chamber. That trough on the left should refill your water bottle — not that it needs refilling, but never mind. The thing on the left at the end is an Ankh — ker-blag. On the right, who knows? But notice there's a gap underneath. What could be under there?

maze of rooms, chock full of puzzles and treasure and the occasional dart-throwing meanie? The treasure is of course there for the blagging, and the success of your mission is measured by how much you grab as well as whether you save the world or not. (It's a mercenary life, isn't it?) You're equipped with your trusty revolver, with loads of bullets, your wristwatch (to tell you when the world is going to blow up), a water bottle which you'll need to keep topped up (thirsty equals dead in this game), and a compass, which comes in remarkably useful when you're trying to make a map. 'Cos, believe me, you will be trying to make a map from the first moment you load this up...

Yes, *Total Eclipse* is a mappers' paradise, more so even than *The Dark Side*. Each room has several exits, but some are high beyond reach and others blocked off. Some blocked doors can be opened with Ankhs, which lie around the place and can be easily picked up. Others need a more ingenious approach if you're to get past the block and through the door, and no, a blast doesn't usually work. Water troughs slake that deadly thirst, while sarcophaguses are usually more perilous than meets the eye.

As always with these games, there are a lot of keys to memorise, but somehow you get used to it. As well as just walking and turning, you can look up, look down, crouch and then stand up again, do a U-turn and even change your step size. Pressing R makes you rest a while — useful, this, as it helps

AL SE

calm your heart — you don't want to have a coronary, do you?

The idea in the end is to rise to the top of the pyramid through the maze. It's reet tricky — I've been playing this for hours and I'm nowhere even close. Height above the ground is measured in cubits — you start at 24, you want to get to 72. Too many times you get yourself to a decent height and then find yourself plummeting through a hole in the floor. It's often a good idea to keep an eye on things down below.

The game plays very similarly to *The Dark Side*, although with the much smaller areas you're moving through, the atmosphere is quite different. Think of *Mercenary* combined with *Knight Lore* and you're not far off. The emphasis is on puzzle-solving rather than blasting, and the graphics are, as ever, immaculate. The Freescape technique opens up huge areas of gameplaying that until now were denied us, and it's to Incentive's credit that the games are as clever and enjoyable as the format deserves. A hit, sir, a palpable hit!

YS CLAPOMETER

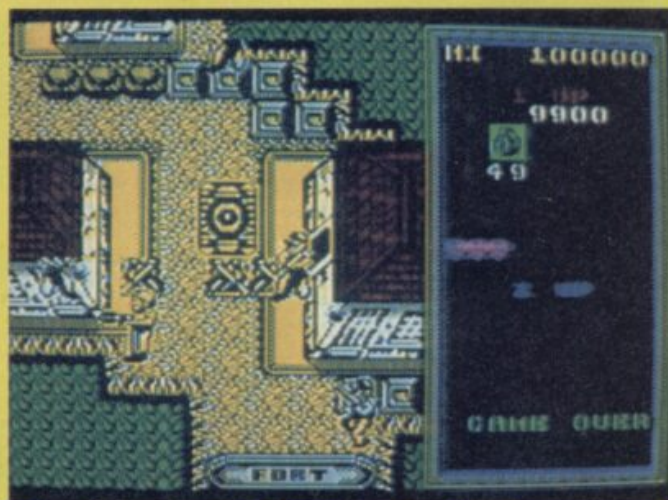
Yet another superb Freescape game from Incentive. These people just seem streets ahead of the competition.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

9



GUERRILLA WAR



A crack marines life is not an easy one. Keep firing!

Imagine/£8.95 cass/£14.95 disk

Sean In the jungles of a tropical island, the people groan beneath the iron rule of a cruel oppressor, (groan, groan). The A team have had to shy off because of a flat tyre, but help's at hand 'cos there's two crack marines waiting on the beach to liberate the natives. You are of course, one of these marines, so, go get 'em boy!

Unfortunately, you're going to have to battle your way through five different sections before you can liberate the island, and progress is tough, hindered as you are, by loads 'n loads of obstacles. Firstly you've got to fight your way past the regular soldiers, who charge at you in groups of twos and threes, making killing them extremely difficult. You'll find soldiers dug in behind sand bags too. Watch out for them 'cos they'll pass the time by shooting at you, or chucking hand-grenades in your direction, rapidly turning you into diced marine. Lovely.

It's a bit more than just a shoot 'em up though, 'cos sometimes the soldiers will be leading a hostage. Taking out all the soldiers, but leaving the hostage, will result in a large bonus. Have too itchy a trigger finger though, and you'll lose five hundred points. So watch out for those hostages.

The soldiers you kill will sometimes leave a weapon behind. Collect it and it'll dramatically increase your fire power, until you get killed, that is. And should more ammo be needed, just pick up an energy

bottle or more magazines from the hidden ammo supply.

Getting past that lot'll be tough, and you'll still need to tackle the standard end-of-section meanie. This'll need a massive 32 hits before it'll die, and on each level, you'll need differing tactics to score those hits, so getting through any level is not going to be easy.

Guerilla War is as good a conversion as could be expected on the Spectrum. The graphics are smaller than the arcade version obviously, but are still a fair size, and are well animated. It's also extremely addictive, and will keep most players coming back for more.

But there's one gripe. *Guerilla War* misses the megamark because of the awkward control method. You need both hands to play, one for the joystick, and another for the keyboard to launch grenades. It's awkward and annoying. Niggles aside, however, this is an addictive little game, and with five levels to work through, will fill many a cold winter evening.

YS CLAPOMETER

A good ol' romping blasterama through tropical forests, let down slightly by awkward control.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

8

Ocean/£7.95 cass/£14.95 disk

Pete Sly's back (back back), but he's been scrunched up into a handful of pixels and blasted into the Speccy. His brain probably would have fitted anyway, but let's not go into that.

Have you seen *Rambo III*? You'll know the 'plot' then — Colonel Trautman (of *Rambo's* 1 and 2) is caught by Russian soldiers while on a mission in Afghanistan. When Sly gets wind of this he marches single handedly into Afghanistan to bloomin' well bale him out. Erm, and that's it — it's not a particularly mind-expanding movie, but it is a brilliant scenario for a shoot 'em up computer game. Let's have a peek.

The game's a three parter, and the first part is where you (in the guise of the pixelated Sly) enter the Russian fort. It's a viewed from above four-way scroller (a cross between *Commando* and *Gauntlet*) and you've got to firstly dash about all over the shop searching for Col Trautman and collecting arms (guns, not limbs you clot) with which to later make your escape. However, you mustn't alert the guards to your presence while you're doing this, which is a bit tricky cos there are loads of obstacles and a security system that includes infra-red detector beams. You can't see these beams, unless you've found the special goggles that are lying around somewhere. Oh, and there are also trapdoors in the floor and locked steel doors (but you

might also find some 'locked steel door keys' if you look hard enough.) If you do get spotted by guards you can have a bash at killing them with the knife you start off with, but if you've managed to find more impressive firepower around the fort you'll stand more of a chance. When you've unearthed the Colonel it's onto round two! Ding!

You're in the fort's external compound, and the guards now know that you're armed and extremely dangerous (they obviously didn't see the first two

Rambo films, or they'd have known that already) and are pursuing you. Again it's a view from above scroller, and you've got to dash around lobbing grenades at Johnny Pinko with the eventual aim of blowing up the gates which separate you from your escape chopper (o-o-er). Round three. Ding!

Your chopper is shot down, and the game changes to a 'viewed from your eyes' everything coming towards you in pseudo 3-d type thingy. You're in a tank and you find yourself travelling over a sort of corrugated landscape — up hill,

down dale, up hill, down dale. It's a brilliant and extremely effective effect — it really gets the old head bobbling up and down. Attacking you are troops, tanks on the horizon and the occasional attack 'copter passing overhead. Make it to the border before your tank gets blown to smithereens and you've made it! Oh, except for the small matter of the Soviet Commander's personal helicopter you have to destroy.

Rambo III's packed full of action, the graphics are quite nice (especially the tank bit) and there's plenty to do. Hmmm, yes. If you're looking for an absorbing shoot 'em up to play you could do far worse than to shell out your spondies for this one. It's a lot better than the film, anyway.

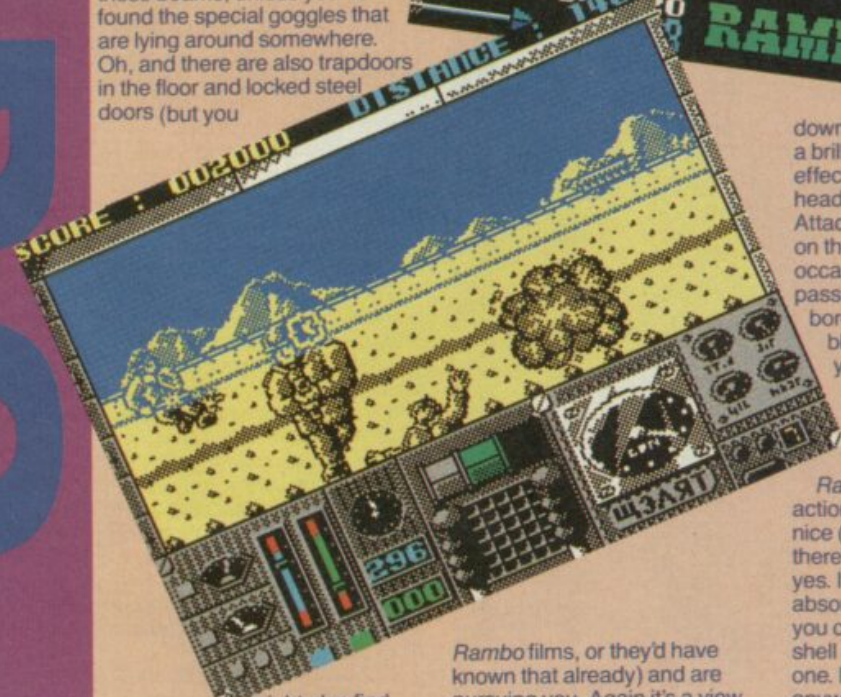
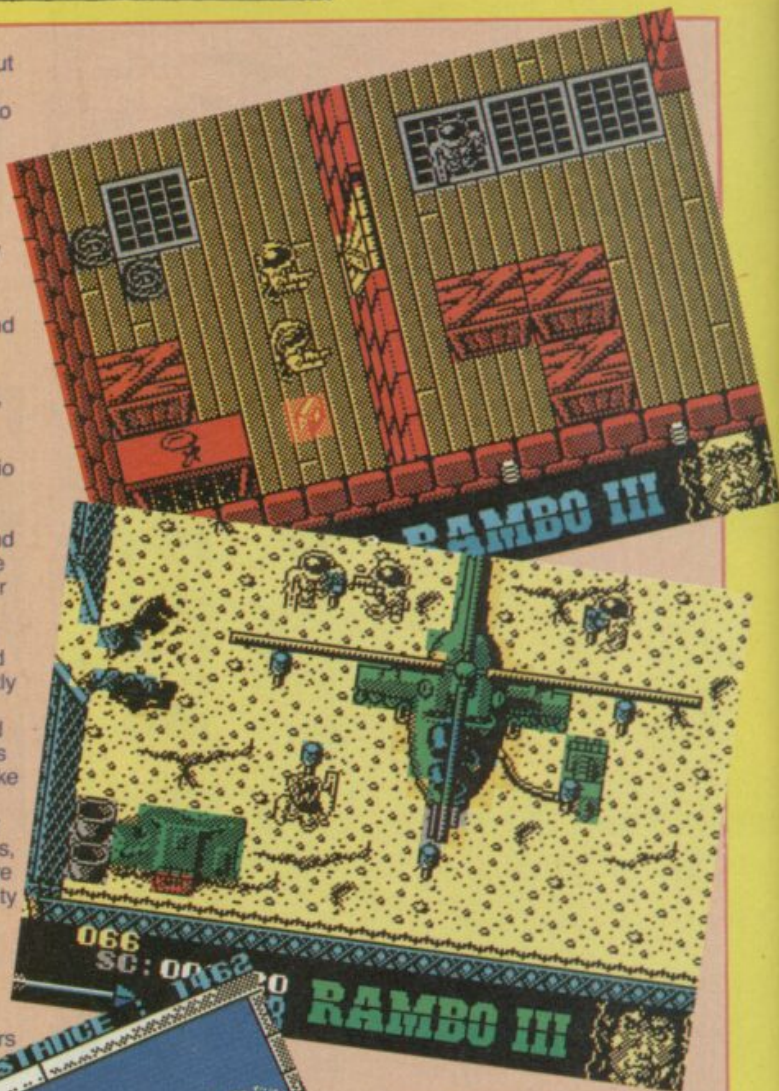
YS CLAPOMETER

A three part shoot 'em up with loads to do, nice graphics and the emphasis on difficulty. Shame about the politics.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS



8



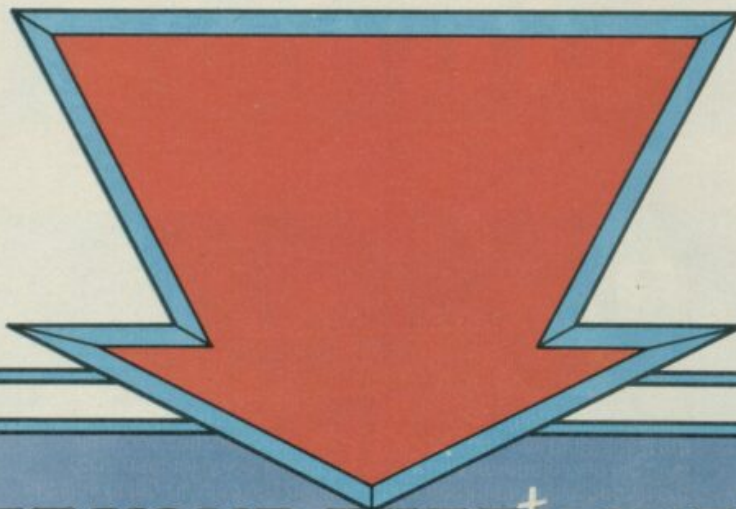
FOR A LONGER LASTING, SENSORY BLASTING, EARTH SHATTERING EXPERIENCE...

CBM 64/128
£9.99 CASSETTE
£14.99 DISK

SPECTRUM
128 ONLY
CASSETTE £7.99
DISK £12.99



Screen shots from CBM 64/128 and Spectrum versions.



...GET YOUR TEETH INTO... "THE MUNCHER" COMPUTER GAME

Chewits
Cold
Chewits
Chewits

Chewits
Chewits

Chewits

Chewits

Chewits

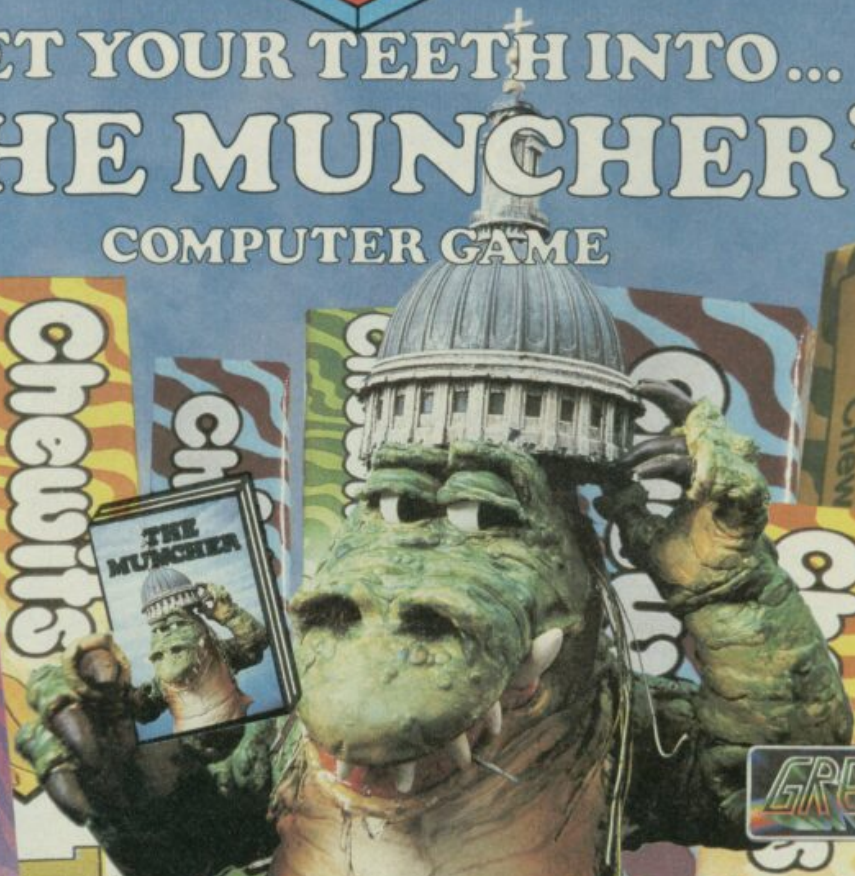
Chewits

Chewits

Chewits

Chewits

Chewits



GREMLIN

EVEN TASTIER THAN ST PAUL'S

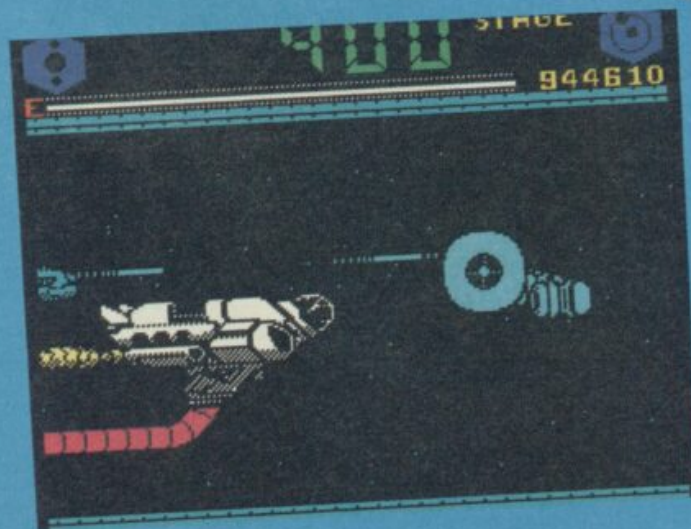
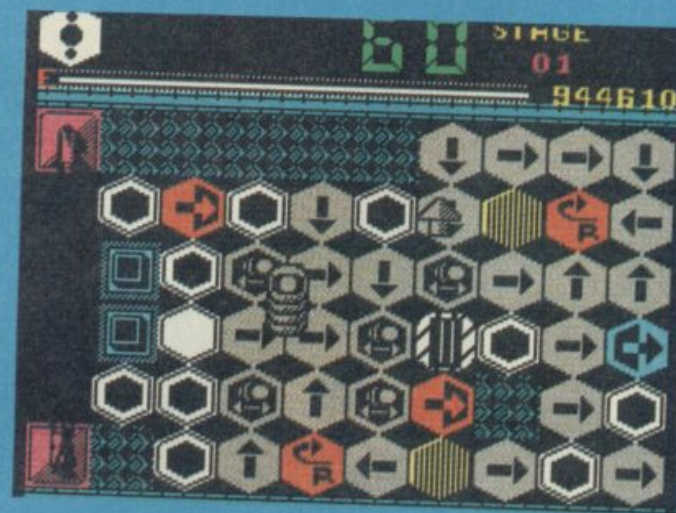
TRACKMASTER

Destiny/£7.95 cass/£12.95 disk

Dunc This is a multicoloured viewed from above 'maze-em up' with a little bit of shooting bunged in for good measure — electron microscopes out so we can get in for a really close look.

You are in control of a Trackship, and the idea is to get from point 'A' (the beginning of the game) to point 'B' the, erm, end of the game by travelling over a horizontally scrolling grid which is full of differing icon squares, all of which do weird and wonderful things to your ship, score and environment. There are absolutely billions of them — and here are a sample few. Empty hexagon — move onto this to get points. Full hex — does the opposite (loses you points). And neutral hex — does nothing. Arrow squares take you sailing off in whatever direction they face, during which time you have no control of your ship. Um, there are icons which turn all the lights off, icons which make your ship invisible, icons which drain your energy and, really annoying, icons which reverse the joystick control.

There's only one path you can take to be totally successful in your quest, but as there are a myriad of different ways you can choose to go you'll find yourself easily waylaid and stuck in really unhelpful portions of the maze. Surrounded by horrible icons, you won't really want to touch them, but'll have no choice because you've found yourself in a position where it's impossible to back-track. One of the icons is called the Black Hole, and if you trudge onto this one you'll find yourself in a shoot 'em up sub-



game, where you have to (for a minute or so) ward off nasties who are intent on colliding with your mothership. Each time one

gets through you lose some of your valuable energy.

Fight scene over, it's back onto the maze grid from where you

left it and carry on again time. Should you reach the end of the level, you'll be plonked onto another sub-game in which you can earn yourself some mega points, by moving your ship over a series of jumbled squares which can be 'tripped' by contact — the idea being that they should all be identical by the time your pre-set number of moves is complete. (It's sort of a Rubiks-cube logic, but easier because there's only two dimensions to worry about).

Complete this bonus stage and you'll be bunged into space again for a bit more mother-ship protection. After that it's onto the next level, of which there are ten!

There's a lot of colour in *Trackmaster*, but it's pretty gaudy, and the graphics aren't exactly state of the art either (it's quite hard to make out your ship at certain, normally crucial, times) but somehow, somewhere in here is a thoroughly absorbing and brillo game. The acid test for a game of this type is the frustration and the 'have just one more go' factor which has been pitched at exactly the right level.

YS CLAPOMETER

A maze game merged with a few shoot 'em up moments and logic problems which will have me, for one, going back for more Pretty good stuff.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS



8

TYPHOON

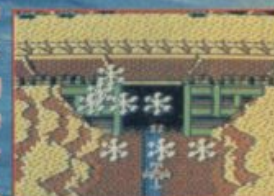


KONAMI
COIN-OP ACTION

TYPHOON

Soar through wave after wave of deadly airborne invaders. Accumulate a vast array of weapons as you pilot your armour-laden helicopter and the awesome F-14 fighter plane. Typhoon is a combat for the skies –

the Konami coin-op hit now for your home micro. Frenzied dog-fighting in 3D, fast scrolling action. Six levels of pulse pounding excitement. Each culminating in a devastating adversary. Play Typhoon and reach for the skies.



CASSETTE

COMMODORE
AMSTRAD

£8.95

SPECTRUM

£7.95

DISC

AMSTRAD

£14.95

COMMODORE

£12.95



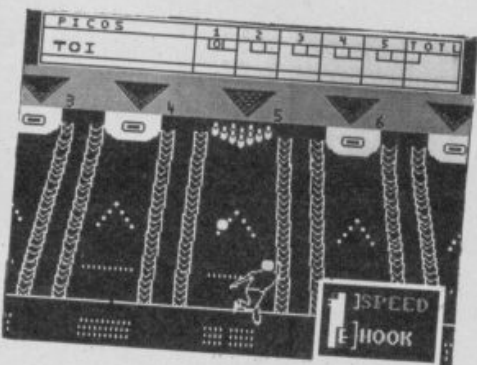
...the name
of the game



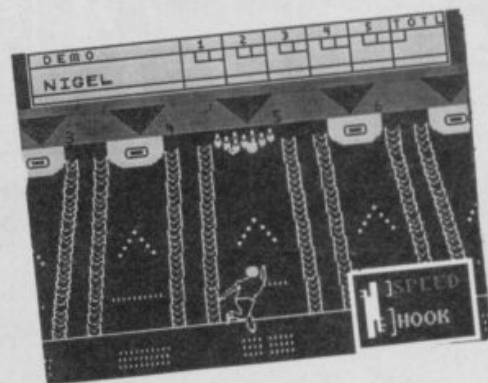
BARGAIN **BASEMENT**

Kixx/£1.99

Though this is not, I think, quite up to MicroProse's peerless standards, it's certainly more than just a shoot 'em up, and provides more than a couple of minutes' challenge for flighty chaps like Biff and Storker. More importantly, it's just about the only decent flight sim on the market at £1.99 and for that we should be thankful. Chocks away, Smudger!

Rack It/£1.99**Kixx/£1.99**

The screenshot shows a top-down view of a character in a maze-like environment. The character is a small figure with a white head and a dark body, positioned in the lower-left area of the playfield. The environment consists of several vertical paths separated by walls, with various obstacles like spikes and platforms. At the top of the screen, there is a score display with the word "DEMO" on the left and a series of boxes for scores, with "NIGEL" written in the first box. The score boxes are labeled 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, and a "TOTAL" box. The character is currently in a position that suggests it is about to enter a new section of the level.



Atlantis/£1.99

SHOCKWAY RIDER

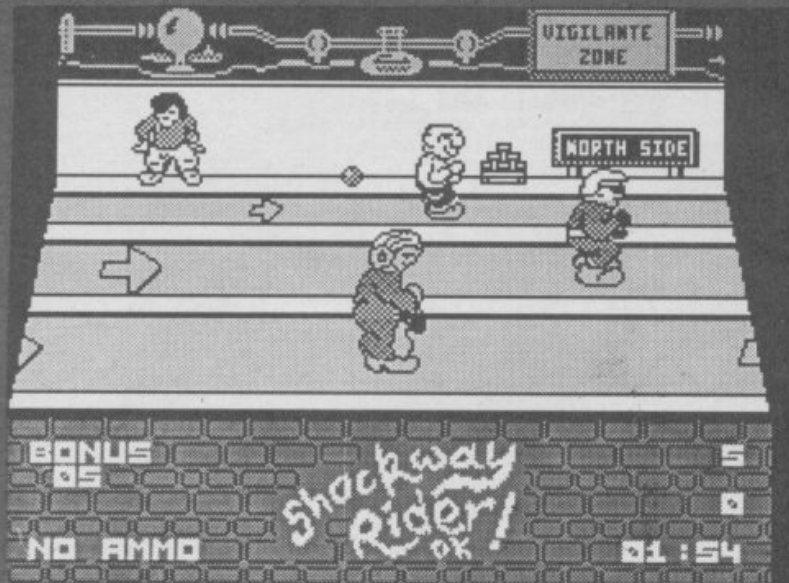
Rack It/£1.99

The third of the Gargoyle releases this month is one of the most original and playable games that wacky company ever released. I don't remember how well this did in its original incarnation, but at £1.99 this is perhaps the only vital purchase of this month. Not buying this will deprive you of weeks of violent fun.

You're in the future, natch, and you reside in one of those desolate urban wastelands, full of people with wacky hairstyles, that crop up so often in SF films these days. Being a daredevil, you ride the Shockway, a sort of motorised pedestrian walkway high above the city streets. The walkway has three lanes, all

going different speeds, and you jump from one to another avoiding stationary hazards, like hurdles, and moving hazards, like muggers. You grab ammo, which you fling at your punkish assailants, and they biff you about a bit as well. And, well, you stay alive.

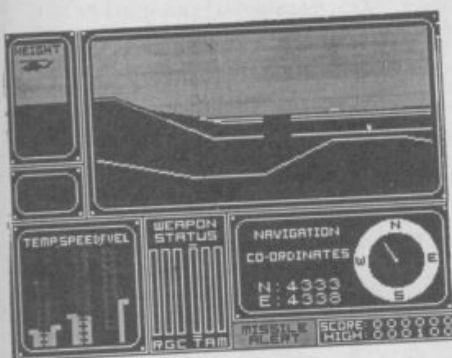
"It's all utterly addictive and completely unlike anything you've played before," said Phil in April 1987 when he reviewed it. You could add "... or since" because it's still entirely unique. It's simple yet utterly enthralling — and I must say I'm pleased I now have a copy (*Oi! Give it back! Ed*) — curses. The clear and colourful graphics are quite impeccable, and it's all as fast as anything you'll see today. Still worth a megagame.



COMBAT LYNX

Encore/£1.99

Yet another Durrell oldie released by Elite on its Encore label (got all that?), this helicopter simulation is another that's looking its age (1984), but still plays relatively smoothly. Trouble is, *Combat Lynx* has long been superseded by the likes of *Gunship*,



which, if you're into this sort of game, should be at the top of your shopping list. If you're not a multi-millionaire, though, *Combat Lynx* is a just-about acceptable alternative.

