

YOUR SINCLAIR

APRIL 1989 NUMBER 40 £1.60 With Full Price Game

SCOOP!

VIGILANTE

It's One Mean
Mutha

FREE!!



Brilliant

Stickers

Inside!!

YS SMASH TAPE!

Survivor & Pacland Plus
Over 100 pokes!

IS THAT A TAPE STICKING OUT OF YOUR MAG,
OR ARE YOU JUST PLEASED TO SEE US? IF NOT,
SCHLEPP UP TO THE COUNTER AND DEMAND
SOME YS SMASH TAPE EXCITEMENT!!

Game Of 1988 - Vote Now! Lonely Hearts - How to get the girl (or boy) of your
dreams! Real Ghostbusters · Xenon · Pacland · Run The Gauntlet · Blasteroids ·
Eddie Edwards' Super Ski · The Archon Collection · 4x4 Off Road Racing

WIN ALL THIS!

- A Spectrum +3
- Two Skateboards
- Combat Zone Tickets
- and billions of games!

JOIN THE CR

**The Man
BAD DUDES
ARE TOP HITS!**

Your Opponents in your battle for supremacy are four types of Evil Ninja star-throwing Assassins whose skills are manifold and dangerous. Also out to spoil your day are Acrobatic Women Warriors and vicious Guard Dogs. At the end of each level you must overcome the Ninja Master in order to progress — some examples of these superhuman villains are: A fire-breathing Fat Man, an Armour Clad Giant Ninja — who has a disconcerting habit of suddenly multiplying into an army!



**The Guardian
NO PULSE!**

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



**PART
MAN
PART
MACHINE
ALL
COP
FIRE NOW**



EXPLOSIVE



**BAD
DUDES**



**FIRE
HAZARD**



**SPECTRUM
£8.95
AMSTRAD
COMMODORE
£9.95**



**SPECTRUM
AMSTRAD
COMMODORE
£9.95**

**Special
PACK
WITH
POSTER**

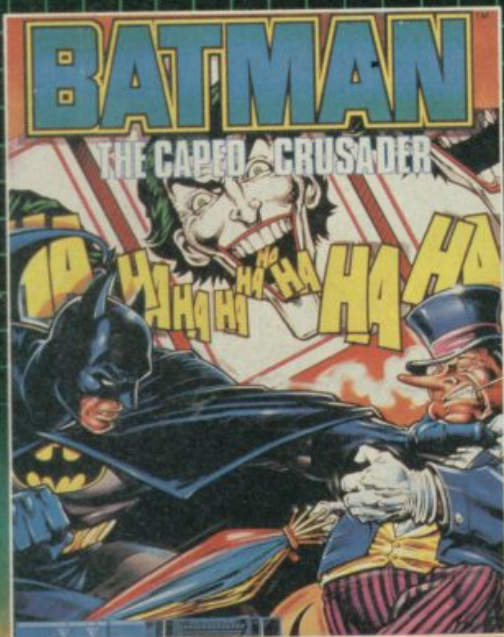


CRITICAL LIST!

OBAMA PENGUIN GETS THE CHOKER!

D.C. Comics' famous super hero Batman breaks onto the micro screen in a Wham! POW! Arcade adventure as you engage the forces of evil in Gotham City. Start in the Batcave and move on through the world of fun and excitement as you face the trickiest customer of all... the Penguin. Save some strength for battles ahead with the dastardly Joker however, or you'll miss the thrilling climax! Cartoon style graphics and animation make for stunning realism with innovative game play for long lasting entertainment.

TM & © DC COMICS INC. 1988. ALL RIGHTS RESERVED.



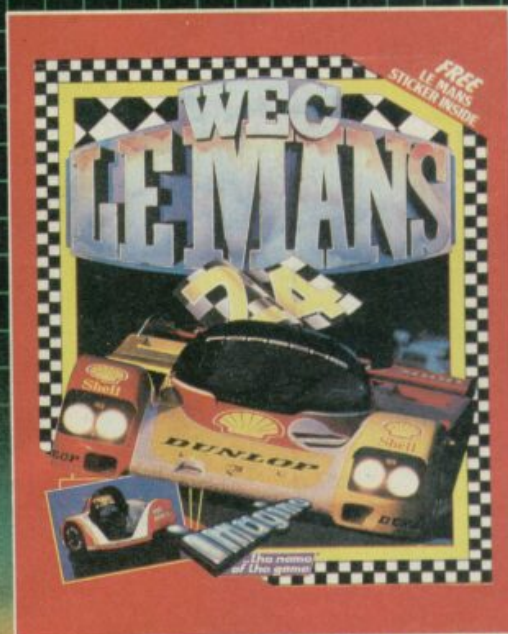
SPECTRUM
AMSTRAD
COMMODORE

£9.95

Poster
Included

MILLION CRASH VICTIM!

WEC Le Mans is the 24-hour world endurance championship. All other races pale in comparison. No other race challenges a driver, physically or emotionally, as WEC Le Mans 24. The racer must push himself and his car far beyond limits required by any other race. He must use his sixth sense as he becomes one with a machine which is perilously insensitive to human frailties.



SPECTRUM
AMSTRAD
COMMODORE

£9.95



FEEL THE POWER

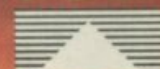


WEC LE MANS 24



WITH
FREE

LE MANS
STICKER



BEWARE-ON THE RIP ROARING STREETS OF..

CHICAGO 30's™

Chicago – city of gangsters and guns – where lone detective Eliot mounts his crusade against the lawless mob. From the dingy docks through the murky outskirts and into the sleazy city itself, then finally the illegal booze warehouse, Eliot sticks to a trail terrorised by mob hitmen – popping out of the sewers, hidden in the buildings or careering along in black Bugattis.

ARMED WITH MACHINE GUN, CACHE OF GRENADES AND CUSTOMISED CHEVROLET, NOW REALLY IS THE CHANCE TO PUT YOUR BULLETS WHERE YOUR MOUTH IS ... OR YOUR MOUTH MAY REST FOR EVER.

YOU'RE TOP
OF THE HIT
LIST!!!



Screenshots from Amstrad version

CBM 64/128 £9.99t £14.99d

Spectrum 48/128K £8.99t

Spectrum +3 £12.99d

Amstrad £9.99t £14.99d

Atari ST £19.99d



© 1989.

topo
SOFT

All rights reserved.
Manufactured under licence
by U.S. Gold Ltd., Units 2/3,
Holford Way, Holford, Birmingham
B6 7AX. Tel: 021 356 3388.

YS SMASH TAPE



Complete Game
Survivor/US Gold
Playable Demo
Pacland/Grandslam
Plus
Over 100 incredible **POKEs**!

SCOOP PREVIEW



Vigilante/US Gold
Kick Some Ass Soldier!

MEGAPREVIEW



The Real Ghostbusters/
Activision
Spooky Or What?

YS LONELY HEARTS

30

LOVE BYTES

Who's your latest heart-throb?

CONTENTS

SCREENSHOTS

46

92

Reviews In Full Colour!

4x4 Off Road Racing/Epyx
Blasteroids/Image Works
Circus Games/Tynesoft
Dragon Ninja/Ocean
Dynamic Duo/Firebird
Emlyn Hughes' Soccer/Audiogenic
Fire And Forget/Titus
Human Killing Machine/US Gold
Motor Massacre/Gremlin
Obliterator/Psygnosis
Professional Soccer/CRL
Run The Gauntlet/Ocean
The Archon Collection/Electronic Arts
The In-Crowd/Ocean
War in Middle Earth/Melbourne House
Xenon/Melbourne House

BARGAIN BASEMENT

Cheap, But Not That Cheap!

66

Big Foot/Code Masters
BMX Freestyle/Code Masters
Camelot Warriors/Mastertronic
Jockey Wilson's Dart Challenge/Zeppelin
Rally Simulator/Zeppelin
Reveal/Mastertronic
The Sacred Armour of Antiriad/
Mastertronic
Treasure Island Dizzy/Code Masters
Werewolves Of London/Mastertronic
Zone Trooper/Game Busters

GAME OF THE YEAR

YS Reviewers Vote On The Top
Title Of '88.



55

YS Readers — It's Your Turn Next!

YS COMPOS

STONE THE CROWS!

27 45 68

- A Real Ghostbusters Skateboard!
 - A Spectrum +3!
 - A Day Out In Combat Zone!
 - Plus T-Shirts, mugs, clocks and games!
- All up for grabs in our fabulous compos!

PREVIEWS

102

You Ain't Seen Nothing Yet...

Chicago 30's/US Gold
DNA Warrior/Cascade
Eddie Edwards' Super Ski/Loriciels
Gemini Wing/Rebel
Maze Mania/Rack-It
Pacland/Grandslam
Space Racer/Loriciels

ADVENTURES

Over 100 games!

73

YS Solution Special
A-Z Of Adventure Solutions!

GAMES

YS Tipshop 33
Full colour map of The Munsters
plus loadsa hints'n'tips.

REGULARS

Psssst 6
Next Month In YS 13
Letters 21
Compo Winners 49
Input Output 87

TECHNOSPEC

Rage Hard 82
Program Pitstop 80

YS OFFERS

YS Superstore 61
YS Back Issues 78
Subscriptions 52

YOUR SINCLAIR

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

A



Publication

The YS office is full of eggs! Little fluffy bunnies are hopping around all over the shop! What can this mean? Ah yes, it's Easter time again. Ho hum. Join in the fun and frolics with

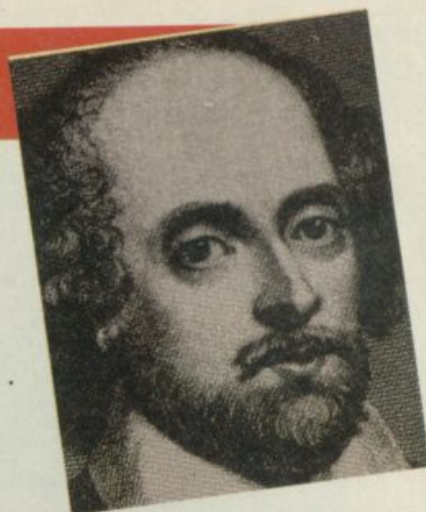
pass

Rather Bizarre Egg/Bunny 'Fact' 2: The smallest egg laid by any bird is that of the Vervain hummingbird of Jamaica. With a diameter of 10mm, Jacques Bouloc was thrilled when he found one small enough to allow one to be squeezed through a garden hose-pipe. Unfortunately the bird was so small there was nothing equally small to cross the bird with, so the record still stands.

MY KINGDOM FOR AN EGG!

Adventure freaks who own +3's and are fans of 'the bard' will like this one: Topologika is releasing a text only adventure called *Avon*. You find yourself, after watching too many Shakespeare plays, wandering around a strange land, where they use a richer language than usual: how you will return to the present day is something you'll have to find out for yourself.

An exhaustive knowledge of Shakespeare's works is not necessary, say Topologika, because it's just the problems rather than the solutions that are half-inched from the bard.



PUT IT IN THE BIN BEN

Who's this cutsey-wutsey little lambsy-wamsy kins, then? It's Ben Bracken, that's who - yet another young chappie we've had in on work 'experience' at Castle Rathbone recently. Though forced to spend most of his time in the YS art dungeon, Ben struck all with his wise decision to refuse any offer of food at the Rathbone Arms public house. If you'd seen the state of those who'd dared the Chicken Supreme the next day you'd know why! Before he went we let him have a go at designing a page - which is why the Pacland competition is the shambles it is! Only kidding Ben...



CODE MASTERS PRESS RELEASE...

From the first of November 1988 all new Code Masters low cost games were released with a £2.99 R.R.P. Prior to that date Code Masters low cost games had been priced at £1.99 R.R.P. Now these games are being re-priced at £2.99, effective from the first of Feb 1989.

This increase will prevent confusion. Honest! The higher revenue will assist in financing Code Masters exciting development program.

Additionally the higher price positions Code Masters above £1.99 'budget' games.

...A TRANSLATION

David and Richard have decided they want to make more money. Not only are they going to raise the price of forthcoming games by a pound, but to 'avoid confusion' are kindly going to increase the price of existing titles as well. This will look good on the shelves, because most people equate price with quality.

The extra money made can then either be salted away in a Swiss bank account, spent on a yacht or even ploughed back into the business to ensure further profit increases in the future. "It's an absolutely brilliant plan!!": David Darling.

BUNCH OF BANKERS

A seminar on *Electronic Risks in Banking and Commerce* is being held in London next month. It's all about computer fraud, and is being presented by two electronic-fraud sleuths, who are going to be highlighting twenty actual cases.

One sort of computer fraud is the 'hole in the wall' cash-dispenser variety - and here's the YS tip on 'how to do it' (Oo-er). Get some round ended scissors and cut an 8.5cm by 5.4cm rectangle out of a Fairy-Liquid bottle then video-tape the opening credits from *Neighbours*. Taking the scissors again, cut a small strip from the video-tape you've just recorded stick it onto your rectangular piece of plastic and voila, you have a universally accepted cashpoint card. The cavortings of Jane and Mike coupled with the Tony Hatch theme tune on the tape will confuse all banking systems, allowing you to withdraw vast quantities of cash from any machine in the country!

Rather Bizarre Egg/Bunny 'Fact': The Flemish Giant is the largest breed of rabbit on the planet, being on average three feet long and weighing in at over a stone; however, larger specimens are well documented. The heaviest recorded 'British rabbit' (8lb 4oz) was killed by a Norman Wilkie of Fife, Scotland, while out on a jolly days ferreting. Jacques Bouloc never even got a chance to see it.

IT'S EGGSTRAORDINARY

Sega, Nintendo and even the PC Engine will soon be facing some stiff competition: August heralds the release of the Konix Multi System console. Why Multi System? Because there are about a squillion things it can do, that's why. The main console has a steering column attached to it, which can act as an aircraft control, motorbike handlebars or car steering wheel, while there's a special foot pad with accelerator and brake pedals attached. There are going to be numerous add ons as well - even (gasp!) a hydraulic chair to sit in (a la the arcades) for only an extra 150 smackers. Gordon blimmin' O'Blimey!

Unbelievable. The basic unit's going to retail for under 200 quid, and the games are expected to go for about fifteen!

COMIX CHART

- 1) **V For Vendetta** (DC)
- 2) **Havok and Wolverine: Meltdown** (Marvel)
- 3) **Viz**
- 4) **Black Orchid** (DC)
- 5) **Excalibur** (Marvel)
- 6) **Marshal Law** (Epic)
- 7) **X-Men** (Marvel)
- 8) **Stray Toasters** (Epic)
- 9) **The Prisoner** (DC)
- 10) **Akira** (Epic)

Bubbling under:
Catwoman (DC)
She-Hulk (Marvel)
Sandman (DC)

Chart compiled courtesy of **Comic Showcase**, Neal St. London.

This month Uncle Davey takes you through a new chart from Comic Showcase in London's Covent Garden. Best seller is Alan Moore's *V For Vendetta* (Sadly drawing to a close now) followed closely by the *X-Men* spin off story, *Havok and Wolverine: Meltdown*. I like this one a lot! The story is progressing, it's very well presented and each frame of artwork is, erm, a work of art! *Havok* bears more than a passing resemblance to James Dean, and there's a chic Magenta Devine lookalike driving a '57 Ford Thunderbird to boot! Check it out!

Another derivative mag, if that's your bag, is *Excalibur* which is currently riding at number five. This comic has its origins in

both the *X-Men* and the *Captain Britain* titles. The Showcase crew like it because it isn't as 'gloomy' as the other mutant titles, and it's rather tongue in cheek humour.

Good old *Marshal Law* is at number six in the chart and, hopefully, after some hold up, at issue number six in the shops when you read this. Still the Brit 2000AD team of Kevin O'Neil and Pat Mills deliver the goods so it deserves to be a seller.

At an undeservedly low number ten in the chart is Katsuhiro Otomo's (Try saying that after fifteen pints and a chicken vindaloo) brilliant *Akira*, as seen on Channel Four's *Signals-The Day Comics Grew Up*. This is a thriller set in Neo-Tokyo (Or the remains thereof after the bomb was dropped in 1992!).

Creeping up towards the chart we have Marvel's re-issue of *She-Hulk*, DC's new format *Animal Man*, and also from DC, the four part series, *Catwoman*. This is the story of the Caped Crusader's feline foe which has its origins in the earlier story *Batman: Year One*. What with *Batman* the computer game and *Batman The Movie* (Currently in production in this country!), where will the Bat-person show up next? Well, word has it that Pepe Moreno is working on a new graphic novel featuring computer generated graphics! Mind you, don't expect too much on the *Batman* front until after the release of the movie, 'cos the producers of the film don't want Batty to be portrayed in an unsavoury light in case it effects their bid for a PG certificate!

So, as Bazza Norman says, there we have it, and why not? Adios until next month amigos!

Uncle Davey.

Tizers

• After *Exocet*, *Sidewinder* and *SAM* (Fox Strip Poker) another famous missile makes its debut in the computer world, *Silkworm*. Coded for The Sales Curve (the people behind Rebel) it's a horizontal scrolling shoot 'em up in which you'll use either your jeep or your chopper (Fnar) to take on tanks, jets and, yes, guided missiles. Crumbs!

• That ol' game pool's seen as a long time poor cousin to snooker in this country, but not for much longer if 'Maltese' Joe Barbara has anything to say about it! Firebird is bringing out *3-D Pool* (£7.99) in April with a rotating table feature so you can see the hot cue action from any angle. Get through to the final and you take on Joe himself for the tournament. What do you mean who's Joe? Only UK and European pool champ and rated second in the world, that's who! Honestly some people...

• The last Alternative Micro Show was a storming success — or so the promoters claim at any rate. Moving down from Birmingham to London's Horticultural Hall this year, it'll be packed full of Speccy dealers and user groups (for special cheap rates phone 0473 690729 — though it may be a bit late now.) Could be worth a wander on April 1st (10.00—5.00) if you're in the market for games, joysticks or even a spanking new Speccy...

• US Gold for instance has a new trio of tasty treasures to tease £12.99 out of our trousers. Which one takes your fancy?

Go Crazy with its selection of *Bad Cat*, *Jinx*, *Sidearms* and *Shackled* amongst others? *Arcade Muscle* featuring *Roadblasters*, *1943*, *Bionic Commando* and more. Or how about *Command Performance* with *Trantor*, *Armageddon Man* and that game *Shackled* again? Let your tastebuds decide...

• We like our platform games here at YS, so the upcoming Capcom arcade licence *Strider* should go down well. This is a *Rastan* *Saga*/*Tiger Road* sort of thing with everything from dinosaurs to giant robots lining up to get sliced by your oversized Kitchen Devil bread knife. US Gold will give you one (ahem) for just £8.99/£12.99! What a bargain!

• Hewson is due to bring out *Custodian* soon. A new multi-directional scrolling shoot 'em up with over 250 screens, where you must protect a load of nuclear-charged tombs from energy eating parasites.

Joining it on the shelves in June/July is *Asaroth-Angel Of Death*, an arcade adventure set inside a buried labyrinth with lots of ancient Egyptian monsters to beat.

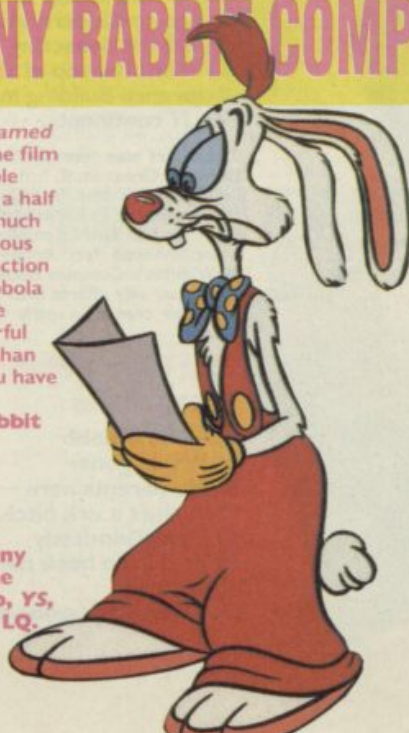
THE PSSST BUNNY RABBIT COMPO

Activision has secured the rights to *Who Framed Roger Rabbit*, and the computer game of the film is being coded as you read this (not the whole game you understand — just about one and a half minutes worth of it: an entire game takes much longer.) Anyroad, to celebrate this momentous announcement we're giving away (in conjunction with out chums at Activision) 10 (yes 10) fabbola *Who Framed Roger Rabbit* T-shirts. They're extremely T-shirtish in design, with a colourful picture on the front and more 'limb-holes' than you could pole an armadillo through. All you have to do is answer this simple question:

How many times a year does a male rabbit 'do it'?

- (A) Once
- (B) Twice
- (C) Three times
- (D) More than three times

Write A, B, C, or D on the back of a bunny embryo (or a postcard) and address the front to Our Sexy Furry Friends Compo, YS, PO Box 1509, Enfield, Middlesex, EN1 1LQ. Oh, and get them in by April 30th.



RELIGIOUS TRAINSPOTTERS THROUGH HISTORY

A Series In Conversation With The Worlds Greatest Trainspotters

No 2. James Anderton

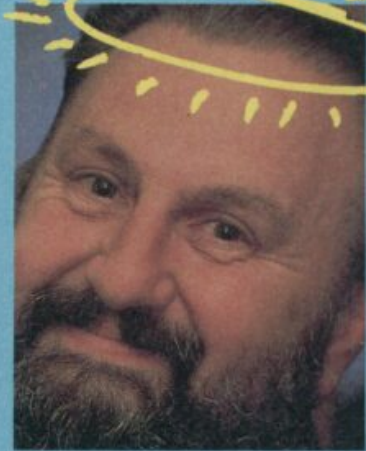
I haven't always been a copper. Well, actually, maybe I have. It's hard to tell — everything gets fuzzed up in my mind... sorry Lord? No, no, it's okay, I'm just doing this Trainspotter thing at the moment. Where was I? Let's think back... aaah yes, schooldays. Oh yes, I was sort of a copper then as well as it happens — or a prefect, but it's the same thing really, isn't it. My job basically was to hang around in the school nicking people — for crimes ranging from running in the corridor to chewing gum in the foyer. I got the messages even then: "Nick him, my son, for does he not walk a pace so brisk it is akin to a trot." That sort of thing. It's very helpful having a direct hotline to God — some people think I'm barmy, but the Pope understands. Anyway, I'm supposed to be telling you about trainspotting, which, thanks to my celestial 'contact', I'm pretty good at. I don my parker, sling my Pan Am bag over my shoulder, hang around at BR stations and wait for the messages to start flooding in.

"My son, I alert thee to the fact that the 3.30 from Paddington is fast approaching platform four. Get thy skates on!"

"The number of the train on platform six thou hast already bagged, leg it instead to platform one."

"Hark, my son, hearest ye not the sound of the 4.15 cattle-train to Scunthorpe? Platform three beckons again."

I've totally filled two A4 pads thanks to the Lord!



BUMPER EASTER STICKERS

Dig around inside this copy of YS and you'll find an extra present: a sheet with four stickers on it courtesy of US Gold and ourselves. Peel them off and stick them anywhere. On the fridge. On the car. On Aunt Gertrude's favourite hat. On the dog. On a Boeing 707. The world is your oyster, as it were: hours of fun for all the family.

Top Five Lies

- 1) Christopher Biggins wrote most of William Shakespeare's plays except 'Hard Times' and 'Oliver!'
- 2) An anagram of 'Teresa Maughan' is 'Dayo, dayy-o, daylight come and I wan' go home!'
- 3) My aunt's umbrella plant is General Secretary of the United Nations.
- 4) The 999 service closes from 2-3 pm every Wednesday so that the operators can go to Kidderminster and have cockroach dissecting contests.
- 5) From the top of the Prudential Assurance Building in Bromley you can see 17 continents.

This chart was compiled by Alan Simpson of Belfast. Great stuff, but what we don't understand is why he included the last bit from the top of the Prudential Assurance Building in Bromley you CAN actually see 17 continents. It's a documented 'fact' in Norris String 'em up' McWhirter's Guinness Book Of Records! Anyway, send your silly charts into Pssst, any printed will win their creator a spiffy YS badge.

Top Five Celebrity Anagrams

- 1) He's no slobb
 - 2) Warty goner
 - 3) No parents here — Fergie on hols! "Yes, she's a sick bitch," I cry. Prr (?)
 - 4) I whirl aimlessly
 - 5) Ror! I can bonk me posh piece all night thru'.
- (Answers are upside-down 'somewhere')



THE CHANGING FACE OF SCREENSHOTS

Just a little note to tell you that from next month the review section is going to be slightly different. The main changes are going to be to the scoring system — we've got an absolutely spanky one in the pipeline. Just thought you'd like to know.

GAMES CHART

FULL PRICE GAMES

This Month	Last Month	Game/Publisher
1	(NE)	Robocopy/Ocean
2	(2)	Operation Wolf/Ocean
3	(1)	Afterburner/Activision
4	(5)	Double Dragon/Melbourne House
5	(3)	Thunder Blade/US Gold
6	(6)	R-Type/Activision
7	(NE)	Giants/US Gold
8	(NE)	Return Of The Jedi/Domark
9	(4)	Batman/Ocean
10	(RE)	Game Set and Match/Ocean

BUDGET GAMES

This Month	Last Month	Game/Publisher
1	(NE)	Ghostbusters/Mastertronic
2	(NE)	Kick Start 2/Mastertronic
3	(NE)	Yogi Bear/Alternative
4	(NE)	Knightmare/Mastertronic
5	(1)	Joe Blade 2/Players
6	(3)	Footballer Of The Year/Kixx
7	(NE)	Jet Set Willy/Mastertronic
8	(6)	Gauntlet/Kixx
9	(2)	Bombjack/Encore
10	(NE)	Motor Bike Madness/Mastertronic

EGGS AND BUNNIES
by
NORRIS
McWHIRTER



"Eggs and bunnies are an integral part of Easter, and anyone who disagrees is upsetting the status quo. In fact they should be strung up — it's the only language they understand". Next month Norris takes a concerned peek at the 1989 grand 'domino toppling' finals.

DOA (15)

Dennis Quaid, Meg Ryan

Ever had a teacher you'd just *love* to kill? Maybe the creaky old crone who taught maths? Never a hunky, handsome English professor like Dennis Quaid though. He's wise, witty, wonderful and only got twenty-four hours to live!

Somebody slipped the doomed don a deadly Mickey Finn but he's not out for the count as he counts down to his demise. Instead he's busy investigating his own murder. Then there's the suspicious suicide of one of his students! And finally his wife is killed and the police pin the blame on him — which at least saves the state the cost of an execution!

Now Quaid can be forgiven for being a bit upset by all this, but when he suspects dizzy Meg Ryan of being his murderess he really is not thinking straight. Lacking handcuffs, he super-glues her to his hand so that she can't escape. Now I can think of far worse fates than being attached to Dennis Quaid — knowworrimean? — but he's not the sort of guy to associate with if you want a long life!

Even when he realises his mistakes she's still stuck on him, so together they set out to investigate the conspiracy before she has a corpse on her hands — literally! The plot is suitably thrilling as Quaid and Ryan repeat their *Inner Space* double act and the direction by the people who created *Max Headroom* is dark and atmospheric. *Dead On Arrival* is a real live wire!



Rather Bizarre Egg/Bunny 'Or Chicken' 'Fact': Grant Sullens of California decided to outdo Jacques Bouloc. Over a period of seven years he continually crossed and re-crossed Rhode Island Reds with other varieties of hen. His experiment culminated in a monstrous 22lb chicken called 'Weirdo'. Weirdo proved to be extremely aggressive, however, and killed two cats and severely crippled a dog that was silly enough to get too close. Even Norman Wilkie (of Fife) and his ferrets would have kept a wide berth.

FRIGHT NIGHT II (18)

Roddy McDowall, William Ragsdale

Like a movie with bite. Something to get my teeth into. A film that brings new blood into the cinema. A comedy in the

jugular vein. But of course vampires don't really exist... and everything that happened to teenager William Ragsdale in *Fright Night I* was just a case of mass hysteria!

EEEEEEK!!! If vampires don't exist, what was that just climbing up the wall, baring its fangs and gnashing its teeth? Oh, it's only Phil South sneaking in to look for some left-over sandwiches to munch on. Still, it might be wise to call on TV horror movie host and fearless (fearless?) vampire killer Roddy McDowall, just to be sure.

You see, despite a lot of expensive psychiatry, Ragsdale is still witnessing nocturnal deliveries of coffins and suffering from strange dreams in which he's bitten in the neck by beautiful bloodsuckers. And what of the ghostie on roller skates and the werewolf with designs on our hero's reluctant girlfriend?

Well, it seems like the vampire of *FNT* had a sister and as everyone knows, blood is decidedly thicker — and tastier — than water. So she's out for revenge, with plans to doom our hero to eternal life, which means that she can torment him till the end of time! That's what I call getting it in the neck!

This means it's time for timid undead terminator McDowall to arm himself with crucifixes and stakes and come to the rescue. But he's been sacked from his television show and his place has been taken by one of the vampires!

Some silly gags and a spectacular special effects ending, in which the undead quartet get their come-uppance, make this a better than average sequel. Fangs a lot, guys and ghouls.



INSIDE THE ED

Not only have we got the prettiest editor in the world of computer mags, we've also got the gutsiest, and we've got a photograph to prove it — it's an X-Ray shot of T'zers stomach. Other mags print the outside of their editors. We print the inside of ours. It's a 'first'!!!

The Ed's vertebrae



A chicken henom masala with prau rice and mango chutney that the Ed ate 24 hours before the 'snapshot' was taken

The Ed's stomach

A quite scary wibbly bit

T'zer recently hurt her knee while ski-ing (she's so crap she fell over on the second day), and we've got an X-Ray of that as well. When we've built up a comprehensive library of internal shots we'll be running a 'Teresa Maughan Anatomy Jig-Saw Puzzle'. Watch for it — here in Psssst!!!

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 WARRIORS. £19.95
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 LAMP. £19.95
Firebird.

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.

£399.99 inclusive.



h of software.



WARRIORS. £14.95
Elite.



RANARAMA. £19.95
Hewson.



THUNDERCATS. £19.95
Elite.



ZYNAPS. £19.99
Hewson.



QUADRALIEN. £19.95
Logotron



STARQUAKE. £19.95
Mandarin.



CLOCK 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 _____ YOURS0489

Postcode _____

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

ATARI SUPER PACK

You're no doubt used to loading up our free cover-mounted cassettes and remarking to anyone in your immediate vicinity "Blimey O'Cork, they've only managed to come up with the goodies again — how do they do it?" Well, we're not telling, but we can assure you that this month's offerings are no exception to the YS quality rule (so they're totally fantabulous). For your delight we have another full price blast from the (not too distant) past — it's called *Survivor*, and it's from US Gold. Also there's a fully playable demo of Grandslam's forthcoming biggy, *Pacland* — and not content with that, we're also giving you a program containing more POKES than you could squeeze into Harry Secombe's underpants! Yippee!

YS SMASH TAPE SURVIVOR

SURVIVOR

PLUS PACLAND & LOADSAPOKES

Seen the movie *Alien*? Then you'll have a rough idea of what this game is all about — not that it's actually based on the film, but let's just say it's *Alien-ish*?

You play a lone alien, the end product of a million years of evolution, and you're stuck inside a giant spaceship which is circling a long dead planet — and let's face it, the planet was yours. Your aim is to perpetuate the race that spawned you by introducing pods, of which there are 10, into the incubators that are scattered about the ship.

Finding these incubators is no mean feat in itself, but unfortunately for you, your energy levels are slowly draining as well. The only way to restore these energy levels is to devour the little engineers who can be found roaming the ship — but beware, they can spit acid at you. Acid spitting isn't solely confined to the engineers though; you're pretty handy in the old gob-sizzler department yourself.

The ship consists of 142 areas (we said it was big) divided into four zones, which are joined by doors or air vents. Furthermore each zone has various levels which are entered by lift. To enter a lift, door or vent, you only need to stand in front of it and duck. The power of the alien's jumps can be increased by ducking before jumping, and the distance your spit travels can be furthered by holding down the fire-button for a longer time. Oh, and keep in mind that not all the creatures on board are necessarily unfriendly, but they might become nasty if you provoke them!

Survivor
Left: CASHIFT X-VN
Jump: C to P
Spit: T to O
Pause: SYN SHIFT - A
Kempston, Sinclair joysticks and Cursor can be used.
Important note: the Kempston interface cannot be used on 128k machines.
Pacland
Left: O
Right: P
Jump: SPACE (1 or 2 shot)

SURVIVOR



SURVIVOR

Exclusive to Your Sinclair
Plus PACLAND DEMO
And LoadsAPOKES

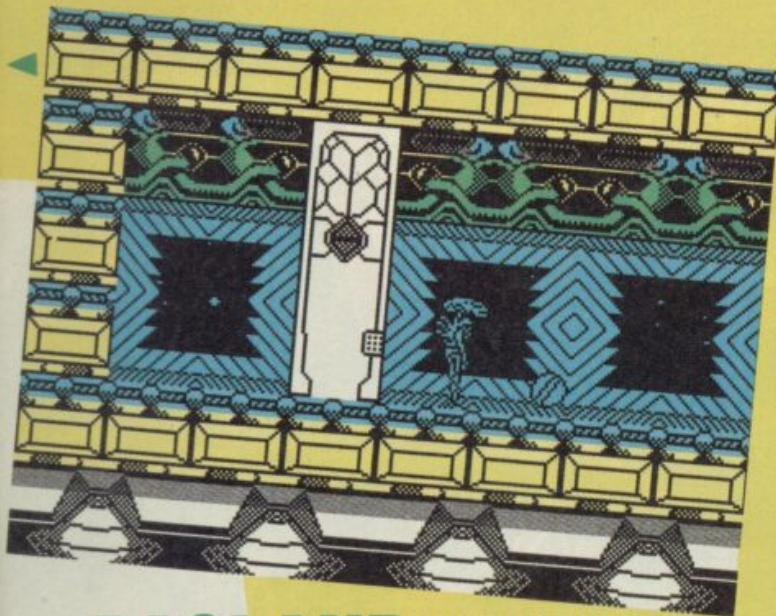
SURVIVOR

Search the ship for 10 pods, which must be placed in the incubators which are also scattered around. To deal with your adversaries you are able to spit acid. Holding the fire-button down enables you to spit further. Your ultimate goal will be realised when you have filled every incubator with a pod, thus ensuring the continuation of your species.

© Your Sinclair/US Gold

PACLAND

Zoom around the town munching fruit and power pills while avoiding the myriad nasties.



PACLAND

(A Completely Playable Demo Of Several Levels*)

Pac is probably one of the most famous computer-sprites on the planet — and yo, here he is again. Set on his home island, Pac resolves to help a lost fairy home to fairyland.

To succeed, Pac must pass through towns, forge through rugged mountains, cross dangerous ravines and trek across deserts.

Throughout his adventures, Pac is hindered by his relentless enemies, Blinky, Pinky, Inky and Clyde: annoying ghosts who dwell in Pacland. They will do everything in their power to prevent Pac succeeding.

However, Pac has allies too — power pills. When munched, a power pill will make the ghosts flash, whereupon they can be caught — leaving their eyes to flee the screen for rapid regeneration. Pac also likes the fruit, which he may gobble up if he so desires. When you finish you will be rewarded with a pair of flying shoes — these will speed you on your way home but don't be complacent, cos the ghosts are still chasing you. The round proper is over when you have rejoined your family in Pacdown. *You'll have to play it to find out how many!

WORRALOTTAPOKES

Your super dooper bonus this month is the POKES program — it's bulging with infinite lives and energy. Once it's loaded you'll need to highlight the section you need using keys O, P (left, right) and Q, A (up, down). M selects. If you change your mind and want to get back to the main menu don't panic — just press SPACE! Aren't we nice.

IMPORTANT: THESE POKES ONLY WORK IN 48K MODE, SO DON'T TRY LOADING THEM IN 128 OR THERE'LL BE A TERRIBLE TO-DO!

TAPE RETURNS

If your tape fails to load into your Speccy for any reason (lack of success due to using a toaster instead of a data-corder doesn't count, by the way) then there are five things for you to do...

- 1) Put the offending cassette in a hefty envelope along with an equally hefty SAE.
- 2) Address it to Survivor Tape Returns Dept, PO Box 320, London N21 2NB.
- 3) Take it to a postbox and bung it through the slot.
- 4) Go home and put your feet up with a refreshing mug of Ovaltine.
- 5) Sing a hearty sea-shanty.



ALL WILL BE REVEALED . . .

YO GUYS!
WHAT'S IN THE
NEW ISH?



NEXT MONTH IN YS!

YS SMASH COVER TAPE

Good Lord!! TWO Complete full price games!!
A superb playable demo of a new smash release!

EXTRA SPECIAL FREE YS GIFT

Will it be mushrooms? Fried onion rings?
You'll have to wait and see! Hope it's...

YOU'D NEVER THINK THERE COULD BE SO MUCH IN IT!

Fancy yourself as a birrova Rambo type? Then check out our feature on the zappy paint pellet war game, Combat Zone.

'Compos, compos everywhere and all the prizes are wicked.' (From the Rhyme Of The Ancient Compo Winner)

More game reviews than you could shake a stick at! And our screenshots are all in glorious technicolor unlike, as Alan Whicker would have it, certain other mags we could mention.

Plus all your favourite regular features!

In your super soaraway May issue, on sale
17th April!

THE POWER

TAITO COIN-OP HITS

'THE ARCADE COMPILATION OF THE YEAR'

Featuring:

RASTAN

CRASH – "Rastan is slick and compelling"

YOUR SINCLAIR – "So another spanker from Imagine. You'll be a fool if you miss it!"

SLAPFIGHT

COMPUTER & VIDEO GAMES – "Simple. Smooth. Very addictive.

A winner." ZZAP – "A superb arcade conversion and a great shoot 'em up. This is one for the ZAPPERS collection."

RENEGADE

COMMODORE USER – "As conversions go this still takes some beating – literally and metaphorically."

YOUR SINCLAIR – "The graphics are so slick you really feel you're part of an action movie rather than just playing a game."

ARKANOID

ZZAP 64 – "I thoroughly recommend Arkanoid – for the simple reason that it's simply gorgeous playing with it."

COMPUTER GAMES WEEK – "The take home message is simple. You want a great arcade game?"

FLYING SHARK

COMPUTER WITH THE AMSTRAD

CPC – "This is an excellent game."

ACE – "Incredibly frustrating playable and addictive."

ARKANOID

REVENGE OF DOH

AMTIX – "Excellent – can't fault it. A future number one."

YOUR SINCLAIR – "Immensely impressive and chronically addictive. A Classic."

BUBBLE BOBBLE

AMSTRAD ACTION – "It's a cracker. Definitely a game I should keep coming back to."

GAMES MACHINE – "Packed to the brim with entertainment."

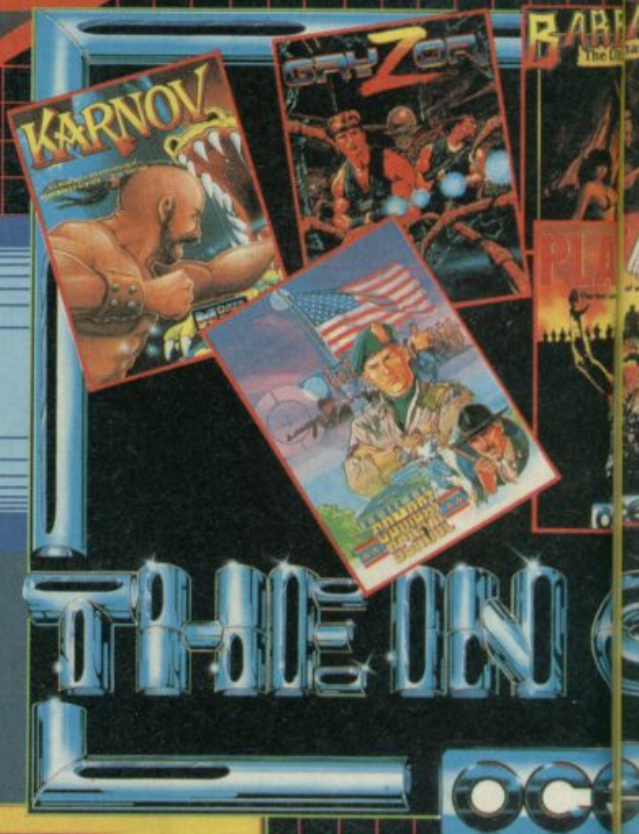
LEGEND OF KAGE

CRASH – "One I won't put down until I get through to the next level."

COMMODORE
CASSETTE: £12.95
DISK: £14.95

AMSTRAD
CASSETTE: £12.95
DISK: £14.95

SPECTRUM
CASSETTE: £12.95
DISK: £14.95



R PACKS!

**THE
IN-CROWD**
8 SPECTACULAR
GAMES IN
1 SPECIAL PACK



GRYZOR

"If you're looking for a high speed action-packed game that's good to look at and exciting to play - grab Gryzor now!" - Your Sinclair

BARBARIAN

"Its reputation for being the most bloodthirsty computer game ever, means that its phenomenal success will undoubtedly continue." - Sinclair User

COMBAT SCHOOL

"Combat School is brilliant - definitely the best arcade conversion around." - Zap 64

TARGET RENEGADE

"If you're after some exciting beat 'em up action this is a good excuse to part with all your hard-earned cash." - Crash

CRAZY CARS

"Crazy Cars is a three-dimensional real-time simulation. This must be the ultimate car game." - Sinclair User

KARNOV

"Stunningly colourful screens ... the most accurate conversion of an arcade hit in years." - Your Sinclair

PREDATOR

"Predator is a superb tie-in and really hits the mark." - Zzap! Sizzler

PLATOON

"Platoon is absolutely superb - a milestone in film tie-ins, and a yardstick by which all others shall be judged." - Zapp 64

GAME SET & MATCH 2

THE GREATEST SPORTS COMPILATION EVER

Score a goal, race on two wheels, compete in the Bob Sled, Ski jump, Slalom and downhill. Match strokes with Nick Faldo, make the winning break against Steve Davies but play a straight bat against Ian Botham, enter the arena in Track & Field as you compete in 100 metres dash, Long Jump, Javelin, 110 metres hurdles, Hammer Throw and High Jump and if that doesn't finish you off then throw jump shots against the basketball aces and go for a touchdown in the NFL Superbowl - then you can sit down ... in the cockpit of a Formula 1 racing car as you compete to take the chequered flag! Check out GSM 2 - the ultimate in sports compilations.

COMMODORE
CASSETTE: £14.95
DISK: £17.95

AMSTRAD
CASSETTE: £14.95
DISK: £17.95

SPECTRUM
CASSETTE: £14.95
DISK: £17.95



Note: SUPERBOWL and WINTER OLYMPIAD are not available on the AMSTRAD version

Vigilante? What, crinkly old Charlie Bronson out cleaning up the streets using only his trusty .45 and a sock full of tuppenny bits when any fool could tell him a mop and bucket would be far more useful? Not on your nelly, chummo, says Matt Bielby, we're talking serious ass kicking kung fu muthas here!

If the name Vigilante conjures up images of prune-faced old gits hoping to cure all of society's evils with a Saturday night special, then you're likely to be a bit confused by this. Not an Eliminator, Exterminator, Punisher or Excommunicator (?) to be seen. This is a pure martial arts beat 'em up packed with literally reams of colourful baddies to kick, punch or, erm, kick again. Think *Dragon Ninja* and *Target Renegade* and you won't go far wrong.

THE YS GUIDE TO VIGILANTES

It all sounds fine and hunky-dory taking the law into your own hands and wiping out a few criminals, doesn't it? After all, they deserve it, right? But things aren't always quite as simple as all that, as you'll see when you take a look at the YS guide to vigilantes...

CHARLES BRONSON



This chappie played a crusty but lovable architect driven 'over the edge' when all sorts of nasty things happened to his wife and daughter. He started out attacking muggers with a bag of coins, but ends up threatening some perfectly harmless kids who happen to have bumped into him in an airport, at which point he has quite obviously flipped his wig (or toupe in this case) and become a dangerous menace to society himself. Quite an occupational hazard with vigilantes one fears, especially if you look at...

THE PUNISHER



Started off in comics as a villain in *The Amazing Spiderman* and ended up as one of the biggest stars in the Marvel

You may have seen the IREM coin-op upon which this is based lurking around some dark corner of your local arcade, though it didn't receive as wide a distribution as some. In fact, its greatest claim to fame seems to lie in the identity of the captured heroine you're desperately seeking! Yep, it's none other than the Material Girl herself, your Lucky Star, the Queen of Eighties rawk'n'roll... Madonna! (Surely some mistake? Ed).

Well, ahem, yes actually, extensive research has revealed that this isn't in fact THE Madonna, but just a girl who simply happens to be called Madonna. What a disappointment, eh?

Still, let's take a good old noseay at the game in more detail...

Level one (there are five, fact fans) takes place on a 'typical' New York street - if 'packed with thugs' is an accurate description of Stateside street-life, that is. The background is quite a nice rendition of the famous Manhattan skyline while the foreground scrolls sideways in

firmament and soon to be hero of a new film featuring Dolph Lundgren. Wears a black bodystocking (Oo-er) with a big skull on it and tends towards the sort of overkill that uses rocket launchers to open the phone bill. Quote on being told he's going to prison for a squillion years after killing buckets of 'perps' and that prisons tend to be full of yet more criminals: "Yes, I know. Hee hee hee." Obviously a complete fruit loop.

GUARDIAN ANGELS



Unarmed apart from a remarkable talent for self-publicity, they appear to be the acceptable face of vigilantism, combating crime in public places - most famously the New York subway - by providing a visible deterrent, recently set up in the UK, but for how long? And are they a good thing? Only time will tell...

BERNARD GOETZ



Odd little man who 'shot' to fame after shooting three men he claimed were going to mug him on a New York subway. Became a national hero until people realised what an unpleasant little character he really was.



both directions at a rate slightly faster than the movements of the characters' feet - giving the impression (on our preview copy at least) that they're all walking on a giant conveyor belt!

Our hero is a perfectly respectably sized dark haired chappie in dark dungarees (looking not unlike *The Karate Kid* in fact) - until you see the size of the guys he has to face! They're huge! And not only that, there are truckloads of them!

One of the strengths of the game is the number of hostile sprites on screen at any one time. It's not unusual to have two attacking you - one collapsed at your feet and two more

running to the attack at any one time! Stand still and you're soon smothered in a kicking, punching mass of people from which the only way out is feet first.

To even the odds a bit there are nunchakus (those things like an old toilet chain with an extra handle on the other end) lying around the place to be picked up and used - amazing how careless people are with their deadly martial arts weaponry these days! It hardly makes things fair though when the baddies are equipped with knives, chains, revolvers and some other weapons 'il get onto in a minute.



It gets even worse on the next three levels – a junkyard, Brooklyn Bridge and some backstreets – when such diverse weapons as motorbikes and sticks of dynamite are used against you. Toughest of all is the last level which takes place high above the city in the girders of an unfinished skyscraper. One false spinning back drop-kick and you'll tumble to your doom, though it is possible to climb back from the more minor slips.

At the end of each level, after you've defeated the waves of goons, you come across a black van in which Maddie is kept captured – guarded by the biggest thug you ever did see.

Yikes! He's at least twice your height and has a seriously bad attitude, and even if you defeat him your only reward is the sight of the van screeching away out of reach. Curses!

Only on the last level do you get within snogging distance of the girl herself – an unsavoury thought considering she's all trussed up and dangling from a nearby girder. Defeat the big meanie this time and you can lower her down to safety – though don't think you'll be able to do it on the first day's playing! Now all you've got to do is cope with a jealous Sean Penn! Still, perhaps he won't be too mad – at least you left your

Nikon at home.

All in all *Vigilante*'s shaping up to be a rather smart addition to the list of great beat 'em ups – though I'm not sure how it will fare against *Renegade III* which is also out soon. But play it yourself and make up your own mind!!

FAX BOX

Game *Vigilante*
 Publisher US Gold
 Prices £8.99/£12.99



Amazing how these New York street gangs blend into their environment, isn't it? (haw, haw)

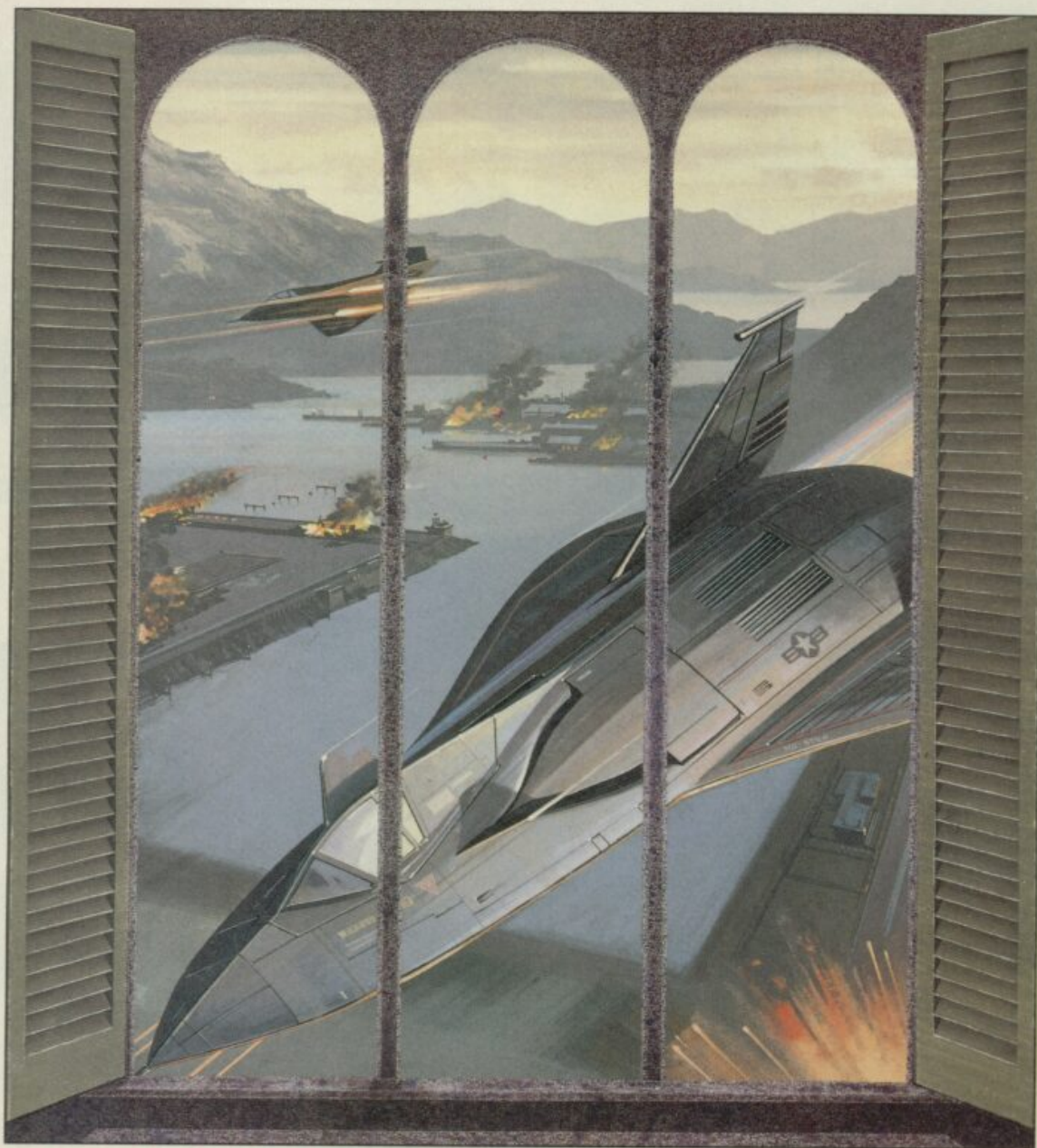


Challenging your opponents to a breath-holding contest isn't always such a good idea – sometimes one refuses to join in!



'That'll teach you to stand in the "Five items or less" queue at the supermarket when you've in fact got eight purchases, old person!'

MICROPROSE REVEALS MORE



THAN A GLIMPSE OF THE FUTURE

P R O J E C T
**STEALTH
FIGHTER™**

The latest spectacular flight simulation by MicroProse gives you the chance to actually experience the future, putting you in control of America's newest, and top secret fighter plane. Shrouded in mystery, the F-19 is the product of leading-edge technology and engineering.

Using the skill and ingenuity for which they are renowned, the aviation experts at MicroProse have accurately reproduced its operational systems to create an incredibly realistic simulation. A simulation with such exceptional playability and depth that it has become an instant award-winner.

Go on solo strike missions to Libya, the Persian Gulf, North Cape and Central Europe. The revolutionary feature of your F-19 is its ability to remain virtually radar-invisible, so your success (and future promotion prospects) rests on mastering the jet's electromagnetic profile.

At your fingertips lies an incredible array of weapon options, yet the machine is nothing without the pilot – combat skills and intelligence are essential to survive this advanced and innovative simulation.

Project: Stealth Fighter. The ultimate flight simulator for superior pilots.

Now available for your Spectrum £9.95, Spectrum +3 £14.95.

