

BRITAIN'S BEST SELLING SPECTRUM MAG!

YOUR SINCLAIR

February 1990
Number 50
£1.70 With
Complete Game!

HURRAH!
Fiftieth Birthday Celebration Issue!

Punt Iron With

CYBERBALL!

Reviewed -

Chase HQ

Galaxy Force

Turbo OutRun

Kick Off

Footballer Of
The Year II

And Loads More!!

If there isn't a cassette attached to this magazine, one of these three things may have happened to it.
a) You've taken it off already.
b) Your newsagent has removed it to keep it safe from pilfering hands.
c) It's been nicked by an unscrupulous rogue.
Before you leave the shop, ask the good proprietor what he suggests.

SMASH TAPE No 27

ISSN 0269-6983



9 770269 698010

Win! A Telescope! A Neoh Radio! And Oodles Of Football Games!

The **PACK ATTACK** COMP

OPERATION WOLF

Voted "Game of the year." The world's No. 1 arcade game. "Super-smooth scrolling and excellent graphics ... Without doubt this is a first class shoot'em up." A CRASH SMASH CRASH. "Definitely the coin-op of the year... Buy Operation Wolf, it's a brilliant conversion." C+VG GAME OF THE MONTH COMPUTER + VIDEO GAMES.

© 1987 TAITO COMP



THE REAL GHOSTBUSTERS

"Great music, and I appreciate the opportunity to meet Mr. Slimer in person." "Brill theme tune and decent spot effects." AMSTRAD ACTION, "the creatures are very well defined and animated... as near to cartoon graphics as you can get on the Spectrum."

GAMES MACHINE

© 1988 COLUMBIA PICTURES TELEVISION, A DIVISION OF CPT HOLDING, INC. ALL RIGHTS RESERVED.
© 1988 COLUMBIA PICTURES INDUSTRIES, INC.



THAT ARE OUT C

AFTERBURNER

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

AFTERBURNER TM SEGA © ARE TRADEMARKS OF SEGA ENTERPRISE LTD



LAST NINJA 2

Once beaten, but not destroyed, the evil Shogun Kunitoki used all his mystic powers to transport himself through time and establish a new empire of tyranny in modern day Manhattan. You arrive in this frightening and awesome modern world bringing nothing with you save your intelligence, skill and cunning and a burning desire for vengeance.

© SYSTEM THREE SOFTWARE LTD. ALL RIGHTS RESERVED



3 SPECIAL

BATMAN THE CAPED CRUSADER

"Believe me this is brilliant, a finely-honed arcade adventure which is the best comic licence ever - you'd be batty to miss it." **CRASH SMASH.**

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

OPERATION WOLF

"What more could anyone ask for in a shoot-em-up. Operation Wolf, simply is The Business." **CRASH SMASH.**

© TAITO CORP
1988.



DOUBLE DRAGON

"Skillful programming has taken the superb graphics and addictive game play of the monster arcade hit and faithfully reproduced it on the home computer."

R-TYPE

"Here at S.U. we think it's about as close to an ultimate space blast as anyone will ever get. Fab."

© IREM CORP 1987

COLLECTION PACKS



BARBARIAN II

"Palace have really put everything into this one... It's all done with such enthusiasm, skill and style that I found myself itching to play it again and again." **AMSTRAD ACTION MASTER GAME AWARD.** "packed with humorous touches... great animation... the sound effects too, are top quality... hours of enthralling play." **ZZAPI 64 GOLD MEDAL AWARD.**

© 1989 PALACE SOFTWARE



DRAGON NINJA

"A sure winner with the official conversion to the home computer." **COMPUTER GAMES-WEEK.** "A very enjoyable and addictive game... The best conversion I have seen on the Amstrad."

AMSTRAD ACTION.

© DATA EAST

OF THIS WORLD



WE'RE LE MANS

The world's most famous sports car race comes to your home computer screen with this exciting simulation of the 24 hour Le Mans race. This stimulating challenge inspired by Konami's sit in driving simulator reproduces all the elements at the famous race with every twist and turn of the track.

© KONAMI



DOUBLE DRAGON

Join in deadly combat with the savage street gang of the infamous Shadow Boss. Use whatever weapons come to hand as you pursue the gang through the slums, factories, and wooded outskirts of the city to reach the Black Warrior hideout, for the final confrontation with the Shadow Boss himself!

© 1988 MASTERTRONIC
INTERNATIONAL INC.

**ALL AVAILABLE FOR
AMSTRAD
COMMODORE · SPECTRUM**



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

INCREDIBLE BUT TRUE!

THE NINJA WARRIORS™

Virgin
Games

AN
OFFICIALLY
APPROVED
TAITO
CONVERSION

AMAZING
1st ISSUE
DEC 89
7278070



AVAILABLE ON

ATARI ST	£19.99
AMIGA	£19.99
CBM 64 CASS	£9.99
CBM 64 DISK	£14.99
SPECTRUM CASS	£9.99
SPECTRUM +3	£14.99
AMSTRAD CASS	£9.99
AMSTRAD DISK	£14.99

VIRGIN GAMES • 2-4 VERNON YARD
119 PORTOBELLO ROAD • LONDON W11 2DX

*LICENSED FROM: TAITO CORP., 1988
PROGRAMMED BY RANDOM ACCESS
COPYRIGHT THE SALES CURVE 1989.
DISTRIBUTED BY VIRGIN MASTERTECH.
EXPORT OUTSIDE EUROPE AND
AUSTRALASIA PROHIBITED.

THE BEST CONVERSION OF ANY
BEAT 'EM UP EVER, YES EVER !
ACE MAGAZINE • DECEMBER 89

CONTENTS FEB 50

8 SMASH TAPE

Two more complete giveaway games! *Kat Trap* is a flip screen shoot-'em-up from Domark while *A Nightmare On Robinson Street* is quite the weirdest Op Wolf-style shoot-'em-up you've ever seen! Bizarre!

70 FIFTIETH BIRTHDAY CELEBRATION!

YS is 50 issues old this month, so we're celebrating in style, with an eight page retrospective mega-feature! Which were the best games of the years and which was the all-time worst? Who were 'The Three Centigrades' and what 'deserved a good smack'? All will be revealed...

REGULARS

6 PSSST

YS looks back at the '80s, Dusty Fleming introduces *Great Haircuts Of Our Time*, and it's the start of the *Peculiar Pets Corner*!

20 BLACK TIGER COMPO

Win a giant spook radiol

25 LETTERS

Are newsagents 'nice' people? Is the Pope a fruit? And why are 'our lads overseas' ever-so-slightly miffed? Find out here!

33 DAN DARE III COMPO

Win a brilliant telescope!

34 SUBSCRIPTIONS

37 TIPSHOP

Who shot Phil South? Can this really be his last Tipshop (sniff)?

41 TIP CARDS

50 MR HELI MAP

53 GAZZA'S SUPER COMPO

Win a table-top football set, Subbuteo and more!

55 YS SUPERSTORE

56 COMPO WINNERS

61 BACK ISSUES

62 ADVENTURES

Hints, tips, news, offers and the best beard in the business!

81 PROGRAM PITSTOP

Can it be another Mandelbrot program? Surely not!

98 NEXT MONTH

YOUR SINCLAIR

EDITOR Matt Bialby
ART EDITOR Catherine Peters
DEPUTY EDITOR David Wilson
PRODUCTION EDITOR Andy Ide
DESIGNER Martin Sharrocks

EDITORIAL/ART DEPTS (01) 323 0212

GROUP ADVERTISEMENT MANAGER Lynda Elliot
DEPUTY ADVERTISEMENT MANAGER Caroline Day
CLASSIFIED SALES EXECUTIVE Chris Skinner

ADVERTISING DEPT (01) 631 1433

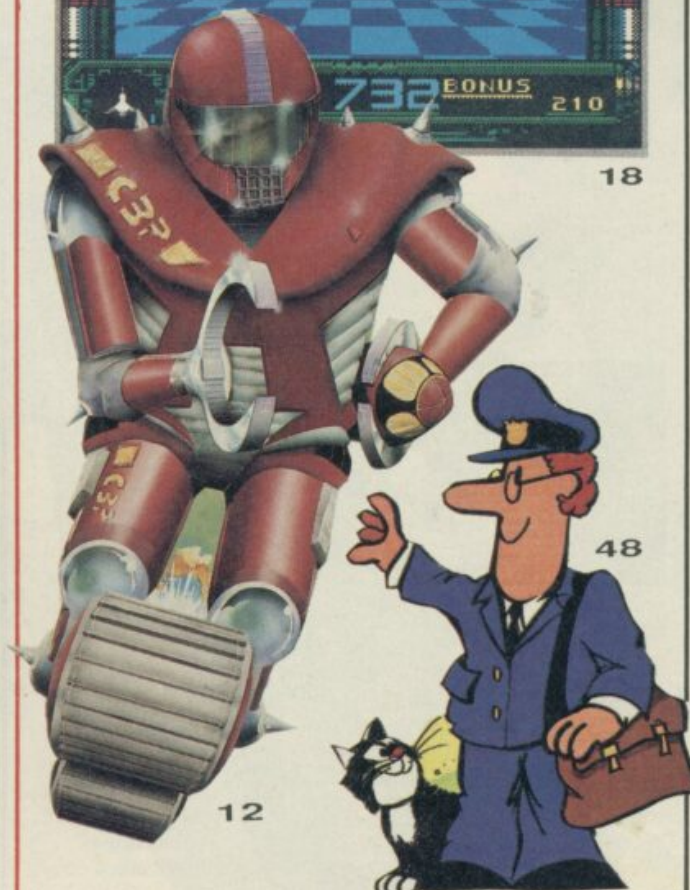
SUBSCRIPTION MANAGER June Smith

SUBSCRIPTION DEPT (01) 631 1433
(2-Spans only)

Your Sinclair, Dennis Publishing Ltd.
14 Rothbone Place, London W1P 1DE
ISSN 0269 6983

Cover Illustration: Tim Taylor

A  Publication



GAMES

REVIEWS

Full Price

- 14 CHASE HQ/Ocean
- 87 DAN DARE III/Virgin
- 16 FOOTBALLER OF THE YEAR II/Gremlin
- 18 GALAXY FORCE/Activision
- 88 THE GENERAL/CCS
- 88 HEAVY METAL/US Gold
- 23 KICK OFF/Anco
- 89 MONOPOLY/CLUEDO/SCRABBLE/Leisure Genius
- 44 PRO TENNIS TOUR/Ubi Soft
- 93 ROCK 'N' ROLL/Rainbow Arts
- 69 STIR CRAZY FEATURING BOBO/Infogrames
- 22 TURBO OUTRUN/US Gold

Bargain Basement

- 47 CHAIN REACTION/Encore
- 47 FIST II/Mastertronic
- 48 GAME OVER/Summit
- 46 THE GREAT ESCAPE/Hit Squad
- 46 GREGORY LOSES HIS CLOCK/Mastertronic
- 46 INTERNATIONAL MANAGER/Cult
- 47 JONAH BARRINGTON'S SQUASH/Mastertronic Plus
- 46 MEGANOVA/Alternative
- 48 NIGEL MANSELL'S GRAND PRIX/React
- 48 PING PONG/Hit Squad
- 48 POSTMAN PAT II/Alternative
- 46 RENEGADE/Hit Squad
- 48 SAIGON COMBAT UNIT/Players Premiere
- 47 SPEEDBOAT ASSASSINS/Mastertronic Plus
- 48 THANATOS/Encore
- 47 TURBO BIKE/Alternative

Adventures

- 64 INTRUDER ALERT/Zenobi

PREVIEWS

Megapreviews

- 12 CYBERBALL/Tengen (Domark)
- 58 FIGHTER BOMBER/Activision

Future Shocks

- 97 CROSSBOW - LEGEND OF TELL/Screen 7
- 98 DOMINION/Pandora
- 96 EMLYN HUGHES ARCADE QUIZ/Audiogenic
- 96 KNIGHT FORCE/Titus
- 97 SNOOPY/The Edge
- 98 WILD STREETS/Titus

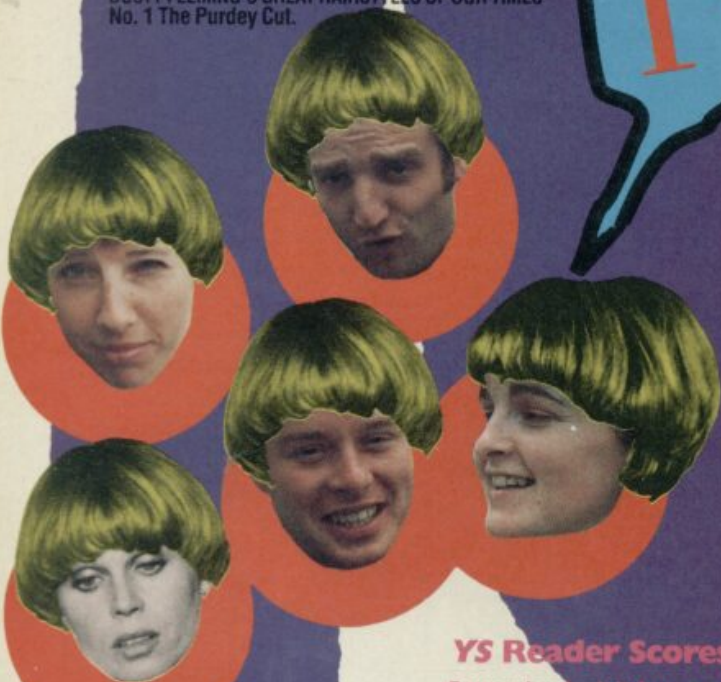
Scroll On! Virgin In Adventure Publishing Deal!

Remember that formative '80s quiz game *Give Us A Clue*, with Una Stubbs and Lionel Blair? (Tentative link or what? Ed) Well, here's your chance to test your own charade skills. Can you guess the name of the adventure game publishing house from the two objects being held here? Yep, it's Magnet Candle... er, Magnet Diploma, no no, it's Magnetic Scrolls! Why, then, are Anita Sinclair from Magnetic Scrolls and Nick Alexander from Virgin Mastertronic performing this little charade for us? Cos Virgin Mastertronic has just taken over the publishing



rights for Magnetic Scrolls adventures, that's why! It anticipates a new title being released sometime around April, and also the re-release of Magnetic Scrolls existing adventures as slightly souped-up versions in new packaging. Remember where you heard it first.

DUSTY FLEMING'S GREAT HAIRSTYLES OF OUR TIMES
No. 1 The Purdey Cut.



Inspired by Joanna Lumley's hair-do in her role of Purdey in *The New Avengers*, this style was a bit of a craze in the early '80s and anyone who was anyone had their hair cut in this fashion.

1980 In A Nutshell CND makes a big comeback, Beatle John Lennon is shot in New York, Ronald Reagan is elected US President and everyone is sporting 'Purdey' haircuts.



Decades, eh? There've been the 'Swinging Sixties', the 'Roaring Twenties' and now the, er... well, the 'Eighties'. Come with us now, as we look back in a special edition of...

PSSST

Readers Chart

Well, so much for the '80s! What of the '90s? Well, we're all set to join our European chums in 1992, aren't we? And there's the Channel Tunnel on its way (sort of). Here's a readers chart supplied by Paul Worthington of Liverpool, listing some goods currently on sale in European countries but which might not be so popular in this country!

1. Mukki Yoghurt
2. Plopp Toffee Bar
3. Nora Knackers Biscuits
4. Aret Runt Magazine
5. Zit Fizzy Drink
6. Pschitt Lemonade
7. Bum's Biscuits
8. Grand Dick Red Wine
9. Sor Bits Mints
10. Krapp Loo Roll

Give The Nineties Some Stick!

Two new joysticks are planned for release as you read this, one from Kempston and one from Product 2000. The Kempston stick is called the DAATapro joystick and has loads of state of the art doobries, like six arcade-quality microswitches, dual fire buttons, triple action autofire and coil-spring action return! It'll retail at £16.95, or £24.95 including a Kempston interface. Sounds fab, eh? (But why have they made it in such revolting colours? Hem hem.) Anyway, the second new stick is the Delta 2000. This one retails at £9.95 and again features two fire buttons, autofire and microswitches!



YS Reader Scores With Emlyn (Do-er)!

Remember back in June we asked you to submit trivia questions to Audiogenic! The idea was that if any were good enough they'd be included in Emlyn Hughes' Arcade Quiz, and, lo, several YS readers' questions were chosen! The best was sent by Michael Chappel from Wakefield. His prize was

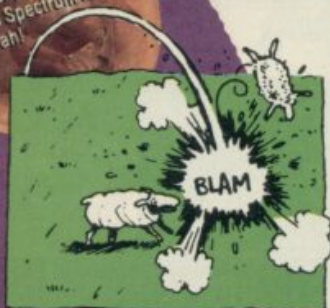


the chance to meet Emlyn in person and receive a signed footie from Crazy Horse himself! Well, obviously this honour was too much for young Michael, because he made a feeble excuse for not attending in person. So here's Andy, our very own Prod Ed, standing in and 'scoring a big hit' with Emlyn, whilst accepting the ball on Michael's behalf. After the launch, he gave it a resounding boot in the general direction of West Yorks. Six other YS readers also offered corking questions and they'll be receiving copies of the game el pronto! Well done, 'our lads'! What's that? You want to know the winning question? Oh, well... It was 'Who was the first person to put a hole in the middle of a doughnut?!' (Don't blame us! Audiogenic chose it!)



Streuth! Someone better tell David Wilson that Russian Dwarf Hamsters are supposed to be tiny little things! He's been feeding it on steak and chops for ages thinking it was undernourished! Its name? "Tyson!" Davey says. "I know Tyson was in a cage at the time the picture was taken, but this was to avoid any danger from his feeding frenzy. Normally, he's a free range hamster enjoying the run of my bedroom."

1982 In A Nutshell Argies invade the Falklands. Leonard Brezhnev pops his clogs, the peace women set up camp at Greenham Common, and the Sinclair rubber-keyed Spectrum is born! Hurray!



© Steve Bell

SAM LATEST

The Speccy was the home computer of the '80s, outselling all other types of computer as late as Christmas 1988. Will the SAM Coupé fulfil the same role in the '90s? Only time will tell. So what's the latest on this long-awaited computer? Well, MGT recently hosted a Developers Conference where lots of software publishers and hardware manufacturers were present to find out more and to express their support for the machine. The list of games publishers now planning to release specific SAM titles include US Gold, Activision, System 3, CodeMasters, Virgin, Domark, Audiogenic and Goliath Games. Phone the SAM Coupé hotline for more details, why don't you, on (0792) 791275.

YS Peculiar Pets Corner

Pets, eh? They've figured quite strongly in the '80s, haven't they? I mean Rottwailers have certainly been big news. Quite 'in' at the middle of the decade (but not any more though! Yikes!). Rich ladies have toy poodles, northern people have ferrets, boring people have goldfish, small squat people with grumpy faces have small squat dogs with grumpy faces (ie. bulldogs). Well, what have you got? Have you got a kookie kitty cat or any other peculiar pet? If you have, then we'd like to know!! Send your really weird pet picture to YS Peculiar Pets Corner, Your Sinclair, 14 Rathbone Place, London W1P 1DE. We'll give a spanky YS badge to any that we print! Just to start you off with the right idea, here are a selection of the YS team's pets.