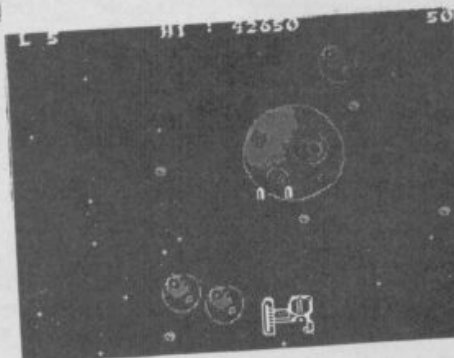
There are loads of things to do, but then this is a flightsim, and so suitable only for people with 23 fingers. Essentially you fizz around defending your bases from enemy attack (i.e. shooting things) before eventually dying horribly yourself. I remember this as being pretty hot four years ago, but now I find it very dry and uninteresting. Is it the game, or is it time? (*It's you. Ed*) Oh shut up.

LIGHTFORCE

Rack It/£1.99

When I first started on YS a couple of years back there was a great controversy over this game. It was one of the first vertically scrolling shooters to appear on the Speccy. Gwyn and Rachael hated it, Phil hated it, but I loved it. Sure, it's not the fastest game in the world, but the graphics are superb — full of colour and imagination — and the gameplay — easy at first, but getting gradually harder — is perfectly judged. I played it for months.

Written by those funsters at Gargoyle — one of the most underrated programming teams in Spectrum history, I'd say — it was a great success and paved the way for around 60000 similar programmes. Gwyn and Rachael gave it seven at the time, but they were wrong: it still plays like a dream and I'll give it eight.

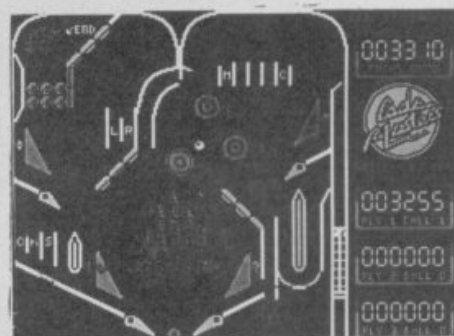


ADVANCED PINBALL SIMULATOR

Code Masters/£1.99

This latest Code Masters title (accompanied as ever by pix of those ghastly Darling laddies) is an assault on the ever popular pinball market (*Nah? Really? Ed*), and it's not at all bad.

The main problem on the Speccy — well, on my cranky old 48K-er at least — is the hopeless sound, and pinball does need its sound effects to work properly. But despite this, APS is not as awful as most Code Masters games, perhaps 'cos it's written by the Oliver Twins, who also gave us the ill-fated Sport Aid project, *The Race Against Time*. If they have not captured the feel of a pinball table particularly accurately, that's partly because they haven't tried to. Instead this is a computer game based, to a greater or lesser extent, on pinball, and as that it works well. Just be careful not to tilt the computer (*Eh? Ed*).



COMMANDO

Encore/£1.99

Gor lumme, I never thought I'd see this again. *Commando* is more than just a game these days, it's a whole format: all those vertically scrolling rushing-about shooting-things games always get compared to it. In fact it's three years since *Commando* took the charts by storm and changed forever our preconceptions of a good Speccy shoot 'em up. But it hasn't aged well. It's still fast, zappy and fun, but we've seen too many other



vertically scrolling rushing-about shooting-things games in the past three years to be impressed by this all over again. The graphics, while perfectly fine for 1985, now seem drab and unsophisticated, and the gameplay is just too samey.

Still, I'm sure that *Commando* still has its fans, and many of them will grab this chance to buy a cheapie copy of an old favourite game. Newcomers, though, will be disappointed — I'd say you're better off going for a "Commando-type" game than *Commando* itself. Amazing, but true.

BACK ISSUES

Don't look now — look back!

1 JAN '86 • Exclusive Rasputin cover game • Fairlight map • Winter Sports/Saboteur reviewed • David Crane interview • QL software buyers' guide.

2 FEB '86 • Three Weeks In Paradise map • Friday The 13th poster • Beach Head II/Worm In Paradise reviewed • Art Studio review • Matthew Smith interview • Joysticks tested.

3 MARCH '86 • Robin O' The Wood map • Zoids/Movie reviewed • Marsport/Fairlight tips • SpecDrum reviewed • More QL games.

4 APRIL '86 • Sweevo's World map • Skyfox/Lord Of The Rings reviewed • Art Studio tips • 128K Speccy reviewed • Arcade Dream — exclusive preview.

5 MAY '86 • Movie map • Batman reviewed • Micronet feature • Mike Gerrard joins YS • Interview — Ghosts & Goblins programmers • Program Power — Fast Loader

6 JUNE '86 • Saboteur map • Chuckie Egg II/Three Weeks In Paradise tips • Hardware round-up • Way Of The Tiger/Tasword III reviewed • 128K games feature.

7 JULY '86 • Batman map • Rock 'n' Wrestle/Heavy On The Magick reviewed • Gargoyle interview • Hard Facts Special — Fault Finding Chart • Music hardware feature.

8 AUGUST '86 • Pentagon map • Program Power — Speech Melba • The Price Of Magick/Animator 1 reviewed • Batman/Riddler's Den tips • Hardware — Choosing the complete Speccy system.

9 SEPT '86 • Wild 'n' wacky YS stickers — free! • Heavy On The Magick map • Jack The Nipper/Hijack reviewed • GAC user's guide • T'zer's arcade action special.

10 OCT '86 • Ghosts 'N' Goblins map • The Great Escape/Trap Door reviewed • Complete Elite Hacking Aw... • 128K Speccy — opened up! • Program Power — Tune-A-Pate.

11 NOV '86 • Dan Dare map and... reviewed • Baby Doo/TT Racer reviewed •... • 2 test-driven • Devil's Crown... Commando/Starstrike II tips • Adventures — Complete clue list.

12 DEC '86 • Pyracurse map • Avenger/Uridium/Lightforce reviewed • Music special • Reader Survey results.

13 JAN '87 • The Great Escape/Deactivators/Antiradi/Storm maps • Jewels Of Darkness reviewed • Trap Door/Equinox tips • T'zer Goes To The Movies - feature • Hardware — Red Box/Saga's Compliment.

14 FEB '87 • Nosferatu map • Artist II/Gauntlet/Aliens reviewed • Uridium/Dynamite Dan 2/Knight Tyme tips • Hard Facts special • Short Circuit previewed.

15 MAR '87 • Glider Rider and Fairlight 2 maps • The Hive/Fist 2 reviewed • G'day sport sims special, streuth! • Tips for Cobra/Gauntlet/Future Knight • A-Z of adventure clues.

16 APR '87 • Fist 2/Uridium/Dandy — maps • Enduro Racer/Rana Rama/Nemesis The Warlock reviewed • Explode your phone bill — check out the Modern special • Space Harrier/Star Glider tips.

17 MAY '87 • Exclusive cover game! Road Racer • Cobra/Thrust/Uridium maps • Tips for Gauntlet/Greyfell/Leaderboard • Saboteur 2/World Games/Tai-Pan reviewed.

18 JUNE '87 • Short Circuit and Feud maps • Head Over Heels/The Sentinel reviewed • Hack special — learn how to hack! • Boogie with the Music Special • Blam! Boom! Wargames as well!

19 JULY '87 • Map special! Head Over Heels/Hydrofool/DD 2 and more! • Flunky/Stormbringer megagames + compilation reviews • Zub and Hive tipped to bits • +3 floppy review.

20 AUG '87 • Thrust/Saboteur 2/Krakout tips • Wizball/Stiflip/Gobots & Co megagamed • New! Program Pitstop with routines from top programmers.

21 SEPT '87 • Tipshop! Packed with maps, hints 'n' pokes for Saboteur 2/Greyfell/Chronos/Sentinel • Reviews of Game Over/Catch 23 • TV games — Speccy rivals? • Street Life — what's hot and what's cold • Free bouncy Jack The Nipper!

22 OCT '87 • Exclusive megagame! Brillo Batty! • Flash Gordon/Nemesis/Stormbringer maps 'n' tips • Reviews of Game Over/Catch 23 • Star-tips abundant in Pitstop.

23 NOV '87 • Free! Viz comic! 23/Bound... and Athens • Megagames... Mercenary • Who poked... Towers? — Leisure Special • Tipped — Zynaps/Exolon/ Game Over.

24 DEC '87 • Play For Your Life exclusive cover game • Quartet/Jack The Nipper 2 mapped • Out Run — Christmas megagame • Solomon's Key/Batty/Hive tips and POKES.

25 JAN '88 • Exclusive Moley Christmas game • Maps for Trantor/Flunky/Slaine/Indiana Jones • Gryzor reviewed • Tips for Aliens US/Renegade/Mercenary and squillions more • Boardgame reviews.



26 FEB '88 • Free rinky-dinky YS Badges • Colour maps for Indiana Jones and Sidewalk • Inside Outing/Platoon/Combat School checked out • Role Playing Games reviewed • Freddy Hardest/Solly's Key and Mercenary tips.

27 MAR '88 • Colour maps of Indiana Jones and Andy Capp • Rolling Thunder/Bedlam/Terramex — megagames • Hardware round-up • Tips for Thundercats/Out Run/Driller.

28 APRIL '88 • Special Joke Police Issue • Colour maps of Platoon and Dan Dare II • Arkanoid III/Tetris/Firefly reviewed • Freddy Hardest/Garfield/Gryzor tips • Practical Pokes Mega Multiface Special • Results of Game Of The Year.

29 MAY '88 • Exclusive cover game Blind Panic • Knightmare/Firefly mapped • Cybernoid/Ikari Warriors/Black Lamp reviewed • Tips for Garfield/Combat School/Bravestarr • New! Rage Hard and Postmans Knock — regular round-ups of hardware and PBM • Adventure Holidays Special.

30 JUNE '88 • People From Sirius Exclusive cover game • Colour maps of Cybernoid • Karnov/Action Force II/Sophistry megagamed • Loadsatsips! • Comix feature — Superheroes start here.

31 JULY '88 • Cracking cover game International Cricket • Colour maps of Where Time Stood Still/Blind Panic • Bionic Commando/Crosswise/Target Renegade megagamed • New! Only Kidding — Graham 'Galloping Gourmet' Kydd hosts a brand new column • Re-releases feature — Play It Again Sam.

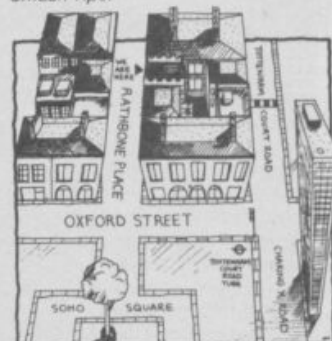
32 AUGUST '88 • FREE! Smash Tips! Parts one and two! The complete guide to Spectrum games, old and new. MEGA! • Where Time Stood Still/Dark Side/Mickey Mouse megagamed • Cybernoid/Driller/Blind Panic mapped • Perfect Printers? Rage Hard investigates

33 SEPT '88 • Slashing Ninja Cover • Loadsamegames — Last Ninja II/Virus/Impossible Mission II/The Bard's Tale • Colour maps of Desolator and Buggy Boy • Part 3 of Smash Tips • The complete A-Z guide to adventure tips.

34 OCT '88 • Corking exclusive cover game Dustin • Overlander/Intensity megagamed • The Darkside mapped • Part 4 of Smash Tips! Cool! • Program Pitstop Music Special. Boogie on down to some of your music routines. • DIY Adventures.

35 NOV '88 • Triffic cover game, Orbix The Terrorball! It's mega! • Laser Squad/Samaurai Warrior megagamed • First look at the NEW Sinclair PC 200! • Full colour map of Soldier Of Fortune • Joy Of Sticks — We test out ten of the top joysticks around. • And don't forget Smash Tips Part 5!

36 DEC '88 • Double Decker issue! Two cover-mounted tapes — Star Raiders 2/Quark/Skate Or Die demo/Afterburner Soundtrack • Operation Wolf/Savage/Rex megagamed • Part Two of Soldier Of Fortune map • Program Pitstop Screen Effects Special • Last part of Smash Tips.



All issues £1.20 except Double Decker issue: £1.95

ORDER YOUR BACK ISSUES NOW!

UK £1.20 Overseas £1.70

I enclose a cheque/postal order for £..... made payable to Dennis Publishing Ltd.

Name

Address

Postcode

Complete the form and return with payment to: Your Sinclair Back Issues, PO Box 320, London N21 2NB.

- | | |
|-------------------------------------|---------------------------------------|
| <input type="checkbox"/> 1 Jan '86* | <input type="checkbox"/> 20 Aug '87 |
| <input type="checkbox"/> 2 Feb '86 | <input type="checkbox"/> 21 Sept '87 |
| <input type="checkbox"/> 3 Mar '86 | <input type="checkbox"/> 22 Oct '87* |
| <input type="checkbox"/> 4 Apr '86 | <input type="checkbox"/> 24 Dec '87* |
| <input type="checkbox"/> 5 May '86 | <input type="checkbox"/> 25 Jan '88* |
| <input type="checkbox"/> 6 June '86 | <input type="checkbox"/> 26 Feb '88* |
| <input type="checkbox"/> 7 Jul '86 | <input type="checkbox"/> 27 Mar '88 |
| <input type="checkbox"/> 8 Aug '86 | <input type="checkbox"/> 28 Apr '88 |
| <input type="checkbox"/> 9 Sept '86 | <input type="checkbox"/> 29 May '88* |
| <input type="checkbox"/> 12 Dec '86 | <input type="checkbox"/> 30 June '88* |
| <input type="checkbox"/> 13 Jan '87 | <input type="checkbox"/> 31 Jul '88* |
| <input type="checkbox"/> 14 Feb '87 | <input type="checkbox"/> 32 Aug '88 |
| <input type="checkbox"/> 15 Mar '87 | <input type="checkbox"/> 33 Sept '88 |
| <input type="checkbox"/> 16 Apr '87 | <input type="checkbox"/> 34 Oct '88* |
| <input type="checkbox"/> 17 May '87 | <input type="checkbox"/> 35 Nov '88* |
| <input type="checkbox"/> 18 Jun '87 | <input type="checkbox"/> 36 Dec '88* |
| <input type="checkbox"/> 19 Jul '87 | |

* Comes with FREE game!

* Comes with Free YS badge!

SUPER USER BUREAU

OWN A QL?

PHONE (0388) 450610 OR 773737

The QL is the real Sinclair "Professional"!
WHY NOT FIND OUT MORE? QL SUB IS AN ESTABLISHED USER GROUP. WE ALSO OFFER TELEPHONE HELP, SAVINGS ON HARDWARE, SOFTWARE AND A 40 PAGE MAGAZINE. DON'T HESITATE TO ASK FOR DETAILS...



FOR ZX/QL

DO YOU NEED MOVIES FOR QL OR YOUR SPECTRUM?

10 MICRODRIVES, £16 INCLUSIVE, WALLET OF 4 MICRODRIVES, £6.90.

S.U.B., PO BOX 3, SHILDON, DL4 2LW.

ONE OF THE BIGGEST SELLING GRAPHIC PROGRAMS

CRASH said - Clearly Superior (to Art Studio)

YES said Just when you thought it was safe to buy Art Studio

POSTER MACHINE

Produce Posters and Banners of all shapes and sizes (HIGHLY ADDICTIVE!)

Poster Machine £5.95
 Animator1 (48/128) £12.99
 Animator1 + D/Deciple £14.95
 Animator1 + 3 £19.95
 Spanish Manual £9.95

HIGHLY ADDICTIVE!

SOFTCAT

AVAILABLE AT YOUR LOCAL STOCKIST OR DIRECT THROUGH OUR FAST MAIL ORDER (PAP FREE) (export add £2.00) CHEQUES / P.O.s PAYABLE TO SOFTCAT MICRO, DEPT. PT GATEWAY HO. 78 WATERS GRN, MACCLESFIELD, CHES. SK11 6DH

NOTLINE 0625 615379

SHEKHANA MAIL ORDER SERVICES - ESTAB SINCE 1978

ACCESS - ORDER BY CREDIT CARD LINE 01-348 2907/340 8565 - 24 HRS - VISA

Spectrum Title	Our Price	Spectrum Title	Our Price
1943 - D3	7.25	Linekers Skill - D3	6.40
4 X 4 Racing	7.25	Linekers Soccer - D3	6.40
Action Force II - D2	6.75	Ikari Warriors - D2	6.75
Action Service	7.25	Imp. Mission 2 - D2	7.25
Adv Art Studio	17.99	Intensity	6.30
After Burner - D2	7.50	Jail Break	2.99
Alien Syndrome	6.75	Iron Lord - D4	10.99
Animator I	9.99	Jewels of Darkness	9.99
Annals of Rome	9.99	Jinxter + 3 disk	9.99
Arkanoid II - D2	6.99	Knightrider	7.50
Arkanoid II - D2	6.30	Knightrider + 3 disk	9.99
Artist II - 128K	15.99	Konami Coil - D3	7.50
Artist II - 48K	12.99	Krylix	6.30
Artist II - + 3 disk	15.99	Lancerlot - D4	11.99
Artura - D2	6.40	Lead Storm - D3	7.99
Barbarian II - D2	7.50	Live + Let Die - D2	7.50
Bards Tale - D3	7.99	Magnificent 7 - D3	7.50
Batman - D2	6.30	Motor Massacre - D2	6.40
Battfield Germany	9.99	M.O.T. Universe - D3	2.99
Bionic Commandos - D3	7.25	Nemesis	2.99
Black Lamp - D1	5.50	Night Raider - D3	7.99
Black Tiger - D3	7.99	Maneaters Racing - D3	7.99
Bubble Bobble - D1	5.50	Ocean Competition - D3	9.99
Bugger Boy	5.50	OCF Art Studio	9.99
Butcher Hill - D2	6.40	Operation Wolf - D2	6.30
Carrier Command - D2	10.99	Return of Jedi - D2	7.25
Cybernoid II - D2	6.40	Overload - D2	7.50
Dandy	6.75	Pacland	6.75
Dark Fusion - D2	6.40	Pacmania	6.75
Double Dragon	7.50	Pro Soccer - D1	6.40
Dragon Ninja - D2	6.30	Puffs Saga - D3	7.25
D. Toms Olympics - D3	7.50	Peter Beardsley	6.75
Dynamic Duo	5.50	Psycho Pigs Uxb - D3	7.99
Echelon - D3	7.99	Question Sport - D2	11.99
Elite	7.50	Rambo III - D2	6.30
Empire Strikes - D1	7.50	Rad October	10.99
Espionage - D2	6.75	Road Blaster - D3	7.25
Exploding Fist +	6.30	Robocop - D2	6.30
Fist + Throttle - D2	9.99	Roy of Rovers - D2	6.30
Flying Shark	5.50	R-Type - D2	7.50
Football Director	7.50	Return of Jedi - D2	7.50
F. Director 2 - D4	13.99	Salamander	5.50
F. Manager II - D2	6.99	Samurai Warrior	5.50
F. Brunos Box - D3	9.99	Savage	6.30
Flintstones	6.75	Shackled - D3	7.50
Game Over 2 - D2	7.25	Skateball - D3	7.25
Game Set & Match 1 or 2	9.99	Silicon Dreams	9.99
Garfield	7.99	Soldier of Fortune	6.30
Gauntlet II - D2	7.25	Soldier of Light	6.30
Guerrilla War - D2	6.30	Sorcerer Lord	9.99
Guild of Thieves + 3	9.99	Stalingrad - D2	7.50
Gunship - D2	7.50	Starglider - D3	9.99
G.I. Hero	6.30	Summer Olympiad	5.50
Lineker Hotshot - D3	6.40	Super Sports - D2	6.40

Spectrum Title	Our Price	Spectrum Title	Our Price
Taito Coin Ops	9.99	Target Renegade - D2	6.30
Techno Cop - D2	6.30	The Double	7.99
The Jury - D3	7.25	The Pawn - 128K	7.25
Theatre Europe	4.99	Thunder Blade - D3	7.50
Thunder Cats - D2	6.30	Tiger Road - D3	7.99
Time Stoodstill - D2	5.50	Time + Magic - D2	11.99
Total Eclipse - D2	7.50	Track Suit Manager	7.50
Typhoon - D2	6.30	Typhoon - D2	6.30
Unouchables - D2	6.30	Victory Road - D2	6.30
Virus - D1	5.50	Vulcan	7.50
We are Champs - D3	7.50	Whirligig - D1	6.30
Zulu War	7.50		

Spectrum Title	Our Price	Spectrum Title	Our Price
Ram Turbo	14.99	Plus + 2 + 3 Cover	4.99
Plus 2 Lead	4.99	Plus 3 Cass Lead	4.99
Multiface 128K	39.99	Multiface 3	39.99
Multiface 3 + T. Port	44.99	Dual Port T/Face	12.99
Interface + 3	9.99	Kempston Interface	7.99
Cruiser Jistick	11.99	Cruiser Clear	9.99
Crystal Turbo	15.99	Crystal Turbo Plus	14.99
Predator Jistick	11.99	Navigator Jistick	13.99
Konix Jistick	9.99	Konix + Auto	10.99
Comp Pro 5000 Black	12.99	Comp Pro 5000 Clear	13.99
Comp Pro 5000 Extra	14.99	Quick Shot II	7.99
Quick Shot Turbo	11.99	Chetah Mach I	13.99
Cheetah 125 +	7.99	Cheetah 125 Special	11.99

Spectrum Title	Our Price	Spectrum Title	Our Price
Master System	79.95	Rocky	24.95
Master System Plus	99.95	Secret Command	22.95
Mastersuper System	129.95	Shanghai	22.95
Lightphaser	29.95	Shinobi	24.95
3D Glasses	39.95	Shooting Gallery	22.95
Control Stick	14.95	Space Harrier	24.95
Control Pad	6.95	Space Harrier 3D	24.95
Rapid Fire Unit	5.95	Spy v Spy	14.95
Konix Joystick	12.99	Submarine 3D	24.95
Quickshot 15 Jistick	14.99	Super Tennis	14.95
Action Fighter	22.95	Teddy Boy	14.95
After Burner	24.95	The Ninja	22.95
Alex Kidd - Lost Stars	22.95	Thunderblade	24.95
Alien Syndrome	24.95	Wonderboy-Monsterland	24.95
Astro War/Pitpot	22.95	Wonderboy	22.95
Aztec Adventure	22.95	World Grand Prix	22.95
Bank Panic	14.95	World Soccer	22.95
Black Belt	22.95	Y's	32.95
Blade Eagle 3D	24.95	Zaxxon 3D	24.95
Captain Silver	22.95	Zillion	22.95
Choplifter	22.95	Zillion II	22.95

Spectrum Title	Our Price	Spectrum Title	Our Price
Control Deck	99.99	Control Deck	99.99
Deluxe Control Deck	149.99	Robot	49.99
Robot	49.99	Zapper Gun	24.99
Zapper Gun	24.99	Donkey Kong 3	19.99
Donkey Kong 3	19.99	Donkey Kong	19.99
Donkey Kong	19.99	Popeye	19.99
Popeye	19.99	Tennis	24.99
Tennis	24.99	King Fu	24.99
King Fu	24.99	Urban Champion	24.99
Urban Champion	24.99	Pinball	24.99
Pinball	24.99	Soccer	24.99
Soccer	24.99	Super Mario Bros	24.99
Super Mario Bros	24.99	Golf	24.99
Golf	24.99	Ciu Clu Land	24.99
Ciu Clu Land	24.99	10 Yard Fight	24.99
10 Yard Fight	24.99	Ice Climber	24.99
Ice Climber	24.99	Baseball	24.99
Baseball	24.99	R.C. Pro Am	29.99
R.C. Pro Am	29.99	Wracking Crew	29.99
Wracking Crew	29.99	Wild Gunman	29.99
Wild Gunman	29.99	Gumshoe	29.99
Gumshoe	29.99	Hogans Alley	29.99
Hogans Alley	29.99	Duck Hunt	29.99
Duck Hunt	29.99	Excitebike	29.99
Excitebike	29.99	Mach Rider	29.99
Mach Rider	29.99	Mike Tyson's Boxing	29.99
Mike Tyson's Boxing	29.99	Metroid	29.99
Metroid	29.99	Pro Wrestling	29.99
Pro Wrestling	29.99	Stack-up	34.99
Stack-up	34.99	Legend of Zelda	39.99
Legend of Zelda	39.99		

SPECIAL OFFERS

RAMBO 3£6.30
 RAMBO 3 - disk£7.50

Double Dragon£7.50

After Burner - case£7.50
 After Burner - disk£10.99

Operation Wolf - case£8.30
 Operation Wolf - disk£10.99

Thunderblade - case£7.50
 Thunderblade - disk£12.99

Carrier Com'd - case£10.99
 Carrier Com'd - disk£10.99

R-Type - case£7.50
 R-Type - disk£10.99

TITLES TO CLEAR
ALL AT ONE PRICE
£2.99 EACH

NEMESIS, QUAZATRON, RAMBO, INTER KARATE, FIGHTING WARRIOR, FIGHTER PILOT, HEARTLAND, SHAKE, WINTER GAMES, ROBOT, MESSIAH, RYGAAR, HEAD OVERHEELS, FALCON, BLOCKBUSTERS, V, ENIGMA, FORCE, RANA RAMA, GAMBLER, MAG MAX, DYNAMITE DAN, ZODDS, RAID OVER MOSCOW, WHAM, 48K, MATCH POINT, AVENGER, JET SET WILLY, SAMURAI, SAM CRUISE, GHOST + GOBLIN, NOW GAMES 3, EAST ENDERS, BALLBLAZER, MATCHFISHING.
 Please note these are in short supply so please give alternative choices

ALSO AVAILABLE ON DISK FORMAT: D1 = £9.99 D2 = £10.99 D3 = £12.99 D4 = £14.99

MAIL ORDER CUSTOMERS

Please make cheque/PO payable to: S.C.S. (YS), 655 Green Lanes, London N8 0DY. P&P included in the UK. EEC add £1.00 per item, elsewhere add £2.00. Add £3 for all machines + £1.00 for Joysticks & Accessories. Please give alternative choice in case items are out of stock. Tel: 01-348 2907, 340 8565, 831 4627.

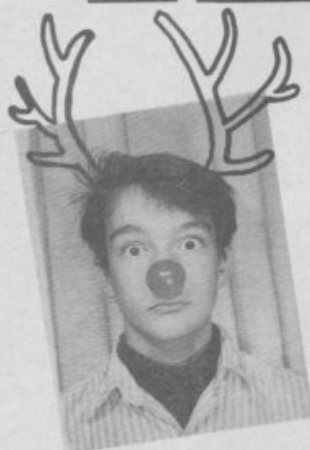
PERSONAL CALLERS

Callers can pick up software at our branches at: 221 Tottenham Court Road, London W1R 9AF. In Goodge Street S1 or 655 Green Lane N8 0DY. In Turpin Lane S1 on production of this advert we will give you 10% off the RRP of Software which appears on this advert (except Sega + Nintendo)

CREDIT CARD HOLDERS

Access and Visa Card Holders ring: 01-348 2907, 01-340 8565, 01-631 4627. Credit Card orders despatched same day subject to availability. Please note we also stock telephones, cordless, accessories. Answer Fax, Copier, Calculator machines. Tel: 01-436 9590

PITSTOP



Brush the snow off your tyres and put your Speccy in gear, 'cos it's time for the latest trip to the pit with David McCandless.

This month sees a return to a normal edition of Pitstop, after our recent aberrant excursion into the wild world of screen effects. And seeing as Chrimble is upon us again, and a substantial holiday is in sight, what better way to while away the short snowy evenings than with a Speccy, a TV, and pages of perfect programs, gift

wrapped in hex? Scrummy. Just feast your eyes on this huge array of listings. Mmm. There's a documented assembly-language program (the work of my friend and yours, **Graham Mason**) which will be a regular feature in future issues. It's one of the new ideas I shall be phasing in over the next few frosty months. So keep your eyes peeled and your potatoes

open. (Eh? Ed). There's also the response to the challenge for the password program from **Kevin Lea** who is one of the winners. And then after that, you can happily mimick those 128K menus with **Peter Kecskemeti's** program. And finally fill up those ugly, vacuous line drawings using a fill routine written by regular contributor, **Chris Pile**.

Ever looked at the menus on the 128K Speccy and thought "Gosh they look impressive." No? I didn't think you had. Okay, so they don't exactly look impressive, but they're useful you know, and 'useful' is a good word if you're on the lookout for a routine that you want to use. Stunningly enough, a program to emulate 128K menus is exactly what **Peter J. Kecskemeti** has delivered to my door. Now there's a coincidence. Let's have a look at it.