MICRO PROSE
SIMULATION • SOFTWARE

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

New releases and
Special Offers
Ring 0898 614397
38p per min. peak time
25p per min. all
other times

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

BARGAIN SOFTWARE

60 BOSTON ROAD, LONDON W7 3TR

Other branches — 309 Goldhawk Road, London W12 8EZ

18 Market Square, Leighton Buzzard, Beds

Unit 33/34, Romford Shopping Hall

(OPEN 7 DAYS 10 am-8 pm)

FREE GAMES
WITH SELECTED
ORDERS

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

	RRP	OUR PRICE
1943 BATTLE OF MIDWAY: Highly acclaimed sequel to 1942.....	8.99	6.50
3D COMBAT ZONE + SPECTRUM CHESS II.....	7.99	2.99
4x4: Your chance to win a fabulous KAWASAKI KDX200.....	8.99	7.25
AIRBOURNE RANGER: 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
BIG SLEAZE: Some guys are good, bad or just plain dumb.....	9.95	2.99
BIONIC COMMANDO: Your skill and powers are our only hope.....	8.99	6.50
BOMB JACK + COMMANDO + AIRWOLF + FRANK BRUNO'S BOX.....	9.95	5.50
BRIAN CLOUGH'S FOOTBALL FORTUNE: Soccer with a difference.....	14.99	6.99
BRUCE LEE + KNIGHT LORE + MATCH DAY + MATCH POINT.....	9.95	4.99
CALIFORNIA GAMES: Sporting events in sunny California.....	8.99	5.50
CAPTAIN BLOOD: World-breaking French arcade adventure.....	9.95	6.99

ALL 20 GAMES ONLY £6.50

GHOSTBUSTERS
FA CUP FOOTBALL
AGENT X2
KANE
LA SWAT
NINJA MONSTER
RASPUTIN
OMIE & LISA
RICOCHETT
ZOLYX

WAY OF THE EXPLODING FIST
DAN DARE
FORMULA ONE SIMULATOR
BRIAN JACKS SUPERSTAR CHALL.
TAU-CETI
I-BALL
PARK PATROL
THRUST
HARVEY HEADBANGER
WAR CARS

	RRP	OUR PRICE
I. BOTHAM + MUTATIONS + WHO SAID THAT + SUPER FILE + ONE ROAD + H.A.R.D.....	9.95	3.99
KIDS ON KEYS: Make learning fun.....	9.99	3.99
KING ARTHUR'S QUEST: A game with a little bit more.....	9.99	3.99
LANCELOT: Great graphic text adventure.....	14.95	9.99
LEADERBOARD + L BOARD TOUR + WORLD CLASS L BOARD.....	14.99	10.50
LEDSTORM: Laser enhanced destruction.....	8.99	6.50
LIVING DAYLIGHTS: Now go ahead and join BOND on the edge.....	9.99	3.99
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
MUNSTERS: From the depths of the darkness.....	9.99	6.99
NOT A PENNY MORE - FREE BOOK: An adventure without goblins.....	14.95	4.99
OUTRUN: Cruise in style with this coin-op conversion.....	8.99	5.99
PAC-MANIA: PAC-MAN is back & bouncing in 3D.....	8.95	6.50
PAPERBOY + BATTLESHIPS + BOMB JACK II + GHOST & GOBLINS.....	9.99	6.50

OPERATION WOLF & FREE GAME*
ONLY £5.99

RAMBO III & FREE GAME*
ONLY £6.25

EMPIRE STRIKES BACK & FREE GAME*
ONLY £5.99

CARRIER COMMAND: One of the best strategic simulations.....	9.95	6.99
CAULDRON II - QUAZATRON - SF COBRA + DANDY + ALIEN H/WAY.....	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
DALEY'S OLYMPIC CHALLENGE: Join the all-time greats.....	9.95	6.99
DANDY: Massive arcade adventure.....	8.99	4.50
DOUBLE DRAGON: The best arcade game of the year.....	9.99	6.99
DRAGON NINJA: Follow the fortunes of two bad dudes.....	14.99	6.50
DRILLER: It feels like you're actually there.....	9.99	6.99
E. HUGHES INT. SOCCER: Quite simply the best football sim.....	9.95	5.99
EMPIRE STRIKES BACK: Non-stop action of the movie.....	7.99	3.99
ENLIGHTENMENT (DRUID II): Do you possess the power?.....	14.95	9.99
F-16: For the first time, this is for real.....	8.99	7.25
FEDERATION OF FREE TRADERS: Become a galactic wheeler dealer.....	8.99	7.25
FIGHTER PILOT + KUNG FU MASTER + RAMBO + GHOSTBUSTERS.....	9.95	4.99
FIRE & FORGET: Car racing shoot 'em up.....	8.99	6.50

PLATOON & FREE GAME*
ONLY £6.50

GUERRILLA WAR & FREE GAME*
ONLY £5.99

DALEY'S OLYMPIC CH. & FREE GAME*
ONLY £6.99

FOOTBALL DIRECTOR II (128K) 170K of Pure Strategy.....	19.99	13.99
FOOTBALL DIRECTOR: You'll be over the moon with this one.....	8.99	6.50
FOOTBALL MANAGER II: No. 1 top game of the year.....	9.99	5.99
FORCE: No aliens but you can defeat the criminal element.....	9.99	4.99
FRIGHTMARE: From beyond your darkest dreams.....	8.95	2.99
LINER'S HOT SHOTS: Play in a full-scale 11-a-side.....	7.99	6.25
LONGER'S HOT SHOTS: Play in a full-scale 11-a-side.....	7.95	3.99
GAUNTLET + ACE OF ACES + WINTER GAMES + LEADERBOARD + INFILTRATOR.....	9.95	7.45
GLADIATOR 128K An S.J. classic, Dare you fight.....	10.99	4.99
GOTHIC: Throw down the Gauntlet against 10 hideous monsters.....	7.99	2.99
GREEN BERET + MIKIE + YIE AR KUNG FU + HYPER SPORTS + PING PONG.....	9.95	4.99
GRYZOR: Split-second timing + nerves of steel a must.....	7.95	3.99
GUERRILLA WARS: Freedom is your aim, Guerrilla Wars is the means.....	8.95	5.50
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
H.A.T.E.: The Hostile A.T. Terrain Encounter.....	7.99	6.25
HEARTLAND: Will he reveal his fate? The face of DEATH.....	9.99	3.99
HUMAN KILLING MACHINE: Sequel to Street Fighter.....	8.95	6.99
HYPERBALL: "The greatest game in the universe".....	9.95	1.99
I OF THE MASK: Welcome to the space trials on planet newgama.....	8.99	1.99

GAME SET & MATCH
Only £8.99

Featuring: WORLD SERIES BASKETBALL + MATCH POINT + JB SQUASH + SNOOKER + PING PONG + HYPER SPORTS + SUPER SOCCER + 8 Mc G. BOXING + BASKETBALL + DALEY'S SUPERTESTS

GIANTS
Only £11.50

GAUNTLET II + ROLLING THUNDER + CALIFORNIA GAMES + 720° + OUT RUN

KONAMI ARCADE COLLECTION
Only £8.99

JAIL BREAK + GREEN BERET + YIE AR KUNG FU + PING PONG + YIE AR KUNG FU II + MIKIE + JACKAL + NEMESIS + SHAD LINS + HYPER SPORTS

THE IN CROWD
Only £9.99

KARNOV + GRYZOR + BARBARIAN + CRAZY CARS + PREDATOR + COMBAT SCHOOL + PLATOON + TARGET RENEGADE

TAITO COIN OP
Only £9.99

RASTAN + FLYING SHARK + ARKANOID + ARKANOID II + SLAP FIGHT + BUBBLE BOBBLE + ARKANOID + RENEGADE + LEGEND OF KAGE

SUPREME CHALLENGE
Only £8.99

SENTINEL + STAR GLIDER + ACE II + ELITE + TETRIS

TEN GREAT GAMES 3
Only £8.99

10th GRADE, FIRELOAD, RUNARAMA, FIGHTER PILOT, LEADERBOARD, ROCCO, SURVIVOR, IMPOSSIBALL, CITY SLICKER, DRAGONLORE

GAME SET & MATCH II
Only £8.99

MATCH DAY II & I + BOTHAMS + BASKET MASTER + TRAK & FIELD + SUPER HANG ON + N. FLADO'S GOLF + S. DAVIS SNOOKER + WINTER OLYMPIAD '88 + SUPERBOWL

LIVE AMMO
Only £6.99

GREAT ESCAPE + TOP GUN + GREEN BERET + RAMBO + ARMY MOVES

MEGA HITS
Only £5.50

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

MAGNIFICENT 7
Only £6.99

HEAD OVER HEELS + COBRA + SHORT CIRCUIT + FRANKIE + ARKANOID + WIZBALL + GREAT ESCAPE

COMPUTER HITS 4
Only £6.50

PULSATOR + CITY SLICKER + REVOLUTION + STARJAKE + DEACTIVATORS + ANTIROAD + BRIDE OF FRANKENSTEIN + UCHIMATA + PYRA CURSE + CONTACT SAME CRUISE + SPINDRIZZY + DANDY

WE ARE THE CHAMPS
Only £6.99

SUPERSPRINT + RENEGADE + RAMPAGE + IK + BARBARIAN

COMPUTER HITS VOL.5
Only £6.50

DARK SCEPTRE, TARZAN, MEGA-APOCALYPSE, MAGNETRON, TRAZ, MYSTERY OF THE NIGHT, NINJA HAMSTER, CATCH 23, FRIGHTMARE, DRUID 2

SUPREME CHALLENGE & FREE GAME*
ONLY £6.99

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
POLE POSITION: Play the arcade classic in your own home.....	7.99	1.99
PRO SOCCER: The best 4 player soccer game ever.....	8.99	6.50
PRODIGY: Demands compassion, guts and intelligence.....	8.99	3.99
R-TYPE: It's your only defence.....	9.99	7.40
RAMBO III: He's back and he's taking no prisoners.....	8.95	6.25
RASTAN: Is it more than you can handle.....	7.95	4.50
RED L.E.D.: Real arcade action at its very best.....	7.95	4.50
RENEGADE: Rebel without a cause. But you know that.....	9.99	5.99
RETURN OF THE JEDI: The 3rd of the STAR WARS series.....	8.99	6.50
ROAD BLASTERS: Race car shoot 'em up.....	8.95	2.99
ROCK 'N' WRESTLE: A game to be played time & time again.....	8.99	4.50
RUN FOR GOLD: You'll need skill as well as the legs.....	8.99	4.50
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
SCOOBY DOO: Your favourite cartoon character in a great game.....	17.95	4.50
SHADOWFIRE: The first adventure game WITHOUT text.....	9.95	3.99

SAVAGE & FREE GAME*
ONLY £6.50

THUNDER BLADE & FREE GAME*
ONLY £7.25

R-TYPE & FREE GAME*
ONLY £7.45

SNOOKER: A load of balls but might be INTERESTING.....	8.99	3.99
SNOWBALL + RETURN TO EDEN + WORM IN PARADISE.....	14.95	5.99
SPLITTING IMAGES: Would THATCHER see the joke.....	9.99	4.99
STAR WARS: The original in the series.....	9.95	4.99
STREET FIGHTER: Let nothing stand in your way.....	8.99	6.50
TARGET RENEGADE: Fast, exciting and top notch.....	7.95	4.99
TETRIS: "One of the all-time computer classics".....	9.99	2.99
THE FORCE: Icon driven multi-screen strategic simulation.....	9.95	3.99
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	4.99
VALKYRIE 17: You may have forgotten but it hasn't.....	7.95	5.25
VINDICATOR: One man must face the final enemy.....	7.95	5.25
WAR IN MIDDLE EARTH: Destiny of middle earth is up to you.....	9.99	6.99

AFTER BURNER & FREE GAME*
ONLY £7.45

DOUBLE DRAGON & FREE GAME*
ONLY £6.99

LAST NINJA 2 & FREE GAME*
ONLY £10.50

WEC LE MANS: 24 hour world endurance championship.....	8.95	5.99
WEST BANK: Law of the West is still the law of the gun.....	—	4.50
WIZBALL: Stunning graphics create a mood for a thrilling game.....	7.95	3.99
WORLD CLASS LEADERBOARD: 72 hole golf simulation at its best.....	9.99	5.50
WORLD UP FOOTBALL: Can you win what Robson can't.....	7.99	2.99
YOGI BEAR: Step into YOGI's paws for arcade action.....	7.99	3.99
ZENJI: Sense the right move & trust your intuition.....	8.99	0.75

BARGAIN ORDER FORM (YS/04/89)

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.



Commodore Amiga

The Knight
one of three
character
classes.



Atari ST

Converse through
simple commands
and menus.

DISCOVER AN ARCADE ADVENTURE WITH HIDDEN DEPTHS

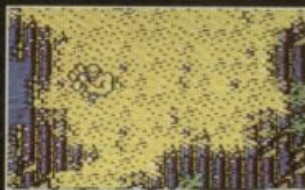
Discover Times Of Lore, Origin's first adventure on cassette. Acclaimed British designer Chris Roberts has taken the best of arcade and adventure – fast and furious combat, stunning graphics and animation, unrelenting danger and challenge – and introduced the depth of a classic fantasy role playing game.

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

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

ORIGIN

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

Letters



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

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

THE WHOLE TOOTH

I, Gareth Long the unheard of, have completed RoboCop! The final message reads, 'Nice shooting, Murphy. You have rescued the president. However, crime does not stop there!', or words to that effect. I can't remember properly, as my mum has *EastEnders* blaring in my earhole, and I am currently nursing the holes that the dentist just created in my poor, suffering gob, which has just recovered from the seven, yes seven, injections I endured earlier today.

But enough about me, and onto the subject of Spectrum magazines. Here are my top three.

- 1 Your Sinclair
- 2 Pass
- 3 Pass

Gareth Long
Linton, Cambs

Seven injections for three holes? — that's two and a third per pearly! I think your tooth-doctor must have learnt his trade at the Marquis de Sade school of dentistry. Three free games should help you to convalesce, I think. **Ed.**

BROTHER BOTHER

I am proud to say that I have decided to buy your magazine. I looked carefully through the other known Spectrum mags and have these comments. The first was poorly presented with little colour, and the info on some of their reviews was, to say the least, questionable.

The second mag was slightly better, but it had the one thing that really makes you want to stick your head in a blender: it was BORING. They went on and on in the reviews to the extent that it took me three and half weeks to finish it. Just too much.

I have, however, one teeny weeny critical remark about YS. It's so good that my brothers run off with it and then I can't find it.

**C.S.S.
Dunfermline, Fife**

Here's a very simple solution to your 'sibling' problem: make a small hole through the mag (next to the staples) with a paper punch, and tie your copy of YS to your little finger (or something) with an extremely long piece of string. You'll now be able to find it wherever it may wander, so there's absolutely no cause for complaint. **Ed.**

ONE HUNDRED AND, ER, TWENTY EIGHT

I received a +3 from 'Santa Claws' for Christmas, so I flicked through your mag to find *Program Pitstop*. I typed in the 128K programs for menus, and music and WOW! (I thought) this baby can do quite a bit. So I fiddled around with the program a bit and found how easy 128K Basic can be.

Thank you to Your Sinclair for a lot of help. I will continue buying your magazine until the day the Atari ST gets dropped from £399 to £199 (which won't be for a while yet!) Oh, and the tapes are great, especially *Movie* and *Dustin*, I see the price has risen, but who cares: YS is worth it.

**Nick and Ray (The Visitors)
Dagenham, Essex**

PS Have you ever thought about taking up modelling? You have a great bone-structure (and the rest!)

What's great bone-structure got to do with modelling? An Airfix Lockheed Tristar kit can be assembled by anyone, regardless of appearance. **Ed.**

BOY FROM BRAZIL

I'm celebrating one year reading YS. I like *Rage Hard*, *Program Pitstop*, the cover tapes and some things in the *Tip Shop*. The reviews are very good, but a bit frustrating to me because I can't take all the games until a pirate brings them to me. This isn't a criticism of course, YS attends to the majority of its readers. I know you'll laugh after I say this, but I own the despised Spectrum +3 (Ho, ho. Ed) but although I don't know any other people who own one here in Brazil, I like it.

+3 owners over the world, you are not alone! I would like to hear from Spectrum users (+3 or not) from anywhere.

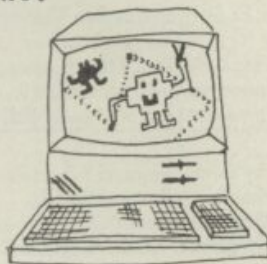
Gosteria tambem de conhecer usuarios do Spectrum nos paises de lingua portuguesa.

**Ricardo Suzuki
Brazil, South America**

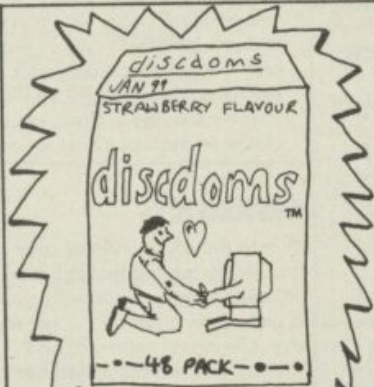
You get given games by a pirate? Is he friendly? Has he got a parrot? And a wooden leg? All these questions and more. We may never know the answers. And you shouldn't buy games from pirates either. **Ed.**

DOODLEBUGS

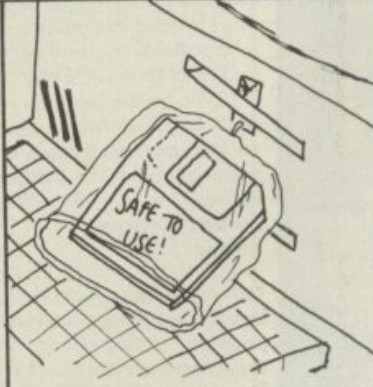
C89



FED UP WITH YOUR COMPUTER BEING INFECTED WITH STRANGE VIRUSES?



THEN GET DISCDOMS!!



NOW YOU CAN USE DISCS SAFELY WITHOUT GETTING INFECTED!

Bit of a wag? A bit nifty in the old waggling a black pen over a piece of white paper? Well get scribbling then, 'cos Craig Rhought of Colchester in Essex did, and he's won himself a game for his troubles. Oo-er! Send your doodlebug to Doodlebugs, Your Sinclair, 14 Rathbone Place, London, W1P 1DE.

Letters

PERV

I think you're the most beautiful person in the world. I am desperately in love with you. Your photo is next to my heart 28 hours a day (if not more). To be frank, I NEED YOU. Send a life-sized, autographed photo of your heavenly self, so I can kiss it every second. Make my day, marry me. I love you. I adore you, so why cause me this agony — love me too. All I ask for is your love and a YS badge.

Jitendar Caith
Plumstead, London

Unfortunately my love won't fit in an envelope, so you'll just have to make do with the badge. **Ed.**

LOVESICK

Thank you for your letter concerning our *Lonely Hearts* advert. We have had a couple of replies, and have selected one. Sorry, but we do not really want to be featured in your forthcoming article — thanks for asking though.

Oscar and Ewan
West Linton

PS Please do not print this letter!!

Whoops! Sorry, it just accidentally sort of 'dropped' in. **Ed.**

KINDLY LEAVE THE STAGE

We've got one good joke and one joke from Finland this month. See if you can guess which is which.

Q. What weighs 14 pounds but didn't get plucked this Christmas?

A. Roy Orbison's guitar.

and

Q. What is the difference between a good and bad shepherd?

A. A good shepherd puts his life for the sheep and a bad shepherd puts the sheep for his life.

Did you guess which was which? Thanks to **Chris Delahunty** from Norfolk and **Janne Harju** from Kalvia. We feel Janne's offering lost something in the translation. Anyway, they both get spanky YS badges, as will you, if you send something and it gets printed. The address? Why, 14 Rathbone Place, London W1P 1DE of course.

MISTLETOE AND SUBS

Last month, as I took your mag down from the shelf and began to walk towards the counter, I noticed it felt thicker than usual (Oo-er) and I suspected that someone had slipped something in, so I clutched the mag tighter to stop this thing falling out (Oo-er again). Anyway, I payed for the mag and hurried home, and when I finally opened the mag in the safety of my own room I flung open the mag only to find fourteen(!) YS subscription slips. I put one in each of the Christmas cards I sent that evening. For boosting YS subscriptions I demand a new shiny YS badge (please).

Pete Ford
Worthfield, Birmingham

To make YS the thickest, bulgiest mag in the cosmiverse, I'm thinking of slipping in a free York Stone paving slab with future issues. Try mailing that to your chums. **Ed.**

HOKEY POKEY

Could you please explain to me how I can insert POKEs into my ZX Spectrum without a Multiface? Also how much would a Multiface for my computer cost (and where would I get it?)

Robert Brooks
Gateshead, Tyne & Wear

If you're very careful you can unscrew the Speccy on the left hand side, prise it open with a sturdy kitchen knife and insert POKEs there (or you could type in the Basic listings from Fab 'Wack' Macca's Practical POKEs section). As regards Multifaces, you can get them from Romantic Robot, who advertise in this very mag. Get thumbing through now. **Ed.**

I LOVE EMMA LAZENBY!

Oi, if you don't print this I'll get those little Darlings at Code Masters to come round and tell you about their new game: *Beat The Ed Over The Head With A Concrete Truncheon Simulator*.

Anyway, my mate bet me that I wouldn't send in a letter saying that I fancied this girl at our school. But I have and here it is: I LOVE EMMA LAZENBY!!

Ho ho ho, he owes me a lot of dosh, but I'll settle for some wicked computer games, as this will undoubtedly be the Star Letter.

James Sharman
Leeds

You should be so lucky (lucky lucky lucky). Using the Letters page as a dating agency, and expecting payment as well! Tch! The nerve of it all. Still, you can always give Emma your YS badge — they're far more effective than 'a last Rolo'. **Ed.**



TRAINSPOTTER AWARD

TIME SLIP

While I was looking through my mega-brill January edition of YS, I noticed a mistake in the Back Issues page. On the coupon, instead of having 15 March 87, it had 15 March 57.

As time travel has not yet been invented send me a Trainspotter Award quick.

Tim Meadows
Warminster, Wiltshire

Who says time travel hasn't been invented yet? If you speed something up to near light speed, its 'time' relative to your own goes all squiffy, resulting in travel into the future. To prove the point I've placed your Trainspotter Award in a particle accelerator — it'll be materialising on top of Nelson's Column (Ooe-er) in nine years time. **Ed.**

'ELLO 'ELLO 'ELLO

Excuse me, sir! I hereby arrest you under the 1964 Trade Descriptions act (made in 1964 you know sir!). Anything you say may be taken down and... What's that sir? Why have you been arrested?

Ah well, in your issue 38 my Chief Superintendent was reading my issue and he noticed a slight mistake on your Subscription page, where your minions incorrectly stated that one would be guaranteed a meaty game worth £9.95 FREE, if one subscribed. However, on closer inspection (once my chief

super had cut my mag to shreds) he noticed that the games on offer were in fact worth £8.95. So what have you got to say for yourself? I want a full apology printed in the Trainspotters section, and a prize. What's it to be, prison or a prize? Oh, very nice of you sir, and it's half past three by the way.

PC Pascall of the yard
Halifax, W. Yorkshire

PS I want a signed photo of T'zer for the lads at the nick.

I know my rights — I'm allowed one phone call! Ring ring, ring ring, click — Hello? Perfect Pizza? Can I have a deep-pan special — yes, that'll do, can you deliver it to my cell please? Byeee. **Ed.**

IT'S A CERT

I always enjoy your film reviews, but please, please, get the certificates right. There I was rushing out to watch young guns, only to find the film was an 18 certificate rather than the 15 certificate that was published. Can I have a Trainspotter Award please?

Alex 'Beady Eye' Worth
Hove, Sussex

Blimey, you're missing out in a big way — it's an absolutely brilliant film. Oh dear, that probably makes you feel even worse (tee hee). Okay, you can have a Trainspotter to keep you company for a year until it comes out on video. **Ed.**

HOLY COW

I was re-reading YS ish 36 when I said to myself "holy cow", and all that stuff. You replied to a letter from Argentina saying that your Portugese was not good. Are you kidding? Don't you know that people speak Spanish there?

I think I deserve a Trainspotter award now. Send it to me. ¡Yal
Alejandro Pazos
La Coruna, Spain

Um. Er. Eeeeer. Uuuuum. Curses. Just for that you can't have a Trainspotter. That'll teach you not to leave me any loopholes to wriggle out of. ¡Yal indeed. **Ed.**

away an uncensored A3 poster of them with the next ish??
Julian Marshall
Abingdon, Oxfordshire

Certainly not, but to make you feel better I'm going to send you a Kylie Minogue duvet-cover to put on your bed. Oh! I can't. Duncan's gone and nicked it — the scamp. **Ed.**

MISSING BITS

Where did all your Xmas spirit go? While leafing through my January mag (as I normally do), a picture on page 69 caught my eye. On closer examination I noticed that a maniac had been let loose with a one-inch chisel tip marker and had removed the good bits! Can you sack the person responsible and give

Letters

CROWNING GLORY

I would want to ask you if there is a chance to pay your magazine by Czechoslovak crowns? (I cannot by any chance change pounds too)? Thank you very much for your message.

Mile Sollar
Ceske Budejovice,
Czechoslovakia

Massage? My massage? You must be mistaking me for one of the girls at Major Ronald Fergusons 'club'. **Ed.**

WHO'S RIGHT?

After getting a Spectrum a few months ago, I thought I'd start buying a mag. So, before Christmas I bought two Speccy mags; *Your Sinclair* (of course!) and another one. I enjoy playing football games, so I looked through both mags and saw they both had a review of *Roy Of The Rovers*. You gave it seven and the other mag gave it 38%. Who's right?

Richard Blair
Bunstable, Beds

We are of course. **Ed.**

WHAT A LOT OF LETTERS

Dear longwordspeople at YS — I completed your wordsearch in the Jan 89 ish in about two nano-seconds, and then noticed something. You didn't include Floccinausinihilipilification, or even Pneumonoultramicroscopicsilicovolcaniconiosis. I was disgusted. Words like that should never, I repeat NEVER be left out. Tch!! Your expectingan-apologyextremelysoonindeedy.

Lee 'Boff' Wylie
Clacton, Essex

The next mega wordsearch will contain anagrams of Welsh railwaystations. You have been warned. **Ed.**

SMALL PRINT

Please stop putting reviews and previews in white ink on yellow backgrounds, it's ruining me eyes.

Steven Smith
Salisbury, Wilts.
Okay we'll stick to white backgrounds from now on! **Ed.**

My brother is a bum-wipe.

John Swindells

Plymouth, Devon

Oo-er. **Ed.**

I wrote this letter in Geography, with Mr Bull.
Chris Pieri
Sheppey, Kent
Mr Bull's obviously not very good at spelling either, then. **Ed.**

THE WONDERFUL WORLD OF SPECCY

Every month Speccy owners from all around the planet write to the Ed; and the more hatstand ones end up here. No letters from the 'land of the clog' this time round, though. We've got one particularly bizarre one from Poland, though.

CONFUSED AND IN LOVE

Yes, it's beautiful, it's nice, it's lovely. I am in love, I have a pretty girlfriend (called Antonia), but the problem is that I don't love her. The real girl that I love is a girl who I saw in a computer mag called *Your Sinclair*. She was in the cover of a great game: *Barbarian II*. I think you are that girl, are you? I'd like to have your photography (if you are the girl, of course). I love you . . . I love you . . . Maria Whittaker.
Danny 'More Beer' Quintana
Cadiz, Spain

PS Sorry, I don't knowed that you are Ed.

I'm not the Ed, I'm a page three girl. **Maria Whittaker**
She's right, I'm the Ed. **Ed.**

ANGRY YOUNG MAN

I think the time has come to tell you I'm very angry (He certainly is. Ed). I ordered a Psycho Pig T-Shirt a lot of months ago but what did I find in the letterbox? Well? That's right. Nothing. Does this mean the stupid English GPO went totally bonkers or do YOU, you cauliflower-look-alike-hairstyled fish (Ooh, narky narky. Ed) just ignore orders from overseas?

I also expect another badge for my letter printed in the November ish.

"Be patient" you'll probably say. Nope, I hate waiting! I am getting quite tired of you, T'zerl

Do reviews on them little lead model things, because I collect and paint them.

Groovy Word Bender
Snooland, Kent

Have you ever thought about writing to Madam Pico? She might be able to help you. **Ed.**

Don't you just love this fresh Highland air?

Moses and God
Lanarkshire, Scotland

Aaaah! It makes me feel like sprinting through the heather with a sporan sellotaped to my forehead! **Ed.**

What would happen to the world if YS didn't exist?
Joao Leonor
Quarterira, Portugal
It would probably explode. **Ed.**

Calling Holland 'the land of the clog' huh? Have you ever heard a Dutch person saying something like: England — the land where they put acid on their french-fries?

Martin Van Spanje
Vondelkade, Holland

Car, you are in a bit of a huff, aren't you. Your Psycho Pig T-Shirt should have reached you at about the same time as we received this letter. And as for calling Holland 'the land of the clog', it was meant as a joke. I personally think that 'England — the land where they put acid on their french-fries' is hilarious. It's true, but not offensive (although I actually like soured cream on mine). I don't understand what you find so offensive about my reference to clogs. Holland is, after all, famous for its clogs. And windmills. And tulips. And Edam cheese, dykes and . . . The list is endless, but I plumped for clogs, okay? **Ed.**

REDITIONAL

Dear reditional!
My name is Rafaj. I am 14 years old, I live in Poland. I'm interested in computer program. I have got ZX Spectrum+ for long time. One day I saw your magazine and I like it very much.

The trouble is that I am not so rich to afford it. I would like to know if there is a possibility to get your magazine for free, for the whole year (Um, no. Ed.) I could be sending Polish computer magazine iBajtek! I would be very happy if my dreams come true.

Rafaj Wainerowski
Tarnon, Poland

We'd all be very happy if our dreams came true, but alas life is not so kind. Still, you get a badge for your troubles, so things are looking up a bit. **Ed.**

Dear Teabag, Christmas was a drag.

Mad Mitch
Feltham, Middx

It's your fault for wearing women's clothes. **Ed.**

YS is much better since you added more of the swearing and even more fnar fnars.

William Measor
Leicester
Fnurgle wurgle @*%\$@!! **Ed.**

How about a pair of boxer shorts with lots of little red YS logos on them?

Keith Ellis
Chelmsford, Essex
How about a pair of Y-fronts with lots of little picture of Corrine Russell on the inside? **Ed.**

OOH, YOU POOR DEAR

Your problems solved by Madam Pico



Dear Madam Pico,
I suffer from extremely bad sinus problems, and every time I kiss a girl she ends up covered in more phlegm than you could squeeze into a fridge-freezer. Consequently I haven't got a girlfriend. I'm the laughing stock of my teachers, friends, relatives and all of my immediate family. I'm even contemplating suicide. What on earth can I do? Please answer this.

John Nosebag
Hume, Manchester

Phlegm's a sticky problem I'm afraid, John (excuse the pun by the way), but I'm afraid it really is an unpleasant one as well. Any girl 'worth her salt', or indeed any girl at all, won't relish the prospect of being coated in a film of cohesive olfactory excretions. I would suggest, short of going to see an ear/nose/throat specialist, that you invest in some kind of mask. Get your snout sorted out and the snogging will follow, as they say!

Dear Madam Pico,
I have this uncontrollable urge which causes me to be the butt of everyone's jokes. The problem is that I want to be a mime-artist. Nothing appeals to me more than pretending to be trapped inside a house with invisible walls. Please advise me.

Stewart 'Marcel' Shape
Brixton, London

My advice would be to go and see a psychiatrist. I've heard that hypno-therapy can be quite effective as well.

Dear Madam Pico,
I awoke recently after a party to discover that my 'friends' had covered my chest, arms and legs with incredibly naff tattoos. I've come to terms with the fact that I will have to live with them for the rest of my life, but next Tuesday I'm meant to be going swimming with Bernadette, a girl who I've been desperately trying to date for months — and I know she hates tattoos. Also I can't swim. I'm at my wits end. What can you suggest?
Pedro 'anchors and roses'
Williams, Fife, Scotland

The answer to both your problems is a tight fitting body-stocking in your own particular skin-colour. Fill the torso area of the stocking with polystyrene chips, and voila — a buoyant tattoo coverall. You may look a trifle lumpy, but you can blame that on 'a horse riding accident' or something.

The best deal for Spectrum Artists bar none



**FULL PACKAGE
INCLUDING ARTIST II
AND MOUSE SYSTEM
ONLY £49.99**

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 & SPRITE DESIGNER
- ZOOM MODE
- FLEXIBLE CUT & PASTE
- ABLE TO SUPPORT MANY PRINTERS

To complete the package, the Artist II also comes with a top quality mouse system & mouse interface. Take advantage of this Special Offer!, then just plug in & go!!

**"THE BEST SPECTRUM ARTIST
PROGRAM BAR NONE"**
SINCLAIR USER
CLASSIC,
NOVEMBER 1986



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**

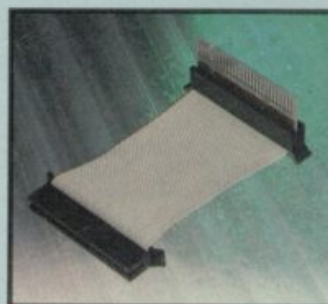
PLEASE STATE
48/+2/+3 WHEN ORDERING



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**



EXTENSION CABLE

- ☐ Distance peripherals from your computer.
- ☐ 6" long.
- ☐ 56 way.
- ☐ Top quality connections.

ONLY £8.99

TWO WAY EXTENSION

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

ONLY £10.99



SNAPSHOT II

- ☐ Now you can backup your games to microdrive or tape.
- ☐ Simply press the button to "freeze" the program.
- ☐ Save to microdrive or tape.
- ☐ All backups start from the point they were saved.
- ☐ Special compacting techniques.
- ☐ Add pokes or peek programme then restart.
- ☐ Built in joystick interface (Kempston system).

£24.99 POST FREE

DATTEL ELECTRONICS



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



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

SPECIAL OFFER!

DUAL PORT + QUICKSHOT II ONLY £15.99
DUAL PORT + QUICKSHOT TURBO ONLY £18.99



LIGHTWRITER

- ☐ Just plug in and draw circles, rectangles, squares & freehand drawing.
- ☐ Choose inks, papers, erase, fill etc.
- ☐ Menu driven.
- ☐ Save results into memory or tape.
- ☐ Animate screens from memory.
- ☐ Complete package includes lightpen & interface plus software.

ONLY £14.99

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



QUICKSHOT II

- ☐ The world's top selling joystick.
- ☐ Complete with interface.
- ☐ Maximum compatibility (Kempston system).
- ☐ Auto fire/rapid fire.
- ☐ Plugs straight into Spectrum/Plus/+2/+3 etc.
- ☐ Stabilizing suction cups.
- ☐ Complete - no more to buy.
- ☐ Top & trigger fire buttons.

ONLY £13.99



ROBOTEK

- ☐ Robotics & model control made easy on Spectrum.
- ☐ 4 independently 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



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

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

HOW TO ORDER ...

BY PHONE



0782 744707

24hr Credit
Card Line

BY POST



Send cheques/POs made
payable to
"Datel Electronics"

FAX

0782 744292

UK ORDERS POST FREE
EUROPE ADD £1
OVERSEAS ADD £3

PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS
AND SUBJECT TO CHANGE WITHOUT NOTICE

CALLERS WELCOME - Please reserve goods by telephone prior to visit.

DATTEL ELECTRONICS

DATTEL ELECTRONICS LTD., FENTON INDUSTRIAL ESTATE
GOVAN ROAD, FENTON, STOKE-ON-TRENT, ENGLAND.

SALES ONLY
0782 744707

TECHNICAL ONLY
0782 744324



At last
... "it has
happened"
... as a result of
a sneak attack, Aliens
have taken the Straits
of Hormuz and have
captured the essential
Military bases and
naval
shipping with the full
intention of
crippling the
world's
oil

supplies. In
the face of this
Alien aggression the
ability of the United
States naval air force is in
question. You must now
take part in "Operation
Hormuz" to show the
strength and
determination of the US
Carrier forces to respond
to land launched

rocket
attacks that
are now wiping
out international
shipping.

This programme
and its packaging
are protected by National
and International copyright
law. All rights reserved.
Again Again, and the Again
Again logo are trademarks
of Tiger developments (Ent.)
Ltd. Made in UK.
©1989 Tiger developments
(Ent.) Ltd.

Units 3-7 Baileygate
Industrial Estate
Pontefract
West Yorkshire
WF8 2LN
Telex: 557994 RR DIST G
Fax: (0977) 790243



**Amstrad Action
says...**
"The scrolling is fast
and smooth."
"You'll soon be
flying."

Sinclair User says...
**ACTION-PACKED AND
FAST MOVING**

Your Sinclair says...
"combat simulation
with excellent
graphics with 'sound'"

"Skillfully crafted and
playable arcade game
with a certain
nagging addictive
quality, that should
keep you going."

"... great sound and
graphics. Definitely
worth a look."



Operation Hormuz

ORDER FORM Please fill in
your name & address details along
with the game format you require.

NAME

ADDRESS

FORMAT

This thrilling game will be available on ATARI ST (£19.99) IBM PC (£19.99), SPECTRUM (£9.99), AMSTRAD (£9.99),
C64 (£9.99), SPECTRUM DISC (£14.99), 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 address below. All orders will be despatched on day of release.

Tiger Developments, Units 3-7, Baileygate Industrial Estate, Pontefract, West Yorkshire WF8 2LN
Telex: 557994 RR DIST G Fax: (0977) 790243

EAT PAINT, JOHNNY PERP!

Win Win (Win) 10 Days Out at 'Combat Zone'

Plus
15 Copies of US Gold's
Vigilante

Skinheads, eh, what clots – guess what they've done? A gang of them have only gone and kidnapped Madonna (hoorah). And see if you can guess what they want in exchange for her safe return? Your turf, that's what! Seems a fair swop, a soggy piece of soil for Sean Penn's chick.

Unfortunately there are so many skinheads you're obviously 'cruising for a bruising', so it might be safer to leave the popstrel hanging from the crane (for that's where the leader of the skins has put her) and enter our compo instead.

What You Can Win...

Ever heard of Combat Zone? Nope? Well, essentially it's a park where you get to don combat gear, separate into two rival groups and then crawl around in the woods shooting each other with the guns provided for a day. The guns fire paint pellets instead of real bullets, so there's no cheating – once you're hit you're hit. It's just like real war, but you don't end up popping your cork. It's absolutely brill, even better than Laser Tag and we're offering five of you two tickets (so you can take a chum or a parent or guardian if you're under 16) for a days fun and frolics (and we'll pay your travelling expenses too, by cracky). The five lucky winners also get a copy of US Gold's fabby new beat 'em-up *Vigilante*, as will ten runners up. You'll be wanting to know how to win, won't you? Well read on.

What You Have To Do

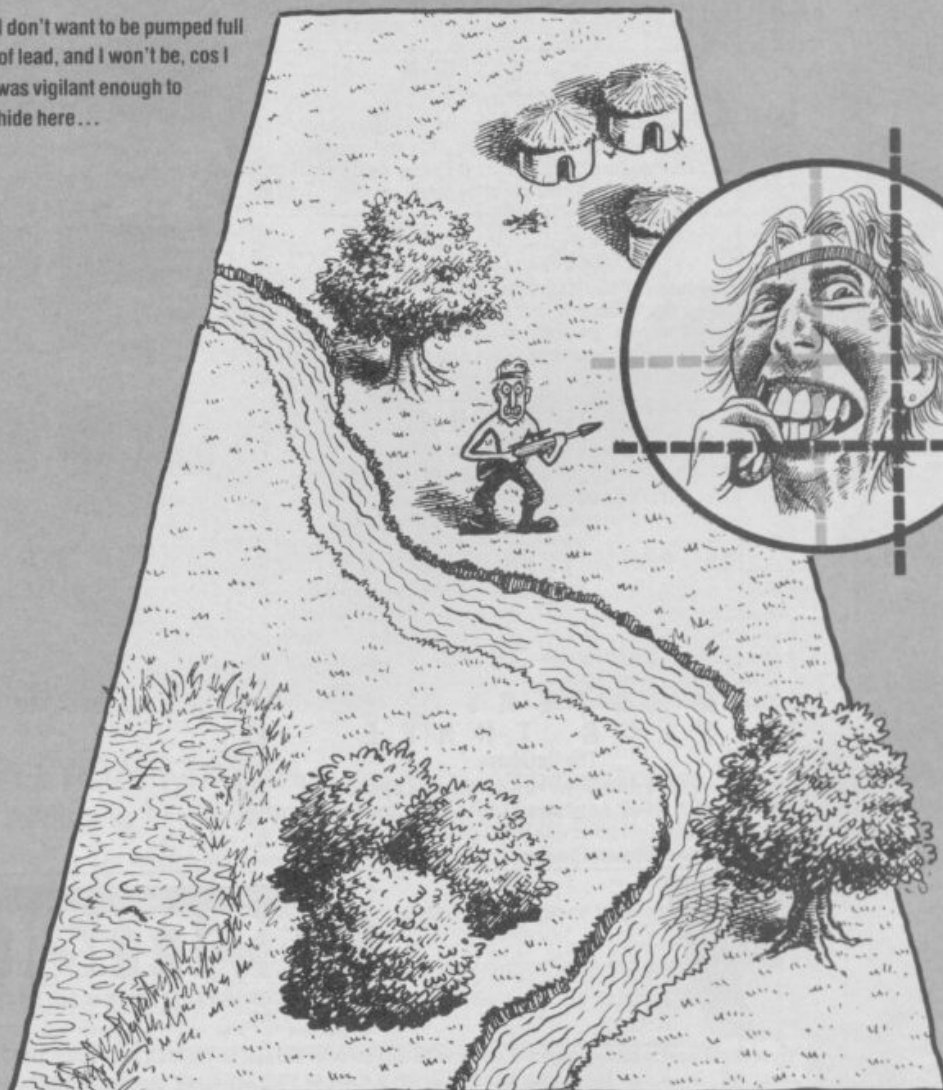
Have a look at the piccie and you'll see a woodland scene. About to walk in from the right hand side is an enemy armed with a rapid fire machine-gun. You're armed with

a faulty revolver which is incredibly inaccurate – and you've only got one bullet. What you've got to decide is where would be the best place to be hiding – remember, you want him to get as close to you as possible, before you shoot, and remember also that he knows you're around somewhere and has an itchy trigger finger. Mark the spot where you want to be lying in wait with a bold cross, then cut out the coupon, sellotape it to a bullet-proof vest (or a postcard) and send it to Cor Blimey This Sniper Lark Is Pretty Nerve Racking And No Mistake Compo, YS Compos, PO Box 1509, Enfield, Middlesex. Entries in by April 30th please.

RULES

- Combat Zone unfortunately will only accept dudes aged 16 or over unless accompanied by a parent or guardian.
- Members of US Gold or Dennis gangs will be severely duffed up if they try to enter this one.
- Entries received after April 30th will be splattered with paint.
- T'zer's decision is final – argue at your peril.

I don't want to be pumped full of lead, and I won't be, cos I was vigilant enough to hide here...



Name Age

Address

..... Zip Code



exported for use

If you do not want

I enclose a cheque

NAME _____

ADDRESS _____

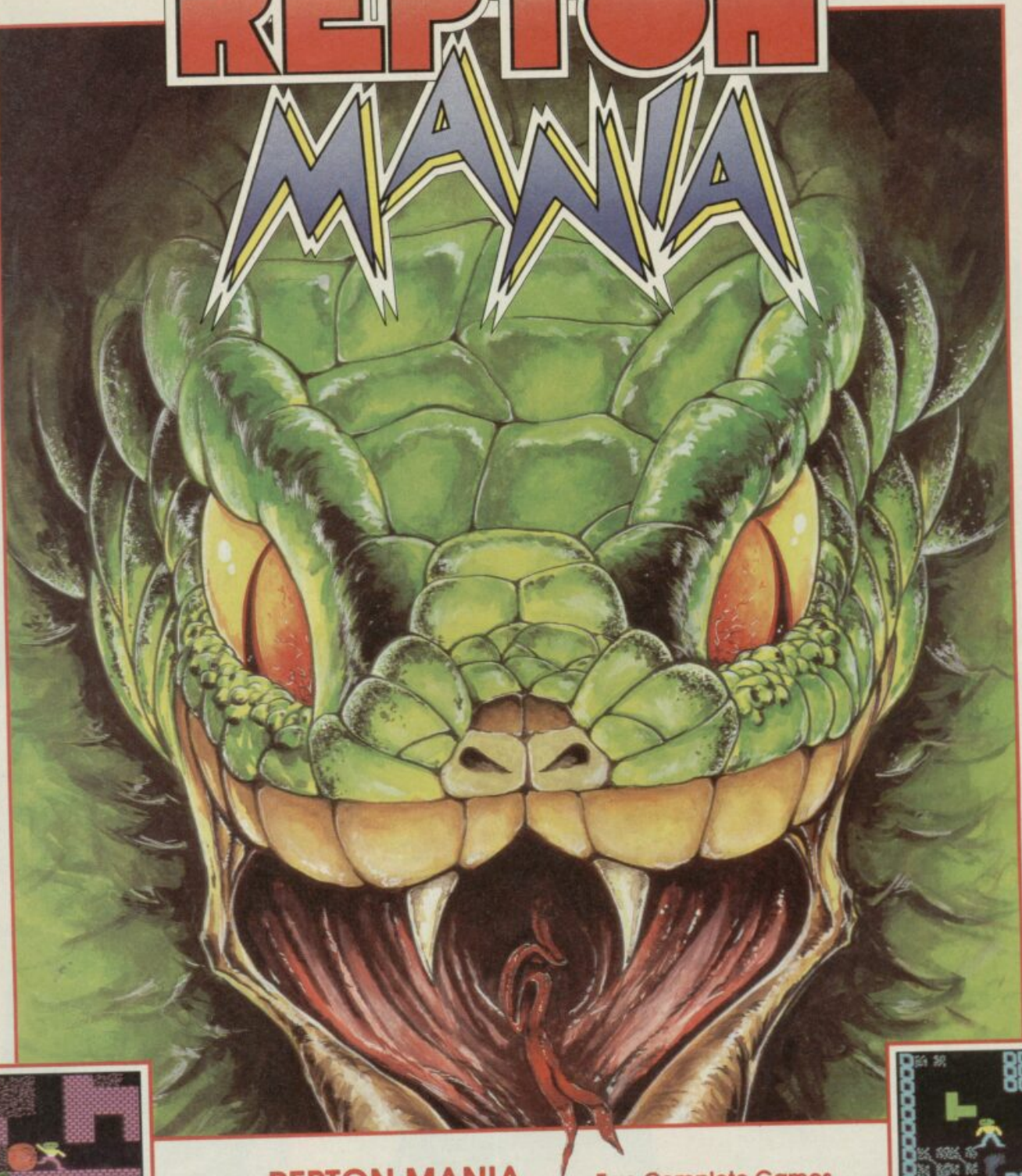
Telephone Area _____

Please send me a

Dept YS

All prices include VAT and post and packing

REPTON MANIA



REPTON 1
Twelve Challenging Levels

REPTON MANIA Two Complete Games

Featuring Repton...The Reptilian Diamond Eater

Can you devise a route through the twelve baffling levels of REPTON 1 and discover the passwords?

Can you solve the complex inter-connected puzzles of REPTON 2 and piece together the secret message?

These most successful games ever for the BBC Micro are now available for the Spectrum.
Have you the arcade skills and crafty ingenuity to succeed?



REPTON 2
A Massive Complex Puzzle

DON'T MISS THE REPTON MANIA SENSATION!

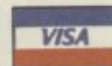
Spectrum Cassette £7.95 Spectrum +3 Disc £12.95

**SUPERIOR
SOFTWARE**
Limited

Dept RM1, Regent House, Skinner Lane, Leeds LS7 1AX. Telephone: (0532) 459453

Aligata

Please make
all cheques
payable to
"Superior
Software Ltd".



24 HOUR TELEPHONE
ANSWERING SERVICE FOR ORDERS

OUR GUARANTEE

- All mail orders are despatched within 24 hours by first-class post.
- Postage and packing is free.
- Faulty cassettes and discs will be replaced immediately.

(This does not affect your statutory rights)



LOVE BYTES



Ian Wale (20) from Wolverhampton

■ 20 year old male, not unattractive, good for another year at least! Desperately seeking female. Any make, model, year etc. Into music and fun. Ian Wale, 131 Mill Lane, Wednesfield, Wolverhampton WV11 1BS



When Ian heard that he was about to appear in our special Lonely Hearts feature he couldn't contain his excitement. (Dirty beggar!) "Wow what an ace chance of stardom, appearing in the totally brill mag — *Your Sinclair!*"



Yeah, yeah but what's the dirt? Well I put the ad in 'cos I was bored and fancied meeting humans. How many replies did you get? At first they just kept on coming (fnarf!) and in the end I got at least ten, but most of them wanted penpals!!! So how many did you actually write to? I wrote back to the first two letters I got. The first was from a girl called Michelle Skevington (14) who's from Kidderminster. She's interested in music and hedgehogs!!! (Does this mean she likes little pricks? Ed) And the second was from Alison Warwick (19) who lives in Warwick. Her main



Kerry Shields

■ Hunky Specy owner with all the latest hardware add-ons is looking for wholesome girl to POKE, PEEK and wibble rubber keyboards with, rumpo guaranteed. Please write enclosing your name and address to PO Box 312 clearly stating any bizarre predilections.

interests are music, videos and going out with her long term boyfriend!!! Oh dear. Then I picked out another couple — Kerry Shields (17) from Southshields who's got a wacky sense of humour and Justine Steventon (16) from Balsall Common whose main interest is going out and having fun. Does your mum know you put a lonely heart ad in YS? No but she will now!! Are you sexy? It's hard (!!!) to say really! I think ALL my points are sexy. Have you snogged yet? No I haven't met up with anybody yet — worse luck! I do enjoy taxidermy though. What would you like to do with the girls when you meet up? Well I'd like to teach them to do it on a board. Sorry????!!!! Windsurfing



Ian's real true love!!! (Love the stripe! Ed)

— I'm really good at it — I've got the kit and everything. Have you got any special appliance to attract the ladies? Yeah I've got a brill black and red A reg car with headlamps on the front! Oh yeah what make? A Skoda!! Oh! And what interior fitments do the ladies enjoy? Well, the upholstery is a very nice fawn velour and it's got reclining seats. Oh and the ashtray's about the right size to wiggle your toes in!!

Kim Mosedale (14) from Felixstowe

■ 14 year old female seeks a 14-16 year old boy. Enclose photo and your letters will be answered, so get scribbling now! Kim Mosedale, 20 Goyfield Avenue, Felixstowe, Suffolk.



Totally irresistable — or something like that!

Kim already has four girl penpals and thought it might be fun to put in an ad for some real men. Much to her surprise she had fifteen replies (one even came from Portugal) but what about the gooey stuff?

Who has replied to you so far? The three lads that I actually communicate with are called Robin from Sherwood, sorry, Farnborough, Nik who's from Waketfield and Ed from Woking. They are all 15 and enjoy the same sort of things as me... like music, computers and stuff. Were any of the replies you had so racy that you had to hide them under the bed? No they were all quite tame, well



except for the one about the inner tubes, chocolate spread and giant sized Orno... Have you actually met one of the blokes yet? No I haven't, though I hope I will soon. Are you sexy? Um... (Coy looks) Well, do you look like a used teabag then? No, well a little bit — sexy I mean! Are they sexy? You shouldn't go by looks. Right that told us! Have you snogged yet? No I don't think so. Do what????!! Well okay maybe I pecked someone on the cheek once. What are your lonely heart-throbs like? Well Robin seems nice — he's very funny and sends me cartoons. We all send presents and photos to each other. Are you after friendship or a bit of rumpy pumpy? (Giggles) Friendship, of course. Though I suppose a relationship might follow. Has it changed your life? Yes! I've got no money now 'cos of all the stamps I buy!! And my arms have worn out! Have you any special attributes that make guys drool and go weak at the knees? Well I've got a bike! With stabilisers? No but it's got a puncture repair kit!

Martin Jack (18) from Scotland

■ Mad 18 year old male seeks similar age female for mad, close, friendship. Please enclose photo. All letters will be answered. I promise. Write to, Martin Jack, 7 Clunly Road, Dingwall, Rossshire IV15 9NS.

Martin Jack from Scotland thinks pop's a load of crap, loves anything Heavy Metal or Thrash (??? Ed) and put his lonely hearts ad in YS so he could find someone to write to. Arrrh!



Just call him Metal Martin...

So reveal all Martin... I beg your pardon. Who actually wrote back to you? Two girls. Both aged 15. One comes from Glasgow in Lancashire and Adelaide (she likes to be called Mickey though) comes from Leeds. What are the latest interaction is apart from you? It must. I don't got a great sense of humour and is interested in Greenpeace and CND. She's really nice. Mickey's hobbies are keeping fit, shopping for clothes and rowing people. Were any of your replies so racy you had to hide them in the wardrobe? Um... well Mickey is a bit... um... well... you know? No? Well forward sometimes. Have you met up with your longpals yet? No, but I have phoned Jean



Michelle, Ma Belle

a new friend. Are you sexy? Definitely yeah! It's my blue eyes that stay on. Are they sexy? Um... I'll have to say yes! Are you loaded? Sorry??!! Oh, you need money. In between I know. Have you got any special appliances? Oh God! Yeah my body! I've got body building you know! Who should see my chest! Have you ever had a tongue worm? Oh God! Loads of times — I've had about six girlfriends. Fave Things? Eddie The Head, the Iron Maiden Mascot and Maria Whittaker (Frat! Chorus! Lush!) Were you after a bosomy pal or a bit of how's your father? Oh God! Friendship. Erm though it would be silly if it led into something else. It's hard to love from so far away! Has it changed your life? Oh one mates think I'm as daff as Banan Runch. Have you ever been shopping in a nudist camp? I'd rather not say. Go on. Okay yes, but I had a bit of trouble with the trolley baby seat. What sort of trouble? Let's just say I now sound like Dennis Hopper! What sort of people did you think would reply to your ad? Women of course. Of course — Jilly too!

Matthew Plunkett (17) from Norwich

■ 17 year old lonely, male Specky owner requires friendly female around the 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.



Matthew 'Lonely' Plunkett — arrh!

If you're into small furry animals, collecting sink plungers and getting sozzled, Matthew Plunkett's your man. He's into music, cooking (he's doing a catering course) going out with the lads and football.

What sort of people did you think would reply to your ad? Lonely people the same as me. Sob! sob! How many people replied? Two! Clare Irving is 17 and from Glasgow and Marlene is 15 and from Haverstock. Clare works for the local council and enjoys playing the accordion — she actually plays in a band — and cooking. Marlene likes listening to 12. Pet Shop Boys — unfortunately though we lost contact but I still keep in touch with Clare. Has true love blossomed yet? I haven't met Clare yet but I'd like to see her! I did meet a girl once in Norwich but I didn't like her much and I lost her so I went back home. Were any of your replies so racy you had to flush them down the loo? Marlene's was quite quick! This guy's a complete fruitcake! Are you a bit of alright? I'm not too bad. Most of the girls think I'm sweet! What do you go for in a girl? Nice looks, good personality. Um... I like my women small. Have you indulged in tonsil picking? Yeah loads of times. You're talking to a professional. Tell me more! Ed: 1985 was a busy year!!! Fave things? Maria Whittaker, Jean from Neighbours, Rattus? Charlotte from Neighbours



yuk! Are you loaded? I can certainly give a girl a good time! Oh yes, and what's your idea of a good time? Going out to a football match, picking up a kebab from the local cafe and sinking a couple of cans of shandies and then back to my place to... (Sigh) Ed: Have you got any items to impress the chicks? I've got a mood and my stereo's quite snappy! Have you tried sitting on a speaker with the bass turned up? Have you got any advice for any other lonely hearts out there? Come and get me!

Adam Charlesworth (13) from Woking

■ Lonely 13 year old boy desperately seeks 12-14 year old girl in the South East. Please enclose photo. Most letters answered. Thanks. Write to Adam Charlesworth, 67 Graylands, Horsell Park, Woking, Surrey.



Mean, magnificent and moody!

Adam Charlesworth is 13 and lives in Woking. He's a bit of a keep fit fanatic on the quiet (did you spot the dumbbells under his bed?) He enjoys athletics, football, art and computers and expects his women to do the same. After putting an ad in YS he's never been quite the same since...

Why did you put an ad in the lonely hearts section of YS? I want someone to write to — I thought erm... Yeah Erm, a girl would be more interesting. Were you inundated with replies? Well, not exactly... is three inundated? Does your mother know you've been putting risqué ads in an extremely serious computer publication? No, she only knows about the one I put in YS and she's mortified about it. So who were the fair maidens who replied? Danielle Barton is 12 and comes from York and likes music and playing computer games. Adele Gray is also 12 and comes from Reigate. She likes all sport, computers and art like me. I can't remember who the other one was. I write to Adele mostly. Are you truly? Um... no, not really. Not even a little bit pineappley? Well I don't look sexy but I've got a sexy personality. Is



Adele sexy? Erm... (blushes beetroot red) It's hard to tell. She sounds quite nice in her letters. Have you been on a date yet? No, she lives a long way away though I'd like to meet her eventually. She's not at all boring and she's got a great sense of humour. Have you slurped with anyone? No! Erm... do you mean Frenchie or normal kissing? I've kissed people before — I've had two girlfriends! Oh! What sort of girls get you all hot and bothered? Blondes. They've got to be slim and have nice legs. Though that isn't compulsory. The most important thing is a good sense of humour. Would you give Adele your last Rolo? Um... I don't think so. Fave titties: Belinda Carlisle, Wendy James. Have you any advice for other lonesome souls? Yeah, go in at the deep end and don't fumble about. Get right in there and ask 'em out. I'm working on a 5th year at my school (Horsell High) called Collette at the moment! Are you after friendship or a bit of canoodling? Friendship first but canoodling would be fun!

FULL WARNING STATUS: CONDITION RED

BLASTEROIDS



AMIGA SCREEN SHOTS



THRUSTER ● LAUNCH!
WARRIOR ● LAUNCH!
SPEEDER ● LAUNCH!

STRAIGHT FROM THE ARCADES COMES *BLASTEROIDS*. ATARI AND TENGEN'S CLASSIC MIX OF ONE OR TWO PLAYER ACTION. WITH FULL POWER-UPS, RIP-STARS, SHIELDS, DOUBLE-UP AND MORE. THIS IS THE COIN-OP CONVERSION OF 1989.

AND BEWARE - MUKOR AWAITS!

© 1987 TENGEN. ALL RIGHTS RESERVED. © 1989 MIRRORSOFT LTD. ALL RIGHTS RESERVED.

HEADWAY HOUSE, 66-73 SHOE LANE, LONDON EC4P 4AB, TEL: 01-377 4645.

COMING SOON FOR COMMODORE AMIGA £24.99, ATARI ST £19.99, C64 SPECTRUM, CPC AND MSX DISK £14.99, CASSETTE £9.99.



HINTS 'N' TIPS YES TIPSHOP



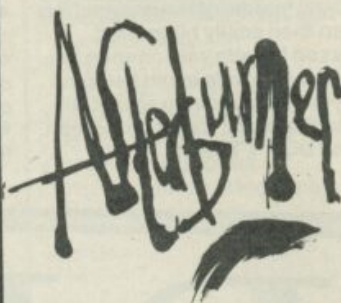
And it's Boy Snouty, ridden by Phil South, as they go into the final furlong, Boy Snouty, Boy Snouty, Boy Snouty... Oooohh! Bad luck catching his nose on the last fence.

Oh boy! Did you know this is the 40th edition of Tipshop? Cor. Don't time fly when you're having fun? It does! Never mind, I don't feel a day over 75, and if you don't too then that makes two of us.

Hey, did you know that 40 years ago computers were invented? Yep. It's true. Sir Barles Cabbage III, stimulated by his interest in weaving and knitting, and not an inconsiderable amount of dry

gin, concocted the idea of a machine which could think. If you programmed it in a certain way, it could remember the pattern in a jumper and knit it for you. So it was he who designed and built the first simple computer. He also invented the first computer game too. Workers used to program rude words into the weave and the first one to guess what it was got a pint of beer. Hah. Silly really... (Get on with it! Ed)

Anyroad, on with the tips. A bucket load of 'stuff' in the 'Shop today so I'd better stop all this nattering and move right along.



A pile of tips, a positive haemorrhoid of hints, for the corking coin-op conversion of *Afterburner* from Activision, (which for some unfathomable reason I always read as *Afterburner!* I dunno.

First off the pile, and serves him right for sitting on cold stone walls, is *The Aerial Arcade Ace* (aka *C Watson*)...

zzzzzOOOOmmmm!

● Levels 1-6: Quite easy these, just make sure missiles count and don't collect any stray missiles from the enemy.

● Level 7: On this level you get a total of two mean bandits trying to shoot off your tail.

Keep your speed at yellow and as soon as someone starts sniffing at your tail, slow to blue then move back to yellow.

● Level 8: This is the valley section. As soon as you get to that level, slow to blue and just miss those walls.

● Levels 9-11: This is where it gets difficult! You start getting those nasty little rockets up your tail, get rid of these quickly, by rolling. As you roll,

push the joystick forward so you dive away when you stop the roll.

Levels 12-16: In level twelve just keep bobbing up and down avoiding the missiles. After a while you get some lock-ons. USE THEM! Somewhere in this bit you get some funny planes that roll towards you in pairs. As soon as they fire just pull up and avoid them. Also in these levels you will find huge swarms of planes. They fire when they get real close. As soon as they fire fly in an arc like this:



Don't worry about planes that come up behind you. They don't harm you. Watch those guided missiles though. (Check levels nine to eleven for details.)

● Level 17: Another valley stage, only much harder! (Honk!) Check level eight details.

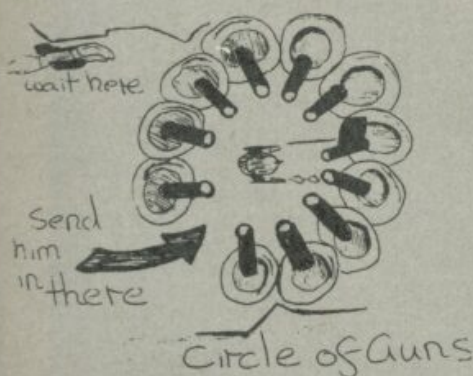
● Levels 18-22: Just keep your cool. (Chill out, Jim! Woo! Ed) Around levels 20-22 you'll have to start bobbing up and down again.

● Tip Offs: Fly low all the time, apart from bobbing to avoid missiles. Stay at yellow getting ready to reduce to blue in case of a plane approaching from the rear. Don't waste missiles, but if you get lock-ons don't waste them. At the end of the game you get some cool pictures loaded in. I bet you can't beat my score of 438 kills!"