Despite Matt's protestations that he has nothing to do with Edd The Duck, guess what his pets are!! Only two bloomin' geese! They're called Humperdink and Garfunkel (after the swinging sixties singing duo, Humperdink and Garfunkel, fact fans) and here they are enjoying bathtime frolics. "Geese make surprisingly bad domestic pets," Matt told us. "But they are exceptionally good burglar alarms. At the slightest noise they honk incessantly!"



Games

Er, back to the Gallup chart this month...

Full Price

This Month	Last Month	Game/ Publisher
1	2	<i>Batman The Movie</i> / Ocean
2	4	<i>Robocop</i> /Ocean
3	5	<i>Shinobi</i> /Virgin
4	NE	<i>Continental Circus</i> / Virgin
5	3	<i>Power Drift</i> / Activision
6	1	<i>Stunt Car Racer</i> / MicroProse
7	NE	<i>Cabal</i> /Ocean
8	5	<i>Strider</i> /US Gold
9	7	<i>Altered Beast</i> / Activision
10	NE	<i>Kick Off</i> /Anco

Budget

This Month	Last Month	Game/ Publisher
1	2	<i>Paperboy</i> /Encore
2	1	<i>Crazy Cars</i> /Hit Squad
3	3	<i>Nigel Mansell's Grand Prix</i> /Alternative
4	8	<i>Short Circuit</i> /Hit Squad
5	RE	<i>Ghosts And Goblins</i> / Encore
6	5	<i>Top Gun</i> /Hit Squad
7	4	<i>Wizball</i> /Hit Squad
8	10	<i>MIG 29</i> /CodeMasters
9	NE	<i>Cobra</i> /Hit Squad
10	NE	<i>Barbarian</i> /Kixx



Pieces of eight, pieces of eight! Arrrr, laddie. Where be Blind Pew!? Lumme, our T'zer's a mite confused. She told us she had a pet parrot, but when she showed us the photo we all had a good laugh! You see, because she had a very sheltered upbringing she wasn't very sure what the two animals looked like! Having studied *Treasure Island* at school, she knew that parrots sat on shoulders. Hence her confusion! "That's a relief," laughed the duped publisher. "I thought my parrot had a speech impediment! Everytime he said "Pretty Polly" it always sounded like "Meow, weoo-wee!"



• Virgin Mastertronic has released a £1.99 pack of six new games for the Magnum Light Phaser, all programmed by CodeMasters. The games are *Billy The Kid*, *Bronx Street Cop*, *F16 Fighting Falcon*, *US Turbo King* and *Jungle Warfare*. Sound familiar? They should — it's basically the same pack of games that comes bundled with the rival Cheetah Lightgun (see YS 47 for review)! On the full price front, there's a football game (yes, another one!) tentatively titled *World Trophy Soccer* due out around March.

• Infogrames is looking at the possibilities of converting the brilliant 16-bit game *Sim City* to the Spectrum, though if the project does go ahead it won't be ready until at least the summer. The game is bizarre. You control the development of a city as it grows from a small village settlement to a bustling metropolis, constantly having to balance the various needs of the population while at the same time coping with any number of natural disasters. The idea sounds a bit complicated and boring, but in fact it's brilliant, though how it'll all fit on to 48K (or even 128) is anybody's guess.

• Hewson's next full price Speccy release will be *Deliverance* (*Stormlord II*), Rat Cecco's follow-up to last year's massive 8-bit hit. It's due out in March, but before then there should be a compilation of all new unreleased budget titles out too, rather along the lines of Kixx's recent *Action Countdown*.

• Virgin doesn't have the only comic licences around — Krisalis is planning a game based around that popular 2000AD character *Rogue Trooper* for Easter (or thereabouts). This isn't the first time *Rogue* will have appeared on your Speccies (*Piranha* did a game a couple of years back) but Krisalis promises it'll be the best! To add to the football game confusion it's got a soccer game too, this time named after Manchester United and bound to go head-to-head with Grandslam's *Liverpool*.

• Accolade has a couple more of its ultra-realistic driving sims scheduled for release early this year. *The Cycles* is a motorbike Grand Prix sim, with an unusual first person viewpoint, while *Grand Prix Circuit* is a more conventional Formula One sim. Both should be ready around Easter..

1986 In A Nutshell The Channel Tunnel project gets the go-ahead, the Space Shuttle Challenger explodes shortly after take-off, Zola Budd is banned from the Commonwealth Games, Andy and Fergie get married and the very first issue of *Your Sinclair* hits the stands.

Well, cut off our legs and call us stumpy, if we don't have yet another Smash Tape treat in store for you! This month there are two complete games for your delight and delectation — on Side A it's *Kat Trap*, a vintage full pricey from Domark subsidiary Streetwise, while Side B has a brand new, never-before-released game from Players, *A Nightmare On Robinson Street*! It's a bargain!



KAT TRAP

Kat Trap/ Domark

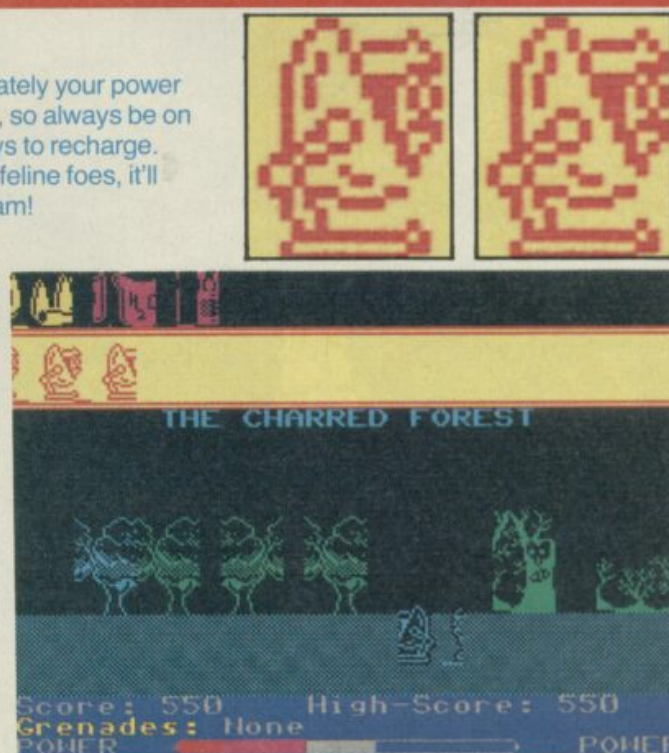
This is an odd one. There's been a slight nuclear cat-astrophe, which has left the earth in a bit of a state. In fact, it's been taken over by Cat Men! Blimey! It's up to you and the MT ED droid ('Empty Head', geddit?) you control to get to the heart of their defences and save the world. Sound familiar?

MT ED can sort of run (well, slide) along pretty fast, as well as squat and jump. It's his job to collect various weapon doobries from around the place (like bullets, grenades and even water, which, of course, cats don't like) to wipe out the nasties — choose between them and your choice is displayed on the icon strip. You get five lives, so there's room for some

mistakes. Unfortunately your power pack is pretty small, so always be on the look-out for ways to recharge. There are so many feline foes, it'll soon run out of steam!



Oh! Out of my face, cat person! Now, shall I distract him with a bowl of milk, some kitty treats or the clockwork mouse I brought especially for the occasion? (Unfortunately none of these options are open to me, so it'll have to be the old shooting, I'm afraid.)



A Nightmare ON ROBINSON STREET



KAT TRAP/A NIGHTMARE ON ROBINSON STREET Kat Trap Controls Left = O Right = P Jump = Q Duck = A Fire = Space Select = Enter Or chose your own keys. Robinson Street Controls Joystick or define your own keys	Kat Trap A Complete Game From Domark	Kat Trap/Domark Kill the cat people and reclaim the earth for humans! It's a must!! © Your Sinclair /Domark
	Plus A Nightmare On Robinson Street A Complete Unreleased Game From Players Premiere	A Nightmare On Robinson Street/ Players Murder the entire cast and crew of a well-known Australian soap opera, then go on to the next level and... murder them again! It's a must! © Your Sinclair /Players

FOLD FOLD FOLD

A Nightmare On Robinson Street/Players

This is a brand new Players product, never released to the public before, which plays as a sort of cross between *Operation Wolf* and, um, a well-known Antipodean soap opera! Blimey! You must shoot the entire cast, film crew and pets, before moving on to the next level, where you've got to waste them all again! And that's it! Blimey! It's very silly, it plays quite smoothly, and it's a lorra, lorra fun! Hurrah!



Budda budda budda! Bratta bratta bratta! Eat lead, Johnny Ocker! (Hm. These characters all look strangely familiar.)

Tape Trubbs

Oh no! Having problems with your free cover cassette, are you? Well, don't fret too much — here at YS we know how frustrating it can be, so we've put together a simple two point plan to put things to rights.

- 1) Take a stamped addressed envelope and your offending cover cassette and pop them into the post to this address — YS Tape Returns No 27 Kat Trap, Interceptor, Mercury House, Calleva Park Industrial Estate, Aldermaston, Berkshire RG7 4QW.
- 2) Wait a few weeks. A new, working copy should be on its way to you shortly! Hurrah!

SCREENSHOTS FROM AMIGA VERSION

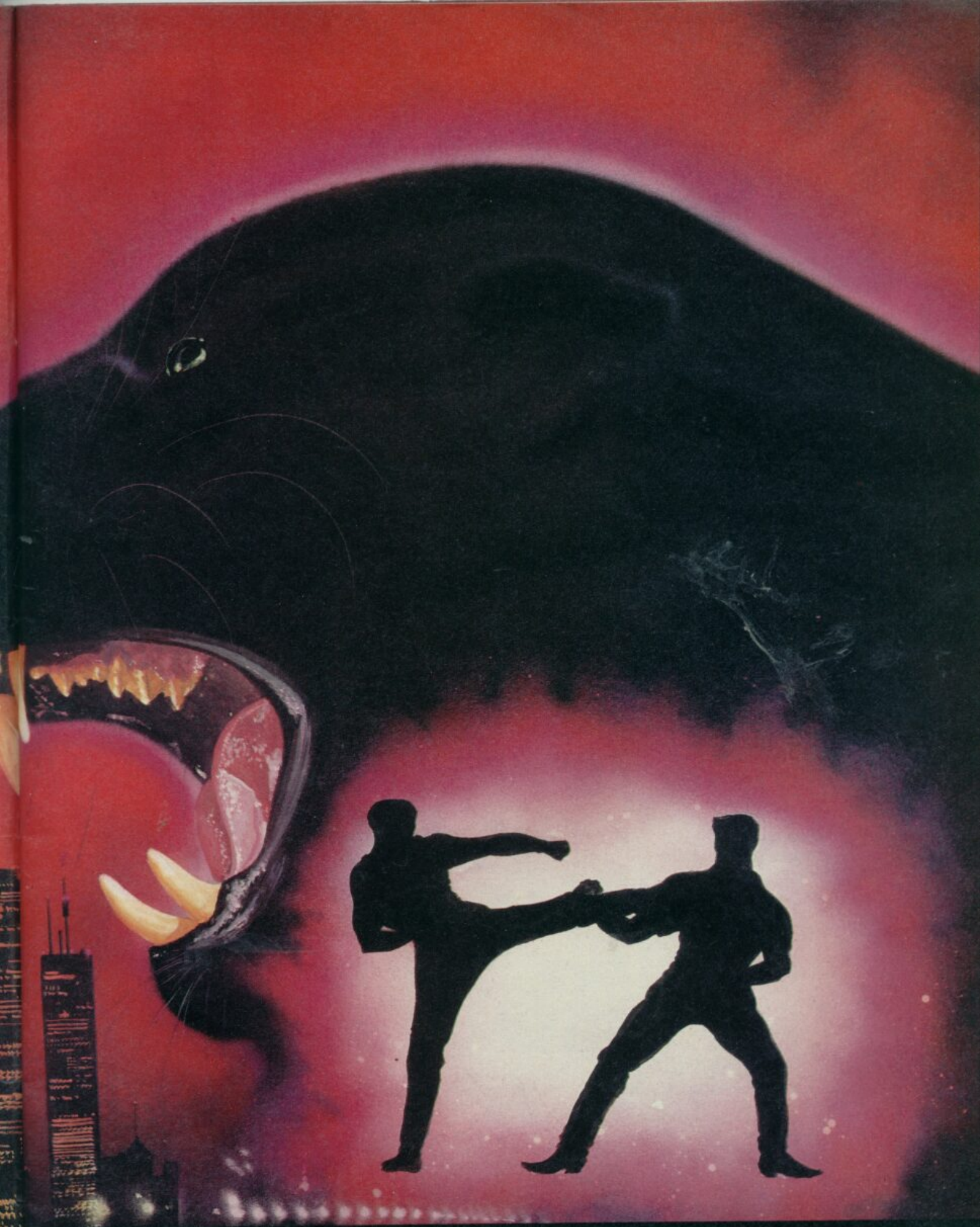


WILD STREETS



TITUS™

UNIT 4 STANNETS LAINDON NORTH TRADE CENTRE BASILDON ESSEX SS15 6 DJ - PHONE : (0268) 541 126
© TITUS 1989, WILD STREETS, TITUS AND THE TITUS LOGO ARE REGISTERED TRADEMARKS OF TITUS SOFTWARE CORP.



AVAILABLE FOR AMIGA, ATARI ST, PC AND COMPATIBLES, AMSTRAD, C64, SPECTRUM.

HUT! HUT! HUT!

IT'S

American football! What a spooky old game it is, eh, viewers? But add giant robot players, 'turbo defence' and exploding balls and, boy, does it get worse! Twice as violent, three times as exciting and about six squillion times more complicated! Matt Bielby still can't make head nor tail of it, though it won't stop him trying.

To the novice it all seems incredibly complicated and totally unfathomable. Just think about it — there are different teams for attack and defence, about 60 players a side, oodles of moves to remember, and lots of stopping and starting all the time. And that's just 'normal' American football!

Toss in 20-foot robot players, more violence, extra-weird rules and even a smidgen of management (you get to buy better robots to replace old players) and you get *Cyberball*, the heavy metal sport of the 21st century!! And that really is spooky!

Even to the experts (such as, for instance, the guys who programmed the Speccy conversions, and you can't get much more expert than that) it seemed incredibly complicated, though 'once you play it, it all comes to you and gets really easy'. Oh yeah? (Disbelieving look.) All right then, let's give it a go.

HOW DO YOU PLAY IT THEN?

So how does this *Cyberball* business work then, and how on earth are we all going to understand it?

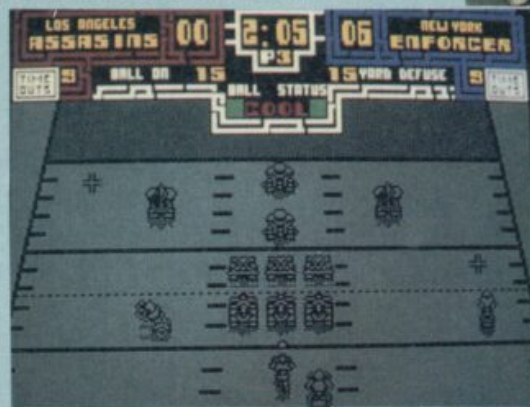
Well, first off you control a team of seven droids on the pitch at any one time, with seven computer-controlled opponents facing you. You start on the offensive, so basically what happens is the ball gets hiked back, your quarterback (the little man-shaped robot) grabs it and then decides what to do. Does he (ie. you) try to run up the pitch towards the opponents' goal carrying the ball, hoping to dodge in and out of the defenders? Or does he try and pass it to another team member?

Well, in actual fact, you know full well what you're going to do, 'cos you've actually decided a couple of seconds earlier. Just before each 'play' occurs (as they're called), the computer shows you a menu, and you have to decide what strategy to use. Say you pick 'Running Play'. That's fine. Now the computer gives you a choice of four different types of running play, in other words, set moves for all the other robots on your team to execute while you actually make your run. Then, when the action actually starts, you know that two of your big robots, for instance, are going to clear a path for you at the top left of the screen, giving you a good chance of getting quite a long way in that direction. You need to get all the way to the opposition's goal line (50 yards away) in four 'plays' or the ball explodes! Blimey! So don't waste any time!



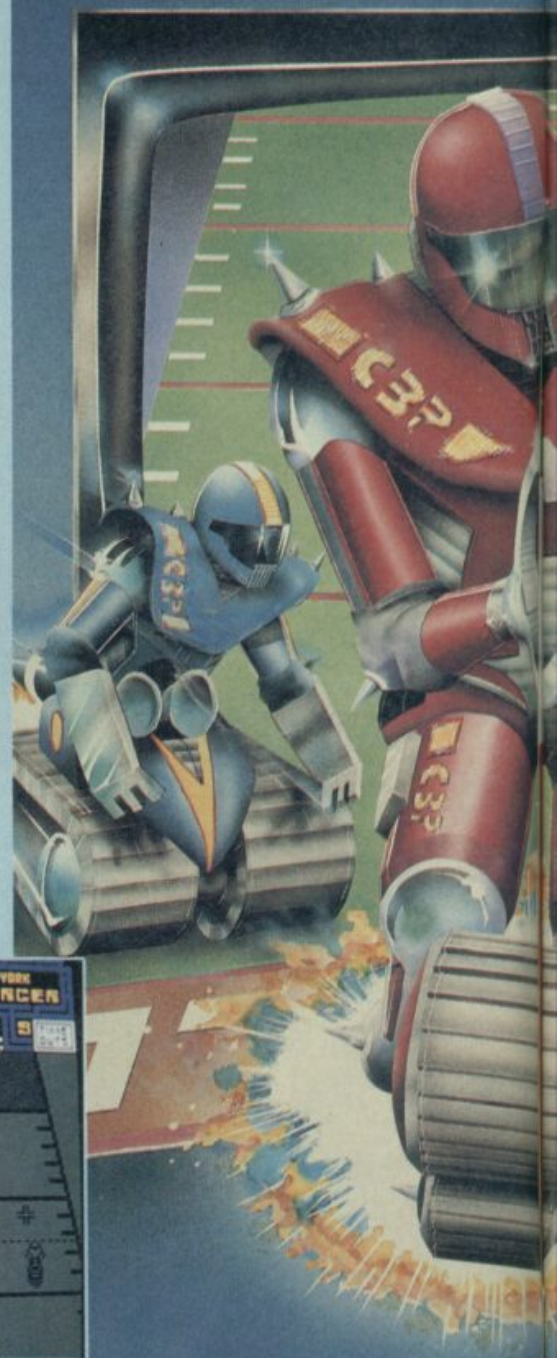
Here's the menu screen showing your choice of plays. Should we go for a running play (the quarterback runs with the ball), a passing play (you throw it towards a cross which lights up on the field, then hopefully intercept the ball with another of your robots) or an option play (a bit more specialised, where you get to 'think on your feet'). Yikes!

When you're playing the two player Speccy game one of you looks after the quarterbacks (by throwing the ball) and the other controls the receiver (who catches it). Of course, if you're in defence you both simply try to stop the other team.



Exactly the same thing happens (sort of) with the defensive plays, only you are trying to second-guess what the computer will do of course, so that you can put your men in the best positions to stop the opposition. (Phew, I hope that's all clear, 'cos I'm not explaining it again!)