ALA CARTE

by Peter Kecskemeti

ALA CARTE

Just in case you're wondering, the menus we're talking about are kinda rectangular, garishly coloured, and have irritating little coloured stripes on the top which make your eyes water if you turn the colour up too much. And with Pete's little (537 byte) program you can copy every facet of those magical boxes, position them anywhere on screen, fill them with anything, define the background colour, highlight the options and title colour, and then select a specific option. Cor.

FOR STARTERS...

Firstly, use the hex loader program (from *Password*) to enter the hex block. Then, save the code with SAVE "name" CODE 64696,587. If you wish, you can type in the demo to see what 128 owners experience every evening (fwar).

THE MAIN COURSE

Before you dive into the menu you must decide what you're going to put in it. It can be anything from the days of the week to the different makes of biro you keep in your pencil case. While pondering over this problem, decide on your colour scheme:

POKE 64696, background colour
POKE 64697, option highlight
POKE 64698, title colour

Once you've POKEd these variables in, use the following method to create your menu:
PRINT USR 64700;AT x,y;
"TITLE", "OPTION1", "OPTION2", "OPTION3" etc
So if you wanted to make a menu of your top three rave

albums at screen co-ordinates 2,7 you'd:
PRINT USR 64700;AT x,y;
"Dave's Fave Raves", "The Soul Mining", "The Infected", "The Dog Containers"
Simple or what? But if you're still perturbed have a peek at the demo program to see how that works.

```
64872:4FCDF4FE3EFFCDEA=1534
64880:FE3FECEAEFE3EFC=1573
64888:CD4FE3EFCDEAEFE=1A89
64896:3EFOCDEAEFE3EE0CD=1482
64904:EAFE3ECCOCDEAEFE=1489
64912:80CDEAEFE3E2B0FE=1417
64920:7932B1FECD8AF3A=1305
64928:BAFC1F1F1FE607FA=1014
64936:5077233A72233A6A=593
64944:233A6C233ABAFCEA=958
64952:3AF645772AB05C2C=844
64960:22B0FE3AB8FE3C5F=1115
64968:3AB0FE473AB1FE4F=1127
64976:CDFAFE3AB8FAFE03=1A52
64984:1603AB0093401A7=443
64992:ED42241520F43AB0=870
65000:FE3C32B0FE1D20D8=1071
65008:250C3AFF230D20FA=688
65016:3E0132B8FE3AB05C=878
65024:3C32B8FE3AB05C=878
65032:80FCCDD5FEDC301=1566
65040:AEFDCB01AE2BFA1A=1053
65048:001E0021C90CDB5=649
65056:033A005CF0A2B09=474
65064:FE0B2825F0D20D=662
65072:9CVD44FE3AB8FCCD=1525
65080:D5FE3AB0FE3C32B0=1241
65088:FE3AB8FCC3C32B8F=1300
65096:473AB8FEB850B51B=1004
65104:A7CD4FE3AB8FCCD=1489
65112:D5FE3AB0FE3C32B0=1242
65120:FE3AB8FCC3C32B8F=1301
65128:A720993AB8FE32B8=1005
65136:FC473AB05C0B1B89=958
65144:CD4FAFE3AB0FE3C32B0=1241
65152:CDFAFE3AB0FE3C32B0=1241
65160:FEA7ED42300AED43=1080
65168:BAFECD3C203AB0FE=1219
65176:3C32B0FE3AB8FE3C=1096
65184:32B8FEC93E16D73A=1046
65192:B0FED73AB1FED7C9=1950
65200:0608D0B0D0C0700=292
65208:0A0C3AB0FE3C32B0=1241
65216:2FCB2FC65B673AB0=920
65224:FE6070F0F0F0F0=673
65232:B1FE81AFC79CDBA=1908
65240:FEED5B8FAFE1C1CF=1313
65248:77231D20FC91E05=702
65256:77231D20FC91E05=702
65264:2B2B2B2B2B2B2B=1126
65272:40A77B6A070F0F=569
65280:B1AFC90000000000=441
STOP
```

```
64696:78B4701210C0039=398
64704:364E233A0A210000=264
64712:22B4FE3E3E3E3E3E=1273
64720:E7FEAC2B2FEED7CD=1719
64728:FB24CD14232B05C=865
64736:32B0FE7C8FEC4CD=1408
64744:142332B15C3C32B1=661
64752:FEEDFE38C2B2FE7=1647
64760:FE00C8CD7BFE2A8A=1268
64768:FE22B6F0F0F0F0F0=1414
64776:E7CD78F0F0F0F0F0=1340
64784:03E71B52AB4FEED=1216
64792:5B8FAFE7C8FEC4CD=1408
64800:00A7B8EED52300B2B=828
64808:092DE5B84FE1922=675
64816:BAFE2AB05C22B0FE=1208
64824:CD4FE3ABAFCCDD5=1537
64832:FEED4B8BFE0CC53A=1271
64840:B0FE3C32B0FECDAA=1339
64848:FE3AB8FCCDD5FEDC=1A52
64856:0D20E3AB05C473A=735
64864:B15C2AB4FE85DA04=1096
```

```
10 LET MENU=64700
20 LET TITLE=64698
30 LET BACKGRND=64696
40 LET SELECT=64697
50 POKE TITLE,71: POKE BACKGRND,120: POKE SELECT,104
60 PRINT USR MENU;AT 5,8;"Store", "Cassette", "Microdrive", "12 B RAM Disc", "Disc Drive"
70 PRINT AT 15,7;"OPTION 1:PEEK 64699;" SELECTED"
80 FOR F=1 TO 200: NEXT F: CLS
90 POKE BACKGRND,23: POKE SELECT,87
100 PRINT USR MENU;AT 13,3;"Controls", "Keypston", "Interface 11", "Cursor", "Redefine Keys", "12/13 Joylicks"
110 PRINT AT 5,5;"OPTION 1:PEEK 64699;" SELECTED"
120 FOR F=1 TO 200: NEXT F: CLS
```



```
130 POKE TITLE,122: POKE BACKGR
ND,39: POKE SELECT,112
140 RESTORE
150 DIM M$(12,9)
160 FOR A=1 TO 12: READ M$(A):
NEXT A
170 PRINT USR MENU:AT 2,14:Mon
ths",M$(1),M$(2),M$(3),M$(4),M$(
5),M$(6),M$(7),M$(8),M$(9),M$(10
),M$(11),M$(12)
180 PRINT AT 18,6:"OPTION "PEE
K 64699: "SELECTED"
190 DATA "January","February","
March","April","May","June","Jul
y","August","September","October
","November","December"
195 POKE TITLE,71: POKE BACKGRAN
D,120: POKE SELECT,104
```

```
200 STOP
210 CLEAR 64695: LOAD ""CODE I
LIST
220 REM HEX GENERATOR
230 FOR F=64696 TO 65282 STEP 8
240 PRINT F;" "
250 LET A$=""
260 LET T=0
270 FOR J=0 TO 7
280 LET E=PEEK (F+J)
290 LET T=T+E
300 LET G=E/16
310 LET A$=A$+CHR$ (INT G+48+7#
(INT G/9))
320 LET H=16#(G-INT G)
330 LET A$=A$+CHR$ (H+48+7#(H/9
))
340 NEXT J
```

```
350 PRINT A$;"=";"T
360 NEXT F
370 PRINT " STOP "
380 STOP
390 REM HEX LOADER
400 PRINT AT 21,0:
410 DEF FN H$(H)=16#(CODE H$(1)
-48-(7 AND H$(1)/9)))+CODE H$(2
)-48-(7 AND H$(2)/9))
420 POKE 23658,8
430 LET A=64696
440 LET T=0
450 PRINT TAB 0;A;" "
460 INPUT TAB 5;H$
470 IF H$="" STOP " THEN STOP
480 IF LEN H$>16 THEN BEEP .5
-15: PRINT INVERSE 1;"LENGTH E
RROR": GOTO 440
```

```
490 PRINT H$
500 LET X=0
510 FOR B=1 TO 16 STEP 2
520 LET Z=FN H$(B): LET T=T+Z
530 REM POKE A+X,Z
540 LET H$=H$(5 TO 1)
550 LET X=X+1
560 NEXT B
570 PRINT "=";"INPUT "CHECKSUM
"10
580 PRINT 0
590 IF D<7 THEN PRINT INVERS
E 1;"CHECKSUM ERROR,RE-ENTER HEX
LINE": BEEP .5,-15: GOTO 440
600 LET A=A+B: GOTO 440
1000 SAVE "MENU" LINE 210: SAV
E "MENU CODE"CODE 64696,587
```

A couple of months back I set a challenge: I said "Gimme a machine code password routine." Remember? I had expected to sit back and watch a mere two or three entries trickle in through the letterbox; but I received no less than 21 replies! Wow!

What a torture it proved to be evaluating them all. I toiled, sweated and toiled some more and finally managed to produce two winners. The first one is **Kevin Lea**, whose short, friendly, and utterly powerful program, grabbed me by the decisive nodules (gwar) and wouldn't let go. (I'll be printing the second routine in a later edition of Pitstop).

WORRA LORRA FEATURES

Here are some of the features at your fingertips:

- Completely relocatable anywhere in memory
- Print any message anywhere on screen
- Passwords can be up to 255 characters long
- The key repeats can be hurried or slowed for varying typing speeds
- Either 'crash' or 're-try' option
- All keys, numbers and symbols can be in a password
- The input line can go anywhere
- Can be any colour
- Will work on any Spectrum

PASSWORD

by Kevin Lea

```
10 IN
K 7: PAPER 0: CLS : BORDER 0: PD
KE 23658,0
20 DIM M$(2,16): LET M$(1)=""FR
EEZE": LET M$(2)=""ASK FOR IT AGA
IN"
30 INPUT "ENTER START ADDRESS"
"st: IF st<65415 THEN GO SUB 33
0: GO TO 30
40 INPUT "ENTER CO-ORDS FOR ME
SSAGE"X(0-31)=""X(0-31)=""Y(0-21)=""
: IF X<0 OR X>31 OR Y<0 OR Y>21
THEN GO SUB 330: GO TO 40
50 INPUT "ENTER MESSAGE" LINE
M$: LET L=LEN M$+6
60 INPUT "ENTER PASSWORD" LIN
E P$: LET L=LEN P$: IF L<1 OR
L>255 THEN GO TO 60
70 INPUT "ENTER CO-ORDS FOR PA
SSWORD INPUTLINE""X(0-31)=""X(0-31)=""Y(0-21)=""
: IF X<0 OR X>31 OR Y<0 OR Y>21 THEN GO SUB 330: GO TO 70
80 INPUT "ENTER LENGTH OF PAUS
E BETWEEN""KEYPRESS""(1-255)""
P: IF P<1 OR P>255 THEN GO SUB
330: GO TO 80
90 PRINT AT 18,0: "IF THE WRON
G PASSWORD IS ENTEREDDO YOU WISH
THE PROGRAM TO:" FOR I=1 TO 2:
PRINT I;" "M$(1): NEXT I
100 INPUT M: IF W<1 OR W>2 THEN
GO SUB 330: GO TO 90
110 LET LENGTH=112+(L+P)*2+L+M: I
F ST+LENGTH>65535 THEN BEEP .5,
0: INPUT "PROGRAM CODE NEEDS MOR
E MEMORY: ENTER LOWER START ADDR
ESS"ST: GO TO 110
120 CLS : PRINT "START ADDRESS="
"187"LENGTH OF CODE="LENGTH:"
BYTES""MESSAGE CO-ORDS ARE: X="
"X:" Y=""Y:"
130 PRINT "MESSAGE IS ""M$""
""PASSWORD IS ""P$""""PAS
SWORD INPUT LINE CO-ORDS ARE: X="
"X:" Y=""Y:"
140 PRINT "PAUSE BETWEEN KEYPRE
SSES IS ""P/50""SECONDS""IF THE
WRONG PASSWORD IS ENTEREDTHE PR
OGRAM WILL THEN ""M$(M)
150 POKE 23658,B: PRINT M$;"IS
THIS CORRECT? (Y/N)"
160 IF INKEY$=""N" THEN RUN
170 IF INKEY$<>"Y" THEN GO TO
160
180 PRINT M$;"PLEASE WAIT ""
"
190 DEF FN L$(N)=INT (N/256): DE
F FN H$(N)=INT ((N/256)-FN L$(N))
(256)
200 LET M$=ST+111: LET T=M+L$: L
ET P$=L+P+1: LET A$=ST+109: LET
A$=ST+11
210 FOR I=ST TO ST+110: READ A:
POKE I,A: NEXT I
220 IF M=1 THEN POKE st+103,25
4
230 LET M$=CHR$ 22+CHR$ Y+CHR$
X+M$+CHR$ 22+CHR$ YP+CHR$ XP
240 FOR T=1 TO L$: POKE T+M-1,C
ODE M$(1): NEXT I
250 POKE P+1,255: FOR I=1 TO L
```

```
E MEMORY: ENTER LOWER START ADDR
ESS"ST: GO TO 110
120 CLS : PRINT "START ADDRESS="
"187"LENGTH OF CODE="LENGTH:"
BYTES""MESSAGE CO-ORDS ARE: X="
"X:" Y=""Y:"
130 PRINT "MESSAGE IS ""M$""
""PASSWORD IS ""P$""""PAS
SWORD INPUT LINE CO-ORDS ARE: X="
"X:" Y=""Y:"
140 PRINT "PAUSE BETWEEN KEYPRE
SSES IS ""P/50""SECONDS""IF THE
WRONG PASSWORD IS ENTEREDTHE PR
OGRAM WILL THEN ""M$(M)
150 POKE 23658,B: PRINT M$;"IS
THIS CORRECT? (Y/N)"
160 IF INKEY$=""N" THEN RUN
170 IF INKEY$<>"Y" THEN GO TO
160
180 PRINT M$;"PLEASE WAIT ""
"
190 DEF FN L$(N)=INT (N/256): DE
F FN H$(N)=INT ((N/256)-FN L$(N))
(256)
200 LET M$=ST+111: LET T=M+L$: L
ET P$=L+P+1: LET A$=ST+109: LET
A$=ST+11
210 FOR I=ST TO ST+110: READ A:
POKE I,A: NEXT I
220 IF M=1 THEN POKE st+103,25
4
230 LET M$=CHR$ 22+CHR$ Y+CHR$
X+M$+CHR$ 22+CHR$ YP+CHR$ XP
240 FOR T=1 TO L$: POKE T+M-1,C
ODE M$(1): NEXT I
250 POKE P+1,255: FOR I=1 TO L
```

```
P: POKE I+P+1,CODE P$(1): NEXT
I
260 PRINT BRIGHT 1;"TO SAVE CO
DE TYPE""SAVE ""name"" CODE ""S
T""LENGTH
270 PRINT BRIGHT 1;"TO USE TYP
E""POKE 23658,0:RANDOMIZE USR "
1ST
280 STOP
290 DATA 33,FN HIT),FN L(1),62,
45,6,LP,119,35,16,252,175,50,60,
92,33,FN H(M),FN L(M),24,59,237,
91,FN H(AD),FN L(AD),33,FN HIT(L
P),FN L(L+LP)
300 DATA 167,237,82,40,56,6,P,1
18,16,253,205,142,2,32,225,205,3
0,3,48,220,95,169,22,8,205,51,3,
167,254,12,40,29,254,128,242,FN
H(RS),FN L(RS),254,32,250,FN H(R
S),FN L(RS)
310 DATA 42,FN H(AD),FN L(AD),1
19,35,34,FN H(AD),FN L(AD),24,18
8,126,25,254,255,40,191,215,24,2
47,33,FN HIT),FN L(1),34,FN H(AD
),FN L(AD)
320 DATA 17,FN H(P),FN L(P),6
,LP,118,26,190,32,152,19,35,16,2
48,201,FN HIT),FN L(1)
330 PRINT M$;"NUMBER OUT OF SU
TABLE RANGE": BEEP .5,0: RETURN
```

PASS THE WORD

It's easy, it's peasy, it's... erm... queasy! Just jam the BASIC program into your Speccy and RUN it.

Hex Loader

```
290 REM HEX LOADER
400 PRINT AT 21,0:
410 DEF FN H$(H)=16#(CODE H$(1)
-48-(7 AND H$(1)/9)))+CODE H$(2
)-48-(7 AND H$(2)/9))
420 POKE 23658,8
430 LET A=64696
440 LET T=0
450 PRINT TAB 0;A;" "
460 INPUT TAB 5;H$
470 IF H$="" STOP " THEN STOP
480 IF LEN H$>16 THEN BEEP .5
-15: PRINT INVERSE 1;"LENGTH E
RROR": GOTO 440
490 PRINT H$
500 LET X=0
510 FOR B=1 TO 16 STEP 2
520 LET Z=FN H$(B): LET T=T+Z
530 REM POKE A+X,Z
540 LET H$=H$(3 TO 1)
550 LET X=X+1
560 NEXT B
570 PRINT "=";"INPUT "CHECKSUM
"10
580 PRINT 0
590 IF D<7 THEN PRINT INVERS
E 1;"CHECKSUM ERROR,RE-ENTER HEX
LINE": BEEP .5,-15: GOTO 440
600 LET A=A+B: GOTO 440
```

You have to admit that line drawings are pretty ugly (*Huh? Ed*). They're so bleak, so boring, so blatantly empty. Do you know what they need? They need a fast and accurate fill routine.

Cue **Chris Pile**.

Chris, quick to follow up his superswift *Circle* routine has come up with a downright rapid 'spill-fill' routine. Stunningly quick, accurate, and short. It'll make you speechless.

BUT HOW?

Simple is too small a word to describe how easy this routine is to work. With the aid of the notorious hex loader type in the code, saving it with SAVE "name"CODE 60160. Then, in the future, before you load it CLEAR 60159 to ensure that your ULA doesn't go bang.

Now, type in the short demo program and you're away...



by Chris Pile

THE CODE & DEMO

```
EAR 60159: GO SUB 100
20 CLS : DRAW 255,0: DRAW 0,17
5: DRAW -255,0: DRAW 0,-175: CIR
```

```
CLE 80,88,70: CIRCLE 175,88,70:
POKE 60168,128: POKE 60169,170:
RANDOMIZE USR 60170: STOP
100 LET C=0: LET Z=60160: FOR N
=0 TO 90: READ A: LET C=C+A: POK
```

```
E Z+1,INT (A/256): POKE Z,A-256:
INT (A/256): LET Z=Z+2: NEXT N
110 IF C<2790081 THEN CLEAR 1
PRINT "Error In Data": STOP
120 PRINT "Saving Code": SAVE "
F111"CODE 60160,180: RETURN
1000 DATA 16512,6128,1032,258,0,
55795,24874,13916,8994,15085,601
68,10802,15083,60169,11314,50155
,60201,8665,10072,64473,1737,358
4,30720,1799,43271,51174,1961,28
43,59001,8128,7991,43279,63718,
26527,59000,24327,60182,22298,49
830,60307,46714,14967,60204,1286
1
1010 DATA 60204,24382,39875,1508
3,60204,710,11314,16107,50028,60
315,11322,15851,11314,15083,6020
2,12860,60202,32574,39875,15087,
60202,726,10802,16107,50060,6021
5,10810,15295,10802,55787,32299,
28631,60158,55785,9076,55676,599
02,8914,15083,60204,49406,10714,
45035,11314,50155,60201,0
```

FULL UP

If you want to be cocky or just plain old condescending then use the following to fill things independently:
POKE 60168,X(0-255)
POKE 60169,Y(0-192)
RANDOMIZE USR 60170

Graham Mason's *Border Effects* routine is a rather good example of effective illusion. And it gives a superb impression of how fast machine code really is.

Using interrupts, the routine changes the border colour in sequence every 50th of a second. The result is a 'solid' bar effect, right in the border. Take it from me, it's stunning.

I've taken the program apart, split it into sections, and disembowelled it for your use. I hope it helps you or at least gives a rough idea of Z80 assembly language.

You'll need an assembler to type in the listing. Any will do. But note that the '#' before some numbers indicates hexadecimal numbers. Some assemblers differ in notation. It's best to check the manual first.

This instruction (used in all assemblers) designates the ORiG address of your code. In this case it's 60000, although it can be anything between 16384 and 65535.

ORG 60000

Disables all maskable interrupts and makes the program run slightly faster.

DI

Creates a vector table at 32768 which contains the address the interrupts jump to every 50th of a second (#9090).

```
LD HL, #8000
LD DE, #8001
LD BC, #0101
LD (HL), #90
LDIR
```

Places a jump statement at this address.

```
LD A, #C3
LD (#9090), A
```

Now at #9090 the interrupt routine is told to jump to the border effects routine.

```
LD HL, INTER
LD (#9091), HL
```

Points the interrupt register to the high byte of the vector table.

```
LD A, #80
LD I, A
```

Selects interrupt mode two and enables interrupts. The border effects will start working at this point. IM 2 is the mode allowing you to use your own interrupting programs in preference to the ROM's.

```
IM 2
GRAY EI
JR GRAY
```

Saves all registers used on the stack. This must be done at the start of every routine to prevent corruption.

```
INTER PUSH AF
      PUSH BC
      PUSH HL
      PUSH DE
```

Border black.

```
XOR A
OUT (#FE), A
```

BORDER FX

by Graham Mason

This delay here is the amount of time the border is off between the lines.

```
DELAY DEC BC
      LD A, B
      OR C
      JR NZ, DELAY
```

Points HL to the colour table.

```
LD HL, TABLE
```

A holds the contents of HL (that's the next byte from the table).

```
COLLECT LD A, (HL)
```

Checks to see if the end of the table has been reached (marked by #FF), if so then branch off to STDATA.

```
CP #FF
JP Z, STDATA
```

Change the border to the colour specified by the table.

```
OUT (#FE), A
```

BC holds the amount of time the border colours remain on screen. Increase the value for thicker lines.

```
DELAY1 LD BC, 6
      DEC BC
      LD A, B
      OR C
      JP NZ, DELAY1
```

Clear the carry flag and loops back until done.

```
AND #FF
INC HL
JP COLLECT
```

Points HL to the start of the table again.

```
STDATA LD HL, TABLE
```

Another delay controlling the distance between the top and bottom bars. The longer the delay the further apart and vice versa.

```
LD BC, #76E
DELAY2 DEC BC
      LD A, B
      OR C
      JR NZ, DELAY2
```

A holds the contents of HL in preparation for 'printing' the second bar. If the end marker appears this time then a key scanning routine is activated.

```
DATA LD A, (HL)
      CP #FF
      JP Z, KEYSKAN
```

Change border.

```
OUT (#FE), A
```

Another delay, this time for bar two.

A JP instruction is quicker than a JR instruction.

```
LD BC, 6
DELAY3 DEC BC
      LD A, B
      OR C
      JP NZ, DELAY3
```

Loop back round until finished.

```
AND #FF
INC HL
JP DATA
```

Scan for space, along the bottom left five keys of the keyboard (coded #7F). Jump to the rotate routine if space is not pressed.

```
KEYSCAN LD A, #7F
        IN A, (#FE)
        OR #EO
        CP #FE
        JR NZ, BACKIN
```

Turn off the border effect.

DI

POP the registers off the stack in the reverse order to which they were PUSHed.

```
POP DE
POP HL
POP BC
```

Set the I register back to normal, in tune with BASIC.

```
LD A, #3F
LD I, A
```

Re-select the ROM's interrupt mode.

```
IM 1
```

Restore A and the flags (F).

```
POP AF
```

Enable interrupts. Very important when returning to BASIC to prevent 'hanging'.

EI

Use the ROM error routine, returning with OK 0:1.

```
RST #8
DEFB #FF
```

This useful routine shifts the contents of the table so that on every re-print the bars appear to rotate round.

```
BACKIN LD A, (TABLE)
        LD HL, TABLE+1
        LD DE, TABLE
        LD BC, #D
        LDIR
        DEC HL
        LD (HL), A
```

Restore all stacked registers.

```
POP DE
POP HL
POP BC
POP AF
```

Return to BASIC with interrupts still running.

RETI

```
DEFB 6,7,6,5,4,3,2,1,1
      1,2,3,4,5,0,#FF
```

So come on! Send in those programs to impress your friends, impress yourself, and impress those software companies. I know you want your name in emboldened lights among these wise words. Go-on, send them to Me (well David McCandless really but it's such a mouthful) **Program Pitstop, YS, 14 Rathbone Place, London W1P 1DE.**

And don't forget. If your routine is a bit 'good' then you'll get paid as well! Can't be bad. Plus the big monster of technology has caught up with us and the best program every month will be placed on MICRONET for all you hackers to down-load.

CRUCIAL COMPILATION



GRYZOR Featuring all the game-play of the arcade original, Gryzor takes you into a thrilling alien world of fire fields, fanatical guerillas and strange enemy defense systems – but you have the fire-power and may, with a 'little' skill, grit and split second timing, you can infiltrate the aliens' headquarters. Play Gryzor once and you'll be hooked!
© 1987 Konami



BARBARIAN THE STORY SO FAR... The evil sorcerer Drax has agreed that if a champion can be found who is able to defeat his demonic guardians, the Princess Marianna will be released. From the wastelands comes an unknown barbarian, a mighty warrior, wielding his broadsword with deadly skill. Can he vanquish the forces of Darkness? ONLY YOU CAN SAY.
© Palace Software Ltd



CRAZY CARS You are racing in the world's craziest race: "The American Cross Country Prestige Cars Race". If you are able to complete the race before the time runs out, you will get a faster car. You start with a Mercedes 560 SEC, and only the world's best drivers may drive a Ferrari CTO.
PREPARE TO START, READY? GO!!!
© Titus Software Ltd.
LAST NINJA replaces CRAZY CARS on COM.



PREDATOR You've heard about Predator, the Schwarzenegger movie – now you can play the leading role. Take a crack commando unit into the South American jungle to rescue a bunch of trapped diplomats. Should be easy enough... and so it would be, if it weren't for the mysterious alien who keeps on taking out your men.
© 1987 Twentieth Century Fox Film Corp. All rights reserved.



KARNOV Join Karnov, the fire-breathing Russian strongman, on his hazardous quest to defeat the evil dragon Ryu and find the Lost Treasure of Babylon. Karnov is a vast 4-way scrolling game that combines both strategy and fast action in nine challenging levels of gameplay. It is recognised by arcade addicts everywhere as one of the best games of its kind. Karnov also has something special in the way of bonuses – have you ever been killed by a skeleton on an Oditch?
© Gremlin Games Software Ltd



COMBAT SCHOOL Konami's arcade hit now for your home micro and already a No. 1 hit. Seven gruelling events featuring the Assault Course, Firing Range, Arm Wrestling and Combat with the instructor himself! Combat school throws down the challenge to the toughest of thoroughbred gamers.
© 1987 Konami



TARGET RENEGADE Every move you make, every step you take, they're watching you. Fight your way through the precinct – the back alleys, the car parks, fight your way through the villainous community, the skin-heads, the Beastie Boys, the bouncers. This is just the tip of the iceberg on your chilling quest to confront "MR. BIG".



PLATOON Lead your Platoon deep into enemy territory, you can almost feel the humidity, sense the threatening dangers as you encounter the enemy and his many booby traps. Having found the underground maze of tunnels, enter at your peril! Enemy soldiers lunge at you from the murky waters within, but this is the only way you can find vital information – if you come out of this alive, you'll be just one of the few!
© 1986 Hemisphere Film Corporation. All rights reserved.

SPECTRUM
AMSTRAD
COMMODORE

ocean

CASSETTE
£12.95

DICING WITH DEATH

IV

BOARDS OF DOOM

Blimey there are huge mounds of new role playing board games coming out of Games Workshop. So we sent our very own troll, **Phil Snout**, into the dungeon to get his feet wet.

2

3

4

6

S'funny you know, but I've never really liked board games that much. Until recently, that is, when I was given a copy of a game called **Talisman** and to my amazement I loved it! Me and my chums played it to death, and it's brilliant fun, mostly 'cos it involves interaction with other people. And this set me thinking... were there any more fantasy board games along these lines? One swift call to Games Workshop did the business. Turns out they've been creating a new style of role playing games that everybody can play — the role playing board game.

No cheeky little counters for our heroes, no sir. Their board games are full of colourful plastic playing pieces, and fabby illustrated booklets. The presentation of the games is fantastic, and the possibilities for play improve as you play. With role playing board games, unlike any other kind of board game, you can add to the rules, the players and the boards until it bears as much relationship to a board game as **Miami Vice** does to real life.

So, striking while the iron was still hot, or luke warm at least, I set out to discover what fantasy board gaming is all about, (aaannndddd, cue the dragon's breath...)