I bet I can't. Still, at least I'm Phil Snout, which is always a big consolation to me. Which is

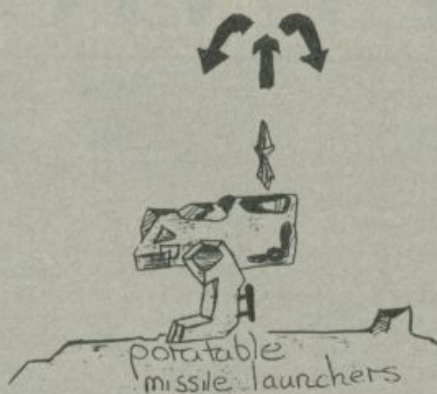
This was one of the best games I ever played, and certainly one of the best home computer versions of it. Even better than the ST version. And here's **Martin Fletcher** and **Steven Gandy** with some hints.

● Get to the circle of guns and detach your little droid.



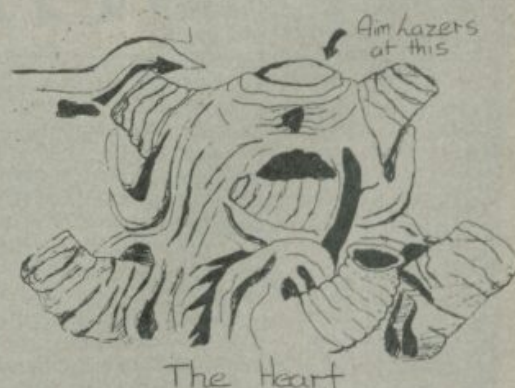
He should fly into the circle and blow it up by the rebounding of the fire which will hit a blue box.

● Keep firing and destroy the portable missile launchers:



and generally watch out in case you get your bum blown off.

● Finally the big guy. Get as close as you can to the Guardian and detach your droid. (If you don't have one at this stage you're in BIG trouble.)



He will automatically go for each eye, then he'll go for the green creature in the middle. You must keep him firing or you won't beat him." Thanxx Mart. Pure gold.

more than can be said for you! Or **Daniel Bright**, 'cos he ain't Phil Snout either, are you Dan?

- **Nope. Anyroad up, after playing Afterburner for a total of eight flying hours I reached level 18 with a score of 10407250. Listed below are some hints I gathered along the way.**
- **To avoid enemy missiles fired from planes, climb and dive alternately from the top to**

the bottom of the screen. If no missiles are being fired stay at the top or bottom of the screen so you can see them. When going through the canyon, reduce speed to slow and keep to the middle of the screen. You can then easily hit ground based targets with cannon fire.

- **In later levels avoid being hit by big slow moving aircraft by staying at the top of the screen and DON'T TURN!"**

Okay. I'm not going to. Anyone else got an *Afterburner* tip? Oh yes, just room for one more. Are you thin enough to squeeze in this little space, **Alexander Sives?**

- **Yep, me and three F16s, matey. And here's me tips.**
- **Keep the joystick pressed down. This makes target lock-ons easier.**
- **Only pull up when a missile is fired.**

- **Fly slower on ground attacks, this makes the ship easier to fly.**
- **To avoid rear attacks bank sharply and hold, or do a roll.**
- **Oh yes, and I agree with the other two about rolling to avoid missiles.**
- **Where's me badge?"** Alright! Cwar, flippin' cheek! Just for that I'm sending your badge to Oxfam to be made into firelighters. Humph.

Gordon Bennett! Worra queue! Clearly no golf today (chiz). Okay nurse — bring in the first one. (And by the way, are you busy this evening hem hem?)

JACK THE NIPPER II

Yes, a swift reply to **Gary Pope's** gamesnag from one **Graham Neicho**, who assures me he's not a camera but a groovy feller from Tiptree in Essex. (Doesn't that make him a pot of jam?) Gary had been wondering what to do with the rope, the pineapple, the woodworm and the log, and although Graham's not too sure himself about the log, here are the other three in living technicolor (oh, all right, black and white).

"Rope: Go down, across a couple of screens from where you found the rope and stand on the low branch of the tree. Wait until Tarzan is directly underneath you, and then press Use.

"Pineapple: Keep going left from the screen you find the pineapple on, until you come to a rope leading up. Climb the rope, then go right, up, up, right, right, down, right, right, collect dynamite, left and left again (got all that?). Wait until the Tasmanian Devil (eh?) is almost touching you, then press Use.

"Woodworm: Keep going left from the screen you find the woodworm on until you come to a rope leading up. Climb up the rope then go right, up, up, left, down, left, left, down, left, left, and left again. Press Use."

Can't say fairer than that, eh, Gazza? Many thanx, Graham, the badge is on its way.

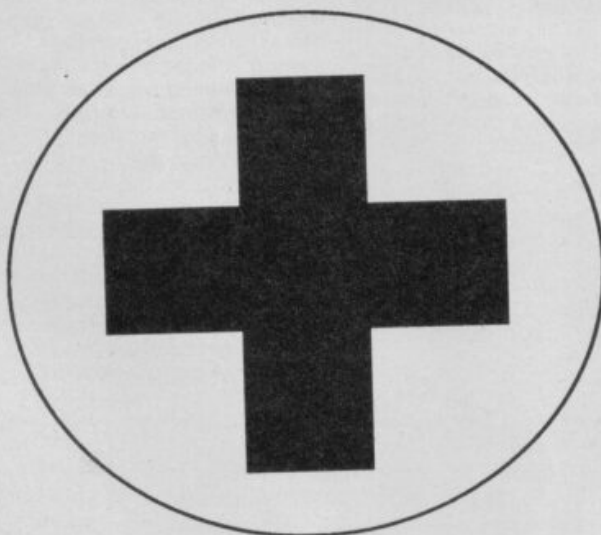
FOOTBALL DIRECTOR

Well, there's a thing. Bet you never thought you'd see that game mentioned in this column again, eh? Anyway, an interesting letter from **Mr J Burgess**, who says, "At last I can put most of the FD addicts out of their misery, as I have found out how to get the 'Press Break, LET Al=n then GO TO 6' thingy work. I'm afraid it only works if you have a Multiface!" Yes, that makes sense. Carry on, J, old bean.

"When you are on the Main Menu screen, press the red button and then press E to exit. The bottom of the screen should read D BREAK — CONT REPEATS, 8:1. Then all you do is type LET Al=n (where n is the amount you want), then press ENTER and type in GO TO 6, then press ENTER to get back on the Main Menu screen. Then check your bank account and you should have whatever you required."

Clever, Mr Bond — too clever. But now I'm afraid you have outlived your usefulness...

DR. BERKMANN'S



CLINIC

HERBERT'S DUMMY RUN

Ka-Shing Man from Boo-Shee was asking a while ago how to get the honey pot in this wonderful old arcade adventure, and **Nicholas Jullard** has written all the way from Crans in Switzerland to help him out. Good on yer, Nick!

"To get the honey pot, go to the room on the right of the sports one (or on the left of the fort), jump on the third chain from the left, then on the table. Then just walk through it, and... you've got it! Simple, innit? But the rest of the game — or at least the part that I managed to solve — is rather more difficult." Too true, old son. I always thought the other Wally

games were much easier, even *Everyone's A Wally*, which took ages to complete but at least was possible. Still, good game, good game, as Bruce used to say.

BATMAN

Hello, wossis? Yes, it's **Nick Jullard** again, this time helping **Lee Wilson** with his Batsnags. (This is of course the original Batperson game we're referring to here, as writ by Ritman and Drummond back in the middle ages.) Lee kept dying when trying to get the Batpack, a regular occurrence, I seem to remember, in my early *Batman* days too. Enter Jullard N, with some pertinent advice...

"To get the batpack, you must have

the Batbag and the Batboots. Go to the Batpack screen, and first push the bubble from behind (north) against the first table. Then push it again, this time from the east. The bubble should now be up against the small wall (west). All you have to do then is jump from one block to another and onto the bubble. You can now get the Batpack. It will enable you to go through the room with the disappearing blocks quite easily. The Batbelt can be found some rooms later, and is easy to get. The Batmobile parts can be found on your way, but the playing area is so big you'll have to go through a lot of rooms to find them — and that's quite difficult. Good luck!"

No truer words were spoken — although I should add that in the Batpack screen the bit where you jump from one block to another to get out to the bubble is quite tricky — you need to go right to the edge of each block in order to get to the next one. Fortunately it's much easier on the way back!

Nick has his own questions, naturellement, so can you help him with these? "Does anyone know how to get into the Coal Train in *Wanted: Monty Mole*? It drives me mad! Oh, and has anyone got a non-Multiface POKE for *The Living Daylights*?"

Meanwhile, Lee also asked for a decent Bathack too, and **Don Griffith**, the generous cove, has written in with three, no less. Here's one, which gives infinite lives and everlasting springy jumps:

```

10 CLEAR 65535
20 LET SUM=0
30 FOR N=64768 TO 64872
40 READ A
50 POKE N,A
60 LET SUM=SUM+A
70 NEXT N
80 IF SUM=13441 THEN PRINT "DATA ERROR!": STOP
90 PRINT "START BATMAN TAPE"
100 RANDOMIZE USR 64768
110 DATA 17,26,6,221,33,48,117,175
120 DATA 61,55,205,86,5,243,48,240
130 DATA 17131,250,213,1,48,122,197
140 DATA 1,52,2,33,98,119,62,68
150 DATA 50,109,119,62,250,50,112,119
160 DATA 62,200,237,79,201,62,250,50
170 DATA 142,250,62,177,50,145,250,33
180 DATA 177,250,171,77,249,122,138
190 DATA 0,237,176,50,202,249,50,206
200 DATA 249,50,214,249,62,201,50,215
210 DATA 249,205,177,249,33,93,253,34
220 DATA 168,252,195,127,252,62,166,50
230 DATA 136,146,175,50,190,143,195,128
240 DATA 101

```

If that doesn't work, Lee, drop me a line and I'll send you the other two. (Oh, and thanx a bundle, Don!)

PRACTICAL POKES

Another page of painless POKES, gift wrapped for you by David McCandless.

I am seriously considering changing my surname. Every time I tell it to someone, I have to repeat it. And even then people still think I'm called David McScruggle-Yuggle or David McPungent Wungent. I don't know.

Three syllables seem to be too much for the average tongue to handle, so I think a monosyllabic replacement is in order. A surname like 'Yes' or 'Smell' or... or... 'Poke' or 'Hack' (how's that for a masterfully cunning change of subject?)

INTENSITY

Khalid Jamil's back this month with his brilliantly incandescent POKE for that stonking *Uridium* sequel *Intensity*. This POKE will equip you with a huge array of corruscating lives.

```
54561 REM INTENSITY hack by KJB
20 CLEAR 24500: LOAD ""CODE
30 FOR f=3274 TO 32847: READ
a1 POKE f,a1 NEXT f
40 FOR f=32774 TO 32847: READ
a1 POKE f,a1 NEXT f
50 RANDOMIZE USR 32774
60 DATA 62,205,50,84,205,33
70 DATA 20,128,34,89,205,195
80 DATA 0,205,50,21,255,122
90 DATA 254,48,192,62,50,50
100 DATA 84,205,33,21,239,34
110 DATA 85,205,62,199,50,94
120 DATA 93,33,52,128,34,59
130 DATA 93,195,0,93,50,107
140 DATA 92,33,69,128,17,187
150 DATA 93,1,20,0,237,176
160 DATA 195,61,93
170 DATA 175,50,221,193,50
180 DATA 50,194,195,0,240
```

BARBARIAN

Apparently I made a mistake when printing a POKE for this game a couple of months back. First I've heard about it. First anyone's heard about it. First anyone's wanted to hear about it. But here's the correction anyway. Thanx go to Khalid Jamil who seems to have heard of it.

```
10 REM BARBARIAN HACK BY KJB
20 LOAD ""CODE
30 POKE 39830,12: POKE 39831,
250
40 RANDOMIZE USR 39880: POKE
37528,16
50 FOR f=64000 TO 64006: READ
a1 POKE f,a1 NEXT f
60 RANDOMIZE USR 64000
70 DATA 175,50,214,146,195,10
2,237
```

COMMANDO

There's a rather large amount of old corks coming out on budget labels and magazine covers these days. One such corker is *Commando*, a brilliant shoot 'em up, brilliant by even today's — nay tomorrow's — standards. Here's a comprehensive little ditty, courtesy of the Tefal Men.

```
10 REM COMMANDO hack by KJB
20 CLEAR 40000
30 LOAD ""CODE
40 POKE 65483,172: POKE 65484
,84
50 FOR f=65010 TO 65041: READ
a1 POKE f,a1 NEXT f
60 DATA 62,201,50,20,237,175
70 DATA 50,6,108,195,30,100
80 RANDOMIZE USR 65485
```

DOUBLE DRAGON

The dynamic duo, Mark Hemmings and Richard Denley, are back again with their offering this month: infinite lives for *Double Dragon*.

```
10 REM DOUBLE DRAGON HACK
20 CLEAR 57675: LOAD ""CODE
30 POKE 60120,62: POKE 60121,
240
40 FOR f=61502 TO 61508
50 READ a1: POKE f,a1 NEXT f
60 RANDOMIZE USR 60000
70 DATA 175,50,61,147,195,86,
144
```

FIRST FEMALE HACKER!

Wow! Wow! And double wow! I have here, following these few words, a POKE for a game called *Hercules* which will allow you to finish the game with just one task completed. And the POKE is by Georgina J.S., who by my reckoning must be a girl, a woman, a lady, female, a member of the fairer sex. Which means that she is the first woman hacker ever to grace the pages of this and any other magazine. Milestone or what? And what about the rest of you?

```
10 REM HERCULES by GJS
20 LOAD ""CODE 16384: LOAD ""
CODE 41883
40 FOR f=65470 TO 65487: READ
a1 POKE f,a1 NEXT f
50 DATA 33,196,255,195,163,16
3,62,1,50,250,128,49,240,255,195
,108,122,0,0
```

MULTIFACE CORNER

I received absolutely thousands of POKES for this section this month. It must be all those grinning guys (and girls now) who received a gift-wrapped Multiface for Christmas, and are learning

how to munch hex and spit out POKES. Those aforementioned guys are, Will P. Downing, Mark Chapman, Ian Weedon, John "Zapper" Rose, Ciaran Roarfy, Mark Hemming, Roy Goodall, and Barrie Copeland.

Game	Poke	Effect
1943	53158,0	Rolls
	57538,0	Energy
	47503,0	Lives
	47984,0	Immunity
ALIEN SYNDROME	32138,0	Energy
ARTURA	45878,0	Fuel
BEACH BUGGY SIM	46100,201	Time
CRIME BUSTERS	61012,201	Lives
	30548,0	Ammo
CYBERNOID 2 128K	36060,0	Lives
	37693,0	Lives
DOUBLE DRAGON pt 1	37815,0	Lives
2	37813,0	Lives
3a	37794,0	Lives
3b	37824,0	Lives
4	37818,0	Lives
5a	37979,0	Lives
5b	62499,0	Lives
FRONTLINE	48010,0	No enemies
GUERRILLA WAR 128	40593,0	No loose tank
	40872,0	Lives
GUNFIGHTER	58357,48:	
	58358,118	30000\$
MAD MIX	39932,N	n = lives
OPERATION WOLF 128K	40756,183	Grenades
ORIENTAL HERO	28995,12	Lives
OUTRUN +3	39209,0	Time (no music)
	40628,0	Time (music)

SCROLLING CREDITS

Yes, here are this month's late senders of POKES and miscellaneous people: Steven Darlington, Mr. R.J. Booth, K.H. Cook, E. Young, John Colston, Marc Fotheringham, Andrew Mclean, S.W. Howarth, Christopher Bruce, Michael McCready, Master V. Cartwright, Mr. B. Thomas, Gavin Gill, Stewart King, John Barnes, Jack Skaife, Mrs. S. Becker, Gary Cole, R.I. Clark and Alasdair Thomas.

CRASH PREVENTOR

I've just read that Spectrum +2's equalled the sales of Atari ST's this Christmas, so for all you new Speccy owners, here's how to get the POKES on this page to work: If the POKE is a BASIC listing:

- 1) Type in the hack program and double check that data.
- 2) Save it onto tape for later use.
- 3) Rewind your game tape to the start.
- 4) RUN the hack program.
- 5) If 'integer out of range'

appears then you have a number over 255 in your data. Go back and check it.

- 6) If 'error in data' appears then you've wrongly typed in the data, go back and check it.
- 7) If nothing appears then play your rewound tape.
- 8) Give those aliens one from me, eh?

If the POKE is a multiface job:

- 1) Make sure you have a multiface (very important).
- 2) Load the game.
- 3) Once loaded, press the red button.
- 4) Press T then SPACE.
- 5) Enter the address.
- 6) Enter the value for that address.
- 7) Press ENTER.
- 8) Press Q then R.

UNTIL THE NEXT TIME...

And that's it for another month. Goodbye, and make sure you send any snippets of data my way. The name's Macca and the address is Practical Pokes, Your Sinclair, 14 Rathbone Place, London W1P 1DE. Bye!!!!

STAR

I'D JUST LIKE TO SAY:
HI TO WOODY, HI TO SANJAY,
HELLO MOM, HELLO DAD, OHAY STUART,
OH... HELLO TO MY BROTHERS... RICHARD,
AND ANDREW! HELLO TO MY SISTER, RADELA!
HELLO EVERYONE AT THE OFFICE!
HELLO TO MY #2!
AND FINALLY, HELLO TO ALL YOU PRESERVER CELL
BLOCK H FANS OUT THERE!

No not the Palace one. This is the Psynosis jobby, and very nice too. This map was made by the very lovely (nice legs, shame about the boat race) **Steve Haw**. Good on yer Steve, and may your sword never shrivel.

KEY (i)

↑ = ARROW
(= BOW
P = PLANTS
T = TREES (OR PILLARS)
F = TRAP (FALLING)
EN = ENEMY
S = SHIELD
ON = OVERLORD (NECKON)



Barbarian

Batman The Caped Crusader

Wow! And I thought there was a few tips for the original Batman. You could stuff a Batcave and still have plenty for sandwiches with this lot. First out of the box is

Dr Scott Bennett Phd, with this bunch of yibble...

• Here's my solution to Batman's 'A Bird In The Hand', hope you like it.

First of all get the nose (which makes you invisible) then the Batarang and the lock pick. Leave the cave, go right and get the sweet and the shoe. Go back to the ladder and get the rope. Go along and open the door that says 'Take Your Pick' with the lock pick. (Good joke, eh? No? Oh well,) Go right until the end, and go through the door. Go left, then go through the first door. Get

the lift key, then go back to the entrance. Go through the door and to the right. Use the lift key, and go through the bottom door, go right and through the door. Go left and through the door then left and pick up the toast and dart. Go right and get the game disk. Go through the door, and through the next one, turn left. Get the egg and use the rope. Go up the rope and get the magnet. Use the dart and get the pass. Head back to the rooftop. Then go right, down the ladder and up the other one. Get the pop and the torch, go back down the ladder.

Go right and get the door key, and back to the door that says 'Don't Pass Go.' Use the pass. Then inside use the torch. Go left and get the tape. Go right and through the last door, then left and through the first door, then left again and up the stairs. Go right to the end and through the door, turn left, through the door, then right to the end and use the door key. Go through the door, turn right to the end, through the door and right. To complete the game use three items, the tape, the disk and the magnet, and that's it."

IT IS THE YEAR 2019

"The Running Man" is a deadly game that no-one has ever survived. But Schwarzenegger has yet to play. The Running Man is an action packed, sideways parallax scrolling game in 5 sections with some spectacular backdrops and impressive sound.

Look out for The Running Man Video by Braveworld. Available in all leading Video Libraries from March 21st.



AMIGA SHOT



AMIGA SHOT



SPECTRUM SHOT



SPECTRUM SHOT

AVAILABLE ON:

ATARI ST; AMIGA & IBM/PC £24.95

C64 & AMSTRAD CPC DISK £14.95

SPECTRUM+3 £12.95

C64 & AMSTRAD CPC

CASSETTES £9.95

SPECTRUM CASSETTES £8.95

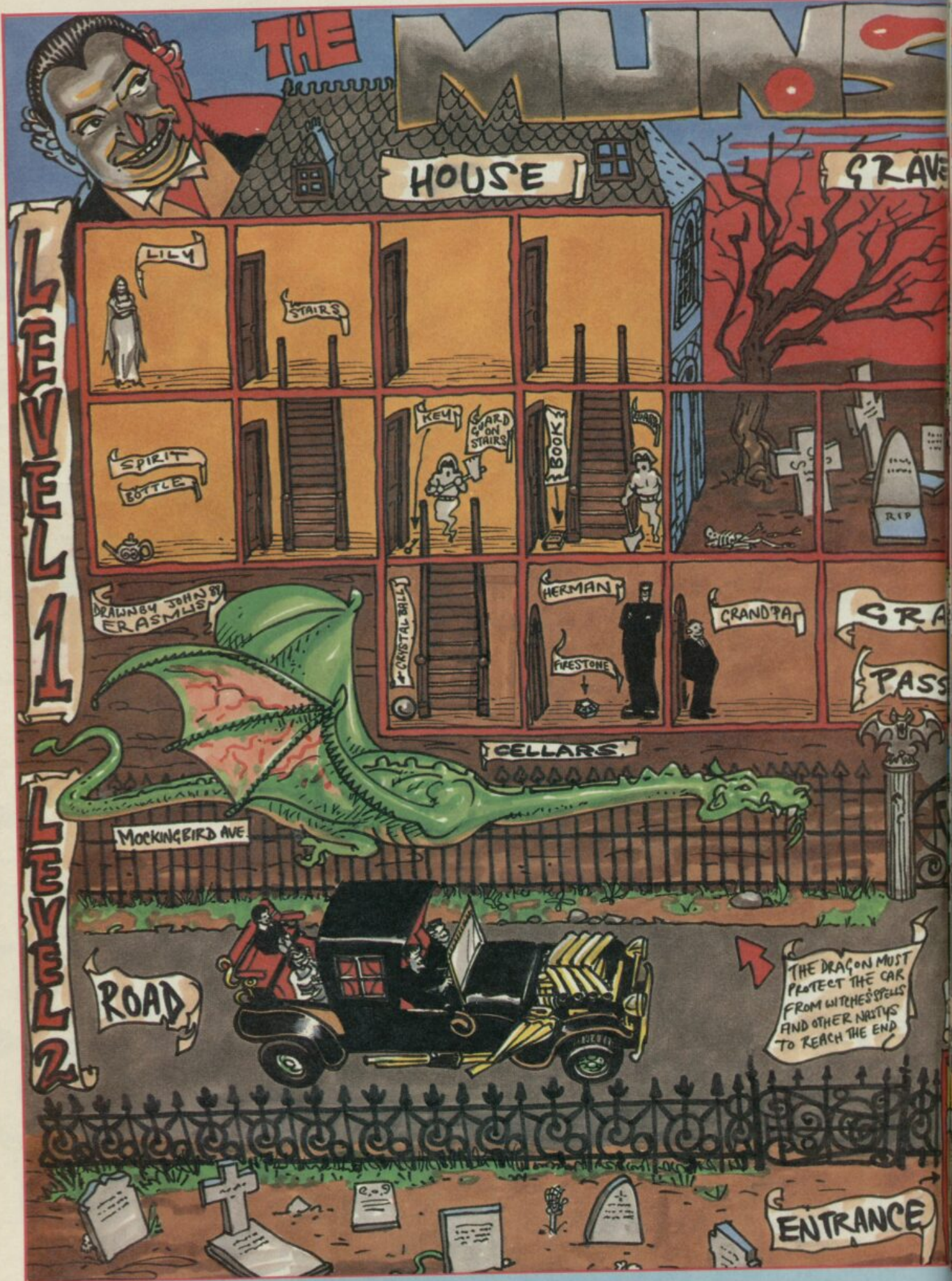
THE RUNNING MAN

©1989 TAFT ENTERTAINMENT MOTION PICTURES / KEITH BARISH PRODUCTIONS



©1989 GRANDSLAM
ENTERTAINMENTS LTD.
12-18 PAUL STREET
LONDON EC2A 4JS
TEL: 01-247 6434

SCHWARZENEGGER





Batman Two

Now over to P J Bristow and his friend Neil for the next bit of the game, *A Fete Worse Than Death*.

● **Get bulb, use in dark room.** Get mask, wear it. Get torch and use in sewer. Get Batarang and use it. Go sewer. Get ears and use them. Get roll. Get all food (fish and carrot). Get shades. Use in Joker's Funhouse when it's too bright. Get false teeth. Take to false teeth room (in Joker's house and above sewer) and use them. You can now eat food. Go ghost train and get wire clippers. Defuse all ten bombs with them. Go to fair. Get Coke if needed. Get cash and use. Get Joker's card. If you use the dog, it gives you more energy but slows you down. Use card in Funhouse when you see the caption 'card trick'. Get camera. Use it. Drop it. Get harmonica. Use it. Drop it. Ta daaahhh!"

Is that the finish or what? Blimey, you've lost me... any other spec-chums know what the dynamic duo are on about. More about this, same time, same channel... Oh and many thanxx to David Addey, Scott Kember, and Matthew Davies for a super tiplod. Sorry you didn't quite make it, but have a badge anyway!

Thunder Blade

Cwor! This is a fruity old game and no mistake. I played this one in the arcades until my fingers looked like twiglets. (Dee-dee-dee-doo dee-dee-doo... come with me, into *The Twiglet Zone*...) Gary Cole has all the details. Come in Gazza... thwoppa thwoppa thwoppa...

● **Looking at the 'copter from above,** make for the first skyscraper you see. Land on it. Fly to its front. Stop. Then fly left to right, not going forward, and bomb the tanks. Then go

YOUR MOVE CREEP... Yes its that old fun loving tinballs, Robochef. And cwor blimey, if I didn't get a mound of tips that makes even MY EGO look small! Yes, it seems that every Joe and his dog bought or nicked a copy of *Robocop*. And then all of them sent me a tip for it! Hah. Amazing! Okay, let's get serious.

First in the lineup is me old spec-chum Phil McCardle, with not only tips but some neat little pics too.

● Kung Fu Punks

These guys do flying kicks at you but you can avoid them by ducking when they jump at you. They'll land on the other side and you can shoot them in the back. (Ha ha ha!)



● Punks With Guns

One of the main types of enemy - and a real pain in the ass. They appear from windows or on the ground. Sometimes you can dodge their bullets, but watch out 'cos they fire low as well.



● Chainsaw Psychos

These real mean dudes come along and cut pieces outa you with their 'hedge trimmers'. Shoot them as soon as they come on the screen, 'cos they need loadsa shots to kiss 'em goodbye. They hit you once and walk away. Shoot them in the back 'cos they come back.



● Bikes

These appear on level three. They ride straight at you so fire as soon as you see them. Just like the chainsaw

psychos they come back, so finish them off early.



● ED 209

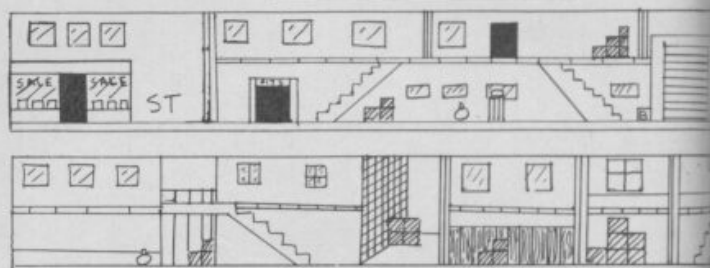
This big boy appears on levels six and eight. You have to punch him in the face, but time your punches, 'cos he can remove your head quite easily.



● Clarence

Strangely enough there seems to be TWO Clarences on level eight! Still, he is quite dangerous, as he carries one of those megaguns which takes a chunk out of your energy. It seems that you can't duck from a fireball. However if

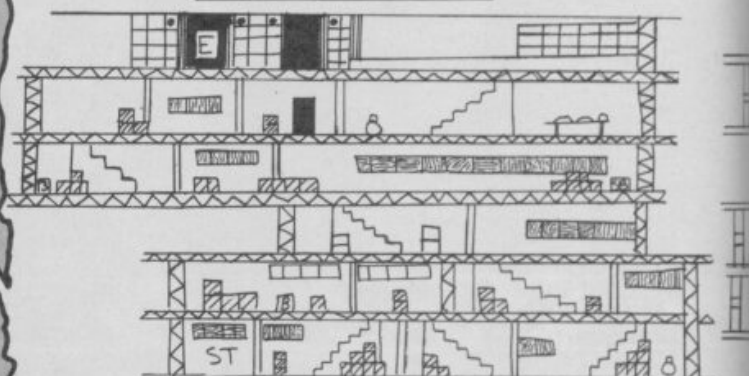
LEVEL 1



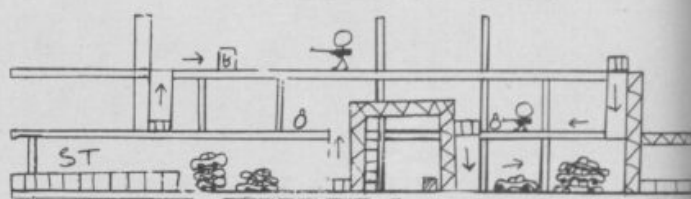
LEVEL 3



LEVEL 5



LEVEL 8





you pop his clogs, you can nick the megagun!

• Weapons

Normal Bullet = Two shots to kill.

Double Power = Kills in one.

Triple Shot = Fires in three directions, two shots to kill.

Fireball = Megagun shots, one shot.

• General Tips

Keep on the move. Aim before firing. On the hostage screen shoot the enemy's arm. You'll know when you've hit him, 'cos he'll flash. On the other hand if you've got loads of energy you

can blow away the women and then shoot the man. (Yuk, yuk!) Finish off the baddies quickly 'cos they'll come back. On the ID section don't panic, just look closely at the details."

Whoop. Alright! Now its easily time to bring on Mike Felisberto and his in-bleepin-credible map 'n' hints for *Robocop*. I've been waiting for this one ever since the beginning. So here it is. Take it away Mike.

• Having received *Robocop* for Chrimble, and having torn the wrapper off a little bit too early, I completed it really quickly and had an extremely boring Christmas! Anyway I painstakingly drew these maps of levels one, three, five, seven and eight for you, to pass the time. The others are too small to bother with."

Hmm. Any more *Robothrob*? Okay, thanx to Simon Gray, Tim Powell, Andrew Pajiadgi, Stephen Wheel, Paul Murphy, Gareth Harman, Adam Sparks, Scott Reid, Robert Grist, and Malcolm McDonald for the following additional tips:

• Level 1 (Street)

When starting, duck down and fire, thus avoiding being shot down by first lot of thugs. The men with the big weapons (Fnar!!!) are tough! Don't shoot all window thugs, as this wastes time and ammo.

• Level 2 (Hostage)

The best shot is to shoot the mugger's elbows. He will flicker when you hit him.

• Level 3 (2nd Street)

Same as first one, don't shoot all window thugs, and conserve megabullets. If bikers get past you they come back on the other side of the screen!

• Level 4 (Photofit)

Mix Emil's face and make a match. Watch the chins because most of them look the same.

• Level 5 (Drug Factory)

Shoot all the thugs on screen as quickly as possible and collect ammo and food.

• Level 6 (ED 209)

ED shoots two round salvos and then pauses. Get close to him and wait until he fires, then jump up and smack him in the gob twice and duck. Do this two to three times and he'll blow up.

• Level 7 (OCP Lifts)

As in level five, shoot all thugs and move on.

• Level 8 (Thugs)

Same as above. Shoot all thugs and use lifts. Then meet Clarence at the end. Watch out for his Megagun!

• Level 9 (Dick Jones)

Same as level two. Shoot at his elbows!"

Well done! You have now finished *Robobike*. And haven't the 'Shoppers' finished it off, well and truly? Indeedy doody.

TIP OF THE MONTH

ROBOCOP

KEY

○ = Food

ST = Start

E = End

[3] = 3 directional fire

[B] = normal bullets

[56] = Supa bullets

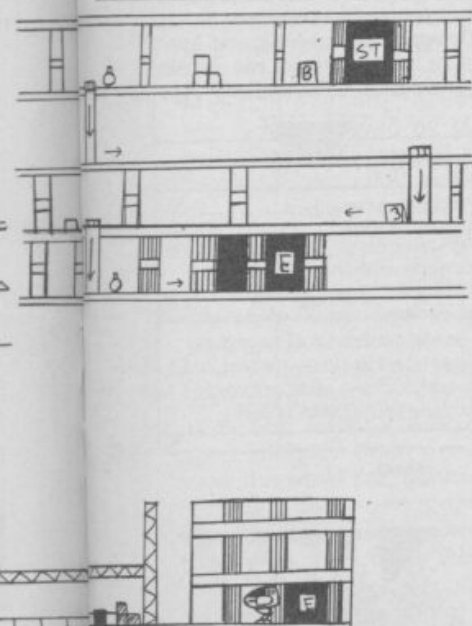
○ = Man with big gun
(can be used by you)

○ = The Ed (209)

[] = Boxes that lie
around everywhere
but serve no
purpose whatsoever

↓ and ↑ = Lifts

LEVEL 7



forward under the cover of the skyscrapers bombing the tanks as you go.

• Looking at the 'copter from behind, as soon as you're on, fly fast, going left and right and up and down, blowin' the hell out of the tanks and 'copters. Trouble with the skyscraper in the middle of the road? Pull up and go left or right. As soon as you're round go down and in, blatin' the tanks.

• At the end it's the barrage. Go fast! And dodge left and right and up and down shooting the tanks. Now the ship. Go fast forward and blast the helicopter on the deck. Keep going fast and when the guns shoot a barrage... STOP DEAD. As soon as they stop, go fast and blast 'em. (Ack ack BOOOOM!) Do this on all the guns and you should be alright. Now you're on level two, but that's all for now. I've only had the game two days!?"

Okay okay! Surely that's your problem, hmm? Thanx anyway. Badge on the way. NEEEXXTTTT!

Rex

Many cheery ta's to Ian Banner and Kevin Ward, who both sent in a tip for (grrrrRRRAAaaaaarrrlllllll) Rex. First up, it's Ian.

• I have found the code for the second part of Rex. This code starts the player with nine lives and 116,200 points. CODE: 8880888793999409 and that's all!"

Wow, and Kevin said, "• I have completed the YS Megagame, Rex, and my code is: CODE: 8985809184889508 (phew) so put it in Tipshop and send me a badge!"

Gosh! They're so rude, these YS nippers, innay?

Add Tibet...

Well that's all this month from me, my little potato waffles, so let me bid you adieu, or even tarrah. Send me your kindly honts and tops or even hinty tips, to me, Phil Snout, YS Tipshop, Your Sinclair, 14 Rathbone Place, London W1P 1DE. Any I print get an extra special I've Got Big Tips badge!!! Zowie.

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!

THE FIXER

£7.87

+15% VAT = £9.05

Converts your Spectrum +3 or +2a edge connector — so now the Plus D/Drive will work with the latest Spectrum. Call for details.

THE TWO FACE

£26.04

+15% VAT = £29.95

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



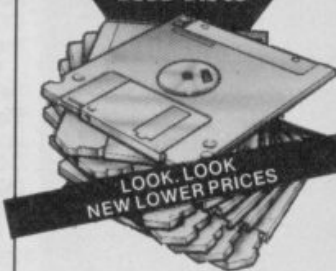
It's time to talk about quality of service. Lots of companies are advertising lots of products at excellent prices. But we believe that our customers deserve more than that. We believe that you have the right to demand an honest, in-depth appraisal of a product's strengths and weaknesses before you buy. 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	£11.26	£12.95
20 Discs	£22.52	£25.90
30 Discs	£33.78	£38.85

CARDEX DESK TOP PUBLISHING

£32.87

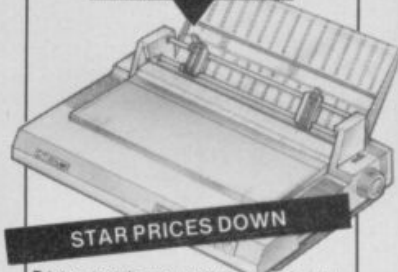
+15% VAT = £37.80

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



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	£259.95
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

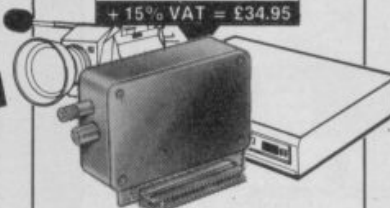
(laser printer running at 10 pages per minute = 900 CPS, with 12 months on-site warranty)

Ask for our detailed brochures on these and other printers in our range.

VIDI-ZX DIGITISER

£30.39

+15% VAT = £34.95



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 and a wide range of serious and games software. Call for details.

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. For Plus D users only.

POSTAGE CHARGES

Packages less than 1kg	£2.00
Standard Securicor	£4.50
Express next day delivery	£12.00

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!

YS/04/89

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) 791175.



NEW MORNING

BY PHYLLIS STEIN

Barbara Mason sank back into her pillows and sighed. It was a long, slow sigh, and if a sigh could be said to be warm, then it was a warm sigh too. It was the sigh of a contented woman. Barbara Mason was, in fact, much more than content; she was a very happy woman indeed. For the past 10 years she had travelled the world in search of hope. She had spent huge amounts of her husband's fortune on clinics in Switzerland, on herbal remedies in Africa, and on weird rituals involving many a dead chicken, in Haiti. All of this was spent on the search for hope. Ironical, then, that her travels had brought her back home, and hope had been found in the work of one of her husband's employees, the brilliant Dr Glemen. Barbara Mason stretched out her hand slowly

She'd spent huge amounts on weird rituals involving many a dead chicken.

to her stomach. She felt the hardness and the warmth, but most of all she felt hope. She felt mother hood. This was going to be a very special Easter.

In his laboratory Dr Glemen was putting the finishing touches to the day's work. The scientist, brought out of retirement by millionaire poultry farmer Bernard Mason, was thankful for being given the opportunity to leave his name to science. His work had been a great success, and the new breeding methods, developed by him, and employed by Mason, had seen Mason's company become the biggest in the poultry market. Fertility drugs, more highly concentrated batteries, hormones introduced to curtail the development of legs and wings with faster fattening of the birds' breasts, all Glemen's ideas, had given Mason such high turnover of prime boneless meat that he had become the toast of the agricultural industry. On top of that, his work with Mason's wife, helping her to beat infertility when gynaecologists all over the world had given up, meant that Glemen had risen from nowhere to become an agricultural wizard and then the hope of childless mother's all over the world. He had been invited to speak on television programs, his work had been reported in the Sunday supplements, and there was even talk of a cover shot for Time magazine. How

they all loved his work now. If only they had been more appreciative of his work in 1943...

Barbara Mason could feel the kicks. She loved this moment more than any other. When the kick came she would tense herself

She wanted the child to be born at home, it was at home that hope had been given to her. And she wanted Glemen to deliver it. It would be fitting.

The door of the room opened slowly, and the face of Bernard Mason slowly appeared. Seeing his wife awake, he entered the room.

"Well dear, not very long now. How do you feel?"

"I've never felt better in my life." She looked at the compassionate face of the man she loved. Over the past few months he had seemed to be surrounded by a strange kind of aura. She had identified it as the glow of a father-to-be. It was pride.

"I love you," she said.

Suddenly a pain shot through her body. She felt as though someone had stuck a knife into her.

Barbara Mason was about to have all her dreams come true.

"Bernard!" she screamed. "Quick, get Glemen. I think it's starting."

"Stay calm," replied Mason, and he turned and ran out of the room.



hope that the contracting of her muscles would make the thrill more intense. The child was due soon. The thought of labour excited her. She had insisted that she should not be given

Glemen had become the toast of the agricultural industry.

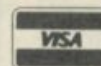
anything to relieve any pain. She wanted to experience fully the time spent giving birth. God knows she had waited long enough...

The labour had not been too painful, and the contractions had increased. Barbara Mason was about to have all her dreams come true. She looked down the bed at the kindly face of the old man who had made those dreams a reality. The contractions were coming at the rate of one every eight seconds. It was time.

The next few minutes would live in the memory of Barbara Mason for the rest of her life. As Glemen told her to push she felt a surge come from within her and she knew that everything had gone well. Her husband, at her side, wiped the perspiration from her face, and as she heard the slap and the baby's wail, a tear of joy slipped softly from her eyes.

But as Glemen held up her child, all pink and soft and wrinkly, she did not see the face of her child. Cradled in the old man's arms was a long pink blob, with no arms, and no legs. Where there should have been hair, there were a few slimy feathers. Where there should have been ears, it was flat. Where there should have been a nose, was a beak.

"Congratulations Barbara," said the old doctor, "you are the mother of a beautiful baby girl. And look, almost pure breast!"



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

After Burner	7.00
The Big Squeeze	2.00
Black Lamp	3.00
SAS Combat	2.75
Brave Star	3.00
Barbarian II	6.50
Champ Baseball	2.00
Basil Mouse Detective	2.00
Clever and Smart	2.00
Captain America	2.00
Challenge of Gobots	1.50
Crosswise	2.50
Dark Sceptre	3.00
Dragon's Lair II	2.00
Batman II	6.75
Robo Cop	6.75
The Untouchables	6.00
Rambo III	6.00
International Cricket	1.80
Shoot Out	6.50
Dragon Ninja	6.50
Empire Strikes Back	6.50
Enduro Racer	3.00
Exploding Fris +	5.30
Find Bruno's Big Box	8.95
I.S.S.	6.50
More Soccer Simulators	6.50
Lancelot	9.95
Ring Wars	5.95
R-Type	6.99
Skate or Die	6.75
Technocon	5.75

The Fury	3.95
Enigma Force	1.00
Druid II	2.00
Empire Strikes Back	6.50
Flunky	1.50
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
Vixen	2.99
Impact	2.50
of the Mask	1.00
Indoor Soccer	1.78
Motor Massacre	6.00
Technopop	8.00
Dark Fusion	6.00
Butcher Hill	5.75
Capt Blood	6.99
Carrier Command	9.99
Yeti	3.00
Wec Le Mans	6.50
War in Middle Earth	8.99
Sanxion	6.50
Rex	6.50
Teladon	3.00
LED Storm	6.99
Xenon	6.95
The Munsters	6.99

Impossible Mission II.....	6.00
Indoor Sports	2.50
IK +	3.00
Ikar Warriors	5.50
Flintstones	6.50
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
Moonstrike	2.00
Magneiron	2.50
Mag Max	2.00
Mystery of the Nile	2.00
Ninja Hamster	2.00
New Wave IQ	1.50
Nightrider	7.50
Nigel Mansells Grand Prix	7.00
Oink	2.00
Overlander	5.50
Outcast	1.50
Joe Blade II	1.80
Dark Empire	2.00
Firefly	2.99
Thunderblade	6.50
Double Dragon	6.99
Soldier of Fortune	5.50
Tiger Road	6.50
Total Eclipse	7.50
Ecmelon	6.50
4x4 Road Racing	7.00

Dark Side	7.00
Psycho Soldier	2.50
Prodigy	2.50
Pulsator	75p
Peter Beardsleys Soccer	6.50
Quartet	2.50
Pacland	6.50
Yogi Bear	1.50
Red LED	1.50
Fat Worm Blows a Sparky	1.50
Rebel	2.00
Rygar	3.00
Road Blasters	8.00
Rescue Fractulis	1.00
Super Cycle	1.50
Salamander (Ocean)	5.00
Spitfire 40	3.00
Super Sprint	2.00
Tracksuit Manager	6.50
Cybernoid II	8.00
Outrun	6.50
Operation Wolf	8.00
Roy of the Rovers	8.00
Typhoon	5.50
Victory Road	5.50
Guerrilla Wars	5.50
1943	
Return Of The Jedi	8.95
Bob's Full House	6.75
F-16 Stealth Fighter	10.00
BBC Mastermind	2.00
Championship Sprint	3.00
Classic Muncher (48K only)	5.75

Shadow Skimmer	2.00
Thing Bounces Back	2.50
The Train	7.00
Samurai Warrior	5.50
Slane	2.00
Sidewalk	2.00
Sentinel	2.50
Starfox	2.00
Star Raiders II	2.00
Street Fighter	6.00
Tetris	3.00
View to a Kill	1.75
Savage	6.00
Virus	5.00
Wolf Man	3.00
Wizz	1.50
William Wobbler	1.00
ZARQ	1.00
Crazy Cars	6.50
Biggles	1.00
Terror of the Deep	2.00
Black Lamp	3.00
International Karate+	2.00
Spy v Spy Trilogy	3.95
Terramex	3.00
Trivial Pursuit Baby Boomer	4.99
Strike Force Harrier	4.00
Sentinel	2.50
Oink	1.50
Psycho Soldier	2.00
GB Air Rally	2.00
Sidewalk	2.00
Lazer Squad	6.99

Forget the cowboys, come to the competent mail order firm and be sure of receiving your software. Most goods in stock.

**Only £1.00 if ordered with software
or £1.50 if you require catalogue only**

Hellfire Attack	3.95
Shootout	3.95
Wec Le Mans	6.50
Mega Apocalypse	2.89
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
Mickey Mouse	6.00
Target Renegade	5.50
Skate Crazy	5.50
Heroes of the Lance	7.00
Black Tiger	6.50
Bards Tale	7.00
Marauder	5.75
Gunship	6.50
Fire and Forget	6.50
Lancelot	10.00
Air Borne Ranger	6.75
Power Pyramids	5.50
Espionage	6.50
Typhoon	5.25
Yabba Dabba Do	1.80
Yogi Bear	1.80
Last Ninja 2	7.95
North Star	3.00
West Bank	3.00
Blood Valley	3.00
Competition Pro 5000	10.00

Nihilist	2.99
Stalingrad	6.99
Desert Rats	6.50
Vulcan	6.95
Armhem	6.95
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
Pegasus Bridge	9.50
Conflicts 1	5.99
Conflicts 2	3.99
Yankie	6.99
High Frontier	2.99
Guadalcanal	3.99
Waterloo	3.95
Red Coats	3.95
Roundheads	2.99
Sorcerer Lord	7.99
Annals Of Rome	7.99
Ancient Battles	10.95

Look Sharp, Fraction Fever, Kinder Comp, Kids On Keys, Alphabet 200, Ancient Quests. Only £3.95 each or any 4 for £12.00

BISMARCK
for one month
ONLY £4.95

Six Pack Vol 3	£6.99	The In Crowd	£8.95	Supreme Challenge	£8.95
US Gold Giants	£8.95	Now Games 5	£3.95	Taito Coin Op Hits	£8.95
We Are The Champions. £6.99		Ten Great Games Vol. 2 £6.99		Six Pack Hit Pack	£4.00

YS4

Title	Amount
P & P (if applicable)	
Total amount	

Telephone No.

YS COMPO!

OOOH! YOU PUT THE WILLIES RIGHT UP ME!

Win Two Whizzo Skateboards, Plus Ten Baggy Real Ghostbusters T-Shirts And Five Real Ghostbusters Mugs

Here's a game that's gonna really grab you by the ghosts and ghouls! It's *Real Ghostbusters* the new Speccy smasheroonie from our pals at Activision, based on the cartoonified capers of everyone's favourite spook hunters.

Scream, as you encounter all manner of gruesome characters (Aaaa! Oh, it's only Phil). Gasp, as you sneak past all the ghosties in the graveyard. Swoon, as your one ghoulie friend, Slimer, gets you out of another tricky mess. And read all about it on page 70 of this month's issue.

Spook! But there's more. Cos those ghostly people at Activision have given us loadsa ghoulish *Ghostbuster* goodies to give away too.

What You Gonna Win?

So what ghostly goodies are up for grabs? First up we've got two fabbo *Real Ghostbusters* skateboards in ghostly luminous green, complete with four tasteful pink wheels, and a 14" full colour *Real Ghostbusters* print on the underbelly for you to impress your friends with when you do a wheelie. For ten lucky second prize winners there are huge, big 'n' baggy *Real Ghostbusters* T-Shirts to go ghostbusting in. And for the less courageous amongst you there are five *Real Ghostbusters* mugs — so you can stay at home, drink your cocoa and play the game in the comfort of your own armchair. Much more sensible.

What You Gonna Do?

Okay, unless you want to be laughed out of the skate park when trying out your brand new 'board', you're going to have to learn all the nifty footwork and the slick slang. Slipping '720" and 'hang ten' into the conversation every so often just won't cut it (especially since everyone knows 'hang ten' is a surfing term.)

Listed on the form above are five bits of skateboardspeak, four of which are genuine, honest injun terms and one we've just made up. Simply put a ring around the one we've invented, remember to (ghost) write your name and address, and send the form to Oooh, You Put The Willies Right Up Me Compo, YS, PO Box 1509, Enfield, Middlesex, EN1 1LQ. And get your entries in by April 30th or the Ghost of Christmas Past will getcha!

Rules

- Anyone who lives in the haunted house of Dennis or the Activision Asylum will be sent 'beyond the veil' if they try to enter.
- Things go bump in the night on April 30th — so be sure you make the date.
- Don't spook to the Ed until you're spooked to — her word is final!

There's no pulling the wool over my eyes, matey! I know full well the word I've ringed here has as much to do with skateboards as Granny's rock cakes have with cooking.

Jolly Mumbo
Phillip's 66
Eggplant
Snout's Sandwich
Sean Penn

Name

Address

Zip Code

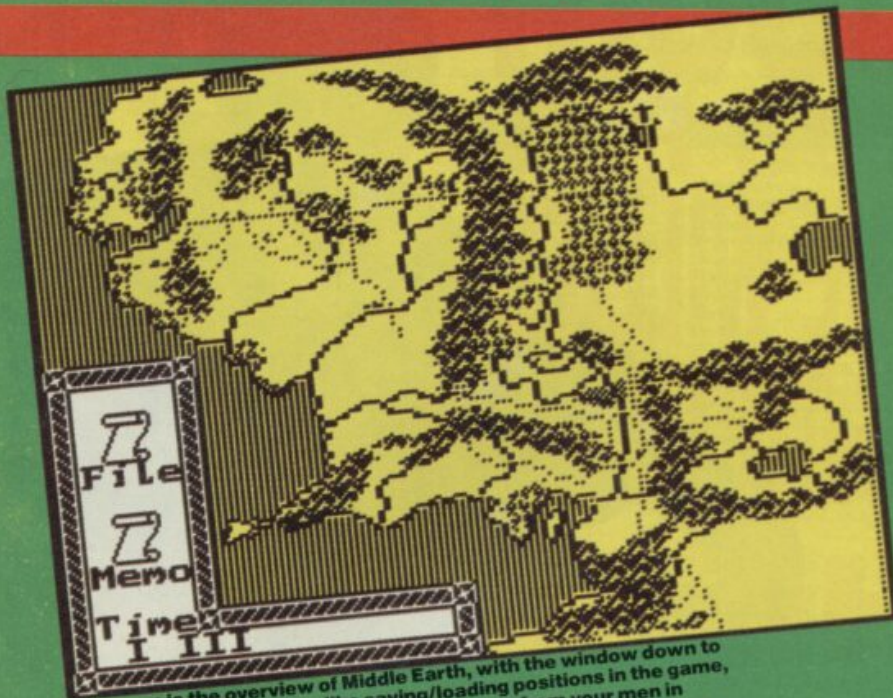
SCREEN SHOTS

Here we have it. The new slightly improved full price games review section. We're breaking you in gently – next month you'll get the total conversion.

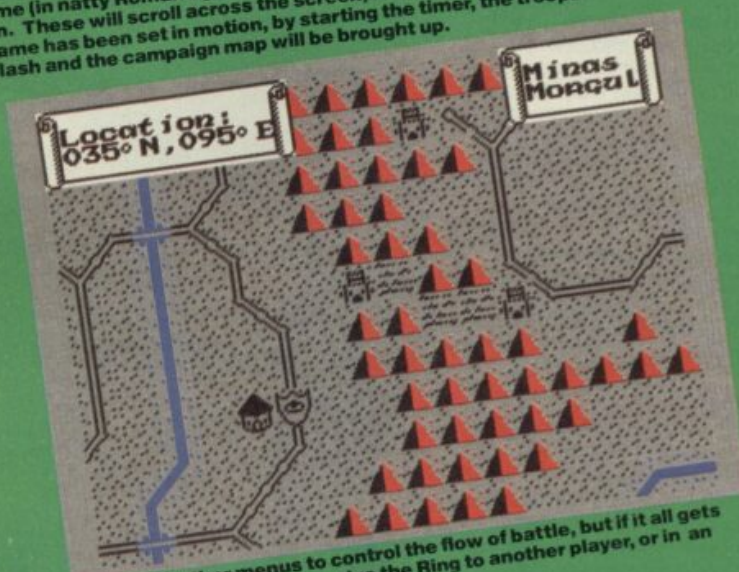


YS Seal Of Approval
All games reviewed in Screenshots are finished products.

WAR IN



This map is the overview of Middle Earth, with the window down to the left controlling things like saving/loading positions in the game, the time (in natty Roman figures) and memos from your men in action. These will scroll across the screen, if there are any. Once the game has been set in motion, by starting the timer, the troops will clash and the campaign map will be brought up.



There are other menus to control the flow of battle, but if it all gets too much for you, you can give the Ring to another player, or in an extreme case, put it on and disappear.

Melbourne House/£9.99/£14.99

Phil Holding the rights to games from the wacky world of the famous John Ronald Reuel Tolkien has its benefits, dunnit? Like being able to whip off a new game every now and then when the mood takes you, based loosely on the magnificent fantasy 'tour de France', *Lord Of The Rings* trilogy. But *War In Middle Earth*? Where does that fall?

I admit that I booted this game with a steely glint of suspicion in my eye, looking every which way for a reason to slag it off as forcefully as I could. But after about fourteen hours play on the trot I had to collapse with defeat. Try as I might, I couldn't find

anything to poke fun at, not even the graphics.

The scope of the game is broad indeed, like the unsettling boast on the packaging, "Multiple playing levels let you control all the characters and armies that appear in *Lord Of The Rings*, from the broad sweep of strategy, right down to individual characters actions on the battlefield"(!). Coo, is that a fact?

WIME is, in fact, a new game from Mike "eight billion locations and a cast bigger than Ben Hur" Singleton, the writer of the *Lords Of Darkness* games. He specialises in that sort of thing, of course, but this is more of a strategy game than his usual

graphic strategy adventures. I'm reminded of some of those wargames, the like of which Owen and Audrey Bishop used to review; you know, PSS and CCS make them? You have a map on your screen, and you move a cursor around the screen with keys or various flavours of joystick. *WIME* has the Mike Singleton touch, though, in that you can not only deploy whole regiments of humans, orcs, dwarves and elves, but also zoom in closer to control your own characters, like Frodo who carries The Ring.

You can wear The Ring, or just carry it. Wearing The Ring makes you invisible, but as you will know if you've read the books,

MIDDLE EARTH

JOYSTICK JUGGLERS

We've got a plethora of reviewers for you this month! Actually that's a lie! We've got about the same amount as normal, but the Screenshots policy has changed. Normally editorial staff who do reviews don't get a mention in the Joystick Jugglers box. Now they do! Hence the apparent increase in numbers. Don't worry though, everyone's still a little bit wibbly in the head, having undergone the YS Reviewer Test, details of which we have to withhold for legal reasons (but we can tell you that it involves a barrel of olive-oil, copies of *Where Time Stood Still* and *R-Type*, a pair of lederhosen and a banana — amongst other things.) The 'Test' ensures that our team write not only the most entertaining reviews in the country, but also the most accurate. We hypnotised them afterwards, but let's see how much they remembered...



David 'Fab Wack' Macca McCandless

The only way to keep my sanity through the ordeal was to keep my mind on my mugshot from the *Pitstop* pages. Actually, I quite liked the bit with the banana.



Sean Kelly — I found my spoon-balancing skills came in handy in the latter part of the test. I couldn't believe it, one of the things I do best included in the test. It must have improved my score somewhat.



Matt Bielby — I tried to have a quick word with Jackie on the way into the chamber, but T'zer stopped me. I don't remember too much about it, cos they hypnotize you afterwards, but I've got a vague recall. One of the scariest things for me was when the aardvark was lowered down.



Jackie Ryan — When Sean came out of the chamber he slipped me a piece of paper. Oh good I thought — hints about how to get through unscathed, but when I read it said nothing at all — it was blank. After the test I asked Sean why he'd given it to me. He couldn't remember.



Phil South — The worst bit for me was before going into the chamber — I had my sandwiches taken away. Apparently eating food interferes with the results of the test. Apart from that I can't remember a thing. Oh, hang on, there was a bicycle chain and a pogo-stick.



David Wilson — I remember a few things, and I have to admit, it was the third most bizarre thing that's ever happened to me. At one stage I had eight flapping moths self-taped to my forehead. Or was it nine? That 'apres-test' hypnosis was quite effective.



Marcus Berkmann — I'm the sort of person who doesn't even flinch when a cricket ball makes contact with my fingers at 100 miles an hour, but I must admit, I found the whole thing slightly unnerving — in a sort of bizarre way. Luckily I can't recall anything at all. It's odd though: I've suddenly become really good at *R-Type*.



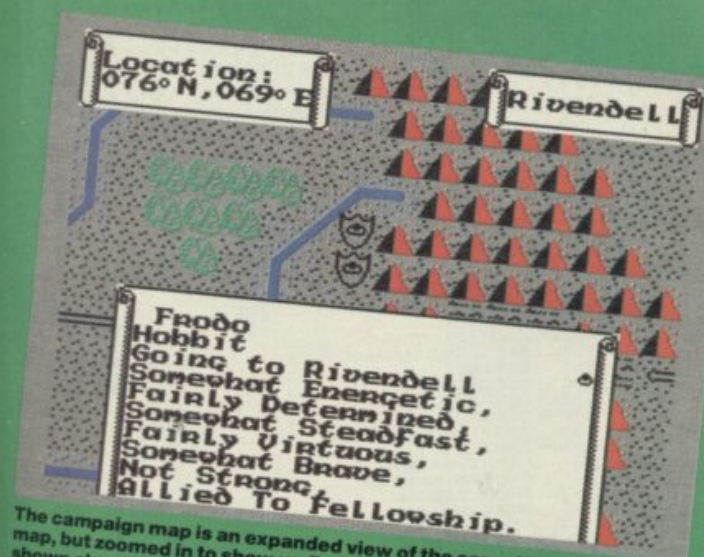
Jonathan Davies — I can remember everything. Everything... Every single thing. Yibble yibble.