Even if you didn't understand a word of it, good old Domark plans to have *Cyberball* ready for the end of January when it's, yes you guessed it, Superbowl time! So settle yourself down with a big packet of crisps for the whole three and a half hours or so, and you should know enough about American football to start your own blooming team, and certainly enough to make playing *Cyberball* a right old doddle. Or, at least, that's the idea. Hurrah!

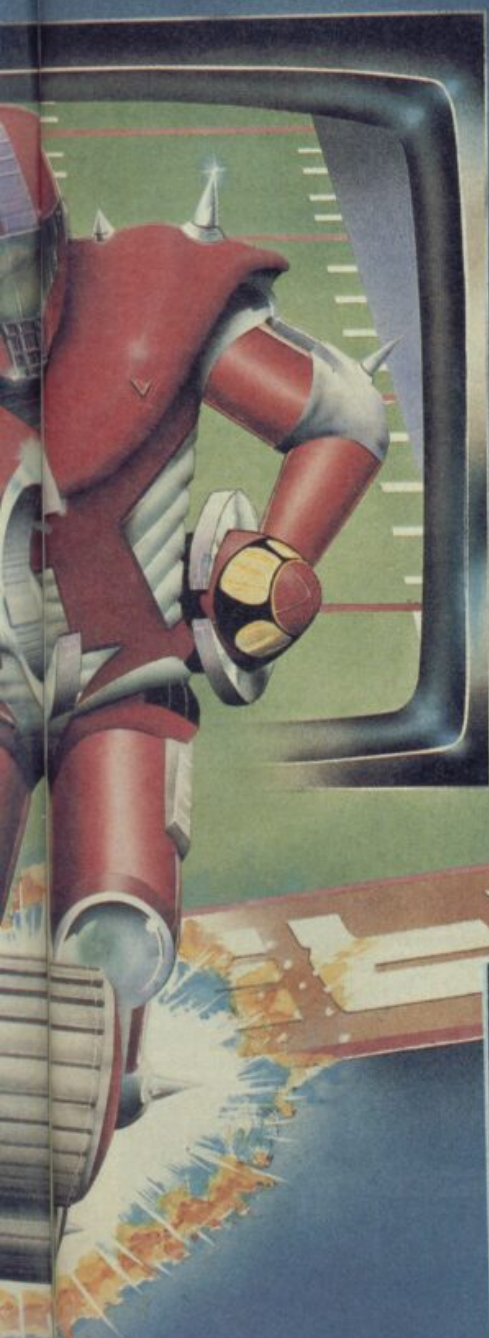


CYBERBALL THE

You don't see the coin-op much in this country (probably because it's a big, awkward shape and hardly anybody can afford enough goes to learn the rules!), but it's a weird four player contraption, complete with two screens. Unusually, these aren't side by side but stand angled away from each other, so (in two player mode) the opposing players are effectively facing across the 'field'. Looking down, each player sees the same action, but from a different end of the pitch.

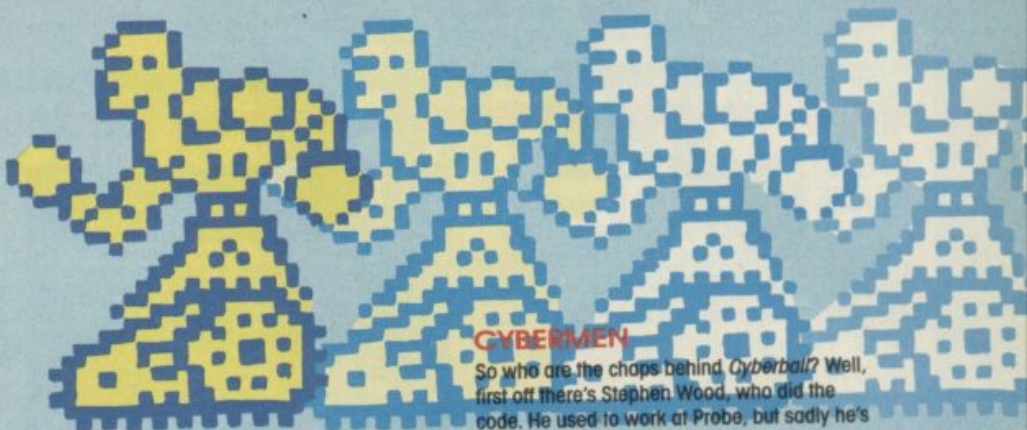
There are two sorts of two player

CYBERBALL



COIN-OP

modes — one where you take each other on, and one where the two players are on the same side against the computer. Combine the two and you get a genuine four player game, with two on each side. Fabby or what?! Apparently it's very popular in the States, but less so here because most people take one look and can't tell what on earth is going on! What you need is a free play version where you get the luxury of learning how to do things, but without blowing all your spare cash. Just like a home computer version in fact! Hurrah!



CYBERMEN

So who are the chops behind *Cyberball*? Well, first off there's Stephen Wood, who did the code. He used to work at Probe, but sadly he's more or less packing in the Spectrum programming lark (in fact, he only plans to do one more game after this, another Bond licence for Domark). What was it like working on *Cyberball* then, Steve?

"Well, there was a lot of learning to do at the start! Not only all the rules of American football, but 'C' code too! 'C' code is the source code they use in a lot of coin-ops, and if you can get it off the arcade company concerned it can save you a lot of trouble! Unfortunately, some arcade companies guard it really jealously, but Tengen's pretty good at giving its code to Domark. It's a good job too because in a project as complicated as this it's the only real way that we can guarantee every version will play like the original.

"The problem is that since hardly anyone in this country knows 'C' code I had to learn the whole blooming thing from scratch, which was a nightmare since the manual was about four inches thick!"

Blimey!

"The other problem was getting the right play information from the States, since it's all so complicated, and then learning how they all work so we could pick the ones that are most important for the Speccy. You see, there are lots of set plays in American football, and though we can fit about 100 of them into 128K there's a bit more of a problem with the 48K versions. In the end I think we'll have about 20 or 30 of the best ones in there, but I had to learn a lot about American football to discover what they were!"

Tony West, perhaps best known for his work on *Licence To Kill* and *F16 Combat Pilot* (16-bit), was responsible for the graphics. So how do you tell the two teams apart, Tone?

"Well, two ways really. Even though the Speccy version is in monochrome, I'm doing one lot in black and the others in grey, so it should be pretty clear. You can also tell by the way they're standing of course."

Um, right.

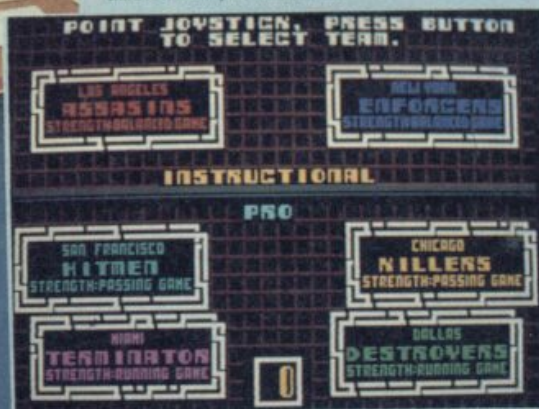
"Most of the players are sort of like tank bottom halves with semi-human torsos and arms, the only totally human-shaped one being the quarterback. He's by far the best animated too."

Thanks, guys, things are a lot clearer now (I think).



Once you've chosen your type of play you get offered a choice of four specific ones. They're sort of given at random, though it won't offer you a) one it thinks is too risky if you've only got a couple of yards to cover, b) one it thinks is too cowardly cowardly custard if you've a lot of ground to cover, or c) one it thinks you've used too many times already.

Robots that are taking damage start to smoke, slow down and eventually keel over. You have a team fund though with which to rebuild or even replace them. Some have special features, like turbo-charged defensive robots, which move extra fast when you want them to!



Game	<i>Cyberball</i>
Publisher	Tengen (Domark)
Price	£9.99 cass/£14.99 disk

CHASE

Ocean/£9.99 cass/£14.99 disk



Matt Chase HQ—it's crap! Absolutely the worst so-called driving game I've ever seen!! Ho ho ho. Like my little joke, eh, readers? Not said with much conviction, was it? That's probably because it wasn't really very true.

Nope, *Chase HQ* isn't crap. In fact, it's one of the best driving games I've ever seen and it'd be a perfectly sound thing to spend your money on. Ho hum. It's getting really boring writing good reviews of every Ocean game that comes out, but, well, the truth's the truth I suppose. And, it has to be said, *Chase HQ* is an absolute corker of a game.

How shall we play this? I know, you can be Algernon (the passenger) and I'll be, um, 'Mr Driver' (as in the famous *Chase HQ* phrase, "Let's go, Mr Driver!"). Okay? In other words, I get to do all the good bits (like driving at three squillion miles an hour through the middle of a city at rush hour, taking 'short cuts' up unfinished roads and ramming into the back of other cars) and you can do all the crap bits (like sitting in the passenger seat, sticking the light on top of the car and, um, that's it). Seems fair? Great! Then buckle up and let's vroooooom!

Actually, hang on, I'd better give you a quick outline of the plot first! In fact, it's more than likely you already know it, but, for the few latecomers, it involves rushing around a big American city *Miami Vice*-style in a turbo-charged Porsche 928, bagging as may perps as you can along the way. You do this by ramming your car into the back of theirs until they're forced to stop, catching up and hitting them by nifty driving, and the judicious use of a limited number of turbo boosts to out-accelerate them whenever it counts. Unfortunately, this town seems to breed an affluent sort of criminal (they all drive mega-speedy exotics and every second commuter has a Countach if the car sprites are to be believed!) so they take a fair amount of catching!

Yes indeed, a pretty simple but perfectly serviceable plot, very playable in the first place but made close to perfect by faultless execution. I suppose the first question you always ask of a racing game is "Does it give a good impression of speed?", and the answer here is an emphatic "Yes, it does". The rolling road is very fast and smooth, the cars are all nicely drawn and animated, and there are clever programming tricks all over the place. Take the smooth way the road splits in two, allowing you to take either path, then compare it with the bodge job

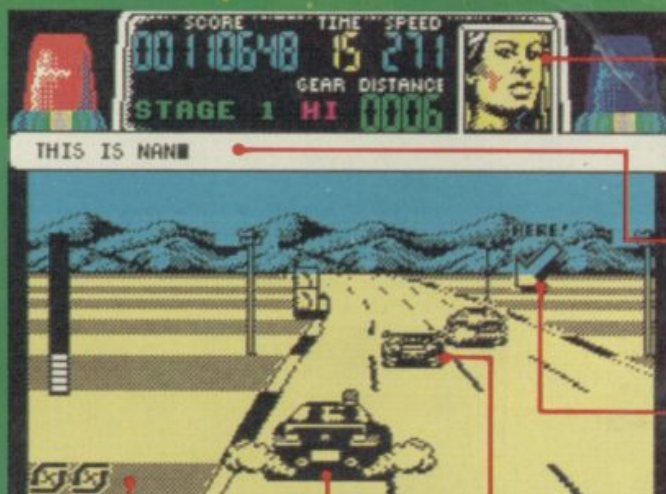


Here's the second level. Blimey! That's a big chopper (fnar)! Actually, I just had to say that, 'cos the game's so full of sexual innuendo (Algernon begging you "More, push it more"!!) that it was only fitting to add a bit more.

in *OutRun* in which they split the road by placing a row of potted plants down the centre lane(!), and you'll see what I mean.

This isn't the only neat touch though, oh dear me no. There's a very nice tunnel sequence, which doesn't slow the action down one jot, some lovely neat dips and rises which bounce your car up off the road, and little additional touches, like the flashing light appearing on the roof of the car as you approach your perp, which really add finesse to the game.

In fact, as far as presentation goes this has to be not only one of the best driving sims but one of the best coin-op conversions I've seen. Just about everything of any importance from the arcade machine has been kept in, from the animated logo to the neat little pictures of Nancy from *Chase HQ* and your good selves appearing along the top panel. Couple this with the constant stream of messages displayed at the top of the screen (saying where the



Here's Nancy at Chase HQ. She gives you your missions, but can get to be a real pain if you let her. Oi! Let's see you do it, Nance!

This is where Nancy writes messages for you. Ain't she sweet?

Nice of Ocean to point out which car we're meant to be chasing, isn't it, viewers?

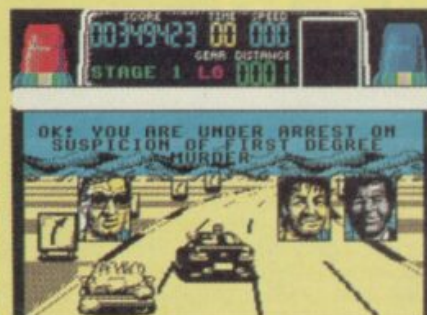
Yikes! I've used up one of my three turbo boosts already and he's not even on fire at the back!

"Vroom! Vroom! Watch me zoom!" as we say at Your Sinclair.

Here are some innocent civilians in another car. Try not to run them off the road!



Blimey! It's the rozzers! I've been rumbled! (But which of these dodgy looking geezers is the perp? They all look pretty shifty to us!)





"We think you picked the wrong job. Better try the classified ads!!" Blimey! That's a bit harsh, Nancy. It was only my, um, 31st go!

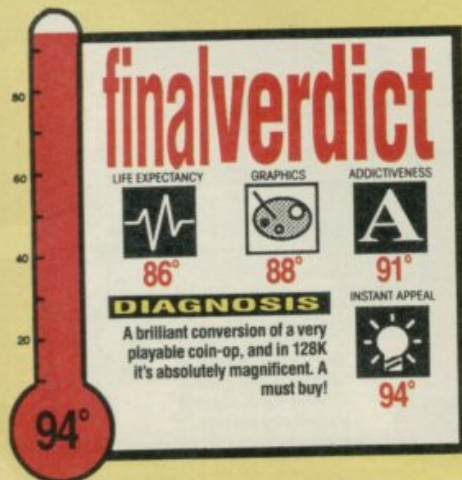
next car will be or simply telling you to buck your ideas up) and you'll find there's a lot going on that can only really be appreciated if you're watching someone else play the game. Of course, as driver you'll be far too busy trying to stay on the road (so amazingly enough Algernon doesn't really get such a crap job after all).

Programming skills and care of presentation aside, one other thing gives it the edge over most other arcade driving games — there's simply much more to do. Instead of just racing against the clock you've got an actual purpose in mind (catching the criminals) which adds tremendously to the proceedings.

And finally, there's the sound. I hardly ever remember to mention sound (on most Speccy games it's hardly worth it) but in *Chase HQ* you can hardly miss it. It's great! There's some very good digitised speech (like "Geddee up!" and "Let's go, Mr Driver!"), nice police siren noises, and lovely touches like the note changing when you go into the tunnel sequences on 128K. And even on 48K there's a good tune!

I could carp I suppose. You don't seem to get the nice spin you do in the arcade game, the controls are a bit hard to use with pinpoint accuracy (in fact, it's harder than the coin-op, but then so is driving a real car) and it takes an age to load, but none of those are really faults.

All in all, the game's an out-'n'-out winner. As playable as *Operation Thunderbolt* is, as fun as *Power Drift* can be and as impressive as *Hard Drivin'* turned out to be, we're looking at Number One here. No question. It's a bloomin' miracle!



JOYSTICK JUGGLERS



Robin 'That'll Do Nicely' Alway Never one to miss out on a quick profit, Robin has talked Matt into purchasing his *Alway How To Be Swoonsome* home correspondence course. What does it entail? "Well, I can let you have the introductory package for a fiver." Er, can't you just tell us? "There's a brief audio cassette which explains the course in outline." Okay then, what's on that? "About two pounds fifty worth of intellectual pontificating." Right.



Richard 'Play It Again' Blaine It's the return of our wargames expert and film noir buff, Rick Blaine. Though he's been out of YS for a bit, he left special instructions about how to contact him. "Just whistle." Pardon?! "You know how to whistle, don'tcha? You just put your lips together and blow." Er, fine!



Kati 'Nouvelle Fille' Hamza Yep, it's Kati, the new girl. How's the snail farming business? "The what? Oh, that! I gave that up ages ago! Ooooh, I think that project was terminated before I went into landscape gardening." Oh, so you're into landscape gardening now? "Oh, no! I gave that up before I started my training to be an orthodontist!" Eek! So now you're one of those people who fit braces to other people's teeth? "Oh no, I gave that up before..." Oh, lordy!



Richard 'Don't Call Me Johnny' Morris Here's another new bod trying his hand at a YS review. Are you any relation to the famous *Animal Magic* children's TV show presenter, narrator of *Hammy Hamster's Adventures On The River Bank*, voice of the Brittany Ferries parrot in the advert, and former Bristol zookeeper Johnny Morris? We asked hopefully. "No," he replied cockily. Blinkin' Nora!



Marcus 'Who Am I?' Berkmann A near disaster befell our Marcus earlier this month — he managed to fall down some stairs and render himself unconscious. The result? Amnesia, like he didn't remember who he was! "Who am I?" he foolishly asked the YS team. You're Olga Korbett, the famous defecting Bulgarian gymnast and you're on the run from a KGB snatch squad, we replied. Before we realised the folly of this, he'd legged it out of the door, pausing only to perform a half triple-back pike arabesque en route.



Matt 'I've Been Rumbled' Bielby After the sad and somewhat suspicious demise of Farty The Warthog, Matt organised a practical joke. He mailed a replacement warthog as a Christmas prezzy to *Pitstop* host Jonathan Davies. Then came a sorry note from the local head postmaster. "We are very sorry to inform you that your parcel was damaged while passing through our new and very expensive franking machine. And so was our new and very expensive franking machine. You owe us 280,000 quid."



David '...' Wilson It's finally dawned on our Davey that nobody actually likes the fact that he sings 24 hours a day, so he's taken a vow of silence. Why did you take this rather drastic course of action? we asked. "...," came the rather witty reply. Erm, how long do you think you'll be able to manage this mammoth undertaking? "...," How does that song go that Frank and Nancy Sinatra duetted in? "Then I go and spoil it all by saying somethin' stupid like... Argh!!"

90°-100° Getting up to fever temperature. Miss a game that's this red-hot and you'll get the blues — we guarantee it! Any game that scores a total of 90° or above gets the esteemed YS Megagame rating. Cool!

80°-89° PDG (Pretty Damned Good)! Well worth digging deep into the old dosh bucket for.

70°-79° Very enjoyable, but might not have lasting appeal for everybody.

60°-69° A few niggles. Lacking in certain areas. Think before you buy.

50°-59° Pretty average. Very average in fact.

40°-49° Erm, below average (believe it or not).

30°-39° Due to be hospitalised.

20°-29° Very poorly.

10°-19° Critical — not expected to last the night.

0°-9° Clinically dead.

FOOTBALLER

OF THE YEAR

2

Gremlin/£9.99 cass/£14.99 disk



Marcus "Football game? Call Dr Berkmann!" is the usual cry, based on my understandable fondness of this popular (if much derided) genre. Still, even I make mistakes sometimes. When I reviewed the first *Footballer Of The Year* a couple of years ago, I was none too impressed – although that didn't stop me playing it for an entire day in the office "for research reasons". In the end, of course, the game sold trillions, second only in fact to the evergreen *Football Manager*. Not surprisingly then, Gremlin has gone for another shot at goal, and, I can tell you, it's a 30-yard screamer and no mistake.