BLOOD BOWL

£19.99

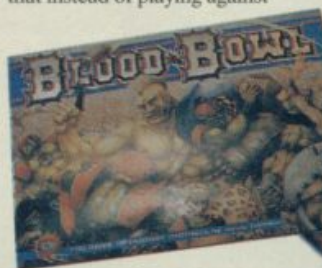
Woah, Subbuteo was never like this... A game of football, American footy yet! But the difference here is that instead of playing against

What you get for your 20 odd quid is a pair of thickish booklets entitled **Rules** and **Handbook**, four D6 (six-sided dice) and one D8 (eight-sided dice), two cone markers, a three piece styrene board, two dugouts, five reversible endzone name labels, and three transparent measuring tools. These clear rulers are for deciding, via a dice roll, whether you hit the square on the board that you threw the ball at and who is in line to intercept it if you didn't. The two handbooks that come with **Blood Bowl** cover the rules and background to playing and enjoying the game, and are hole punched for putting in a ring binder. Putting the rulebooks in a ring binder is a spiff idea, as you can open them to a page and leave them flat. The players you place on the super styrene stone effect pitch are small plastic figures, a bit like the metal figures you use in role playing. The ball is placed on the base of the player in possession, and throws are made to other players on the field. A touchdown is scored when a player reaches the end zone — a strip at the end of the field two squares deep. As there are no posts or anything, there's no field goals or

kicked goals, just touchdowns.

Blood Bowl is brill as a football game, and is a well sussed role playing game too. The Vets Rules allow for attributes of each player in a collision to be taken into account. So in this way the games can be as simple or as complex as you like.

	9
SPLATTER	8
STRATEGY	7
DIFFICULTY	5



humans, often your teams are pitted against orcs, skaven and various breeds of fantasy world scum. The aim of the game is just like American football, to get more touchdowns than the opposing side, but in this case it doesn't matter whose head you pull off in the process. The game is brill fun to play, and as the booklet has a tutorial or two in it learning the rules doesn't take too long. You start by playing the stripped down basic rules: collisions are judged by dice rolls and the rounds of play are simplified so they're easy to take in. The Veterans' Rules are more complex, with each game decision allowing for the attributes of the individual players.



DARK FUTURE £19.99



The game of highway warriors is an old idea that Games Workshop has been playing with since the beginning of time. *Car Wars* and other similar role playing games have talked of a sort of *Mad Max*

style automotive doom for some years now, but now you can get to grips with this idea yourself in this brand new board game.

The aim of the game is to actually survive a race along a track of road through the addled countryside of the far future. You and the other cars on the road are heavily armed with roof mounted cannons and rocket launchers etc. You know, all the usual stuff you can get down Halfords. The track is made of card sections, a bit like Scalextric sets, and is randomly generated by dice throws up to ten segments. The rules are set out in a thick handbook/rulebook, containing all the background to the game and rules, plus hints and tips on how to get the most out of your car and see the least of the competition.

The set contains three D6, the handbook plus a thin booklet which takes you round an introductory game, four cars with attachments, four bikes, a transparent range ruler, various weapon markers and road hazards like road blocks, craters, and 14 bits of track to drive along.

The cars are the same size as your standard Matchbox diecast toy cars, so rolling your own characters and cars shouldn't be difficult. You drive along the track and as the game proceeds certain hazards are placed in your way, as you attempt to wax the other driver before he makes it to the finish before you do!

Dark Future is a brilliantly original game, and one I can see having the same impact as *Blood Bowl*. It's easy to learn and fun to play.

9	
SPLATTER	8
STRATEGY	8
DIFFICULTY	5

CURSE OF THE MUMMY'S TOMB £14.99

Hah! Indiana Jones eat yer hat, 'cos here comes the ultimate in Egyptological gaming. *Mummy's Tomb* takes place in an amazing 3D pyramid playing board.

What you get for your pennies is two thin rule sheets, five real metal playing pieces (suitable for painting, in fact I insist) one D12, player characteristic cards and encounter and currency cards. The neat thing about *Curse* is that you can play it solo, just you against the mummy, but as with all board games it's much more fun when you play it with friends.

The aim of the game is to work your way around the board, avoiding the mummy and making sure that your opponents don't. Avoid the mummy, that is. Then you make your way to the hidden Chamber of Osiris, holding the key, and wait until the light falls onto a certain place in the room. (Sounds familiar, that!) After that you are required to pass three tests, and when you've succeeded, you've found the Elixir.

The playing pieces are nicely carved lead alloy, like military or role playing miniatures, quite unusual for a board game. They're much nicer to paint, as I find the plastic ones a bit shiny, even after priming.



To be honest I didn't enjoy *Curse* as much as some of the other games, and I can't really put me finger on why. I think it's because unlike the others it never really engaged my interest, and seemed a bit too easy. The manual wasn't too readable either, with no clean and simple 'this is what you do' instructions. The best thing about it is the 3D board.

4	
SPLATTER	3
STRATEGY	4
DIFFICULTY	3

MISS A TURN
10



JUDGE DREDD

£14.99

The comic will be well known to you, from the 2000AD stable (whinny!) but you might not be so familiar with the game. The Role Playing Game that Games Workshop also sells is a fine example of role playing, but this board game is not quite so advanced. Put simply, it's a game of busting the most heads, in a legal sense, in the given period of the game, which falls after all the 'perp' cards have been used up.

It comes with a playing board and cards drawn BY 2000AD artist Ian Gibson, a box cover by Brian Bolland, six little plastic Judges, and one D6 for resolving arrests. The board is undoubtedly nicely drawn but not very detailed. There are a handful of locations where crimes can be committed, and each player attends a crime and draws a card to make an arrest. The arrest involves combat of course, and so the dice is rolled to see who comes off worst. *Dredd* is a board game in the truest sense of the word, more like most other board games than real role play. But it's not bad if you want something Dredd flavoured and can't hack the full-blown role playing version.



5	
SPLATTER	4
STRATEGY	3
DIFFICULTY	2

DUNGEON QUEST

£14.99

Dungeonquest is the single game which owes the most to its D&D role playing forebears. (Or even three bears. Ed) You trundle through a dungeon, collecting treasure and searching for towers to finish in. The player with the most treasure after 26 rounds is the winner.

The set comes with four plastic hero miniatures, a massive blank dungeon board, room cards, one D12, one D6, an instruction booklet and some marker cones. The room tiles are placed on the dungeon board as you play, which means you don't know what's in the rooms until you actually put the cards down.

DQ is nicely put together and plays very well. The instruction book may be thin, but it packs in the detail, and soon you feel like an expert. On each round you move into an adjacent square. If there isn't a room tile in it, you place one, then pick a card to see what sort of hazard or treasure there is in the room.

I reckon *Dungeonquest* is an excellent intro to Dungeoning and could lead you into something stronger, like *Advanced Dungeons*

& *Dragons*, if you're sufficiently impressed by the system. But the beauty of it is that it's such a good system anyway — you may actually find that just bolting things onto it gives you everything you need in a role play. And it just so happens, there's an expansion pack which is sold separately for £6.99, containing a D10, some new rules and more creature and room cards.

8	
SPLATTER	7
STRATEGY	3
DIFFICULTY	5



TALISMAN

£14.99

This is my personal fave game of the lot. It's basically a simple throwing the dice and move around the board type game, but with cards to turn up for creatures and happenings, and ratings according to your strength and craft (magical/psychic skill).

What you get in the package is a wedge of paper and board, a playing board, talisman and purchase cards, adventure cards, diecut card counters, a D6 and playing pieces. The players are little cardboard cut-outs with stands, but of course you can buy metal figures and paint them yourself to use with the game.

The great strength of *Talisman* is that the system of picking up the cards and acting upon them works so well. A whole new set of circumstances arises every time you play, as the deck of adventure cards, shuffled at the beginning of each game, are dealt. Some cards lie resident on the board and hassle each player as they pass, but most are just monsters to fight, others are spells that you've found, gold, talismans and followers. Followers are characters which follow you through the game, doing what you do, and affecting the way you fare in battles. Sometimes other characters can kill your followers.

Talisman is really a test of who your real friends are. The winner is the person who makes it to the inner section of the board to gain the Crown Of Command and destroy all the other players. Nasty.

It's brilliant and it only takes a few hours to learn. There are expansion sets and lead pieces available, and I suggest you try *White Dwarf* for details about how to get them.

9	
SPLATTER	8
STRATEGY	7
DIFFICULTY	5



TURN TO
PAGE

134

For further details about all Games Workshop Games, contact: Games Workshop, Chewton Street, Hilltop, Eastwood, Nottingham.
Tel: (0773) 769731

TIME TO TALK

The PLUS D

£52.13

+ 15% VAT = £59.95

MGT's premier product. The disc interface that snapshots all your cassette software to disc in seconds. The printer interface that prints out ANY screen. Simple enough for a beginner, yet state of the art for the expert user. With all the Sinclair Interface 1 facilities and commands, the PLUS D will transform your 48K, 128K or + 2 Spectrum

Call for details
of new versions
for +2a and +3

DISC DRIVES



3.5", 5.25", single or dual, for Spectrum, QL, BBC, Atari, PC - you name it, we sell it! Because you're buying direct from the manufacturer, you won't find better drives at a better price! Each drive has a built-in power supply and connection cable.

DISC DRIVE	EX-VAT	VAT INCL
3.5" Single drive	£ 86.91	£ 99.95
3.5" Dual drive	£165.17	£189.95
5.25" Single drive	£130.39	£149.95
5.25" Dual drive	£217.35	£249.95
3.5" & 5.25" Multi	£199.96	£229.95

Hobbyists! Call for prices on bare drives!

SUPER SAVER PACKAGE

£121.70

+ 15% VAT = £139.95

The PLUS D and 3.5" DSDD Drive. All you need to turn your Spectrum into a powerful, modern disc-based computer! Load 48K in 3.5 Seconds and 128K in just 10 seconds "Best Buy" ... Your Sinclair, "Another Amstrad Crusher" ... Crash.

THE TWO FACE

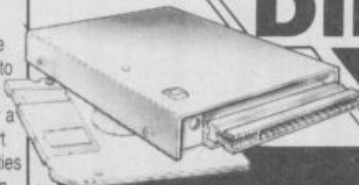
£14.74

+ 15% VAT = £16.95



Another winner from MGT. A two-way connector with a switch that lets even incompatible interfaces work together! The TwoFace also has a built-in joystick interface Opus/Beta/Microdrive users can now transfer all files to PLUS D. The ultimate in Spectrum gadgetry!

MGT DIRECT



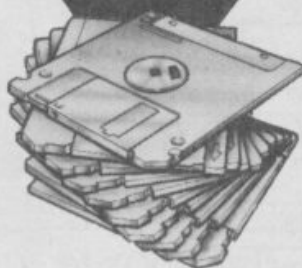
It's time to talk about quality of service. Lots of companies are advertising lots of products at excellent prices. But we believe that our customers deserve more than that. We believe that you have the right to demand an honest, in-depth appraisal of a product's strengths and weaknesses before you buy. We believe you should get a description in terms that you can understand and perhaps an expert comparison with rival products. And if you decide to buy, you need to be assured of first-class service afterwards. Not just if a product is faulty, but also if you need help in installation or if you simply come up against a problem that stumps you.

At MGT we've got the time to talk to you. We only sell products that we like and use ourselves. We understand what we sell, and every one of our sales team is trained to help you, whether before you buy or after. And even if we don't know the answer to your question, or if we don't stock the product you're looking for, we'll find out about it for you.

And the time to talk can be almost any time. Our phone lines are open till 7p.m. Monday to Friday in case you want to call us after work - even after that, there's an answer-phone. Just leave a message and we'll call you back.

It's time to talk to MGT first!

MGT BRAND 3.5" DSDD DISCS



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

	Ex-Vat	W/Vat
1 Disc	£ 1.47	£ 1.69
10 Discs	£13.00	£14.95
20 Discs	£24.30	£27.95
30 Discs	£33.00	£37.95

CARDEX DESK TOP PUBLISHING

£32.87

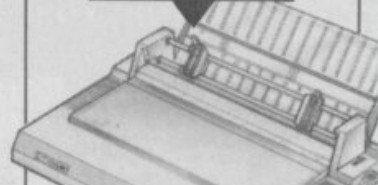
+ 15% VAT = £37.80

Finally, real DTP for the Spectrum! A word processor, graphics and page layout designer all in one and supplied on disc. "Worth every nickel you'll pay for them" ... Your Sinclair.

PRINTERS

from £130.39

+ 15% VAT = £149.95



THIS YEAR'S CHRISTMAS PRESENT

Printers to suit every pocket - and every computer - from 9-pin to laser printers, normal or wide carriage. Free connection cable with every printer sold.

The Star LC10 in mono or colour with paper-park and font-select buttons.

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

Typical prices (inc. VAT)

Star LC-10	£239.95
Star LC-10 Colour	£269.95
Citizen 120D	£149.95
Citizen 180E NEW	£199.95
Citizen MSP 15E (wide carriage)	£299.00
Citizen HQP 40 (24-pin)	£499.00
Citizen Overture 110+	£1499.00

(laser printer running at 10 pages per minute = 900 CPS, with 12 months on-site warranty)

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

PICK-POKE-IT

£13.00

+ 15% VAT = £14.95

The hacker's dream software. Break into any game and list the memory in Hex, Decimal, Ascii, or disassemble it instantly. All the PLUS D's snapshot features fully supported. Type in all the magazine pokes and even customise your own games.

POSTAGE CHARGES

Packages less than 1kg	£2.00
Standard Securicor	£4.50
Express next day delivery	£12.00

(subject to availability)

THE MGT GUARANTEE

1 year full guarantee on all our products. Simple repairs procedure - you send, we fix! No-quibble full cash refund on hardware if you're not satisfied within 14 days!

VIDI-ZX DIGITISER

£26.04

+ 15% VAT = £29.95



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

We also have a limited stock of the original Spectrum 128K Computer at £89.95 and a wide range of serious and games software. Call for details.

I enclose a large SAE for more details of MGT products.

Name: _____
Address: _____
Tel: _____

MGT DIRECT
Lakeside, Phoenix Way, Swansea Enterprise Park, Swansea.
SA7 9EH, U.K. Telephone: (0792) 791100. Fax: (0792) 791155.



YS COMPO

Win! Win! Win!

Three Copies Of *Dark Future*, Two Copies Of *Blood Bowl*, Land Raiders, Rhinos, And Loads Of Space Marines And Miniatures In This Amazing YS/Games Workshop Christmas Compo.

You know the feeling Spec chums. It's Christmas day, you've unwrapped all your prezzies, stuffed yourself with turkey, read all the crappy Christmas cracker mottos, been forced to watch the Queen's speech, and are just settling down for the afternoon blockbuster when gran pipes up, "Anyone for a game of Gin Rummy?" Aaaaarrgh!

Well next year, you can get your own revenge, if you're one of the winners of our fantastic compo. 'Cos we've got loads of fabby boardgames from Games Workshop just waiting to be won.

WOTCHOOWIN

First prize is a copy of *Dark Future*, *Blood Bowl*, and a goodie bag choc-a-block full of Land Raiders, Rhinos and Space Marines. Second prize is a copy of *Dark Future*, *Blood Bowl* and 30 Space Marines. Third prize is a copy of *Dark Future*. And 36 lucky runners up will each win a miniature figurine from the Games Workshop army. Win one of these and you could challenge gran to a game of *Dark Future* next Christmas. Whoopee!

WOTTCHAGOTTADO

Imagine you're playing *Dark Future*. Your character is an ex-cop working for the Turner agency, the best crime busters this side of Shaw Taylor's Police Five.

Your last contract (a run in with three renegades from the Maniax gang) was a bit rough. Your ol' interceptor got a bit of a hammering and isn't going anywhere without a major overhaul. Still, you got out of the bundle alive, rubbed out all three renegades and received a weighty bonus for your trouble. And not only that, your boss has decided to let you have all the fixtures you like when your interceptor is fixed, so long as they're available.

ALL ABOARD

All you've got to do then is look at the fixtures below and draw up a list, placing them in order of importance for fixing into your newly re-painted interceptor. So if for example, you think leather upholstery and an in-car TV is the most important fixture for your mean machine, put a) in first place, and so on. Then send the coupon (or a photocopy) to Parp, Parp, I'm Cruisin' For A Bruisin' Compo, Your Sinclair, PO Box 1509, Enfield, Middlesex, EN1 1LQ. The first correct entries

pulled out of the sack on January 31st, 1989 will win these fantastic prizes.

- Employees of Dennis Publishing Ltd. and Games Workshop will be knocked over on a zebra crossing if they try and enter this compo.
- If your entry comes in after 31st January 1989, you're driving too slow and don't deserve a car.
- Gamesmaster T'zer's decision is final.



FIXTURES

I'd kit out my car with

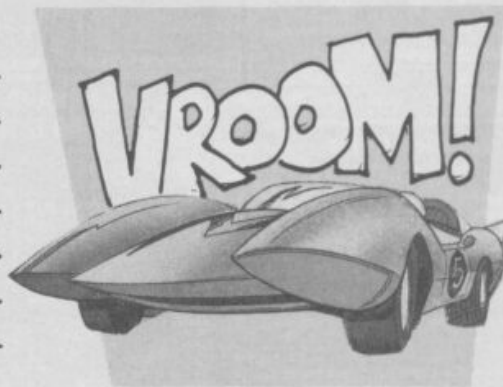
- 1).....
- 2).....
- 3).....
- 4).....
- 5).....
- 6).....
- 7).....
- 8).....

- a) Leather upholstery and an in-car TV.
- b) A drinks cabinet.
- c) A faster engine.
- d) Rammer bars, for the suckers who don't get out of the way.
- e) A roof-mounted weapons rack, sporting twin chainguns and a rocket launcher to boot.
- f) Heavy duty armour plating, just in case.
- g) A pair of pink fluffy dice.
- h) Long range fuel tanks.

Name.....

Address

Postcode



YOUR SINCLAIR

CLASSIFIED

YOUR SINCLAIR DOES NOT CONDONE SOFTWARE PIRACY

YOUR SINCLAIR

VSE Technical Services

High quality repairs
Low inclusive prices
The logical choice!

Spectrum 48K/Plus	£12.90
Spectrum 128K	£14.90
Spectrum Plus 2	£15.90
Opus Discovery	£21.90

All repairs guaranteed 4 months, prices quoted are inclusive of parts, labour, and VAT. Free return carriage for mail order customers. We also repair Amstrad, Atari, and Commodore micros, please phone for prices.

VSE Technical Services.
Department 101, Unit 6, 8 Nursery Road,
London SW9 8BP. Tel: 01-738 7707

REPAIRS

BEAT THESE PRICES

Spectrum/+	£12.50
Interface I	£13.50

Inclusive prices
Top quality repairs by experts
Send cheque/PO, fault description and computer to:
GSF SERVICES
113 Mountbatten Road,
Braintree, Essex CM7 6TP
Tel: 0376 46637

GSF SERVICES
EXPERT REPAIRS

SPECTRUM USERS
PLUS D OR DISCIPLE (ANY)
OPUS OR MICRODRIVE OWNERS

If you already enjoy serious software, served with a dash of humour, set outlet-available on disk or twin cartridges for the above.

Combines graphics, text and programs - all randomly accessible and supporting full sized & ZX Printers. Send disk or cartridges for free sampler or add £2.00 for full magazine. Disks or cartridges can be supplied - send SAE for details

CHEZRON SOFTWARE
605 LOUGHBOROUGH ROAD
BRISTALL, LEICESTER LE4 4NJ

* **SPECTRUM S/WARE HIRE** *
* Free membership *
* Full 7 day hire *
* Discount titles *
* All postage paid (1st class) *
* Monthly Newsletter *
* Monthly Free Prize Draw *
* Send SAE to: *
* SSH (YS), 16 Fleam Road *
* Clifton Grove, Nottingham NG11 8PL *

SPECTRUM SUPPLIES

Power Pack	7.95
Membrane 48K	4.95
Membrane +	6.95
Dust Covers	
(please state machine)	2.95
Prices include VAT + p&p	
Cheque/P.O. to:	
OMNIDALE LTD	
23 Curzon Street, Derby DE1 2ES	
0332 291219	

48K/128K/+2/+3 UNIQUE FRIENDLY UTILITIES

* CONVERTIBLE FOR ANY DISCS, PRINTERS AND MENUS TO NON-ENGLISH LANGUAGES

GRAPHICS DESIGN, STORAGE AND DISPLAY/PRINT

* SPECIFAX PICTUREBASE SYSTEM - Tape £11.95, +3 Disc £14.95, Mdrive £13.95

For computer art, DIY planning, games, advertising, noticeboard, filing system, graffiti, cartoons, greetings cards, party piece, graphs, 220 user definable keyboard characters or graphic symbols, choice of colours, 4 character sizes. Type/edited pictures/text as a WP, Save/Retrieve like a DB. Display as Teletext, slide projector, repeating sequence.

CRACK, HACK OR LEARN THE KNACK

* COMPLETE MACHINE CODE PACKAGE - Tape £8.95, +3 Disc £12.75, Mdrive £10.75

Assembler, disassembler, tester-debug, trace, single step, backtrace, breakpoints, hex/binary/decimal displays. Examples given of character/screen/games design and copying tapes. Unique on-line facilities to teach yourself machine code, instructions supplied. A different approach to the standard unfriendly editors and monitors.

Plus the following microdrive software each £9.75 on a cartridge

- 1 MICRODRIVE MANAGEMENT AND RECOVERY Copy, sensible CAT, recover corrupt files
- 2 RAMDOS MICRODRIVE OPERATING SYSTEM Random access, screen edit, sort, search
- 3 FREE TEXT DATABASE Uses RAMDOS features for multi-purpose filing system

SAE for leaflets. Tel 0268 780663 queries. Pay by cheque/PO, airmail 50p, EEC, £1.50 world

ROYBOT YS, 45 HULLBRIDGE ROAD, RAYLEIGH, ESSEX SS6 9NL

SAVE UP TO £7 - TRADE IN YOUR OLD ADVENTURE WRITING SYSTEM!

We will accept Quill, GAG, GENESIS etc in part exchange for the latest
Spectrum Professional Adventure Writer - £22.95 (rrp)

Send Cheques/P.O.'s for £15.95 and a complete ORIGINAL program, to save £7 on the normal retail price of PAW, to
**GILSOFT INTERNATIONAL LTD. 2 PARK CRESCENT, BARRY,
SOUTH GLAM, CF6 8HD. Tel: 0446 732765**

SOFTLINK (N.I.)

Unit 17/2, Valley Business Centre,
67 Church Road, Newtownabbey,
Co. Antrim BT36 7LS.
Tel: (0232) 854333 ext 216.

SPECTRUM SOFTWARE HIRE STARTS AT SOFTLINK. THE LIFE MEMBERSHIP FEE OF £3.00 (STERLING), OPENS UP THE FOLLOWING FACILITIES:-

- * SOFTWARE HIRE PRICES START AT £0.75p per hire period.
- * HIRE PERIOD IS TEN DAYS (ALLOWING 3 DAYS FOR DELIVERY)
- * ALL POST IS PAID BY US (THAT'S RIGHT, WE EVEN PAY THE RETURN POST)
- * ALL TOP CHART TITLES ARE AVAILABLE
- * EVERY MONTH THERE IS A FREE TO ENTER PRIZE DRAW
- * EVERY MONTH THERE IS A SPECIAL HIRE BENEFIT SCHEME
- * MANY EX-CHART SOFTWARE TITLES AVAILABLE AT GIVE AWAY PRICES (ie. crystal castles £1.50, bubble £1.50, the older budget titles are available at £0.50p each. GREAT VALUE)
- * SPECIAL CHARITY COLLECTION SCHEMES ARE OPERATED BY THE CLUB (ie. guide dogs for the blind stamp appeal)
- * YOU ARE NOT UNDER ANY OBLIGATION TO HIRE OR BUY ANYTHING ONCE ENROLLED IN THE CLUB. IT'S UP TO YOU TO ORDER WHEN YOU WANT TO.
- * FIRST HIRE IS FREE. ALL ORDERS ARE DESPATCHED BY 1st class post.
- * ARCADE, ARCADE ADVENTURE, ADVENTURE, 3D, EDUCATIONAL, BUSINESS SOFTWARE UTILITIES etc AVAILABLE.

MEMBERSHIP IS ALSO AVAILABLE FOR THE COMMODORE 64 AND AMIGA, AND THE ATARI ST SERIES OF COMPUTERS AND OFFERS THE SAME CONDITIONS AS ABOVE. IF YOU WOULD LIKE TO RECEIVE THE SOFTWARE HIRE CATALOGUE LISTING, THEN WRITE TO OUR ADDRESS ABOVE AND ENCLOSE A LARGE STAMPED ADDRESSED ENVELOPE, OR PHONE OUR TELEPHONE RECORDING MACHINE AND LEAVE RELEVANT DETAILS. MEMBERSHIP ONLY OPEN TO RESIDENTS OF THE UNITED KINGDOM AND IRELAND.

POOLS PREDICTOR

AT LAST The alternative
POOLS PREDICTOR

TWO UNIQUE SYSTEMS IN ONE.

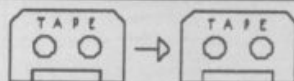
- PREDICTS
- ABSOLUTE
- NO
- NO
- PREDICTIONS
- STATISTICAL
- PRINTER
- FAST
- AVAILABLE

Draws, Homes and Aways.
Ease of use built in.
Fiddly Fixtures Lists.
Redundant databases.
Based on teams form NOW.
Forecasts
Support for forecasts.
and easy to update and use.
Amstrad PCWs/PCs
IBM Compatibles
Spectrum (48K/128K)
From CP/M/DOS (Except Spectrums).
at £17.99 inc P&P
£ 8.95 (Spectrums)

- * RUNS
- * BARGAIN

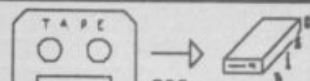
Corwen Computer Systems The Old Barn, Chapel Street, Corwen,
Clwyd, LL21 0AA Tel: (0490) 2802/2294

SPECTRUM SOFTWARE by LERM. WITH FULL MONEY BACK GUARANTEE.



TAPE UTILITY B

TU.B - COPIES MOST TAPES EVEN JERKY AND MANY OF THE RECENT COUNTDOWN LOADERS. EVEN CONVERTS MANY SECURED PROGRAMS TO NORMAL SPEED FOR RELIABLE LOADING + TRANSFER. MEASURES LOADING SPEED, COPIES EXACTLY BLOCKS - EVEN OVER 51K, ETC. £7.50



TPS.

TPS - TRANSFERS HUNDREDS OF PROGRAMS FROM TAPE TO YOUR DRIVE SYSTEM. (INC PLUS 3). MANAGES SOME PROGRAMS HARDWARE DEVICES CAN'T DO! HANDLES JERKY AND COUNTDOWN LOADERS EASILY. INCLUDES USEFUL UTILITIES. NOT FOR THE NOVICE. £12 (+£1 ON N/DRIVE). INFORMATION BOOK 1 - DETAILS ON 400 TRANSFERS USING TPS £2.50. BOOK 2 COVERS 150 FOR £2.50 - MANY TOP 20 HITS INCLUDING SOME 128K PROGRAMS.



MICROMATE

"PERFECT ADDITION TO M/DRIVE"
"MORE POWER WITHOUT THE PRICE"
YS JULY 1986

THE PROGRAM PAYS FOR ITSELF. FOR 1/2 DRIVE SYSTEMS. EVEN IF YOU HAVE A M/DRIVE UTILITY YOU HAVEN'T ANYTHING LIKE MICROMATE. OPTIONS INCLUDE: FOMAT (APPROX 104K), CLONE, SECTOR EDITOR, BOOT PROG, REMAKE, RECONSTRUCTIONS AND REPAIRS CART. MULTIPLE ERASE, TRUE CAT, TAPE TO DRIVE, UNIQUE FAST DRIVE TO DRIVE COPIER, DRIVE TO TAPE (+ NOISE STOP). SOLD ON CARTRIDGE - NORMALLY £13.99. SPECIAL OFFER £11.99 - LIMITED PERIOD ONLY.



Z80

TOOLKIT 2.