Duncan MacDonald — What test?

YS SCORES

- 10 — The unattainable. Beyond our understanding.
- 9 — Blimmin' heck. Buy this game at once.
- 8 — Coo. This is worth a second look. Brilliant!
- 7 — Quite okay really. It'll appeal to a lot of you.
- 6 — Erm. Not that okay really. Bog standard.
- 5 — Pretty sub standard.
- 4 — Blimey O'Rourke. Steer clear.
- 3 — Steer even clearer.
- 2 — State of the art 1982 software.
- 1 — Total bilge (not to put too fine a point on it.)



The campaign map is an expanded view of the same Middle Earth map, but zoomed in to show up finer detail. The hills and rivers are shown clearly, as are roads and 'units'. Units can be one player, or they can be a whole battalion. Putting the cursor on them brings up a scroll telling you who or what they are. Friendly units are shown as shields, and enemies as crossed swords.

this starts to alter your characteristics. For the worse. You can give The Ring away, but be sure you know who's got it, because you must take it to Mount Doom and destroy it by chucking it into the Crack Of Doom. Once the Ring is destroyed, that's the end of Sauron's power, and the game too.

The look of the game is fairly unexciting, on the face of it, and is not the sort of thing that'll appeal to your average action-packed laser spitting arcade junkie, for sure. But it is a gigantic strategy game, and for those of you who need something a little more meaty to get your teeth into (and there

isn't a Pepperami handy) then this could be just the thing. Some folks prefer this kind of adventure to a pure text affair, and why not? I look at pages of text on screen all day and it drives me mental. This is a big game, for big heads.

YS CLAPOMETER

Fabby strategy game, based on a great story. Buy it.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS



8

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
0896 57004

OVERSEAS ONLY
0602 225368

SPECIAL OFFER
SPECTRUM COMPATIBLE
DATASETTE
ONLY £19.99

FOR IMMEDIATE DELIVERY

* COMPUTER CONTROLLED ORDERS ENSURE ALL STOCK ITEMS ARE DESPATCHED *
* WITHIN 24 HOURS. DON'T WAIT FOREVER FOR YOUR ORDER, GET IT FROM *
* WORLDWIDE SOFTWARE. (NEW RELEASES SENT DAY OF RELEASE) *

ALL PRICES INCLUDE VAT AND DELIVERY IN THE UK

* SPECTRUM + 3 COMPUTER, INCLUDING SOFTWARE AND JOYSTICK ONLY £195.99 *

CREDIT CARD ACCOUNTS CHARGED ONLY ON DESPATCH

* 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 252113

SPECIAL OFFER
SPECTRUM COMPATIBLE
DATASETTE
ONLY £19.99

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 —	OCEAN COMPILATION CASS DISK 10.99 —	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	COMMAND PERFORMANCE CASS DISK 9.99 11.99
---	---	--	--	---

SUPREME CHALLENGE CASS DISK 9.00 13.25	FIVE STAR GAMES III CASS DISK 7.24 10.85	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

COMPUTER CONTROLLED ORDERS ENSURE FAST DESPATCH.

CREDIT CARD ORDERS ACCEPTED BY PHONE OR MAIL.

CREDIT CARD ACCOUNTS DEBITED ONLY ON DESPATCH

CREDIT CARD ORDER TELEPHONE 0896 57004

CREDIT CARD ORDER TELEPHONE 0602 252113

WORLDWIDE SUPER SPECIAL OFFERS ON SPECTRUM SOFTWARE

1943 BATTLE OF MIDWAY.....	Cass	Disk	6.99	9.99	LANCELOT.....	Cass	Disk	10.85	14.95	WARGAMES/STRATEGY.....	Cass	10.45
4 X 4 OFF ROAD RACING.....	6.99	—	7.25	10.85	LASER SQUAD.....	7.25	—	10.85	—	ANALS OF ROME.....	6.99	10.45
ACROJET.....	7.25	—	6.99	—	LAST DUEL.....	7.25	11.99	7.25	11.99	ARNHEM.....	6.99	10.45
ACTION SERVICE.....	6.55	—	6.99	10.85	LAST NINJA 2.....	9.45	10.88	6.99	9.99	BATTLE OF BRITAIN.....	4.99	10.45
AFTERBURNER.....	6.99	10.85	6.99	10.85	LED STORM.....	6.99	9.99	5.95	10.50	BATTLEFIELD GERMANY.....	10.45	7.99
AIRBORNE RANGER.....	7.25	10.85	6.99	10.85	MATCHDAY II.....	5.95	10.50	6.55	9.99	BISMARCK.....	7.99	10.45
ALIEN SYNDROME.....	6.55	10.50	6.99	10.85	MICKEY MOUSE.....	6.55	9.99	6.99	9.99	BLITZKRIEG.....	7.99	10.45
ARTIST 2.....	13.50	14.95	6.99	10.85	MINI PUTT.....	—	11.99	6.99	9.99	CONFLICTS 2.....	10.45	6.55
ARTURA.....	6.55	9.99	6.99	10.85	MOTOR MASSACRE.....	6.55	9.99	6.99	9.99	CONFLICTS.....	6.55	7.99
BARBARIAN 2.....	7.25	10.85	6.99	10.85	NIGHT RAIDER.....	7.99	9.99	6.99	9.99	DESERT RATS.....	7.99	6.99
BARDS TALE.....	7.99	11.99	6.99	10.85	OBLITERATOR.....	6.99	—	6.99	9.99	GALLIPOLI.....	6.99	6.99
BATMAN.....	6.55	10.85	6.99	10.85	OPERATION HORMUZ.....	7.25	—	6.99	9.99	NAPOLEON AT WAR.....	6.99	7.99
BIONIC COMMANDOS.....	6.99	9.99	6.99	10.85	OPERATION WOLF.....	6.55	10.50	6.99	9.99	OVERLORD (Disk 9.99).....	7.99	10.45
BLACK TIGER.....	6.99	9.99	6.99	10.85	OUTRUN.....	6.99	9.99	6.99	9.99	PEGASUS BRIDGE.....	10.45	10.45
BUTCHER HILL.....	6.99	9.99	6.99	10.85	PACMANIA.....	6.55	—	6.99	9.99	SORCERER LORD.....	10.45	7.99
CAPTAIN BLOOD.....	7.25	11.20	6.99	10.85	PETER BEARDSLEY FOOTBALL.....	6.50	—	6.99	10.50	STALINGRAD (Disk 9.99).....	7.99	4.99
CARRIER COMMAND.....	10.85	11.45	6.99	10.85	PLATOON.....	6.99	10.50	6.99	10.50	THEATRE EUROPE.....	4.99	7.99
CIRCUS GAMES.....	6.55	—	6.99	10.85	POOL OF RADIANCE.....	7.99	11.99	6.99	10.50	VULCAN.....	7.99	7.99
COLOSSUS CHESS 4.....	7.99	11.99	6.99	10.85	PRO SOCCER SIMULATOR.....	6.55	9.00	6.99	10.50	YANKEE.....	7.99	6.99
CORRUPTION.....	—	9.99	6.99	10.85	PROJECT STEALTH FIGHTER.....	7.25	10.85	6.99	11.99	ZULU WAR.....	7.99	6.99
CYBERNOID II.....	6.55	9.99	6.99	10.85	PUFFY'S SAGA.....	6.99	11.99	6.99	11.99	JOYSTICKS.....	6.95	6.95
D. THOMSON OLYMPIC CHALL.....	6.99	10.50	6.99	10.85	R-TYPE.....	6.99	—	6.99	11.99	CHEETAH 125 +.....	10.95	10.95
DARK FUSION.....	6.55	9.99	6.99	10.85	RAMBO III.....	6.55	10.50	6.99	10.50	CHEETAH MACH 1.....	12.95	12.95
DELUXE SCRABBLE (128K).....	7.99	11.99	6.99	10.85	RETURN OF THE JEDI.....	7.25	10.85	6.99	10.50	COMPETITION PRO 5000.....	13.95	13.95
DNA WARRIOR.....	7.99	11.99	6.99	10.85	REX.....	6.99	11.99	6.99	10.50	COMPETITION PRO 5000 CLEAR.....	14.95	14.95
DOUBLE DRAGON.....	6.55	11.20	6.99	10.85	ROBOCOP.....	6.55	10.50	6.99	10.50	COMPETITION PRO 5000 EXTRA.....	8.99	8.99
DRAGON NINJA.....	6.55	10.85	6.99	10.85	SAMURAI WARRIOR.....	5.95	9.00	6.99	10.50	CRUISER (BLACK OR BLUE).....	17.95	17.95
ECHOLON.....	7.99	9.99	6.99	10.85	SANXION.....	6.55	9.99	6.99	10.50	WICO BATHHANDLE.....	12.95	12.95
EMILYN HUGHES INTER. SOCCER.....	7.25	11.20	6.99	10.85	SKATE OR DIE.....	6.99	11.99	6.99	10.50	WICO BOSS.....	10.99	10.99
EXPLODING FIST.....	5.95	—	6.99	10.85	SKATEBALL.....	7.25	11.20	6.99	10.50	KONIX SPEEDKING.....	11.99	11.99
F16 COMBAT PILOT.....	10.85	14.95	6.99	10.85	SPACE ACE.....	11.99	13.99	6.99	10.50	KONIX SPEEDKING + AUTOFIRE.....	11.99	11.99
FERNANDEZ MUST DIE.....	6.55	9.45	6.99	10.85	SAVAGE.....	5.95	—	6.99	10.50	RAM DELTA.....	7.99	7.99
FIRE AND FORGET.....	6.55	—	6.99	10.85	SDI.....	6.99	—	6.99	10.50	+ 3 BUSINESS AND UTILITIES.....	24.95	24.95
FISH.....	6.55	12.99	6.99	10.85	SHOOT OUT.....	6.99	11.99	6.99	10.50	MASTERFILE + 3.....	22.95	22.95
FISTS 'N' THROTTLES.....	9.45	—	6.99	10.85	SPITTING IMAGE.....	6.99	10.50	6.99	10.50	PROFESSIONAL ADV. WRITER.....	14.95	14.95
FLIGHT ACE.....	11.99	13.99	6.99	10.85	STRIP POKER II.....	5.95	—	6.99	10.50	TAS-SIGN PLUS 3.....	14.95	14.95
FOOTBALL DIRECTOR II (128K).....	14.95	14.95	6.99	10.85	STORMLORD.....	7.99	11.99	6.99	10.50	TAS-SPELL PLUS 3.....	14.95	14.95
FOOTBALL MANAGER II.....	6.99	10.95	6.99	10.85	SUPERMAN: MAN OF STEEL.....	6.55	10.50	6.99	10.50	TASCALC PLUS 3.....	14.95	14.95
FOXX FIGHTS BACK.....	6.55	9.75	6.99	10.85	TECHNO COP.....	6.55	9.99	6.99	10.50	TAS-PRINT PLUS 3.....	14.95	14.95
FRANK BRUNOS BIG BOX.....	9.45	13.50	6.99	10.85	THE PAWN (128K).....	10.85	11.99	6.99	10.50	TASWORD PLUS 3.....	14.95	14.95
GI HERO.....	5.95	—	6.99	10.85	THUNDER BLADE.....	6.99	9.99	6.99	10.50	40 DISK STORAGE BOX + 3.....	8.95	8.95
GAMES: WINTER EDITION.....	6.99	9.99	6.99	10.85	TIGER ROAD.....	6.99	9.99	6.99	10.50	100 DISK STORAGE BOX + 3.....	10.95	10.95
GARY LINEKERS HOT SHOT.....	6.55	9.99	6.99	10.85	TIME AND MAGIK.....	10.50	10.50	6.99	10.50	+ 3 CASSETTE LEAD.....	4.99	4.99
GARY LINEKERS SUPERSKILLS.....	6.55	9.99	6.99	10.85	TIMES OF LORE.....	7.25	11.20	6.99	10.50	GENERAL UTILITIES.....	4.99	4.99
GUERRILLA WAR.....	6.55	10.50	6.99	10.85	TOMAHAWK.....	7.25	10.85	6.99	10.50	+ 2/ + 3 COVER.....	9.95	9.95
GUILD OF THIEVES.....	—	11.99	6.99	10.85	TOTAL ECLIPSE.....	6.99	10.50	6.99	10.50	SPECTRUM POWER SUPPLY.....	8.99	8.99
GUNSHIP.....	7.25	10.50	6.99	10.85	TRACK SUIT MANAGER.....	6.99	—	6.99	10.50	AZIMUTH TAPE HEAD ALIGN KIT + 2.....	21.95	21.95
HATE.....	7.99	11.99	6.99	10.85	TRIV PURSUITS GENIUS EDITION.....	10.88	—	6.99	10.50	HISOFT C.....	21.95	21.95
HEROES OF THE LANCE.....	7.99	11.99	6.99	10.85	TRIV PURSUITS NEW BEGINNING.....	10.88	—	6.99	10.50	HISOFT PASCAL.....	4.99	4.99
HUMAN KILLING MACHINE.....	7.99	11.99	6.99	10.85	UNTOUCHABLES.....	6.55	10.50	6.99	10.50	JOYSTICK ADAPTOR FOR 2 or + 3.....	11.45	11.45
INCREDIBLE SHRINKING SPHERE.....	7.25	—	6.99	10.85	VICTORY ROAD.....	5.95	10.50	6.99	10.50	TASWORD + 2.....	14.95	14.95
INTENSITY.....	5.95	9.00	6.99	10.85	WAR IN MIDDLE EARTH.....	7.25	—	6.99	10.50	TASCALC + 2.....	14.95	14.95
KARATE ACE.....	9.99	—	6.99	10.85	WEC LE MANS.....	6.55	10.50	6.99	10.50	LIGHTPEN AND INTERFACE.....	54.95	54.95
KONAMI COIN OPS.....	6.99	—	6.99	10.85	WHERE TIME STOOD STILL.....	5.95	10.50	6.99	10.50	AMX MOUSE/ART/GRAPHICS + 2.....	21.95	21.95
					XENON.....	5.95	9.99	6.99	10.50	*****		

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

COMPO WINNERS

Quick The Ref's Not Looking! 'Crunch' Groan I Never Touched Him Honest Compo.

Back in October, we asked you to spot Diego Maradona's ball (Fnarr!). And the first out of the shorts... Oops!... the hat for the three Subbuteo sets were:

Mat Callard, Pudsey, Leeds; Colin Sleigh from Glasgow and Colin MacDonald from Dundee.

And the fifty lucky runners up were:

David Kelly, Blackpool, Lancs; Wayne Watkins, Chelmsley Wood, Birmingham; Michael Hay, Glasgow, Scotland; Philip Wragg, Whitchurch, Shropshire; Timothy Taylor, Warrington, Cheshire; Steven Bow, Runcorn, Cheshire; Janson Lockley, Willenhall, West Midlands; William Tindale, Peterlee, Co Durham; Graham O'Hara, Stockport, Cheshire; Christian Dunn, Nottingham; Mark Whinkless, Coalville, Leics; Malcolm Nicholl, Co. Antrim, N Ireland; P Williams, c/o BFOP Ships; Mark Syner, Newtown, Birmingham; Andy Fox, Ilkeston, Derbyshire; Christine Went, Milton Keynes, Bucks; James Lorkin, St Albans, Herts; Paul Jennings, Carnforth, Lancashire; M Leary, Reading, Berks; Stuart Bramley, Parkstone, Dorset; Mark A Haynes, London; Russ Pitman, Fakenham, Norfolk; Alistair Deacon, Amersham, Bucks; Gary Abel, Grimsby, South Humberside; Martin Owen, Caernarvon, Gwynedd; Richard Nichols, Wisbech, Cambs; Kevin Clark, Benfleet, Essex; G Walker, Workington, Cumbria; Mr K P Smith, Haverfordwest, Dyfed; Mr S Sage, Bulford Camp, Wilts; Martyn Smith, Headingley, Leeds; R Stevens, Saundersfoot, Dyfed; M Major, Andover, Hampshire; Adam McMillan, Angus, Scotland; Jonathan Gyngell, Flitwick, Beds; Alex Crosbie, Dennistoun, Glasgow; Andrew Ollett, Gilberdyke, Brough; John Metcalf, Seaham, Co Durham; Jeremy Glennon, Stockton On Tees, Cleveland; Robert Ousten, Haslingfield, Cambridge; A J Hewitt, St Helens, Merseyside; Scott Bruce, Cheltenham, Glos; Richard Lovelock, Newbury, Berkshire; Alan Thorne, Stockton On Tees, Cleveland; Mike Beech, Kernay, Aberdeenshire; Spencer Malpass, Rugeley, Staffs; David Haffner, Batchley, Redditch; Paul Delaney, Ashton, Lancashire; Dave Chapple, Saltash, Cornwall; Mr C Malloy, Bordon, Hampshire.



Chuff Bang Compo

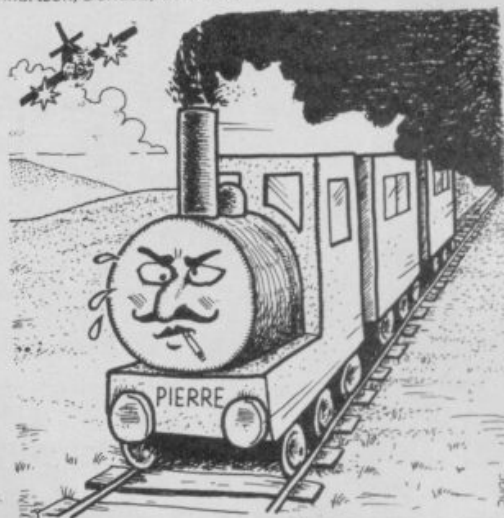
"Time flies by when you're the driver of a train,
And you ride on the footplate there and back again."

The two lucky winners who stepped off the platform at Chigley for their Hornby train set prizes in this compo were:
Alistair May from Elgin in bonny Scotland and Steven Martin from bonny London.

The 25 new owners of Electronic Art's *The Train (Escape To Normandy)*:

Tim Rymer, Pudsey, West Yorkshire; Daniel Chapman, Wickford, Essex; Jay Foad, Slough, Berkshire; Kevin McGill, Linlithgow, West Lothian; W Hatton, Motherwell, Lanarkshire; Kevin Clark, Benfleet, Essex; Alexander Watt, Lhanbryde, Morayshire; Martin Aitken, Brae, Shetland; Graham C Deacon, Amersham, Bucks; Stephen Click, Nunthorpe, Cleveland; Mrs J Mole, Lancaster, Lancashire; Michael Love, Clacks, Scotland; Brian Perry, Sevenoaks, Kent; Paul Scoging, Keynsham, Avon; Philip House, Brightmet, Lancashire; Ray Mayhill, Ashford, Middlesex; Michael Major, Andover, Hampshire; Alex Garfield, Rotherham, South Yorkshire; Robert Bird, Horsham, West Sussex; Stefan Dawson, Minster, Kent; T M A Stuart, Shepton Mallet, Somerset; Colm Andrew, Broadbottom, Cheshire; Matthew

Babirecki, Duckmanton, Derbyshire; Dean Pettitt, Winchester, Hampshire; Fiona Robertson, Dundee, Scotland;



Double Take Compo

Oh! No! Ivor's got a Double Dragon in his belly! But Ivor the Engine didn't win the two fabby Sega Systems in our *Double Dragon Compo*, these lucky urchins did:

Stephen Graham from Widnes and Mark Kingshott from Eastbourne.

A copy of *Double Dragon* goes to each of the following too:

Alan Packard, Hornchurch, Essex; Gavin Barraclough, Rhos On Sea, Clwyd; Neil Kendal, Hayes, Middlesex; David Steven Tyler, Saltash, Cornwall; David Arundel, Pontefract, West Yorkshire; Anil Gill, Bedford; C Jeffery, Cheltenham, Glos; David Hillson, Romford, Essex; Wyn Gravelle, Carmarthen, Dyfed; Paul Cooper, Bannockburn, Stirling; Alastair Gabriel, Dundee, Scotland; Philip Merritt, Gravesend, Kent; Christopher Parry, Reading, Berks; Ian Rowley, Norton Canes, Staffs; Lee Moffat, Overton, Lanarkshire; Jason Arnold, Tamworth, Staffs; James Tildesley, Impington, Cambridge; Paul Johnson, Letchworth, Herts; N Turner, Aylesbury, Bucks; E Young, Belfast, N Ireland.



Hold A Chicken In The Air, Stick A Deckchair Up Your Nose Compo.

Man in Chinese Restaurant: Waiter! Waiter! This chicken is rubbery!
Waiter: Then wave it in the air, sir, it's part of the skill *YS Spitting Image Compo!* The lucky winner was:

Darren Biddle from Walsall.

Second prizes were showered upon the following:

Jon Worby from Beverley in Humberside and Daniel Finney from 'the Smoke' (Londres don't cha know!).

Third prizes went to:

R. Stevens from Saundersfoot; Paul Goughan from Fife, and Brian McArthur from East Lothian.

And last and least, the runners up were:

Giles Stuart-Mogg, Wansford, Peterborough; Daniel Davidson, Wendover, Bucks; Richard Forder, Chapelton, Sheffield; Mark Holliday, Possilpark, Glasgow; Gareth Teague, Nailsea, Bristol; Alex Clark, Harefield, Hants; Richard Holden, Urmston, Manchester; Darren Pascoe, South Benfleet, Essex; Trevor McKellar, Chorlton Cum Hardy, Manchester; Matthew Larkin, Mold, Clwyd; Rick White, Doncaster, South Yorkshire; Sandy Munro, Troon, Ayrshire; Philip Merritt, Gravesend, Kent; Stephen McGarry, Dennistoun, Glasgow; Scott Rowan, Southport, Merseyside; Colin McBurnie, Dewsbury, West Yorkshire; Ben Leech, Keighley, West Yorkshire; Dean Kirkpatrick, North Shields, Tyne & Wear; Chris Delahunty, Thetford, Norfolk; Carl Peck, North Barnsley, South Yorkshire; Rupert Jessop, Bishops Cleeve, Herts; Darren Hubbard, Sunderland, Tyne & Wear.



Melbourne House/£7.95

Davey Cool! *Xenon*. This of course is a game about that spanky Richard Branson nightclub in London's glitzy West End, where we had the YS Xmas party. (No it's not idiot. 'T's *Xenon the Melbourne House game*; and unlike *Xenon the Xmas party*, it's a goodie! Now get on with it! Ed)

Okay then. *Xenon*'s a storming shoot 'em up, which involves you moving up a vertically rolling, scrolling hi-tech landscape, blasting ground defences and aliens until you meet up with the inevitable Big Meanie. But *Xenon* not your normal run of the mill shoot 'em up. Oh no missis, 'cos you can change your vehicle mode from jet fighter to armoured tank thing, the former being the safest and most manoeuvrable means of transport, but the latter being the necessary mode for destroying batches of wibbly aliens. Also you get the special treat of taking on TWO big meanies per level! and they are well hard! (Oo-er!) This is a dangerous chore, so why do it? I hear you cry. Well, if you wipe out a whole caboodle of fat ladybird lookalikes for

example, an icon appears, and if you don't, then, er, it doesn't. One icon boosts your energy, others alter your firepower. You can also get a brillo bubble, instead of an icon, on some screens, which will follow you about and fire simultaneously.

Xenon is a bit spooky in some ways, in that I actually got the impression that it became easier the further I got! I mean it's a lot easier to survive if your flying machine has super spanky fire power and the aforementioned brillo bubble, which you can put into use against the meanie! So persevere on the first levels, they are possible to get through, even when you're in that crap tank thingy! Oh!... and while I'm having a moan, it is a little annoying that when you've finished the level, you take on the meanie with depleted energy, and if you get killed, you have to go all the way back to the start! Ho-hum!

Still, this having been said, *Xenon* is a reet gradely (as they say up North) space shoot 'em up and a well tasty conversion that's worth the eight squidlies

that those nice people at Melbourne House want you to shell out for it. It's addictive and pitched at a nice level of difficulty to keep you struggling. It boasts smooth graphics and nice sound especially on the 128K format. It's a shame about the single colour screens, but with all the other excitement crammed into this little number, it's forgivable.

If this type of game is your space thermos of Rosie Lee then strap yourself to your Spectrum, don your crash helmet, and prepare to blast your way through the alien hordes!!

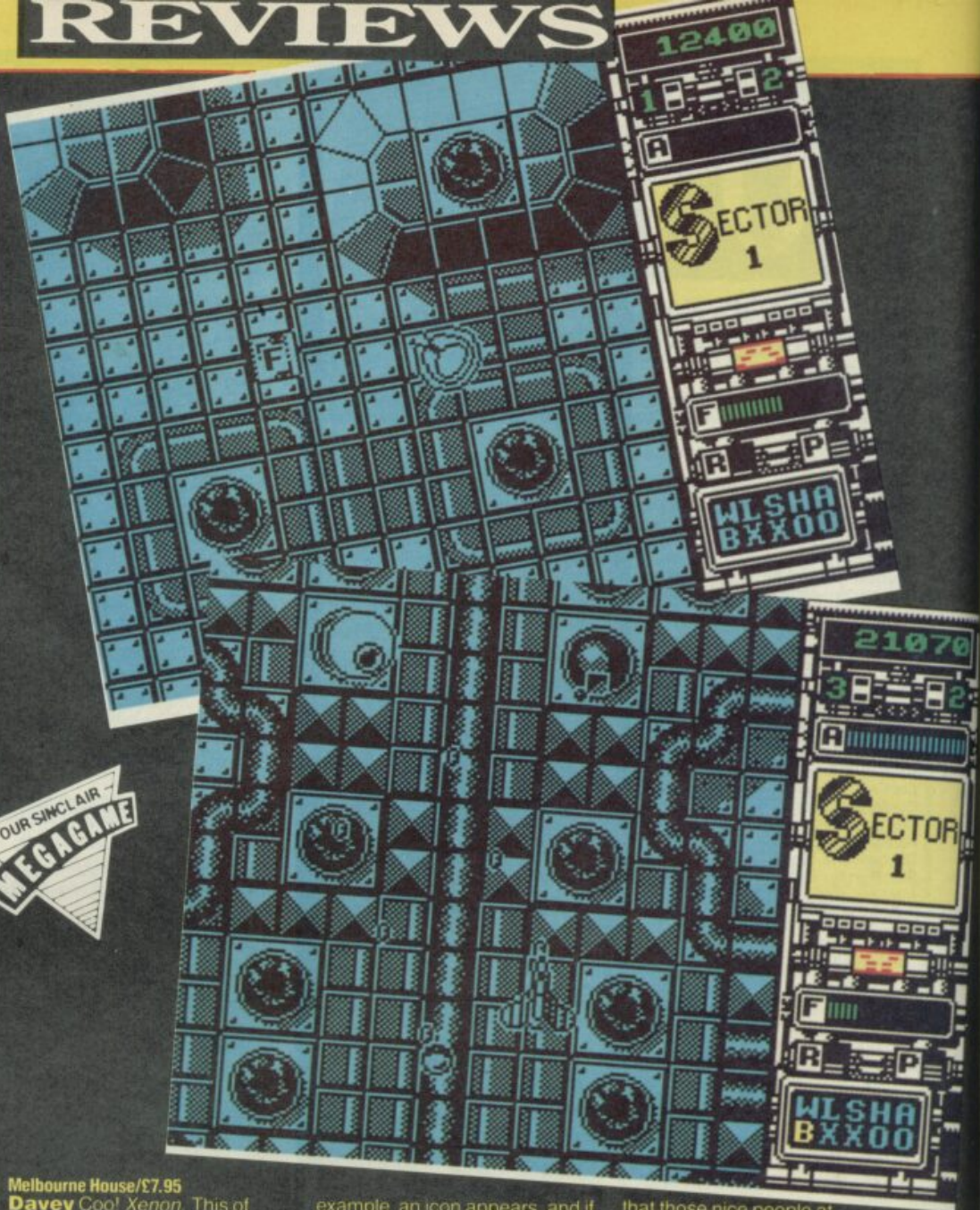
YS CLAPOMETER

A very good conversion which, as space shoot 'em ups go, is a bit of a rip snorter! A mite tricky, but well playable and addictive to boot!

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS



9



THE XENON CAST LIST

Alien Tie Fighters



Alien Tie-Fighters have that annoying habit of zooming up behind you, so don't stay too near the bottom of the screen! Wiping out the first batch of these on sector two gives you an S icon which gives simultaneous sideways shooting — ever so handy for the mass of gun turrets lining this sector!



Big Meanie

Bleareaaaaarrghgh!!!! It's one of those howwid big meanies. This big job requires excessive exercise of the trigger finger. It fires in batches, so when you see what looks like a string of cod's roe coming towards you, hoof it! Also, beware of being squashed when this beastie moves down the centre to the bottom of the screen!

Ladybirds



Wibble, wibble, wibble... Here comes one of those crap alien ladybird things (CALTs). You can only shoot these in tank mode, and though they don't do much, they do fire at you and when there's a bunch they can cause serious damage! Wipe out a whole group and they'll present you with an energy boosting icon! After facing the first big meanie you'll find two individual CALT's on either side of the screen. Kill both of these — by changing from tank to kill the first, plane to fly over the central reservation, and back to tank for the second — and you get your first brillo bubble!



Bubble

Oooooooh! No missus, don't shoot this up 'cos it's your bubble chum. He effectively doubles your firepower, but beware he's lazy! If you stay at the bottom of the screen, he'll hide below you. Best idea is to zig-zag left and right, firing all the time.

CIRCUS GAMES

Tynesoft/£8.95 cass/£14.95 disk

Sean Well, why not? We've had *Winter Games* and *Summer Games*, *Olympiads* and *Decathlons*, so why not try and inject a little originality into an old format, and have *Circus Games*. That's what Tynesoft has attempted, a novel slant on the old stop-start-rewind-reload type of games.

In *Circus Games*, you'll find yourself trying to work your way through four events, attempting various tricks at each, in a bid to get onto the high score screen. Why should you want to?

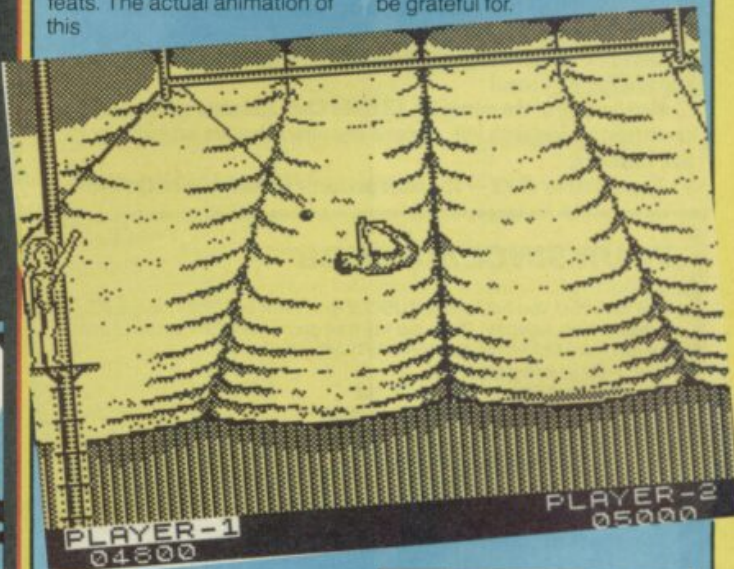
The first event is Bengal tiger training (wooh), where you, the trainer, armed with nothing but a chair and a whip, must put three tigers through their routine, and avoid being eaten for lunch. There are four tricks to complete: persuade the striped terrors to lie down, sit down, walk through a tube and sit down in a line. But how does it play? Not very well actually, I eventually got bored, and went on to the next section: the trapeze.

Here I found myself got up in a girlie leotard thingy, having to perform yet more death defying feats. The actual animation of this

middle. About the only one of the events which had you continually prodding at your joystick in order to keep balanced whilst moving slowly forward and backward, and as such, the most exciting event. This isn't saying very much, however.

And what about the grand finale of the nights gripping performance, la-deez han gennelmen? Yes it was the stunning 'girl doing things on horseback' routine. This is the most unplayable event, which is indeed an achievement considering the strong competition from the others.

Presenting a list of the aspects which make this game so bad would be boring, but no sound on the playing sections and totally unfriendly multi-load systems should give you an idea of what to expect. Tynesoft is, if my knowledge serves me, a software house more used to putting products out for the BBC and suchlike computers, only occasionally making a foray into the Speccy market. On the showing of *Circus Games*, I think this is something we should all be grateful for.



event was again the most attractive aspect, but the speed with which each trick was accomplished is very slow, and hardly got the adrenalin going. If you have insomnia, however...

The penultimate event was the tightrope, and guess what you had to do here? Got it in one. Cross the high wire, performing a somersault in the middle, then cross it on a unicycle, and lastly cross it performing a flip in the

YS CLAPOMETER

Comment. Just like the real circuses on television. Boring.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS



4

FREE

Game!

With Each Mighty YS Subscription!

The Insult that changed Willy Wally's life!



"You too can
have a copy like
mine!"

YS, the mag
that kicks sand
into the faces of
other Speccy
mags!

GET INTO SHAPE!

BE GREAT
BE A YS
SUBBER!

Improve your health, self confidence, and your outlook, as you receive more incredible issues of YS! Take a dekho at these dreamy features:

- ☐ Exclusive tricep-trembling FREE cover mounted games from top software houses!
- ☐ One FREE brand new Ocean/Imagine game worth up to £9.95! This'll help you flex your pecs!
- ☐ Membership of the muscular YS Subs Club, complete with monthly newsletter packed with info, compos and offers that are exclusive to YS Sub Clubbers.
- ☐ Twelve issues of YS — The most perfectly formed mag on the market.

**Your MUSCLES will feel like DYNAMITE
with these mighty savings!**

WOW! 12 issues of YOUR SINCLAIR worth	£19.20
FWOAR! Ocean/Imagine game worth	£9.95
SKLOO! Priority delivery to your door worth	£5.65
YIBBLE! Free cover mounted gifts worth over	£60
TOTAL PRICE	£94.80

A TOTAL SAVING OF : LOADSA DOSH!

YOUR SINCLAIR SUBS

Yes! Yes! Yes! You bet I want MUSCLES! . . . But I'd rather have a YS Subscription, anyway! Rush me my free game and the next available issue. I have ticked the appropriate box below!

- ☐ UK only — one year **£18**
- ☐ Europe and Eire — one year **£23**
- ☐ The rest of the world — one year **£28**

The Free Ocean/Imagine game I'd like is:

- ☐ Batman II.
- ☐ Robocop
- ☐ Operation Wolf
- ☐ Dragon Ninja

Your free game will be sent separately from your first copy of YS. Because these games are all brand new, we are unable to say exactly when they will be dispatched. 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

SPY

Start End

1 1 1 1 Rate

C 9 9 9 9

0 0 0 0 0 0

Post this Coupon
Today — Don't
Miss Out!



MAILSOFT



*** PRICE BEATERS *** SIMPLY THE CHEAPEST MAIL ORDER COMPANY *** PRICE BEATERS ***

SPECTRUM

PRICE

SPECTRUM

PRICE

SEGA SOFTWARE

PRICE

1043 - 03	6.99	INTER. KARATE +	7.50	MASTER SYSTEM	79.95
4 x 4 RACING	6.99	IRON LORD - 04	10.99	MASTER SYSTEM PLUS	99.95
ACTION SERVICE	6.99	JUNKYTER +3 DISK	10.99	LIGHT PHASER	29.95
A SOCCER - 02	7.50	KNIGHT ORC	10.99	KONKOS JOYSTICK	12.99
ALEX SYNDROME	7.50	KONAMI COLL - 03	7.50	QUICKSHOT 15 JOYSTICK	14.99
ANIMATOR I - 04	6.75	LANCERLOT - 04	10.99	AFTERBURNER	24.95
ANNALS OF ROME	9.99	LED STORM - 03	7.50	ALIEN SYNDROME	24.95
EMOYN HUGHES	7.50	THE NATIONAL	6.99	CAPTAIN SILVER	24.95
ARBOURNE RANGER	7.50	LINEKERS SOCCER - 03	6.40	DOUBLE DRAGON	24.95
ARTIST II - 02K	15.99	LIVE & LET DIE - 02	7.50	GANGSTER TOWN	22.95
ARTIST II - 48K	12.99	MAGNIFICENT 7 - 03	7.50	GLOBAL DEFENCE	24.95
ARTIST II - +3 DISK	15.99	MANGEL'S RACING - 03	7.99	GOVILLIUS	24.95
ARTURA - 02	6.40	MOTOR MASSACRE - 02	6.40	LORD OF THE SWORD	24.95
BARBARIAN II - 02	7.50	NEMESIS	2.99	MIRACLE WARRIOR	32.95
BARDS TALE - 03	7.99	NIGHT RAIDER - 03	7.99	MONOPOLY	29.95
BATMAN - 02	7.50	OCEAN COMPETITION	10.99	OUTRUN	24.95
BATTLEFIELD GERMANY	6.99	OCF ART STUDIO	10.99	PHANTASY STAR	39.95
BIONIC COMMANDERS - 03	6.99	OPERATION WOLF - 02	6.30	ROCKY	24.95
BLACK LAMP - 01	5.50	OUTRUN - 03	7.25	RYPER	29.95
BLACK TIGER - 03	7.99	OVERLORD - 02	7.50	SHANGHAI	22.95
BURBLE BOBBLE - 01	5.50	PACLAND	6.75	SHINOBI	24.95
CRYSTAL CASTLE	2.99	PACMANIA	6.75	THUNDERBLADE	24.95
BUTCHER HILL - 02	6.40	PETER BEARDSLEY	6.75	WONDERBOY 2	24.95
CARRIER COMMAND - 02	6.99	PRO SOCCER - CRL	6.99	WORLD SOCCER	22.95
CRAZY CARS II	7.50	RAHA RAMA	2.95	ZAXXON 3-D	24.95
CYBERNOD II - 02	6.40	PUFF'S SAGA - 03	7.25	ZILLION	22.95
DANCY	6.75	QUESTION SPORT - 02	11.99		
DARK FUSION - 02	6.40	RAMBO III - 02	6.30	RAM TURBO	14.99
DOUBLE DRAGON	7.50	RED OCTOBER	10.99	PLUS +2/+3 COVER	3.99
DRAGON NINJA - 02	6.30	RETURN OF THE JEDI - 02	6.99	PLUS 2 LEAD	3.99
DYNAMIC DUO	5.50	ROAD BLASTER - 03	7.25	PLUS 3 CASS LEAD	3.99
OLYMPIC GAMES - 03	7.50	ROBOCOP - 02	7.50	MULTIFACE 128K	39.99
ECHOLON - 03	7.99	ROY OF ROVERS	6.30	MULTIFACE 3	39.99
EMPIRE STRIKES - 02	6.99	RUNNING MAN	6.99	MULTIFACE 3+1 PORT	44.99
ESPIONAGE - 01	5.99	RTYPE - 02	7.50	MULTIFACE ONE	34.99
EXPLODING FIST+	6.30	SALAMANDER	5.50	DUAL PORT UFACE	12.99
FBI COMBAT PILOT - 04	10.99	SANDOKS - 01	6.30	KEMPSTON INTERFACE	7.99
FBI & FORGET	6.99	SARGE	6.30	CRUISER JUSTICE	9.99
FESTIVITATILE - 02	6.99	SHACKLED - 03	7.50	CRUISER CLEAR	11.99
FUMSTONES	6.75	SKATE BALL - 03	7.50	EUROMAX - AUTOFIRE	17.99
FOOTBALL DIRECTOR	7.50	SOLDIER OF FORTUNE	6.30	PREDATOR JUSTICE	11.99
F BRUNDS BOX - 03	9.99	SKATE OR DIE - 03	6.99	NAVIGATOR JUSTICE	13.99
F DIRECTOR II - 04	13.99	PEAGUS BRIDGE	9.99	KONIX JUSTICE	9.99
F MANAGER II - 02	6.99	STALINGRAD - 02	7.50	KONIX - AUTO	10.99
GAME OVER 2 - 02	7.25	STARGLIDER - 03	9.99	KONIX PRO 5000 BLACK	12.99
30 POOL	5.50	WAR IN MID EARTH	7.50	COMP PRO 5000 CLEAR	13.99
GUERRILLA WAR - 02	6.30	TATTO COIN OPS	6.99	COMP PRO 5000 EXTRA	14.99
QUICK OF THEVES +3	10.99	THE MUNCHERS - 02	6.50	QUICK SHOT II	7.99
GUNSHIP - 02	7.50	THUNDERBIRDS	6.99	QUICK SHOT TURBO	9.99
G.I. HERO	6.30	THUNDERBLADE - 03	7.50	CHEETAH MACH 1	9.99
G. SET & MATCH 2	9.99	TIMES OF LOVE - 03	7.99	CHEETAH 125+	7.99
HELLFIRE ATTACK - 03	7.25	TRACK SUIT MANAGER	7.50	3" DISKS X 10	22.50

ALSO AVAILABLE ON DISK FORMAT: D1 - £9.99, D2 - £10.99, D3 - £12.99, D4 - £14.99.

P&P INCLUDED IN U.K. ON SOFTWARE. ON ACCESSORIES ADD £1.00 PER ITEM.
EEC ADD £1.00 PER ITEM. ELSEWHERE ADD £2.00 PER ITEM FOR AIRMAIL DELIVERY.
PLEASE MAKE CHECK/PO PAYABLE TO: MAILSOFT (YS), PO BOX 589, LONDON N15 6JJ.
PLEASE SPECIFY MACHINE TYPE IN YOUR ORDER. ALSO SECOND CHOICE IN CASE ITEM IS NOT AVAILABLE YET.

***** PRICE MATCHING *****
IF YOU SEE A SOFTWARE ITEM ADVERTISED CHEAPER BY ANOTHER COMPANY, SEND US THE LOWER AMOUNT AND WE WILL MATCH THE PRICE OR IF YOU DO NOT SEE THE SOFTWARE YOU REQUIRE SIMPLY DEDUCT 25% OFF THE R.L.P. AND SEND TO US (THIS DOES NOT INCLUDE SEGA SOFTWARE).

THE SPORTING COMBINATION

RUGBY FIFTEEN

£6.95

FOOTBALL FEVER

£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, missed chances, named scorers, substitutes, injuries, other match scorers + full League tables + season fixtures/results + seasons honours list + promotion + relegation + sacking + save game. Plus much more.



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 off + 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

THE RACING GAME

£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.



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.



SPECTRUM COMBINATION TAPE OFFER

ANY TWO TAPES £11.95 — ANY THREE TAPES £14.95

ALL FOUR TAPES £17.95

DISK FOR SPECTRUM + 3 — ALL FOUR GAMES ON ONE DISK
EXCELLENT VALUE £17.95

THE RACING GAME NOW ON COMMODORE 64/128

TAPE £7.95 DISK £8.95

ALL ORDERS SENT FIRST CLASS POST
Send cheque/P.O. to:

TANGLEWOOD SOFTWARE
DEPT YS, 157 WARWICK ROAD, RAYLEIGH
ESSEX SS6 8SG
Proprietor: J. MOSS

AT £9.95*

WE'RE REALLY TALKING!

FREE MODEM
with annual subscription

Turn your computer into a communications terminal that will download free software, access up-to-the minute computing information, play exciting multi-user games and talk to other people for only £9.95. Just join Micronet* before March 31st 1989 and you'll discover a whole new world for less than half the normal price.



FREE SOFTWARE Browse through an extensive software library of free programs for all popular machines, including PC compatibles, the ST and Amiga.

COMMUNICATIONS Use your computer to communicate with thousands of other users. With electronic mail, chatlines and teleconferencing, Micronet lets you do the talking.



INFORMATION Stay informed with Micronet's daily computer news, reviews and features, and then access the huge Prestel database.

ENTERTAINMENT Play a range of games, including the popular multi-user game, Shades, where the action is live and so are your opponents!



Low Cost

Now, not only is your first quarter's membership to Micronet less than half price, but using Micronet starts at just 50p an hour, including telephone charges! And if you need a modem, we'll even give you one free when you take out a year's subscription.

Just phone our Sales Desk on 01-837 7872 or clip the coupon today for more information and a free brochure.

Join Micronet, and get talking!

FREE DEMONSTRATION
If you have access to a modem (1200/75 baud) and vintedata communications software you can see a free demonstration of Micronet. Just Dial 021-618 1111 and use the ID 4444444444 and password 4444.
You can look up a local telephone number once on-line.

Return to: Micronet, Telemap Group Ltd,
Durrant House, 8 Herbal Hill, London EC1R 5EJ.

Name: _____

Address: _____

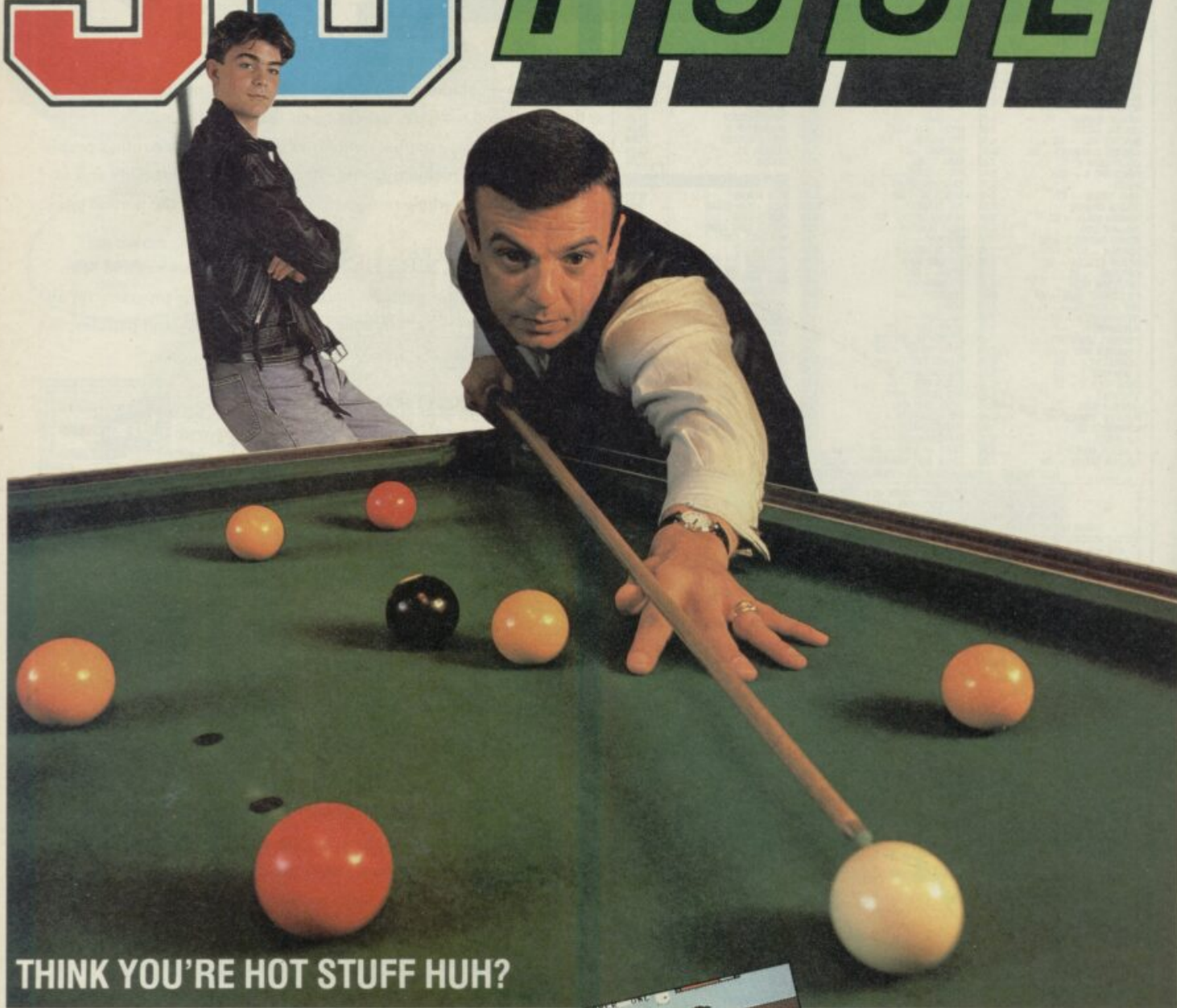
Tel. No.: _____ Age: _____

Machine Type: _____



* Price includes 1st quarter residential subscription by direct debit only (normally £20) and does not include hardware or software. Minimum subscription period 1 year. Offer available only in the UK to new members. Free modem offer available to first time UK subscribers while stocks last.

3D POOL



THINK YOU'RE HOT STUFF HUH?

Well here's your chance to prove it.

European champion 'Maltese Joe' Barbara is waiting to rack 'em up and blow you out.

Unlike any other pool simulation, 3-D POOL incorporates a unique "move around the table" feature — allowing shots to be played from any position, just like in a real game.

3-D POOL will take all your skill to master and if you do get that lucky break, how about entering the nationwide 'Maltese Joe' high score competition with the chance to play a real frame with the champ. Full details in every box.

Cue up for a shot at big Joe.



Pocket 3-D POOL on . . .

Atari ST	£19.99
Amiga	£19.99
IBM	£19.99
Commodore 64 Cassette	£9.99
Commodore 64 Disc	£12.99
Amstrad Cassette	£8.99
Amstrad Disc	£14.99
Spectrum	£7.99
MSX	£7.99
BBC/Electron	£8.99
Archimedes	£19.99



A LEGEND IN GAMES SOFTWARE



Telecomsoft, First Floor, 64-76 New Oxford St,
London WC1A 1PS.

Firebird and Firebird Logo are trademarks of British Telecommunications PLC.

YS GAME OF THE YEAR

1988? Phwor, that was the year that was. A real vintage year for Speccy games and no mistake. Loads a goodies appeared on the scene, and some real dodos too. But what were our Fave raves of '88? And what were yours? Find out and cast your votes for the only awards that matter in the Speccy gaming industry. 'Cos it's time for the YS Game Of The Year Awards.



DUNCAN — YS's resident fruitcake!

1. *Gothik* (Firebird)
2. *Ikari Warriors* (Elite)
3. *Bobsleigh Simulator* (Digital Integration)
4. *Where Time Stood Still* (Ocean)
5. *R-Type* (Activision)

Duffer Of The Year: *Guerilla War* (Imagine)



My fave rave of '88 was *Gothik*, a *Gauntlety* affair that didn't do half as well as it deserved. The weapons system was awesome and the game more addictive than a Marks and Sparks herb and onion dip. *Ikari Warriors*, on the other hand, got a bit of a slagging: the sprites were a little tricky to make out at times, but I didn't care.

Next up? *Bobsleigh Simulator*. Wowee! Turn off the lights, stick your head right up to the TV screen and it's exactly like the real thing.

Where Time Stood Still was a brilliant successor to *The Great Escape*, but this time a 128K game only. Totally absorbing — until you finish it whereupon it becomes totally unabsorbing.

Finally, *R-Type*. No superlatives do this horizontally and vertically scrolling shoot 'em up justice. Er, I think 'probably the finest shoot 'em up ever to appear on the Speccy' will have to do.

And that's it folks — but I've just got to squeeze in a few 'bubbling unders' before T'zer notices: such as *Ocean Conqueror* (a budget game), *Nebulus*, *Tetris*, *Arkanoid II*, *Super Ha...* (Snip! That's enough 'bubbling unders'. Ed)

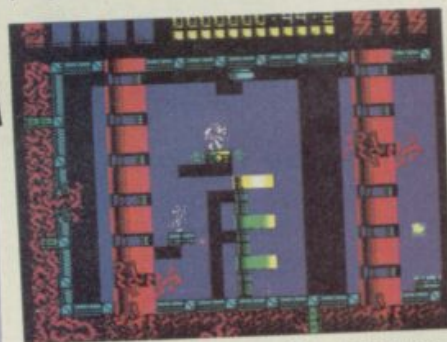


SEAN — King of the Custard Cream

1. *Rex* (Martech)
2. *Cybernoid* (Hewson)
3. *Total Eclipse* (Incentive)
4. *Tetris* (Mirrorsoft)
5. *Advanced Lawnmower Simulator* (Gardensoft)

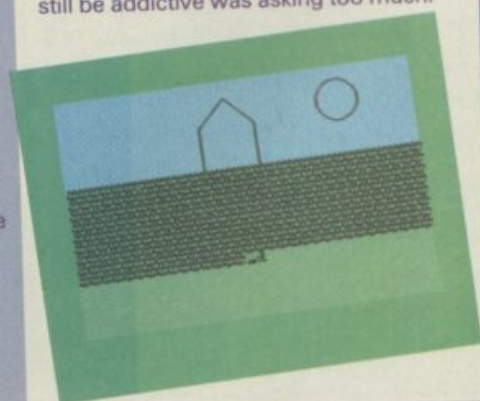
Duffer Of The Year: *Star Wars* (Domark)

And not an arcade licence or multi-load amongst them, proving that imagination and the ability to pack playability into 48K do still occasionally go hand in hand. *Rex* and *Cybernoid* both put new ideas into shoot 'em ups, while *Total Eclipse* and *Tetris* proved totally addictive, well programmed and bizarre.



Advanced Lawnmower Simulator was, for want of a better phrase, a coup-de-grass.

As for *Star Wars*, I suppose expecting the best arcade game in the world ever to survive being squashed into 48K and still be addictive was asking too much.

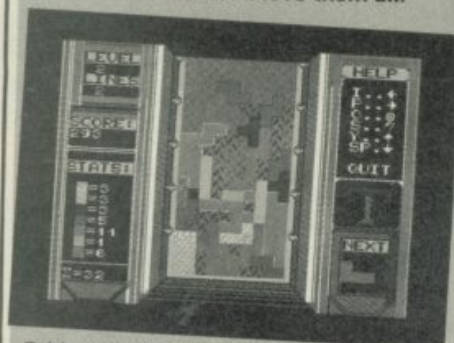




DR BERKMANN — Winner: Michael York Lookalike Compo, Butlins (Minehead) 1966

1. *Tetris* (Mirrorsoft)
2. *Arkanoid II — Revenge Of Doh* (Imagine)
3. *Total Eclipse* (Incentive)
4. *Cybernoid* (Hewson)
5. *Sophistry* (CRL)

Duffer Of The Year: 'I love them all.'



Odd, really, 'cos when I was asked to knock together my top five games of 1988 I thought it'd be rather tricky. For let's face it, the levels of Speccy programming are not what they were — the bog standard game of today is usually far more bog than standard.

But at the top of the range things have never looked healthier. *Tetris* was a superb puzzle — simple, well executed (it was better on the Spec than on any other machine) and brainblendingly addictive. *Arkanoid II* may have been a sequel, but it was so far ahead of its predecessor in terms of sheer scope and playability that it has to go in. *Total Eclipse* was the third and best of Incentive's Freescape titles — games that extend the imagination beyond anything you'd think the Speccy was capable of.

And what about *Cybernoid*, THE shoot 'em up of '88, brilliantly implemented by Raphaele Cecco. *Sophistry*, which came and went in about two seconds, was a much underrated puzzler that I played for hours, days, weeks...

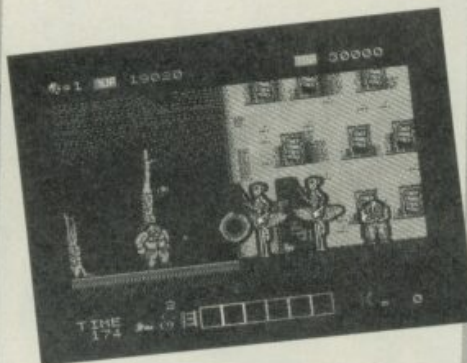
A good year overall. The next five? *Operation Wolf*, *Dark Side*, *Where Time Stood Still*, *Impossible Mission II* and *Vindicator*.



MACCA McCANDLESS — That dish from the Pits

1. *Soldier Of Fortune* (Firebird)
2. *Karnov* (Electric Dreams)
3. *Cybernoid* (Hewson)
4. *Savage* (Firebird)
5. *Target Renegade* (Imagine)

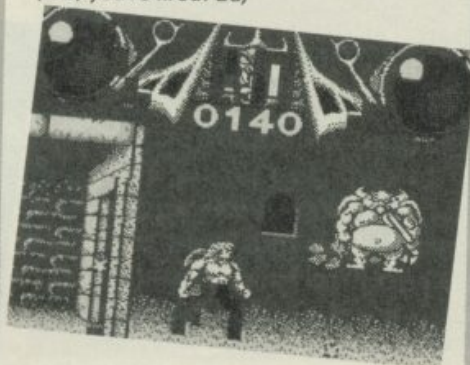
Duffer Of The Year: *HellFire Attack* (Martech)



Would you be amazed if I told you I thought the biggest anti-climax of last year must definitely have been *R-Type*? So would I, as it is in fact totally untrue.

However, the most disgustingly disappointing game of '88 was probably *Cybernoid*. Hah! Got you again! That was a lie! Hah! Ahem.

No, but talking truthfully now (honest, guv) the greatest heap of rubbish last year for me was *Hellfire Attack*. Emaciated graphics, non-existent gameplay, pathetic sound — bleurghhhh! to be exact. Almost as bad as *Savage*. Hah! Did it again! What a joker I am, eh? (Yes, you're fired! Ed)



PHIL SNOOT — Man of a million sarnies

1. *Last Ninja II* (System 3)
2. *Savage* (Firebird)
3. *Samurai Warrior* (Firebird)
4. *Afterburner* (Activision)
5. *Where Time Stood Still* (Ocean)

Duffer Of The Year: *T-Wrecks* (Gremlin)

It was a funny old year, which produced a truly varied crop of games too! Some were out 'n' out blockbusters, and others, well... Even His Royal Holiness couldn't rescue *Blockbusters*. But what about the Snouty-Man chart then? Fancy that! *Last*



Ninja getting the top slot, eh? Well knock me darn wiv a fevver. Well I like it! It's got a lot of duffing up and there's some WICKED puzzles in it. And the graphics are none too bad either.