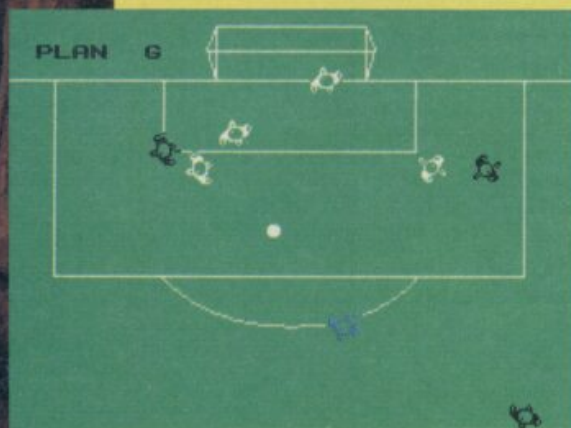
The main problems with the first *FOTY* were trivial, and therefore important. For instance, it's unlikely that any team who won only 10 games and lost 24 would be in the top six of their division, but mine was, twice. That's the sort of anomaly that really gets up your nose when you're playing a strategy game of this sort, and indeed eventually stops you playing a strategy game of this sort. Cup

games too were a little dodgy – Fourth Division teams regularly beat First Division teams and often went on to win the cup itself. *FOTY 2* dispenses with these niggles. The game is much the same – you're heading for fame and fortune as *Footballer Of The Year*, and as you're a striker it's the goals you score that matter. You still play Goal Cards to help you score these goals, but here things are a mite different. Before you just had to knock the ball past the goalie, which after a couple of hours was un morceau de gâteau. This time you're given a choice of which card you want to play, and for each (lettered from A to T) there's a set-piece which your clever manager has worked out. You see the moves on a blackboard, you remember it, and if you stand in the right place at the right time you score a goal.

Naturally enough, this is not as easy as it initially seems. If you choose to play two or three cards in a game, you can have problems recalling them in any detail – especially as you have to react so quickly. And sometimes you do need to play more than one card at a time – sometimes you'll be told that if you score a certain number of goals in the next game, you'll be picked for your country. Only a real clot would turn such a chance down.

Incident cards have also gone by the board. There are still incidents, but not as many, and now if you want to gamble some money you must do it by answering trivia questions on the Double Or Nothing screen. These vary between the dead easy and the completely unguessable, but can provide a useful income if you get the hang of them. (There's also no limit on how many times you choose to play this section between games.) You're paid for appearances and goals, and your aim is to be transferred to a bigger and better club, which'll give you the opportunities you desire to win league and cup medals and possibly even a place in the World Cup team.

You see, internationals are another innovation in *FOTY 2*. Overall, the new game is an enormous improvement – the successful parts of the original (such as the icon-driven control system) have been retained, while the dodgy bits have been polished up. Having started playing it, I found it hard to stop, and this review has, as a consequence, taken an awful long time to write. So far I have been capped by England three times, but my failure to score in their World Cup semi-final meant that I was dropped for the final (sassen frassen rassen). I've recently been transferred from Chelsea to Norwich, and seen the team's form plummet as a consequence. But if I haven't got the hang of it (and this is only on the lowest of nine skill levels), you can be sure that I will. Well, I hope so...



Righty-ho! I've purchased a goal-scoring card and opted for Plan G. First the Speccy showed me the moves on the blackboard, and here it is in practice.



This is the main menu screen. Short on spondoolicks? Move your cursor over the question mark and fire. There's a whole triv game here with cash prizes!

final verdict

LIFE EXPECTANCY



90°

GRAPHICS



78°

ADDICTIVENESS



93°

DIAGNOSIS

Hugely improved rejig of the first *Footballer Of The Year*. Don't expect the depth of strategy of, say, *Football Director*, but do expect to play and play and play...

INSTANT APPEAL



76°

88°

CYBERBALL™

TM



October 2006 Paul "Bubba" Kwinn banned for bionic violation

September 2008 Random bionic testing enforced

October 2008 Bionically repaired players take legal action

November 2015 League office disbanded, first completely cybernetic player fielded. Model ST32 gains 382 yards rushing in its first game, but loses an arm in the process.

January 2022 The last human to play the game, Dave "Rocket" Ralston decapitated by a face-masking violation



Programmed by: Quixel

© 1989 Tengen Inc. All Rights Reserved. Tengen Inc. Licensed by Domark Ltd.

Atari ST Screenshots

Tengen

The Name in Coin-Op Conversions.

Domark

Published by DOMARK LTD, Ferry House, 51-57 Lacy Road, London SW15 1PR Tel: 01-780 2224

Available on: IBM PC, Atari ST, Amiga, Commodore 64
Cassette & Disk, Amstrad Cassette & Disk, Spectrum + 3,
Spectrum 48/128

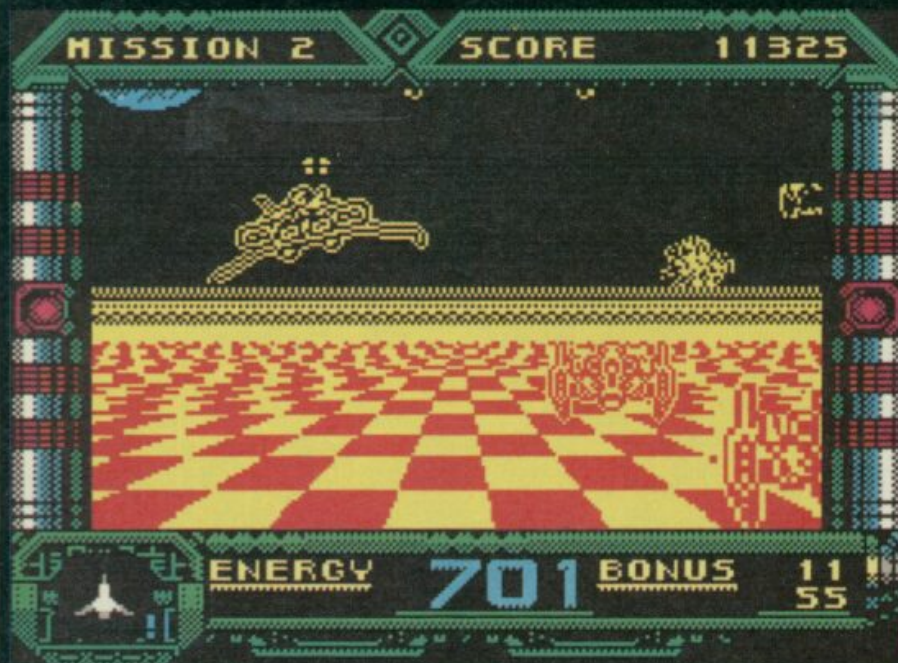
GALAXY FORCE



On the third planet we've got horrid plants that ensnare you, and these things! They're like a swarm of baddies who swirl in front of you. Zap 'em and leg it!



See that rectangular hole in that planet? Well, you'll have to fly through there in a mo! Perhaps it's time to go for that F-Plan diet! (Don't worry, it gets bigger!)



Activision/£9.99 cass



David Snik! I fastened my helmet securely under my chin and finished my pre-flight instrument check. I fired my engines and waited for the stomach-churning moment when my *Galaxy Force* fighter would be dropped from the mothership. Ahead lay the unknown... a whole planet teeming with hostile aliens and guarded by fleets of star fighters. Yep, getting sandwiches for the YS team in the year 2090 is no mean feat!

Blimey! That was exciting, wasn't it? Oh all right, please yourselves! Anyway, ever since the first *Star Wars* movie, there's always been something rather appealing about the prospect of piloting a spaceship at breakneck speed down narrow canyons and blasting all and sundry! Activision must have thought so too, 'cos here's its latest release, *Galaxy Force*, a scrolling-into-the-screen shoot-'em-up which allows you to do just that!

It's based on the Sega coin-op of the same name, uses sprites, and was programmed by the same team responsible for *Afterburner*. Bearing this in mind, and the fact that the arcade versions played very much alike, you won't be surprised to hear that *Galaxy Force* is also very similar on the Speccy.

There are five missions for you to perform on five planets, each offering different graphics and aliens. Each planet has different sections including the planet surface, a canyon, a tunnel and finally the

Bit reminiscent of *Space Harrier*, this bit, isn't it? Not only are there spaceships to deal with, but also solar flares and meteorites! Eeek!



Colourful, isn't it? (If a tad tricky to see what's happening!) The circles ahead are two 'locked on' targets. The puffs behind me are trails of smoke from missiles en route to the same place. Hahahaha!

alien nerve centre. As in *Afterburner*, you have infinite cannons and missiles. A circle appears on a target when a missile is locked on, and then it's just a case of pressing the ol' fire button, only on this occasion you can shoot three or four missiles simultaneously! Unlike *Afterburner* however, if you take a hit, or prang your wings on the canyon walls, there's no damage sequence (or burning wing-tips as in the arcade). Instead, your energy figure rather unexcitedly turns red and is reduced. Neither are there any of those rather yummy 360° rolls, but that's 'progress' I suppose (he says philosophically).

There's some groovy ground detail ranging from solar flares rising from the checkerboard planet surface to ground-launched missiles and horrid triffid-type plants which ensnare your ship causing heavy energy loss! But beware, your monochrome sprite is hard to see against some of the more colourful backdrops. Also the final base is a bit of an anticlimax — I mean, your missiles lock on automatically, so you just lob a couple in and it's all over bar the shouting!

So that, in a nutshell, is that. Basically, it's *Afterburner* in space. The gameplay is very similar, which is no bad thing, but the best new bits, like high speed zig-zagging through tunnels, are somewhat diminished by the absence of any visible damage to your ship. Add this to the fact that each level multiloads and you'll see why this doesn't rate for me as high as *Afterburner* itself.

final verdict

LIFE EXPECTANCY



70°

GRAPHICS



78°

ADDICTIVENESS



80°

DIAGNOSIS

A competent conversion of the coin-op hit of the same name. Basically *Afterburner* in space (but not quite as hot), with multiloads, average sound and nice new graphics.

INSTANT APPEAL



88°

78°

**24 HR
HOTLINE
0407 50609**

KEY SOFTWARE

1 UPPER PARK STREET, HOLYHEAD, GWYNEDD LL65 1HA

IMMEDIATE DELIVERY OF STOCK ITEMS BY FIRST CLASS POST

**NEW TITLES
SENT DAY
OF RELEASE**

A.P.B.	CASS	DISC	ECHELON	CASS	DISC	MR HELI	CASS	DISC	SPACE HARRIER 2	CASS	DISC
AARGH!	6.90	9.90	ELIMINATOR	6.90	8.90	MUNSTERS	6.90	—	SPHERICAL	6.45	8.90
ACTION COUNTDOWN	6.90	9.90	EMLYN HUGHES SOCCER	6.90	9.90	MYTH	6.90	—	SPLITTING IMAGE	6.90	9.90
ACTION FIGHTER	6.90	9.90	EUROPEAN SUPER LEAGUE	6.90	—	NEW ZEALAND STORY	6.45	9.90	SPORTING TRIANGLES	6.90	9.90
AFTERBURNER	6.90	9.90	FALLEN ANGEL	6.45	8.90	NIGHTRAIDER	6.90	8.90	STARGLIDER 2	9.90	12.50
AFTER THE WAR	6.90	9.90	FIGHTER BOMBER	6.90	—	1943	6.45	9.90	STEALTH FIGHTER (48 or 128)	6.90	9.90
AIRBORNE RANGER	6.90	9.90	FIGHTER SOCCER	6.90	—	NINJA WARRIORS	6.90	9.90	STEIGAR	6.90	9.90
ALTERED EARTH	6.90	—	FIRE AND FURY	6.90	—	OPERATION HORNUZ	6.90	—	STOCK FORD	6.90	—
ANCIENT BARRIERS	9.95	—	FOOTBALLER OF YEAR 2	6.90	—	OPERATION THUNDERBOLT	6.90	9.90	STRIDER	6.90	—
AUSTRALIAN RULES FOOTBALL	6.90	—	FOOTBALL DIRECTOR	6.90	—	OPERATION WOLF	6.45	9.90	STUNT CAR	6.90	8.90
BARBARIAN 2	6.90	9.90	FOOTBALL DIRECTOR 2 (128)	13.75	13.45	ORIENTAL GAMES	6.90	9.90	SUPERSTOPS	5.95	—
BATMAN THE MOVIE	6.90	9.90	FOOTBALL MAN. 2 EX. KIT	5.95	—	OUTRUN	6.45	8.90	SUPER SCRAMBLE SIM	6.90	9.90
BEACH VOLLEY	6.90	9.90	FOOTBALL MANAGER 2	6.90	—	OUT FOR THE COUNT	6.45	8.90	SUPER WONDERBOY	6.90	—
BEVERLY HILLS COP	6.90	9.90	FORGOTTEN WORLDS	6.45	8.90	OVERLANDER	5.95	—	TANK ATTACK	8.90	9.90
BIONIC COMMANDO	6.45	8.90	FUN SCHOOL 2 (under 6, 6-8, over 8)	6.90	8.90	P-47 THUNDERBOLT	6.90	9.90	TEST DRIVE 2	6.45	—
BLOODWYCH	6.90	9.95	G.I. HERO	5.95	—	PACLAND	6.45	—	THE DEEP	6.45	8.90
BOBO	6.90	9.90	G. LINDSAY'S SHOTS. SKILLS	6.90	8.90	PACHAMANIA	6.90	—	THE JOURNAL	6.90	—
BOMBERS	6.90	9.90	GALAXY FORCE	6.90	—	PASSING SHOT	6.90	—	3 D POOL	6.90	—
BOXING MANAGER	6.90	—	GAMES SUMMER ED	6.45	8.90	PICTIONARY	9.90	13.45	THUNDERBIRDS	8.90	9.90
BRIDGE PLAYER 2150	13.45	16.85	GAMES WINTER ED	6.45	8.90	POWERDRIFT	6.90	—	THUNDERBLADE	6.45	8.90
BUFFALO BILL'S RODEO	6.90	9.90	GAME OVER 2	6.45	—	PROF ADVENTURE WRITER	16.85	19.95	TIGER ROAD	6.45	—
BUTCHER HILL	5.95	8.90	GARFIELD'S WINTER TAIL	6.90	9.90	PUFFY'S SAGA	6.90	9.90	TIMESCANNER	6.90	—
BY FAIR MEANS OR FOUL	5.95	—	GEMINI WING	6.90	9.90	PUNISHER	6.90	—	TIN TIN ON THE MOON	6.90	—
ABAL	6.90	9.90	GHOSTBUSTERS 2	6.90	—	PURPLE SATURN DAY	6.90	9.90	TITAN	6.45	—
CAPTAIN FIZZ	6.90	—	GHOULS & GHOSTS	6.90	—	QUARTERBACK	6.90	9.90	TOLKIEN TRILOGY	6.90	—
CHARRIER COMMANDO (128)	9.90	12.50	GILBERT	6.90	9.90	R-TYPE	6.90	—	TOTAL ECLIPSE	6.90	9.90
CHAMPIONSHIP GOLF	6.90	—	GRAND PRIX MASTER	6.90	9.90	RAINBOW ISLAND	6.90	9.90	TRACKSUIT MANAGER	6.90	—
CHASE HQ	6.90	9.90	GUNSHIP	6.90	9.90	RALLY CROSS	6.90	—	TREBLE CHAMPIONS	6.90	—
CHICAGO 30S	6.90	8.90	H.A.T.E.	6.45	9.90	RAMBO 3	6.45	—	TRIV. PURSUIT NEW BEG	9.90	13.45
CHUCK YEAGER'S AFT	6.45	9.90	HARD DRIVIN'	6.90	9.90	REAL GHOSTBUSTERS	6.45	—	TRIV. PURSUIT	6.90	—
CIRCUS GAMES	6.45	9.90	HEROES OF THE LANCE	6.90	9.90	RED HEAT	6.45	—	TURBO OUTRUN	6.90	9.90
CLOCK CHESS	6.45	9.90	HIGH STEEL	6.90	9.90	RENEGADE 3	6.45	—	TUSKER	6.90	9.90
COLOSSUS BRIDGE 4	8.50	—	HUMAN KILLING MACHINE	6.45	9.90	RICK DANGEROUS	6.90	9.90	TYPHOON	5.95	9.90
COLOSSUS CHES 4	6.90	9.90	INCREDIBLE SHR. SPHERE	6.90	9.90	RISK	6.90	9.90	UNTOUCHABLES	6.90	9.90
CONTINENTAL CIRCUS	6.45	8.90	INDIANA JONES L. CRUS.	6.90	9.90	ROBOCOP	6.90	9.90	VIGILANTE	6.45	8.90
CRAZY CARS 2	6.90	9.90	IRON LORD	8.90	12.50	ROCK 'N' ROLL	6.45	8.90	VINDICATORS	6.90	9.90
CRICKET MASTER	6.45	—	JAWS	6.90	—	ROCK STAR ATE MY HAMSTER	6.90	9.90	VIRUS	5.95	—
CYBERNOID 2	5.95	8.90	K. DALGLISH SOC MANAGER	6.45	—	RUNNING MAN	6.45	9.90	WANDERER 3D	6.45	8.90
DARIUS	6.90	—	KICK OFF	6.90	—	RUN THE GAUNTLET	6.45	9.90	WAR IN MIDDLE EARTH	6.90	—
DARK FUSION	5.95	8.90	LASER SQUAD	6.90	9.90	S.D.I.	6.90	—	WEC LE MANS	6.90	—
DARK SIDE	6.90	—	LAST DUEL	6.45	8.90	SAINT & GREAVSIE	6.90	9.90	WELLINGTON AT W'LOO	8.90	9.90
DNA WARRIOR	6.90	—	LAST NINJA 2	8.90	—	SANXION	5.95	8.90	WILD STREET	6.90	9.90
DOMINATOR	6.90	9.90	LICENCE TO KIL	6.90	—	SAVAGE	6.90	—	WINTER OLYMPIAD	5.95	—
DOUBLE DRAGON 1 OR 2	6.90	9.90	LIVE AND LET DIE	6.90	9.90	SCRAMBLE DE LUXE	7.95	10.95	XENON	6.90	9.90
DR. DOOM THE EVIL ENGE	6.90	9.90	LONE WOLF	6.90	9.90	SHINOBI	6.90	9.90	XENOPHOB	6.90	9.90
DRAGON NINJA	6.45	9.90	MAZE MANIA	6.90	—	SILKWORM	6.90	9.90	XYBOTS	6.90	9.90
DRAGON SPIRIT	6.90	9.90	MICROPROSE SOCCER	6.90	9.90	SKATE OR DIE	6.45	9.90			
DYNAMITE DUX	6.90	—	MOONWALKER	6.90	9.90	SNOOPY	6.90	—			