"EXCELLENT VALUE FOR MONEY"
"BRILLIANT PACKAGE"
"IF ITS NOT IN TOOLKIT YOU DON'T NEED IT". YS JULY 1986.
POWERFUL ASSEMBLER, AND NOW A PROGRAM TO DO THE REVERSE - M/CODE TO SOURCE. TOOLKIT WITH DISASSEMBLER, SINGLE STEPPER, DE-BUG, HEX TO DEC, ETC. UNRIVALLED AT £8.99

BRAND NEW M/DRIVE CARTRIDGES - £1.75 EACH POST FREE.
CODE COMPRESSOR - £4.50. UPDATE SERVICE AVAILABLE.

STATE TYPE OF SPECTRUM + DISC SYSTEM WHEN ORDERING
e.g PLUS 3 or 128K Sinclair with OPUS.

SAE FOR DETAILS. POST FREE BUT +£1 Europe, £2 rest.

**LERM, 11 BEACONSFIELD CLOSE, WHITLEY BAY,
TYNE AND WEAR. NE25 9UN. ☎ 091-2533615.**

YOUR SINCLAIR

CLASSIFIED

YOUR SINCLAIR DOES NOT CONDONE SOFTWARE PIRACY

YOUR SINCLAIR

AP REPAIRS

ALL REPAIRS £13

SPECTRUM +128 +2

**24 HOUR
RETURN SERVICE**

**90 DAYS
FULL GUARANTEE**

**Phone JOHN
0270 873495**

Cheap rate 6-9 any evening
SAT-SUN All Day

SPECTRUM SOFTWARE LIBRARY

Over 1400 titles

128k & Plus 3 titles available
Games, Educational & Utilities

No membership fee

Send SAE for full details

**PO Box 63, Banstead,
Surrey SM7 3QT**

ENDZONE

AMERICAN FOOTBALL SIMULATION

Twin cassette package includes
rosters with individual player
ratings for all 28 NFL teams.
Rosters updated twice a season.

Spectrum 48K £5.95

Spectrum 128K £7.95

**Sportsim PO Box 116
Colchester CO2 7SF**

FIXED PRICE COMPUTER REPAIRS

All types of home computers: Amstrad, Sinclair, etc. — prices
from £7.00 inc. VAT and post and packaging and three month
guarantee. Also available:

spares, software, cables, peripherals,
maintenance contracts, etc.

Tel: (0702) 618455 for immediate price

**ANALYTIC ENGINEERING LTD, Analytic House, Unit 18A,
Grainger Road Industrial Estate, Southend-on-Sea, Essex**

SPECTRUM REPAIRS

£14.95 inclusive of labour,
parts and p&p.
Fast, reliable service by
qualified engineers.
Average repair 24hrs.
3 months guarantee on all
work.

For help or advice — ring:

H.S. COMPUTER SERVICES

Unit 2, The Orchard

Warton, Preston

Lancs PR4 1BE

Tel: (0772) 632686

ADVERTISERS!

THIS SPACE IS RESERVED FOR YOU!

For further information please call:

STEVE BLOY

ON

01 631 1441 EXT 302.

NEW
FROM ROSSWARE
MAKERS OF FRUIT 2000/2010

FOR 48K SPECTRUM

FRUITY

THE ULTIMATE FRUIT MACHINE GAME

- * HIGHLY PLAYABLE * FAST SPINNING REELS * COLOURFUL GRAPHICS
- * IMPROVED SOUND * HOURS OF FUN

FEATURES INCLUDE
HIGH SPEED ROULETTE GAMBLE
NUDGES
SPECIAL FRUIT
REEL CLIMB
FEATURE SYMBOL
£6.95

£100 JACKPOT

SEND CHEQUE OR P.D. TO:
ROSSWARE (DEPT YS)
646 LONDON ROAD, WESTCLIFF
ESSEX SS0 9HW
For fast delivery put Cheque Card No. on back of cheque.



WIN WITH COURSEMASTER THE COMPUTER HORSE-RACING PROGRAMME

NEW

- * RATES ANY RACE IN SECONDS — ANY DAILY NEWSPAPER IS ALL YOU NEED
- * NEVER out of date — Both N. Hunt and Flat — Fast data entry
- * AMAZING ACCURACY!! — Now you CAN BEAT THE BOOKIE!
- * Works on the simple principle that **FAST HORSES BEAT SLOW ONES**!!!!
- * Clearly identifies best selection in every race plus these AMAZING Features:
- * First, Second and third choice shown for forecasts and Tricasts etc. Recommends most suitable type of bet
- * Actually works out your **WINNINGS** on most popular bets including (SINGLES and DOUBLES, win and each way.) PATENTS, YANKEES, CANADIANS, HEINZ etc. Good EACH WAY and LONG ODDS bets clearly shown
- * Will **PRINT** out your **BETTING SLIP** for you
- * Maintains a **BANK ACCOUNT** — BET LIKE PROFESSIONALS Do! (Records all your bets in any number of accounts. Keep a complete record of your betting or compare COURSEMASTER against your favourite tipster)
- * **PLUS!!! — THE AMAZING COURSEMASTER SYSTEM.** (This superb betting system is included in the programme. A system which regularly produces huge wins from small stakes.) Try it! Can pay for itself many times over on the first day!
- * Supplied with 20 page **BETTING GUIDE** and **MANUAL**

FREE HOT TIP OF THE MONTH TO EVERY PURCHASER

All For £14.95 inc Post + packing (Disc Users please add £2.00 for disc)

Available now for all Spectrums (inc +3 disc version), Commodore 64/128, Sinclair QL, (add £1.00 for drive), Amstrad CPC, All PCW's, BBC and Electron, IBM/PC compatibles. Please state which.

£ STOCKS AND SHARE MASTER

- * A complete **STOCKS AND SHARES** manager programme written SPECIFICALLY for the SPECTRUM.
- * Maintains an up to date **RECORD** of your portfolio. **PRICES, PROFIT or LOSS.** 50 Companies per record. Any number of records.
- * **BUY and SELL** Shares — detailed period analysis of price movement. Should you **BUY, HOLD or SELL?**
- * See **TOTAL** value of your holding or **INDIVIDUAL SHARES.**
- * **SPECULATE or FORECAST.** Would you be better as a **BEAR, BULL or STAG.**
- * Whether you play the market or buy privatisation issues then **STOCKMARKET MASTER** will keep you in touch with up to the minute information.
- * Feel the buzz and vibration of the markets without risking a penny if you wish. Play the markets before deciding to invest **REAL MONEY.** Flatter your **EGO!** Would you make a **FUND MANAGER?**

The best **INVESTMENT** you can make at £14.95 inc p&p

Available for Spectrum only. (48k and above inc +3 disc version). Plus Three version add £2.00 for disc.

£ PROFIT FROM YOUR MICRO — YOUR OWN SMALL BUSINESS USING YOUR MICRO

- * **WHATEVER** your **MICRO** is you can use it to make a good income! Even if you only have a couple of hours spare each week!
- * We have put together a package of easy, sensible and practical business ideas which can easily be used by anyone with any micro. No computer expertise required!!
- * Earn ££'s from home doing what you enjoy doing — using your **COMPUTER!** It doesn't matter which model.
- * You probably already have all you need to start earning.
- * **THOUSANDS** of potential customers in your area who will **GLADLY** pay for your services. We will show you how to find them!

Full step by step guide to **EARNING MONEY FROM YOUR MICRO.**

FREE BUSINESS IDEAS CASSETTE TAPE WITH EVERY COPY £12.95 inc p&p

SPECIAL OFFER: Buy any 2 of the above — discount £2.00. Buy all three — discount £5.00.

INTRASEY Ltd Dept (SU), FREEPOST (No stamp needed) 6 Gilderdale Close, Gorse Covert, Birchwood, Warrington, Cheshire, WA3 2BR. (Large SAE for further details)

SPECTRUM

Desk Top Publishing, Word Processing & Utility Software:

WordMaster	The best Spectrum word processor available	£11.90
Headliner	Design headlines & titles for use with WordMaster	£8.95
Typeliner	The DeskTop Publisher - loads into WordMaster	£16.95
DTP Pack	All three of the above programs	£37.80
Above items:	add £2.50 for Plus 3, £1.50 for Disciple/Plus D versions	
HiSoft C	Ideal for learning C on your Spectrum	£25.00
Devpac	The best machine-code assembler	£15.95
HiSoft BASIC	Superfast floating point BASIC compiler	£24.95
CP/M Plus	Standard operating system for the Plus 3	£29.95

Send SAE or phone now for details of all software.
Plus 3, Disciple, OPUS & other versions available - call for prices.

Atari ST PostScript Laser Printing Service & Fonts **£call**

PCG, 61 School Street, Barrow, Cumbria LA14 1EW Tel: 0229 36957

+ 3, + D, DISCIPLE or MICRODRIVE

Now with a **FREE DISC DOCTOR** on all **TRANS-MASTER** Discs

007 TRANS-MASTER. Transfers majority of games/programs, inc. "jerky" types and old 48K games Multiface 3 fails on.

Tape-To-Tape, Tape-To-Disc, Disc-To-Disc, Disc-To-Tape

For the +3 only **£12.95** on Disc

007 MANAGER MASTER. Contains the following **THREE** programs:

- SUPERFILE...** Holds up to 500 names/addresses and can find any one **INSTANTLY.** High-speed **SEARCH, SORT, RENUMBER.** Can print out as **LABELS or FILES** to any Printer type.
- LISTFILE...** Similar to above but holds 1,000 single line Files.
- DISCMAN...** Insert your Discs and press a key and Full CAT held in a record (up to 2200 records). Can **SEARCH** and find any one **INSTANTLY** and can Load by a single key press.

+ 3 £12.95. + D £9.95. Microdrive £9.95

ZX-GUARANTEED (Dept. YS)

29 Chadderton Drive, Unsworth, Bury, Lancs. BL9 8NL

Tel: 061-766 5712 (do not phone if **STARTREK** on TV)

YOUR SINCLAIR

CLASSIFIED

YOUR SINCLAIR DOES NOT CONDONE SOFTWARE PIRACY

YOUR SINCLAIR

The highly acclaimed Graphic
Adventure Writing System

THE QUILL & ILLUSTRATOR

Now at a Bargain Price!
The Quill - £3.99
The Illustrator - £3.99
The Quill and Illustrator
Twin Pack - £5.99

Available for The Spectrum,
CBM 64 and Amstrad CPC.
State which machine and add
50p p&p. Cheques/PO's to:

GLISOFT INTERNATIONAL LTD.
2 Park Crescent, Barry, S.Glam
CF6 8HD. Tel: 0446 732765

Access/Visa orders accepted.



COMPUTER REPAIRS

We repair Amstrad
PC1512, PCW8256, 8512,
monitors and printers.

We also repair all
Amstrad and Sinclair
Home Computers.

Phone us NOW for details

SUREDATA

DEPT CS, UNIT 6, STANLEY
HOUSE, STANLEY AVENUE,
WEMBLEY, MIDDX HA0 4JB
Tel: 01-902 5218

FOR SPECTRUM/SPECTRUM+

Machine Code Analyser £4.99
Z80 Assembler £4.99
Structured Language Compiler £4.99
Jet Set Looney (game) £1.99

Tel: Appleby (07683) 51027

Send cheque/PO to:

STRUCTURED SYSTEMS (APPLEBY)

16 Glebe Crescent, Appleby,
Cumbria CA16 6RX

ALBATROSS SOFTWARE LTD

'Paramount' Stow Road, Magdalen, Kings Lynn, Norfolk PE34 3BT



COMMANDER "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
And the price is only **£54.99** (inc VAT) plus £3.00 p&p

COMMANDER + "Devastatingly smart... makes the opposition look like toys... the best!" — Popular Computing Weekly.
"It transforms the humble Spectrum..." — Sinclair User
"... will release the full potential of your Speccy... super dooper..." — Your Sinclair.
At its new low price of **£79.99** (inc VAT + £3.50 p&p) the Saga 3, with its own number pad.

Overseas — deduct 15% VAT and add an additional £2 for sea postage and packaging
FOR ENQUIRIES PLEASE CALL 0553 811428 — 24 hour answer service

VIDI-ZX Video Digitiser V.2

GRABS 2 or 3 Shade Screens Direct from Video!

NEW Software Version 2
now supports multi
screen animation,
M/Drive, Tape, All Discs.

The **ULTIMATE** Input
Graphics Device!

£34.95 inc P&P

ROMBO Productions

107 Raeburn Rigg, Livingston, EH54 8PH

Tel: (0506) 39046 - ACCESS VISA accepted



16 shade print from PC version

AUTHORISED SINCLAIR/ AMSTRAD REPAIR AGENTS

EXPERT REPAIRS FROM THE UK'S BIGGEST SINCLAIR/AMSTRAD REPAIR
ORGANISATION. FULL TEST EQUIPMENT, REPAIR PROCEDURES AND SPARES
COMPONENTS TO ORIGINAL MANUFACTURERS SPECIFICATIONS.

Spectrum 48K/Plus	£19.95	Spectrum Plus 3	£34.95
Sinclair QL	£34.95	Amstrad 464 (inc. Monitor, exc. Cathode Ray Tube)	£34.95
Spectrum 128K	£22.95	Amstrad 6128 (inc. Monitor, exc. Cathode Ray Tube)	£39.95
Spectrum Plus 2	£24.95	Amstrad 664 (inc. Monitor)	£39.95

Prices include: VAT, post, packing, parts, labour and insurance.

To send us your micro for repair, mail it securely packed and accompanied by a
cheque or postal order (made out to Verran Micro-Maintenance Ltd) or quote your
Access or Barclaycard number and this reference — YS001/88.

VERRAN MICRO-MAINTENANCE LIMITED

Units 2H and 2J Albany Park, Frimley Road, Camberley, Surrey GU15 2PL
Tel: 0276 66266 Fax: 0276 692280 Telex: 858199

COMPUTER REPAIRS

Fixed Super Low Prices!
Inclusive of parts, labour and VAT



FIRST AID
FOR
TECHNOLOGY

1 WEEK TURNAROUND

★ SPECIAL OFFERS ★

SPECTRUMS	£14 inc. Free game	VIC 20, C + 4	£22 inc
SPECTRUM 128	£18 inc	ELECTRON	£19 inc
C64	£22 inc Free game	SPEC + 2	£25 inc
C128	£29 inc	SPEC + 3	£32 inc
C16	£18 inc	SPECTRUM P.S.U. SALE	£10 inc
		C64 P.S.U. FOR SALE	£20 inc

Please enclose payment with item — 3 month warranty on repair
Please enclose advert with repair

W.T.S. ELECTRONICS (YS)

Studio Master House, Chaulend Lane, Luton, Beds LU4 8EZ
Tel: 0582 491 949 (4 lines)

SPECTRUM REPAIRS

128K FAULTS £20.00 48K FAULTS £14.00
48K KEYBOARD FAULTS £9.00 116 MEMORY 1C £0.50
4164 MEMORY 1C £1.70 Z80 CPU £2.10
MANY OTHER SPARES STOCKED
MINIMUM ORDER £5
ALL PRICES INCLUDE VAT AND RETURN POSTAGE

R.A. ELECTRONICS

133 London Road South, Lowestoft,
Suffolk NR33 0AX TEL: 0502 566289

KOBRAHST

SPECTRUM 48K/128K/ + 2/ + 3 UTILITIES

SP3 TAPE TO + 3 DISC UTILITY: Transfer tapes to + 3 Disc. Many
transfer examples. Transfers PROTECTED progs; Handles Pulsing
programs; FULL Manual; FREE Disassembler + Header Reader: **£7.95.**

D.I.C.E.: Multi-function disc utility for the + 3. Modify and read
sectors; Back-up discs; FULL DiRectory; Recover erased files; Lock out
faulty files; Erase/Rename files; String search; Menu Driven; Easy to use.
"An excellent package", CRASH October '88: **£12.95 on Discs.**

SD4 TAPE TO M/D UTILITY: Transfer MOST tape programs to M/D;
Large suite of programs; Transfers PROTECTED programs; FULL
Manual; FREE Disassembler: **£7.95 (£9.95 on Cart.).**

SW1 TAPE TO WAFADrive UTILITY: Transfer tapes to Wafadrive.
Handles PROTECTED programs; Pulsing programs; FULL Manual; FREE
Disassembler: **£7.95.**

SC5 ADVANCED TAPE UTILITY: Backup the vast majority of your
tapes. Handles Fast Loaders, LONG blocks (up to 80K by code
compression); Pulsed programs; multi blocks; 128K programs; **£7.95.**

KOBRAHST SPECTRUM MACHINE CODE COURSE: FULL
course from beginner to advanced level. Applies to ALL Spectrums.
Suitable for everyone. Comes with FREE Disassembler: **£20.**

IMBOS 2.0: Gives 66 new microdrive commands, including
MIRROR, FX SOUND, TEXT SCROLL, and many more. Complete with
10-minute demo and ORGAN Programme. **£12.95**

DBI + 3DISC BACK UP UTILITY: Make backups of + 3 ordinary and
protected discs; either to DISC or to TAPE. Easy to use. Many other
features. Handles MULTI-LOAD programmes. **12.95 on disc.**

ALL UTILITIES COVERED BY OUR MONEY BACK GUARANTEE —
BUY WITH CONFIDENCE!

Send cheque/P.O. to: "KOBRAHST", DEPT. YS, "Pleasant View",
Hulme Lane, Hulme, Nr. Longton, Stoke-on-Trent, Staffs ST3 5BH.
(Overseas: Europe add £1 P&P PER ITEM, others £2. Send s.a.e. (9" x
5") or phone for detailed catalogue. Please mark envelope "ENQUIRY".

For more information please phone: 078 130 5244
Access and Visa welcome.

Please phone above no. (24hr service).



HARDWARE



■ Spectrum 48K for sale, all leads. Over £200 worth of Software. Write to: Stuart Sampson, 33 Paulmont Rise, Temple Cloud, Nr Bristol.

■ Spectrum +, data recorder, Quickshot joystick, interface, over 150 games, many recent (inc. Zynaps, Matchday II, Nigel Mansell's G.P. etc). Sell for £110. Perfect condition. Matthew Jones, Bron Haul, Plas Bennion Road, Pen-y-Cae, Wrexham, Clwyd. Tel (0978) 824177.

■ Spectrum 48K, good condition with joystick, lightpen, cassette recorder, games worth over £400. All original, magazines worth £80. Altogether worth over £700 sell for £250 ono. Phone (05512) 2778 after 4pm.

■ Spectrum 48K, joysticks, Interface II, Currah Speech, data recorder, complete YS collection, books and manuals, over 200 games, £150. Tel (0254) 22749. Ask for Alaric.

■ 48K Spectrum fitted with Saga Emperor keyboard, £65 ono. Brother HP5 Printer and Interface £75 ono or £130 for the two. Steve Komor, 54 Angelton Green, Penyfar, Bridgend, Mid Glam. Tel (0656) 724841.

■ 128K Spectrum + Spectrum, Mouse & Software etc. For only £100 ono. Contact Mr E. Lufman, 11 Rebecca Court, Highview Road, Sidcup, Kent.

■ For sale: DK Tronics lightpen, good working order, £8. Also offers for broken Currah Speech synthesiser. Phone (0905) 422415. After 4pm during weekdays.

■ Spectrum+2 with joystick and over 100 titles only 9 months old. Will sell for £105 ono. Contact Alan on (0946) 811636.

■ 48K Spectrum with twin Wafadrive, Alphacom 32 printer, Quickshot Joystick, Joycard, Double Joystick, Interface, Rolls Printer Paper, 30 computer mags, approx. 200 games and cassette recorder £200. Phone Buckley (0244) 542628.

■ For sale: 48K Spectrum with joystick, Kempston Interface and Data Recorder. Also 40+ games, also mags & books with £200. Sell for £85 ono. Tel. Matt Lincoln (0522) 790113.

■ Interface for Spectrum+ or 48K for sale, £4. Phone (021) 711232 after 6pm. Ask for Michael.

■ Spectrum+2 with two joysticks, £350 worth of software, AMX Mouse + Software, £50 worth of mags & games including Roadblazer, OutRun and 720. Gear worth £550 sell for £250. Phone (078571) 4698.

■ Want to sell any of your Speccy's peripherals? Don't sell! Swap them for tons of great games. Contact Luis Rodrigues, Rua 1 de Maio, 6-A, 2800 Alto do Moinho, Portugal.

■ Spectrum+ Multiface One (new), joystick, tape recorder plus over 200 games including Comp Hits 4, Pack Of Aces, All Stars etc. Worth over £350, I want £180 ono. Phone (0575) 73968 after 5pm.

■ Comm 64, data Cassette, software (including Seuck) all for £95. Write to C. Yau, 39 Delancey Street, London NW1 7RX.

■ 128K Spectrum, Opus Discovery Drive, Multiface 128, Micro Speech, excellent collection software on disk and tape. Business, Educational, games, books and manuals. Excellent value £300. (0274) 875102. Available W. Yorks or London.

■ Spectrum 126+2, Multiface 128, Joystick, Interface and over £1200 of latest games for sale. All items are boxed and in perfect condition. £330 ono. For details phone Jason on (0762) 336239.

■ Spectrum+2, multiface, joystick and over 80 games. Also Commodore 64 + disk drive, final cartridge and over 110 games and 2 joysticks. Phone (0992) 768 909 and ask for Steven after 4pm for more details (Buyer must collect).

■ 48K Spectrum for sale. In very good condition. Comes with joystick and games. Sell for only £75 ono. Phone (08047) 2818 and ask for Duncan.

■ Look: Opus Discovery, Keyboard, Multiface 1, Alphacom 32, Personal Stereo, RAM Music Machine, various software (send see for list) will split. Make offer. Phillip Mayer, 85 Capelands, New Ash Green, Kent.

■ 48K Spectrum, good condition, 80 games, cassette recorder and all wires, joystick, interface & couple of mags. Worth £180 but will sell for £70. Phone Daniel on Hayes, Middlesex 561 8612. Or swap for Commodore 64.

SOFTWARE



■ Over 1600 games to swap like 19, Impossible Mission II, Barbarian II, and Mickey Mouse. So contact Vagos Develgas, 17 Kountoniotou Str, GR-15569 Holargos, Greece.

■ Wanted! ZX-81 software on cassette (original if possible). Will swap Spectrum software on disk 5.25. Please contact: Lothar Kissinger, Liebenauerstr. 103, 6520 Worms, W. Germany.

■ Wanted! Shadows Of Mordor will swap for any two from: Orbix, Dark Star, Cosmic Warhead, Zoids, Nightshade, Astro Clone. Originals only. Vince Corney, 1 St Heller Ave, Morden, Surrey.

■ Will swap Bionic Commando 128K+2 for Nightmare or Alien Syndrome and Rastan for Bards Tale I or Marauder. Contact Paul Davies at 1 Milford Street, Mold, Clwyd. Phone (0352) 56488.

■ Vindicator, 19, T-Wrecks, Samaural Warrior and many more. If you want them and you have new games too, contact me, Avi Gades, 8 Hvarden Street, Ramat-Gan, 52333 Israel.

■ Will swap Ten Great Games II, Winter Sports, Devils Crown, Fued, Tuberuba & Conquest (Originals). All these for Football Director II (128). All on tape. Andrew Helps, 133 Church Road, Clipstone, Mansfield, Notts.

■ 48K+ Spectrum, loads of original software including Ikari Warriors and Gunship Two, joystick, interface and tape recorder, over 100 mags. All for £150 o.n.o. Phone Paul (0202) 523041.



Looking for turkeys? Get stuffed! Input/Output's only full of Christmas crackers this month! Ho, ho, ho!

■ Will swap GAC, Glider Rider, Dan Dare, LOTR for PAW. Contact Stuart Sturgeon, Woodside Gallery, William Street, Dalbeattie, Scotland. Heartland instead of Glider Rider if you like.

■ Lots of games and utilities to swap. Send your list for mine. All letters answered. Write to Rajiv Rhera, C/68 Venus Society, A Scheme, First Floor, Worli, Bombay, India 400 018.

■ Lots of cheap second hand Spectrum games for sale. See for list, from as little as 60p! Send quickly to 19 Croft Street, Morecambe, Lancs.

■ Will swap Orbix, Zub, Yogi Bear, Livingstone, A Mole, Full Throttle, Infiltrator, War Cars, Ace Of Aces, Shockway, Amuroto and Hydrofool for pocket TV. Phone Paul on (091) 4696381.

■ Wanted! Garfield swap for Freddy Hardest, I Ball or Death Star. Also wanted, Rolling Thunder, Andy Capp and Aliens. Will swap any two for Elite. Originals only please. Edward (021) 449 5197.

■ Looking for 80%+ standard software, only £1? We have over 30 un-released items. Send see for free list and order form to Alphasoft UK, 5 Watson Close, Bury St Edmunds, Suffolk.

■ Wanted! Space Harrier. Will swap for any three of OutRun, Super Hang On, Grand Prix Sim, Jet Pac, GhostBusters or KickStart Two. Phone Steven on (08855) 311.

■ I will swap six new full priced games of your choice for one recorder. Please write to Djapic Boris, Lipa 14/ 10, 11000, Belgrade, Yugoslavia.

■ Games to swap on Plus D. 3.5" Disk System, send your list for mine. Peter Lewis, 135 Mold Rd, Mynydd-isa, Mold, Clwyd, N. Wales.

■ Wanted! ATF, Target Renegade, Cybernoid, Bionic Commandos and Barbarian. Will swap one for one with IK+, Vulcan, Jailbreak, Super Hang On, Gauntlet II, Lightforce, Quazatron or Paperboy. Phone Scott on (0242) 32293.

■ Wanted: Enduro Racer I or II and Leaderboard or World Class Leaderboard. Will swap for OutRun, Paperboy, Army Moves, Nemesis The Warlock and "V". Phone Paul on (031) 665 2225.

■ Will swap Masters Of The Universe, Super Trolley and Shanghai Karate for Target Renegade or Double Dragon. Originals please. Tel (0382) 515395.

■ I will swap Trapdoor for Rebel Star. Phone Lee on (0782) 326359.

■ Interface 1.2 M/DS, 20M/Carts, Multiprint, £85 ono. Tel (0836) 764015. ask for John.

■ Spectrum+ for sale with interface, joystick, tape deck, £200 worth of software, boxed in good condition. The whole lot for £140 ono. Phone Adrian on Tunstall 267026 on Sunday morning only.

■ Spectrum+3, joystick, tape lead, computer unit, over £400 worth of software including Rastan, Darkside, Target Renegade (disk), Gunship (disk), and much more. £250. Phone Daniel after 5pm on (0823) 283008.

■ Spectrum 48K for sale, tape recorder, interface, over £100 worth of original games. Just been serviced and in very good working order. Will sell for £80. Phone (0605) 49398.

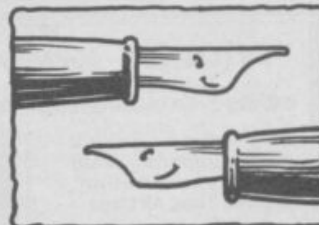
■ Spectrum for sale, 400 games, data recorder, games include Solomons Key and Exolon. Kempston Pro Interface (3 ports) Quickshot II Turbo Joystick + Quickshot II, all leads. Excellent condition. Still boxed. £160. Phone Simon on (0443) 411 334 Complete with about 30 YS's.

■ All the latest games to swap! Reply guaranteed. You may not have the latest games but you may have something I want! M Juriens, Gruterstr 1, 6981 KB Doesburg, Holland.

■ Wanted! Yabba Dabba Doo, will swap Ramparts for it. Originals only. Contact: Luke Nash, 49 Dock Road, Tilbury, Essex.

■ Loads games to swap, such as 1943, Vindicator, and Overlander. Write to Simon Lennox, 53 Main Street, Castle Dawson, Co. Londonderry, N. Ireland or phone (0648) 68662 after 6pm.

PEN PALS



■ 14 year old Speccy owner wants pen pal to swap games with. I have lots of new titles. Send your list to Mark McGregor, 87a Main Street, Tomintoul, Banffshire, Banffshire.

■ 14 year old guy desperately seeks 13-15 year old female who likes music, chat and Johnny Hates Jazz. Will answer all letters. Write to Kevin Tracey, at 7 Laurel Drive, Strabane, Co. Tyrone, N. Ireland.

■ Pen pals wanted, any age male/female. I have over 1600 games to swap incl Typhoon, mostly new. Write to me Andrew Little, 31 Water Street, Runcorn, Cheshire.

■ Wanted pen pals from all areas, any age, any interests. All letters answered. So what are you waiting for, get writing!!! Nancy Todd, 51 Shakespeare Street, Southwick, Sunderland, Tyne & Wear.