Same goes for *Cabbage*... er *Savage*. A stunning gameplay, like *Ninja*, but possibly the most colourful game ever on the Spectrum. Takes the technique perfected by Don Priestly for *Trap Door* to an idiot extreme. *Samurai Warrior* was graphically brilliant, and not a bad beat 'em up either.

Afterburner, just because it's my fave arcade game. The conversion wasn't all that great, but it reminds me of it, which is enough. And finally *WTSS*, the BIGGEST game ever, and one of the hardest I've ever played.

The dud was obvious. Wot a load of old CHUFF! that *T-Wrecks* was. How could you, Gremlin?

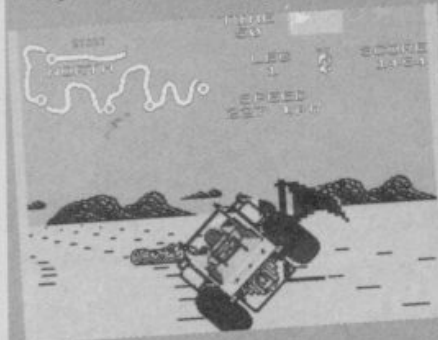


JONATHAN DAVIES —
Jonathan by name,
Jonathan by nature.

1. *Karnov* (Electric Dreams)
2. *Bionic Commando* (Go!)
3. *Gunship* (Microprose)
4. *Gryzor* (Ocean)
5. *Buggy Boy* (Elite)

Duffer Of The Year: *Hercules* (Gremlin)

Hmmm, mainly arcade games there, and from a so-called simulation nutter too. Still, it does seem to have been the year of the coin-op (again), with original ideas a bit thin on the ground, and the standard of conversions seeming to improve by the second. A word about *Buggy Boy* though. I may have only given it a seven,



and probably still would, but what the heck, eh? Brill fun.

As for the dross, well apart from 99.9% of the budget stuff, Gremlin's *Hercules* still makes me feel queasy inside. Eurgh! That tune haunts me...



BEN STONE — Now a 'solo artist'

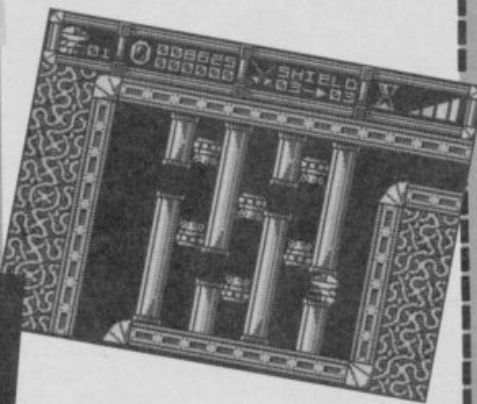
1. *Cybernoid* (Hewson)
2. *Nebulus* (Hewson)
3. *Operation Wolf* (Ocean)
4. *Total Eclipse* (Incentive)
5. *Mickey Mouse* (Gremlin)

Duffer Of The Year: *Wizard Warz* (Go!)

Even in '89 *Cybernoid's* still got one hell of a grab factor — over a year since its release and I still play it. Frenetic action coupled with a bit of thought — da business, narwaamin? My fave rave of '88, deffo.

Nebulus was a very simple idea, its gameplay cunning, difficult and extremely addictive. It looked great too — what more could you ask for?

Onto the computer carnage and *Operation Wolf*, which I loved ('cos I'm really 'ard.) 'There's nothing like a good bit of mindless violence' as my old Mum used to tell me. *Total Eclipse* was the only one of Incentive's awesome Freescape games that didn't leave me cold. I loved the atmosphere and it's one of the few games I can still stomach to play. And I only really liked *Mickey Mouse* because it was sick — how many 60 year old mice



do you know who can kick ass as bad as Mickey? Hah! Got you there.

The naффest? Thanks to Go!'s usual lack of informative instructions *Wizard Wars* was about as easy to get into as a pair of rubber underpants. Still, norra bad year overall.

THE WINNAS!
So what were YS's fave raves of '88?

1. *Cybernoid* (Hewson)
2. *Total Eclipse* (Incentive)
3. *Karnov* (Electric Dreams)
4. *Tetris* (Mirrorsoft)
5. *Nebulus* (Hewson)
5. *Arkanoid 2 — Revenge Of Doh* (Imagine)

But what about the far more important YS Reader's Award?

Now it's your chance to let us know whether you agree with the YS Jugglers or reckon they couldn't tell a good game from a bit of old cobbler cheese.

Just make sure you've got some lead in your pencil (Oo-er) and fill out your favourite Speccy games of '88 for each category listed below, and your top three overall games (in order please) on the form below. Then whip it into an envelope and send it to *Game Of The Year Awards*, Your Sinclair, 14 Rathbone Place, London W1P 1DE to arrive no later than April 10th, 1989.

Oh and if you're lucky, you just might win a huge bumper YS goodie bag, stuffed full of games. So get voting.

VOTE NOW!

Call those the best games of '88? What you **SHOULD** have chosen were...

Best Arcade Adventure

Best Shoot 'Em Up

Best Driving Game

Best Beat 'Em Up

Best Sports Sim

Best Adventure

And my overall top three are...

1)

2)

3)

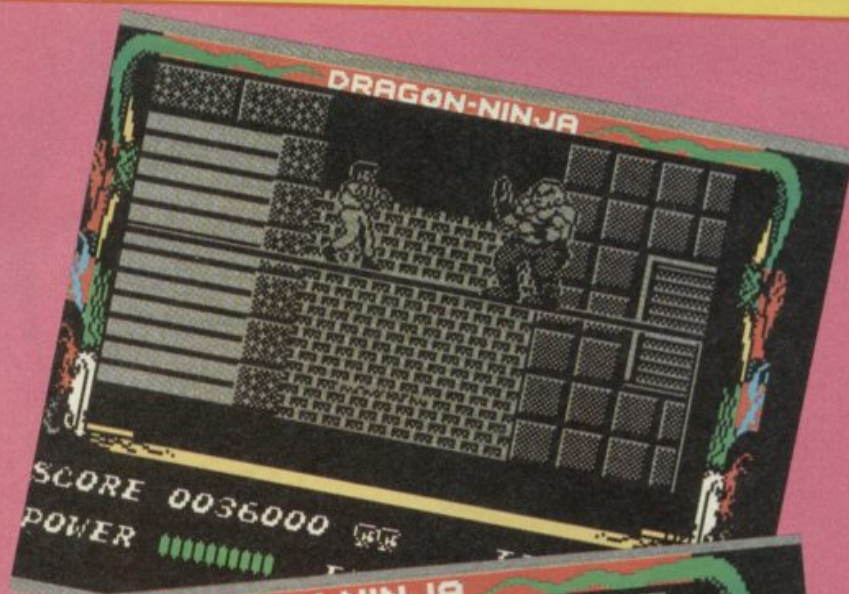
Got that?

Name

Address

'Zip' Code

DRAGON NINJA



Imagine/£8.95/Disk £12.95

Chris George Bush has been kidnapped by a gang of belligerent ninjas!!! And you, unfortunately, are the one who's picked to go and rescue him. So arm yourself to the teeth with nunchakus and prepare to face up to the seven levels of ninjas ahead of you.

Set in the streets of some American city, *Dragon Ninja* has you battling through streets, sewers and forests balancing on top of swaying trucks and trains, all in order to reach the Pres. The screen is split into two levels, and you can change between the two quite easily. Very handy for ninja-dodging.

At the end of each level you will meet a mega baddy who takes a little longer to duff up, but if you keep hitting him and running away, you can escape virtually unharmed. The nasty ninjas include a Karnov lookalike with curry on his breath, a manic robot who keeps jumping up and down before you get the chance

to hit him, and a ninja who has an irritating habit of suddenly multiplying into an army, and who proceeds to hit you so fast and furious you hardly get a chance to hit it back. There is also a somersaulting giant who keeps clapping with your head between his hands, and a stick wielding Robin Hood. Last, but by no means least, there is an axeman intent on lopping your head off... and leaving you wandering around like a dead chicken.

On your travels around picturesque New York you will find the odd object dropped by your enemies when you kill them. These include a boxy thing for energy, a little clock for time and a funny looking fork which gives you a better reach and the ability to kill a few ninjas in one blow (a very useful object indeed).

As you go through the game it gets progressively harder, with the addition of the odd rabid dog from level four onwards.

A game with such potential unfortunately falls short of being addictive. The first three levels are ridiculously easy and I'm afraid the rest of the game doesn't get much harder. It looks great but a well qualified ninja gamester will probably finish this game the day before they buy it.

Dragon Ninja is an interesting game and the graphics (except the loading screen) are well thought out, but I would only recommend this game to anyone sick enough to want to rescue George Bush.

YS CLAPOMETER

Pretty kick-em-up that doesn't quite fulfil it's promise.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS



7

BLASTEROIDS



Here's a Mukor ship (green means just needs its bubble arms blowing off and he's a gonner).

Imageworks/£9.99/£12.99 disk

Matt There really isn't much that's new under the sun. Some of the most playable games tend to be those that've been around the longest: the *Breakout*/*Arkanoid*/*Batty* imitators for instance, or, as here, the *Asteroids* clones. *Blasteroids* was a recent arcade reworking of that classic coin op, and while arcade standards have come far enough to make a revamp arguably worthwhile, the same cannot really be said for the Speccy. In other words there is precious little real difference between this new Spectrum version of *Blasteroids* and the antique conversion of the original *Asteroids* by a company that has long since slipped down the software dumper — except that *Blasteroids* will be available in the shops when you walk down there tomorrow and *Asteroids* hasn't been seen in years. Ah well, such is progress.

I'll assume you haven't been caught in a space warp yourself the last few years and know roughly how the game works. Oh, you don't? Well, okay. Basically you control a little space ship stuck in the middle of an asteroid field and you have to blast your way out. Every rock you shatter breaks into smaller lumps, each of which you have to pick off or else they'll wallop your ship and sap your energy. The great thing about both games is the way the space ship behaves. Like a real one, each action has an equal and opposite reaction so that any ill

judged use of the thrusters can quite easily send you spinning out of control, bouncing off asteroids and the like and losing energy like crazy. To recover you have to spin your craft around so that the tail faces the way you're going and use the engines to slow down again — tricky, since the screen is so crowded you'll soon hit a trillion aliens and rocks and things and be bouncing around like a pinball.

What *Blasteroids* basically does is add a number of gimmicks to this format. These include a choice of spacecraft which you can switch between at any time (a fast one, an armoured one and a heavily armed one), purple asteroids that reveal power ups when you shoot them and alien ships that

donate various temporary weapons and powers, including shields, a cloaking device and double blasters.

Add to these power leeches that home in on you to sap your energy, seeker asteroids that fly towards you at high speed when shot, four levels of difficulty which each consist of numerous sectors to blast through, space warps, a galactic map and a giant alien named Mukor and you'll realise they've added all sorts of stuff to 'spice up' a game that was already immensely addictive and playable, if lacking in variety.

One thing you can say for it, and that's that it's very good for the ego! The easy level allows you to warp through numerous sectors without much danger

(assuming a degree of competence), up to and past a first confrontation with Mukor. Other galaxies are much trickier.

In some ways I feel a bit unfair having a go at this really. *Blasteroids* is obviously a perfectly fine and competent version of a game that I've been familiar with for donkey's years. I've played it in arcades in Filey (it all comes out now, eh?) on an ancient PET, in 16 bit variations and it's always fun, even if it doesn't hold the interest in quite the way that *Arkanoid* clones do.

With this version my only real criticisms would be that the screen is too small, your ship is rather large, and you find yourself whizzing off one side and back on the other at a disconcerting rate. If ever space could be said to be claustrophobic, it's here.

What I'd tend to have to end up saying is that if you've not played one of these games before, you'll have a ball. If you have, you may find yourself rather 'so what?' about it all, as I did.

YS CLAPOMETER

Fine update of an addictive but rather one key arcade classic.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS



7

ROMANTIC ROBOT present

FANTASTIC SPECIAL OFFERS

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

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 m/coder user.

£5 OFF
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 cartridge, wafer tape, or even a video tape. Fully automatic, menu-driven, easy to use. Includes 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 1 has a joystick interface and works in 48K mode. MULTIFACE 128 (not for Wadriver) in 48 & 128K mode. Disciple and +D versions on request.

£5 OFF
MULTIFACES
VIDEOFACE
MULTIPRINT

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.

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.

LIFEGUARD
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...

"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 SALE prices apply strictly to MAIL ORDERS only if received 13.2 - 31.3.1989 with the coupon below.

NOTE! SPECTRUM+2A requires MULTIFACE 3!

MAKE YOUR SPECTRUM HAPPY: BUY IT A MULTIFACE!

I enclose a cheque/PO for £..... or debit my ☐ ☐ No ☐ ☐

Name..... Card expiry.....

Address.....

	£	p&p to UK & Europe	£	Overseas	£
MULTIFACE ONE	34.95		1.00		2.00
GENIE ONE	9.95				
MULTIFACE THREE	39.95				
MULTIPRINT	34.95				
LIFEGUARD	6.95				
SPECTRUM+3 DISCS	2.75				
MULTIFACE 128	39.95				
GENIE 128	9.95				
M3 w/through port	44.95				
VIDEOFACE DIGITIZER	39.95				
MUSIC TYPEWRITER	7.95				
SPEC. +3 TAPE LEAD	2.95				

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

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!!



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!

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,
loadsa room for loadsa dosh.
And at £2.99, it won't burn
a hole in it either.

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!

Uggggggghhh! A
coat like this will do
nothing for your
street cred! And as
for the Edinburgh
Castle patch -
pukey!

Bleuurghh! 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!

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

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!

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...

"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

Please send me the following goodies, (tick appropriate
box) mega quick.

YS Wallet ☐ £2.95 YS Mega Basic II ☐ £4.95 YS Binder ☐ £4.95

YS Psycho Pig T-Shirt ☐ £4.99 ☐ S ☐ M ☐ L ☐ XL ☐ £8.95 YS Sports Grip ☐ £8.95

I enclose a cheque/postal order made payable to Dennis
Publishing Limited. Then again since I don't carry
loadsamoney, please charge my Access/Visa/American
Express/Diners card
number

Name

Address

Zip Code

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.

DYNAMIC

Firebird/£17.99 cass

Jonathan If you're looking for proof that excessive use of computers induces mental instability, take a look at the plot behind *Dymanic Duo*. I did, and swallowed hard. I held the instructions upside down. I held them under an ultra-violet lamp. I set fire to them. And I still haven't a clue what they're getting at. I'll do my best though, so take a couple of aspirin and read on.

You're a duck, and also a dwarf. You're exploring a large house, trying to find the Calculation Room, but first you have to find ten pieces of a key. These remove a number of fake Phantom Rooms from the map, allowing you to find the real one. Naturally, there are loads of baddies flying around, trying to stop you, but worst of all is the Grim Reaper, who chases you around and will kill you on contact. "You" being a dwarf. And also a duck!

See the problem?

The best thing to do in these situations is to load it up and see, so I did. Bad move. Confusion became despair as I grappled with thousands of awkwardly positioned controls and squinted awkwardly at the screen.

The screen is split into two halves, one for the dwarf, and one for the duck. The two characters can be controlled independently, either by yourself with a bit of finger-yoga or by two players (preferable). When the two characters join together however, something they can apparently do, the bottom half of the screen becomes a map of the house, showing the room layout and the position of the pursuing Grim Reaper.

Graphically (and everything else-ly for that matter), things are a little confused at first, but some cutely drawn sprites soon emerge, along with some rapid if

jerky scrolling. It's all done in a tasteful shade of monochrome, like practically everything else these days, but this tends to go unnoticed in the general havoc surrounding the gameplay.

It's considerably easier with two players. According to the instructions you'll stand a better chance of success if the two characters split up, as they each have different characteristics, but they'll need to rejoin in order to travel between the different floors that make up the house. Both are armed to the teeth (whatever that means) and need to be, as the Grim Reaper's hordes are everywhere.

There are other peculiarities, such as orbs which can be rolled along the ground until they collide with a wall, whereupon

they explode leaving you free to walk through into the next room. Rather alarming, though, was the tendency for the dwarf to walk through passing doors at will, with no prompting from me.

Other elements of the game leave a lot to be desired, such as the rather squalid front-end and the almost complete lack of sound FX, let alone music, but the overall effect is fairly pleasing. It's the way it plays that counts after all, and in this respect it's not bad at all. A little lacking in variety perhaps, but certainly not bad.

In fact, I don't think I've ever seen anything like it before. And with all due respect I'm not sure that I want to again, but playing it is certainly an experience I won't

forget in a while.

If you can find someone with similar inclinations willing to play it with you, *Dymanic Duo* could prove quite a worthy investment. It's not perfect, but should pack enough raw action (yuck) to keep most people happy.

YS CLAPOMETER

A seriously weird but enjoyable clash with the powers of evil (or something).

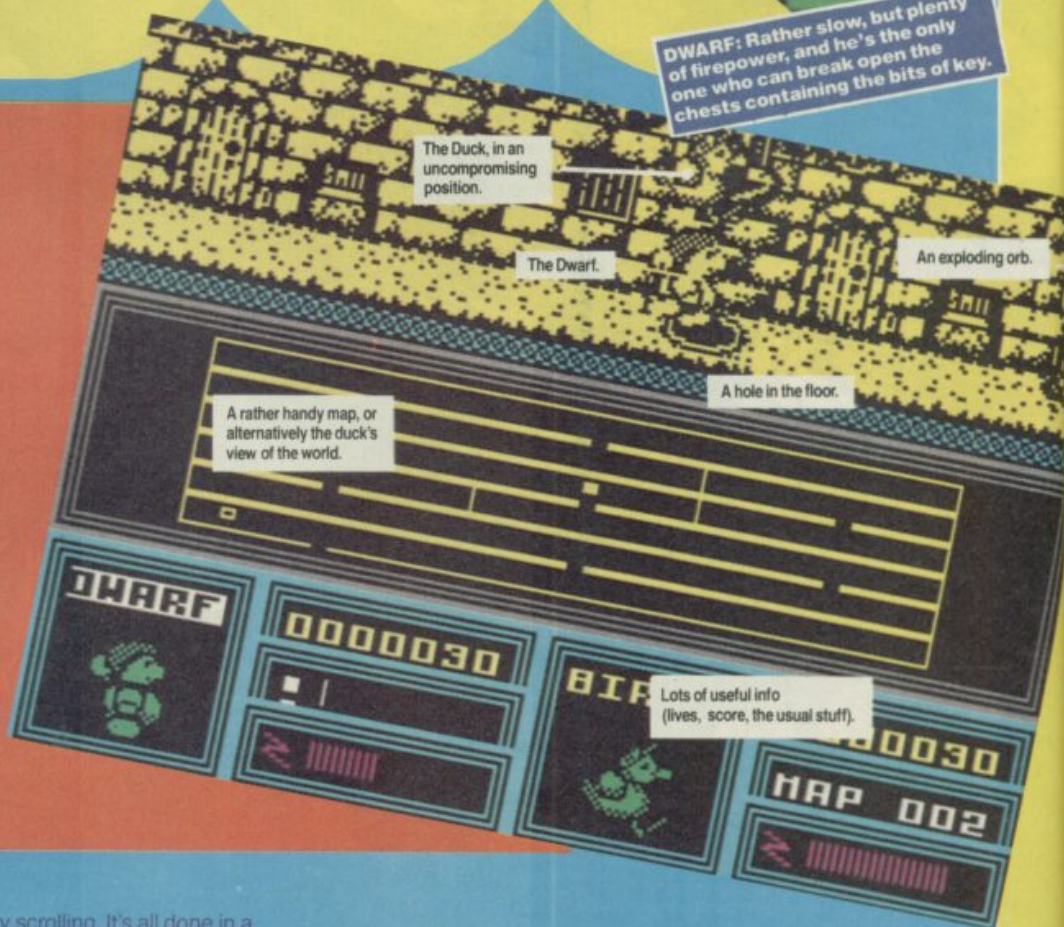
GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS



7



DWARF: Rather slow, but plenty of firepower, and he's the only one who can break open the chests containing the bits of key.



The Duck, in an uncompromising position.

The Dwarf.

An exploding orb.

A hole in the floor.

A rather handy map, or alternatively the duck's view of the world.

Lots of useful info (lives, score, the usual stuff).



DUCK: Flies around at a quacking pace (eurght!), so he's useful for sniffing out the route ahead, while Dwarf gets on with the serious stuff.

PICK OF THE BUNCH

KARNOV

This game puts you in charge of Karnov, bulky Bolshevik hero, on a quest to recover the fabled treasure of Babylon from the evil dragon Ryu.

Unfortunately monster-infested countryside stands in our hero's way, inhabited by ghosts, demons, ostriches, golems, dinosaurs and everything remotely ugly and carnivorous. But, luckily, burly Karnov has a fascinating genetic defect: he can breathe fire. And, luckier still, there are bonus icons hanging about, giving our Russkie extra-speed, extra-firepower, ladders, wings, bombs, you name it, he's got it.

The graphics in *Karnov* are excellent — huge, bold and uniquely colourful. Each scrolling level palpates with colour. And a wealth of scenery awaits a budding adventurer: jungles, caverns, pyramids, castles, and wastelands. A special strategy is needed for this game: Shoot, sweat, swear — and gallons of each.

GRYZOR

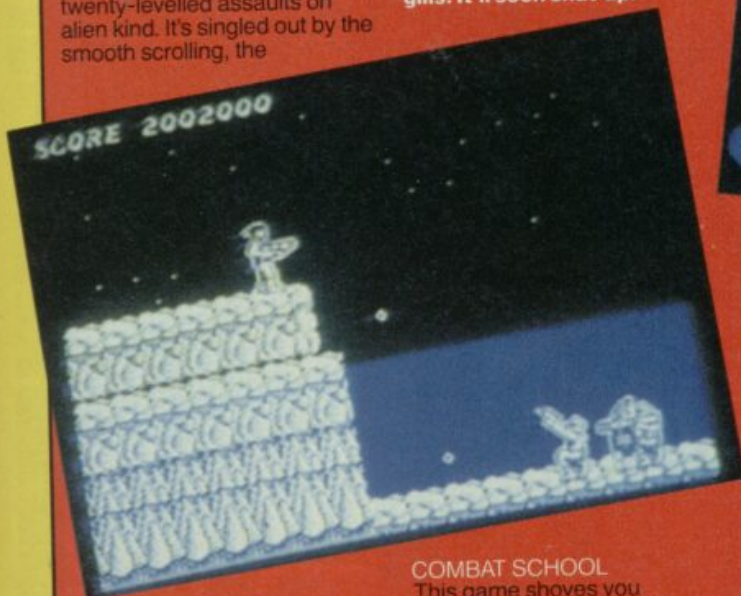
A great throbbing alien heart is pulsating in the depths of another world and you're deployed to trek across scrolling jungles and through intricate mazes to cause a little strategic coronary in the heart department. Of course, no alien planet would be an alien planet without aliens — and this planet more so. Thousands of the green things attack you from all sides as you rush to collect bigger and better weaponry.

This excellent shoot 'em up is not just another one of those twenty-levelled assaults on alien kind. It's singled out by the smooth scrolling, the

THE IN CROWD

Ocean/£14.95 cass
Macca The In Crowd is an impressive looking box with a clever name, one you might ostentatiously leave lying on the coffee table when your friends are around. And its contents are no less impressive. Six cassettes, containing eight famous hits and five megagames. But all seem to involve murder and genocide on a grand scale, so is there enough variety and architecture in there to attract your average gameplayer?

This is the blubbery monster at the end of level one. It's actually a wimp in disguise. Just duck under its missile and give it what for in the gills. It'll soon shut-up.



unrelenting action and the sheer diversity of levels. Some sections scroll horizontally, some vertically and some in three dimensions. Seeing is believing. *Gryzor* is fast, fancy and fun to play.

COMBAT SCHOOL

This game shoves you unceremoniously into the jack boots of a new recruit, facing a series of tortuous tests of mind, body and joystick. The tests include the assault course, the shooting range, and the customary scrap with the

large-jowled instructor.

Combat School is a great game with excellent fluid graphics and a wide range of events to suckle your attention, but it is very difficult and the fact you have to reload each event when you die doesn't help. The competitive element is there but it doesn't shine through.

PLATOON

This game is a multi-sectioned shoot 'em up lost in a jungle setting, with a vain attempt at capturing the atmosphere and motives of the movie. You direct your lone infantryman through a maze of forestry and underground tunnels. Survive by shooting and lobbing grenades and collecting specific objects to carry out your mission. The graphics are adequate but again this game is too difficult and discouraging to a novice gameplayer.

CRAZY CARS 2

This is probably the weakest of this prize bunch. It's a bland, view-from-behind racing game, where you and the computer-controlled opponents bullet along an endless meandering road. The graphics are weak and badly animated. The road just goes on for ever and ever and ever...

TARGET RENEGADE

You're a hell-bent martial-arts man out to exact vengeance on modest gangster, Mr. Big, for abducting your girl friend right at the height of your romance. Through car-parks, sordid streets and dirty parks, our man must wade into swarms of punks, prostitutes, Hell's Angels and football supporters, dealing death, kicks and knees to the groins of his enemies.

Target Renegade is still a brilliant game today, chopping *Double Dragon* thoroughly in the windpipe. Impeccable animation, demanding gameplay and sheer satisfaction — they're all here. But the game really shines when you use the plural player option and join a friend in carving up the opposition.

BARBARIAN

You are a muscle bound warrior, condemned to engage forever in hand-to-sword combat in an arena. Using a combination of slicing sword techniques, you must hack and chop your way through a series of monsters and guardians.

With top-notch animation and very realistic figure graphics, and the challenge of progressively tougher opponents, *Barbarian* is a welcome adaption of the martial-arts game and a brilliant combat experience to boot.



PREDATOR

Based on the gut-busting thriller of the same name, *Predator* places you in the middle of a moist jungle. Your mercenary pals have been skinned alive and hung up to dry, the trees are swarming with Sandinista rebels, and to cap it all a gigantic game-hunting alien's on the prowl. You sprint across the screen, shooting at the rebels who converge on you.

Occasionally, the alien gets a bead on you and you have to avoid its gun sight as well. The graphics are great and the scrolling smooth, but there's very little to the game and it's nigh on impossible to actually achieve anything.

Here I am after dispatching a couple of initial opponents. I've found that one or two rolls and then a swift overhead chop usually does the biz.

YS CLAPOMETER

An excellent selection of shoot and beat 'em ups, with a lot to appeal to the combat connoisseur. Let down only by a poor driving game. But at this price you can afford to ignore it.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS



9

PROFESSIONAL SOCCER



CAL/£7.95

Marcus In a way it was kinda inevitable that someone sooner or later would feast their eyes on *Football Director* and decide that it was ripe for picking. After all, footie games are big bucks in Speciland, and *FD*, considering its humble Basic background, has been phenomenally successful — as regular *Clinic* readers will be all too aware.

And who better to do it than CRL. Not a company with which one naturally associates high quality product, CRL does nevertheless pull the stops out from time to time. Last year it was *Sophistry*, a brilliantly clever and fearsomely addictive puzzler. And now, appealing to very much the same sort of gamer, here's *Professional Soccer*, a game that can easily be summed up as *Football Director* with knobs on.

The story is much the same as usual. You're in Division Three (fortunately Div Four has been conveniently forgotten) and it's the start of the season. You've got a bit of cash — 100,000 smackerones in fact, but as boot fans know, this is but small change in the wild and wacky world of football — and you've got 18 players of varying abilities to work with. The players you get depend on the club you choose, and all 20 clubs in the division are rated between one (useful) and five (rubbish). This naturally means that you'll win rather more games with a one-rated team than a five-rated team, but you have a performance target to live up to as well — and that's higher for the better teams. Fail and you're fired — succeed and you get another season's contract.



Each player is rated not only for his main skill (attack, midfield or defence), but also for the other two — so if you need someone to cover for an injured player, for instance, you know who to move where. Most of the other *FD* features are here — the long drawn-out results service (this one in fact seems even longer), the slow ticking through the game, the transfers and all the extraneous detail that games like this depend on so completely. One thing that's been dropped is the money problem — all you have to worry about is buying and selling players, and then making sure you play the right ones in the right positions. Extras include a choice of tactical formations (many players are also specialists in the centre of the field or playing wide), and information not only on your players but all the others in the division as well (as in *FD*,

most of these have the same names — in this case, Speedie and Dexter).

As with the very best 'dry' footie sims (as opposed to the arcadier *Match Day* games and the like), there's no action to speak of, and you're not required to exercise your joystick finger at any stage. If you want to, though, there's an 'ACTION' toggle which lets you see some of the more exciting moments in the game. This is all right for a while, but it slows the game down even further, and besides, the movement of the players (all apparently of Asian extraction, and to a man, wearing turbans) is so completely unlike that of normal footballers that it's of no real help to you at all.

The graphics and 'looks' of the game are of course way beyond the black-and-white minimalism of *FD*. There's a fair amount of mucking about with icons, which takes a little getting used to, but

there are so many more options here that it's probably not avoidable.

Ah, but is it better? Will this supplant *FD* in our hearts? On balance, I don't think so. While it's ironed out many of the earlier game's undoubted faults — drab presentation, insufficient info on players, game-crashing bugs — it has also taken away some of those little touches that made *FD* so special. And although in many ways it's more difficult, it's also somehow less challenging. I miss the money problems, the charts of how many games people had played and things like that. And it does become irritating to have to press about two billion buttons to find out how long someone is going to be injured, instead of just calling upon one of the menus.

But these are quibbles. *Professional Soccer* is a worthy attempt to update *Football Director*, and as such, is streets ahead in gameplay of its all too numerous competitors. Although anyone who likes a little action in their gaming will probably enjoy this as much as being trussed up and fed to the crocodiles, many *FD* fans will lap it up.

YS CLAPOMETER

Football Director gone legit — a game that'll appeal to the growing ranks of 'dry' footie sim fans.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS



8

The Instant Catalog

10 Computer Hits Vol 9.....	8.75	G Lanker's Betsheet.....	5.50	Question of Sport.....	8.99
10 Great Games Vol 3.....	8.95	Game Over II.....	6.50	P-Type.....	6.45
1943 - Battle of Midway.....	6.25	Game Set And Match 2.....	8.75	Rambo III.....	5.95
4 Soccer Simulators.....	6.45	Games - Winter Edition.....	6.99	Returns of the Jedi.....	6.45
6 Pak Vol 3.....	6.45	Garfield.....	5.99	Reck.....	6.75
After Burner.....	6.45	Giants.....	9.99	Ring Wars.....	5.99
Alien Syndrome.....	5.99	Gold Silver Bronze.....	9.99	Risk.....	6.99
Artura.....	5.99	Guerrilla War.....	5.25	Road Blasters.....	5.99
Barbarian 2.....	6.45	Cushpup.....	6.45	RoboCop.....	5.25
Bar's Tale.....	6.50	Hellfire Attack.....	6.75	Boy Of The Bovers.....	5.25
Battan - Caped Crusader.....	5.95	History In The Making.....	10.95	SDI.....	6.45
Bionic Commando.....	6.50	Impossible Mission II.....	6.99	Salamander.....	5.25
Black Tiger.....	5.99	In Crowd - Compilation.....	8.75	Saxxon.....	5.99
Boobal.....	5.50	Intensity.....	5.25	Savage.....	5.95
Butcher Hill.....	5.50	Karate Ace.....	8.95	Silent Service.....	6.45
Carrier Command.....	9.95	Kosumi Arcade Collection.....	6.95	Soldier Of Fortune.....	5.25
Circus Games.....	6.25	LSD Stars.....	6.45	Space Ace.....	9.99
Command Performance.....	9.50	Lancelot.....	9.95	Space Racer.....	5.99
Computer Bazaar's Diary.....	6.50	Laser Squad.....	6.25	Spitting Image.....	6.45
Cybernoid II.....	5.50	Lead Ninja II.....	8.95	Street Fighter.....	5.95
Deley's Olympic Challenge.....	6.45	Leader Board Par 3.....	9.99	Strip Poker 2 Plus.....	5.25
Dark Fusion.....	5.50	Live Ammo.....	6.99	Super Kang On.....	6.45
Dark Side.....	5.50	Live And Let Die.....	5.99	Super Sports.....	5.50
Deep.....	6.50	Magnificent Seven.....	8.75	Supernatural - Run of Steel.....	5.99
Double Dragon.....	5.50	Marauder.....	5.99	Supreme Challenge.....	8.75
Dragon Ninja.....	5.95	Maria's Christmas Box.....	6.99	T - Wrecks.....	5.25
Dynasty Duo.....	5.50	Mega Games Vol 1.....	9.95	Taito Coin-op Hits.....	8.95
Echelon.....	6.95	Megaplay Vol 1.....	8.99	Techno Cop.....	5.50
Empire Strikes Back.....	6.45	Nickey House.....	5.25	Thunder Blade.....	5.50
Exploding Fist Plus.....	5.25	Motor Racers.....	5.50	Tiger Road.....	6.25
F-15 Strike Eagle.....	6.45	Knacker (128 Only).....	5.50	Tiger of Lore.....	5.50
Fernandez Bust Die.....	5.99	Hunters.....	6.50	Total Eclipse.....	6.45
Fistal Assault.....	6.75	Right Raider.....	5.25	Track Master.....	5.50
Fists N' Thrillies.....	8.75	Off Road Racing-64.....	5.99	Trackball Manager.....	9.95
Flight Ace.....	9.95	Operation Wolf.....	5.50	Trivial Pursuit MB.....	5.25
Football Director.....	6.45	Overlander.....	5.25	Tryphons.....	8.95
Football Manager 2.....	9.95	P Bearsley Int Football.....	5.25	Ultimate - The Works.....	9.95
Fox Fight Box.....	5.99	Pacmania.....	5.95	Victory Road.....	5.25
Frank Bruno's Big Box.....	6.75	Peppi Red Nix Challenge.....	5.50	Vindicator.....	5.25
G I Hero.....	5.25	Power Pyramids.....	5.95	We are the Champions.....	8.95
G Lanker's Star Soccer.....	5.50	Pre Soccer Simulator.....	5.99	Wee Le Kass.....	5.99



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.

ALL AT £1.99 EACH

Avenger, Back To The Future, Ballbreaker, Jewish Burglars, Sausage, Boulder, Bubble Buster, Buggy, Camelot Warriors, Chimer, Club Racers, Controller, Codename Mart 2, Cosmic Shock Absorber, Dandy, Deactivators, Dead Finger, Daylight 2187, Fifth Quadrant, Fighting Warrior, Final Matrix, Future Knight, Gahen, Greyfall, Gurren, Impassable, Hacks, Hybrid, Hypnotic, I Of The Mask, Intertitles, Kat Tang, Killer Kong, Korras Rite, Lame Wars, Leviathan, Max Headroom, Marmalade Madness, Nesor, Nason, One Hundred & Eighty, Orion, Parabola, Paytron, Pulsator, Rananana, Red Hawk, SAS Operation Thunderflash, Spin Dizzy, Tempest, Three Weeks In Paradise, Tread Runner, Toy Bazar, Trixost, Twister, Volume 17, Xcal, Young Ones, Zany.

ALL £1.99 EACH

Airwolf, Alien 8, Alpine Games, ATV Simulator, Battleships, Battle Tank Simulator, Beach Buggy Simulator, Beamrider, Diggle, Blasterman, BMX Freestyle, Bomb Jack, Boidy Bouncing, Boonies, Frank Brown's Boating, Buggy, Butch Hard On, Caddies 1, Caddies 2, Chequered Flag, Chess, Colour of Magic, Cricket Crazy, Dan Dare, Danger Mouse - Double Trouble, Danger Mouse - Making Whoopee, Dark Star, Steve Davis Snooker, Defenda, Dizzy, Devils, Elevator Action, End Zone, Enduro, Espinas Force, Evermore's A Walk, Extremist, FA Cup Football, Fast Wagon & Sports, Feed, Flunky, Fruit Machine Simulator, Ghostbusters 48K, Gladiator, Grand Prix Simulator, Gyroscop, Hollywood Power, Howzat, How To Be A Complete Bastard, Hungry Harca, I Ball, I Ball 2, Indoor Soccer, Into The Eagle Nest, Jet Set Willy 1, Jet Set Willy 2, Joe Blows, Knockout, La Seta, Bruce Lee, Laser Attack, Marie Miler, Mastermind, MB Race, Mooncrater, Mr Wymms & The Vampires, Mystery Of The Nile, Nightshade, Nightshade Vampires, On The Edge, Planetoids, Powerplay, Pro Golf 1, Pro Ski Simulator, Rally Driver, Red Arrows, Roadkill Rite, Ravens, Revolution, Road Racers, Rock 'N' Wrestle, Rocky Horror Show 48K, Rough Trough, Saboteur, Sabre Wolf, Selling, Sam Fox Strip Poker, Sam Spade, Sam Street Saboteur, School Daze, Skyrunner, Snooker, Soccer Boss, Space Raiders, Space Shuttle, Spectrum Chess, Starship Enterprise, Super Chess, Supermen, Super Robin Hood, Sweeney's World, Tank Busters, Tempest, Tera Copter, Tempest, Thing, The 2, Tix No Mig, Transmuter, Trap Door, Trap Door 2, Trax, TT Racing Simulator, Uchi Mata, Video Pool, Way Of Exploding Fist, Who Does Win 2, Wizard's Lair, Winter Sports, Xcuter, Yogi Bear, Zoids, 30 Starfighter.

ALL £2.99 EACH

Age 2, Ace of Aces, Alien Highway, Alien Evolution, Aliens, Amateurs, American Football, Angelball, Armageddon Man, Army Move, Asul Waderman Monty, Ballbreaker 2, Baseball, Basil The Great Mouse Detective, Basket Ball, Beach Head 1, Beach Head 2, Beach Magic, BMX Freestyle, Bomb Jack 2, Book Of The Dead, Boulderhead 1, Boulderhead 2, Bounty Bob Strikes Back, Breakthru, Bride of Frankenstein, Challenge of Gobots, Championship Sprint, Chorus, Chubby Gracie, Chuckie Egg 1, Chuckie Egg 2, City Slicker, Contact Sam Cruise, Conroy Raiders, Crosswain, Dark Empire, Dark Scorpions, Deathstalker, Delictor, Doc The Destroyer, Draughts Genius, Drunk, Drunk Energy Warrior, Fairlight 2, Football Manager, Football Of The Year, Game Over, Gauntlet, Gauntlet-Overseer, Garguena, Gee Bee Air Rally, Ghost 'N' Goblins, Ghostbusters 128K, Gothik, Grand Prix Tennis, Grange Hill, Gunkelcanon, Gunkem, Gutz, Hacks 2, Headache, Head Over Heels, Highlander, Hydrofied, Hysteria, Impossible Mission, International Karate, Jack The Nipper 2, Kannon, Knights, Knockout, Last Mahikan, Laser Tag, Legend Of Kage, Lightforce, Little Computer People 128K, Living Daylights, Loads Of Midnight, Mag Max, Megatron, Mask, Maelstrom, Magic Mirror/Jet

P & P: Add 50p for orders under £5, orders over £5 are postage free (UK only).

EEC countries add 50p per tape, elsewhere add £1 per tape.

SOUNDBOX SOFTWARE

8 Renfield Street, PO Box 12, Renfrew, Renfrewshire PA4 0FS

Set Willy 2, Barry McGuigan's Boxing 128K, Mean Street, Metropolis, Miami Vice, Mike, Moleculade Man, Monty On The Run, Moonstruck, Nemesis, Nemesis Warlock, Night Gunner, Nipper, Gk (3 Games), Out Of This World, Pentagram, Play & Again Sam, Pleaser, Pole Position, President, Pub Games, Rail, Rampage, Red Ltd, Red Scorpion, Rockford, Saboteur 2, Samurai, Shocked, Shadow Skimmer, Shockway Rider, Sherlock, Silverfox, Skyfox, Solomon's Key, Starfox, Starwings, Super Cycle, Super Sprint, Survivor, Tantalus, Tau Ceti, Terrors, The Tube, They Stole A Million, Thing Sources Back, Thro Of Fire, Trailblazer, Trap, Treacher, Trax, Uridian, War, War Of The Worlds, Way Of The Tiger, Jacky Wilson Darts, Wolfman, Yari, Zynaps, 10th Frame, + 80 Address Manager, + 60 VAT Manager, "100".

FREE GAME OFFER

If your order exceeds the following select a FREE game from the section indicated (only one per order)
Over £10 a £1.49 game
Over £15 a £1.99 game
Over £20 a £2.99 game

SPECIAL OFFER

all £2.49 except where stated

Ballbreaker, Battle Of The Planets, Bedlam 128K, Blood Valley, Brave Star, Centurians, Chain Reaction, Death of Glory, Dragon's Lair 1, Dragon's Lair 2, Express Reader, Fast 'N' Furious (Thundermaster), Federation, Frigate, Frigate (1.99), High Frontier, Icups (1.99), Implosion (1.99), Indiana Jones (2.99), It's A Knockout, Kung Fu Master, Last Mission (1.99), Mad Balls (2.99), Mandragora, Martindale, Mask 2, Microman 1, Minotaur, North Star, Quasar, Rambo, Samurai Trilogy, Sigma 7, Shine, Split Personalities, Star Raiders 2 (1.99), Sun Gun, The Big Sheep (1.99), Tour De Force, Tournament Leaderboard (2.99).

VARIOUS PRICES

California Games (2.99), Cybernoid (4.99), Gauntlet 2 (2.99), Madlighter (2.99 RRP £14.95), Road Wars (1.99), Rolling Thunder (2.99), Starblades (2.49), Tera (2.49), Thundercats (2.49), Trivial Pursuit - Baby Bouncer (2.99), World Games (2.49).

COMPILATIONS

10 GREAT GAMES £5.95 (Avenger, Future Knight, Knockout, Boulder, Football Of The Year, Trailblazer, Highway Encounter, Monty On The Run, West Bank, Jack The Nipper).
KIDS PLAY £3.49
(Cano, Metabolite, Night Gopher, Monty On The Run, Bounty Bob Strikes Back, Maelstrom, Starstrike, Lunar Jetman, Starline).

SUMMER SPECIALS £5.99
World Chess Leaderboard, Solomon's Key, Captain America, Brave Star, Treator, Rygal.
HIT PAK DVD 1 £3.99
(1942, Scooby Doo, Fighting Warrior, Sacred Armour of Antares, Duet, 2001 2, Split Personalities).
HIT PAK DVD 2 £3.99
Orto The Eagle Nest, Betty, Shockway Rider, International Karate, Ace, Lightforce).
DURELL BIG 4 £3.49
(Saboteur 2, Deep Strika, Tempest, Sigma 7).
HIT PAK 4 £1.35
(Airwolf, Commands, Bomb Jack, Frank Brown's Boating).

24 HOUR COMPUTER REPAIRS and SPARES

SINCLAIR QUALITY AUTHORISED REPAIR CENTRE

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

TEN ★ REPAIR SERVICE

Commodores Repaired

Spectrums Repaired

BEST SERVICE - BEST PRICES!

ARE YOU ANOTHER CUSTOMER - fed up waiting weeks for your repair?

Need your computer repaired fast? Then send it now to the **VideoVault 24hr Repair Service**. We are able to repair your 48K Spectrum using all the latest in test equipment for only £19.95 (Spectrum 16K/48K and Plus models only). We also have a 'while you wait' department (please call for an appointment) for same day repairs. Commodore 64 computers repaired for only £35.00 including Vat & P+P (Power supplies and Tape Recorders excluded). Please note we give you a 100% **low fixed price of £19.95** which includes return post and packing plus VAT. Don't forget we are Amstrad authorised for quality and speed, don't risk your computer to any other unauthorised repair centre. We don't just repair the fault and send your computer back, we give your computer a free overhaul, included in the price. We check sound, loading, memory, colour and ear/mike sockets to make sure your computer will give you years of service.

We now have available a Disc Drive and Printer System for the Spectrum call us for details.

VideoVault Ltd.

Send your computer to: VideoVault Ltd., Railway Street,

Hadfield, Cheshire SK14 8AA. Tel: 04574 66555/67761/69499.

Main Office, enquiries and orders only.

Manchester telephone 061-236 0376 While you wait centre only.

FAX NO. 04574 68946 © COPYRIGHT VIDEOVAULT NO. 981013

- Mail order repairs (Spectrum and Spectrum +) only £19.95. Spectrum + 2 £25.00. Commodore 64 £35.00 including parts, labour and P+P (Power supplies and Tape Recorders extra).
- All computers fully overhauled and fully tested before return.
- Fully insured for the return journey.
- While you wait repairs £25.00 (Spectrum and Spectrum +) Spectrum + 2 repairs £30.00. Commodore 64 £40.00 (Replacement Tape Recorders and Power supplies are at an additional charge).
- Spare parts available by mail order or over the counter.

- Six top games worth £39.00 free with every Spectrum repair. Now includes FREE memory/keypad test.
- We also repair Commodore 64's, VIC 20, Commodore 16 + 4, Spectrum + 2 and + 3.
- The most up to date test equipment developed by us to locate faults within your computer.
- Over 6 years of service in computers.
- 3 month warranty subject to our terms of trading which are available on request just send 2 x 19p stamps (The extra warranty by us is additional to any other rights you already have).

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



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



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



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

VideoVault

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

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

THE VIDEOVAULT COMPUTER COMPANION EDITION NOW HOT OFF THE PRESS

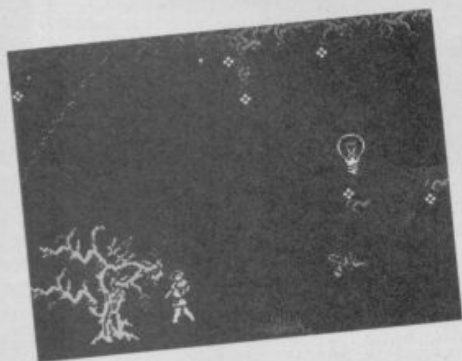
New bigger catalogue now available containing over 3,500 items including software for all computers, joysticks, spare parts, business software, books, plus many more. Just send 3 x 19p stamps for your free copy. Over 24 pages full of top quality products delivered to your door by return post.

6 GREAT FREE GAMES PLUS BONUS TAPE TO TEST YOUR KEYBOARD. MEMORY TEST £39.00

Why not bring your computer in for a while you wait service. Call for an appointment.

**Another trip to
Lowprice Lane with the
king of the skinflints,
Marcus Berkmann!**

BARGAIN BASEMENT



CAMELOT WARRIORS

Mastertronic/£1.99

Shows how the memory can delude and confuse even as razor-sharp and well trained a mind as mine (hem hem). This little game, which first appeared through the now defunct Ariolasoft label just over two years

ago, was in fact, history fans, one of Dinamic's very first games. Hasta mañana, my old paella! Wossmore, I remember it as rather good fun, a platformy romp through the middle ages with bumper graphics and spanky monsters. But once again, the brain has played its devilish tricks. In reality *Camelot Warriors* is a snorefest of the first order, slow, nothing much to look at, unreasonably hard and full of irritating little game features that went out with *Manic Miner*. What's happened is that since its first release we've seen positively squillions of games that are much faster, much slicker and all in all much more fun. So when you throw out this load of old bathwater, make sure you bung the baby with it. (Eh? Ed)



BIGFOOT

Code Masters/£1.99

What, another Code Masters game? What are they up to in Leamington Spa? This one, not surprisingly, is described on the back as 'BRILLIANT FUN' but in reality it's more of a near miss. Bigfoot (who's this huge hairy thing, a bit like Mike Gerrard) is trying to rescue his girlfriend, which involves running around the millions of screens picking things up... yes, it's an arcade adventure! (Like the 210 bus, they obviously come in six-packs.) The tottie has been locked up in a cage by a sadistic madman, and Bigfoot has to blow the lock on the cage by connecting high voltage wire to it. But there are two breaks in the cable...

Sounds like fun, and indeed the design of the game is sound enough. But the execution, I fear, has gone away somewhere along the line, and the result is substantially less gripping than it might have been. The graphics are detailed but a little tatty, and the whole thing looks very pre-Monty Mole. As for arcade action, this is mostly a case of damage limitation, as the various hazards are very hard to avoid and you have only a very limited amount of energy. In truth I'm quibbling — Bigfoot's not bad, but it's not a patch on *Treasure Island Dizzy*, for instance, or indeed *Antirid*. All in all, not quite.

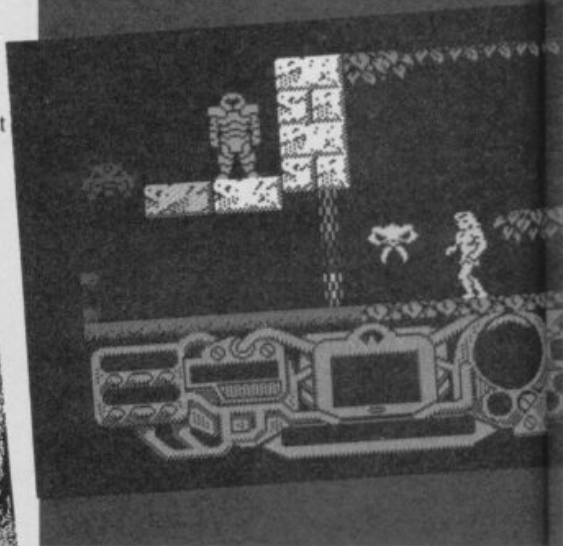
JOCKY WILSON'S DARTS CHALLENGE

Zeppelin/£1.99

Any sport in which the participants are generally fat, ugly and full of beer is my sort of sport, and personally I do like a game of 'arrers'. Spec-chums seem to as well, 'cos about eight billion darts sims have come out over the years, the latest of which appears with a photo of Jocky Wilson on the front. And as we all know, there's no one fatter, uglier or fuller of beer than Jocky.

Appropriately this one's on the Zeppelin label, since that is the form of air transport that Jocky most resembles, and it's really rather fun. Like the real thing there's actually some skill required here, as you try and bung in treble twenty after treble twenty, and

THE SACRED ARMOUR OF ANTIRIAD



inevitably score three.

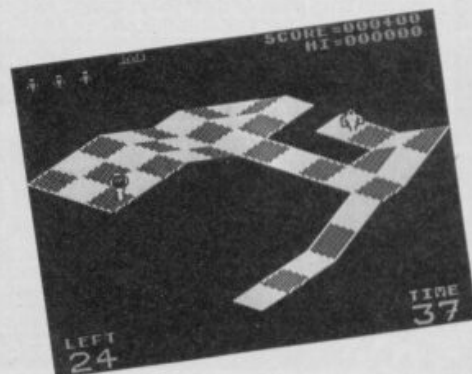
You can play tournament (up to four players and great fun), head-to-head (useful to have someone else to play this with) or round the clock, which is a race against time. It's not too easy to see where young Jocky fits into it all, but so what? It's good fun anyway, with excellent graphics and well thought out gameplay. Only the shockingly bad and incomprehensible instructions let it down.

REVEAL

Mastertronic/£1.99

More puzzles here, this time of the 3D isometric variety. *Reveal* is one of those games that reminds you of all sorts of other titles — *Kirel*, *Bobby Bearing*, *Sophistry*, even *Bounty Bob Strikes Back* in some ways — but is still different enough to keep you interested.

The idea's simple as can be. Each level is a grid of squares, not unlike a chessboard, but instead of being flat, each one is full of peaks and troughs like a *Bobby Bearing* landscape. This means that not all squares are immediately accessible, and you may



Mastertronic/£1.99

Phew! Fortunately I missed. Now this one is a bit more like it, a slick little number from Palace which first saw the light of day back in Jan '87 — the same ish, in fact, in which *Camelot Warriors* was first reviewed. *Antiraid*, though, has dated rather better than *CW*, as can be seen by the still considerable number of letters I get on the game in the Clinic. It's a beautifully programmed game which superficially resembles *Camelot Warriors* — platforms and hunky sprites — but is far more challenging and entertaining.

At heart, it is of course just another dodge-and-collect arcade adventure, but it's beautifully animated — our hero Tal runs, jumps and hurls rock more smoothly than *Phil Snout* — and, for lumme, it's actually got a plot. The armour is the key — get into that and you'll find it much easier to find your way about. You'll also need to find all those natty little optional extras that all the best dressed warriors demand — gravity displacer boots, to give you that Cookeen lift, and pulsar beams, particle negators and implosion mines, which are even more fun than they sound. Good fun, and the sort of game that keeps you going right until the end.

have to go all over the place to get to some of the trickier ones.

Before you start, you get a swift glimpse of all the squares lit up. Then all goes dark, and your job is to reveal all the squares by landing on them, and then doing a serious runner before your time runs out. Naturally there are nasties fizzing around after you, and their level of nastiness depends on the level you're on — some, for instance, black out squares you have been on, making it very hard to finish the level. In short this is perfect budget material — nothing that's likely to stretch you too far, but good cheapie fun.



RALLY SIMULATOR

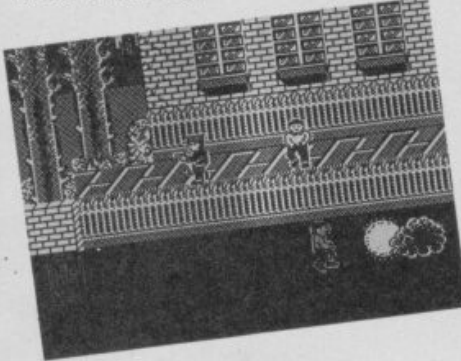
Zeppelin/£2.99

The Zep label's second game this month (does Jimmy Page get royalties?), and a considerable improvement on its little chum above, although I'm not convinced that that justifies hiking the price up by a quid. Still, there always seems to be room for another *Simulator* game, in the Code Masters tradition, and this one cheerfully chooses to rip off *Grand Prix Simulator*. Unlike that hugely successful game, though, *Rally Sim* presents more than just a series of boring little circuits — here, Level One alone is vast and labyrinthine, and you do well to get round it even once. A joystick is essential — I generally prefer the keyboard but here it's impossible to control. The graphics are excellent, and while the gameplay's absolutely straightforward, it's curiously addictive. No complaints either about speed, and the scrolling is unobtrusive. Boffo stuff, and congrats to programmer Hugh Mo (and his sister Fly).

WEREWOLVES OF LONDON

Mastertronic/£1.99

Did this ever come out on full price? Tell me if I'm wrong (would you do otherwise?) but I think not. *Werewolves*, as you may remember, gave us one of our best ever covers about 18 months ago, when I went over to Ariolasoft (then launching yet another of their new labels, Vix Design) to have a look at the game in its early stages. It



looked savagely fab then, but something seems to have gone wrong inbetween times (as well as Ariolasoft going down the tubes).

Essentially it doesn't work at all — what was envisaged as an atmospheric arcade adventure unofficially based on *An American Werewolf In London* is just an aimless chase-about with drab graphics and terminally tedious gameplay. As always you pick things up, travel from place to place, use them and so forth, but there's no real logic to it all, or, after a while, any real point in going on. A curious failure in many ways, as the ideas behind it were so good. So much for our ability to spot a winner, eh, guys? (*Shut up. Ed*)

BMX FREESTYLE

Code Masters/£1.99

In a way you can't really blame those Code Masters boys. *BMX Simulator* was their vastest seller, so it's not surprising that they keep trying to do it again with umpteen variations on that oh-so-successful theme. Bit boring for the rest of us, though, as yet another opportunity to perform wheelies, jump ramps, do the half pipe and so on appears on the shelves. Do we want to know any more? I certainly don't.

This game wants to be a sort of BMX equivalent of those *Winter/Summer/World/California Games* compilations, but it's infinitely more boring than any of those (yes, even *California Games*). It's all very slick, of course, but well past its Sell By date, and so rather stale and mouldy. Oh, hang on, I got that completely wrong — on the packaging David Darling says "They're all great — amazingly playable." Well, of course, how foolish of me not to notice. I think I better shoot myself in remorse. BANG!



TREASURE ISLAND DIZZY

Code Masters/£1.99

Regular readers of this page will be only too aware of my usual reactions to Code Masters games, which generally have more to do with those pesky Darling bros than the games themselves. From now on, though, I pledge to review the actual product, rather than those two stupid grinning faces (*Get on with it. Ed*). And why not, 'cos *Treasure Island Diz*, the follow-up to the hugely successful *Diz 1*, is not bad at all.

Written by the Oliver twins (seen *Dead Ringers* yet boys?), it's more than a mite like their Sport Aid game, *The Race Against Bankruptcy*. Diz wanders about on the island, picking things up and using them to get further in the game. The poor little chap's quite marooned y'see, but he can escape if (a) he can find a way off, or (b) he can unearth 30 pieces of gold — clearly not exactly un morceau de gâteau, as in an hour's playing I only managed eight.

The graphics are neat and clear, and the gameplay is ruthlessly logical. Of course it's hardly the most innovative game in the world, but even I have to get some sort of R&R from *Total Eclipse*, I have enjoyed it thoroughly — to the extent that I'm actually going to have another game now. So please do not adjust your set — service will be resumed as soon as possible...



ZONE TROOPER

Game Busters/£1.99

One thing that never ceases to amaze me is that games like this continue to be put on sale to an unsuspecting public. Again we're in the land of arcade adventures, but this is so facile and dreary that it's genuinely hard work to play it for more than about five minutes. (I stuck it, though. Can I have a pay rise please?) (*No. Ed*)

Basically it's a matter of flying through some pretty landscapes, picking up some virtually invisible icons, shooting nasties and all the usual things you do in games like this — except for the fact that it's utterly boring and apparently pointless. Once again we have to go back to about 1984 for the origins of this game, 'cos it looks as though it was written then and conveniently forgotten for five years. Collision detection is all over the place, the attribute clash is a disgrace, and the gameplay is a matter of avoiding unavoidable nasties which don't do much harm to you anyway, so that however well you play you always get through about ten screens and then die. A total write-off.

Little yellow munching balls do actually exist! Honestly! But the question is when all the machines have been turned off at the mains, where do the tiny spherical brightly coloured pac people actually go? — Home to Pacland according to Grandslam — that's where! Grandslam had one of the famous yellow balls tailed by a private dick (Oo-er) and discovered the whereabouts of this surreal place. He even managed to secure all the visual information Grandslam needed to produce *Pacland* — the computer game — and now it's your chance to try your hand at reconnaissance work, in this spiffing *Pacland* compo.