COMPILATIONS

	CASS	DISC		CASS	DISC		CASS	DISC		CASS	DISC
100% DYNAMITE	9.90	—	GAMES CRAZY	8.90	—	KONAMI COLLECTION	6.90	—	STORY 50 FAR VOL. 4	8.90	—
Afterburner, Last Ninja 2, Wec Le Mans, Double Dragon			Alternative World Games, Supersports, Galactic Games, California Games			Jail Break, Green Beret, Yie Ar Kung Fu, Ping Pong, Nemesis, Shao-Lin's Road, Yie Ar Kung Fu 2, Hypersports, Mikie, Jackal			Ghostbusters, Aliens, Wonderboy, Eidolon, Back to the Future, Quartet		
CHRISTMAS COLLECTION	8.90	12.50	GAME SET MATCH 2	8.90	—	LEADERBOARD PAR 3	9.90	13.45	SUPREME CHALLENGE	8.90	—
Unidim, Nightforce, Exolon, Hydrofoil, Eliminator, Sanxion, Cybernoid 2			S. Davis Snooker, Superbowl, Wint. Olympiad, Champ. Sprint, Super Hangon, N. Faldo's Golf, Basket Master, Track & Field, I. Botham's Test Match, Matchday 2			Leaderboard, Leaderboard Tournament, World Class Leaderboard			Elite, Starglider, Ace 2, Sentinel, Tetris		
COIN OPS	6.90	9.90	GIANTS	8.90	—	MEGA MIX	9.90	12.50	TAITO COIN OPS	8.90	—
Gauntlett, Ace of Aces, Leaderboard, Winter Games, Infiltrator			Rolling Thunder, California Games, 720°, Gauntlett 2, Outrun			Operation Wolf, Barbarian 2, Dragon Ninja, Real Ghostbuster			Bubble Bobble, Flying Shark, Legend of Kage, Arkanoid, Rastan, Slap Fight, Renegade, Arkanoid 2		
COIN OP HITS	8.90	12.50	GOLD SILVER BRONZE	9.90	12.50	SOCCER SPECTACULAR	8.90	12.50	TRILL TIME — GOLD 1	6.90	—
Outrun, Thunderblade, Roadblasters, Spyhunter, Bionic Commando			Summer Games 1, Summer Games 2, Winter Games (23 events)			Soccer Supremo, P. Beardsley's Football, Football Manager, World Champions, P. Shilton's Handball Maradona			Paperboy, Ghosts and Goblins, Bombjack, Turbo Esprit, Battly		
CRASH COLLECTION VOL. 1	8.90	9.90	HEATWAVE	8.90	—	SOCCER SQUAD	6.90	—	TRILL TIME — GOLD 2	6.90	—
Bionic Commando, 720°, Winter Games, Spy Hunter, Impossible Mission 2			Nebulus, Zynaps, Netherworld, Impossibleball, Ranarama, Firelord			G. Lineker's Soccer, G. Lineker's Super Skills, Roy of the Rovers, Footballer of the Year			Battleships, Saboteur, Scooby Doo, Airwolf, Frank Bruno's Boxing		
EPYX ACTION	9.90	12.50	HOUSE MIX	6.90	9.90	SPECIAL ACTION	8.90	—	TRILL TIME — PLATINUM 1	8.90	—
4 x 4 Racing, Street Sports Basketball, Impossible Mission 2, California Games, Games Winter Ed.			Dark Fusion, Nightraider, Techno Cop, Motor Massacre, Artura, Skate Crazy			Captain Blood, SDI, Daley's Olympic Challenge, Vindicator, Driller			Thundercats, Ikari Warriors, Buggy Boy, Space Harrier, Beyond the Ice Palace, Hopping Mad, Overlander, Live and Let Die, Gladiator, Dragon's Lair		
FOUR SOCCER SIMS	6.45	8.90	IN CROWD	9.90	—	STAR WARS TRILOGY	8.90	13.45	WINNERS	8.90	12.50
Indoor Soccer, 11 A Side Soccer, Street Soccer, Soccer Skills			Platoon, Combat School, Target Renegade, Barbarian, Predator, Karnov, Gryzzie			Empire Strikes Back, Star Wars, Return of the Jedi			Thunderblade, Led Storm, Blasteroids, Indy and the Temple of Doom, Impossible Mission 2		
						STORY 50 FAR VOL. 2	8.90	—			
						Space Harrier, Live and Let Die, Overlander, Beyond the Ice Palace, Honoring Mad					

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

ORDER FORM (PLEASE PRINT)

STATE CASS OR DISC

GAME	COST
TOTAL	

Name

Address

Tel. (YS2)

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

Amazing mace!

Black Tiger really looks like it's going to be the bee's knees, doesn't it? It's a gigantic platform and ladders scroller, starring a little armoured chap equipped with a large mace-like weapon. Whallop! Cringe as he gives some horrible devil thing a jolly good hiding! Kersplat! Cheer as a snake monster gets his just desserts! Sproing! Gasp as he leaps across a treacherous gap! Ring ring! And shudder as he goes into the local weapons shop and asks for "A selection of your best fighting equipment, my good man!"

Yes, it's all there in *Black Tiger*! US Gold is so convinced it'll be the next *Forgotten Worlds* or *Strider* that it's come up with an absolutely amazing prize to give away, the like of which you've never seen! Who cares if it's got absolutely nothing to do with the game at all!? Read on...

Take a deco this!

It's a 'Marilyn' art deco stereo radio and it's the biz! It would cost an absolute fortune to buy, so you'd have to be pretty darn barmy to do so, but as a prize it's brill! Though it's a modern

stereo radio with AM/FM selection and everything, the best bit ain't the tuner, or even the speakers, but the flashy design, with its built-in neon bars which make it literally glow in the dark! It's the most ridiculous, but at the same time most outrageously brilliant, thing we've ever seen!

Twenty runners up shouldn't be too disappointed though, because we've got 20 copies of US Gold's newie *Black Tiger* to give away as consolation prizes. Hurrah!

A twist in the tail!

So what do you have to do to get a chance at this corkendous prize? Well, it's easy! Just take a look at these pictures. They're all tigers and they're all black. Next to them is a list of famous tigers from stage, screen and (um) other places. Right! Now all you have to do is choose the correct name for each tiger and scribble it down in the space provided. For instance, if you think the silhouette of Tiger A is Shir Khan, the famous baddie from *The Jungle Book*, then put Shir Khan next to A on the form. Then just fill in your name and

address, stick the form on the back of a POST CARD please, and send it off to *That's Neat, That's Neat, That's Neat, That's Neat, I Really Love Those Tiger Feet Compo, Your Sinclair*, PO Box 1509, Enfield, Middlesex EN1 1LQ. And make sure your entry arrives before February 28th, or we'll tear a stripe off you!

THE TIGERS

- Tiger Moth
- Tigger
- Tony The Tiger
- Shir Khan
- Tigerfish
- Sunbeam Tiger

RULES

- Anyone from Dennis Publishing or US Gold caught trying to enter this competition will get on our 'black list'!
- Any entries received after the closing date of February 28th 1990 will be torn up into little pieces and thrown in the bin. We can't say fairer than that, can we?
- Don't argue with the Ed's decision about who's won and who's hasn't. It just wouldn't be worth it!

"Tyger, tyger, burning bright, in the forest of the night, what immortal hand or eye, can identify you if you be shy?" (Ahem). Actually, I can. The six tigers shown in silhouette are...

Tiger A)
Tiger B)
Tiger C)
Tiger D)
Tiger E)
Tiger F)

You can't pull the fur over my eyes!

Name

Address

.....

.....

..... Zip

crazy cars II

COMPUTER GAMES WEEK
91%
"Graphically very
nice indeed."

GAMES MACHINE
82%

"Smooth, Fast, Realistic and Addictive."
"The feeling of speed is brilliant."
"Incredibly realistic driving simulation."
"The hills and dips are so plausible that
a hint of queasiness mixes subtly with
the excitement."
"Wonderfully compelling."

APRIL 1988



AMIGA
ATARI ST
PC
AMSTRAD CPC
SPECTRUM
C 64/128



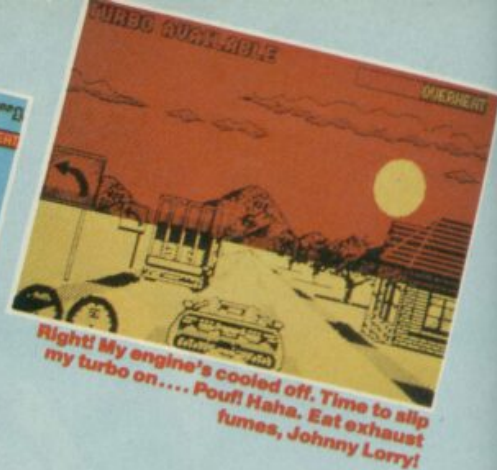
TITUS

UNIT 4 STANNETS
LAINDON NORTH TRADE CENTRE
BASILDON ESSEX SS156 DJ
PHONE: (0268) 541126

US Gold/£9.99 cass



David There've been a whole load of driving games coming out of late, haven't there, Specchums? This one's US Gold's offering and, basically, it's an update of the original rolling-road-racing coin-op hit, *OutRun*. But guess what!? There's no Big Red Testie!! Instead you've got a spunky Ferrari F-40 convertible. (Actually neither car is red on the Speccy, they're both monochrome.) So clamber aboard, my little co-drivers, and let's take a gander at this turbo-charged update. Vroom! Vroom!

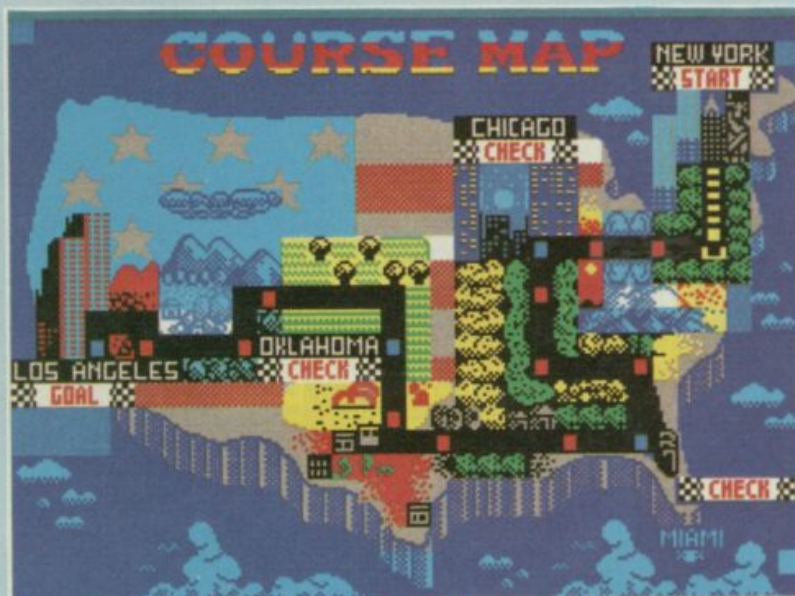


TURBO OUTRUN

Apart from the actual car itself, there are also a lot of other changes here. You get to race across the whole of the US this time, instead of just California, meeting all kinds of weather and road conditions like snowy mountains, sun-baked deserts and just plain rainy cityscapes. Not really the ideal convertible driving conditions, I'm sure you'll agree! The other main differences are the addition of puddles, 'sleeping policemen', those temporary road barriers for you to drive through, and not forgetting, of course, the fashionable turbo! Usage of this 'tool' is limited by the fact that the car engine overheats if used excessively - keep a close eye on that temperature gauge! Oh, and you can bash the other cars on the road too, but make sure you don't knock yourself off!!

If I hadn't played *Chase HQ* first and seen what can be achieved with a Speccy arcade driving game I might not have been so disappointed with this, but then again maybe it wouldn't have made that much difference. It is fast and it is slick, and some of the graphical bits, like nudging the Porsches (heh heh) and driving through the barriers, are nicely rendered, but on the whole I felt let down. Your main sprite is nice and large, but your viewpoint is more that of the car behind rather than from slightly overhead. This means, in effect, that when something is right in front of you it's sometimes almost completely obscured by your own car sprite! What's more, say your car was a Bburago 1/18 scale Ferrari, well, the other cars would be made by Matchbox! I mean, when you collide with the other cars (hem hem) you seem to be twice their size.

I suspected the accuracy of the collision detection on occasion too, but liked the way the roadside banners flew into the air when you bamboozled them. Crunch into something more substantial and you'll see one of two sequences. Either your car will somersault down the road or it'll perform a 360° spin. Both of these are nice ideas but are executed in a rather jerky fashion, and when



This is America. Erm... big, isn't it? Also quite colourful. Your progress is shown on this map at the end of each game.

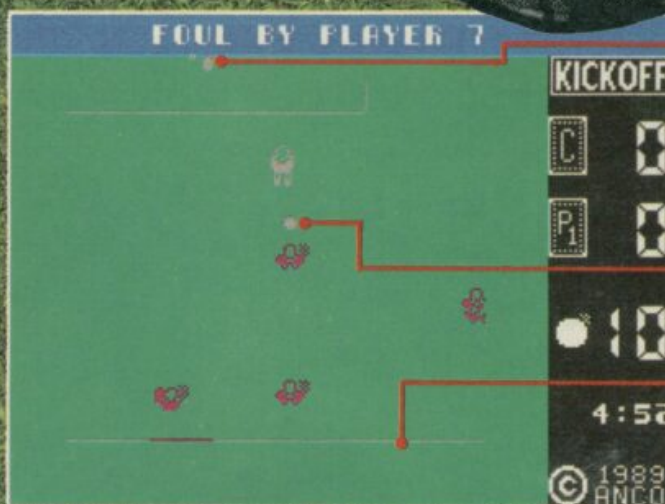
you see the car's side-on view both the passengers seem to have disappeared! Further, the only difference I noticed on firing a turbo was that of a tiny puff of smoke appearing at the back of the car. There was very little impression of speed at all.

Reach the checkpoint and you'll have to multiloop the next stage. There are 16 (count 'em -16!) stages, and that means 16 loads! I actually timed myself on completing the first two stages and it took me about one minute and 20 seconds. That's just over a minute's gameplay before each multiloop section. Groan! Fail to complete a stage

and you've a few credits to try again. Otherwise it's back to the start.

When a game ends you see a colourful map of America showing your route, the start and finish, and just how much ground you've covered. In between all this, the action might be enough to excite road-racing freaks, but, well, I was disappointed. US Gold chose not to release *OutRun* Europa after it secured the licence to the more up-to-date *Turbo*. From what we saw of *Europa*, we thought it might have been a better game. Such is life.

KICK OFF



Player 10
Though some have
called it a
disappointment, the
game is in, as
you can see
from the
gameplay
and the
gameplay
and the
gameplay

Player 10
The game is in, as
you can see
from the
gameplay
and the
gameplay

Player 10
The game is in, as
you can see
from the
gameplay
and the
gameplay

Anco/£9.95 cass



Matt This is a really, really weird one. The 16-bit versions are classics (I think anyone would acknowledge that), but while the Speccy version isn't as good it's still a very different kettle of fish from most football games. We didn't have any great hopes for it since Anco slipped it out ever so quietly with no real publicity or anything, but in actual fact it's quite a pleasant surprise.

So, first up, the presentation — and it's lousy. The little purple and white players are pretty indistinct, there are noddies of graphical glitches and both men and ball have a bizarre tendency to go under the 25 yard line! In fact, this gives it very much the feel of a rather bad three or four year old game. Hardly what you'd call 'state of the art'.

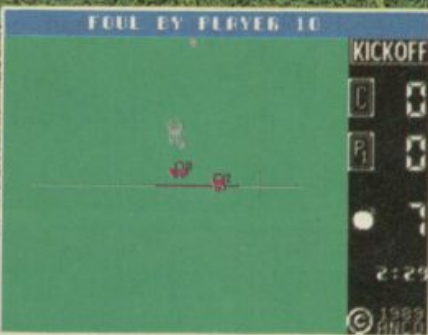
But playability is another matter altogether! I know football games are normally incredibly popular (even the bad ones) but, personally, I'm not much into them. They've got a strange sort of addictiveness, it's true (even if you're not much into football), but I can't get much fun out of the management aspects — graphically there's not much you can do with them and the controls are

often hard to get to grips with. And, to cap it all, gameplay is too often stodgy and slow.

That's not a criticism you could make of *Kick Off* though! For a start it's fast. Very fast indeed. It's almost like ice hockey or basketball (or pinball!) with the game moving from one goal to the other in a matter of seconds. There's no way you're going to get bored, that's for sure. It's easy to get into too. There's a trial option for you to learn ball control, how to take corners and so on, but, as the controls seem to have been kept as simple as possible, you'll quickly want to get into a real game and learn 'on the job'. I did and lost 2-1 (ahem), but it was only my first go. Anyway, they give you a choice of five skill levels so all players are catered for. Of course, the real test of these sorts of things is in a two player game, so how does it fare? Well, let's have a little listen, shall we?

"Blimey! 'Di Gerroff!'" "You fouled me!" "Send him off, ref!" "Yellow card!" "Di! You fouled me again! You're a dirtier player than Real Madrid!!" (From the original soundtrack of me and Davey playing.) Yep, it goes down pretty well all right, since it's so fast and frantic, though the lousy graphics do spoil things slightly.

All in all then, a different sort of football game, a lot faster and easier to get into than usual, but with some annoying glitches and a slightly unfinished look. Still, there's no denying it's a lotta, lotta fun (especially in two player mode).



Kick Off is an excellent two player game, though the choice of 15 different skills, with 12 different degrees of difficulty, makes the game a bit more complicated than most.

final verdict

LIFE EXPECTANCY 86°
GRAPHICS 62°
ADDICTIVENESS 84°

DIAGNOSIS

Very fast, very playable and very easy to get into, though a bit hopeless visually. *Kick Off* is the football game for people who don't really like football games.



75°

80°

final verdict

LIFE EXPECTANCY 70°
GRAPHICS 76°
ADDICTIVENESS 78°

DIAGNOSIS

A disappointing sequel to the original rolling-road racing coin-op. Much better than the original *OutRun*, but hardly the best of the current driving games.



80°

70°

LIVERPOOL



YOU'LL NEVER WALK ALONE

A game for 1-2 players featuring all aspects of a real football match - strategy, tactics, penalties, headers, free kicks, throw-ins, crowds, spectacular graphic routines and high quality sound effects. It is officially endorsed by the entire Liverpool team who feature throughout. It's the next best thing to playing real football at Anfield.

The ultimate in home entertainment football games.



ATARI ST



IBM/PC



C64

Available on:

AMIGA + ATARI ST	£19.99
C64 DISK	£14.99
C64 CASS	£9.99
IBM/PC	£19.99

SPECTRUM & AMSTRAD
TO BE CONFIRMED

© Martin J. Smith

© 1989 Grandslam
Entertainments Ltd
All rights reserved
Grandslam House
56 Leslie Park Rd
Croydon
Surrey CR0 6TP

GRANDSLAM

Letters

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

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



THEY DON'T LIKE IT UP 'EM!

I am writing to express my great displeasure when on purchasing my December copy of *Your Sinclair*, which I may add I have on order and receive every month, I discovered no tapes. I did ask the "rather nice chap behind the counter" who assured me that none had arrived. As a serviceman in Germany where tapes are hard enough to come by I feel greatly cheated.