■ Do you like heavy metal? If you do then write a letter to me so we can swap music tapes. Write to Thorvald Gunnarsson Hverfisgata 49, 101 Reykjavik, Iceland.

■ Extremely interesting male seeks other life forms to swap games etc. I have 720, Shockway Rider and lots more. All letters answered. Steven Black, 8 Northbank Avenue, Westburn, Cambusland, Glasgow.

■ International pen friends can provide a pen friend service in English, French, German, Spanish and Portuguese. 190,000 members in 153 countries. Details: 2 River Drive, Padiham, Burnley, Lancs. Enclose see for reply.

■ Attractive 17 year old female, looking for equally attractive male. I own a Speccy+2. Interests - music, having fun etc. Write to Cathy Walker, 4 Orchard Boulevard, Oldland, Bristol.

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
☐ Lonely Hearts ☐ Fanzines

Name.....

Address.....

Postcode.....

MAGAZINE HEALTH WARNING Think before you snip - most people use a photocopy instead.

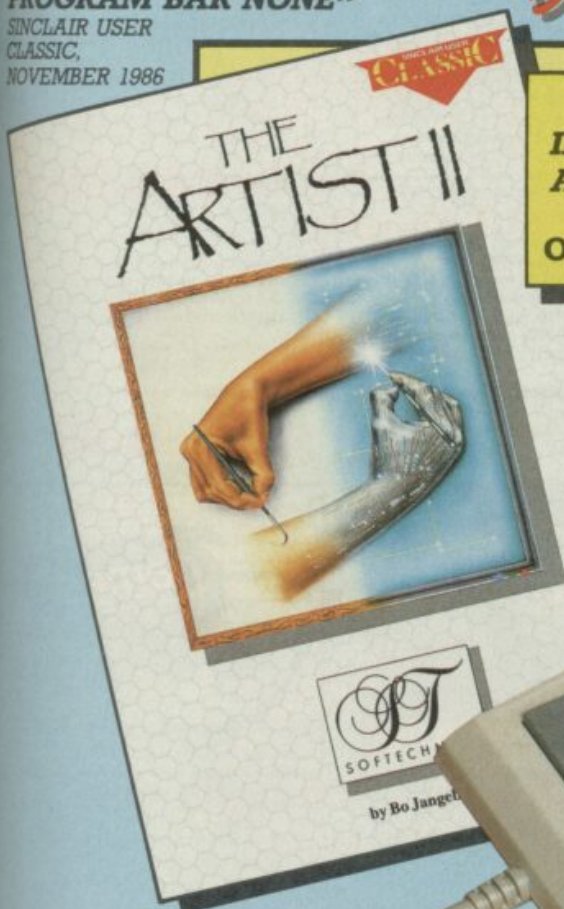
YS 37

Sorry, but YS can accept no responsibility for the ads placed in Input/Output.

The best deal for Spectrum Artists bar none

"THE BEST SPECTRUM ARTIST
PROGRAM BAR NONE"

SINCLAIR USER
CLASSIC,
NOVEMBER 1986



**FULL PACKAGE
INCLUDING ARTIST II
AND MOUSE SYSTEM
ONLY £49.99**



**KEMPSTON
COMPATIBLE
JOYSTICK AND
MOUSE
INTERFACE**



TOP QUALITY MOUSE

The Artist II is an all new graphics package following in the footsteps of its extremely successful predecessor, the Artist. A host of powerful new features includes:-

- SUPERB QUALITY MULTI-FEATURE ● PULL DOWN MENUS
- WINDOWS ICON DRIVEN ● FONT AND SPRITE DESIGNER ● ZOOM MODE
- FLEXIBLE CUT AND PASTE ● ABLE TO SUPPORT MANY PRINTERS.

To complete the package, the Artist II also comes with a top quality mouse system and Kempston compatible joystick and mouse interface. Take advantage of this special offer, then just plug in and go!!



ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

HOW TO ORDER ...

BYPHONE



0782 744707
24 hr Credit Card Line

BYPOST



Send cheques/PO's made
payable to 'Datel Electronics'

UK ORDERS POST FREE

EUROPE | OVERSEAS
ADD £1.00 | ADD \$3

FAX 0782 744292

DATEL ELECTRONICS

DATEL ELECTRONICS LTD, FENTON INDUSTRIAL ESTATE,
GOVAN ROAD, FENTON, STOKE-ON-TRENT, ENGLAND

SALES ONLY
0782 744707

TECHNICAL ONLY
0782 744324

FREE OFFER!

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

PLEASE STATE
48/•2/•3 WHEN ORDERING

DATTEL ELECTRONICS



ROBOTARM

FULL FUNCTION WITH 5 AXIS MOVEMENT

- ☐ Explore the fascinating science of Robotics with this fantastic full feature Robot Arm.
- ☐ Human like dexterity - with 5 axis of movement it is so versatile it can manipulate and pick up any object as small as a paper cup or as big as a tennis ball.
- ☐ Easily controlled using 2 joysticks (any 9 pin type) or connected to your Spectrum with our special Interface/Software to give Computer/Robotic control. (see Interface offer).
- ☐ Comes with accessories including: Standard Grip Jaws to mimic finger type grip; Magnetic Finger Adaptor with release mechanism; Shovel Attachment for materials handling; 4 Stabilising Legs for heavier lifting jobs.
- ☐ Uses 4 HP2 batteries (not supplied) to power motor movement.

ONLY £49.99

INTERFACE OFFER

- ☐ Unique Interface/Software package to allow you to interface and control the Robotarm with your Spectrum.
- ☐ Train mode allows you to store and then repeat arm movement sequences.
- ☐ Computer and Robotic control is a major subject in schools and colleges - this is a unique introduction.
- ☐ This Interface is not needed to be able to use Robotarm but it makes possible interfacing the Robotarm/Computer.
- ☐ Very easy to use.
- ☐ Instructions included

ONLY £19.99



DUAL PORT JOYSTICK INTERFACE

- ☐ Can also be used with two joysticks with games that allow simultaneous two player control.
- ☐ 2 joystick ports - Kempston type - one Cursor type.
- ☐ Accepts any 9 pin joystick including rapid fire types.

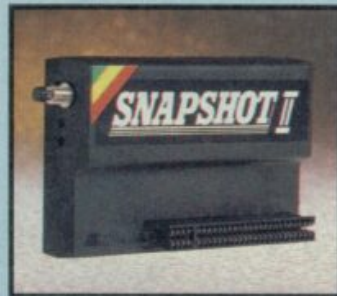
ONLY £8.99



NEW QUICKSHOT TURBO

- ☐ Complete with Interface - plugs straight into Spectrum (all models).
- ☐ All the features of the best selling Quickshot II plus;
- ☐ Microswitch action for even longer life.
- ☐ Extra rugged construction.
- ☐ Superb styling.

ONLY £17.99 COMPLETE



SNAPSHOT II

- ☐ Now you can backup your games to microdrive or tape.
- ☐ Special compacting techniques.
- ☐ Add pokes or peek programme then restart.
- ☐ Built in joystick interface (Kempston system).

£24.99 POST FREE



GAMES ACE

- ☐ Accepts any 9 pin joystick plus - delivers sound from games through TV speaker (fully controllable).

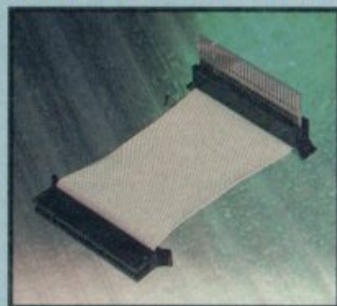
ONLY £10.99

Complete with Quickshot II

ONLY £17.99

or complete with Quickshot Turbo

ONLY £21.99



EXTENSION CABLE

- ☐ Distance peripherals from your computer.
- ☐ Top quality connections.

ONLY £8.99

TWO WAY EXTENSION

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

ONLY £10.99

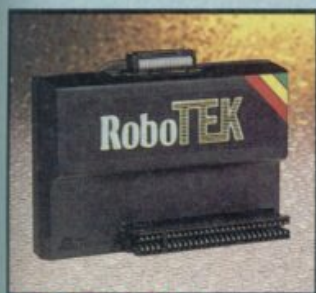


DIGITAL SOUND SAMPLER

- ☐ Permits recording any sound digitally into
- ☐ Replay at variable pitch or with amazing effects.
- ☐ Forwards/backwards/with reverb/echo/flanging etc., etc.
- ☐ Fully menu driven.
- ☐ Complete hardware/software package.

ONLY £34.99

DATTEL ELECTRONICS



ROBOTEK

- ☐ Robotics & model control made easy on Spectrum.
- ☐ 4 independantly controlled outputs for relays, models, lights etc.
- ☐ 8 independant inputs for sensing etc.
- ☐ This is the product that the Lego Publication "Make and program your own robots" was based on.
- ☐ Comes complete with cables.

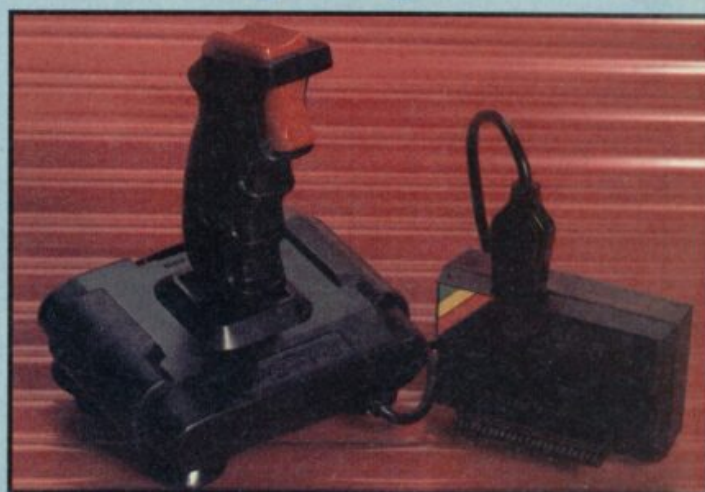
ONLY £29.99



INTERPRINTER

- ☐ Connect fullsize Centronics printers to your Spectrum.
- ☐ Complete with printer cable.
- ☐ HiRes screen dump (Epson).
- ☐ Microdrive compatible
- ☐ Compatible with Tasword 2.
- ☐ Easy to use.

ONLY £24.99

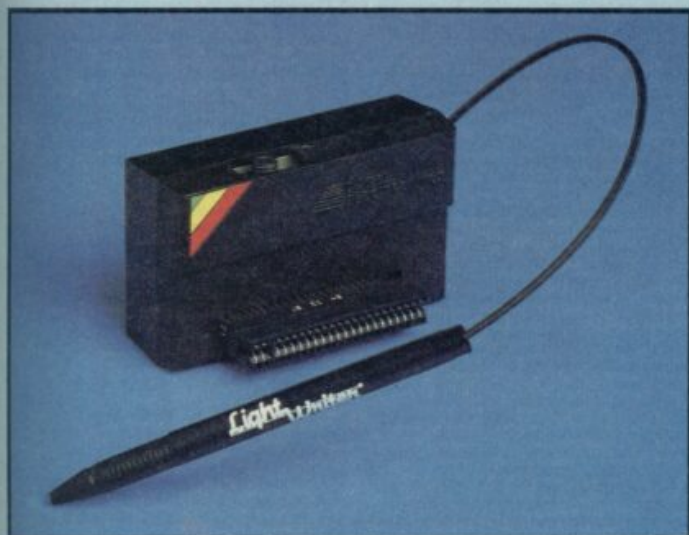


QUICKSHOT II

- ☐ The world's top selling joystick.
- ☐ Complete with interface.
- ☐ Maximum compatibility (Kempston system).

ONLY £13.99

- ☐ Auto fire/rapid fire.
- ☐ Plugs straight into Spectrum/Plus/+2/+3 etc.
- ☐ Stabilizing suction cups.
- ☐ Complete - no more to buy.
- ☐ Top & trigger fire buttons.



LIGHTWRITER

- ☐ Just plug in and draw circles, rectangles, squares & freehand drawing.
- ☐ Choose inks, papers, erase, fill etc.

ONLY £14.99 COMPLETE

- ☐ Save results into memory or tape.
- ☐ Menu driven.
- ☐ Animate screens from memory.
- ☐ Complete package includes lightpen & interface plus software.



16K RAMPACKS FOR ZX 81

- ☐ Brand new guaranteed Sinclair product.
- ☐ Simply plug in for 16K.
- ☐ Limited availability.

ONLY £5.99



DATA RECORDER

- ☐ Fully compatible Data Recorder.
- ☐ Top quality for reliable results.
- ☐ Free tapehead Cleaner.

ONLY £24.99

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

HOW TO ORDER ...

BY PHONE



0782 744707

24hr Credit
Card Line

BY POST



Send cheques/POs made
payable to "Datel Electron-
ics"

FAX

0782 744292

UK ORDERS POST FREE
EUROPE ADD £1
OVERSEAS ADD £3

PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS
AND SUBJECT TO CHANGE WITHOUT NOTICE

CALLERS WELCOME - Please reserve goods by telephone prior to visit.

DATTEL ELECTRONICS

DATTEL ELECTRONICS LTD., FENTON INDUSTRIAL ESTATE
GOVAN ROAD, FENTON, STOKE-ON-TRENT, ENGLAND.

SALES ONLY
0782 744707

TECHNICAL ONLY
0782 744324

LEADS etc.

+3 CASSETTE ADAPTOR LEAD

- ☐ Now you can connect your +3 to a cassette recorder.
- ☐ 2ft long.

ONLY £3.49

REPLACEMENT CASSETTE LEADS

- ☐ For 48/128/+2.

ONLY £3.49

+2 JOYSTICK ADAPTOR LEAD

- ☐ Allows standard 9 pin joysticks (Quickshot II/Turbo etc.) to be used on +2/+3 computers.
- ☐ Supports rapid fire models.

ONLY £2.99

REPLACEMENT T.V. LEAD ALL MODELS

ONLY £3.49



WANTED



■ Wanted! 'Understanding Your Spectrum' by Dr Ian Logan. Please ring Steve after 7pm (0782) 332645 or write to Steve Parry-Thomas, 44 Leveson Street, Longton, S-O-T, Staffs.

■ Wanted! Karnov. Will swap for Lightforce, Zynaps, Legend Of Kage. Write to K.J. 12 Oberon Street, Craghead Road, Belfast, N. Ireland.

■ Will swap Way Of The Exploding Fist, Snooker, Geoff Capes Strongman for Rolling Thunder. Please write to Daniel Worf, 111 Clive Road, Belvedere, Kent.

■ Wanted, any mouse compatible with the Spec+2. Price must not exceed £28. Please phone on (0635) 67073 or write to Dominic Hiles, 10 Exmoor Road, Thatcham, Berkshire.

■ Heellpp! I've just bought a +2. I need help on understanding POKE's and tips. I'd be grateful for any help whatsoever. Robert Oswald, 806 Lewis Flats, Ixworth Place, Chelsea SW3.

■ Wanted! Your football computer games such as Double, Track Suit Manager will swap for Heartland, They Sold A Million, 1,2,3, Gauntlet I and Lightforce II. Tel: Mike on Penarth 708539.

■ Wanted urgently, Silversoft Linkword French for 48K Spectrum. Phone Mike on (0827) 289214.

■ Wanted! Sega's ProWrestling, Afterburner and My Hero will swap for Space Harrier, Secret Command, OutRun. Letter must include tel no. if possible. Will separate if asked. All letters answered. Games must work. Contact Binh Tran, 3 Queens Drive, Abbots Langley, Watford, Herts.

■ Wanted! Used black fabric ribbons. Will pay 50p each. Please phone Nick (0467) 42429 and tell me what you've got. Remember fabric one's only.

■ Wanted! Daley Thompson's Decathlon or Back To Skool - Yabba Dabba Doo, Graham Gooch's Test Cricket or Block Busters. Tel (0323) 640205.

■ Wanted! Tips for Where Time Stood Still. Contact Carl Quincey, 21 Park Road, Canvey Island, Essex.

■ Wanted, Multiface 128 will swap for Gunship, Strike, Eagle, Dracula, Armhug, GhostBusters, Pittfall, Mikie, Kung Fu, Spy Master. Interested? Write to J. Oldfield, 1 Chickering Cottages, Stradbroke, Epsom, Suffolk.

■ Urgently wanted - Last Ninja II, Barbarian II, R-Type and Street Fighter will swap for Bionic Commando, Gauntlet II, Gun-Runner, Sabotage. Phone Andrew on 596035 between 5pm-7pm.

■ Swap over £100 of games plus 20 mag's for any of these printers: Saga LTR-1, Epson P80, Brother H100A, Sinwa PA-80, Citizen 120d, Star Delta 10, Juki 6000, Centronics GLP. Other printers also considered. Tel: (0689) 49353. Ask for Darren after 7.30pm.

■ Wanted, Cybernoid, Cybernoid II, Star Wars, Bionic Commandos and any other games. Will swap for many ex-recent games such as Target Renegade, Impy II, Rampage. Please phone James on Eastbourne 503897 after 7pm.

■ Wanted!! Yes, wanted now! A ZX power supply suitable for a 48K Speccy. Phone Matthew on (0296) 79633 after 5.30pm. Thank you.

■ Wanted! The Double will swap for Football Manager and Action Pack. Also swap Nebulus for your Back To Skool. Phone Paul on (089) 086 244 between 5-6pm.

■ I've got all the newest games. If you want to swap them then write to: Thorvald Gunnarsson, Hverfisgata 49, 101 Reykjavik, Iceland.

■ Wanted! The Fury or Bionic Commandos, swap Predator, Rolling Thunder, Mask II or Action Force. Richard White, 4 Balgarvie Place, Scone, Scotland.

■ Wanted! Wafer Drive, plus interface, plus leads, plus waters. Swap for GAC, Sailing, Astro Clone, FOTY or STC. Best five offers will receive reply. Colin Bilton, 40 High Street, Misterlon, Doncaster, S. Yorks.

■ Wanted! Dead or Alive! The games Sea Base Delta and Chaos both by Julian Gollop. If somebody wants to swap software write to me as I have about 500 games. Danny Quintana, Av/Fdz. Ladreda IX, BL 5, 4C, 11006 Cadiz, Spain.

■ I would like to swap Gauntlet, Movie, Impossible Mission and maybe a budget game for a copy of Darkside in good condition. Swap also budget game for Agent X. Stephen Mulcahy, Churchtown Road, Newcastle West, Co. Limerick, Ireland.

■ Wanted! Any drawing game except Icon Graphic. Send to Luke Nash, 49 Dock Road, Tilbury, Essex RM18 7DB.

■ Wanted! Advanced OCP Art Studio (128K) version. Will swap for Driller, Alien and Micronaut I. Originals only. My three for your one. Please write to Vivian Ashton, 7 Durban Street, Hollinwood, Oldham.

■ Wanted desperately - Cybernoid, Karnov, Side Arms, Gryzor. Will give any two of Exolon Revolution, Fast 'n' Furious, Thunderceptor, Deathwish III, Xarax, Five Star Games II, Impossible Mission for each. Ring James on (0249) 814439 after 5pm.

■ Millionaire wanted, will swap for any one of Whodunnit, The Empire Strikes Back, On The Oche, Vampire. For details write to M.J.R. 47 Cookridge Drive, Leeds LS16 7HP.

■ I'm not starting this ad with the word wanted, but I want 720', Impossible Mission and Fantastic Voyage. Write to James Hughes, 14 Aytton Close, Stockfield, Northumberland. Originals only please.

■ Wanted, any broken joysticks, VIC 20's etc. Postage refunded and presents for the first 10 people to send in. Everybody else, just postage refunded. Richard Waugh, 43 Sapperton, Werrington, Peterborough, Cambridgeshire.

■ Wanted: Roadblasters, Last Ninja II, Swap Paperboy, Leader board, Football Director, Trivial Pursuits, TSAM 3, OutRun. One for one or one for two basis (No Ipswich fans!) Call Tony on (0953) 604923.

■ Wanted, Sinclair Black Watch! Who knows where to get one in good condition? Please contact: Lothar Kissinger, Liebenauerstr 103, 6520 Worms, West Germany.

MESSAGES AND EVENTS



■ Address book program for Spectrum Microdrive owners. Home written but excellent value for money. Only £2.29 cheque or postal order to Matthew Williams, 6 Tower Road North, Heswall, Wirral, Merseyside.

■ Micro Mag has the only Anti Drongo ST and Amstrad club in Editorial. Only £1 from Micro Mag, The Bungalow, Keycol Hill, Newington, Kent.

■ Hi! I'd just like to say 'Yo bod how you doing man and Hattie is fit!! Yeah! From David Robinson yeah!

■ Superlock is a protection system for 48K Spectrum programs. For details send an a/s to Superlock, 3 Wordsworth Crescent, Springwell Village, Gateshead, Tyne & Wear.

■ Your Spectrum issues 1-12 in binder £20. Phone (01) 552-0600.

■ Leave the rest-joint the best. A new realistic postal soccer management sim. Send a/s to PSH, 31 Coleridge Avenue, Penarth, S. Glamorgan.

■ For over 50 POKE's send 70p and a blank tape to POKEtape II, R. Elliott, 21 Belsfield Gardens, Jarrow, Tyne & Wear. First four senders get money back.

■ If you know Angela Sloan of Bramhall, tell her I miss her and would like to see her again, love from her mate Paul O'Neill.

■ Software Exchange Club. Exchange your unwanted originals cheaply. Same day turn around where possible. Send a/s for membership kit to SSSC (Dept. Newmem), 178 Forest Road, Kingswood, Bristol.

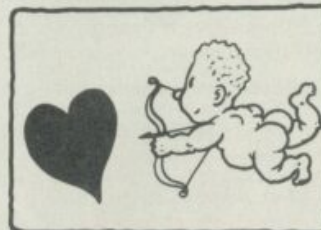
■ Want to make money in your spare time? For details send a/s to 2 Auckland Road, Sparkbrook, Birmingham B11 1RH.

■ Hello YS readers. Do you want to swap games and films? I've got the latest in software, so get writing. Manoj Ranchordas, Rua Sacadura Cabral, Lote 23 1-A, S.J. Estoril, Portugal 2765.

■ For over 50 POKE's send 70p and a blank tape to 21 Belsfield Gardens, Jarrow, Tyne & Wear.

■ New computerised football PBM. Division Champions win £75 and a trophy. Join now for a realistic challenge. Turns every fortnight. Send a/s for details to DP Clancy, Giddison, Promenade, Llanfairfechan, Gwynedd.

LONELY HEARTS



■ Are you a female 15+ who needs a strong modest and intelligent male aged 16? If so, write to me and send a photo. I like anything that you do. Philip MacLeod, 26 Addison Close, Feltham, Thetford, Norfolk.

■ Lonely girl seeks boy of 14. Must have good taste and must adore heavy metal. Write to Helen Jones, 43 Worcester Lane, Pudmore, Stour, W. Midlands.

■ 18 year old male seeks a girlfriend from Gloucester area. All letters answered. Send a photo if poss. Write to Lloyd, 9 Springhill, Sandhurst, Gloucester.

■ 15 year old boy seeks 14-15 year old girl in Hants area. Hobbies inc. American Football (San Francisco 49ers fan). Photo if poss. All letters answered. David Lewis, 4 Keats Close, Olivers Battery, Winchester, Hants.

■ Lonely 15 year old male is looking for attractive 14-16 year old female, who likes pop music and going to the cinema. If interested write now (with photo if possible) to Paul Watson, 2916 Niddrie Marshall Place, Edinburgh.

■ 16 year old male, looking for an attractive female aged 15-18 in the Leeds or surrounding district. I own a Spectrum 128+2 computer. Please send a photo to Michael Woods, 50 The Nooks, Gildersome, Morley, Leeds.

■ Two sexy males seek two lonely females, we are both 13. Please write enclosing photo. Must live in the Hull area. Send letters to Chris and Nic, 86 West Borough Way, Hull.

■ Incredibly cool and lonely 18 year old Italian guy, desperately seeks females into House Music from anywhere - but preferably from Eastbourne area. Send photo please to Mauro Consolo, Via Flaminia Nuova 260, 00191 Rome, Italy.

■ 14 year old male looking for a 13-14 year old attractive female who owns a Speccy, likes music and reads YS. Photo if possible please to Christ Scott, 2 Douglas Terrace, Lanark, Scotland ML11 9HE.

■ 12 year old male seeks fun loving girl aged 12+. If you live in Surrey send a letter and photo to John Davidson, Little Boarhunt, 73 Portsmouth Road, Liphook, Hants.

■ 14 year old female seeks a 14-16 year old boy. Enclose photo in your letter please!! All letters will be answered, so get scribbling now! Kim Mosedale, 20 Goyfield Avenue, Felixstowe, Suffolk.

■ Good looking male, age 15, seeks 14-15 year old girl who likes music and having fun, write to Paul Laurie and send photo if possible. All letters answered. Paul Laurie, 127 Gordon Road, Nunhead, SE15 3RR.

■ Hi! I'm Gilly and I'm into real hunks age 14-15. Please enclose photo and I'll answer every letter. Please write to me, and make me happy. Gill Irvine, 7 Oaklands Court, Aldcliffe, Lancaster.

■ Lonely 18 year old, male Speccy owner seeks lonely female, 16-19. Interests include discos, music and having fun. Please send photo to Graham Jones, 28 Dolydd, Llandudno, Gwynedd, North Wales.

■ Two 17 year old girls seek two hunky males 17+, must like sports (especially American sports) and having a good time. Please send photo. All letters answered. Send to Sam & Tracy, 8 Mount Road, Rhyl, Clwyd, North Wales.

■ 17 year old lonely, male Speccy owner requires friendly female around same age. My interests include computers, music, football and having a good time. So get them pens rolling to Matthew 'I'm so lonely, honest' Plunkett, 61 Magpie 'Lonely' Road, Norwich, Norfolk.

FANZINES



■ Spectrum magazine coming in July '89. Badly needs maps, tips, POKE's and other ideas. Enclose stamp if you want it sent back. Ronni Stirling, 23 Mayfield Street, Ruchill, Glasgow.

■ Micro Mag is the best tape fanzine. Send £1 to A. Everingham, The Bungalow, Keycol Hill, Newington, Kent.

■ Greetings, Alec here! Are you up to date with the new games? Well we are!! In the second best magazine (YS is unbeatable of course!) Ed! 'Head Over Heels!' Price 45p + s.a.e!! Alec McCutcheon, 54 Birch Road, Congleton, Cheshire.

■ Speccy's need 'ECU!' The tape fanzine with hundreds of pages!! Only £1. Moving cartoon, competitions. Simply the best!! Cheques to T. Warren, ECU, 54 Clough End Road, Hattersley, Hyde, Cheshire.

■ Stuck? Need a POKE or tip? Write to Russell and enclose 50p. 19 Railway Terrace, Fishponds, Bristol. I have hundreds of POKE's and also maps. The Spectrum Programme, a cassette magazine for the people who want to play more than just games. Send £1 to Kieran Wood, 30 Church Street, Elsecar, Barnsley, S. Yorks.

■ Superspec is a new monthly fanzine for all Spectrum users. It's only 40p per issue. So don't delay write today. Send a/s to Stephen McGuinness, 98 Jerviston Road, Motherwell, Scotland.

■ Fourth issue of OVER! out November. Free game on cover. Costs £1 plus 22p p.p. Send money to Gavin Jackman, 87 Potters Lane, Seno Woking, Surrey.

■ Advanced Spectrum machine code course starts this month. Send for issue one now! Only 50p. Send a/s for details. Mr N Lewis, 53 2 Kyle Crescent, Whitechurch, Cardiff.

■ NEW! Mag on sale. Comes on tape, over 115 pages of reviews, POKE's. Great value at £1. Send money and a/s to Darren Martin, 91 The Lindsens, Fieldway, New Addington, Croydon, Surrey.

■ Puzzle Pages: Answers

■ Coin Oops: How can a coin be marked 'BC' when the maker couldn't know that Christ would be born in 327 years?