WHAT YOU CAN ACTUALLY WIN

Up for grabs for the lucky winner is a brand spanking new Sinclair Spectrum +3. No more having to go on a three week orienteering holiday while you wait for your tape-based games to load in! No Siree — not with disks. Click, tap, buzz, bosh, and the games are running. Hoorah!

Two second prize winners won't go away empty handed either. Cos each will receive a boingy, bouncy alarm clock. Disguised as 'pacs' (or yellow tennis balls), these alarms can be hurled at a wall (or a brother) and are miraculously silenced by the impact!

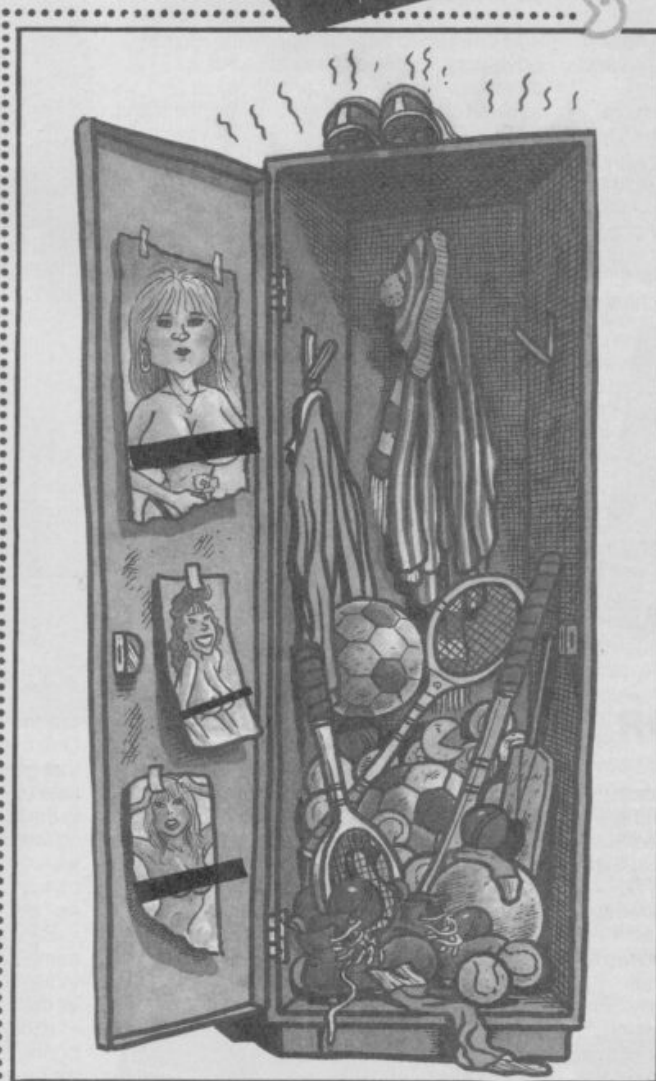
And that's not all... Five third prize winners will each receive a pair of high-fashion red wellies. In these one can not only trudge around in the search for the real Pacland, but one can also be rather 'trendy' at the same time!

We expect you'll want to know how you can win anything in the first place...

HOW YOU CAN WIN ANYTHING IN THE FIRST PLACE

Yes, it's 'spot the ball' time — had to be really, didn't it. One of the inhabitants of Pacland has accidentally got locked in the P.E. Masters equipment locker, along with the footballs, medicine balls, pink frilly knickers (Eh? Ed) hockey sticks... And all you have to do is cast your peepoids over the piccie on the coupon and see if you can pick the 'pac' out from the rest. Not too hard, really, is it (Oo-er)? Arm yourself with a marking pen and place a

Win Win Win
A Spanky New Spectrum +3
Plus
Two Yellow 'Bouncy Ball' Alarm Clocks
Plus
Five Pairs Of Trendy Red Wellies



I spotted the rogue 'pac', and here's where he is...

Name
Address
..... Zip Code
Wellie Size

CHEZ PAC

bold cross over the cheeky chappie, fill in the coupon, cut it out, glue it onto a ball of Edam with the red 'wax' removed (or a postcard) and send the whole thing to Blimey, There's A Gigantic 'Pac' — Oh, It's Okay, It's Only Demis Roussos Wearing A Yellow Track-Suit Compo, YS Compos, PO Box 1509, Enfield, Middlessex EN1 1LQ. Oh, and note that the deadline's April 30th!

RULES

- There's no way 'round' it, employees of Grandslam and Dennis aren't allowed to enter!
- Entries received after 30th April are obviously going to be from people who aren't 'on the ball'
- Don't argue with T'zers decision — unless you want your ... (Snip. Ed)

520ST-FM SUPER PACK



The Atari Super Pack is ideal for you if you want to get off to a flying start with the best in entertainment software. The Pack includes a 520ST-FM with 1Mb RAM, a built-in 1Mb disk drive, over £450 of top games and a joystick. If you buy the Super Pack at Silica Shop, we will add our own ST Starter Kit (worth over £200), Free Of Charge. Return the coupon for details.

£399
INCLUDING VAT

With SM124 mono monitor: £498 ^{INC VAT} With SC1224 colour monitor: £698 ^{INC VAT}

1Mb DISK DRIVE £450 OF SOFTWARE

ARCADE GAMES

Arkanoid II	Imagine	£19.95
Beyond The Ice Palace	Elite	£19.95
Black Lamp	Firebird	£19.95
Buggy Boy	Elite	£19.95
Chopper X	Mastertronic	£9.99
Ikari Warriors	Elite	£14.95
Marble Madness	Electronic Arts	£24.95
Quadrailen	Logotron	£19.95
Ranarama	Hewson Consultants	£19.95
Return To Genesis	Firebird	£19.95
Roadwars	Melbourne House	£19.95
Starquake	Mandarin	£19.95
Test Drive	Electronic Arts	£24.95
Thrust	Firebird	£9.95
Thundercats	Elite	£19.95
Wizball	Ocean	£19.95
Xenon	Melbourne House	£19.95
Zynaps	Hewson Consultants	£19.99

SPORTS SIMULATIONS

Eddie Edwards Super Ski	Elite	£19.95
Seconds Out	Tynesoft	£19.95
Summer Olympiad '88	Tynesoft	£19.95

PRODUCTIVITY SOFTWARE

Organiser	Triangle Publishing	£49.95
-----------	---------------------	--------

JOYSTICK

Atari CX40 Joystick	Atari Corp	£4.99
---------------------	------------	-------

FREE ATARI BUNDLE VALUE: £458.97

1040ST-FM PROFESSIONAL PACK

NOW WITH TV MODULATOR

For the serious home user and the small business, we are pleased to announce a new package based around the 1040ST-FM. The 1040ST-FM has 1MByte RAM and a 1MByte built-in disk drive. In addition, the 1040ST-FM now comes with a TV modulator built-in. (The previously available 1040ST-F was designed for use with a monitor only and did not come with a modulator.) This modulator allows the 1040ST-F to be plugged directly into any domestic TV set, and comes complete with a lead to allow you to do so. The new 'Professional Pack' from Silica includes the new 1040ST-FM with modulator plus four high quality software packages including a spreadsheet, database, word processor and programming language. This 'Professional Pack' software will enable you to get straight down to business with your new computer. In addition to this software (worth £384.84), if you buy the Professional Pack from Silica Shop, you will also receive the Silica ST Starter Kit (worth over £200), Free Of Charge. Return the coupon for further information.

£499
INCLUDING VAT

With SM124 mono monitor: £598 ^{INC VAT}
With SC1224 colour monitor: £798 ^{INC VAT}



ATARI 1040ST-FM	(Computer)	£499.99
VIP PROFESSIONAL	(Spreadsheet)	£149.95
MICROSOFT WRITE	(Word Processor)	£149.95
SUPERBASE PERSONAL	(Database)	£59.95
BASIC DISK & MANUAL	(Language)	£24.98

NORMAL RRP: £884.82

LESS DISCOUNT: -£385.82

PROFESSIONAL PACK PRICE: £499.00

2Mb & 4Mb MEGA ST

The MEGA ST computers are styled as a lightweight keyboard with a separate CPU, connected by a coiled telephone style cable. There are two versions of the MEGA ST, one with 2MBytes of RAM and the other with 4MBytes. Each version has a 1MByte double sided disk drive built-in to the CPU unit. The MEGA ST's do not come with modulator built-in and must therefore be used with a monitor. With every MEGA ST purchased, we will add the 'Professional Pack' software (worth £384.83) detailed above, plus the Silica ST Starter Kit (worth over £200) both Free Of Charge. Return the coupon for further details.

2Mb MEGA ST

£899 ^{INC VAT}

+ mono monitor = £998

+ colour monitor = £1198

4Mb MEGA ST

£1199 ^{INC VAT}

+ mono monitor = £1298

+ colour monitor = £1498



DTP PageStream £149 ^{+VAT} = £171.35

Desktop Publishing (DTP) is one of the fastest growing applications for personal computers. We are pleased to announce a powerful low cost package for the Atari ST called PageStream. PageStream costs only £149 (+VAT=£171.35) and, because it works with an Atari 1040ST and a Seikosha SP-180AJ printer, you can be up and running with a complete system for less than £1000. Some of the features of PageStream are listed to the right. If you would like further information on this program, complete and return the coupon below, ticking the 'DTP' box in the corner.

- TEXT-FLOW AROUND GRAPHICS
- ROTATION OF TEXT & GRAPHICS
- SLANT OR TWIST ANY OBJECT
- POSTSCRIPT COMPATIBLE
- TAG FUNCTION
- AUTO-MANUAL KERNING & HYPHENATION
- GROUPING OF OBJECTS

ATARI ST

ST COMPUTERS

The range of Atari ST computers offers something for everyone. From the games enthusiast who wants the challenge of the very best in arcade action, to the businessman who wants to make financial forecasts or faultless presentations. The ST offers high quality graphics, sound and speed for the gamer, whilst providing a fast, user friendly and affordable solution to business. The ST is now firmly established in the home environment and boasts a wealth of users in education, local government, television, and a variety of different businesses. Software for the range stretches to cover applications as diverse as ENTERTAINMENT, ACCOUNTS, ART, COMMUNICATIONS, COMPUTER AIDED DESIGN, DATABASES, DESKTOP PUBLISHING, EDUCATION, MUSIC, PROGRAMMING, SPREADSHEETS, WORD PROCESSING and more. For a full list of the software available, as well as details of the ST range, complete and return the coupon below.

All prices correct at the time of going to press. £800

520ST-FM EXPLORER PACK WITH BUILT-IN 1Mb DISK DRIVE



The value for money offered by the Atari ST range is reflected in the Explorer Pack featuring the 520ST-FM computer with 512K RAM. The 520ST-FM computer now comes with a built-in 1 Mb double sided disk drive as well as a free mouse controller and a built-in TV modulator. The new 520ST-FM Explorer Pack includes the 520ST-FM computer, the arcade game Ranarama, a tutorial program and some useful desktop accessories. In addition, if you buy the Explorer Pack from Silica, we will give you the Silica ST Starter Kit worth over £200, FREE OF CHARGE. Return the coupon for details of our Starter Kit and of the full ST range.

£260
+VAT = **£299**

+ SM124 mono monitor: £398 ^{INC VAT} + SC1224 colour monitor: £598 ^{INC VAT}

WHY SILICA SHOP?

Before you decide when to buy your new Atari ST 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 and expert advice and help when you need it. There is ONLY ONE company who can provide the largest range of Atari ST technical help 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 with an annual turnover in excess of £3 million and can now claim to meet our customers requirements with an accuracy and understanding which is second to none. But don't just take our word for it. Complete and return the coupon below for our latest literature and begin to experience the Silica Shop specialist Atari service.

SILICA STARTER KIT: Worth over £200, FREE with every Atari ST computer bought from Silica.

PROFESSIONAL PACK: Free business software with 1040ST-FM and MEGA ST's bought from Silica.

DEDICATED SERVICING: 7 full-time Atari trained staff with years of experience on Atari servicing.

THE FULL STOCK RANGE: All of your Atari requirements from one place.

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

FREE CATALOGUES: Mailed direct to your home as soon as we print them, featuring offers as well as all of the new releases.

FREE OVERNIGHT DELIVERY: On all hardware orders shipped within the UK mainland.

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

FREE TECHNICAL HELPLINE: Full time team of Atari technical experts always at your service.

FREE SILICA STARTER KIT WORTH OVER £200

WITH EVERY ST - RETURN COUPON FOR DETAILS
ALL PRICES QUOTED INCLUDE FREE UK DELIVERY

DO YOU OWN AN ATARI ST?

If you already own an Atari ST computer and would like to be registered on our mailing list as an ST 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 ST 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 - 6.30pm 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 YOURS0489 1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX
PLEASE SEND FREE LITERATURE ON THE ATARI ST

Mr/Mrs/Ms: Initials: Surname:

Address:

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

Postcode:

DTP ☐

The TV cartoon series **Real Ghostbusters?** Transformed into a computer game by Activision! **Duncan MacDonald** tiptoes (with a certain amount of trepidation) in its general direction to see what all the screaming is about...



PETER VENKMAN



EGON SPENGLER



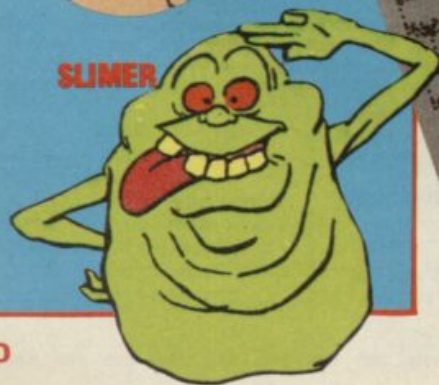
RAY STANTZ



WINSTON ZEDMORE



JANINE MELNITZ



SLIMER



Yikes, there's a load of spooky goings on 'going on' inside the YS Speccy. I'll just take out a couple of its screws, lift the lid a smidgin and have a peek inside. Wibble, wibble, wibble —

Creeeaaaaakk — Yaaaaaarrgh!! Slam!! Gibber gibber, nope, there's no way I'm going to do this — I'm far too scared. Someone else will have to do it, I'm not going back. Well, okay I might do — but only behind the safety of a banana, er, I mean sofa (blimey, this is obviously disturbing me more than I thought). Let's open the old Speccy up again and see if things are still as scary — creeeaaaaakk! BOO!

Yaaaaaarrrrrrghhh!

There are ghosts in the neighbourhood, and there's only one team of people who can deal with them — the Real Ghostbusters! (The Pretend Ghostbusters don't carry much weight, I'm afraid). So it's straight into action in this spooky little number (which is a viewed from above four way scroller), as the Ghostbusters Mobile screeches to a halt outside a large multi-story building.

Out of the vehicle hop two members of the group, who climb the front steps and disappear into the darkness of the hallway. And this is where you (and a chum, if you're in two player mode) take over.

Armed to the teeth with anti-spook weaponry, you've got to clear the building of ghouls — one floor (or level) at a time: Ghostbusters go, you see, where exorcists fear to tread. You have two weapons to choose from — a gun and a laser. Both weapons are activated by the fire button. Quick pumps'll give you loadsa bullets, while holding it down will give you a far

Yowch! Looks like you're in trouble, matey!



Squint, put a paper bag over your eyes and you might just see the resemblance to your own fruitcake, Duncan. When the photon beam gets 'em

YS MEGA SLIMEY O'RILLY FREE GHOSTBUSTERS



APREVIEW LY! IT'S THE ... EAL BUSTERS!



more powerful plasma beam, but beware, you only have a limited plasma energy level!

Roaming around the interior of the building you will be attacked by squillions of different scaries: walking skulls, zombies, 'ground sharks' that pop up out of the floor, mud-monsters and electric-worms that shoot lightning bolts. Dispatching some ghosts results in, yes, you guessed it, icons that can be picked up. Extra energy for your plasma supply, extra lives and an ability to kill ghosts by body-contact to name but a few.

Not all the inhabitants are deadly though. Scattered around are green Slimer monsters. If you release one from the ghosts, it will dance rapidly around you giving you temporary protection. Successfully rid the level of your spooky enemies, and it's time to find the exit.

"Look, there it is over there."

"Where?"

"Over there, look."

"I still can't see it."

"It's behind that gigantic Mega-Nasty that's filling two thirds of the screen."

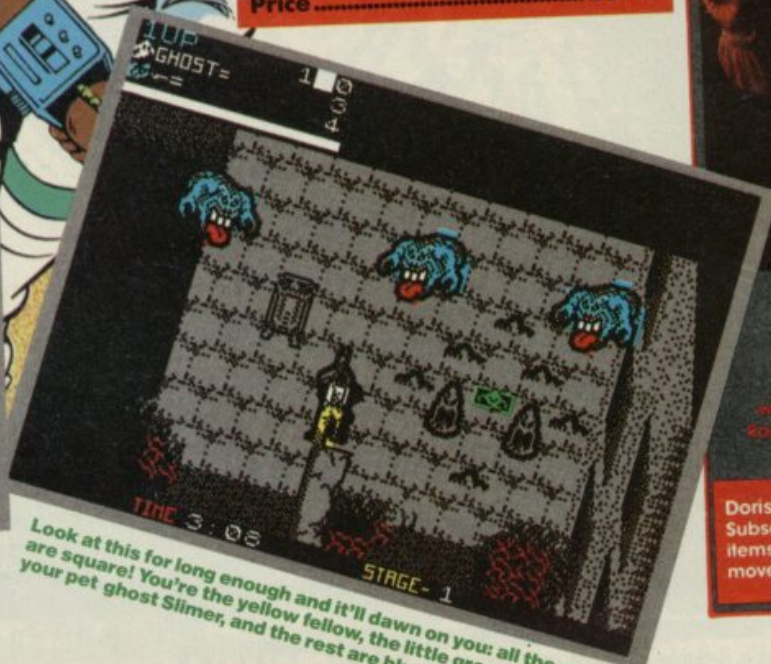
"Yaaaargh!"

That's right — before you can leave you've got to kill the mega-nasty, and boy is he big, bold and deadly. Your best bet is to take him on in two player mode, cos if two plasma beams intersect, then the destructive energy becomes more intense. Blimey O'Shiverspook!

Beyond the big 'fellow' are the further nine levels: each with its own nasties and mega-nasties. Unless you're really brave it might be an idea to turn back now, cos let's face it — things are going to get scarier than Patrick Moore's eyebrows! Spook!

FAX BOX

Game **Real Ghostbusters**
Publisher **Activision**
Price **£8.95**



Look at this for long enough and it'll dawn on you: all the monsters are square! You're the yellow fellow, the little greenie's your pet ghost Slimer, and the rest are blue meanies.

Spook! It's the exclusive YS guide to real ghostbusting by **Doris Collins**, clairvoyant-to-the-stars!



The Grey Lady

The ghost of the Grey Lady haunts creepy old East Riddleston Hall in Kesteven, West Yorkshire! She was discovered by her hubby in a steamy rumple session with another man and was sent to her room without supper, or any other food at all for that matter, until the day she peeped in! Anyway, on dark nights she has been seen creeping about looking for snacks!

Doris' Ghost Busting Tip:

Hide behind a large tuck box of goodies with a baseball bat.

Ghost At The Altar



Here's my old chum, the Ghost of the Altar. This snap was taken in 1988. A good fifteen don'tch think? It's thought to be the ghost of a crusader whose perfectly preserved 600 year old heart was found on top of a pillar in the church. Yuck!

Doris' Ghost Busting Tip:

Dress up as a vicar and pour Evo Stick on the mat before the altar.



The Castle Rathbone Poltergeist

This spooky residence may have been missing a bit of clockwork since up legs mysteriously comes a window up leaves and when working late, intruders at Castle Rathbone have often had cars see terrible creeping along their doors. Oo-er!

Doris' Ghost Busting Tip:

Subscribe to YS and then there will be fewer items lying around Castle Rathbone to be moved about by the poltergeist!

ad and turn the lights off and these pink ghoulies hold to your er, they'll soon come a cropper am gets 'em.

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

SPECTRUM Cassette: £8.99
Diskette: £12.99

YS COMPLETELY STUPENDOUS SOLUTION COLLECTION!

ADVENTURE



BUSTERS

When that adventure's bugging you,
And you don't know what to do,
When you can't get through that door,
And you want to play some more,
When you can't get up that hillock,
And you're feeling like a pillock,
When you're struggling in the dungeon,
And you can't quite reach that ...
something that rhymes with dungeon,
Then who you gonna call?



ADVENTURE BUSTERS

Yes folks, here to cut out and keep, or throw at the budgie, is a guaranteed non-Filofax-compatible A-Z list of your favourite Spectrum adventures (and sort-of-adventures), with a note of just who to send that sae to if you want help with a particular problem. These are the kindest and cleverest of our YS Kind Souls, who must have solved pretty well every game in the world between them, so keep these pages for that rainy day when you're really stuck, have got no-one to ring, or discovered your sister's just buried her dead gerbil in your back issues of YS (and you don't fancy digging it up again). Just check out the number next to the title that's troubling you, and contact the right Adventure Buster who's volunteered to help. Don't forget to enclose that stamped addressed envelope, and limit yourself to asking questions and not demanding full solutions.

THE ADVENTURE BUSTERS



1. **Allan Phillips**, 55 Torbay Court, Clarence Way, London, NW1 8RL.



2. **Louise Read**, 14 Long Meadow, Bedgrove, Aylesbury, Bucks, HP21 7EH.



3. **Andy MacGregor**, 12 Douro Close, Baughurst, Basingstoke, Hants.



4. **Jon Rose**, 14 Lion Road, Nyetimber, Bognor Regis, West Sussex, PO21 3JZ.



5. **Doreen Bardon**, Lendal Cottage, High Street, Slingsby, York, YO6 7AE.



6. **Hugh T. Walker**, 7 Burnet Avenue, Burpham (Pardon?! - Ed), Guildford, GU1 1YD.



7. **Wyn Gravelle**, 27 Brynteg, Pentremeurig Road, Carmarthen, Dyfed, Wales, SA31 3ER.



8. **Mark Walker**, 34 Manver Court, Manvers St. Sneinton, Nottingham, NG2 4PF.

YS ADVENTURES



A

Avalon	4
Amaurote	4
Auf Wiedersehen Monty	4
Atic Atac	4
Athena	4
Astronut	4
Astroclone	4
Ashkeron	4
Arrow Of Death I/II	7
Arc Of Yesod	4
Appleton	6
Apache Gold	5
Ant Attack	4
Amulet	6
Alter Earth	8
Alien 8	4
Alchemist	4
Airwolf	4
Aftershock	7
Adventure Quest	7
Adventureland	7
1942 Mission	7

B

Bugsy	7
Buckaroo Banzai	5
Bubbler	4
Brian The Bold	5
Brian Bloodaxe	4
Bounty Bob Strikes Back	4
Bored Of The Rings	7
Book Of The Dead	2
Boggit	7
Blind Panic	4

Big Sleaze	2
Beaky And the Egg-Snatchers	4
Batman	4
Barsak The Dwarf	5

C

Cyberun	4
Custer's Quest	5
Curse Of The 7 Faces	6
Cursed Be The City	3
The Curse	5
Cuddles	6
Crystals Of Carus	7
Crystal Quest	5
Crystal Frog	5
Crystal Cavern	3
Crusoe	4
Countdown	6
Costa Capers	4
Commando	6
Colour Of Magic	7
Colossal Cave	7



Colditz	7
Clueso	6
Claws Of Despair	7
Classroom Chaos	6
Classic Adventure	8
Circus	8
Chuckie Egg I/II	4
Changeling	6
Cauldron	4
Castle Urquhart	6
Castle Of Doom	7
Castle Eerie	8
Castle Colditz	7
Castle Blackstar	2
The Castle	7
The Calling	1

D

Dynamite Dan I/II	4
Dungeon Adventure	2
Dun Darach	4
Drive-In	4
Dragonorc	4
Dragon Slayer	5
Dracula	8
Doomsday Papers	5
Doomsday Castle	4
Domes Of Sha	1
Dodgy Geezers	2
Diamond Trail	3
Devil's Island	5
Desert Island	5
Denis Through The Drinking Glass	7
Demon Knight	3
Deeds Of Glengarry Hall	5
Davy Jones's Locker	1
Dark Lore	7
Dangermouse	6

E

Eye Of Vartan	5
Eye Of Bain	7
Extricator	5
Excalibur	8
Every Day Tale Of A Seeker Of Gold	5
Espionage Island	7
Escape From Time	5
Escape From Pulsar 7	7
Erik The Viking	8
Emerald Isle	7
El Dorado	8
Earthbound	8

F

Future Tense	1
Funhouse	5
Fuddo And Slam	1
Freddy Hardest	4
Fourth Protocol	1
Four Minutes To Midnight	3
Forest At World's End	7
Football Frenzy	1
Five Treasures Of Rizar	6
Finders Keepers	4
Final Mission	7
Federation	1
Feasibility Experiment	7
Father Of Darkness	6
Fairly Difficult Mission	1
Fairlight	7
Faerie	7

G

<i>Gunfright</i>	4
<i>Ground Zero</i>	7
<i>Gremlins</i>	2
<i>Green Door</i>	8
<i>Greedy Gulch</i>	7
<i>Goldseeker</i>	6
<i>Golden Rose</i>	5
<i>Golden Mask</i>	5
<i>Golden Chalice</i>	6
<i>Golden Baton</i>	7
<i>Golden Apple</i>	8
<i>Glider Rider</i>	4
<i>Gift Of The Gods</i>	4
<i>Giant's Adventure</i>	5
<i>Ghost Town</i>	7
<i>Ghosts 'N' Goblins</i>	4
<i>Gauntlet Of Meloir</i>	5
<i>Galvan</i>	4
<i>Galaxias</i>	5

H

<i>Hunchback</i>	7
<i>H.R.H.</i>	5
<i>The Hollow</i>	3
<i>Hobbit</i>	8
<i>Hexagonal Museum</i>	8
<i>Heroes Of Karn</i>	7
<i>The Helm</i>	7
<i>Heavy On The Magick</i>	2
<i>Head Over Heels</i>	4
<i>Harvesting Moon</i>	1
<i>Hampstead</i>	7
<i>Hacker I</i>	1

I

<i>The Island</i>	5
<i>Invincible Island</i>	8
<i>In Search Of Angels</i>	5
<i>Inferno</i>	7
<i>Incredible Hulk</i>	7
<i>Inca Curse</i>	7
<i>Impossible Mission</i>	4
<i>Imagination</i>	7
<i>Ice Station Zero</i>	7

J

<i>Journey To The Centre Of Eddie Smith's Head</i>	8
--	---

<i>The Journey</i>	6
<i>Jewels Of Babylon</i>	8
<i>Jet Set Willy I/II</i>	4
<i>Jason And The Fleece</i>	6
<i>Jade Stone</i>	1
<i>Jade Necklace</i>	1
<i>Jack And The Beanstalk</i>	4

K

<i>Kokotoni Wilf</i>	4
<i>Kobyashi Naru</i>	7
<i>Knight Tyme</i>	4
<i>Knight's Quest</i>	8
<i>Knightlore</i>	4
<i>King Arthur's Quest</i>	7
<i>Key To Time</i>	6
<i>Kentilla</i>	8
<i>The Keeper</i>	5
<i>Kayleth</i>	7



L

<i>Lords Of Time</i>	7
<i>Lords Of Midnight</i>	4
<i>Lord Of The Rings</i>	4
<i>Life Term</i>	2
<i>Lifeboat</i>	1
<i>Legend Of Kage</i>	4
<i>Last Will And Testament</i>	6

M

<i>Mystery Of Munroe Manor</i>	6
<i>Murder Hunt</i>	3
<i>The Mural</i>	7
<i>Movie</i>	4
<i>Mountains Of Ket</i>	7
<i>Motor Cycle Crazy</i>	5
<i>Moron</i>	6
<i>Moreby Jewels</i>	5
<i>Mordon's Quest</i>	7
<i>Monty On The Run</i>	4
<i>Moley Xmas</i>	4
<i>Mission X</i>	5
<i>Mindstone</i>	7
<i>Mindshadow</i>	7
<i>Mindbender</i>	1
<i>Microman</i>	7
<i>Message From Andromeda</i>	7
<i>Merlin's Apprentice</i>	3
<i>Merlin</i>	6
<i>Matt Lucas</i>	8
<i>Masters Of The Universe</i>	2
<i>Martianoids</i>	4
<i>Marsport</i>	4
<i>Marie Celeste</i>	8
<i>Mansion Quest</i>	5
<i>Manic Miner</i>	4
<i>Magnetron</i>	4
<i>Magic Sword</i>	6
<i>Magic Mountain</i>	8
<i>Magic Castle</i>	6
<i>Mafia Contract I/II</i>	8
<i>Madcap Manor</i>	3

N

<i>Nodes Of Yesod</i>	4
<i>Nightshade</i>	4
<i>NeverEnding Story</i>	7
<i>Necris Dome</i>	5

O

<i>The 'O' Zone</i>	2
<i>Orcslayer</i>	6
<i>Orc Island</i>	5
<i>Orbit Of Doom</i>	5
<i>Operation Turtle</i>	6
<i>Operation Nightingale</i>	7
<i>Open Door</i>	8
<i>Odyssey Of Hope</i>	7



YS ADVENTURES

P

The Pyramid	4
Pud Pud	4
Psycho Soldier	4
The Prospector	8
Project X	7
Price Of Magik	7
Prehistoric Adventure	7
Planet Of Death	8
Pirate Gold	5
Pirate Adventure	7
Pimania	7
Pi-In-Ere	4
Picture Of Innocence	6
Philosopher's Stone	3
Pharaoh's Tomb	8
Phantom Club	4
Peter Pan	7
Perseus And Andromeda	8
People From Sirius	4
Pentagram	4
The Pawn	2

Q

Questprobe III	7
Quest For The Holy Grail	8
Quest For The Golden Eggcup	2
Quest Adventure	6
Quann Tulla	3

R

Ruby Runabout	5
Roller Coaster	4
Robin O'The Wood	4
Robin Of Sherwood	7
Robin Of Sherlock	8
Robin Hood	6
Rings Of Merlin	5
Ring Of Dreams	6
Rigel's Revenge	1
Rifts Of Time	5
Return To Ithaca	7
Return To Eden	2
Return Of The Joystick	6
Red Moon	7
Red Lion	8
Red Door	8
Rebel Planet	5
Realm Of Darkness	5
Rastan	4
Ranarama	4

S

Sweevo's World	4
----------------	---

The Swamp	5
Survivor	6
Subsunk	2
Strange Odyssey	5
Strangeloop	4
Stranded	1
Stormbringer	4
S.T.I.	1
Star Wreck	2
Star Quake	4
Star Paws	4
Starglider	4
Staff Of Zaranol	5
Spy Trilogy	3
Spy Trek	2
Spoof	5
Spindizzy	4
Spiderman	2
Spellbound	4
Souls Of Darkon	5
S.O.S.	4
Sorcerer Of Claymorgue Castle	3
Snow Queen	7
Snowball	2
Smuggler's Cove	6
S.M.A.S.H.E.D.	1
Skellvulyn Twine	1
Simbad	2
Sidney Affair	2
Shrewsbury Key	8
Shipwreck	8
Ship Of Doom	7
Shimmerkin	6
Sherlock	2
Shard Of Inovar	1
Shadowfire	4
Serf's Tale	2
Se-Kaa Of Assiah	2
Secret Of St Brides	2
Secret Of Little Hodcome	5
Secret Mission	7
Seas Of Blood	2
Sea Of Zirun	5
Sealed City	6
Seabase Delta	8
Scoop	3
Satcom	1
Sandman Cometh	6
Salvage	3
Sabre Wulf	4

T

Twin Kingdom Valley	1
Twice Shy	1
Treasure	3
Traveller	5
Trail	3
Tower Of Despair	3
Token Of Ghall	6
Tir Na Nog	4
Time Quest	3
Time Stood Still	4
Time Of The End	3
Time Machine	1
Thundercats	4
Theatre Of Death	3
Terrors Of Trantoss	8
Terrormolinos	7
Terramex	4
Ten Little Indians	2
Temple Terror	1

Temple Of Vran	3
Temple Of Terror	3
Technician Ted — The Megamix	4
A Tangled Tale	2

U

Urquahart Castle	3
Urban Upstart	1
Universal Hero	4
Underwurld	4

V

Voodoo Castle	5
Volcanic Dungeon	6
Village Underworld	3
Very Big Cave Adventure	7
Vera Cruz Affair	1
Velnor's Lair	3
Valkyrie 17	1
Valhalla	3

W

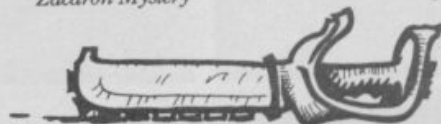
Wychwood	6
Worm In Paradise	1
Woods Of Winter	7
Wizard's Scroll	6
Wizard Of Akryz	7
Wiz Biz	2
Witch's Cauldron	6
Witch Hunt	3
Winter Wonderland	2
White Door	8
Waxworks	7
Warlord	7
Warlock	6
The Wally Games	7

Y

Yellow Door	8
-------------	---

Z

Zzzz	8
Zacaron Mystery	8





1 January '86



32 August '86



31 July '88



30 June '88



29 May '88



28 April '88



2 February '86



33 September '88



3 March '86



34 October '88



4 April '86



35 November '88



5 May '86



36 December '88



6 June '86



7 July '86



37 January '89



38 February '89



37 March '89



8 August '86



9 September '86



10 October '86



11 November '86

BACK





They're here. In glorious technicolor! It's those whammy back issues of the number one magazine for Spectrum games.

If you've ever missed out on a copy of *Your Sinclair*, now's your chance to redeem yourself. Simply fill in the coupon and send off for all those back issues you missed out on.

YS BACK ISSUES

- | | |
|---------------------------------------|--|
| <input type="checkbox"/> 2 Feb '86 | <input type="checkbox"/> 24 Dec '87 * |
| <input type="checkbox"/> 3 Mar '86 | <input type="checkbox"/> 25 Jan '88 * |
| <input type="checkbox"/> 4 Apr '86 | <input type="checkbox"/> 26 Feb '88 ** |
| <input type="checkbox"/> 5 May '86 | <input type="checkbox"/> 27 Mar '88 |
| <input type="checkbox"/> 6 June '86 | <input type="checkbox"/> 28 Apr '88 |
| <input type="checkbox"/> 7 July '86 | <input type="checkbox"/> 29 May '88 * |
| <input type="checkbox"/> 8 Aug '86 | <input type="checkbox"/> 30 June '88 * |
| <input type="checkbox"/> 9 Sept '86 | <input type="checkbox"/> 31 Jul '88 |
| <input type="checkbox"/> 13 Jan '87 | <input type="checkbox"/> 32 Aug '88 |
| <input type="checkbox"/> 14 Feb '87 | <input type="checkbox"/> 33 Sept '88 |
| <input type="checkbox"/> 15 Mar '87 | <input type="checkbox"/> 34 Oct '88 * |
| <input type="checkbox"/> 16 Apr '87 | <input type="checkbox"/> 35 Nov '88 * |
| <input type="checkbox"/> 17 May '87 | <input type="checkbox"/> 36 Dec '88 * |
| <input type="checkbox"/> 19 Jul '87 | <input type="checkbox"/> 37 Jan '89 * |
| <input type="checkbox"/> 20 Aug '87 | <input type="checkbox"/> 38 Feb '89 * |
| <input type="checkbox"/> 21 Sept '87 | <input type="checkbox"/> 39 Mar '89 * |
| <input type="checkbox"/> 22 Oct '87 * | |

*Comes with FREE game!

**Comes with Free YS badge!

ISSUE PRICES

UK £1.20 Overseas £1.70 (without Smash Tape)
 UK £1.80 Overseas £2.40 (with Smash Tape)
 Double Decker Issue £1.95 UK £2.60 Overseas
 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.



22 September '87



20 August '87



19 July '87



18 June '87



November '86



12 December '86



13 January '87



14 February '87



15 March '87



16 April '87



17 May '87

PROGRAM PITSTOP



David McCandless, YS's page 80 passport photo fellow proudly presents the next instalment of Program Pitstop.

Phew! What a wheeze those art department chappies are! Come and have your picture taken David, they said to me. The whole country is fed up of that gormless passport effort taken a year ago, they said. So gullible Dave, seduced by the Art Editor's haircut, tramped down and had his mug shot. Don't worry Dave, they said

after I had seen the pictures, we won't put that one in, the one where you look as if you're giving birth to an ostrich, we won't Dave honest! And lo and behold in the next issue which picture had they put in?

Exactly.

Well that's life. Give an Art Editor an inch and she takes a mile. Anyway, highly demeaning and embarrassing snap shots aside, have I got a

rampantly selective bunch of programs for you to devour this month? It all starts with **Francisco Pinho** who makes an appearance with an excellent *Text Searcher* program. **Kevin Maricz** comes after that with his life-saving down scroll routine. And to cap it all off this month, there's **Jay Salmon** with a superlative *Sampler* program. Let's drive straight on in.

Francisco Pinho, patriot of Portugal, has sent in a mighty useful program. With it you can smugly customise your favourite game, search out hidden passwords and information, and read the secret (and explicit) messages often left by programmers in your programs. It's easy to use, simple to understand, and a cinch to type in. Do I make life easy for you or do I make life easy for you?

ASCII SEARCH

by Francisco Pinho

then save it with SAVE "name" LINE 10. Using the Hex Loader, enter the 256 bytes of machine code (use the Hex Loader program on the page opposite), and record the code onto the same tape after the Basic program with: SAVE "name" CODE 23296,254. Now, reset your computer and load the tape you saved everything onto. It should run automatically.

Controls

The idea behind the program is that you load in a program, look through it for interesting text, change it if you want and then re-save it with your amendments. Use the following controls:

L LOAD PROGRAM into memory address 26000
S SAVE PROGRAM will save the original program with the original name, start address, and length.
N ADVANCE 703 bytes. The screen will change and the next page of Ascii codes will appear. Don't worry if all you see is garbage — keep advancing through the code and you'll find something.

D EXECUTE to an inputted address. Warning: this may cause a crash.

T TEXT EDIT MODE:

Q/A/O/P Move cursor around screen

CAPS+O Backspace one character

ENTER Quit this mode

```
10 BORDER 0: PAPER 0: INK 0: C
LEAR 25999: LOAD "CODE 23296: I
NK 7
20 PRINT FLASH 1: AT 10,13: " L
OAD ": GO SUB 320: RANDOMIZE USR
23296: CLS
30 LET b$="": LET c$=" " FOR
n=23358 TO 23367: IF PEEK n>31 A
ND PEEK n<165 THEN LET c$=CHR$
(PEEK n): LET b$=b$+c$: NEXT n
40 LET c=(PEEK 23368)+256*(PEE
K 23369): PRINT AT 8,8: "NAME ":
b$: AT 10,8: "BYTES:": (STR$ c): PA
USE 0: CLS: LET a=26000: LET b=
a
50 IF (a+704)>65535 THEN LET
a=26000
60 RANDOMIZE a: RANDOMIZE USR
23375
70 PRINT #0: AT 1,0: "SCREEN D.:
": "a": "a+703: LET b=a: LET x=0:
LET y=0
80 INK 7: PRINT AT Y,X: FLASH
0: OVER 1: "
90 IF INKEY$="p" AND X<31 THEN
LET X=X+1: LET b=b+1
100 IF INKEY$="c" AND X>0 THEN
LET X=X-1: LET b=b-1
110 IF INKEY$="q" AND Y>0 THEN
LET Y=Y-1: LET b=b-32
120 IF INKEY$="a" AND Y<21 THEN
LET Y=Y+1: LET b=b+32
130 IF INKEY$="n" THEN LET a=a
+704: GO TO 50
140 IF INKEY$="t" THEN GO TO 2
20
150 IF INKEY$="d" THEN INPUT :
"DIRECTION:": "a: GO TO 50
160 IF INKEY$="s" THEN CLS: P
RINT FLASH 1: AT 10,13: "SAVE ":
GO SUB 320: RANDOMIZE USR 23331
: CLS: GO TO 50
170 IF INKEY$="1" THEN CLS: G
O TO 20
180 PRINT #0: AT 1,10: "a": "a+70
3
190 INK 5: PRINT OVER 1: FLASH
1: AT Y,X: " ": FLASH 0
200 PRINT #0: AT 0,21: " ": AT 0
```

```
,0: OVER 0: "DIRECTION:": "b": "CHR$
": "PEEK b
210 GO TO 80
220 PRINT #0: AT 1,23: "TRANSLATE
"
230 INK 5: PRINT AT Y,X: FLASH
1: OVER 1: "
240 PAUSE 0: LET a$=INKEY$
250 IF CODE a$=13 THEN PRINT #
0: AT 3,23: " ": GO TO 370
260 IF CODE a$=12 THEN IF X>-1
THEN LET X=X-1: PRINT OVER 1:
FLASH 0: AT Y,X+1: " ": LET b=b-1
: GO TO 230
270 PRINT AT Y,X: OVER 0: AS
280 POKE b, CODE a$
```

```
290 IF X<31 THEN LET X=X+1: LE
T b=b+1
300 PRINT OVER 1: FLASH 0: AT Y
,X: "
310 GO TO 230
320 INVERSE 1: PRINT AT 21,0: "
PRESS ANY KEY
: INVERSE 0: PAUSE 0: RETURN
```

Method

To use it, first type in the Basic listing. Check it thoroughly and

Just move the cursor to the message you wish to change and type in your replacement.

```
1 AF 11 FF FF C3 CB 11 2A =1159
9 5D 5C 22 5F 5C 18 43 C3 =692
17 F2 15 FF FF FF FF 2A =1580
25 5D 5C 7E CD 7D 0D CD =1054
33 74 00 16 F7 FF FF FF C3 =1347
```

```
41 5B 33 FF FF FF FF C5 =1614
49 2A 61 5C E5 C3 9E 16 F5 =1080
57 E5 2A 78 5C 23 22 78 5C =764
65 7C B5 20 03 FD 14 40 C5 =906
73 05 CD BF 02 D1 C1 E1 F1 =1479
81 FB C9 E1 6E FD 75 00 ED =1394
89 7B 3D 5C C3 C5 16 FF FF =1200
97 FF FF FF FF FF F5 E5 2A =1791
105 B0 5C 7C B5 20 01 E9 E1 =106
4
113 F1 ED 45 2A 5D 5C 23 22 =843
```

```
121 5D 5C 7E C9 FE 21 D0 FE =126
1
129 OD C8 FE 10 D8 FE 18 3F =104
0
137 D8 23 FE 16 38 01 23 37 =674
145 22 5D 5C C9 BF 52 4E C4 =967
153 49 4E 48 45 59 A4 50 C9 =829
161 46 CE 50 4F 49 4E D4 53 =881
169 43 52 45 4E A4 41 54 =678
177 54 D2 41 D4 54 41 C2 56 =100
0
```

```
185 41 4C A4 43 4F 44 C5 56 =802
193 41 CC 4C 45 CE 53 49 C8 =982
201 41 4F D3 54 41 CE 41 53 =860
209 CE 41 43 D3 41 54 CE 4C =980
217 CE 45 58 D0 49 4E D4 53 =101
7
225 51 D2 53 47 CE 41 42 D3 =993
233 50 45 4E CE 49 CE 55 53 =868
241 D2 53 54 52 A4 43 48 52 =844
249 A4 4E 4F D4 42 49 CE 4F =957
STOP
```

```
1 REM General Hex Loader
2 POKE 23658,8
3 INPUT "Start Address ";start
4 POKE USR "a",INT (start/256)
5: POKE USR "a"+1,start-256*INT
(start/256)
6 CLEAR start-1
7 LET start=256*PEEK USR "a"+
PEEK (USR "a"+1)
8 INPUT "Length ";length
9 INPUT "File Name ";f$
10 FOR i=start TO start+length
STEP 8
20 LET c$=""
30 PRINT AT 0,0;"Address ";i
40 INPUT "Hex 8 Bytes", LINE a$
50 IF LEN a$<16 THEN GO TO 1
600
80 LET f=0: FOR j=1 TO 16
90 IF (a$(j)<"0" OR a$(j)>"9")
AND (a$(j)<"A" OR a$(j)>"F") TH
EN LET f=1
100 NEXT j
105 IF f=1 THEN GO TO 1000
110 FOR n=0 TO 7
120 LET y=CODE a$(1)-48: IF y>9
THEN LET y=y-7
130 LET z=CODE a$(2)-48: IF z>9
THEN LET z=z-7
140 LET va=16*y+z
150 LET c$=c$+va
160 POKE i+n,va
165 PRINT AT 2,n*3;a$( TO 2)
170 LET a$=a$(3 TO )
180 NEXT n
183 INPUT "Checksum "; LINE a$
184 PRINT AT 2,25;a$
185 IF VAL a$<>c$ THEN GO TO 1
900
187 CLS
190 NEXT i
200 CLS : PRINT "SAVE CODE AFTE
R BASIC LOADER.";"REMOVE EAR LE
AD"
210 SAVE f$CODE start,length
220 CLS : PRINT "VERIFYING"
230 VERIFY f$CODE
240 CLS : PRINT "ALL OK": STOP
1000 PRINT AT 15,0;"ERROR": GO T
O 20
```

RENUMBER

by Kevin Maricz

Basic renumbering routines are pretty useful things, especially when you've got a mammoth program with totally inconsistent line-numbers and you want to send it to er, Pitstop, to pluck a name out of the blue. With **Kevin Maricz's** submission you just glue these few lines on the end of the program.

Wait a while!

And what do you get? A totally renumbered proram. Brilliant.

```
10 REM RENUMBER PROGRAM
BY, JAMES MANCZ
20 REM SHOULD BE MERGED WITH
YOUR PROGRAM
30 REM N.B. GOTO AND GOSUB
COMANDS NEED ALTERING.
40 LET R=PEEK 23635+256*PEEK 2
3636
50 LET LINE=10: REM MAY BE
CHANGED.
9030 LET STEP=10: REM MAY BE
CHANGED.
9040 POKE R,INT (LINE/256)
9050 POKE R+1,(LINE-256*PEEK R)
9060 LET R=R+1
9070 IF PEEK R<13 THEN GO TO 9
060
9080 LET R=R+1
9090 IF 256*PEEK R+PEEK (R+1)=90
00 THEN GO TO 9120
9100 LET LINE=LINE+STEP
9110 GO TO 9040
9120 LIST
9130 STOP
```

An aeon ago in the cob-webbed history of this revered column I printed a *Sound Sampling* program by Heikki Julken. That ancient routine seemed to push the Speccy's sound digitising abilities as far as they would go, and rested its case at being able to manage a six second long sample. But now! comes **Jay Salmon** with his routine which (hold your breath) can cope with a 22 second sample and play it back at twenty different speeds!

Absolutely incredible.

When I first loaded it, and after listening to his stunning demo sample, I spent two hours mesmerised next to the screen, digitising chunks from my entire record collection. It's incredible. Type it in and believe it.

```
1 RANDOMIZE USR 65290
2 SAVE I"CODE 65220-38250,3
8250: PRINT AT 0,0;"1": PAUSE 0:
3 RANDOMIZE USR 65290
4 SAVE I"CODE 65220-38250,3
8250: PRINT AT 0,0;"2": PAUSE 0:
5 RANDOMIZE USR 65290: STOP
10 INPUT a$
11 POKE 65271,a: RANDOMIZE USR
65271
12 LOAD I"CODE
13 RANDOMIZE USR 65221
14 LOAD I"CODE
15 RANDOMIZE USR 65221
20 STOP
100 ERASE I"a": ERASE I"b"
```

Sampling

The code occupies memory address 65221 to 65391 and so

SAMPLER

by Jay Salmon

is a mere 170 bytes long. Type it in (using the Hex Loader above) and save it to tape with SAVE "name" CODE 65221,170. After that, reset the computer to clear memory.

Then type in the Basic program and then CLEAR 65535 and reload the code you just saved. Next, type GOTO 9997

and the program will save both the Basic and machine code together.

To sample, type RUN and follow on screen instructions, making sure you disconnect the MIC lead of your Speccy and the EAR lead of your tape recorder. Keys 1 to P alter the speed.

It's incredible.

```
23296 21 C4 FE 11 BC 66 E5 A7 =1186
23304 ED 52 23 4C 45 E1 0A 3A =792
23312 48 5C 0F 0F 0F E6 07 D9 =663
23320 4F E5 26 10 D9 F3 7E 0F =963
23328 0F 0F 0F D9 5F 16 08 7B =510
23336 94 08 D3 FE CB 0B 15 28 =899
23344 06 06 14 10 FE 18 FD D9 =783
23352 2B 3E 00 10 E1 00 20 DE =613
23360 D9 E1 D9 FB C9 21 C4 FE =1594
23368 11 BC 66 E5 A7 ED 52 23 =1057
23376 4C 45 E1 38 3A 0B F3 16 =760
23384 7F D9 16 00 D9 3E 7F DB =1119
23392 FE 1F 30 28 CB 6F 20 F5 =967
23400 D9 5A DB FE CB 17 CB 17 =1232
23408 CB 18 38 06 06 14 10 FE =588
23416 18 F0 7B D9 77 28 7A DB =1107
23424 FE 1F 30 05 10 E2 00 20 =625
23432 DF 23 7E 3C 28 FB 28 44 =846
23440 4D FB C9 C5 FE 21 00 40 =1077
23448 11 00 C9 01 00 1B ED B0 =659
23456 C9 00 00 00 3C 42 40 40 =455
23464 42 3C 00 00 78 44 42 42 =446
23472 44 78 00 00 7E 40 7C 40 =566
23480 40 7E 00 00 78 40 7C 40 =568
23488 40 40 00 00 3C 42 40 4E =396
23496 00 00 00 00 00 00 00 00 =0
23504 00 00 00 00 00 00 00 00 =0
23512 00 00 00 00 00 00 00 00 =0
23520 00 00 00 00 00 00 00 00 =0
23528 00 00 00 00 00 00 00 00 =0
23536 00 00 00 00 00 00 00 00 =0
23544 00 00 00 00 00 00 00 00 =0
STOP
```

So you think you can program eh? Reckon you're good at it eh? Think you can do better than what you see on these pages eh? Good, send it to me.

The name's **David McCandless** (but you can just call me Macca) and the address is **Program Pitstop, Your Sinclair**, 14 Rathbone Place, London, W1P 1DE. And if I think it's good enough then you'll receive fifty big fat juicy ones (pounds) to you. Say no more.

We reported on the Plus D back in issue 27. Existing Specy owners who run this system have a strong set-up which is fairly future proof. All tape software can be backed up to disk and run in the disk environment. And now there's a new development for Plus D owners, which comes courtesy of INDLUG.

INDUG is a user group for Disciple/Plus D users, and as well as producing a fine news magazine, this group also promotes independently produced software for the device. One of its number, Steve Nutting, has designed this neat little program called *Plus D Hacker* which lets you hack into games and examine/edit graphics and code.

The three files are as follows:

These three hunks of code use up 35K, which means, after a quick bit of maths involving my toes, you're left with 744K to use. Or only 344K if you're running single sided media like five an' a quarter inch disks. You can then activate the *Hacker* program by slapping the Plus \square button, followed by 0 or 6. You press 0 if you want to return to the program with the screen restored, and 6 if you'd like the screen to be cleared. Then you have the Main Hacker Menu with a choice of options: D, T, G, S, I, F, B, L and P.

Hacker is a very complex program, with a great deal of sophistication built in. The options available perform the following functions:

This disassembles the code in memory, from a given Start Address (0-65535) into readable Z80 mnemonics. The quality of the disassembly is really VERY good, recognising a total of 798 op codes, including 102 undocumented Zilog codes!

This also disassembles the code between specified locations, but this time an ASCII dump of the code is supplied down the side. Very handy for reading and altering text in programs to customise them!

This is one of the most powerful *Hacker* commands. Using this sub-utility, you can scan the code for graphic sprites information, and even set up a search for likely sprite data.

RAGE HARD!

	LD	HL, 15918
	DE,	(15918)
	BC,	00009
	IR	(IX+013), 003
	DE,	(15914)
	HL,	8192
	CALL	1950
	A,	68
	((15844), A
	XOR	A
	PUSH	AF
	LD	HL, 8320
	BC,	6527
	POP	AF
	ADD	A, (HL)
	PUSH	AF
	INC	HL
	LD	Ixh, 012
	DEC	Ixl
	AND	240
	CALL	5640
	RET	



program, you can then grab them, attributes and all. Good eh?

Use this to search for a string, or particular piece of text, like a Hi-score table or congratulations message perhaps. Once you've found it you can edit it in the normal way. Not only that, but you can also search for numbers in the range 0-255 (what else?). If you know your onions, or even your op codes, you will be able to nail down exactly what the programmers have done, and where they've hidden all the games important little places. In

Well, this one speaks for itself. The Infinite Lives search, looking for the bytes LD HL,nn (a common lives incremter) or even DEC (HL), which as Dave 'Macca' McCandless will tell you is best POKed to NOP to prevent any lives counter reaching zero. Nifty, huh? This routine makes your job a lot easier, on account of the fact that the DEC (HL) for example could be in as many as 20-30 different locations! You're gonna need help, boy!

This simply finds blocks of 256 or more recurring bytes. You are told the start and end address of the block, and which code occupies all these spaces in the code.

The Block Fill function is a bit like the last one, except that this one FILLs an area with a code rather than just looking at it. You can clear any area of memory using this means, just by typing the start and end addresses and the op you want it in. Like 65368 65535 0, for example. Type that in and bang goes all your UDGs.

At last! The POKEs section. Pressing P gives you a display of all the registers and stacks used when you pressed the snapshot button. You can edit any location in memory, just by typing the address and the number you would like to be there. Simple as a multiface, really, with less fiddle. To escape from this mode just type H.

And that's the menus. Incidentally, for 128 users, there is the capability to switch RAM banks. As you know your memory is organised into 16K banks and cleverly switched as you use it. (Ho ho ho) Well, you can fix up any 128 programs too, as the Hacker program deals with that too. If some of the routines are too fast for you, you can slow them down, by typing address 13858,0-255, where 0 is fast and 255 is slow. So you can even tailor the speed of your system to your own requirements.

Hacker is a fine program, combining some of the best qualities of all the best utilities. In combination with the Plus D interface, it makes the best peripheral for the Speccy even better value. And speaking of value, hows about the price? Care to take a guess? Just £3.95 (or £4.95 for overseas persons). Yup, that's not a misprint. For just four thin pounds, you can have the hardest (honk) utility since the Interface One. What can I say? It works like a dream and does the business. And if you need a better recommendation than that, then you must have had a Mr Potato Head transplant!

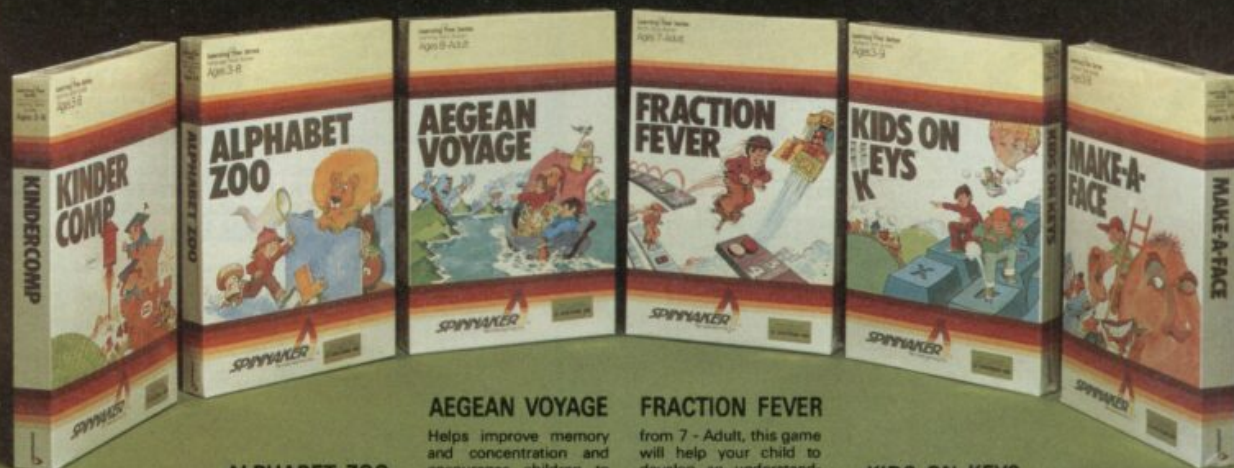
INDUG
34 Bourton Road,
Gloucester, GL4 0LE.
Plus D Hacker
Price £3.95

82

MICROSNIPS

YOUR CHILDREN WILL WANT TO LEARN WITH SPINNAKER GAMES!

YOUR COMPUTER - Just another expensive toy?
—or an invaluable teaching tool for your children?
Help your children to make the best use of their
computer . . . **NOW!**



KINDER COMP

Create colourful pictures, match different shapes, and complete number sequences. It's fun and exciting and improves counting skills.

ALPHABET ZOO

Help your children to spell while they race through a maze fitting letters to the pictures shown on screen. Various levels of difficulty to choose from depending on age/skill.

AEGEAN VOYAGE

Helps improve memory and concentration and encourages children to exercise deductive reasoning in the search for hidden treasure buried on the Greek Islands. Some background on Greek mythology makes the game even more thrilling and is suitable for ages 8 - adult.

FRACTION FEVER

from 7 - Adult, this game will help your child to develop an understanding of what a fraction is. It has the graphics and fast-paced action of an arcade game - the higher you go, the harder the questions get - and the faster you have to think if you want to move and stay in the game!

KIDS ON KEYS

A great way to introduce children to the computer keyboard, with 3 exciting games to teach them the location of letters and numbers. Matching the word to the picture and typing in correct words are 2 of the games your children will enjoy and learn from.

MAKE-A-FACE

3 games in 1! Design your own face, make it laugh or frown, then test your memory by repeating the sequence of faces shown on the screen. Will help children to learn computer fundamentals.