**Cpl Hill
BFPO**

What, upsetting 'our boys overseas'? A rum to-do and no mistake! I'm sorry to hear that

you feel this way. But may I just point out that, because of several difficulties encountered with cover-mounted tapes, we have decided to ship them on subscription issues only. If, as you tell me, you receive every issue on order, then wouldn't a subscription be a better idea? It should work out cheaper, you'd get all the Cover Tapes, and you may even receive the mag sooner than your newsagent. I'd say you'd be quids in, but, just to keep morale high amongst 'our lads', please accept a corking YS badge. **Ed.**

E = mc + 2A

I have found a way of turning

previously incompatible +2A games into compatible +2A games! What you do is take a +3 Basic (from the opening menu) and then type in SPECTRUM, press Enter, type LOAD"" (J""), press Enter, start your tape and there you have it! This works with Afterburner, Scooby Doo, Flying Shark and Starglider (Merge """, SPECTRUM then GO To 20).

**Steven Lycett
Sheffield**

PS Hold down break on the Canyon Warriors control screen, and you get a secret message!

Since our office +2A is 'totalled' at the moment, I can't actually confirm what you're telling me. Still, if it works then a lot of +2A owners could be well chuffed. Good show! **Ed.**

I find them to be jolly hard-working and upright salt-of-the-earth type people. **Ed.**

BELLY BUTTON FLUFF BY ANY OTHER COLOUR...

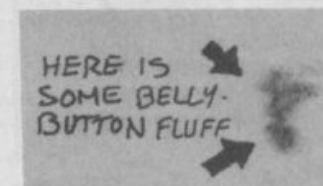
I want it! (Fnarl Fnarl) I'm talking about the three games! Here are my three reasons.

1) I'm a member of Rolf's Cartoon Club.

2) I have bought every single YS since I received my humble Speccy two years ago AND I've bought every single ZERO published (even though I don't own an ST or an Amiga).

3) I have enclosed some fluff from my friend's belly button.

Bye bye, yibble yibble,
**Sir Clive Sinclair
Saxilby, Lincs**



Hmm, I can think of three reasons why you shouldn't get three games.

1) You're not Sir Clive Sinclair at all, you're Ric Bradley from Saxilby.

2) We suspect that your so called 'belly button fluff' is an imposter! Everyone knows that belly button fluff is always blue!

3) You are quite obviously completely hatstand.

Mind you, you do have two things in your favour, one that you like Rolf Harris, and two that you have remarkable taste in computer mags! Now let's see... that's two reasons in your favour and three against. That's...er, Dunc? **Ed.**

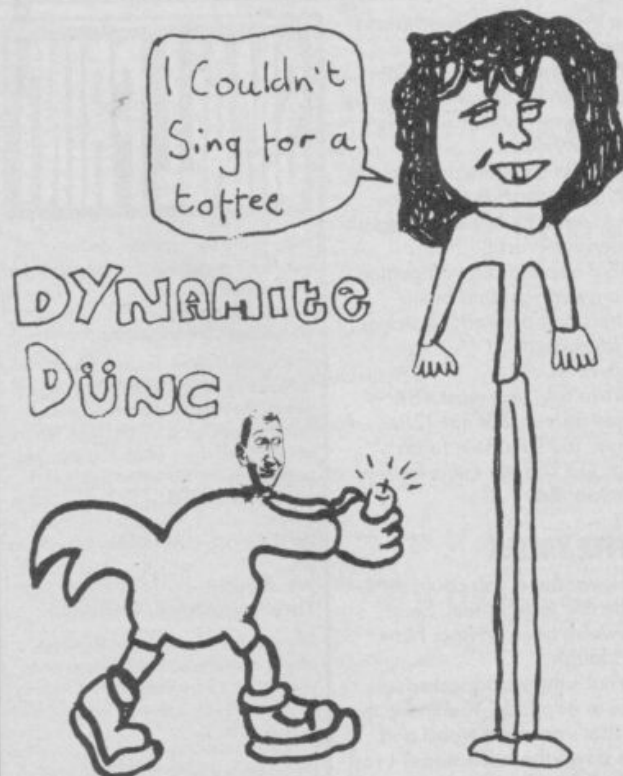
That's minus one! **Dunc.** Er... (are you sure?), okay, you owe us one game! **Ed.**

GROODY BROWNE OFF

I figured it was about time I wrote to you. I was prompted by reading a letter from that particularly uncool and groody" guy (or whatever), Psi 45, who, I assume in a fit of rudeness, wrote to you saying, in the worst possible taste, "49ers kick

DOODLEBUGS

Well, our Jack has hoofed it to pastures new (sniff sniff), so how appropriate that this little Doodlebug should come along to the YS office. I'm talking about the one on the right. It's by Dave Ramsbottom from Manchester. The other is by Asim Waseem from Swansea and puts our Dunc into Activision's *Dynamic Dux*.



Sponditious new games are on their way to these lucky doodlers even as we speak! Do you fancy one? Then get doodling and send in your labours (in black ink only please) to Doodlebugs, YS, 14 Rathbone Place, London W1P 1DE.

...AND SO ARE NEWSAGENTS!

Regarding your remarks on the front page of the *Your Sinclair* November issue, I assume that you are referring to "the nice chap behind the counter", in other words my husband!

What you are inferring is that it is my husband who is removing the tapes and not some dishonest customer. I strongly object to the wording. You are insinuating that newsagents, who work a 14 hour day, seven days a week, are thieves!!!

You should in future aim your remarks at the people on the other side of the counter — not behind it!

**Mrs E Ward
Fife**

We're very sorry to hear that you took offence from our missing tape message. In fact, we weren't suggesting that anybody was 'thieving' the tapes at all, either in front of 'the counter' or behind it. We were merely alerting customers in a 'light hearted manner' to the fact that they should receive a free tape. If this is missing then there is a possibility it has been removed to be distributed at the counter. (We are told that some newsagents pursue this course of action for security reasons.) Some of my best friends are newsagents and

Letters

ass". I don't understand how anyone could say this about the best American football team in the universe.

But I have a bone to pick with you. About a year ago you reviewed *Operation Wolf*. In your review you put beg, borrow or steal a copy. Well, someone begged me to borrow my copy. They borrowed it and, due to the fact that I haven't seen it for a year, I think I can safely assume it has been stolen. So you owe me a game (or five)!

Ian Rohe Dunstable

PS Batman will never be out, same with Judge Dredd.
PPS This was written with a New York Giants pen.

What do you mean Batman will never be out? It is out, you clot! The new Judge Dredd game is destined for release mid-1990. This was written with a Stabilo Boss biro. **Ed.**

ED CASE

I have decided to resort to bribery after not having had my letter published for the 9,999,999th time. I have enclosed a cheque for £1,000,000. Happy spending!
Mike Walpole Wolverhampton
PS Is it true that you are a relation to the famous talking horse, Mr Ed?

Look, what is it with you lot?! I am not Edd The Duck, I am not Ed The Horse and I am not Gadgy with the big ears! I'm Gadgy The Duck!... No! I mean I'm Edd with the big ears!... No no! Arrgh! You've got me all confused! (But thanks for the dosh.) **Ed.**

CAT JOBS

Please tell me —

- 1) Is Jackie really that short?
- 2) Does T'zer like her new job?



TRAINSPOTTER AWARD

UNSTEALTHY

I am writing to correct you on a mistake you made in your October edition. Throughout the magazine you kept referring to the Stealth Fighter. The picture shown in the mag was in fact the Stealth Bomber. Would you please correct this.
Stephen Thersby Bradford

Blimey, we should rename this bit *Planespotters*, shouldn't we?! Anyway, the picture we used for our *Stealth Fighter Compo* was, as you correctly recognised, the *Stealth Bomber*. Very clever, my friend, but there's one thing you've slipped up on. It was in the November issue and not October as you claimed! No *Trainspotter* for you! **Ed.**

3) Where can I get more info on the Sam Coupé?

4) Why do cats always 'perform' in the coal?

5) Please let me win one of your compos!

6) Is *The Untouchables* really that good?

7) Will my Speccy games work with the Sam?

Gordon Quinlan Co Cork, Eire

1) I'm not saying Jackie is short, but her apartment is so small that

HEAR YE QUERIE

Hear ye! Hear ye! David Willis here, claiming a *Trainspotter* Award for noticing a mistake which hath appeared in ish 47! This noticeable mistake is on every page and is so noticeable that even a short-sighted rampaging warthog with Rolf Harris riding it, whilst eating a soft boiled egg with chocolate dressing, would notice it! The mistake is that (dum de dum dum!) the YS team has printed the whole magazine upside down!! (Cries of astonishment!) So David Willis here claimeth a *Trainspotter* Award. Hear ye! Hear ye!
David 'Yup' Willis Kings Lynn

Rolf Harris, he's a blimmin' toff, isn't he? I deduce from your claim, and from your mention of Rolf's name, that you have some connection with Australia. This would account for the fact that you thought the mag was printed entirely upside down. Either that or you're one brick short of a load. **Ed.**

HUGE HAM

Dear oh dear oh dear! Myself and about three thousand others are very upset. We have been very insulted. In *Future Shocks* in the December issue of that, until now, good magazine of years, YS, *Out For The Count* was previewed. At the bottom of this you spelt 'Higham' as 'Hugham'.

So I think you should send out three thousand *Trainspotter* Awards to the people of Higham and me.

Chris Dunkley Rushden

Sorry about that. You see, that bit of *Future Shocks* was written by a member of staff who shall remain nameless, but who has certain hippy leanings. He thought he could make the world a more harmonious place by renaming Higham as Hugham (Hug 'em, geddit?). If I'd written it, I'd've called it *Hit 'em*, alright? Anyway, since it's a deliberate mistake I don't owe you or the three thousand inhabitants nuffink! **Ed.**

BACK TO BACK BOTTOM-UP

Bottom-up for the millenium! If you look at pages 15 and 16 of issue 48 (the *Smash Tape* bit) you will notice something incredibly odd about the two inlay card cut-outs. You stupid old *****! If you cut out one of them you can't cut out the other! Am I supposed to waste money photocopying the other inlay? I demand a *Trainspotter*.
Darren Watt Inverness

Ah, er, yes, about eight trillion of you noticed this teeny slip-up on our part. So that's one eight trillionth of a *Trainspotter* we owe you (heh, heh). **Ed.**

SMALL PRINT

Here is the ten squillion dollar solution for getting a letter printed in marvellous YS...

Chris Dunkley Rushden, Northants

You again!? Well, you'd be best advised to keep this info to yourself! I mean, if everyone followed your instructions they'd all get their letters printed and then when you wanted to write in there'd be no room for anything else! **Ed.**

I'm still wondering if I should write to you.

Nic Jenkin Threemilestone, Cornwall

Blimey, you've only been thinking about it and you've already earned yourself a YS badge! Think what you could do if you actually wrote! It's an earner! **Ed.**

If you do not print this I'll go insane.
Paul Davies Luton

Well, that's my good deed for the month! **Ed.**

WONDERFUL WORLD OF SPECCY

Hurrah! Just when there seemed to be a bit of a lull in the *Wonderful World* letter slot in comes a postie from a Polish chum! So it's a hearty three times hooray for Robert

Chormik from Wodzislaw, Poland.

My name's Robert. I have fourteen years and live in Wodzislaw. Poses computer Acorn compact and very little program. My interesting collections labels, plaquettes, catalogues posters and souvenir firm.

Therefore please your of forward me souvenire your firme, behind what very, very thand.

And thand very much for your er... comments. Bye! **Ed.**

even the mice have hunchbacks!
2) Yes.

3) The latest news on the Sam Coupé can be obtained from the Sam Coupé 'hotline', which is (0792) 791100.

4) Why do dogs always perform in sand pits, eh?! Perhaps you should write to Arthur C Clarke's *Mysterious World*.

5) That depends on you getting the answer right and being chosen! Rest assured, no strings will be pulled!

6) Uh-hu.

7) We're told that most 48K games will run, but not 128K games. You'll be able to do things like change the colours in them too! **Ed.**

YAFFLE YAFFLE

Um, I wonder if you could settle a little discussion (hem, hem) that we've been having. Now, don't laugh...

What's the woodpecker's name in *Bagpuss*? You know, the one that's made of wood and goes down the book steps? I say it's Professor Yapple. Some others say 'Yaffle' or 'Yackle' and we've even had a vote for 'Yacho'. Now, I know it's a stupid question and you're not really

SOFTWARE CITY

We welcome customers at
SOFTWARE CITY
1 GOODALL STREET
WALSALL
Tel. 0922 24821

SOFTWARE CITY
59 FOREGATE STREET
STAFFORD
Tel. 0785 41899

SOFTWARE CITY
3 LICHFIELD PASSAGE
WOLVERHAMPTON
Tel. 0902 25304

2 Player Super League	2.99
180	2.99
720	2.99
3-D Grand Prix	2.99
Academy	2.99
Ace 1 or 2	2.99
Action Force	2.99
Advanced Soccer Sim	2.99
Airwolf 1 or 2	1.99
Aliens	2.99
Alien Syndrome	2.99
American Football	2.99
Archie Flight Sim	2.99
Archon Collection	2.99
Army Moves	2.99
Bak to Skool	1.99
Barbarian	2.99
Bard's Tale	2.99
Barry McGuigan's Boxing	2.99
Baseball	2.99
Batman	2.99
Battlecars	2.99
Battleships	1.99
Big Foot	2.99
BMX Sim 1 or 2	2.99
Bombjack 1 or 2	1.99
Boulderdash 1 or 2	2.99
British Super League	1.99
Bruce Lee	1.99
Cauldron 1 or 2	3.99
Chuck Egg 1 or 2	2.99
Classic Punter	2.99
Classic Trainer	2.99
Cobra	2.99
Colour of Magic	1.99
Combat Lynx	2.99
Commando	2.99
Contact Sam Cruise	2.99
Crazy Cars	2.99
Crickit Captain	2.99
Crickit Crazy	1.99
Crickit Int.	1.99
Crystal Castles	2.99
Cybernoid 1 or 2	2.99
Cup Football	2.99
D-Day	2.99
Daley Thompsons Decathlon	2.99
Dan Dare 1 or 2	1.99
Deathchase	1.99
Deep Strike	1.99
Dizzy	2.99
Dizzy Dice	1.99
The Double	2.99
Eagles Nest	1.99
Enduro Racer	2.99
Endzone	1.99
European 2 Football	1.99
F.A. Cup	2.99
Fast Food	2.99
Fist 2	2.99
First Past The Post	1.99
Flintstone	2.99
Footballer	2.99
Footballer Frenzy	1.99
Football Manager	2.99
Footballer of the Year	2.99
Formula One Grand Prix	1.99
Frank Bruno	1.99
Frankenstein Jnr	2.99
Freddy Hardest	2.99
Frightmare	2.99
Fruit Machine Sim	2.99
Full Throttle	1.99
Game Over	2.99
Gauntlet 1 or 2	2.99
Graham Gooch	1.99
Ghostbusters	2.99
Ghosts and Goblins	2.99
Grand National	1.99
Grand Prix Sim 1 or 2	2.99
Great Escape	2.99
Green Beret	2.99
Grid Iron 2	2.99
Gunboat	1.99
Hardball	2.99
Heavy of the Magic	1.99
Hollywood Poker	1.99
Hypersports	1.99
Indoor Soccer	2.99
International Football	2.99
International Manager	2.99
Jack the Nipper	2.99
Jet Set Willy	1.99
Jet Pac	1.99
Jet Ski Sim	2.99
Jockey Wilson's Darts	2.99
Joe Blade 1 or 2	1.99
KGB Superspy	2.99
Kickstart 2	1.99
Knightmare	1.99
Konami Ping Pong	2.99
Konami Tennis	2.99
Kosmos	1.99
Krakout	2.99
Kung Fu Master	2.99
Las Vegas Casino	2.99
Leaderboard	2.99
League Challenge	1.99
Lightforce	2.99
Manic Miner	2.99
Masters of the Universe (film)	2.99
Metacross	2.99
Mindtrap	1.99
Mig 29	2.99
Mini Office	2.99
Mooncrest	1.99
Monte Carlo Casino	2.99
Monty On The Run	2.99
Moto Cross Sim	2.99
Nigel Mansell Grand Prix	2.99
North Star	2.99
Ollie & Lisa 3	2.99
On Cue	2.99
On The Bench	2.99
Operation Gunship	2.99
Paperboy	2.99
Peter Shilton	2.99
Pinball Sim	2.99

Powerplay	1.99
Postman Pat	1.99
Premier 2 Football	2.99
Prince Clumsy	2.99
Pro Golf 1 or 2	2.99
Pro Snooker	2.99
Pub Trivia	2.99
Punch and Judy	2.99
Rally Driver	1.99
Rally Cross sim	2.99
Rally Sim	2.99
Rambo	2.99
Rampage	2.99
Renegade	2.99
Res	2.99
Road Runner	2.99
Roller Coaster	1.99
Rolling Thunder	2.99
Rugby	1.99
Rugby Boss	1.99
Rugby Sim	2.99
Rygar	2.99
Sam Fox	1.99
Saboteur 1 or 2	1.99
Scrabble	2.99
Shanghai Karate	1.99
Shanghai Warriors	1.99
Short Circuit	2.99
Sigma 7	1.99
Silent Shadow	2.99
SkiDaze	2.99
Soccer 7	1.99
Soccer Boss	2.99
Soccer Star	2.99
Soldier of Light	2.99
Solomon's Key	2.99
Speeding 2	1.99
Spindizzy	2.99
Spitfire 40	2.99
Spooked	2.99
Sport of Kings	2.99
Spy Hunter	2.99
Spy V Spv	2.99
Star Dust	2.99
Starstrike 1 & 2	2.99
Streetsfighter	2.99
Striker	2.99
Subway Vigilante	2.99
Summer Games	2.99
Super Bike Transam	2.99
Super Cycle	2.99
Super Nudge 2000	2.99
Superstar Soccer	2.99
Super Tank sim	2.99
System 8	2.99
Task Force	2.99
Tetris	2.99
Theatre Europe	2.99
Thundercats	2.99
Tom Cat	2.99
Top Gun	2.99
Trap Door 1 or 2	2.99
The Train	2.99
Trantor	2.99
Traz	2.99
Treasure Island Dizzy	2.99
Turbo Esprit	1.99
Turf Form	2.99
Twin Turbo V8	2.99
Uridium	2.99
U.S. Basketmaster	2.99
War Machine	2.99
Way of the Tiger	2.99
Wheelie	1.99

Who Dares Wins 2	1.99
Wizard Willy	2.99
Wizball	2.99
Wolf Pack	2.99
World Class Leaderboard	2.99
World Games	2.99
World Soccer League	2.99
Xecutor	1.99
Yie Ar Kung Fu	1.99
Yogi Bear	2.99
Zybox	2.99