■ Eiffel

Editor Teresa Maughan; **Art Editor** Catherine Higgs; **Production Editor** Jackie Ryan; **Staff Writer** Duncan MacDonald; **Designer** Thor Goodall; **Technical Consultant** David McCandless; **Contributors** Marcus Berkmann, Guy Bennington, Ciarán Brennan, Jason Daley, Mike Gerrard, Sean Kelly, Catherine Peters, Peter Shaw, Rachael Smith, Phil South; **Advertisement Manager** Simon Stansfield; **Advertisement Executive** Stephen Bloy; **Advertisement Director** Alistair Ramsay; **Production Manager** Judith Middleton; **Marketing Manager** Bryan Denyer; **Publisher** Terry Grimwood; **Finance Director** Colin Crawford; **Managing Director** Stephen England; **Chairman** Felix Dennis; **Published by** Dennis Publishing Ltd, 14 Rathbone Place, London W1P 1DE; **Telephone** (all departments) 01-631 1433; **Telex** 8954139 DennisG; **Fax** 01-636 5668. Company registered in England; **Typesetters** Carlinpoint, London; **Reproduction** Graphic Ideas, London; **Printed by** Chase Web, Plymouth, Devon; **Distribution** Seymour Press, 334 Brixton Road, London SW9 (telephone 01-733 4444). All material in Your Sinclair © 1989 Felden Productions, and may not be reproduced in whole or part without the written consent of the publishers. Your Sinclair is a monthly publication.

MAIN EVENT

Arkoid II.....	5.55	Crazy Cars.....	6.95	Corporation.....	5.59	Biggles.....	2.50	Willow Pattern.....	1.50	Pole Position.....	2.75
Chubby Gristle.....	6.99	Yeti.....	6.25	Countdown.....	5.59	Zip Zap.....	1.25	Software Star.....	1.50	Bounces.....	2.75
Rastan.....	5.55	Crosswiz.....	5.55	Dan Dare 2.....	5.59	Hareraiser.....	1.25	Twister.....	1.59	Fifth Quadrant.....	2.75
Impossible Mission II.....	6.29	Charlie Chaplin.....	6.29	Dark Sceptre.....	5.59	Micro Use & Learn.....	1.25	Confuzion.....	1.59	Ice Temple.....	2.75
T-Wrecks.....	5.59	Streetfighter.....	6.29	Data Exits Arc Alley.....	4.89	Warlords.....	1.45	Eureka.....	1.50	Moonlight Madness.....	2.75
GL Superskills.....	5.59	Wizard Wars.....	6.29	Dragons Lair Twin Pk.....	5.50	Stonkers.....	1.25	Pai Games + The Turk.....	1.80	Starquake.....	2.75
Matchday II.....	5.55	Cybernoid.....	5.59	Draughts.....	4.19	Into Empire.....	1.15	Pyramid & Titanic.....	1.59	Deathquake.....	2.75
Road Blasters.....	6.29	Darkside.....	6.95	Driller.....	10.40	Dance Fantasy.....	1.89	Zoids.....	1.59	Implosion.....	2.75
Stalengrad.....	6.95	Venod Strikes Back.....	6.29	Earthflight.....	5.59	World Cup Football.....	1.59	War On Want (14 gms).....	1.50	Life of Harry.....	2.75
Test Masters.....	6.25	Gutz.....	5.55	Elite Collection.....	10.49	On The Ochi (Darts).....	1.65	Enduro.....	1.50	Sky Runner.....	2.75
European Champions.....	5.55	Race Against Time.....	3.49	Enouro Racer.....	6.99	Snooker.....	1.65	Trans-Atlantic.....	1.50	Ball Breaker.....	2.75
The Double.....	7.69	Hopping Mad.....	5.59	Evening Star.....	5.59	Golf.....	1.65	Atlantic Challenge.....	1.50	Death or Glory.....	2.75
Cricket Master.....	5.55	Ikari Warriors.....	6.29	Every Second Counts.....	5.59	Blackhole.....	1.59	Growing Adrian Mole.....	1.50	Dr What.....	2.75
The Vindicator.....	5.55	Lee is Space Ace.....	9.09	F15 Strike Eagle.....	6.99	Violent Universe.....	1.59	Kronis Rift.....	1.59	Outcast.....	2.75
Barbarian II.....	9.09	Karnov.....	6.99	Famous Courses Col.....	13.75	Back Packers.....	1.59	Prodigy.....	1.59	Big 4 v2.....	2.75
The Collective Works.....	9.09	Dr Jekyll & Hyde.....	5.55	Five Star Games 3.....	6.99	Pyramid.....	1.89	Prodigy II.....	1.59	Spectrum 4.....	2.75
Action Force II.....	5.55	Outrun.....	6.29	Gana Rama.....	2.50	Drive In.....	1.69	Explorer.....	1.50	Championship Sprint.....	2.75
Alt World Games.....	5.55	720°.....	6.29	Xarq.....	2.50	Doomsday Castle.....	1.69	Hero.....	1.59	Impossible Mission.....	2.75
Arctic Fox.....	6.25	Firefly.....	5.50	Jet Set Willy 2.....	2.50	Chess.....	1.59	Zoids.....	1.59	Crosswise.....	2.75
Ball Breaker II.....	5.55	Silent Service.....	6.99	Metabolisa.....	2.50	Road Racers.....	1.50	War On Want (14 gms).....	1.50	Dark Sceptre.....	2.75
Marauder.....	5.55	Solid Gold.....	6.99	West Bank.....	2.50	Dimension Destruction.....	1.50	Dandy.....	1.50	Earthlite.....	2.75
Sophistry.....	5.55	Spectrum 4.....	5.59	Cosmic Shk. Absorber.....	2.50	Video Pool.....	1.59	Cliffe Hanger.....	1.50	Empire.....	2.75
Ramparts.....	4.50	Strip Poker 2.....	5.59	Pulsomop.....	2.50	Casino Royale.....	1.59	Pitfall 2.....	1.59	Gothik.....	2.75
Night Raider.....	9.09	Teledon.....	5.59	Inneritanch.....	2.50	Chess The Turk.....	1.50	Sherlock.....	1.59	Hive.....	2.75
Mickey Mouse.....	5.55	Terramex.....	6.29	Revolution.....	2.50	Cyber Rats.....	1.69	Young Ones.....	1.59	Kinetix.....	2.75
Predator.....	6.99	They Sold A Million.....	6.99	Hypaball.....	2.50	Slippery Sid.....	1.59	Max Headroom.....	1.59	Magnetron.....	2.75
Psycho Pig UXB.....	6.29	Thundercats.....	5.59	Grange Hill.....	2.50	Confusion.....	1.50	Gilligans Gold.....	1.50	Mystery On Nile.....	2.75
Basket Master.....	5.55	Tub Gun.....	5.59	Fifth Quadrant.....	2.50	Casey Jones.....	1.50	Gift From Gold.....	1.50	Marsport.....	2.75
Shackled.....	6.29	Traz.....	6.29	The Force.....	2.50	Iceicle Works.....	1.50	Astro Clone.....	1.50	Alien Evolution.....	2.75
Beyond The Ice Palace.....	5.59	Treasure Hunt.....	5.59	Mandragore.....	2.50	Killer Kong.....	1.59	Tir Na Nog.....	1.59	Final Matrix.....	2.75
Skate Crazy.....	5.59	Trivial Baby Boomer.....	10.45	Mind Shadow.....	2.50	Do do.....	1.65	Nexor.....	1.59	Metabolis.....	2.75
Blood Brothers.....	5.59	T.T. Racer.....	6.99	Space Shuttle.....	2.50	Titanic.....	1.65	Trio (3 games).....	1.50	Sam Stout.....	2.75
Buggy Bdy.....	5.59	Unitrax.....	6.20	Battle of the Planets.....	2.50	All or Nothing.....	1.59	Back to Future.....	2.75	Samurai Trilogy.....	2.75
Soldier of Light.....	5.59	Venom Strikes Back.....	5.59	Friday The 13th.....	2.50	Kakatoe.....	1.55	Big Trouble in L. China.....	2.75	Rana Rama.....	2.75
G Gooch Test Cricket.....	5.99	Wonderboy.....	6.99	Hacker.....	2.50	Chess (Sinc).....	1.59	Diamond.....	2.75	Technic Ted.....	2.75
Galipole.....	6.29	World of Leaderboard.....	6.29	Ball Blazer.....	2.50	King Arthur's Quest.....	1.59	Guadacanal.....	2.75	Stonker.....	2.75
Garfield.....	6.29	Yeti.....	5.59	Go-To-Hell.....	2.50	Club Record Control.....	1.59	High Frontier.....	2.75	Moon Cresta.....	2.75
Gnome Ranger.....	6.99	Ramparts.....	4.50	Orbix.....	2.50	Brax Bluff.....	1.59	Howard The Duck.....	2.75	Inheritance.....	2.75
Gothik.....	5.59	Soldier of Fortune.....	5.59	J Barrington Squash.....	2.50	Punctuation Pete.....	1.59	Karnov.....	2.75	Sidewalk.....	2.75
Guadacanal.....	6.99	Fernandez Must Die.....	6.29	Rescue on Fractulus.....	2.50	Pazzaz.....	1.65	Knightmare.....	2.75	Space Ace.....	2.75
Guild of Thieves.....	11.20	NATO Assault Course.....	9.50	Dogfight 2187.....	2.50	Space Attack.....	1.65	Mindshadow.....	2.75	Shadins Road.....	2.75
Gunship.....	6.99	Summertime Special.....		Leviatmon.....	2.50	Disposable Heroes.....	1.65	Rescue on Fractules.....	2.75	Catch 23.....	2.75
Gunslinger.....	6.29	War on Want.....		Monty On The Run.....	2.50	Dervish.....	1.65	Super Sprint.....	2.75	Cosmic Shock.....	2.75
Gunsmoke.....	6.29	14 Separate Games.....	1.50	Spin Dizzy.....	2.50	Octagon Squad.....	1.65	Teladon.....	2.75	Geof Capes.....	2.75
Hercules.....	5.59	Hard Guy.....	2.50	Hacker 2.....	2.50	Freedom Fighter.....	1.65	Xcel.....	2.75	Nemesis Warlock.....	2.75
Indiana Jones.....	6.29	Traillblazer.....	2.50	Basketball 2 on 2.....	2.59	Terminus.....	1.65	Butch Hard Guy.....	2.75	Slaine.....	2.75
Jewels of Darkness.....	10.45	Jet Set Willy.....	2.50	Sailing.....	2.59	Bounder.....	1.75	Hardball.....	2.75	Planets.....	2.75
Knightmare.....	6.99	Now Games 3.....	2.50	Out Of This World.....	2.59	Xcel.....	1.75	Agent Orange.....	2.75	War.....	2.75
Krypton Factor.....	5.59	The Eidolon.....	2.50	Red L.E.D.....	2.50	I.C.U.P.S.....	1.70	Core.....	2.75	Skooldaze.....	2.75
Lazer Tag.....	6.29	Hijack.....	2.50	They Stole A Million.....	2.50	Touchdown USA.....	1.70	Wibstar.....	2.75	Equinox.....	2.75
Leaderboard.....	6.99	Xor.....	2.50	Convoy Raider.....	2.50	Warlord.....	1.70	Zenoo II.....	2.75	Biggles.....	2.75
Living Daylights.....	6.99	Red Hawk.....	2.50	Supergran.....	2.50	Realm of Impossible.....	1.70	Dark Empire.....	2.75	Strike Force.....	2.75
Monopoly.....	6.99	Buggy Boy.....	5.59	Convoy Raider.....	2.50	Snooker.....	1.59	Netherworld.....	2.75	Firestorm.....	2.75
Napoleon at War.....	6.29	Magnetron.....	5.55	Auf Wiedersan Monty.....	2.50	Valkrie II.....	1.59	Fourth Protocol.....	2.75	Batman.....	2.75
Nimlist.....	5.59	All New Blockbusters.....	5.59	Thing Bounces Back.....	2.50	Enigma Force.....	1.59	Star Fox.....	2.75	Double Take.....	2.75
North Star.....	5.59	All Stars.....	6.29	Blackmagic.....	2.50	Toy Bazer.....	1.59	Triaxos.....	2.75	Gilligans Gold.....	2.75
Not A Penny More.....	10.50	Annals of Rome.....	9.69	Express Raider.....	2.50	Komplex.....	1.59	Aladdins Cave.....	2.75	Highlander.....	2.75
Now Games 5.....	6.99	Backgammon.....	4.20	Last Mission.....	2.50	Hareraiser.....	1.59	The Mask.....	2.75	They Sold A Million.....	2.75
Overlord.....	6.99	Battlefield Germany.....	9.69	Ramparts.....	4.59	Life of Harry.....	1.50	Galaxion.....	2.75	Hyperball.....	2.75
Paperboy.....	5.59	Bedlam.....	6.29	Bubbler.....	2.50	Karara.....	1.50	Ms Pacman.....	2.75	Color of Magik.....	2.75
Pegasus Bridge.....	9.69	Blood Alley.....	6.99	Martianoids.....	2.50	Zacaron Mystery.....	1.50				
Revenge of Don.....	5.59	Bobstleigh.....	6.99	Survivor.....	2.50	Anfractous.....	1.50				
Roadwars.....	6.29	Bulls Eye.....	5.59	Gunslinger.....	2.50	Merchant of Venice.....	1.50				
Roundheads.....	6.99	California Games.....	6.29	Crystal Castles.....	2.50	Henry IV.....	1.50				
Saboteur 2.....	5.59	Championship Sprint.....	6.99	Quartet.....	2.50	Time Manager.....	1.50				
Scalextric.....	6.99	Cleudo.....	6.99	Firetrap.....	2.50	Decision Maker.....	1.50				
September.....	6.99	Colossus Bridge.....	8.40	Big Trouble in L. China.....	2.50	Aztec.....	1.59				
Side Arms.....	6.29	Colossus Chess.....	6.99	Gauntlet Deeper Dungs.....	2.50	Run For Gold.....	1.59				
Blacklamp.....	5.55	Computer Classics.....	4.89	Cholo.....	2.50	Beamrider.....	1.50				
Bionic Commando.....	6.29	Conflicts.....	9.69	Mystery of Nile.....	2.50	Code Name Matt II.....	1.50				

**DEPT. (YS), 61 STAFFORD STREET, HANLEY,
STOKE-on-TRENT, STAFFORDSHIRE ST1 1LW
24 HOUR ANSWER SERVICE**

TEL: 0782 281544

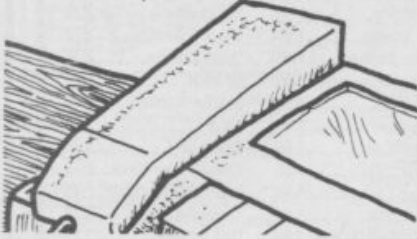
Please cross PO/Cheques and make payable to: THE MAIN EVENT.
To help maintain our low prices we would be obliged if you could include a first class stamp with your order, although this is NOT compulsory. Free Post and Packaging. Overseas please add 75p per tape.
We apologise for any alterations or omissions since going to press. The Main Event is a division of Software City.
ENQUIRY LINE: 0782 281544



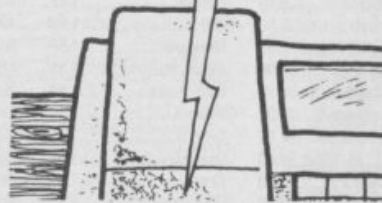
NATIONAL RESCUE

23 TRACY STREET, CROYDON...

RING RING
RING RING



KLIK... ER, HELLO, THIS IS NATIONAL RESCUE. JM, I'M AFRAID NO-ONE IS AT HOME AT THE MOMENT, BUT IF YOU LEAVE YOUR NAME AND

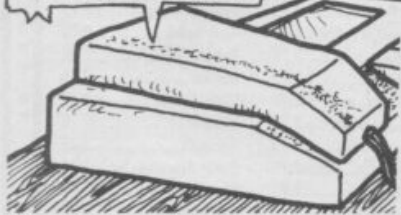


DETAILS OF THE DISASTER WE'LL TRY AND GET BACK TO YOU AS SOON AS WE'VE FINISHED THE SHOPPING. LEAVE YOUR MESSAGE AFTER THE BEEP.

BEEEEEP



OH MY GOD - YOU'VE GOT TO HELP US... THE BRIDGE IS DOWN... 3000 PEOPLE TRAPPED UNDERWATER... GIANT AIR-BUBBLE... CAN'T HOLD OUT FOR LONG... PLEASE HURRY!!



TWO HOURS LATER...



I'LL PUT THE SHOPPING AWAY SHALL I, SCOTT?

GOOD IDEA VIRGIL. I'LL SEE IF THERE ARE ANY MESSAGES ON THE ANSWERPHONE.



ER, SHALL I PUT THE EGGS IN THE FRIDGE OR THE BREAD-BIN?



I THINK THEY GO IN THE FRIDGE, VIRGIL....



KLIK

..BRAINS NORMALLY PUTS BREAD IN THE BREAD-BIN.

HEY...

LISTEN TO THIS...

..GIANT AIRBUBBLE... CAN'T HOLD OUT FOR LONG...



WHAT IS IT??



IT'S A JOB, VIRGIL - A JOB FOR NATIONAL RESCUE!!

OH GOOD!

ERM - DO I PUT THE EGGS IN THE REALLY COLD BIT AT THE TOP??



I THINK SO, YES. YOU DO THAT WHILE I QUICKLY GO TO THE TOILET. I'LL MEET YOU IN THUNDER-BIRD ONE'S HANGAR!!!



KLIK

TEN MINUTES LATER...
IN THE GARAGE



RIGHT-EQUIPMENT... WE'D
BETTER TAKE THE FIRE
EXTINGUISHER.



WELL - EVERYONE'S
TRAPPED BENEATH A
FLOODED RIVER - SO I
THOUGHT MAYBE WE
COULD BAIL ALL
THE WATER OUT
OF IT. AND
THAT WAY WE
DON'T EVEN
HAVE TO
GET WET!



VERY SHORTLY...



4 HOURS LATER



GOSH-DAD WILL BE PLEASED
IF WE CAN PULL THIS ONE
OFF ON OUR OWN, SCOTT!

YES. AND IT'LL PISS
BRAINS OFF AT THE
SAME TIME!!



VERY SOON



OKAY TIMMY, I'M
GOING TO LEAVE YOU
IN CHARGE!!



WE'VE DONE ALL WE CAN
VIRGIL. LET'S GO HOME.



HOORAH
HOORAH
HOORAY FOR NATIONAL
RESCUE!



It may be Christmas for you lot, but Ciarán Brennan is lost somewhere among the nation's arcades searching for . . .

SLOTS OF

FUN

The arcade machine business works in a slightly different way to our own beloved software industry, so while the Oceans and US Golds of this world were frantically putting the finishing touches to their contenders for space in your Christmas stocking, most of the coin-op merchants were presumably sunning themselves in far off climes.

Why am I telling you this? Well, it's a sort of excuse really, but because of the traditional Christmas lull for the arcade manufacturers, I've really had to scramble around to find a few machines to review for you

folks. Luckily the standard was pretty high in those that I found, but believe me I could have done without all of the searching.

But on with the show. This month, as well as the usual shoot 'em ups, we finally get to see that metallic superpoliceman *RoboCop* in the arcades sharing space with a racing simulator that's actually bigger than the machine that it's meant to be simulating (all will be revealed). We also have a chance to see the first home built machine by one of the country's major arcade distributors, Electrocoin. So what are you reading this for? Get on with it . . .

CIARAN'S CORKY COIN-OP ROBOCOP

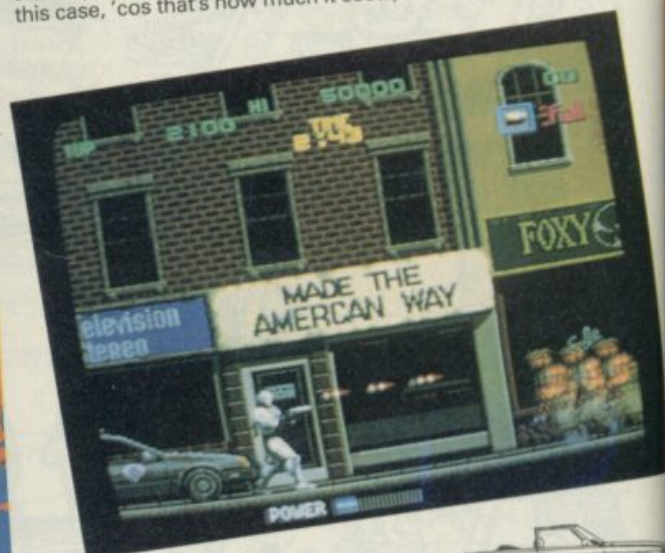
'Good business is where you find it' — and Data East obviously reckons that it's found it here, converting the film that was last year's big cinema hit (and probably this Christmas' big vid) to a rootin tootin shootin blast 'em up.

I was going to say that the hero walks along a left to right scrolling cityscape, but he doesn't — he 'clunks' along, in exactly the way that a man made of two tons of metal would. Robotic movement is usually a drawback in video games but in this one it's a distinct advantage. Packing cases along the way contain lots of Robogoodies, but watch out for splinters as the only way to open them is to punch them to smithereens.

There are the usual hordes of bad guys out to stop your little stroll, but they're not too much of a danger as it takes an awful lot of small arms fire to down a metal hunk like old Robo. These boys are easily disposed of, either by the standard rocket pistol that comes with the territory, or else by the triple shot pistol or the personal cannon that can be picked up along the way.

Certain elements prove a little tougher to avoid or destroy. For instance one of the levels is set in a car breaker's yard — so the 'tin bizzie' had better watch out or he could easily end up as a small condensed cube falling from the end of an unstoppable crusher machine. Falling girders are also enough to cause a severe dent to Robo's ego and his armour — in fact they kill him.

If you liked the movie (and who didn't?), this game is bound to bring a smile to your face and an itch to your trigger finger. It's got tons of blasting and punching and skulls to crack . . . so to steal a phrase from the movie 'I'll buy that for a dollar!' (or 20p in this case, 'cos that's how much it costs).



Convertibility Factor: 8

Ocean has it under control (well sort of) as we speak.



TRUXTON

Well, a month couldn't go past without the appearance of another top to bottom scrolling shoot 'em up, so without further ado let me introduce you to Taito's *Truxton*. So what does this have to offer that a million and one other coin-ops don't? Erm, not a great deal actually. The sprites are quite big and colourful and the beams and explosions are also pretty effective, but it takes a lot more than good graphics to make a shoot 'em up outstanding.

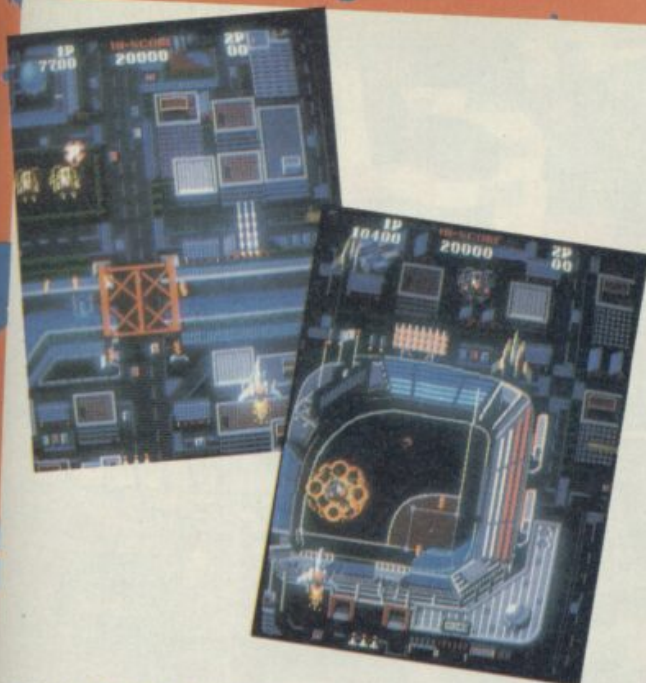
Certain sections have a sort of *Nemesis* feel to them, right down to the snakey creatures that appear from the sides of the screen. Also, like *Nemesis*, the ship's powers can be added to progressively by picking up lettered icons; S increases speed (to a maximum of four times the original pace); T adds a deadly Tatsujin bomb to the ship's armoury (up to 10 of these can be carried at any one time); P gives extra power (five icons increase this by one degree) and '1up' and '2up' add one and two lives respectively.

Truxton's alright as shoot 'em ups go, but I wouldn't sell my granny to get in the queue to play it.

Convertibility Factor: 8

A must to come scrolling down your screen pretty soon.





TWIN SUPER SPACESHIP


Heyyy! Moody black and white, trendy arty attract screen — cooo! Tres impressif mon ami! But oops, as soon as it's over it's straight back into a normal top to bottom shoot 'em up — aaaarrgh!

But back to the beginning. The title screen is really different from the usual arcade offering. A story isn't so much told as suggested by a slowly scrolling monochrome newsreel effect — the implied story won't win any awards but it is quite pretty.

Once into the game the action speeds up considerably. The action is red hot and there are squillions of aliens to be destroyed or avoided. Sometimes dodging the opposition is made easier by the fact that the screen also scrolls from right to left (slightly), but even this advantage is countered by the aliens who zoom in from the bottom of the screen without any warning and destroy another of your three lives.

All this mayhem is controlled by a joystick and three buttons, which are used to employ extra weapons as they're picked up. The problems involved in getting from level to level can be halved if a friend joins you on screen for the two player game.

Twin Super Spaceship may be a dreadful name, but the game is fast and furious and is the first shoot 'em up in months that's brought me back for another try. Highly recommended.

Convertibility Factor: 7 
All the speed of the Speccy, but what about those graphics!

EA

Who remembers *Boulderdash* then? Well the folks at Electrocoin obviously do, because they've seen fit to come up with their own variation on the theme — a fixed screen 'dodge and collect' game which retains all of the original's cuteness (bleuggghh!).

Believe it or not, the main character looks exactly like Andy Pandy, while the rest of the geezers on screen are (wait for it!) strawberries on legs!!!! (*Sounds a bit looby loo to me! Ed*) The basic idea is that Andy runs around eating routes through the solid background in search of bananas and cakes. The evil strawberries are in hot pursuit, but can be seen off by dropping an apple on their heads (an apple a day keeps the strawberries away) or shooting them with an extra strong mint. Watch out though, because the mints take a little while to regenerate after you've used them, so it's very easy to be left empty handed. Eat all of the bananas and it's on to the next level — and so forth. Collecting E-X-T-R-A icons yields an extra life, while other icons can deliver surprises.

EA is fun, but it's a little old fashioned and can start to grate very quickly. Unfortunately the two player mode doesn't add much to the excitement, as both players take consecutive turns (it's surprising how quickly this style has gone out of fashion — most games now allow both players to take part at once). This is an odd little product, so maybe it's worth at least one try.

Convertibility Factor: 8
Almost made to Spectrum measure.


POWER DRIFT

OutRun put you behind the wheel of a Ferrari, *Chase HQ* set you free in a Porsche and *WEC Le Mans* allowed you to live out your fantasies of speed in a customised endurance racer. *Power Drift* on the other hand gives you the keys to a souped-up lawnmower and lets you loose on a track that's made up almost entirely of logs — phew, cheers Sega!

Actually, this isn't as silly as it sounds. The whole affair is wrapped up in a hydraulically operated cabinet (*WEC Le Mans* style) and twists and turns like a trapped leopard. The high spot definitely comes when you take the mower over the logged overpasses — the bumps give the impression that you're travelling along the middle of a railway line on a bicycle with no tyres.

As we've come to expect from these racing games, the object is quite simple to grasp (grulch!) There are 25 short courses to be negotiated with a place in the next guaranteed if you end up in third place or better. Hazards to watch out for include very tight hairpins, the tall trees that line the side of the track (of course) the other competitors — a bit of panic gear changing comes in handy every now and then.

And that's about it! There really is nothing more to be said about *Power Drift*. It feels good and plays well and if you enjoyed the previous racing games then you'll enjoy this. If you like to get your kicks in a little more realistic fashion, then...

Convertibility Factor: 5 
A free cabinet with every purchase?



ARCADE NEWS

Way back in July we came across *Dead Angle*, an *Operation Wolf* style shoot 'em up with gangsters replacing the guerillas. Six months later, the game has reappeared as *Gang Busters*, with the addition of a built-in machine gun to add to the *Op Wolf* similarities.

As if this wasn't confusing enough, I've finally found out the name of a game that's been around in prototype form for ages — and it's called *Gang Busters* (I hope that you don't have to ask for these two by name). Anyroad, *Gang Busters* is a little more light hearted than its similarly named counterpart, involving the capture of loads of bank robbers by two cartoony policemen. Watch out for it!

While we're on the subject of Konami, *Thunder Cross* is its latest addition to the by

now saturated progressive shoot 'em up market. One unusual feature is that a vast range of extra weapons are accessible by using just two buttons: one selects the desired weapon, the other unleashes it — simple as that.