**ONLY
£5.95 each
OR
6 FOR £29.95**

37 SEAVIEW ROAD, WALLASEY, MERSEYSIDE L45 4QN MAIL ORDER HOTLINE: 051-691 2008



MAIL ORDER
PRICES TO
PERSONAL
CALLERS
PRODUCING
ADVERT

Postage and Packing
UK Under £50 add £2.00. Under £100 add
£5.00. Over £100 add £10. Courier Deliver
Europe - Full price shown covers carriage.
Non-European add 5%.
Visa Mastercharge Postgiro International accepted
NOT Postbank Postcheques.

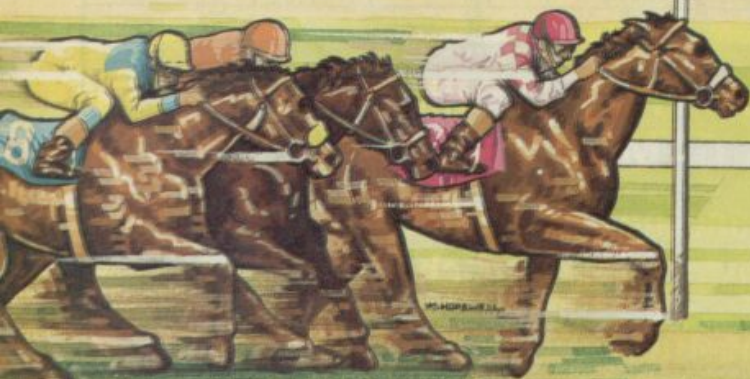
FREE
SOFTWARE & ACCESSORIES
LIST WITH FIRST ORDER
Immediate clearance of cheques
with guarantee card No. on
reverse

051-630 3013
24 Hr CUSTOMER ENQUIRIES
051-691 2008 MAIL ORDER
051-630 5396 ACCOUNTS
051-639 2714 FAX NUMBER

OWN & RUN YOUR OWN STABLE OF
HORSES TO RUN IN SUCH CLASSICS AS
THE DERBY & THE NATIONAL FLAT & JUMP

THE NATIONAL

AVAILABLE ON SPECTRUM 48/128K AMSTRAD 464/6128



FEATURES INCLUDE

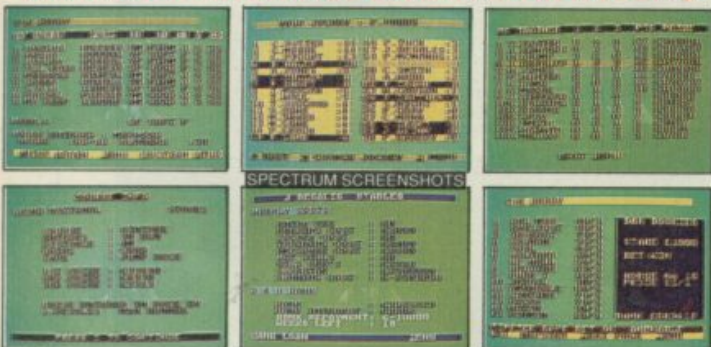
Full Graphic Races:
Up to 30 Runners.
28 Race Season.
Includes the National
and Derby.
Soft, Good,
and Firm Going.
Distances
1-4 Miles,
5-8 Furlongs.
Form Over
Last 6 Novice and First
Class Races, Fallers.

Jumps and Flats.
15 Courses.
Weights.
Up to 70 Horses.
Stewards Enquiries.
Disqualifications.
Jockey League.
Fees.
Horse Auction.

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

Prize Money.
Save Option.
Horse, Jockey
and Trainer.
Name Editor.
Training Costs.
Employee Costs.
Trainers Rating.
Trainers League.
Interest. Vet Bills.
Retiring Horses.
New Horses
Every Season.

AVAILABLE FROM ALL LEADING RETAILERS



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

OTHER GAMES STILL AVAILABLE BY MAIL ORDER

SOCCER COACH	<input type="checkbox"/>	£9.99
GRAND PRIX	<input type="checkbox"/>	£9.99
SNOOKER MANAGEMENT	<input type="checkbox"/>	£9.99
BOXING MANAGER	<input type="checkbox"/>	£7.99
BOXING MANAGER II	<input type="checkbox"/>	£9.99
FOOTBALL DIRECTOR	<input type="checkbox"/>	£9.99
FOOTBALL DIRECTOR II	<input type="checkbox"/>	£19.99
CRICKET CAPTAIN	<input type="checkbox"/>	£9.99
WEMBLEY GREYHOUNDS	<input type="checkbox"/>	£7.99
INTERNATIONAL MANAGER	<input type="checkbox"/>	£7.99
2 PLAYER SUPER LEAGUE	<input type="checkbox"/>	£7.99
RECORDS FILE	<input type="checkbox"/>	£3.99

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

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.

D&H
GAMES

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

(0438) 728042

CONTACT: MANAGING DIRECTOR MR J. DE SALIS



BYRITE SOFTWARE



SPECTRUM £1.99 EACH
OR BUY TWO GET ONE FREE

Orbit, Sky Runner, West Bank, Imp.
Mission, Battle of the Planets, Specgraf,
Revolution, Pole Position, Toy Bizare,
Fighting Warrior, Brainstorm, Action
Reflex, Xcel, Ballblazer, Sky Fox, Hacker,
Krackout, Twister, Mermaid Madness,
Costa Capers, Jerry The Gem, Rouge
Trooper, Killer Ring, Moonlight Madness,
Knightmare, Mission Omega, Biggles,
Red Scorpion, Trap, Fifth Quadrant,
Glavin, Wibstars, Teladon, Hybrid,
Cosmic Shock Absorber, Deadringer,
Nemis The Warlock, Diamond, Tempest,
Bubbler, Pulsator, Life of Harry, Xarq,
Prodigy, The Eidolon, Explorer, Dark
Empire, Koronis Rift, Double Take,
Temple of Terror, Deactivators, Bride of
Frankenstein, Triaxos, Les Flics, Tuiad,
Space Shuttle, Druid 4, Gyron, Death or
Glory, Avenger, Nihilist.
(Please choose alternative games to
avoid disappointment)

SPECTRUM £2.99 EACH

Winter Olympiad 88, Headcoach, Colour
of Magic, Ramparts, Black Lamp, Slaine,
Implosion, Dark Sceptre, Crosswire,
Tetris, Black Magic, Supersprint, Winter
Games, Basil The Great Mouse
Detective, JSW 2/Mink Minor Twin Pack,
Galactic Games, Venhom Strikes Back,
Express Raider, Unbelievable Ultimate,
Thing Bounces Back, Guadacanal,
Jailbreak, Freightmare, Nemesis,
Iazertag, Mega Apocalypse, T.T. Racer,
Gothik, Samurai Trilogy, Karnov, Dragons
Lair, Northstar, Blood Valley, Falcon
Renegade Lord, I K +, Captain America,
Chubby Gristle, Chuckie Egg, Champion-
ship Sprint, Zynaps, Living Daylights,
Magnetrion, Terramax, Earthlight,
Rampage, Star Raiders II, G.B. Air Rally,
Survivor, Cholo, Chess Master.

SPECTRUM COMPILATIONS

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.

NOW GAMES 5 £2.99 inc

International Karate, Hacker II, Prohibition,
Rebel, St Hassie, Kat Trap

GREMIL COMPENDIUM £2.50 inc

Shove-A-Sledge, Tiddy Drinks, Ludo,
Snakes and Hazards.

GAME STAR SPORTS PACK £3.99 inc

American Football, Basketball, Baseball.

SPECTRUM EDUCATIONAL £1.99 each

Dance Fantasy, Kids on Keys, Kinder Comp,
Alphabet 200, Fraction Fever,
Agean Voyage, Make a Face.

SPECTRUM MISCELLANEOUS

Rotronics 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
TV Aerial Splitter £1.50
Joystick Interface £5.95. Money Manager £2.99
Bizzicom (Business Control System) £2.99
Paperboy £3.95 Starglider £4.95 Out Run £4.95

SPECTRUM 90 GAMES
COMPILATION JUST
£9.95 + £1.50 P&P INC

Nightfite 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!

P + P 1-3 titles 75p; 4 or more £1.00.

Overseas orders add £1.00 per pass.

BYRITE SOFTWARE

Dept YS, P.O. Box 589, London N14 6SJ
01-882 6833

MEGASAVE FANTASTIC SAVINGS

Afterburner — D1.....	£6.65	Giants — D4.....	£10.50	Super Hang-on.....	£6.75
Airborne Ranger.....	£6.99	Garfield — D1.....	£6.00	Star Wars — D1.....	£6.75
Alter. World Games.....	£5.95	Guerilla War — D2.....	£5.95	Streetfighter — D2.....	£6.66
Ancient Battles.....	£9.95	Gold Silver Bronze — D3.....	£10.50	Skate Crazy — D1.....	£5.50
Apache Gunship — D4.....	£6.95	H.A.T.E. — D1.....	£5.70	Skate or Die — D1.....	£6.95
Alien Syndrome — D1.....	£5.95	Hellfire Attack — D4.....	£6.95	Skateball — D4.....	£6.95
Batman 2 — D1.....	£5.95	Heroes of the Lance — D4.....	£6.95	Samurai Warrior.....	£5.50
Bobby Yazz Show.....	£5.50	History in the Making.....	£16.95	Sanshou — D2.....	£5.95
Buggy Boy — D1.....	£5.95	Human Killing Machine.....	£6.90	Supersports — D1.....	£5.50
Band's Tale.....	£7.25	Ikari Warriors — D2.....	£5.95	Supreme Challenge — D6.....	£6.95
Bionic Commandos — D1.....	£6.65	The Incr. Shk. Sphere — D1.....	£6.95	Savage.....	£5.95
Beardsleys Int. Soccer.....	£5.95	Ingird's Back — D5.....	£9.95	Stealth Fighter.....	£7.25
Black Tiger — D1.....	£6.75	Konan's 10 Hits — D3.....	£6.95	Space Racer — D2.....	£5.95
Blastroids — D1.....	£6.95	Karate Ace.....	£6.95	S.D.I.....	£6.95
Barbarian II — D2.....	£6.50	Last Ninja II.....	£6.95	Storm Lord — D1.....	£5.95
Butcher Hill — D1.....	£6.45	Laser Squad.....	£6.25	Space Ace — D3.....	£9.95
Cyberoid 2 — D1.....	£6.95	Live and Let Die — D1.....	£6.45	Spitting Image — D1.....	£6.45
Carrier Command — D4.....	£9.95	Last Duel — D1.....	£6.90	Superman — D1.....	£5.95
California Games — D4.....	£6.95	Last Ninja II.....	£6.50	Tank Attack.....	£6.95
Crazy Cars 2 — D1.....	£6.95	Lead Storm — D1.....	£6.45	The Double.....	£3.00
Champions — D4.....	£6.95	Matchday II — D1.....	£5.45	Time Of Lore — D4.....	£6.95
Circus Game — D1.....	£5.25	Mickey Mouse — D4.....	£5.45	Track Suit Manager.....	£6.45
Collected Works — D4.....	£6.95	N. Mansell's G. Prix — D4.....	£7.25	The Deep — D1.....	£6.25
Command Perform. — D5.....	£9.95	Mad Mix (Peplis) — D2.....	£5.50	The Games (Winter) — D1.....	£6.95
Corruption — Disc only.....	£11.95	Motor Massacre — D1.....	£5.50	The Games (Summer) — D1.....	£6.95
Captain Blood — D1.....	£6.45	Muncher.....	£5.50	3D Pool.....	£5.75
Dark Side — D1.....	£6.50	Munsters.....	£6.75	Typhoon — D1.....	£5.25
DNA Warrior.....	£6.45	Navy Moves.....	£6.25	Taito's Hits — D6.....	£6.95
Dragon Ninja — D1.....	£6.50	Night Raider — D1.....	£6.95	Total Eclipse — D1.....	£6.95
Double Dragon.....	£6.75	Netherworld — D1.....	£5.50	Techno Cop — D1.....	£5.50
Dynamic Duo.....	£5.50	Outrun — D1.....	£6.50	Tiger Road — D1.....	£6.95
Dark Fusion — D3.....	£5.50	Obliterator.....	£6.90	Thunder Blade — D1.....	£6.95
Daley Thompson Olympic.....	£6.50	Operation Wolf — D1.....	£5.75	Trackmaster — D2.....	£5.45
Empire Strikes Back — D1.....	£6.50	Overlander — D2.....	£5.25	Turbocup — D2.....	£6.95
Eliminator — D1.....	£5.50	Ocean Compilation — D5.....	£6.95	Triv. Purs. New Game — D3.....	£6.95
Exploding Flat +.....	£6.75	Platoon — D1.....	£6.45	Ten Mega Games — D1.....	£9.95
Echelon — D1.....	£6.95	Pac — land.....	£10.95	Untouchable — D1.....	£5.95
Emlyn Hughes Soccer — D1.....	£6.45	Par 3 — D5.....	£5.95	Victory Road — D1.....	£5.25
Flight Ace — D3.....	£6.95	Pacmania.....	£5.95	Vindicator.....	£5.25
Fire & Forget.....	£6.25	Pro Soccer — D2.....	£6.00	Virus.....	£5.20
Fist's & Throttles — D1.....	£6.45	Pro Soccer (CRL).....	£6.45	Whirligig — D2.....	£5.15
F. Bruno's Big Box — D4.....	£9.95	Pro BMX.....	£4.00	War Middle Earth.....	£6.95
Foot. Manager II — D1.....	£6.45	Puffys — D4.....	£6.95	Wec Le Mans — D1.....	£5.95
Foot. Director.....	£5.95	Rex — D1.....	£6.75	Xenon.....	£6.45
Foot. Dir. II 128 — D5.....	£13.95	Roy of the Rovers — D1.....	£5.45	10 Great Games III.....	£6.95
Fox's Fights Back — D2.....	£6.00	Road Blasters — D1.....	£6.75	1943 — D1.....	£6.75
G. Lineker's Soccer — D1.....	£6.00	Return of the Jedi — D1.....	£6.45	4 x 4 Off Road Racing.....	£6.75
G. Linek. Sup. Skills — D1.....	£6.00	R-Type.....	£6.45	F16 Combat Pilot — D5.....	£9.95
G. Linek. Hotshots — D1.....	£6.25	Rambo 3 — D1.....	£5.95		
Game, Set & Match II — D5.....	£6.95	Robocop — D1.....	£5.95		



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

40H Sutherland Street, Victoria, London SW1V 4JX

Please send for free list of new releases on Amstrad,

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. Products supplied by Centresoft.

D + 3 DISC D1 @ £9.95
D2 @ £8.75
D3 @ £12.50
D4 @ £10.95
D5 @ £13.45
D6 @ £11.95

FOOTBALL MANAGER 2

Expansion Kit

... PLAY THE GAME,
BUT BEND THE RULES

NOW YOUR FAVOURITE
FOOTBALL MANAGEMENT
GAME IS EVEN MORE MANAGEABLE!

"I'm proud to say
that **FOOTBALL
MANAGER 2** has
been in the Gallup
charts for 35
weeks."

"FOOTBALL MANAGER
2 EXPANSION KIT IS A
MUST FOR THE
THOUSANDS AND
THOUSANDS OF FOOTBALL
MANAGER 2 FANS."

Addictive
**FOOTBALL
MANAGER 2**
Expansion Kit

PLAY YOUR NATIONAL
SIDE IN THE WORLD
CHAMPIONSHIP

PLAY IN THE
EUROPEAN
SUPER LEAGUE

AT LAST - PLAY YOUR
FAVOURITE PLAYERS IN
YOUR FAVOURITE TEAM

FREE!
INSIDE
Management
Record
Booklets

NOW YOU CAN BE
A PLAYER-
MANAGER!

START IN DIVISION
ONE - HOW LONG CAN
YOU STAY THERE!

CUSTOMISE
YOUR OWN
LEAGUE



CBM 64/128

£7.99t - £9.99d

AMSTRAD CPC

£7.99t - £9.99d

AMIGA £12.99d · IBM PC £12.99d

ATARI ST £12.99d · SPECTRUM 48/128K £7.99t

© 1989. Copyright Prism Leisure
Corporation plc. All rights
reserved. Unauthorised copying,
lending or resale by any means
strictly prohibited.



Addictive Games is a division of
Prism Leisure Corporation plc.
PRISM LEISURE CORPORATION
PLC, Unit 1, Baird Road, Enfield,
Middlesex EN1 1SJ.

Kevin Keegan
"The lads done
Brilliant!"

ARCADE MUSCLE

**ASSAULT YOUR
COMPUTER WITH 5
ACTION PACKED ARCADE
SMASHES**

The ultimate collection in death and devastation.
The supreme challenge of skill and
determination that only champions of skill,
strength and stamina should even consider.
*Are you courageous enough to put your
computer through the arcade assault?*



BIONIC COMMANDO™
"One of the most playable
games I've seen in a long
while!"
COMODORE USER

STREET FIGHTER™
"Thoroughly impressive
combat game"
SINCLAIR USER

SIDE ARMS™
"Brilliant 3D coin-op"
SINCLAIR USER

ROAD BLASTERS™
"Vroom! Boom! &
Doom!" C. & V.G.

1943™
"In 1943 all it is
cracked up to be? -
the answer is yes!"
AMSTRAD USER



Screenshots from various formats.



CBM 64/128	tape £12.99	disk £14.99
Spectrum 48/128K	tape £12.99 +3	disk £17.99
Amstrad	tape £12.99	disk £17.99



U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX.

HARDWARE



■ Spectrum 128K, two microdrives, and thirty cartridges, tape deck, £500 software, multiface, 128 joystick, for £200. Mr. K. Symonds, 14 Essex Close, Landon West, Basildon, Essex, SS15 6PT.
■ Spectrum 48K, joysticks, data recorder, leads and games. All for only £55. Phone (01) 848 7428 after 6pm.

■ Speccy +3, Quickshot II Turbo, Multiface 3, tape recorder, over 70 mags, over £400 original software, 3 disks, includes all manuals and leads, cost £800 new. Bargain at £450 ono, vgc. (0803) 812752.

■ Spectrum +3, joystick and six disks including *World Class Leaderboard*, *Football Director II*, *Solid Gold* and *Ultimate Collection*. £120. Also multiface +3, £30. Phone (0636) 78757 (evenings).

■ Spectrum +128, Quickshot Turbo, interface, £400 of software including latest titles, and tape recorder. All boxed and in good condition. Sell for £160. Ring (061) 430 7515 after 6pm and ask for Robert.

■ Spectrum +3 for sale, tape deck, over £950+ worth of software, posters, mags, books, videoface digitiser, Multiface 3, two joysticks, two interfaces, tapes and disks, all leads, excellent condition, worth £1500+. Sell for £500. Phone (07456) 2977.

■ Spectrum 48K for sale. Includes Competition Pro joystick, interface and software. Bargain at £70. Phone (08047) 2818 after 6pm and ask for Duncan.

■ Spectrum +2 with Quickshot 2 joystick, printer, interface, and £60 worth of software, mint condition. Sell for £95, or exchange with Amstrad. Mahmood Hussain, 72 Durham Road, Sparkhill, Birmingham, B11 4LQ.

■ Spectrum +3 with £100 worth of tape and disk games, two joysticks, cassette leads, excellent condition. £170 ono. Phone (01) 555 5799 or write to 9 Wilmer Lea Close, Stratford, London E15 2HR.

■ ZX Spectrum 48K, boxed, over £200 of software, Doubler II, back-up utility, plus issues 1-35 of *Your Sinclair* and tape recorder. £120 ono. Tel. Alan on (04536) 79870.

■ Spectrum +, interface, micro-drive, Alphacom 32 printer, Kempston joystick and interface, over fifty games and ten micro drive cartridges. £220 ono. Brother HR5 printer and Dk'Tronics interface. £100 ono. Phone (01) 370 2296 after 6pm.

■ For sale, 128K +2 with £650 worth of games, mags, books, joystick, light pen. Total value £850, sell for £275. Phone (0924) 365454 after 6pm and any weekends. Bye.

■ Twin Cumana disk drives 5.25 40T S/S £130, Beta I/F £20. Epsom RX80 printer £135. Kempston I/F £10. Spectrum with Saga K/B £50. Software including *Tasword*, *Wordfinder*, *Accounts*, etcetera. Details on (0628) 34865.

■ ZX Spectrum 48K, Protek interface, Quickshot joystick, and 12" black and white TV, £50 ono. Phone (0382) 533716 and ask for Neil.

■ Spectrum +2, 42 original games, joystick and interface, boxed with leads, vgc, £150. Sega, four games, *OutRun* etcetera. New joystick, boxed with leads, vgc, £100. Pick up the telling bone and ring (01) 440 3194 (eves) for more info.

■ Spectrum 128K, Discovery 3.5" drive, all cables, three joystick interfaces, over twenty disks, box, books, manuals, extras, loads mags, over 90 software titles — some serious serious. Cost £1000+, to you guv, only £370, (0545) 560350.

■ Spectrum +2, £550 of software, joystick, Dk'Tronics lightpen, over 100 mags, all worth £750, selling for £500 ono. Phone (0753) 853646 after 4.30pm and ask for Martin.

■ For sale Spectrum 128K, plus joystick and interface, music machine and Rampint, lots of software for only £100 ono from E. Lutman, 11 Rebecca Court, Highview Road, Sidcup, Kent, DA14 4EQ.

■ For sale 48K Spectrum £60, Dk'Tronics keyboard £25, joystick interface £5, Currah speech synthesiser £7, cassette recorder £7, many programs, *Your Spectrum* 11-21 also for sale £2 each. Drop Stuart a line at Red Court, 66 Mill Lane, Herne Bay, Kent, CT6 7DP.

■ 128K +2 for sale with Quickshot II joystick, over 75 good games and ten mags, all worth £300, will sell for £150 ono or swap for Atari ST. Phone (0273) 401054 and ask for Joe.

SOFTWARE



■ I have *Ramparts* (Sounds painful — Ed.) and *Trivial Pursuit* to swap for *Last Ninja 2*, two for one. Send it to Paul Taylor, 343 Holyhead Road, Wellington, Telford, TF1 2EZ.

■ Will swap my Quickshot 2 joystick and *A View To A Kill*, for *Nigel Mansell's Grand Prix* or *720*". Phone Matthew on (01) 504 5179.

■ Will swap my *Action Force 2*, for your *When Time Stood Still*, *Revenge Of Doh* for *Karnov*, *Bubble Bobble* for *Wonderboy*, *Nebulus* for *Blood Brothers*, *Tour De Force* for *Rolling Thunder*. Phone Martin on (0272) 682416.

■ Lots and lots of new stuff, to swap for the 128K and 48K Spectrum. Send your list now, to Shlomi Natanel, Osishkin 36/8, Rishon LeZion, 75286 Israel.

■ Games to swap! I have about 300 games, but I want more! If you are interested, send your list for mine. Andreas Falt, Korsarsv. 1, 54141 Skovde, Sweden.

■ Dutch 128K owner wants to swap software with other Spectrum users. Your list for mine. Write to Rob Teisman, Troelstrastr. 22, 2672 AG Naaldwijk, Holland.

■ Wanted: *The Planets* by Holst (Sorry Vince!) by Martech. Swap for any two from *Nightshade*, *Orbit*, *Zoids*, *Astro Clone*, *Psytron*, *Cosmic Warhead*, *Hive*, *Balblazer*. Originals only. Vince Corney, 1 St. Heller Avenue, Morden, Surrey.

■ Do you want to swap games? Write to me. Send your lists for mine. I'm the boss of an important club in Spain for Spectrum 48K and Atari ST. Danny Pedraza, Av. Fernandez Ladreda 9, P-5 4°C, Cadiz, 1106, (Spain).



Oh! Stop scoffing those choccy eggs and feast yer eyes on the tasty treats in this months Input/Output

■ Wanted: Friend from anywhere to swap games. I have over 300 games. Send your list for mine. Write to: Maurilio Caires, Sitio Do Luramento, 9125 Canigo, Portugal.

■ Dutch 128K owner wants to swap software. Your list for mine. Write to: R. Pantekock, Schouwbank 6g, 4301ZV, Zierikzee, Holland.

■ *Ikari warriors*, *Football Manager 2*, and *Superbowl* wanted for the Spectrum 48K. Will swap for one of the following: *Overlander*, *Game Over II*, *Samurai Warrior* or *Konami Arcade Collection*. Originals only.

■ Wanted: *Football Director*, *The Double*, *Super League*. Other games wanted. Send your list to Wayne Bailey, 521 Downham Way, Bromley, Kent, BR1 5HU.

■ Games to swap like *Road Blasters*, *Driller*, *Match Day II*, *Bionic Commandos*, *Exolon*, *Zynaps*, *Knightmare*, *OutRun*, all the *Leaderboards*, *Wonderboy*, *Ikari Warriors*. Send lists to: Alan Saunders, 39 Barskimming Road, Mauchline, Ayrshire, KA5 5DR.

■ I have a lot of recent games to swap. Send your list for mine. Write to Luis Batista, Abegoaria — 9125 Canico, Madeira, Portugal.

■ I have 480 games to swap including *Action Force II*, *Skate Crazy*, *Firefly*. Send your list for mine. I also like any decent music like AC/DC, Dio, Wasp, etcetera. So write to Graham Finney, 14 Greenhill Road, Billinge, Nr. Wigan, Lancs, WN5 7LG.

■ Have over 2,000 titles to swap for Spectrum and MSX. Send your list for mine. All letters answered. Jose Luis Cheble, Chana 2231 — Montevideo, Uruguay, South America.

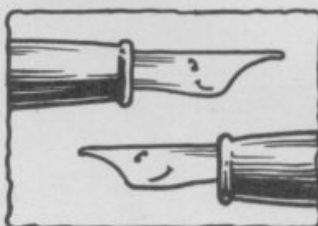
■ Will swap my *Martianoids*, *Green Beret*, *We Are The Champions*, and *Leapfrog*. Wanted *Paperboy*, *Lineker*, *Bombjack 2*, *Gauntlet 2*, *OutRun*, *Platoon*, *Deviants*. Will swap for any of those and/or others. Phone Iain on (0786) 61258.

■ Will swap either of these games, two for one: *Paperboy*, *Nemesis*, *The Warlock*, *V*, and *Gunrunner* for your *Enduro Racer*. Phone Paul Cameron on (031) 665 2225 after 7pm.

■ Lots of new Spectrum games to swap. Send your list for mine. Keith Rodbourne, 25 Northfields, Lambourn, Berks, RG16 7YJ for guaranteed reply.

■ Lots of new games to swap for 48/128K+2 including *Vindicator*, *19*, *Overlander*, *Barbarian*, *DTO Challenge* (Updated 20/9/88). Send your list to Avi Hallahm, Mania Shohat 7, Rishon LeZion, 75251, Israel.

PEN PALS



■ Hi! I'm Zak! I'm looking for anyone 13-15 who's fun to write to. I like music, TV, and girls. Please send photo. All letters with sae will be replied to. Zak Pavey, 91 Buddle Lane, Exeter, Devon, Ex4 1JP.

■ Who wants a pen pal? ME!!!! Oh, yeah, I do! (Well, I couldn't think of how to start) I'm male and 14. Write to me, promise I'll write back. Paul Howard, 85 Ashton Road, Enfield, Middlesex, EN3 6DG.

■ 19 year old, after male/female pen pal aged between 18-20. Interests: music (Soul), sport. All letters answered. Write to me Jill Sheldrake, Mill House, Blackmore End, Braintree, Essex, CM7 4DW.

■ 16 year old wants pen pals to swap games. I have nearly 200 of the latest games including many adventures. Please write to Colin, 6 Marris Avenue, Chipping, Ongar, Essex, CM5 9AY.

■ 18 year old male seeks pen pals from all over the world. All letters answered. Interested in music, video, cinema, and swapping software. Guillermo Aleman, Jaime Balmes 11, Las Palmas, OEGC, Canary Islands 35003, Spain.

■ Student wants to know blonde girl, age 15, height 1.56m, for future friendship. Send photo, address: Rua De Manuel Trindade, Lote 15, 2°D, 8800 Tavira, Portugal.

■ Yo, everybody! I'm looking for pen pals from anywhere who would swap POKES, posters (Of Tiffany) games and comments. Contact Neil Higley, 16 Park Avenue, Concord, Washington, NE37 2QP now! Please include photo.

■ Mad sausage seeks pen pals to take over the world and swap games. Anyone, anywhere, any age. Guaranteed reply. Contact Michael Thompson, 93 Salisbury Avenue, St. Albans, Herts, AL1 4TY England. PS Enclose games list. Ha! Ha! Ha! Ha!

■ Attractive guy, friendly kind and faithful, needs female aged 11-14. Interests include music (Bros, Koilee Minogue, Inxs), discos, and writing letters. J. Smith, Chesil Cottage, Abbotsbury, Weymouth, Dorset.

■ 14 year old male seeks female pen pal who likes music, computers, and vampire stories. Please send photo and letter to Michael Graham, 62 Saint Mungo Avenue, Townhead, Glasgow, G4 0PL.

■ 17 year old male seeks female pen pals. Reason being, you get more sensible answers from females. Please enclose photo. Send to Keith Ellis 9 Dane Road, Chelmsford, Essex, CM1 2SS. Reply is most certainly guaranteed, so what are you waiting for??

■ A 14 year old boy seeks pen pal of similar age with interests in Spectrum computing. Mark Brown, 23 Malling Avenue, Broughton Astley, Leicestershire, LE9 6GS.

■ Female pen pal wanted, 11-14. Doesn't have to own a Speccy. Interests include golf, computers, and writing. Write to Guy Cleasby, 91 Welburn Road, Donwell, Washington, Tyne and Wear, NE37 1DD. Hurry up!

■ 13 year old boy seeks 13+ girl. I'm five foot, five inches and I live in Barnet area. Must enjoy bikes, cinema, swimming. Contact Adam. Telephone (01) 446 7413.

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 40

Sorry, but YS can accept no responsibility for the ads placed in *Input/Output*.



WANTED



■ **Wanted:** Advanced Spectrum Machine Language by David Webb. Will swap for Driller, Mercenary, and Earthlight. Contact Jonathan at 3 Crescent Avenue, Newbury, Farnworth, Bolton, BL4 9HN.

■ **Wanted:** PAW in good condition, must have instructions. Originals only. Swap for Pentagram, Back To Skool, and Ranamara. All top class games. Phone Steve on Exeter (0392) 76646 after 5pm.

■ **Wanted:** Light pen or Multiface 1, to swap for original software (Three titles for light pen, five titles for multiface) including: Renegade, Driller, Slaine, Garfield, Tai-Pan, Great Escape, Antirad, Movie, Aliens, and many more. Phone Chris (021) 747 6885.

■ **Wanted desperately!** Typhoon and Psycho Pigs. Swap for Road Blasters and Metaplex (Original copies). Also want Nemesis with original box. Must be in good condition. Tel. (0656) 63223 and ask for Christopher.

■ **Wanted:** Target Renegade, Match Day 2, or normal Renegade. Will swap for Shanghai Karate 1 and 2, Denizen, Gary Lineker's Super Soccer. Write to Mark Bishop, 19 Belford House, Queens Bridge Road, London E8 4JH.

■ **Wanted:** Quickshot Turbo joystick. Must be in good condition. Will swap for OutRun, Cassette 50, Light Force and JSW II. Write to Gordon Watt, 34 Charles Crescent, Carlisle, Lancashire, ML8 4NG.

■ **Wanted:** Hi-softSoft 'C' Compiler for the Spectrum 128K. Must have original manual included. Contact Thomas Connolly, 10 St. Aidans Villas, Enniscorthy, Co. Wexford, Ireland.

■ **Wanted:** Heavy On The Magick and Head Over Heels. Swap for cassette with many games. Write to Bill Travlos, 39 Spetson Street, Koralos, Piraeus, Greece, 18120.

■ **Hey, you!** Yes, you! I want 720", Back To Skool, Skool Daze, Impossible Mission 1, and Fantastic Journey. Write now to James Hughes, 14 Aylton Close, Stockfield, Northumberland, NE43 7ES. Guaranteed reply.

■ **Wanted:** Football Director. Will swap Tracksuit Manager, Gryzor, or Pink Panther. Write to Justin Higgie, Sula Squid House, Upper Pitmaduthy, Kildary, Invergordon, IV18 0PA, Ross-Shire. Also wanted Mexico 86.

■ **Wanted:** Pokes, tips or maps for Airwolf. If you can help, please write to J. Orton at The Crest, Shilton Road, Barwell, Leicester, LE9 8BN. Telephone Earl Shilton (0455) 46132.

■ **Mature male +2,** seeks original Where Time Stood Still for happy memory storage (Do-er - Ed). Will swap Rastan, Combat School, Tetris, etcetera. Contact Sammy the Spectrum, c/o Andrew Cooke, on (0978) 860428.

■ **Cash for Interface 2** cartridges, microdrive cartridges, Wafadrives, ZX Printer, any 'test' software cassette/cartridge, any utilities! Anything - Please help! Phone (0743) 249094 or write to Mike, 4 Coppice Walk, Monkmoor, Shrewsbury, Salop, SY2 5PS (Urgent!)

■ **Wanted:** ZX Spectrum VU-File. Maurice E. Reed, Flat 1, 23 Hassocks Road, Hurstpierpoint, Hassocks, West Sussex, BN6 9QP.

■ **Wanted:** Great Giana Sisters for any one of: 720" (Sorry, no inlay), OutRun, Little Computer People or Sentinel. Write to Jamie Frew, 33 Seafields St, Portknockie, Buckie, AB5 2LX or phone (0542) 40532 after 4pm.

MESSAGES AND EVENTS



■ **Fed up with a game? Want a new one?** Simply send 20p, an sae, and any game to 11 Dura Road, Allanton, Shotts, Lanarkshire, Scotland, ML7 5AB. Within days you will receive a new game in your letterbox. Originals only please.

■ **Spectrum Unemployed User Group.** We're still here! Bi-monthly tape - disk mag. You can get something for nothing! Sae for details. SUUG, Flat 1, Bleachfield House, Thurso, Caithness, KW14 8OW.

■ **Need a poke for a difficult game?** If so then write to: The Pro's, 1 Kibble Close, North Wootton, King's Lynn, including an sae along with 50p for the poke or map.

■ **Yvonne - I am madly in love with you,** so come out with me on Saturday. Love, Mark xxx.

■ **Geordie Land,** a new fantastic adventure on any Spectrum. Write for details to C & S, 12 Hartburn Walk, Kenton Bar Estate, Newcastle Upon Tyne, NE5 3YT.

■ **Clash - The affordable strategy/diplomacy/economics PBM game.** Only £1.50 a month, no more, no less. Send £1.50 for rule book to Clash, Sunnyfield Cottage, Station Road, Langworth, Lincoln, LN3 5BO.

■ **It's here!** The bargain of a lifetime! three great games on one cassette for only £1.50. Send cheques or PO's to R. Sorfleet, 14 Coniston Avenue, Darton, Barnsley, S Yorks, S75 5BB. Don't delay, buy today!

■ **Marie!!!!!! I love you!!!!!! Please,** please marry me!!!!!! You've got to, or I'll die. Send me an answer. A lot of lots of love, your ever lov' Hammer.

■ **Do you want some pokes and games for just £2.00?** In the first edition, they will include Paperboy, Gauntlet, Football Fortunes. Write now to: Shaun Pearson, 29 Highfield Crescent, Methem, Huddersfield.

■ **Urgent!** Basingstoke readers, Soton calling! Got any info on maths teacher L. Smees, who left you lot last term? Answer through Input Output, 'cos it's a message innit!

■ **Loads of pokes, maps, tips, and hundreds of** adventure clues! Send cheques and postal orders for £1.50 to Steven Maguire, 113 Kenilworth Gardens, Hornchurch, Essex, RM12 4SG.

■ **Wow! 120 ready to go pokes and 900** multiface pokes for the whole Spectrum range. Send C90 tape and PO's for £2.50 to J. Tough (Blimey! - Ed) 26 Deeside Gardens, Aberdeen, Scotland, AB1 7DN.

■ **No Mercy** is a new space conquest PBM. Start up or sae for information to No Mercy, 16 Lyndhurst Terrace, Dundee, DD2 3HP.

■ **Problems? Need help?** Join the MAA! People also needed to set up country, area, and local HQ's - No fee, sae to: MAA(1-1-1-001), 3 King Edward Court, 12 Southbrae Drive, Glasgow, G13 1PX.

■ **Filodisc - Essential Spec +3 disk manager.** User friendly and versatile. Includes example and instruction programs. Rename, protect, and copy files etcetera. Cheques/PO's to £6 to S. Morris, 129 Preston Road, Linlithgow, West Lothian, EH49 6HZ.

■ **Hot Trick** is a football management PBM. Start up £3 including two turns credit. Turns thereafter 50p. Send start up or sae for information to Hot Trick, 16 Lyndhurst Terrace, Dundee, DD2 3HP.

■ **Hello, good morning! ZZZZZZ** Has anyone got any pokes for The Plot, Super Robin Hood, Dizzy, Dustin, Ghost Hunters, Mega Bucks or The Happiest Days Of Your Life? Thank you, Peter Camruthers, 76 Albert Edwards Road, Liverpool, Merseyside, L7 8RZ.

■ **Oil Take a note of this!** Micro-Mag is the best tape mag. Only £1 from, A. Everingham, The Bungalow, Keycol Hill, Newington, Kent ME9 8NA.

FANZINES



■ **Iscool,** a great new mag for Specys with a game in issue one. Send £1.00 and A4 sae to Iscool, 23 Cowper Road, Moordown, Bournemouth, Dorset, BH9 2UJ.

■ **The Entertainer** tape mag, now with free demo-tape, only 75p. Send to Miss I. Young, 105 Tintagel House, Salisbury Road, Edmonton, London, N9 9TF (Restart, How about a letter?! (Hi to Sigmason!))

■ **Mainframe - The new fanzine,** packed with software reviews, books, videos, and much more. Launch issue only 50p from 26 Abercorn Park, Portadown, Co. Armagh, N. Ireland, BT63 5JN. Tel. (0762) 338595.

■ **Stream Tape fanzine,** issue one was out 1st August 1988, later issues out on first of every month. State issue number. £1 each. Contact Craig Turner, 41 Coalbrook Avenue, Woodhouse Mill, Sheffield, S. Yorks, S13 9XQ.

■ **Useful routines for serious users!** Programming help, graphics, info, utilities. Every month on disc/diskette +D, Opus.

■ **Outlet!** Ron Cavers, 605 Loughborough Road, Birstall, Leicestershire.

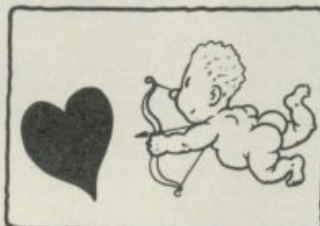
■ **Basic** is the fanzine for all Spec owners. For the latest copy, send a cheque for £1.30 (inc. p&p) to: K. Jarman, Basic, 18 Poplar Close, Biggleswade, Beds, SG18 0EW.

■ **Get the best bi-monthly tape mag,** just £1! Includes tape, P&P. Send cash to A. Everingham, The Bungalow, Keycol Hill, Newington, Kent, ME9 8NA.

■ **FSS,** the new fanzine on tape. Reviews, previews, composites, How Do You...? All for the price of £1.50. No need to send your tape. We supply them. Just send sae to Paul Sherwood, 11 Hambleton Crescent, Loughborough, Leicestershire, LE11 2SX.

■ **Specs!** Now down to 75p! Tips, listing, reviews, and more! Cheques/PO's to: Paul Harrison, 17 Bullington Road, Oxford, Oxon. The newsletter with the mysterious Kevin Allsworth!

LONELY HEARTS



■ **I'm a 22 year old six foot blond** - hunk computer buff who is looking for female 17-25. I drive a Porsche 911 Turbo (Hmmm! Looks more like a Hillman Imp to me! ... Ed) and have loadsamoney. Dave, 33 Goodwyns Road, Dorking, Surrey.

■ **14 year old boy** seeks girl of same age. Must be attractive and come from the South-East. Send photo and letter to Sam Day, 18 West End, Westerham, Kent, TN16 1HT.

■ **Depressed 15 year old boy** needs pretty, kind lover. Interests include music, poetry, morbidity. Must want serious relationship. Photos to: Ian Thompson, East Park Road, Whiddon Valley, Barnstable, N. Devon, EX32 8PL.

■ **16 year old male** seeks Kent area female, approx same age with wide range of interests. Write to Leigh Baker, 17 Norah Lane, Higham, Rochester, Kent, ME3 7EP.

■ **Two 14 year old males** seeking two good looking 13+ females. Must enjoy music and a good time. Please enclose photo. Send to Anthony and Nick, 4 Mount Close, Rayleigh, Essex, SS6 7HU.

■ **Lonely 15 year old male** desires 13-15 year old females to write to. Interests include sport, music and telling jokes. Write to Jon Stabier, 96 Whitegate Vale, Clifton, Nottingham, NG11 9NE.

■ **13 year old boy** seeks girl 12-17 for a friend/relationship. Please contact N. Hook, 86 Station Road, Old Hill, West Midlands, B64 6PL or phone (021) 559 2210.

■ **Shy lonely 22 year old male** seeks females aged 18+ for friendship etcetera. Must live around Glasgow area. Please write to: John Turner, 139 Innerleithen Drive, Colnless, Wishaw, Lanarkshire, ML2 8RP.

■ **A hunky 20 year old male** looking for driver seeks an attractive unattached female any age. Likes music, computers, fun and laughter. Please send photo/s if possible. Steve White, 108 Gainsborough Way, Yeovil, Somerset, BA21 5XT.

■ **14 year old male** seeks friendly female around same age. Please enclose photo if possible. Write to Brett Bowbanks, 28 Ashwood Road, Engelfield Green, Egham, Surrey, TW20 0SU. All letters answered.

■ **15 year old boy** seeks attractive girl 14-16 who likes pop music and computers and of course Your Sinclair! (Sensible lad! - Ed). Don't forget a photo! Paul Bristow, 166 Chaucer Way, Hitchin, Herts, SG4 0NY.

■ **16 year old boy** seeks 15 or 16 year old girl. Interested in hip hop and house music. Enclose photo. Darren, 68 Long Mynoe Avenue, Hatherly, Cheltenham, Glos, GL51 5QN. Please hurry.

■ **Lonely male, 13,** seeks female 12+ for friendship or relationship. I like music, videos and going to the cinema. Please send photo. John Larkin, 132 Hillfoot Avenue, Hurts Cross, Liverpool, L25 0NT.

■ **Are you male, good looking, 15 or over** and in need of a relationship? If so, write to Sonya, at 28 Vauxhall Crescent, Chelmsley Wood, Birmingham, B36 9UT. Quick, hurry up!

■ **Two hunky nine year old males,** looking for two sexy females of ages 8-10. Please send photo of selves. Our names are Steven and Gary, 50 Atchison Drive, Larbert, Stirlingshire, FK5 4PB.

■ **Lonely 13 year old male** seeks good looking female who is interested in listening to music and having fun. Michael Goodwin, 31 St. Pegasus Road, Peakirk, Peterborough, Cambs, PE6 7NF.

Puzzle Pages: Answers

FIND THE LADY

Teresa must be C, Diana A and Helena is girl B.

DEATHLY ENTRY

His parachute didn't open.

EXPRESSIVE THOUGHT

Both trains are the same distance from London when they meet.

YS, PHONE HOME

The man has no money.

BRIDGE OVER TROUBLED TRUCK

Let the tyres down.

PHONE TROUBLES

The man phoned up his wife to say he just caught a fish this big, and spreading his arms to show the size, he promptly cut his own wrists on the glass windows of the booth.

TRICK WICK

Neither - candles burn shorter, not longer.

MOUNTAINOUS PROBLEM

Mount Everest was - it makes no difference that nobody had found it.

PUNCTURE REPAIRS

The flat was on the spare tyre in the boot.

Cleaner Colin; **Editor** Teresa Maughan; **Art Editor** Catherine Higgins; **Deputy Editor** Matt Bielby; **Production Editor** Jackie Ryan; **Staff Writer** Duncan MacDonald; **Designer** Thor Goodall; **Editorial Assistant** David Wilson; **Technical Consultant** David McCandless; **Contributors** Marcus Berkman, Ben Bracken, Ciaran Brennan, Jonathan Davies, Mike Gerrard, Sean Kelly, Catherine Peters, Rachael Smith, Phil South; **Advertisement Executive** Stephen Bloy; **Advertisement Director** Alistair Ramsay; **Production Manager** Judith Middleton; **Advertisement Production** Katherine Balchin; **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.

Remember . . .

STAR WARS®

STAR
THE
EMPIRE
STRIKES BACK™
WARS®

STAR WARS
RETURN OF THE JEDI

They are all highly successful Arcade conversions.

Now the Creator of these Coin-Ops has asked Domark to convert its current range of Coin-Op hits onto your computer.

A new label has been created for this exciting range. It's called

TENGEN

See a demo of the first Tengen title at your local store now!!

Turn the page for a glimpse into the future . .

TENGEN

*Tengen is a subsidiary of Atari Games Corporation

VINDICATORS

Vindicators is a faithful conversion of the popular Coin-Op Arcade hit.

The year is 2525. An armada of fourteen alien space stations approach Earth. Its posture, hostile. Long-range scanners indicate that a direct attack would be useless against the vessels' heavy exterior armor. The only way to destroy the invading force is to infiltrate the enemy with your SR-88 Strategic Battle Tanks, better known as Vindicators. For one or two gamers,



TENGEN

The New Name in Coin-Op Conversions.

VINDICATORS

Vindicators provides incredible action and graphics. It challenges you to negotiate each station's heavily guarded corridors, and locate and destroy its control room.

Besides avoiding and destroying enemy tanks and bunkers, you must constantly replenish your tank's fuel supply with fuel canisters. Throughout the many levels of each station. Special features enable your tank to gain enhanced speed, shot range, shot power, force field or even "Smart shots"

After all the enemy stations have been destroyed, you must still face the evil Emperor of the alien empire. Win and the world cheers with you. Lose and kiss it goodbye.



	Cass	Disk
Spectrum	£9.99	£14.99
Commodore	£9.99	£12.99
Amstrad	£9.99	£14.99
Amiga	£19.99	£19.99
Atari ST	£19.99	£19.99

Distributed by **DOMARK**

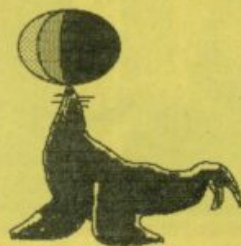
Ferry House, Lacy Road, London SW15 1PR 01-780-2224

Programmed by Consult Computer Systems.

© 1988 Tengen

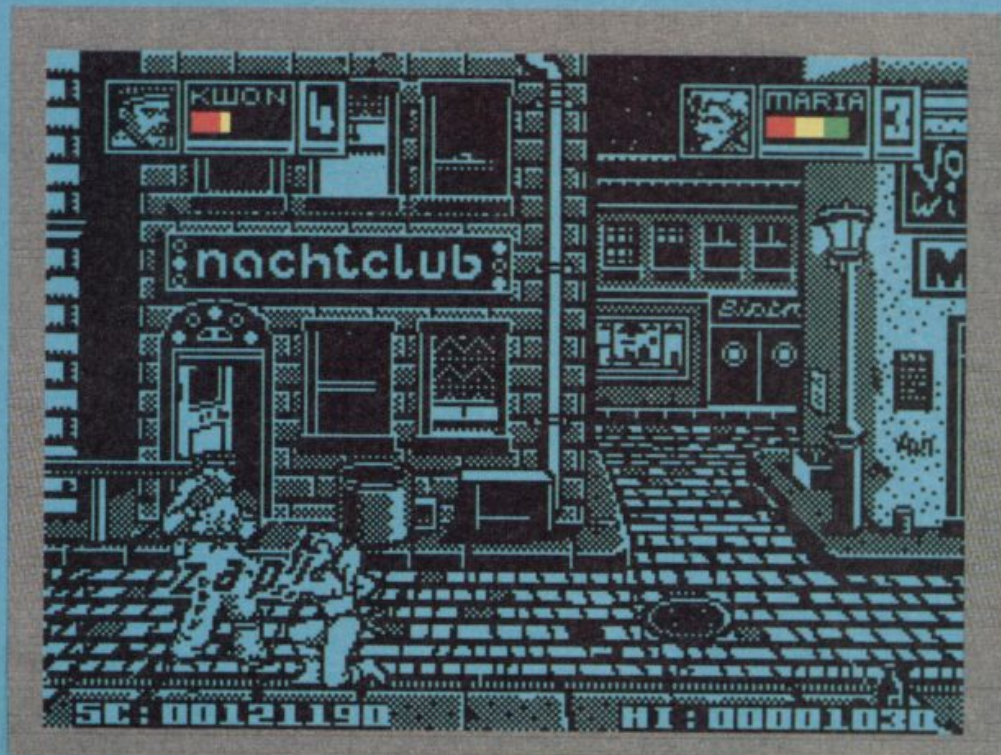
SCREEN SHOTS

PART TWO



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

HUMAN KILLING MACHINE



US Gold/£9.99/£14.99

Sean Gosh! What a fantastically original idea! Beat people up against a variety of scenic backdrops. What do you mean, you've seen games like that before! I haven't. Honest. No, really, I mean it. Oh, alright then, I have. And *Human Killing Machine* is the latest beat 'em up in a long line, so what does US Gold think is so special about this one that merits its release?

The idea is to bash up a load of Johnny Foreigners on their native soil, or in kinder terms, to 'stamp your supremacy over a multitude of opponents' as it says in the inlay. Glasnost hasn't reached US Gold yet apparently, as you begin your headbutting holiday in Russia, amongst the sacred Temples of Moscow facing Igor, a commie soldier with a huge sword. Once you've well and truly pummelled him, his dog Shep-ski, attacks you. Well, I say dog, it looked more like a sheep to be honest.

The first thing you realise when playing *Human Killing*

Machine is that your opponent is rarely intelligent. Should you move your man to the opposite end of the screen from the enemy, he will continue to bash away at thin air, whilst you build up your strength again. Worraniirriot! But back to the combat zone.

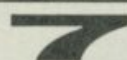
Having done your bit for the cold war, you head off to Amsterdam to take on a couple of girlies. (Oo-er!) The first one's called Maria, and looking at her closely, I wouldn't be surprised if her last name was Whittaker! Anyway, she spends a lot of her time leaping around and attempting to re-arrange your face with her boot, but is, in fact, fairly easy to beat. I was feeling smug at this point, sailing through the game, when Helga appeared. She's the sort of woman Les Dawson makes jokes about. Built like a sumo wrestler, and making Cyril Smith look positively anorexic, I lasted about ten seconds against her each time I played. Possibly because of the memory used for

the excellent background graphics and big — nay, hooge — sprites, the range of moves available in battle seemed relatively limited. It was, however, still fairly easy to beat opponents by forcing them to one end of the playing area and continually hitting them with the same move. Whether it would be so easy on the later stages I'm not sure, but it did distract considerably from the playability of the early stages.

YS CLAPOMETER

Not US Gold's greatest moment, but a creditable attempt to update the beat 'em up for the modern market. Should provide hours of fun for all you beat 'em up enthusiasts out there.

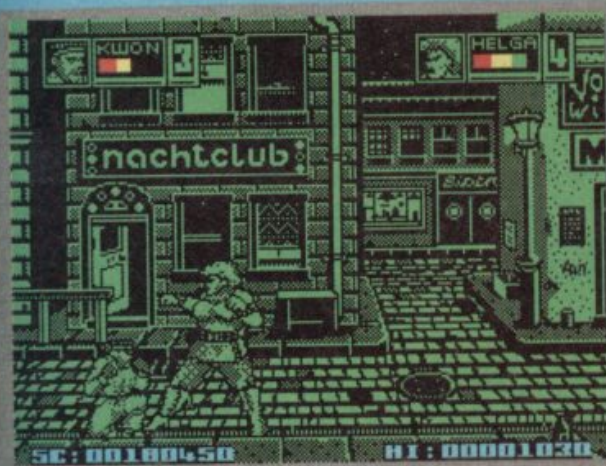
GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS



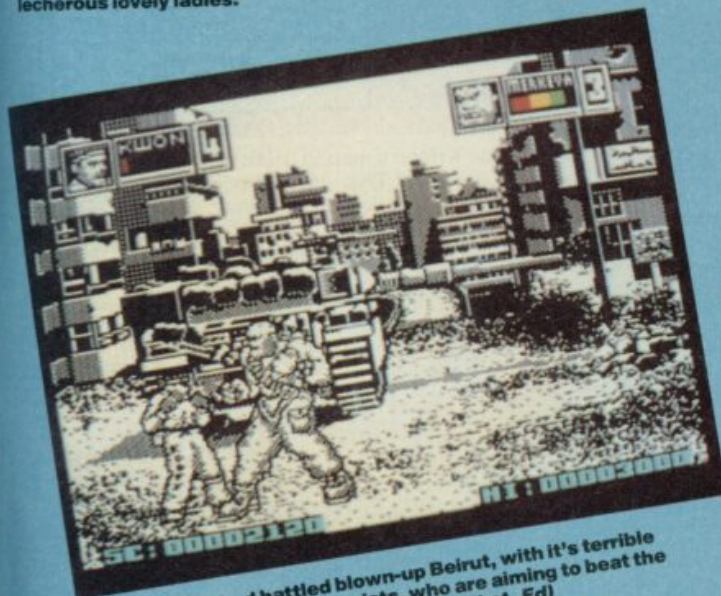
THE ALAN WHICKER GUIDE TO PLAYING HUMAN KILLING MACHINE.



Travel to the exciting electrifying extraordinary east, where Moscov's magnificent marvellous multistorey Temples await.

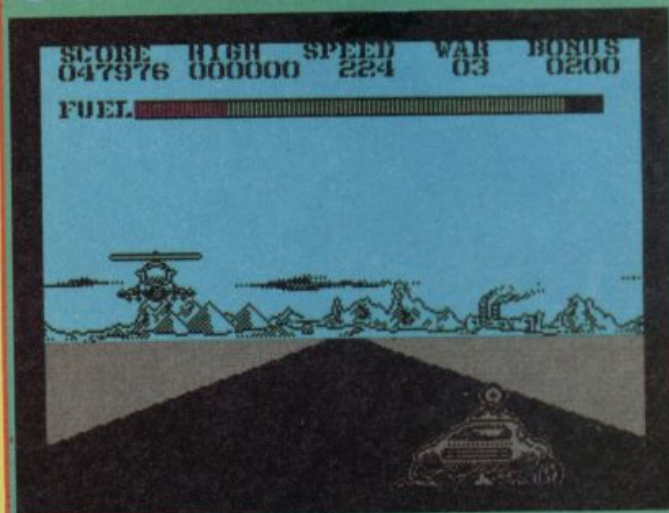


Across the aqua to awesome amazing Amsterdam, with it's naughty nedge nedge noworranean nightclubs and luscious lecherous lovely ladies.



Finally to bombed battled blown-up Beirut, with it's terrible titanic trouble making terrorists, who are aiming to beat the shivering, smelly, ... (That's enough of that. Ed)

FIRE & FORGET



Steer, aim and fire. And that's it really.

Titus/£8.95 cass

Jackie The time: the future. The place: Earth. The scene: the M25. At least that's what it seems like, what with all the congestion on the road of this new release from Titus.

Boot up *Fire And Forget* and you'll find yourself behind the wheel of the Thunder Master — the ultimate fighting machine it sez 'ere. Earth is under attack from the Inter Galactic Liberation Organisation (IGLO for short) and apparently the only person who can stop the organisation in its tracks is you. (So much for the Super Powers, eh?) Funnily enough though, before you set off on your mission, your personal pocket galactical transmitter (PPGT for short) triggered a signal that set you in a trance. Just as well really, as no one in their right mind would set off on a mission as unexciting and terribly tedious (UATT for short) as this, I'm sure.

Fire And Forget sends you speeding along a monochrome scrolling roadway in your Thunder Master (an almost indestructible four wheel drive) shooting everything in your sight — mines, roadside bunkers and tanks, rocks, helicopters and the IGLO's own vehicles — they're all legitimate targets. Move left and right and blast away, but don't expect to hit too many helicopters or roadside bunkers, 'cos unfortunately your cannon is fixed. So while you're busily trying to steer your Thunder

Master on wickedly windy roads, you'll find it hard to hit anything unless it happens to be in the direction in which you're trying to steer. But you have got infinite fire power, so as long as you don't take too many hits or forget to pick up extra fuel cans along the way (which look remarkably like Christmas trees to the untrained eye) you'll probably win the war. That war that is — but there are another 11 wars to go, all remarkably similar to the first.

And that's the problem with *Fire And Forget*. Although there's 12 wars to battle your way through before you can claim to have rid the earth of the IGLO, you simply find yourself battling against the same old enemies — only a little faster each time.

If you like scrolling roadway shoot 'em ups that have little action apart from steering and shooting, then this is the game for you. If not — don't fire, just forget it!