Batman The Movie	6.99	9.99
Beach Volley	6.99	9.99
Austerlitz	8.99	1.99
Batman The Movie	6.99	9.99
Beach Volley	6.50	8.99
Bloodwych	9.99	13.99
Bomber	6.99	9.99
Brian Clough's Football	6.99	9.99
Cabal	6.99	9.99
Carrier Command (128k)	9.99	11.99
Championship Golf	6.99	N/A
Chase H.Q.	6.99	9.99
Continental Circus	6.99	9.99
Crazy Cars 2	6.50	9.99
Crickit Master	6.50	N/A
Dragon Ninja	6.99	9.99
Dragon Spirit	6.99	9.99
Dynamite Dux	6.99	9.99
Emlyn Hughes	6.99	9.99
F-15 Strike Eagle	6.99	9.99
Fighting Soccer	6.99	9.99
Football Director	6.99	N/A
Football Director 2 (128k)	13.99	13.99
Football Manager	2.99	6.99
Football Manager 2	6.99	9.99
Football Manager 2 Expan	5.99	8.99
Forgotten Worlds	6.50	9.99
Gunship	6.99	9.99
Hard Drivin	6.99	9.99
Indiana Jones Last Crus.	6.99	9.99
Ivanhoe	6.99	9.99
Kenny Dalglish	6.50	9.99
Kick Off	6.99	9.99
Knight Force	6.50	8.99
Laser Squad	6.99	9.99
Licence to Kill	6.50	9.99
Liverpool	6.99	9.99
Microprose Soccer	6.99	9.99
Myth	6.99	9.99
Moonwalker	6.99	9.99
New Zealand Story	6.50	9.99
Operation Thunderbolt	6.99	9.99
Operation Wolf	6.50	9.99
P. Gasgoin Super Soc	6.99	9.99
Powerdrift	6.99	9.99
Professional Soccer	6.99	9.99
Quarterback	6.99	9.99
Rally Cross	6.99	9.99
Red Heat	6.99	9.99
Rich Dangerous	6.99	9.99
Risk	6.99	9.99
Robocop	6.99	9.99
Rock Star	6.99	8.99
Run the Gauntlet	6.50	9.99
Running Man	6.99	9.99
Saint & Greaville	6.50	N/A
Shinobi	6.99	9.99
Skate or Die	6.99	9.99
Sporting Triangles	6.99	9.99
Starglider 2	9.99	13.99
Stars Wars Trilogy	8.99	13.99
Strider	6.50	9.99
Stunt Car	9.99	16.99
Super Wonder Boy	6.99	9.99
Times of Lore	6.99	9.99
Tintin	8.99	11.99
Tolkien Trilogy	6.99	9.99
Toobin	6.99	9.99
Tracksuit Manager	6.99	N/A
Treble Champions	6.99	N/A
Turbo Outrun	6.99	9.99
Tusker	6.99	9.99
The Untouchables	6.99	9.99
Vulcan	6.99	N/A
War in Middle Earth	6.99	9.99

SOFTWARE CITY SPECIALS

Ace 2088	1.99
Alternative World Games	1.99
Barbarian 2	2.99
Bionic Commando	1.99
Black Lamp	1.99
Fighting Soccer	1.99
Bravestarr + 3 Disc	2.99
Cookle	1.99
Crosswise	1.99
Cybernoid 2	2.99
Deactivators	0.99
Earthlight	1.99
Echelon	2.99
Enlightenment (Druid 2)	1.99
Explorer	1.99
Fat Worm Blows a Sparky	1.99
Kenny Dalglish	1.99
Kick Off	1.99
Knight Force	1.99
Laser Squad	1.99
Licence to Kill	1.99
Liverpool	1.99
Microprose Soccer	1.99
Myth	1.99
Moonwalker	1.99
New Zealand Story	1.99
Operation Thunderbolt	1.99
Operation Wolf	1.99
P. Gasgoin Super Soc	1.99
Powerdrift	1.99
Professional Soccer	1.99
Quarterback	1.99
Rally Cross	1.99
Red Heat	1.99
Rich Dangerous	1.99
Risk	1.99
Robocop	1.99
Rock Star	1.99
Run the Gauntlet	1.99
Running Man	1.99
Saint & Greaville	1.99
Shinobi	1.99
Skate or Die	1.99
Sporting Triangles	1.99
Starglider 2	1.99
Stars Wars Trilogy	1.99
Strider	1.99
Stunt Car	1.99
Super Wonder Boy	1.99
Times of Lore	1.99
Tintin	1.99
Tolkien Trilogy	1.99
Toobin	1.99
Tracksuit Manager	1.99
Treble Champions	1.99
Turbo Outrun	1.99
Tusker	1.99
The Untouchables	1.99
Vulcan	1.99
War in Middle Earth	1.99

Ace 2088	1.99
Alternative World Games	1.99
Barbarian 2	2.99
Bionic Commando	1.99
Black Lamp	1.99
Fighting Soccer	1.99
Bravestarr + 3 Disc	2.99
Cookle	1.99
Crosswise	1.99
Cybernoid 2	2.99
Deactivators	0.99
Earthlight	1.99
Echelon	2.99
Enlightenment (Druid 2)	1.99
Explorer	1.99
Fat Worm Blows a Sparky	1.99
Kenny Dalglish	1.99
Kick Off	1.99
Knight Force	1.99
Laser Squad	1.99
Licence to Kill	1.99
Liverpool	1.99
Microprose Soccer	1.99
Myth	1.99
Moonwalker	1.99
New Zealand Story	1.99
Operation Thunderbolt	1.99
Operation Wolf	1.99
P. Gasgoin Super Soc	1.99
Powerdrift	1.99
Professional Soccer	1.99
Quarterback	1.99
Rally Cross	1.99
Red Heat	1.99
Rich Dangerous	1.99
Risk	1.99
Robocop	1.99
Rock Star	1.99
Run the Gauntlet	1.99
Running Man	1.99
Saint & Greaville	1.99
Shinobi	1.99
Skate or Die	1.99
Sporting Triangles	1.99
Starglider 2	1.99
Stars Wars Trilogy	1.99
Strider	1.99
Stunt Car	1.99
Super Wonder Boy	1.99
Times of Lore	1.99
Tintin	1.99
Tolkien Trilogy	1.99
Toobin	1.99
Tracksuit Manager	1.99
Treble Champions	1.99
Turbo Outrun	1.99
Tusker	1.99
The Untouchables	1.99
Vulcan	1.99
War in Middle Earth	1.99

MEGA MIX

Operation Wolf, Barbarian 2, Dragon Ninja and Real Ghostbusters. 9.99

WINNERS

Indiana Jones Temple of Doom, Blasteroids, LED Storm, Thunderblade, Imp Mission 2. Cass 9.99

100% DYNAMITE

Afterburner, Last Ninja 2, WEC Le Mans, Double Dragon. Cass 9.99

FLIGHT ACE

Heathrow Air Traffic Control, Tomahawk, Spitfire 40, Strike Force Harrier, Ace & A.T.F. Cass 5.50

COMMAND PERFORMANCE

Mercenary, Hardball, 10th Frame, Cholo, Xeno, Trantor, Bobsleigh, Leviathan, Armageddon Man & Shackled. Cass 5.50

TATTOO COIN OPS

Rastan, Flying Shark, Arkanoid 1 and 2, Slapfight, Bubble Bobble, Renegade and Legend of Kage. Cass 8.99

KONAMI ARCADE COLLECTION

Jail Brea, Green Beret, Yie Ar Kung Fu 1 & 2, Ping Pong, Mikie, Jackal, Hypersports. Cass 6.99 Disc 9.99

NEMESIS AND SHAO-LIN ROAD

Nemesis and Shao-Lin Road. Cass 6.99 Disc 9.99

SPECIAL ACTION

Driller, Captain Blood, The Vindicator, Daley Thompson's Olympic Challenge and S.D.I. Cass 8.99

WE ARE THE CHAMPIONS

Supersprint, Renegade, Rampage, I.K. & Barbarian. Cass 6.99 Disc 11.99

IN CROWD

Karnov, Gryzor, Barbarian, Crazy Cars, Predator, Combat School, Platoon and Target Renegade. Cass 9.99

SUPREME CHALLENGE SOCCER SPECTACULAR

Peter Beardsley's Int. Football, Soccer Supremo, Football Manager, World Champions and Peter Shilton's Handball Maradona. Cass 8.99 Disc 11.99

FISTS AND THROTTLES

Bugby Boy, Dragon's Lair, Ikari Warriors, Thundercats and Enduro Racer. Cass 8.99

SUPREME CHALLENGE

Elite, Starglider, Ace 2, Sentinel and Tetris. Cass 5.50

GAME SET AND MATCH 2

Match Day 2, Superbowl, Winter Olympiad, Nick Faldo, Championship Sprint, Track and Field and Steve Davis Snooker and Super Hang On. Cass 8.99

SOCCER SQUAD

Footballer Of The Year, Gary Linekers Superstar Soccer, Gary Linekers Superskills and Roy of the Rovers. Cass 6.99

THE STORY SO FAR VOL. 2

Overlander, Hopping Mad, Space harrier, Beyond The Ice Palace & Liver And Let Die. Cass 8.99

THE STORY SO FAR VOL. 4

Ghostbusters, Aliens, Wonderboy, Eidoon, Back To The Future and Quartet. Cass 8.99

FOUR TOP GAMES

Nemesis the Warlock, Pulsator, Catch 23 and Saline. Disc 2.99

Letters

the right people to ask, but could you have a vote on it or something?

Leigh Loveday
Port Talbot, W Glam

Yep, we've had a vote on it and I'm afraid you're wrong. The wooden woodpecker book-end that came to life when Bagpuss awoke (and Emily was conveniently out of sight) was Professor Yaffle. Anyway, what's this got to do with Speccies? **Ed.**

THE SPECCY, IT'S A BLIMMIN' MARVEL!

You wouldn't know how tired I am of people saying that the Commodore 64 is better than the Speccy. Take R Richards in the December ish. "Has the edge over the Speccy"?! Come on, mate! How can he read YS and think this? It's unnatural. (Mind you, so is Dunc, but we won't go into that!) Okay, it's got more colours, but so what? Have you seen the screenshots of Continental Circus on the CBM64? Is that a car you're supposed to be driving or a few black and white lines?! And Turbo Esprit — mega groan!!

Then from the dusty horizon comes the Speccy, rising above all on its triumphant keys of rubber! Giving the gamesplayer detailed graphics which can be distinguished from their surrounding gameplay areas. Yours Spectrumly
John Howarth
Bolton

Ah, what beautiful prose! "The Speccy, rising above all on its triumphant keys of rubber" — I like that bit. Have you ever thought of taking up writing? You

KINDLY LEAVE THE STAGE

It's a long one this month, so take it away **Mike Martin** from Newtown Abbey, County Antrim.

A fisherman caught a 20lb salmon and was about to send it to meet its maker when the salmon spoke and said "Don't kill me!" The fisherman, not believing his ears, said to the salmon "Did you speak?" "Yes," said the salmon. "My name is Rusty and I'm pleased to meet you."

After swapping niceties, the

STAR LETTER

THE POPE IS A VERY NICE MAN

I am writing to complain about the way you made the Pope out to be a member of a SWAT team in issue 48, with remarks like "Operation Volf" and "raka-taka-taka-taka", which is stupid because the Pope cannot speak English. And, no, he does not look like a prune when he kisses the ground, because, in case your useless minds did not realise it, a prune is a fruit and the Pope is by no means a fruit. Apart from a few minor mistakes

could be the next Jeffrey Archer. Mind you, thinking about it, one Jeffrey Archer is one too many already by my reckoning. **Ed.**

EMBARRASSED!

Er... ah! Yes, I've just remembered what I was going to say. Everybody boasts that they are the best-selling Spec mag. But who is it really? Tell the truth or else! Mega please!
Adrian Kendall
Brookside, Telford

We're Number One, and that's OFFICIAL! If everyone else is boasting otherwise, then they shouldn't 'cos it's illegal. The Audit Bureau of Circulations puts our circulation figure at 78,393 which is 2,338 more copies sold than our closest rival. Hurrah!
Ed.

fisherman asked Rusty where he had been. "Well, I've been all around the world and have seen many things. One thing in particular touched my heartstrings — it was the wreck of the Titanic. So much so, in fact, that I've just written a book of poems about it." "Oh yes?" the fisherman replied. "And what's this book called?"

The fish replied "The Titanic Verses by Salmon Rusty."

Not bad! Send your jokes to Kindly Leave the Stage, YS, 14 Rathbone Place, London, W1P 1DE. A YS badge goes to the writer of every joke printed!

your mag is brilliant with an absolutely fantastic letter and tips section. But please tell me, is there a cheat for Renegade 3?
Dominic Hall
London

You do the Pope a great disservice, you know. He can actually speak 15 languages (or thereabouts) and English is more or less one of them. Furthermore, we didn't say the Pope was an 'old fruit', we just hypothesised that he himself might think he'd look like 'a prune' were he to kiss the tarmac whilst wearing a stetson. Erm, okay? **Ed.**

BATMAN THE MOVIE CANNED

I have completed Batman The Movie and, to prove it, it says at the end "Gotham City's earned a rest from crime, but if the forces of evil arise again...." and my score was 180,250 with two lives and three minutes 35 seconds to spare! Is this a record?!

Mr No-Name
Westbury, Wiltshire

No, it's a computer game. Oh, and you owe us a Trainspotter 'cos you forgot to sign your name on the bottom of your letter! **Ed.**

FLOYD ON HOLD

Could anyone please help me 'cos I've got this problem. I am getting very frustrated trying to get anywhere in this game I found in my drawer... well, actually it's a shelf... enough of that... anyway, it's called Contact Sam Cruise and I can't get anywhere in it and it's one stonkingly brillish game.
Neil 'Mr Floyd' Lloyd
Neath, S Wales

Too lazy to look in your back issues of YS, eh? Check out Dr Berkmann's Clinic in May 1988.
Ed.

CHEEKY!

I was a winner in your Non Existant Compo. Please could you send me Robocop.
Jasper Briggs
Beccles, Suffolk

Nice try! **Ed.**

OOH, YOU POOR DEAR



Madame Pico is on holiday at the moment, and so, in the interim period, YS proudly presents her grandson, Bud Pico, palmist and DIY whizz kid, in...

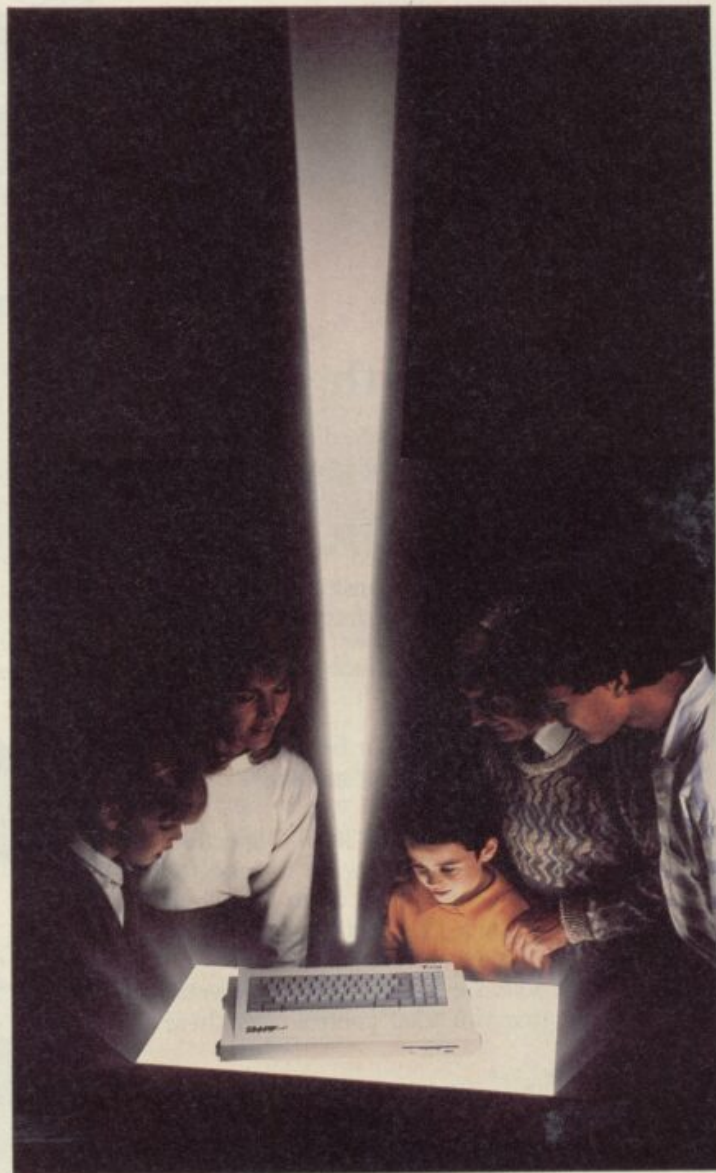
BUD PICO'S HOW TO DO IT

Dear How To Do It, My husband and I have recently moved on to a very rough housing estate. We are naturally very concerned about security but cannot afford a burglar alarm system. Is there an alternative? Please tell us, How To Do It.
Mrs G Pomfrey
Glasgow

There is, in fact, a very cheap and efficient alternative to a full blown alarm system. Pop down to your local supermarket and invest in several packets of Rice Crispies. Before you go to bed at night, simply liberally sprinkle the cereal below all ground floor windows and doors. You will be alerted to the presence of any intruder by a loud 'snap crackle and popping'!
Cheers
Bud

Dear Madame Pico, Please help me, as I have been a victim of a practical joke. I was en route to visit a friend when I was offered a lift. Being a little tired, I must have dozed off in the car. I was awoken by the driver and told that I had reached my destination, whereupon I thanked him for his kindness and got out of the car. Imagine my surprise when I found myself in the middle of the lion enclosure at Longleat Safari Park! Since the Great White Hunter was nowhere to be seen, I quickly sought refuge in a clump of trees. How can I get out? Please help because there is a big lioness stalking nearby and I suspect she may have picked up my scent!
Very Worried
Longleat

I'm sorry but my mum, Madame Pico, is on holiday at the moment. If there are any Do It Yourself queries that I can help you with though please don't hesitate to drop me a line at Bud Pico's How To Do It, YS 14 Rathbone Place, London W1P 1DE.
Cheers
Bud



SAN *coupe*

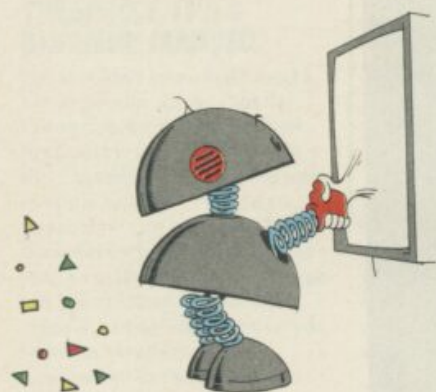


SO WHY DO SPECCY OWNERS NEED THE

SAN *coupé*?

You've been building up your Spectrum software collection for years. You want a computer with better sound, better graphics, more power - but you don't want to lose your software.

The Coupé is the computer for you. Four screen modes with a choice from 128 colours, a six-channel stereo sound chip, 256K RAM (expandable to 512K) - yet by actually slowing the Coupé down, we allow most of your 48K Spectrum software to run in the Coupé's level 1 mode.