And last (but not first) this month comes Sega's *Scramble Spirits*. I'm not going to say what format this one follows, but if you were to say top to bottom scrolling shoot 'em up you wouldn't be far wrong. That said, it's a competent enough example of its type, with no amazing features to make it stand out and no real glitches for me to harp on about.

See you next month where hopefully we'll see the beginning of the *Space Invaders* and *Lunar Landing* revivals.

“CELE”



“GOOD”



“C’M”



1988 – ANOTHER YEAR WAY AHEAD OF WHOEVER IS NO 2 ... YE

U.S. Gold Ltd, Units 2/3, Holfor

CELEBRATE



STIMES



ION!

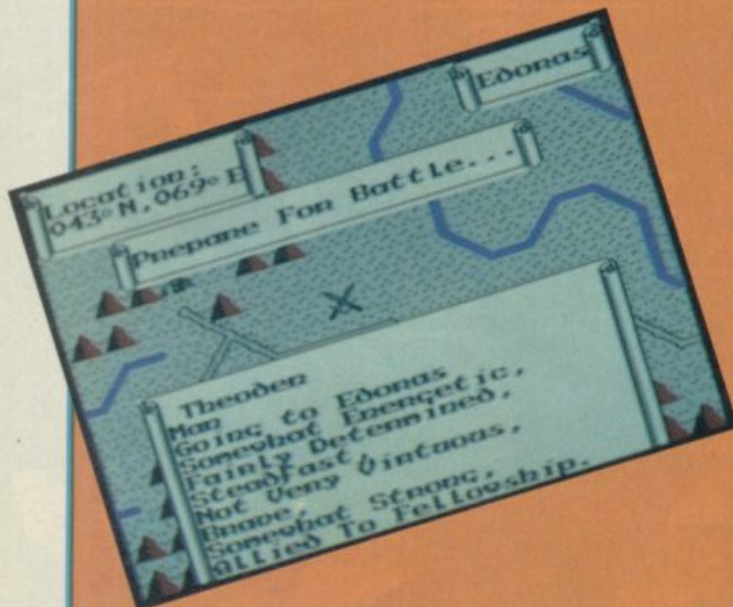
YET AGAIN TOP OF THE CBM 64/128, SPECTRUM AND AMSTRAD CHARTS.

Way, Holford, Birmingham, B6 7AX



•PREVIEW•PREVIEW•PREVIEW• FUTURE SHOCKS

After the turkey and pud are consumed, what are you going to splash out on with that postal order auntie set you for Christmas? If the goodies in store in *Future Shocks* are anything to go by, it'll have precious little to do with peace and goodwill to all men!



Melbourne House

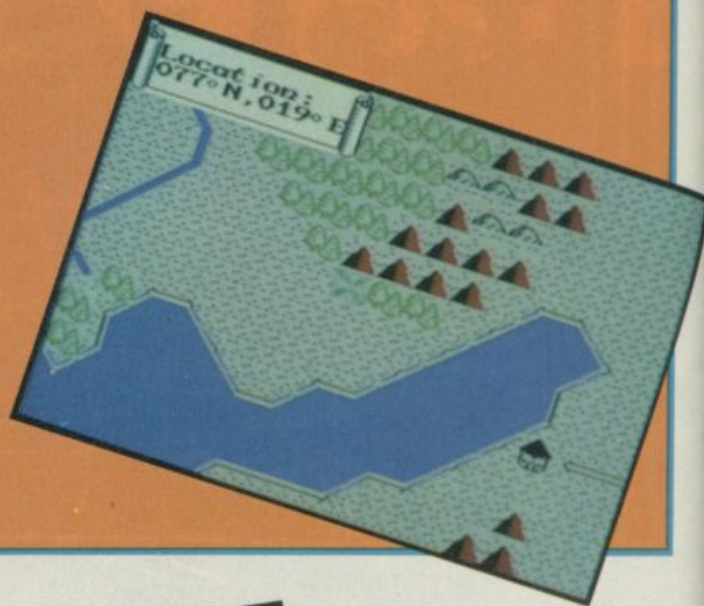
Everybody goes through a stage when they literally devour the three weighty tomes that make up *The Lord Of The Rings*. Often a re-reading leads to a sneaking suspicion that hobbits are a teensy-weensy bit twee and might well benefit from a severe clip round the ear 'ole; this is a stage known as *Bored Of The Rings*. All this is rather unfair on poor old Frodo and the Fellowship, their epic efforts to reach Mount Down and lob the Ring of power into it before it falls into the evil clutches of all-powerful Sauron never fails to get the old adrenalin pumping.

Why have we told you all this? Well, surprisingly enough *War In Middle Earth* enables you to recreate the action of *Lord Of The Rings* so pithily described above.

The game comes to you on three levels; a map of Middle Earth in its entirety gives a broad view of the state of play over which units are deployed, while the campaign map enables you to zoom in on a particular area. Finally there is the battle screen which displays everyone involved in combat. Individuals from the novel such as Frodo, Gandalf and Aragon are represented while your trusty (?) Speccy dons gauntlets and black cape to muster the forces of Sauron agin' you.

War In Middle Earth will be available for £9.99 and should be in the shops about now — but beware it may be hobbit forming!

War in Middle Earth



Cascade

What does any self respecting Inter-galactic ranger do when confronted by a horde of alien thingies, writhing green tentacles and all? Invite them home to tea, perhaps? Take them for a slap up meal at the local curry house? No, a thousand times, NO! What any self respecting hero of the inter-stellar abysses of the pitiless void that is Space would do is pull on

his shiny space suit, jam a ten-gallon hat on his head and leap into the cockpit of his light year leaping, planet demolishing rocket, get the offending beasties in his sights and proceed to fsssh-blip-grrrblamm 'em.

As you may have gathered from this thrilling preamble, *Ace 2088* is a gut busting shoot 'em up. Your mission, involves whizzing around like a maniac, avoiding the awesome



firepower of the enemy and freeing the planets captured by the aforementioned alien nasties and generally keeping the universe free for right minded psychopaths like yourself. *Ace 2088* should already have landed in your local emporium, rimed with space frost; the cassette will set you back £9.99 and the disk £14.99. Go get 'em.

ACE 2088

•PREVIEW•PREVIEW•PREVIEW• FUTURE SHOCKS

CLOCK

CHESS

CP Software
We have a theory about chess — you need a beard to play it well. Chess is the sort of game that really is designed for excessive and wanton beard stroking. Bent over a chess board, in rapt concentration, we've a long felt want to stroke a luxuriant growth of facial hair. Unfortunately we're completely free of all facial hair. Which is why we're all such bad chess players. (That's the most pathetic excuse I've ever heard. Ed.) Which brings us to *Clock*.

Chess 89, claimed to be the strongest chess program of its type in the world. The game features 3D graphics and a library function for opening move sequences. Thankfully there is also a chance to retract moves which is handy if you tend to rush in where angels fear to tread.

Check out the game mate (check, as in mate-geddit?) which should be in the shops now, at £8.95 on cassette or £13.95 on disk. Only one problem though. No false beard with the game to ensure instant grandmaster status!

DOA MOVE:
V MOVE: 07-06
OVE: 2

YOU ARE WHITE
ST 31 100 SEC
TRYING 100 SEC
DOA MOVE?



CLASSIC GAMES



CP Software

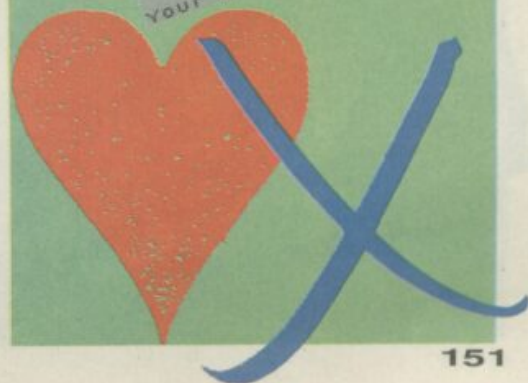
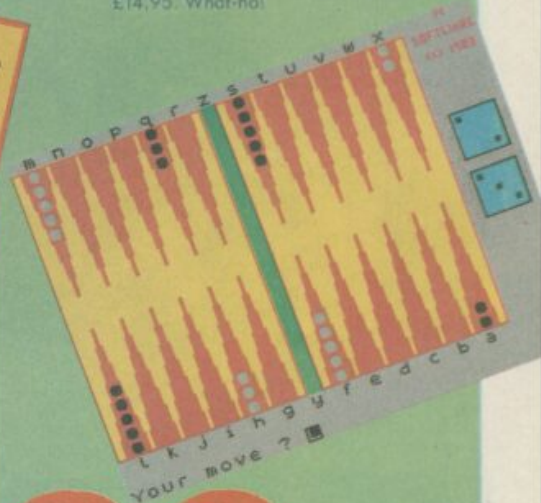
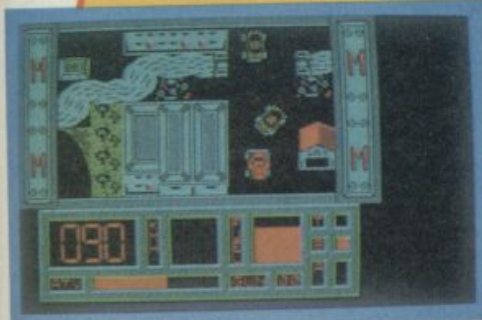
Not for all of us a hectic life of running, jumping and chucking the javelin (as its technically known). Some of us prefer a more sedate type of pastime — the drawing room with its green baize table for a hand of bridge, the ivory chess pieces or backgammon board layed out on a gleaming mahogany table — what could be more agreeable? So put on a svelte smoking jacket, pour yourself a fine wine and prepare to get to grips with this *Classic Games* edition. Chess, backgammon, draughts and a bridge player are all at your 3D fervid fingertips. A veritable indoor Olympics! These four classic games make a change from the usual hectic Speccy fare. So get gaming! *Classic Games 4* is available now on cassette at £9.95 and on disk at £14.95. What-ho!

Gremlin

After the holocaust... things are not going to be rosy. Trains won't run on time. Your daily Ready-Brek will be in short supply. Mail deliveries will be severely delayed. (Some things never change.) And day to day life will become an unendurable hell that would make even a Vietnam fire-fight seem like a vicarage tea party in comparison. A pretty predicament to be sure. What is a young man, woman or small orange furry creature with horns (damn that wasteland to survive and thrive? Luckily *Motor Massacre* is here to tell you.

In a world where the simplest possessions are battled over, the hell and highwater to the demon dome. The demon dome is the scene of horrifying carnage where drivers battle it out in a motor massacre (hence the title, natch?) to become supreme gladiator of the world — or what's left of it. Revving it's way onto your Speccy supplier's shelves right about now, *Motor Massacre* will cost about £7.99 or thereabouts. Drive carefully now!

MOTOR MASSACRE



•PREVIEW•PREVIEW•PREVIEW• FUTURE SHOCKS

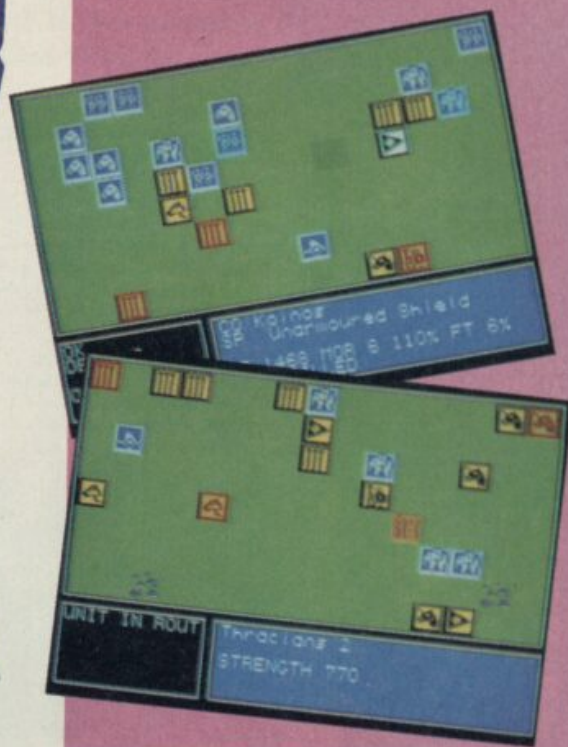
STORMLord



Hewson

Imagine, if you will, a happy fairy folk who like nothing more than to frolic and gambol o'er the lea... But is this the full story? By jiminey, it's not! Over this distressingly happy land a blight has fallen in the lissome form of an Evil Queen who is determined to put an end to all this jollity by rounding the little folk up and chucking them all in the clink. Fair enough, you might think, but as we all know there's no place like gnome (groan) and as a rough, tough adventurer (you are a rough, tough adventurer aren't you? You feel an overwhelming urge (you devil) to free the poor fairy folk and rise up against her royal nastiness. And if you fail? The dark Queen will rule forever forcing everyone to listen to Rick Astley records until the end of time... that ought to get you going if nothing else will!

Stormlord, from top author Raffaele Cecco, who gave you *Cybernoid* and *Cybernoid II* amongst others, will be available this March and will set you back about £7.95 for the cassette and £12.99 for the disk. Unless it's available on the National Elf Service of course! (Double groan.)

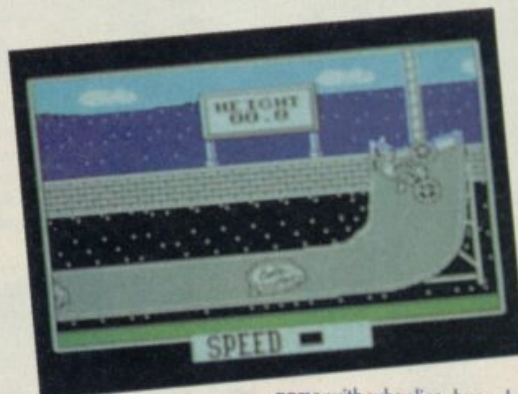


B.M.X. Freestyle

Code Masters

Righty-ho, jam a helmet on your head, pull on your trendy lycra biking gear (pretty pervy, huh?) and

fill Miss Marple's saddlebag twice over!" Firstly, a slapped wrist for exaggeration and secondly, *Freestyle* promises to be the first real BMX trix



straddle the awesome power that is... a BMX bike? You may sneer, but, despite lacking a thrabbing few hundred horsepower, those BMXers are pretty damn nifty and the only way you'd get me risking life and limb on two chunky tires of terror is via the safety of the Speccy. (Yes, I know I'm a died in the wool coward.) But "Hold" I hear you cry, "are there not already enough BMX bike games to

game with wheelies, bunnyhops and triple-twist-potnoodles (I?) There's also a full complement of ramps, and half and quarter pipes to let rip on. So let's goooooo! (Sound FX of reviewer plowing into concrete bank.)

BMX Freestyle comes to you this very merry month of December at the penny-under-a-pound price of £2.99. That can't be bad... in fact it's wheelie good!

•PREVIEW•PREVIEW•PREVIEW• FUTURE SHOCKS

ENCYCLOPEDIA OF WAR.

PARTNE:

ANCIENT BATTLES

Cases Computer Simulations

Ah, the epic sweep of battle, the hard days in the saddle at the head of a vast army, the cut and thrust of combat in the world of Julius Caesar, Alexander the Great and Attila the Hen (the most fearsome chicken to ever threaten the world...) my, my we were fair carried away there.

Anyway, if you've ever seen a film where Charlton Heston put his vest on, knocked the rust off his sword and sallied forth to do battle with the enemies of the Roman Empire and longed to saddle up with him (not on the same horse silly, there wouldn't be enough room) this is your chance. Ancient Battles is a game with a broad sweep for one or two players. Budding generals will be able to call on 136 units of troops on a 48K speccy and a full 254 units if they have 128K capacity. Battles of 100,000 a side are possible, with subordinate generals under computer control. The troops can be drawn from 24 different nations and from a time span starting at the year dot up until the fall of the Roman Empire (well it never looked well did it?) Battle terrain can also be controlled by the players and lest all this sound too complicated there is an easy to use system which allows the quick assembling of armies ready to sweep willy nilly through Europe, conquering, looting, pillaging!

A horse, a horse, my kingdom for a h... (Lock 'im away Ed) Ahem. The cost of this mayhem will be £14.95 and should be laying siege to your local retailer even as you read Ancient Battles. So gird your loins and cry 'Havoc!'

P.S.A Doctor writes: "Loins girding should be done only under medical supervision."



Interceptor

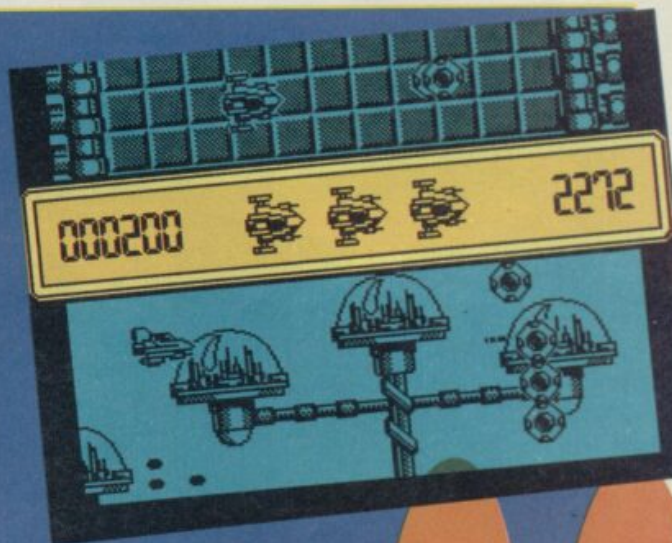
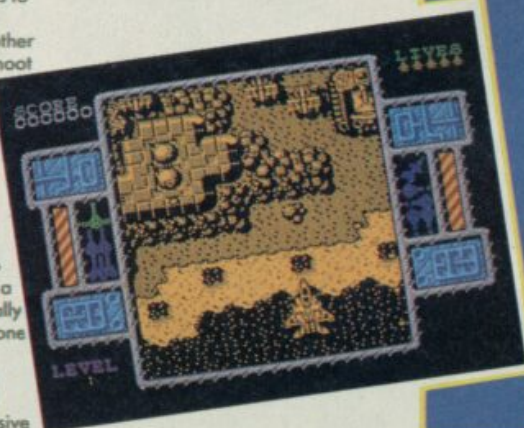
Lolling in the Airforce bar sipping a chilled saspiralla, US Fighter Pilot, Spiro D. Hackenbush may look pretty much your average sky jockey, but rest assured, he's not. Oh no! Given the signal to scramble he'll be soaring up into the wild blue yonder in a Tomcat F14 to fight for truth, justice and the right to shoot seven bells out of anyone who happens to take his fancy.

Yep, that's right, Tomcat is another wing-dinging, zapp-kapowing shoot 'em up. And why not? as Barry Norman never said. This particular wing-dinging features six levels of enemy evil-doers, including gun boats, ground installations and helicopters. Pretty much par for the course you may think, but each level culminates with a one to one, no holds-barred confrontation with a big, bad, ugly mechanoid, to really test your mettle after all that's gone before.

The F14 Tomcat comes at you with a welter of weaponry and amid a veritable tumult of explosive

sound effects, and as you pilot your way to glory, the sound of Spiro D. Hackenbush hisses over the radio... hiss, splutter... Tomcat available now... beep, zapp... cassette £1.99... over and out."

**CHECK IT OUT!
IT'S ON YOUR
COVER TAPE!**



Sanxion

Thalamus

Aliens, eh? Who needs 'em? You can just imagine it. In the not too distant future, there you'll be: sipping a heady cocktail of Venusian fruit wine and blaart juice, and watching the 3-D news report of the discovery of alien life forms. "How very interesting," you'll think, "an evil galaxy spanning empire of extra-terrestrial nasties planning to blow poor old Earth into a million zillion pieces." And then... they announce that one (count 'em-one!) ship has been prepared to battle the menace that's already laid low half the flippin' universe. And who's the lucky pilot on this demented mission? Muggins, that's who.

As I said, aliens! Who needs 'em? Well, if that's your attitude you won't get far with this game. A spectacular shoot 'em up with horizontal scrolling pits you, as Earth's sole hope in a ship designed by all the world's governments, against the Empire who is staging an all out attack on our beleaguered planet. Seem's these bug-eyed beasties think Earth is a menace to the rest of the galaxy- perhaps they're scared we're going to start broadcasting Neighbours at 'em!

THE SPECTRUM REMIX

Sanxion should present a multi-layer test of iron nerves and quick reactions, with side and overhead view simultaneously on screen for full sensory overload. Hitting the shops soon Sanxion takes off at £8.99 for the cassette or £12.99 for disk. Aliens? Discumbabulate their gizzards I say!

The WORLD'S No1 ARCADE GAME

— Six levels of thrilling coin-op action brought to life on your home micro. You'll need all the nerve and stamina you can muster to complete the mission which leads through steaming jungles and enemy strongholds. Fast and accurate shooting skills are a must if you are to liberate the prisoners and secure a safe getaway. All the original arcade play features — magazine reloads, energy bottles, hidden supplies, rocket grenades and more... much more!

SINCLAIR
CLASSIC
USER

"It's undoubtedly a fantastic conversion of a marvellous arcade game. Virtually flawless. Addictive... One for everyone's Christmas list."



"Not only has all the action and gameplay been captured, but so has the excitement, making it one of the most satisfying and compulsive shoot-em-ups to have appeared in a long time" ACE

"The non-stop action of the arcade original is replicated to a high degree" "... the resulting game is one which fans of the coin-op will love" Games Machine



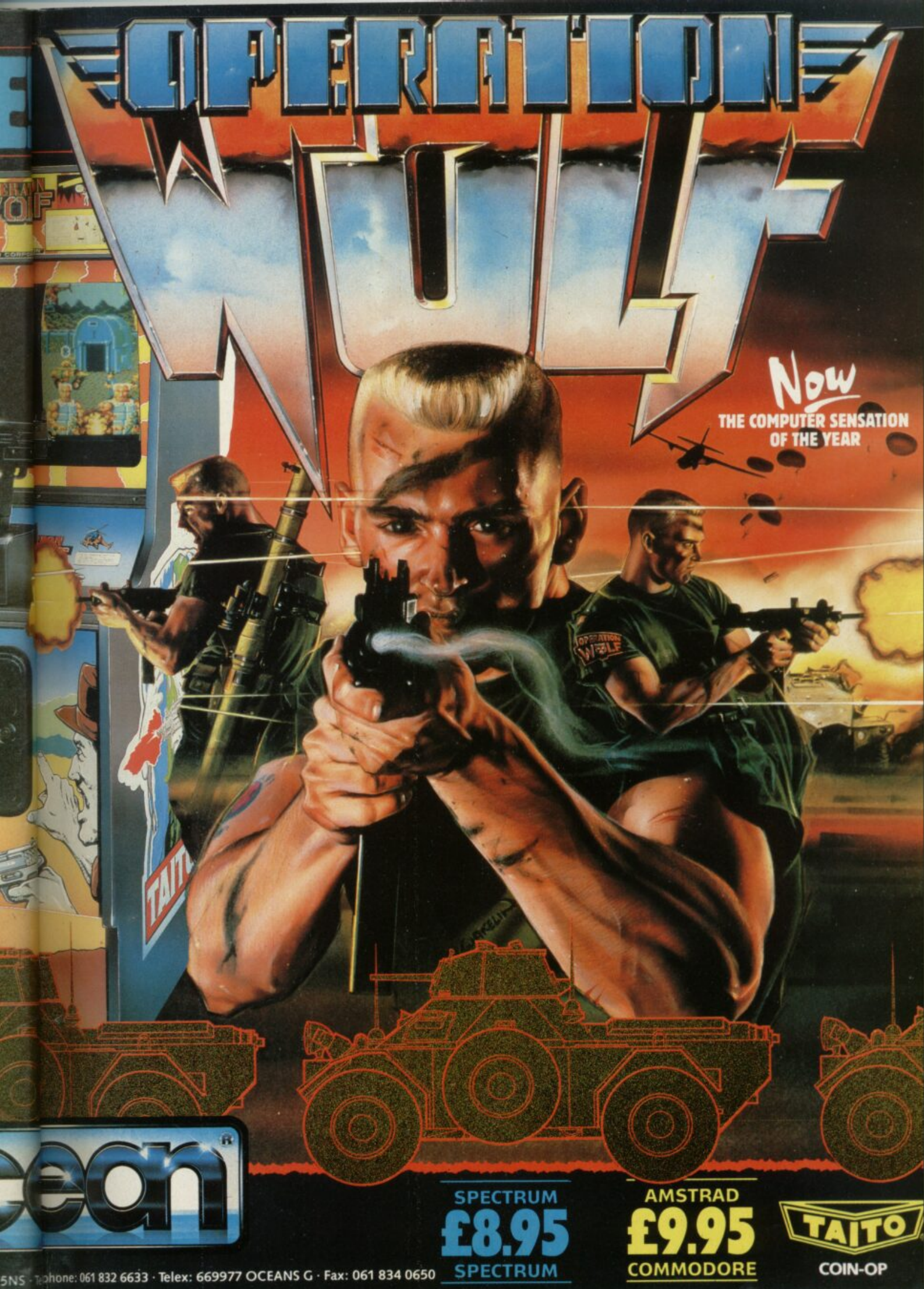
TAITO

COIN-OP

ATARI ST
£19.95
ATARI ST

AMIGA
£24.95
AMIGA

Ocean Software Limited · 6 Central Street · Manchester · M2 5NS



Now

THE COMPUTER SENSATION
OF THE YEAR

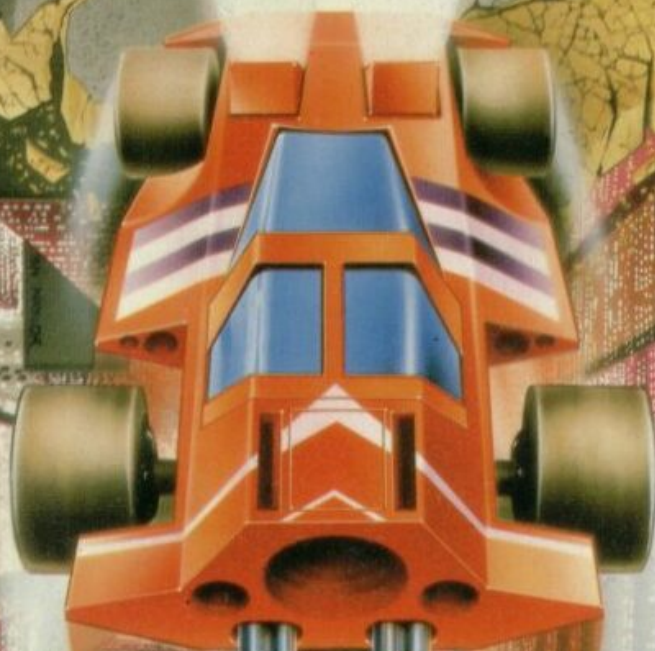
cean

SPECTRUM
£8.95
SPECTRUM

AMSTRAD
£9.95
COMMODORE

TAITO
COIN-OP

THE ULTIMATE DEVASTATION MACHINE



**BURNING
UP THE
STREETS ON
JANUARY 18th**

LED STORM LAZER ENHANCED DESTRUCTION

Amiga £19.99d
Amstrad CPC £9.99t, £14.99d

CAPCOM

CBM 64/128 £9.99t, £14.99d
Atari ST £19.99d
Spectrum 48/128k £8.99t, £12.99d

GIANTS OF THE VIDEO GAMES INDUSTRY



Tear along the highways of the sky, free of the tedium of road rage and pedestrians, only the twists and turns of a heavenly motorway stretching out before you. But you're more than the angels to keep you company — Lazerized opponents bar your way, skyjack terrorists blast endless voids in your celestial pathway.

The struggle is not all one sided — laser powered turbines give you unbelievable acceleration and the power to fly, whilst your fusion enhanced controls will enable you to steer a path through the most devastating opposition.

The road narrows — the space is tight — time to transform at the speed of light into the nuclear powered jet bike.

Take to the skies in an aerial extravaganza of race skills, daredevil piloting, fearless road warring through nine totally distinct landscapes.



Screenshots from various formats

© 1988 CAPCOM CO. LTD. Manufactured under license from Capcom Co. Ltd., Japan. LED Storm™, and CAPCOM™ are trademarks of Capcom Co. Ltd. Licensed by GDI Media Holdings Ltd., a division of U.S. Gold Ltd., Units 2/3 Hollard Way, Hollard, Birmingham B6 7AX. Tel: 021 358 3388.