YS CLAPOMETER

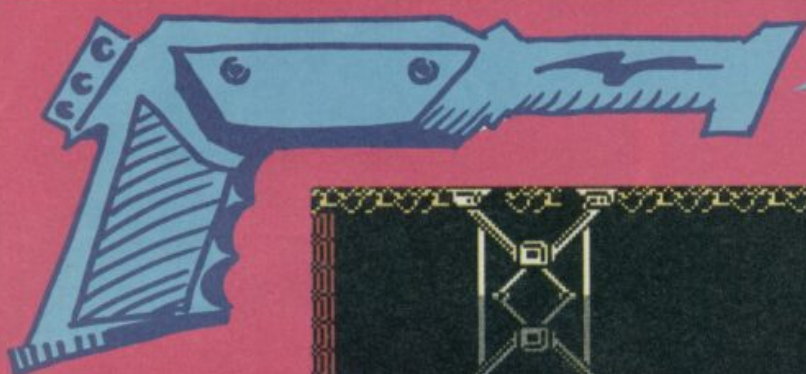
A lucklustre shoot 'em up car game with little variation.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS



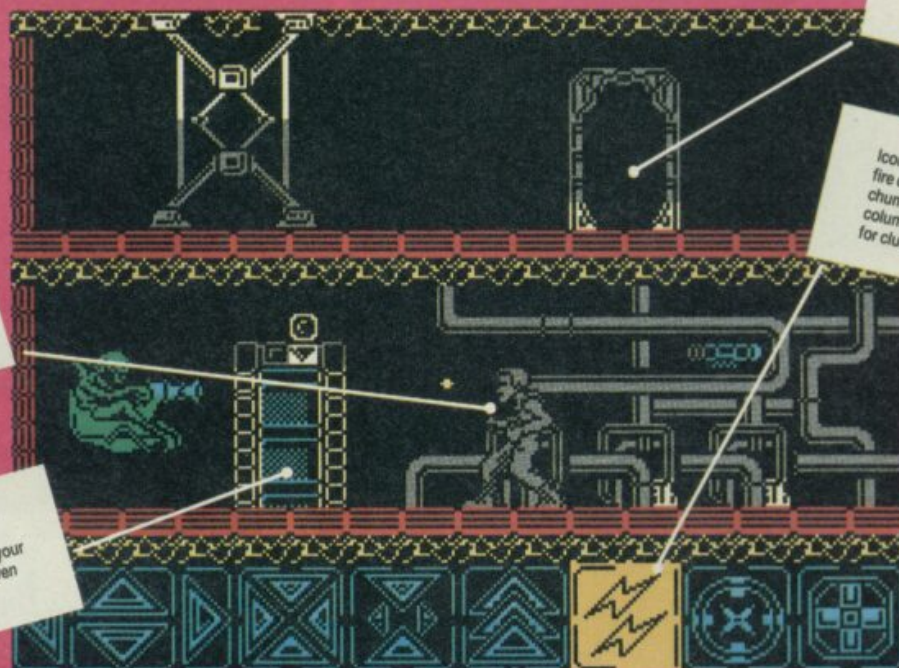
5

OBLITERATOR



What he should be doing here is rolling about on the floor (Excuse me? Ed) That way the alien won't be able to hit him. (Oh, Ed)

Lift down: better use this fast matey or that alien meanie's going to blow your ass away (But I don't even have a donkey, Ed)



Teleport doorway: it's a handy way of whizzing around the ship or nipping out of trouble.

Icon strip: using the fire option here Specchums, but check the column (Oo-er) on the left for clues to the other ones.

Out Of Control

A word in your shell-like about the controls. At first I thought 'Eek! This looks a bit tricky, what with movement controlled by one hand on the keyboard, while the other must nimbly flip across a baffling strip of icons to deftly pick from among other actions. This'll stump me and no mistake.'

In fact, it's real easy. On the left hand side are the up, down, left, right icons, with halt next to that. Into, which you use to go into teleports or doorways is next, followed by (Xmas tree shaped) jump. The twin lightning strikes are the shoot icon (using this and the keyboard, you can choose between which of the guns to use) and beyond that are defend (use this while running to roll under alien bullets — useful, huh?) and action (pick up or use what you're carrying).

Trickiest bits are when you must use two different actions — say jump and shoot — to kill a monster, and have to switch between the two before it kills you. Once this is mastered, you're 'laughing'.

Psygnosis/£9.99

Matt Obliterator is a bit of a corker from Psygnosis. It's a mappers' delight, featuring endless corridors packed with maurauding aliens of various sorts, plus guns and components that you have to pick up to complete your mission.

Your task is to escape an alien infested space craft before it blows up — a task made harder because you have to rebuild your shuttle from scattered components before you do so. Your largish sprite lollops around the ship, going up ladders or through teleports as the mood takes him. Some of the backgrounds and monsters are rather well designed — as they were on the spectacular 16 bit versions — but the game has the same faults: slightly jerky animation and limited scrolling.



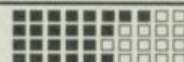
Not only that, but you soon get the feeling that there's not very much to do except keep running around blowing those muthas into next week. I don't know about you, but I found this tends to pall after a while. Once you've completed the game you're unlikely to come back for afters.

What a shame, because it's well packaged, looks quite good and the unusual control system works very well once you've got used to it.

YS CLAPOMETER

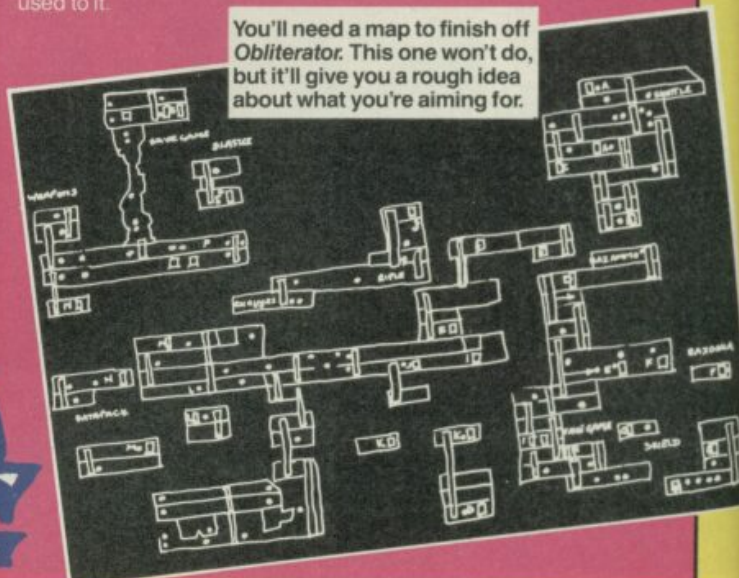
Looks better than it tastes. An uninspired shoot 'em up.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS



6

You'll need a map to finish off Obliterator. This one won't do, but it'll give you a rough idea about what you're aiming for.



FREE! TENSTAR PACK WORTH OVER £229!



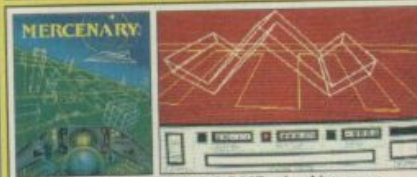
FREE! - AMEGAS - by Players



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

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 INC VAT

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 YOURS0499 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?

R U N THE GAUNTLET



Imagine/£ 8.99

Duncan *The Professionals*. Episode 18.

Bodie: You know something Doyle? I reckon that I'm the toughest out of the two of us. No one messes with me.

Doyle: Don't be a doughnut, Bodie, I'm the action man — you're just the ineffectual sidekick.

Bodie: You're asking for a poke in the eye, you muesli-muncher. You're the weak-kneed glamour-boy. All the viewers know that if we fell out and had a fight you'd get the pips kicked out of you.

Doyle: Ho, ho, ho. Says who — says a bloke who once played a handbag swinging, bouffant-hairstyled burk in *The Cuckoo Waltz*, a crap seventies sit-com!

Bodie: Right! You've had it!

Gordon Jackson: Boys, boys, boys. Calm down now.

Bodie: No, come on boss, you're our sort of 'father figure', who do you reckon is the hardest?

Gordon Jackson: I'm afraid Doyle is.

Bodie: Right! You've had it too you old git! Bosh!!

The casting director of Thames TV's *Run The Gauntlet* obviously agreed with Gordon Jackson — for who got the plum part as presenter of this tough men doing 'daring' things series? — Doyle, that's who (or Martin Shaw, as his mother prefers to call him). Have you seen the series? Four teams of moto-cross riders/marines/crocodile-wrasslers battle it out over five or six rounds of 'high action' stunt tomfoolery on impressive machinery: there are hovercrafts, speedboats, inflatables (Oo-er), dune buggies and jet-skis to name but five. And that's basically it.

So, the question is: what has Ocean done with its licence The only way to find out is to read on, chum! Most of the events from the TV series have been retained, and they've all been tackled in the same manner — viewed from above. There's a sandy off-road, flips-screen, race course for the meteors,

supercats, buggies and quads (the essential difference between these are their respective speeds — the faster the buggy, the harder it is to control), and there's a vertically and horizontally scrolling lake scenario for the speedboats, jet-skis, inflatables and hovercraft. The same 'speed' rules apply here as well, the hovercraft being the hardest to control. There's also a section called The Hill in which you're out of the machinery and on your feet. It's assault course time — leap over holes, trudge through mud and try to avoid the water-jets — they'll knock you down. Up to three players can join in, by the way, or you can play solo against the computer.

When I first loaded up *Run The Gauntlet* I was quite disappointed, 'cos the same piece of coding for the racetrack and the lake is just used over and over again. The only differences are the vehicle sprites and their personal handling characteristics. Birrova

con, thought I — until I'd had a few goes that is — the game's actually quite addictive. There's quite a bit of colour, and the graphics are quite chunky, although the animation is slightly on the jerky side. I've got a sneaking feeling this was a bit of a rush-job, after all, it could easily have been awesomely brilliant, but as it stands *Run The Gauntlet*'s a bit on the mediocre side.

YS CLAPOMETER

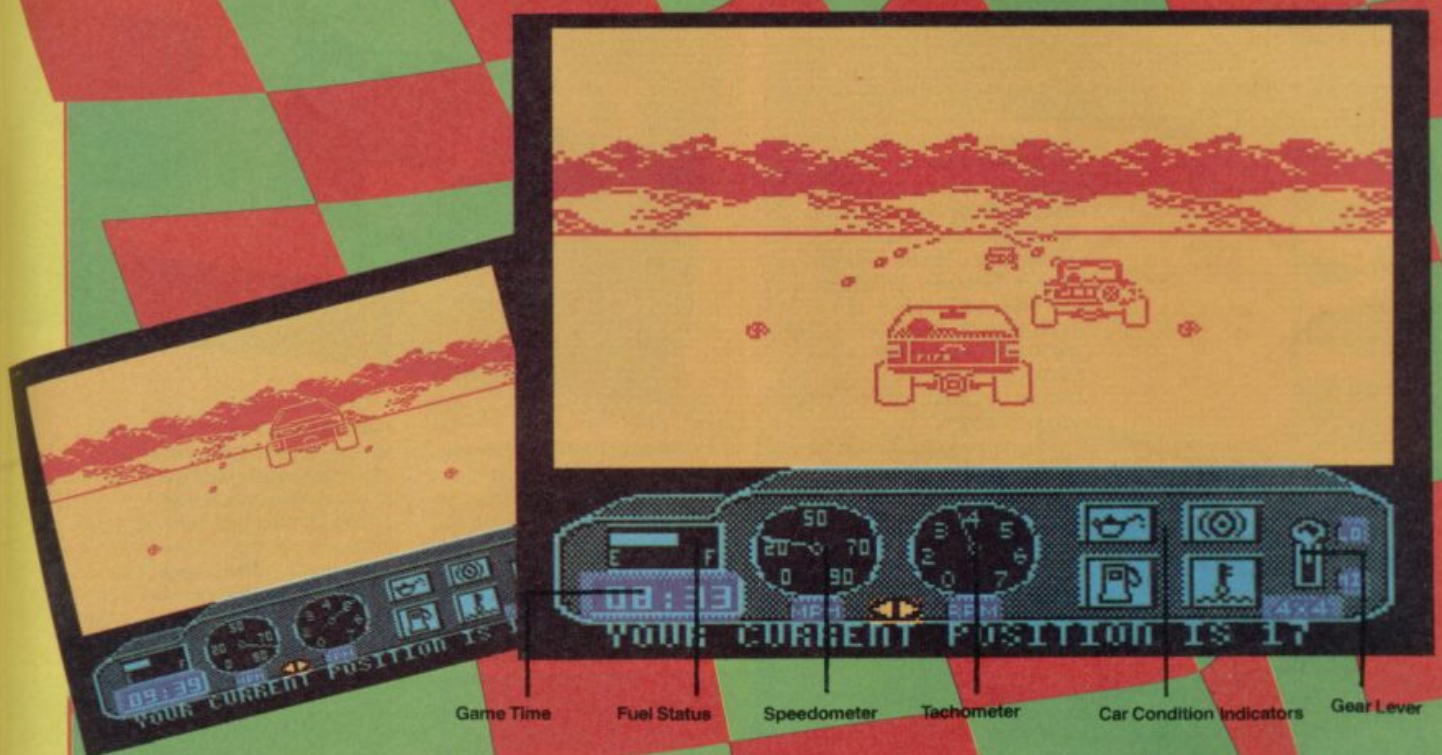
Multi-event racing, boat driving and assault-course game from the TV show of the same name. Not particularly well implemented, but quite good fun despite it. Slap on the wrist for Imagine — it could have been a lot better.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS



7

4x4 OFF ROAD RACING



Epyx/£8.99 cass/£12.99 disk

Jackie Tough old sport is this 4x4 Off Road Racing caper from Epyx. Armed only with a four wheel drive and a few extra add-ons you must drive through some of the world's harshest, toughest terrain, in search of the elusive Victor's Cup. I must admit the last time I tried off road racing was during a rather hairy driving lesson — when I unintentionally mounted the pavement and drove through 14 flower beds before finally finding a parking space in an ornamental fountain. Driving through Death Valley was a much nicer experience.

You begin the Epyx form of off-road racing, by getting the choice of pitting your car against the elements in four equally inhospitable places — the rough desert of Baja, the (smooth?) desert of Death Valley, the mudflats and hills of Georgia, or the snow and ice of Michigan.

Once you've taken your pick, it's time to choose a motor in which you're going to traverse your chosen terrain, and once again you get a choice of four trucks (why else do you think it's called 4x4?) — a Storm Trooper, Tarantula, Highlander and Kantana. Each truck is rated for seven factors — power, weight,

gas mileage, endurance, ease of repair, volume without hood, volume with hood and fuel capacity. Check the factors given for each truck carefully, 'cos they'll help you to work out which truck is best suited to the terrain you've chosen to race on.

Next it's onto the Custom Shop and Automart where you can kit out your rig with all manner of twinkly motorised parts. Splash out on as many extra parts as you can — spare tyres (Hey, I've got enough of those already, Phil), extra water, fuel and oil — 'cos if you break down you have to do all repairs yourself on the spot. There's no going back to the pits in this race.

Once you've kitted up, it's time to hit the road for some action. Or is it? Well, no actually, 'cos first you've got to load in the next block of code. Sigh. After a bit of chugging and whirling you do eventually arrive at the starting point and the race begins. Vroom!

Speed off down the smoothly scrolling track following the course marked out by the flags or poles ahead of you. Make sure you avoid the cacti and large paw-mark boulders strewn in your path. But if you see what looks like a large cow-pat ahead

— belt straight for it and Cool up in the air you fly. These cow pats are actually boulders, so if you keep using them as launch pads you'll soon find your damage factor rising. But they are useful in certain parts of the race, especially if you find yourself approaching a mud flat, sand dune or snowdrift, depending on which terrain you're racing. Drive straight into one of those and you'll find yourself well and truly stuck. Especially if you didn't fit a winch to your car back at the Custom Shop. You could rock your way out, but progress is painfully slow. So if you see a cow pat on the approach road to a bog, relieve yourself (Oo-er) by hitting it right on (the cow pat that is) and flying right over. Weel (Stop that! Ed).

Avoiding obstacles isn't the only aim of this game though, 'cos you're also racing against the clock and your opponents. The race kicks off at 8.00 in the morning (That means Duncan's got no chance of winning 'cos he wouldn't even be at the start till 12.00! Ed) and it's your aim to reach the first checkpoint by 11.30, the second by 2.30 and to complete the race ahead of as many opponents as possible. Of course this is easier said than done, 'cos in the rough 'n' tumble

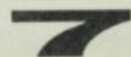
world of off road racing, progress is often hindered by damage to your mean machine. This is where the game begins to annoy, 'cos in order to repair any damage, you've got to rewind, load, repair, load again and only then can you continue the race. It's probably as time consuming as it would be in a real race, and in that respect a good simulation, but... ZZZZZZZZZZZ.

Multitload apart 4x4 Off Road Racing is a good game. The graphics are simple but effective and you get a real feel of movement as your car speeds, leaps, chugs and cruises along the undulating roadway. It's a fun simulation and should provide you with hours of fun. So folks, get out there and get your kicks on route 356.

YS CLAPOMETER

Not a pure racing game, but a good off road racing sim, which has a lot more going for it than Mark Thatcher did in the Sahara desert.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS



ARCHON COLLECTION

THE



Electronic Arts/£9.99

Phil This isn't really a compilation tape, especially as there's actually only two games on it: *Archon* and *Archon II*. They started life as single games on 'other' machines, notably the Commie 64, but this is the first time either of them has appeared on the Speccy.

Archon was the first (and *Archon II* the second, right? Ed) game of this type and is based loosely on chess, although the similarity ends with your first glance. The two sides are light and dark, clearly, but light is order and dark is chaos. In fact, on closer inspection the characters look decidedly more dangerous than the normal chess set, and so they are. They're all mythological characters, like Firebirds (Phoenixes, I think), Sirens, Kraken, Gorgons, Wraiths, Chimera, and the like. The two main players, the equivalent of the King in chess, are The Mistress of Chaos and the Master Of Order. If they fall then you are sunk.

The game goes in rounds, and the background squares to the black reflect this by turning from white to dark, showing the phases from light into darkness. They call it the Luminosity Cycle. Heavily symbolic, I think you'll agree although 'of what' exactly, I think Dr Hatstand has more

idea.

But thass norrall, as they say in the movies, cos in spite of being a pretty stiff (HONK) strategy game, there is also a combat screen when two characters clash, which calls on the muscles in your hand rather than the big one between your ears. (HOONKK!!) The two

players warp into a battle zone where they can shoot it out with more space around them than they can find on a board crowded with half-men/half-tea towels.

Archon II? Well, it would be churlish to say Yep, it's more of the same, but it's tempting. The zones are different but the



emlyn hughes INTERNATIONAL

Audiogenic/£9.95 cass

Marcus "Ooooh! Ooooh! Ah know it! Ah know it!" Oh shuddup. Bleedin' Emlyn, with his one man crusade to make the dog whistle redundant. Doesn't he make yer sick?

While you're thinking about that one (and pass the vom bag when you've finished with it), here's Emlyn Hughes' *International Soccer*, the computer games industry's latest attempt to cash in on our fascination with the national game. Do gamers actually play footie, I wonder? Do they have time, if they spend hours a day on computer footie simulations? Still, unabashed by the presence of at least 458,930,309 perfectly adequate footie sims on the market, Audiogenic has joined the merry throng, with a sim based on a national league and cup system for international teams (well, it's different), and the added bonus of Emlyn's grinning fizzog splashed all over the cover. No doubt they'll sell trillions.



But is it any good? Well, we are happily past the day of the truly crap footie sim — remember *Super Soccer*? Remember the first *G Lineker* game? But although this is perfectly

playable, it's hard to recommend it over any of the real old faves that the dedicated footie simster comes back to again and again. Essentially it's the old problem — instead of going for a

straightforward arcade game, or leaping in at the deep end and concentrating on the management side, *International Soccer* attempts to kill both birds with one stone — and doesn't hit either in the process. So there's some action, and there's some strategy, but there's not really enough of either.

What does not help matters is an innovative but infuriatingly awkward menus system, based on the WIMP systems you find on STs and Amigas. With the joystick you pull down the menu, but if you stop on one selection for even a femtosecond, you find that you have selected it, which can be a little tiresome when it's something like *SAVE GAME*. It would be rather more sensible to select an option by pressing the joystick — or is that too simple?

There's also an important Fib in the instructions, and I quote: "Whilst there are a wide range of facilities and control options, these have been designed in such a way that you can sit down and play without hours spent

I like the Archons, even if I can't decide how to say it, and as a good value package you can't really go wrong with this.

gghes' -SOCCER

The strategy elements, when it comes down to it, are thin in the extreme. After all, when you are choosing your players, why should it matter which ones you select when all of them are going to be controlled by the ultimate chance factor — your hand on the joystick? This leaves the arcade segments. These are by no means bad — *Match Day 2* has had much beneficial influence on football programming — but they are not better than the other 458,930,309 sims on the market. How many different ways are there of playing football on a

Spectrum? Very few, if the endless stream of Speccy footie sims is anything to go by. In the end, there's a real "Why bother?" feel to the whole enterprise. Of course, we know why they bother. Huge wads of cash is why they bother. It's by no means a bad game — moans aside, it's been well programmed and looks a treat, especially the computer versus computer games. But if you have *Match Day 2* or any of the *Football Director*-style games, you don't really need this. I certainly don't. (BUNG!) Next please.

5

A close-up photograph of the Atari 2600 game console. The screen displays a red and white pattern, possibly a game or a test pattern. The control panel features several buttons and a joystick. The buttons are labeled with letters and numbers: K, M, H, F, U, E, L, T, B, A, GUN, and 50. The joystick is located on the left side of the control panel. The console is black with a red and white pattern on the screen.

Slu is a very important commodity. With it, you can restock on petrol and ammunition, and also tack some versatile hardware onto your aged ATV. Things like turbochargers, airbrakes and battle-armour.

Any addictiveness and challenge there might've been is lost in the frustration caused by the terrible graphics and control system. It's sheer disgust that puts this cassette on the shelf.

5

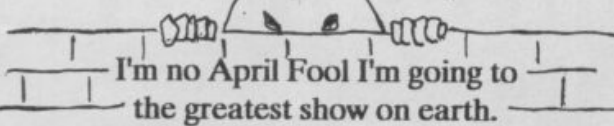
**YOUR
SINCLAIR**

CLASSIFIED

YOUR SINCLAIR DOES NOT CONDONE SOFTWARE PIRACY

**YOUR
SINCLAIR**

NOT NO 2X MICROFAIR



I'm no April Fool I'm going to
the greatest show on earth.

THE ALTERNATIVE MICRO SHOW

SATURDAY APRIL 1ST (THIS AINT NO JOKE)

10AM - 5PM

HORTICULTURAL HALLS
GREYCOAT STREET LONDON SW1
NEAR VICTORIA TUBE/RAIL/COACH STATIONS

ENTRANCE: £2:00 - ADULT £1:00 - CHILD

EVERYTHING FOR THE SPECCY &

BBC - QL - ZX88 - EINSTEIN - MSX - ENTERPRISE
ADAM - DRAGON - TEXAS TI99/4A - MEMOTECH
LYNX - ORIC - ATARI 8 BIT - JUPITER ACE
COMMODORE 8 BIT - ELECTRON
AND A HUGE BRING & BUY SALE

THE ALTERNATIVE MICRO SHOW IS ORGANISED BY
EMSOFT LTD POPLAR LANE IPSWICH SUFFOLK IP2 0BA TEL: 0473 690729

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

FREE COMPUTER GAME

Learn all you need to
know about the world of
Football on your
Computer Screen every
month with Back of the
Net Football Monthly.

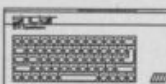
For details of how to get
your Free Game

Send an SAE to:

Back of the Net Monthly
125 Manor Park Ave,
Allerton Bywater, Nr Castleford,
West Yorks. WF10 2DN
Tel: (0977) 557503

P.C.G.

61 School Street
Barrow-in-Furness
Cumbria
LA14 1EW



Software:

WordMaster word processor	£11.90
Headliner graphic designer	£8.95
TypeWriter desktop publisher	£16.95
DTP Pack (all three above programs)	£37.80
Devpac machine-code assembler	£15.95
HiSoft BASIC floating point compiler	£24.95
HiSoft C language system	£25.00
TasSign sign designer	£17.95
TasCalc spreadsheet	£17.95
CP/M Plus operating system for the +3	£29.95
Masterfile +3 database	£25.00
TasWord +3 word processor	£19.95
TasSpell +3 spell checker	£19.95
Stocks & Shares manager	£14.95
Coursemaster horse-racing tipster	£14.95

Hardware:

Plus D disk & printer interface	£59.95
Plus D with 3.5" disk drive	£159.95
Plus D systems come with FREE printer cable!	

If you're interested in
Programming,
Word Processing,
Business Software,
Desk-Top Publishing,
or just plain sick of games,
contact PCG for details of
these amazing programs.

Phone 0229-36957 now or
send an SAE for catalogue.

We have software for OPUS,
Disciple, Plus D, microdrive, +3
and many other systems. Call
now for details & prices.

Desk-Top Publishing:
Send now for details of the
amazing DTP Pack!

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)

POOLS PREDICTOR

AT LAST! There is an Alternative

TWO UNIQUE SYSTEMS IN ONE

- PREDICTS Draws, Homes & Aways. NO Need to Upgrade Each Year.
- ABSOLUTE Ease of Use Built In. and FAST.
- NO Fiddly Features List or Redundant Databases
- * PREDICTIONS Based on teams form NOW. Printer support for ALL Predictions.
- * AVAILABLE At £17.99 for Amstrad/IBM Pcs, Amstrad PCWs. £12.95 Spectrum 128/48K.

DO YOU PLAY THE 'TIMES' PORTFOLIO?

Have your playing cards checked automatically with
our easy to use program. For use on: Amstrad/IBM
PCs & Amstrad PCWs.
It could quickly pay for itself at just £12.95 inclusive.

C.C.S. Language Tutorial.

A unique programmable (Spoken) Language
Tutorial. YOU set the questions. Has to be
seen to be believed. Amstrad/IBM PCs &
Amstrad PCWs. Price: £99.95. Inc Tuition.
Please Write/Phone for details

Corwen

Computer
Systems

The Old Barn, Chapel Street, Conwen
CLWYD LL21 9ER. Tel: (0490) 2902/2294
We only sell our OWN Software.

A SMALL SELECTION FROM OUR WAREHOUSE

SINCLAIR HARDWARE & SPACES

	RRP	Wave	
Sinclair ZX Spectrum plus 48K	129.95	71.25	B
Sinclair Plus2 Computer inc. Tape Rec, S/w & Joystick	200.00	125.99	A
Sinclair Plus3 Computer inc. Disc Drive, S/w & Joystick	249.00	179.99	A
Sinclair PC200 Computer excluding Monitor	343.85	309.47	A
Romantic Robot Multiface 1 (Backup & Kempston J/S I/F)	39.95	32.96	E
Romantic Robot Multiface 3 - Plus 3	44.95	39.33	E
Timex 2040 Thermal Printer - Spec 48K/+2 (not 2A/+3)	79.95	47.97	C
MGT Plus D Interface with 780K 3.5" Drive + Blank Discs	139.95	132.95	B
Sinclair Official Spectrum Upgrade Kit - Converts Rubber Keyed Spectrum into Spectrum Plus	-	27.20	D
Thermal Paper - Alphacom 32/Timex 2040/Mattel Aqu. Box 5	-	8.00	D
Thermal Paper - Sinclair ZX Printer	12.50	10.63	D
Thermal Paper Roll - Brother HR5 210mm x 30m	6.84	4.11	E
Thermal Ribbon - Brother HR5	11.80	4.80	F
Fabric Ribbon Reinking Fluid (Aerosol)	8.95	7.95	E
Membrane for Keyboard - Spectrum 48K Rubber	-	2.85	E
Membrane for Keyboard - Spectrum Plus	15.00	6.00	D
Joystick Adaptor Lead to use STD 9D Joystick - 128/+2/+3	5.95	2.98	F
Lead, Computer to TV	-	1.00	F
Lead, Printer Centronics Parallel - +3/+2A (Not +2)	14.94	7.48	F
Star LC10 Parallel F&T NLQ Printer	297.85	196.58	A
Amstrad DMP2160 Par. F&T NLQ Printer inc. Cable for +3/+2A	169.00	144.69	A
Kempston 1825 'E' Centronics Parallel Printer Interface	49.95	42.46	D
Kempston 1825 Joystick Interface - 48K/128/+2/+3	8.95	5.82	E
Cheetah 125+ Joystick inc. +2/+3 Adaptor	8.95	6.27	E
Genius Mouse + Artist 2 Software - Spec. 48K/128	49.99	45.49	D
Trojan Light Pen - Spectrum 48/128/+2 (state model)	19.95	14.96	E
Trojan Light Pen - Spectrum +3	23.95	17.96	E

BLANK DISCS & SOFTWARE

M/Drive Cartridge Ex Sinclair W/House	Pkt 10	-	14.00	E
Amsoft/Maxell 3" Discs DS/All 3" Drives	Box 10	-	17.99	E
Sony 3.5" DS/DD 135TPI Bulk Discs	Pkt 10	-	8.75	E
Athana 5.25" DS/DD 40/BOT Blank Discs	Pkt 25	-	6.01	D

CURRENT CHART GAMES SOFTWARE

RETAIL LESS 40% + £1 P&P

SEND THREE 19P STAMPS FOR FAST MOVING ITEMS PRICE LIST. STATE FOR WHICH PRODUCTS.

Eng. Mainland post and ins.: (A) £5.00; (B) £4.00; (C) £3.00; (D) £2.00; (E) £1.00; (F) 50p. (ANC)

3 Day £9.00 Next Day £12.00. COD + £2. Maximum UK postal charge £6 per 20kg/£500.

ALL PRICES INCLUDE VAT. All sales subject to our Trade Terms of Trading.

W.A.V.E. (Trade Dept. YS 489)

WALNEY AUDIO VISUAL & ELECTRICAL DISTRIBUTION
1 Buccleuch Street, Barrow-in-Furness, Cumbria LA14 1SR
Tel: 0229 870000 (6 lines). Hours: Mon-fri. 10.00-5.00.

YOUR SINCLAIR

CLASSIFIED

YOUR SINCLAIR DOES NOT CONDONE SOFTWARE PIRACY

YOUR SINCLAIR

KOBRAHSOFT

SPECTRUM 48K/128K/ + 2/ + 3 UTILITIES

SP4 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; handles the very latest pulsing programmes: £9.95, Disc £12.95.

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 Wafadriver. 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.

KOBRAHSOFT 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: "KOBRAHSOFT", 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).

48K/128K/ + 2/+3 UNIQUE FRIENDLY UTILITIES

SPECTRUM PICTUREBASE SYSTEM — Tape £11.95, +3 Disc £14.95, Microdrive £13.95. Type coloured pictures or text, save in filing system, retrieve, update, display via index, as repeating series or slide projector, print. For artists, admen, cartoonists, gamemasters, computer graphics learners.

COMPLETE MACHINE CODE PACKAGE — Tape £9.95, +3 Disc £12.75, Microdrive £10.75. Assemble, disassemble, test, debug, trace, single step, backtrack, breakpoints, hex/decimal displays. Examples given of character screen games design and copying tapes. Unique on-line facilities to teach yourself assembler and machine code, instructions supplied. Converts for other discs. Crack, Hack or Learn the Knack.

MICRODRIVE MANAGEMENT AND RECOVERY Copy, assemble, CAT, recover corrupt files £9.75

RAMDOS MICRODRIVE OPERATING SYSTEM Random access, screen edit, sort, search £9.75

MICRODRIVE FREE TEXT DATABASE Multi-purpose filing system with search £9.75

SAE for leaflets. Tel 0268 780663 queries. Pay by cheque/P.O. airmail 50p EEC. £1.50 world.

ROYBOT YS, 45 HULLBRIDGE ROAD, RAYLEIGH, ESSEX SS6 9NL

REPAIRS

BEAT THESE PRICES

Spectrum/ + £13.95
Interface I £16.95

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

SINCLAIR SUPPLIES

Spectrum Power Supply	£9.95
Replacement PSU Lead	£4.95
48K Membrane	£6.95
Plus Membrane	£9.95
Spectrum Datatorder	£19.95
Azimuth Head Alignment Kit	£9.95
Kempston Joystick Interface	£4.95
Dustcover	
(please state model)	£3.50
+ 3 Cassette Lead	£4.95
+ 2/+3 Joystick Adapter	£4.95
Microdrive Cartridges	
(pack of 4)	£5.99
Alphacom Paper (5 rolls)	£9.95

Prices include VAT + p&p.
Allow up to 14 days for delivery.

Cheque/P.O. to:

OMNIDALE LTD

23 Curzon Street, Derby DE1 2ES

Tel: 0332 291219

COMPUTER REPAIRS

All types of home computers: Amstrad, Sinclair, etc. — prices from £7.00 inc. VAT and post and packaging and three month guarantee. Also available:

spares, software, cables, peripherals, etc.

Tel: (0702) 618455 for immediate estimate

THE COMPUTER FACTORY, Analytic House, Unit 18A,
Grainger Road Industrial Estate, Southend-on-Sea, Essex

SPECTRUM REPAIRS

128K FAULTS £20.00 48K FAULTS £14.00
48K KEYBOARD FAULTS £9.00 4116 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



WIN WITH COURSEMASTER

THE COMPUTER HORSE RACING PROGRAMME

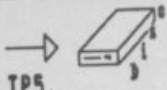
- * RATES ANY RACE IN SECONDS — ANY DAILY NEWSPAPER IS ALL YOU NEED
- * NEVER out of date — Both N. Hunt and Flat — Fast data entry.
- * AMAZING ACCURACY!! — Now you CAN BEAT THE BOOKIE!
- * Works on the simple principle that FAST HORSES BEAT SLOW ONES!!!
- * Clearly identifies best selection in every 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

Supplied on TAPE at £14.95 for: —
All Spectrums, Commodore 64/128, Amstrad
CPC's, BBC & Electron. Also available for
Sinclair QL on Microdrive at £15.95.

Please state machine and disc size.
INTRASET LTD, Dept YS, FREEPOST (no stamp needed), 6 Gilderdale Close, Gorse Covert, Birchwood,
Warrington, Cheshire WA3 2BR. Or large SAE for further details.

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
SOME SECURED PROGRAMS TO NORMAL
SPEED FOR RELIABLE LOADING +
TRANSFER. MEASURES LOADING
SPEED, COPIES EXACTLY BLOCKS —
EVEN OVER 51K, ETC. £7.50



MICROMATE

"PERFECT ADDITION TO M/DRIVE"
"MORE POWER WITHOUT THE PRICE"

YS JULY 1988
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: FORMAT (APPROX
104K), CLOSE, SECTOR EDITOR,
BOOT PROG, REWAKE, RECONDITIONS
AND REPAIRS CART, MULTIPLE
ERASE, TRUE CAT, TAPE TO DRIVE,
UNIQUE FAST DRIVE TO DRIVE
COPIER, DRIVE TO TAPE (+ NONE
STOP). SOLD ON CARTRIDGE —
NORMALLY £13.99. SPECIAL OFFER
£11.99 — LIMITED PERIOD ONLY.

TP5.
TP5 — 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
M/DRIVE). INFORMATION BOOK 1 —
DETAILS ON 400 TRANSFERS USING
TP5 £2.50. BOOK 2 COVERS 160 FOR
£2.50 — KAY TOP 20 HITS
INCLUDING SOME 128K PROGRAMS.



Z80

TOOLKIT 2.

"EXCELLENT VALUE FOR MONEY"

"BRILLIANT PACKAGE"

"IF ITS NOT IN TOOLKIT YOU DON'T
NEED IT". YS JULY 1988.
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 9UW. ☎ 091-2533615.

•PREVIEW•PREVIEW•PREVIEW• FUTURE SHOCKS

Goosey, goosey! Let's take a gander at what's new on the Speccy game front!



Here's Pac setting off through the city streets. Note the stylish chapeau - it rather neatly bounces off his head when he jumps over fire hydrants or pursuing ghosties. Good job there's nobody around to see how silly he looks, isn't it viewers?



Getting difficult now. Jumping across the ravines using the rolling logs is not easy at the best of times, especially at that tricky moment where the screen flips and you have to re-orientate yourself as to where you are.

Grandslam

Nanananananananananana... Pacman! At last hitting the wonderful world of the Speccy (there'll be a review next issue, Pac pickers) at £8.95, *Pacland* might be full of bright colours and look a bit, erm, girly, but don't let that put you off. Complete with the little fairy Pac has to return to fairyland tucked safely under his jaunty Robin Hood hat, and with his nose enlarged to almost Pinnocchio proportions, Pac heads off on his travels into *Pacland*. What will he find? Where will he go? What will happen to him? Let's go and find out shall we?



pacland

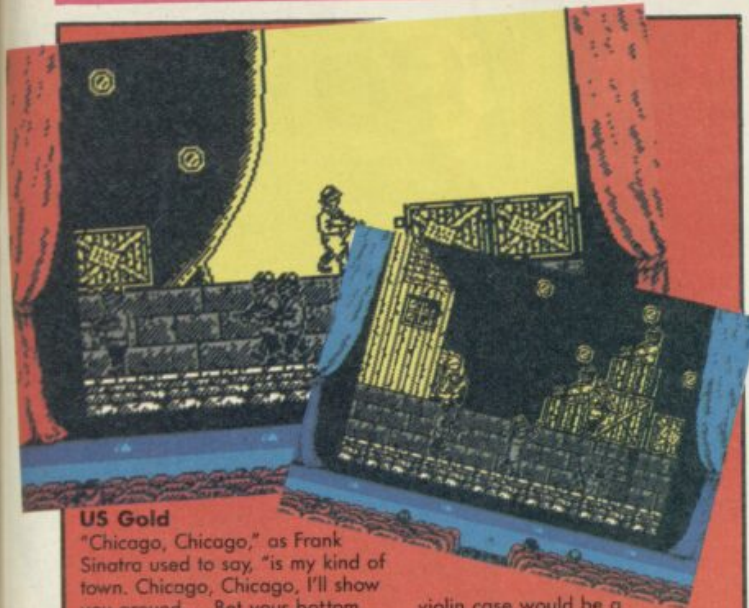


In trouble already! Not only can he get caught by the ghost but also run down by the car, bombed from the air or hit by the aeroplane. Listen for the car sirens to tell you when they're about to appear. Yikes!

Whoops! see what we mean...

And there you have it! Just time to tell you there's a joystick waggling bit yet to come where you have to cross the river and then the entrance to Fairyland where you receive your magic red boots. These let you fly back to the beginning and then you start again, only it's harder. What a thing, eh?

•PREVIEW•PREVIEW•PREVIEW• FUTURE SHOCKS



US Gold

"Chicago, Chicago," as Frank Sinatra used to say, "is my kind of town. Chicago, Chicago, I'll show you around..." Bet your bottom dollar you'll lose the blues in Chicago. But if US Gold's new gangster shoot 'em up is anything to go by, you'll probably lose your life as well as the bloomin' blues in Chicago!

Strangely this game seems to be set in a cinema complete with the sort of audience that would go to see *Escape To Athena* — very sparse! It's a gangster type shoot 'em up from the days when the most popular overcoat making material was concrete and the last thing you'd expect to find in a

violin case would be a Stradivarius!

You play Detective Eliot and your task is to negotiate five levels: from the streets to the port, to the outskirts of the city, and finally the illegal alcohol warehouse! There are squillions of gangsters trying to hinder your progress — they even poke out of the sewers to take pot shots at you, the dirty rats! Later in the game you can hop into your motor — a customised Chevy, no less — to help you in your quest! Dagga, dagga, dagga, dagga... You'll never take me alive, copper!

30'S CHICAGO

EDDIE EDWARDS

Loriciels

Hmmmmmm! It's a shame this game wasn't out a bit earlier, 'cos then T'zer could have taken a few tips from it before she went on her skiing hols. She ended up with a knee injury after going on the piste! And then she had to negotiate the slopes!! She should've played this game first.

Eddie Edwards *Super Ski* is a 3D ski simulator in which you can experience all the thrills and spills of four ski events — including the ski jump, the slalom, the GIANT slalom and the speedy downhill race — without any of the risky bits, like sprained knees! We think the finished version could be well wicked! It promises nice smooth graphics and looks very fast! Watch out for it later this month.

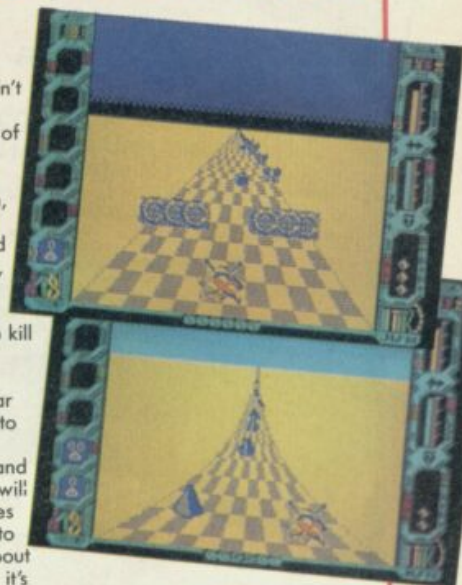


ELIMINATOR

Hewson

Look out! Here comes the Eliminator! A machine built to destroy all forms of life. (Wouldn't it be fun to take it to the Tory Party conference? Ooooooh! Bit of politics there!) Well, go to the bottom of our stairs!

In this the latest from Hewson, you get to travel from planet to planet in this mean machine and destroy everything in your path, and since the game is set on a progressively scrolling, winding path, this means that you get to kill everything! This will be a rapid action blast 'em up requiring speedy reactions and a muscular trigger finger! There are aliens to be destroyed, obstacles to be avoided, icons to be collected and even ramps to run over! These will either help you to jump obstacles or else leap your vehicle up onto the ceiling! Whooo! Due out about the time you read this. Check it, it's a blast (literally!)



Rebel

Hey, man! Everything's gone green! Green politics, Greenpeace, the vegetables in Duncan's fridge,

and now even Rebel has 'gone back to nature' with the world's first 'organic' computer game. But what has Rebel got against insects? We'll be cornswaggled if we know! We may have zapped the odd woodlouse with our magnifying glasses, and painted houseflies in camouflage colours with Humbrol enamels, when we were younger — but to go to the extent of producing a computer game where the adversaries you blast to pieces include luvverly flutterbys and beetles!?! Weird!!!! Rebel has thrown in some salmon, evil eyes and giant cyclops monsters too, mixed them all up and produced a new vertically scrolling shoot 'em up.

Blasting some meanies will leave behind 'gunballs' which you collect to add a mind warping array of weapons to your craft! These include a giant wand — also known as the windscreens wiper of death (I), homing missiles, and a firewall that spreads out to the sides before rolling up the screen toasting everything in its path! Shame your adversaries aren't marshmallows really. We always loved 'em toasted round the campfire! Ging, gang goolie goolie goolie wish wash... (Shut up Ed)

GEMINI WING

FIRST PAST THE POST

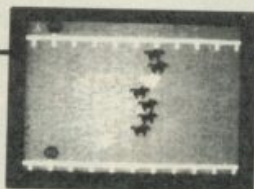
SOCCER STAR

FULL GRAPHICAL MANAGEMENT SOCCER GAME WITH MATCH HIGHLIGHTS AND PLENTY OF STRATEGY DECISIONS TO MAKE.

AVAILABLE ON SPECTRUM 48/128K

THE HORSE RACING STRATEGY GAME, OWN YOUR OWN STABLE AND TRAIN YOUR HORSES TO WIN THE MAJORS AND TRAINERS LEAGUE.

AVAILABLE ON SPECTRUM 48/128K



CUP FOOTBALL

SET AMONGST THE TOP EUROPEAN CLUBS CAN YOU TAKE YOUR TEAM THROUGH THE GROUPS, ON TO THE FINALS AND GREATER GLORY?

AVAILABLE ON SPECTRUM 48/128K



AVAILABLE FROM ALL LEADING RETAILERS

£2.99 EACH

"ONLY FOR SERIOUS STRATEGY GAMESTERS"

OTHER



BUDGET GAMES

ON THE BENCH

A FOOTBALL MANAGEMENT SIMULATION, YOU MAKE ALL THE DECISIONS WHICH WILL MAKE OR BREAK YOUR TEAM IN THE CUP OR LEAGUE.

AVAILABLE ON SPECTRUM 48/128K, C64 & AMSTRAD 464/6128

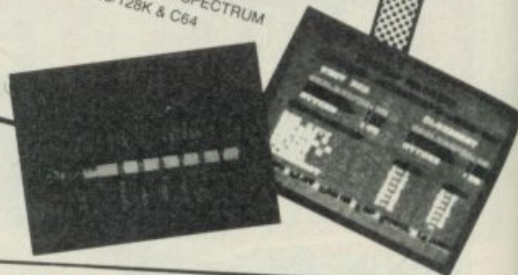


ALL SCREEN SHOTS ARE FROM THE SPECTRUM COMPUTER

SOCCER Q

2000 FOOTBALL QUESTIONS TO ANSWER. TAKE YOUR TEAM TO THE TOP OF THE FOUR DIVISIONS AND LIFT THE CUP.

AVAILABLE ON SPECTRUM 48/128K & C64



THE DAMNED FOREST

AN ICON DRIVEN GRAPHICAL ADVENTURE

AVAILABLE ON SPECTRUM 48/128K

KEMSHU

A BRAINTEASER **CRASH** REVIEW 81%

AVAILABLE ON SPECTRUM 48/128K

THE REALM

ADVENTURERS WILL LOVE THIS

AVAILABLE ON SPECTRUM 48/128K

ARENA

A WARGAME "COULD PROVE TO BE A BUDGET CLASSIC" POPULAR COMPUTING WEEKLY

AVAILABLE ON C64

SOFTWARE HOUSE

RUN YOUR OWN SOFTWARE COMPANY

AVAILABLE ON SPECTRUM 48/128K, C64 & AMSTRAD 464/6128

FOR A FREE CATALOGUE OF ALL OUR STRATEGY GAMES JUST SEND A LARGE S.A.E. TO

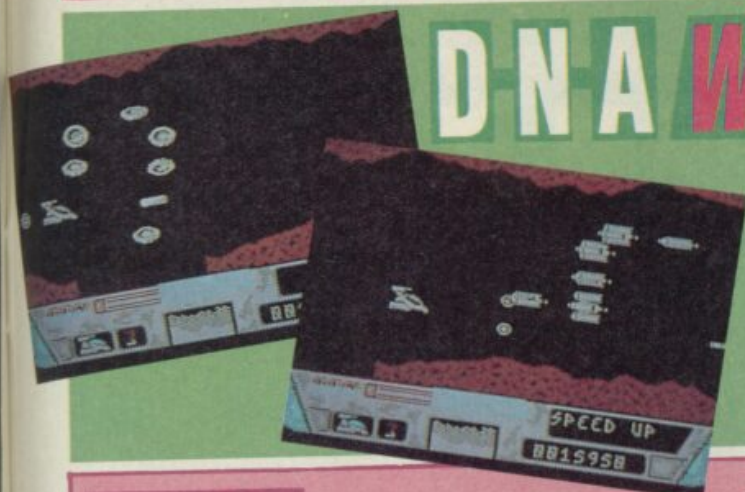
CONTACT MR A HUGGARD



TRADE ENQUIRIES ☎(0438)728042

19 MELNE ROAD, STEVENAGE, HERTS. SG2 8LL

FUTURE SHOCKS



DNA WARRIOR

Cascade

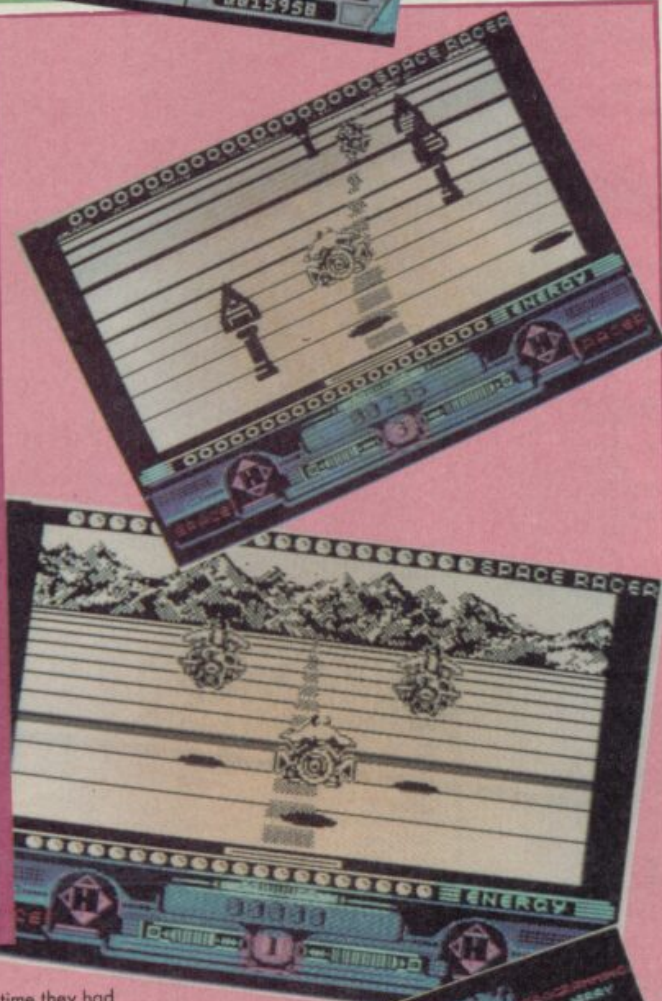
Wooooooo! What a coincidence! Take a closer look at the X-Ray photo of our very own Ed's insides in Psst! Look very closely and you'll probably see a very small submersible. See it? Well, that's the Cascade team researching its new game DNA Warrior!

A brain is lost in someone's insides. The problem here is that

the brain belongs to a top secret scientist who had the implant as part of one of those wacky experiments that go horribly wrong! So it's into your sub and off into the wild gungy yonder.

Much like the movie *Fantastic Voyage* with Raquel Welch (hem hem) the micro-sub has to defend itself against the body's defence systems, you know, white corpuscles and all that gear. Furthermore there are attacks from mutant brain tissues! Gadd! You have to weave your way through bionic limbs and a pace-maker too (watch out for the Duracells!) all en route to that spongy grey mass between the ears!

SPACE RACER



Lorielis

Ancient Rome — what a time they had then, eh? Imagine if you'd lived then. Billy Graham would have lasted as long as Phil Snout's Lion Bar, and you probably wouldn't have been able to turn the corner of a Roman road without bumping into Kirk Douglas or Victor Mature!

Lorielis reckon we're heading that way again, it seems, cos its setting its new game Space Racer in the year 2132 when games of death are what the public want! You are one of the many competitors in the space race but there can only be one survivor!

Sounds like the recipe for a great game in our books, especially if the action and graphics are as fast and smooth as we've seen. Shekel count on this one is £8.99 (£12.99 disk).

MAZEMANIA

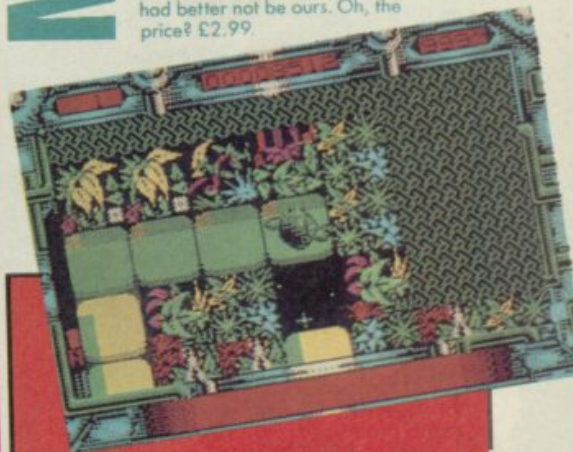
Rack-it

Well cut off our legs and call us shorty! What did we tell you earlier! Here's another 'back to nature game'.

You're a hedgehog called Flippo (No I'm not — an annoyed reader) No, no, you play a hedgehog called Flippo, and you've got to travel through a giant maze, turning tiles over as you go. It's the sort of thing hedgehogs do — annoying verminous little spike-balls. Cuddly? Phuil Cuddly my foot! They're covered in fleas and make disgusting grunty noises, and in our opinion all the hedgehogs in the country should be gathered together and strung up — it's the only language they understand. Furthermore... (That's enough hedgehog bashing. Ed)

Anyway, Flippo's going to have to avoid a lot more than verminous hedgehog bashers like us, 'cos there're some gliding aliens who hope to 'put paid' to his quest too.

Some of the action takes place in a vegetable garden: for Flippo's sake it had better not be ours. Oh, the price? £2.99.



OVER AND OUT

That's all for this month folks, but hang on to your hats, 'cos next month we're going to be have a peek at Aaaaargh (Mastertronic), Weird Dreams (Rainbird), The Running Man (Grandslam) and Hotshots (Gremlin) amongst many, many others. Toodle pip!



PETE'S PUZZLERS

Get your brain out of the pickling fluid — Pete's back to prod it with some more of his problems...

FIND THE LADY

Thanks go all the way to **Serafim Fonseca** from Portugal for this puzzler. And it's not a trick question — you've really got to work it out!

There are three girls — Helena, Teresa and Diana. Teresa is the good girl and always tells the truth. Diana is moody and only sometimes lies. Helena has a wicked streak and always tells fibs. Based on this, can you work this out? If

- Girl A says girl B is Teresa
- Girl B says she's Diana
- Girl C says girl B is Helena

Who is actually who?

DEATHLY ENTRY

Andrew Smith from Hindhead in flowery Surrey came up with this trickster... A man is heading for the centre of a field. How does he know he's going to die when he gets there?

EXPRESSIVE THOUGHT

Over to **Ben Powell** from Kettering, who'll enlighten you with his words of wisdom...

An express train leaves London for Birmingham at exactly the same time as a slow train leaves Birmingham for London. The express train travels at 100mph, making no stops, whereas the slow train travels at 50mph making ten stops. Which train is further from London when they meet?

YS, PHONE HOME

Simon Roche from Co. Galway in Ireland wrote in with this quickie — and I'll just pass you straight over to him... A perfectly ordinary man goes into a perfectly ordinary telephone booth (which is working!), and has a perfectly ordinary telephone number to dial, but can't make a phone call. Why?

BRIDGE OVER TROUBLED TRUCK

Dowlich am fawr, **Gareth Edwards** of Clwyd for this teaser... A lorry has managed to get itself wedged underneath a bridge in such a way that it seems impossible to move the lorry at all. A little boy comes up with a simple solution to the problem. What was it?

PHONE TROUBLES

The man with the morbid puzzlers is **Joseph Lock** of Abingdon... Over to you, Joseph...

There is a man lying dead in a phone booth and both of his wrists have been cut open. There is a big fish just outside the booth and broken glass on both sides of the booth. Bearing in mind this wasn't a suicide attempt — how did the man die?

TRICK WICK

Andy Wright of Derbyshire is the man to blame for this totally stupid puzzler.

Two identical candles are placed one at the top of a cliff, and one at the bottom. The tide is coming in and both are lit at the same time. Which burns longer?

MOUNTAINOUS PROBLEMS

Coming all the way from Prestbury in Cheshire, it's young **Jack Brough** to entertain us with some wit 'n' wisdom...

What was the highest mountain before Mount Everest was discovered?

PUNCTURE REPAIRS

Written on very, very thin notepaper, and all the way from down under (not Brighton), but Australia, **S. Jones** has an antipodian poser...

A woman drove from Birmingham to London. Long before reaching her destination, she noticed that she had a flat tyre. How did she complete the trip without damaging the wheel of her car?

SIGN LANGUAGE

PRIZE PUZZLE No 11

LANFODNASREPMADCOMMA
AMPTDKRIBPLAOWNCZTEN
ZIXOTYLPFGIPERHGYTNO
HLFJSEQUALSKCNALAOE I
ALQDWT CNFGAUORPDCMCT
NIYDBSR SNDDPBRETCAZA
QMIPTHFOXLD FJTPNWOPM
FEG LJBGP PUHRVFRZPFMA
THEREFOREHZIDJHARTIL
GRJSIWFEJSEIUNMCCKGC
GEESKUDBAFDOCNFHTTDX
WETYFOGAHCBVDJKXMSZE

WORD SQUARE CLUES

+
&
'
-
!
mm
?????
π
X
?????

This month's prize puzzle is a real brain blender for you all, courtesy of **Evan Kirby**, from Dumfriesshire, Scotland. All (*Hah! All?! Ed*) you have to do is work out what the symbols mean and then find them in the wordsquare. For example '&' is an ampersand, so look for the work ampersand in the wordsquare, and so on. It's tricky puzzlers, but when you've sussed it, fill in the coupon with your name and address and send it to, I've done The Incredibly Tricky Prize Puzzle... My Brain Is > Yours Compo, PO Box 1509 Enfield, Middlesex EN1 1LQ, to arrive no later than April 30th, 1989.

I want to have my π and eat it, because I've filled in the grid!

Name.....

Address.....

Postcode.....

LAST WORDS

Well puzzler pals, that brings the show to an end for another issue. Thanks to all who contributed this month. If there are any other takers for the fab goodies winging their way to these lucky folks, then send your puzzles to Pete's Puzzle Page, YS, 14 Rathbone Place, London W1P 1DE. Oh, and if you're stuck, the answers are on page 88.

RED HEAT

The heat is on... and the chase is in full cry as East and West join forces to hunt down a Soviet drug-dealer. The two detectives - one Russian, one from Chicago - both have different reasons for capturing their prey as they come face to face with the 'Cleanheads' gang, fist fights, gun fire, and

a breathtaking bus chase. The hottest film tie-in to date - it's all action with stunning graphics - see RED!

SPECTRUM
COMMODORE
AMSTRAD
ATARI ST
AMIGA

£8.99
£9.99
£9.99
£19.99
£24.99



© 1988 Carolco Pictures Inc. All Rights Reserved

Ocean Software Limited
6 Central Street
Manchester · M2 5NS

ocean[®]

Telephone: 061 832 6633
Telex: 669977 OCEANS G
Fax: 061 834 0650

BRINGING HOME THE CHALLENGE OF THE ARCADE

LAST DUEL™



Atari ST
£14.99 Disk

Amstrad
£9.99 Cassette
£14.99 Disk

CBM 64/128
£9.99 Cassette
£14.99 Disk

CAPCOM™

IBM PC
£19.99 Disk

Spectrum 48/128K
£8.99 Cassette
£12.99 Disk

CBM Amiga
£14.99 Disk

Screen shots from Atari ST version.



LAST DUEL™ The golden tribe of BACULA have over run the twin planet MU and taken captive the beautiful Princess SHEETA. Few warriors survive and only one retains the courage and willpower to face the awesome task ahead. Battle your way through six enemy occupied territories laden with traps, terror and gargantuan defenders, the like of which no earthly body has ever set eyes upon. Your neutron powered car and galactic hoverplane provide speed and firepower, your nerve and skill offer the only hope of freedom for your beloved Princess.



ILLUSTRATION: PETER ANDREW JONES.
COPYRIGHT: SOLARWIND LIMITED

© 1989 CAPCOM CO. LTD. Manufactured under license from CAPCOM CO. LTD., Japan. Last Duel™ and CAPCOM™ are trademarks of CAPCOM CO. LTD.
Licenced by GO! Media Holdings Ltd., a division of U.S. Gold Ltd., Units 2-3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 354 3388.