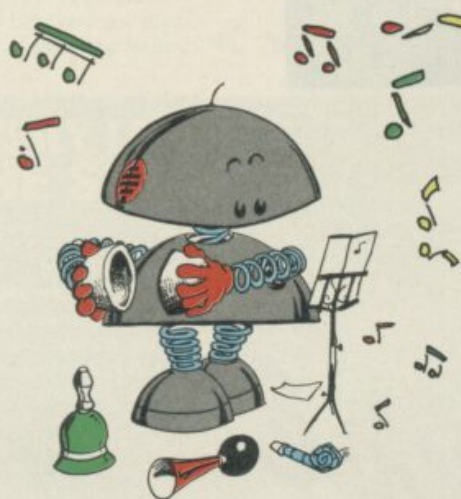


Graphics

See the full range of 128 colours on an ordinary TV set. Or better still, use a video monitor for really high definition. Best of all, use a modern TV with SCART to get the quality of a monitor on an ordinary TV set.

The Coupé has four graphics modes. Even at the lowest level - Spectrum emulation - you can change the colours in the software to take full advantage of the palette. In modes 3 and 4, you can display up to 16 colours per line, a different colour for every pixel in a 256 x 192 pixel display; or have an 80-column 512 x 192 display for word processing and spreadsheets.

And free with the Coupé comes FLASH!, a software package by ace Swedish programmer, Bo Jangeborg, designed to give you total control over these powerful graphics.



Music

There won't be a better buy for all you aspiring electronic musicians. The Coupé features a full implementation of MIDI - MIDI In, Out and Through - with 16 channel capability, and MGT is promoting a full range of MIDI support software. Better still, the Coupé features an 8 octave, 6 channel stereo sound chip. For sensational sound effects, just plug in your headphones. Play it again SAM!



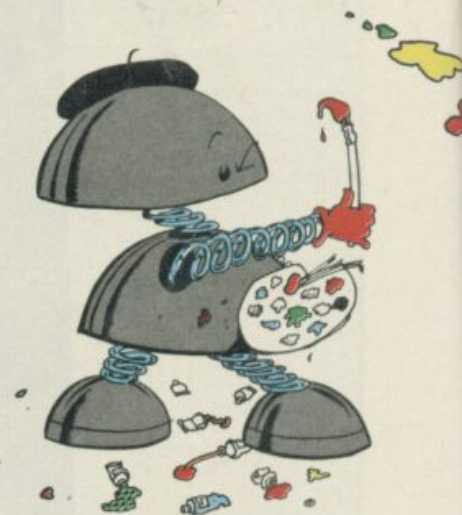
SAM No, the computer's not called SAM, it's called the Coupé. This is SAM - he's the character who will guide you through the manual.

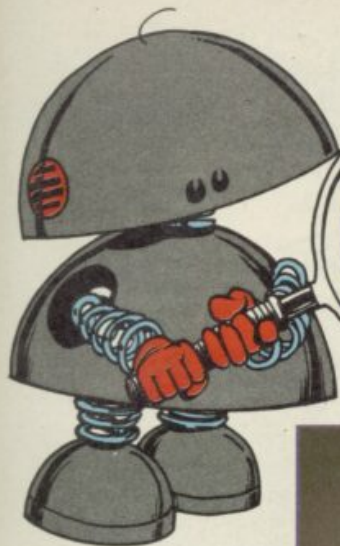


Growth

You never stand still with a computer. You're always learning, always growing, always wanting to do more. With the Coupé, your computer can grow with you.

Memory can be expanded from 256K to 512K. One or two 1 MB disk drives can be added. There are output ports for almost everything we can think of, and an expansion connector for things that other people develop later. And all of it simply slots in - no screws, no soldering, no hardware expertise.



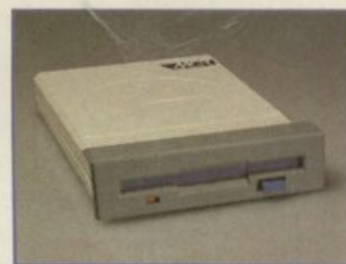


CLOSE UP *coupé*

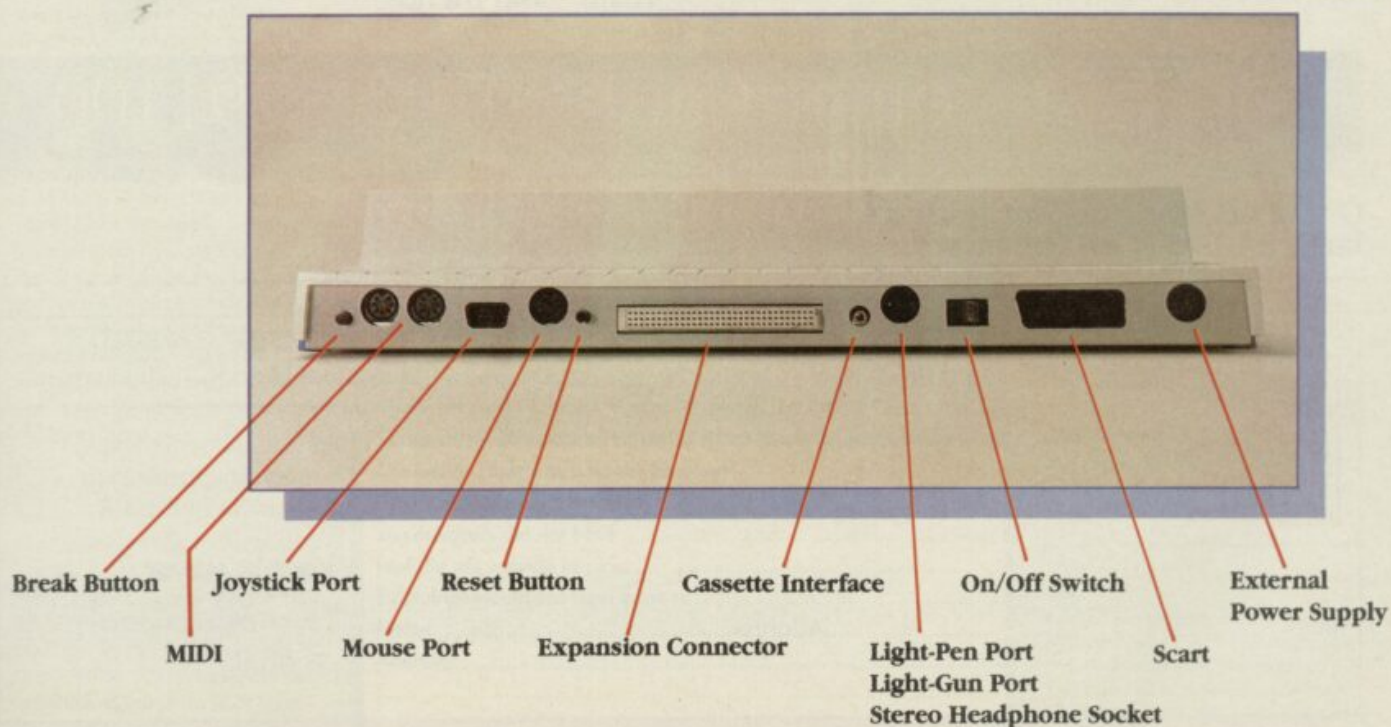


A 72 key full-sized, full travel **Keyboard**, designed with a professional feel. The keys are "soft", allowing you to re-program and re-position them if you wish. On the right, there are 10 function keys, which double as a numeric keypad.

The Coupé's slot-in disk drive



The basic model of the Coupé comes ready to work with software loaded from a standard cassette recorder. But you can also add one or two 1 MB 3.5" **Disk Drives**. These are ultra-slimline drives from Citizen in a special case which allows you simply to slot them in when you're ready.



A **SAM**atter of *FACT*

**The Coupé
costs £169.95
(including VAT).**

The Coupé will run most of your 48K (but not your 128K) software. Which titles? Ask the MGT Customer Care people.

And guess what? You can even change all the colours in your current games.

Watch out too for the brand-new Coupé-dedicated releases from US Gold, Codemasters, Activision....and the list is growing.

Where can you get the SAM Coupé? Well there'll be some in the shops before Christmas. Call the Customer Care department and they'll tell you where to go and what to do.

This is the basic model, and you can add on - just as soon as you're ready:

- ★ 1 or 2 Disk Drives
- ★ An extra 256K of memory
- ★ Special communications interfaces - RS232 and parallel
- ★ The MGT Mouse

And MUCH MUCH MORE.....

Ask MGT's Customer Care people.



The MGT
Customer Care
Team - and friends.

MGT Customer Care 0792 - 791100

Or send this coupon with a large SAE. Tick off the boxes.

Please send me

☐

Details of my nearest stockist

☐

The full price list & order form

☐

A brochure.

This is our address...
Miles Gordon Technology plc.

Lakeside, Phoenix way
Swansea Enterprise Park
Swansea, SA7 9EH, UK

What's yours?

Name.....

Address.....

Postcode.....

YS/2/90



PROF

Professor Jocelyn Peabody, expert on nutrition, agriculture and botany. Appointed to Fleet Exploration and Research Department as Special Advisor with honorary rank of Pilot/Captain. Born in Moreton, Glos. Hobbies — skiing, riding, netball and go-go dancing.



DIG

Spaceman Albert Fitzwilliam Digby, Dan's batman and faithful companion. Born 1960 in Wigan, Lancs. Married with 53 children. Hobbies — football, jigsaw puzzles and sleeping.

WIN! A FABULOUS TELESCOPE



DAN

Colonel Dan Dare, OUN Interplanet Space Fleet. Born 1967 in Manchester, England. Hobbies — cricket, fencing, pressing wild flowers, riding, painting and model making.

Dan Dare III — a sequel and a half!

Dan Dare is back! He's been captured by that evil saturnine scamp (except he's from Venus), the Mekon, and taken to this giant space laboratory in orbit over Venus. And this is where you come in! In Virgin's *Dan Dare III*, you've got to find loads of fuel to help you escape, whilst taking out loads of mutated treens and several projections of the Mekon himself! You thrilled to *Dan Dare II*? You raved over *Dan Dare III*? Expect to be completely cosmically warped to Doolallydom by *Dan Dare III*, 'cos it's one of the most colourful games we've seen on the Speccy for aeons! Virgin Mastertronic is suitably chuffed with it too, 'cos we've been given loads of outer space prizes for the winners. Maarvellous!

Righty-ho, here's what you can win!!

Ever fancied a trip to the stars like those of Dan Dare, Pilot Of The Future? No, nor have we! It's far too dangerous. But if you can't get to the stars, why not bring the stars to you? Win this compo and you'll be able to do just that(!), 'cos our first prize is only an out-of-this-world telescope! It stands a handsome

AND 20 COPIES OF VIRGIN'S BRILLIANT DAN DARE III

four feet tall on its own wooden tripod and it's the business!! Check this out, all you closet Patrick Moores — it's got a 60mm refracting lens with a focal length of 700mm. It's got its own finder scope and a selection of eye-pieces offering up to 120X magnification! If you

missed Halley's Comet then you won't want to miss this *Dan Dare Threebie*! Er... but if you do, and you're one of the 20 runners up, then you won't feel 'starstruck' 'cos you'll get a copy of *Dan Dare III* the game! You can't lose (or at least 20 of you can't!).

So that's what you can win! Now what do you have to do to win it?

Pictured below are several of the characters from the original *Dan Dare* strip. Alongside each is a brief biography of them, but Andy, our naughty Prod Ed, has inserted some made-up bits. What we want you to do is simply jot down on the coupon which part of each character's description has been made up. If you think, for example, that Dan is not really interested in hairdressing, then write hairdressing next to 'Dan' on the coupon. Got that? Right, once you've got all the answers, fill in your name and address, bundle the whole lot up in a Helen Cowpers pullover (or on the back of a post card) and send it to Holy Virgin, Mekon Mild, It's Dan Dare III Compo, 14 Rathbone Place, London W1P 1DE. And let's have those entries in by 28th February 1990 folks!

Rules

- Any member of the Dennis or Virgin Mastertronic crew trying to stow away on this compo will get a dashed good thrashing.
- All entries are to be received by February 28th 1990 or else they'll be fed to the Venusian swamp monster!
- Matt is the Sir Hubert of the YS fleet, so don't argue with his decision. It's final!

Cor lumme, that was a treeny bit easy!

Dan most certainly wasn't into

Dig definitely did not have

Prof did not indulge in

Sir Hubert would not have gone to

Name

Address

.....

.....

..... Interplanetary Code

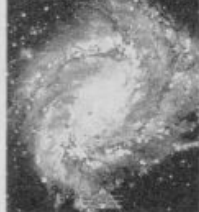
DON'T BE CAUGHT OUT!

GET A TRUSTY YS SUBSCRIPTION TODAY!!!!!!

**YS MAN SAYS
"REMEMBER,
KIDS,
YOU GET A
GAME
COMPLETELY
FREE WITH
EVERY YS
SUBSCRIPTION!"**



TINTIN



CAPTAIN BLOOD



STIR CRAZY



PURPLE SATURN DAY



Don't you be caught out by the evil Out O' Stock!! Make sure you get your copy of YS! Make life easier for yourself and SUBSCRIBE TODAY!! Just look what you get....!



DON'T FORGET, FREE SMASH TAPES ONLY GO OVERSEAS ON THE COVERS OF SUBSCRIBERS' MAGS!!

- ★ EXCLUSIVE FREE cover-mounted games from top software houses!
One FREE brand new **Infogrames** game worth up to £9.95!
- ★ Membership of the mutant YS Subs Club, complete with super monthly newsletter packed with info and exclusive YS subscribers compos!
- ★ Twelve issues of YS - the most superhuman mag this side of the planet Zgorf!!!

KAPOW! Watch these super savings mount up!!!!
PITANG! Twelve issues of YOUR SINCLAIR worth £19.20
KABOOM! FREE Infogrames game worth £9.99
OOYAH! Priority delivery to your door worth £5.65
CLANK! Full price cover-mounted games worth £120.00
TOTAL PRICE £154.84

**A TOTAL SAVING OF
MORE MOOLAH THAN YOU
CAN SHAKE A STICK AT!!**

YOUR SINCLAIR SUBS

Gee! Don't let me fall pray to the evil Out O' Stock! In case YS Man isn't there to help me, please rush me my very own YS subscription! I can't wait to get my mitts on my free game and the next available issue, so I've ticked the appropriate box below!

- ☐ UK only - one year **£19.95**
☐ Europe and Eire - one year **£24.95**
☐ The Rest Of The World - one year **£29.95**

The FREE Infogrames game I'd like is:

- ☐ Tintin On The Moon
☐ Stir Crazy (featuring Bobo)
☐ Purple Saturn Day
☐ Captain Blood

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 Limited.

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

(Delete as applicable.)

PLEASE USE BLOCK LETTERS

Name

Address

Postcode

Signature

Send the completed form to Your Sinclair Subs, FREEPOST*, Mitcham, Surrey CR4 9AR. If cutting rectangular holes in your copy of YS isn't your 'thang', then a photocopy of the coupon will do.

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

REF: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

**DON'T DELAY!
SUBSCRIBE TODAY!**



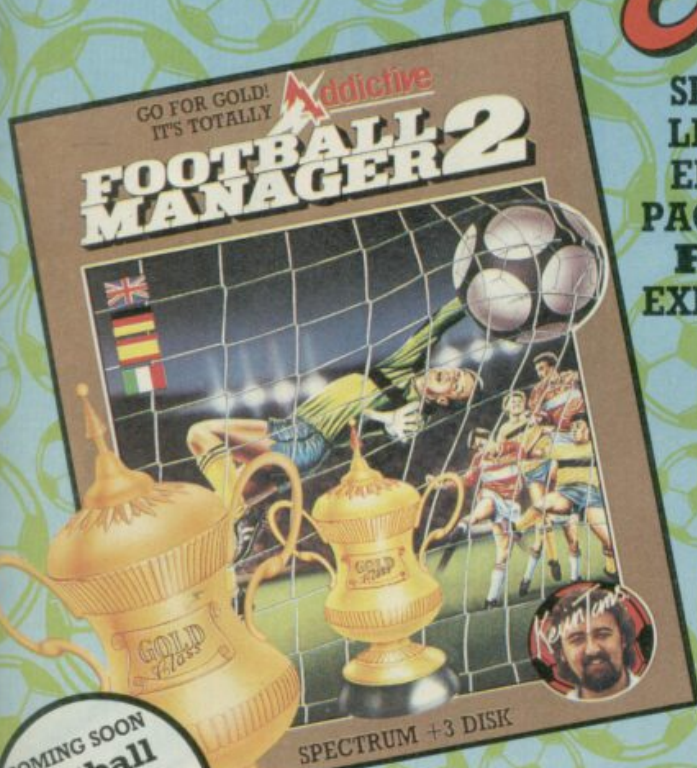
FOOTBALL MANAGER 2

& FM2

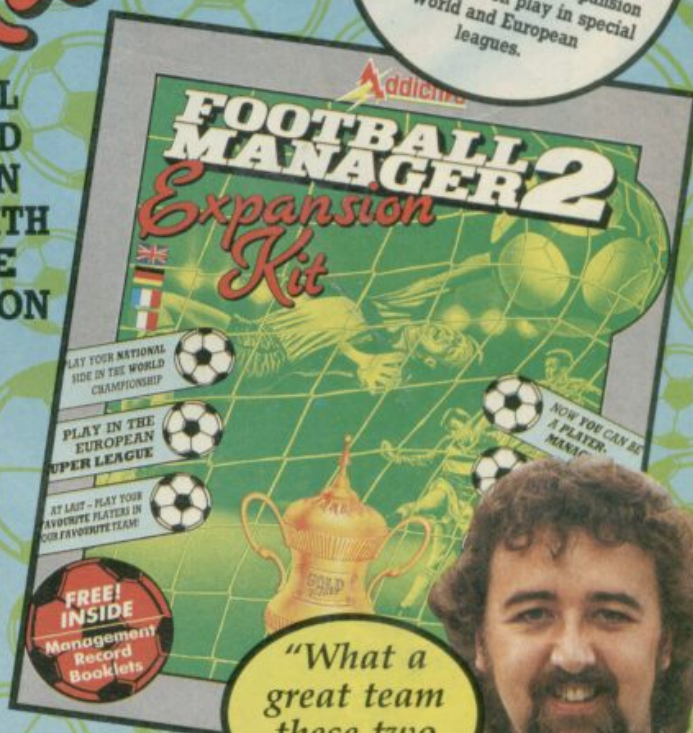
Expansion Kit

Britain's favourite football management game! An all time bestseller featuring animated match highlights, transfer markets, four leagues, two cups, financial records, player injuries, man to man marking, choice of playing styles, full result tables, sponsorship and more ...
Often imitated, never equalled.

This special customiser will make your favourite football management game even more manageable, allowing you to change team and player names, finances, points, starting division, strip colours (except PC); using the Expansion Kit, you can even play in special World and European leagues.



SPECIAL LIMITED EDITION PACK WITH FREE EXPANSION KIT.



COMING SOON Football Manager World Cup Edition

"What a great team these two make."

What the press said ...

"Addictiveness ... Do I have to give it back?" AMSTRAD CPC COMPUTING.

"It's superb." ST USER.

"The role of manager is highly involving, a feeling enhanced by watching the match sequences." AMIGA USER INTERNATIONAL.

"Spectacular graphics and tactics, it offers unlimited action and even more fun and excitement." POPULAR COMPUTING WEEKLY.

"Addictive? You betcha." YOUR SINCLAIR.

"Real football fans everywhere will love it. A leader in its field." CRASH.

"Football fans will be instantly hooked." ZZAP 64.

"If you liked the original buy this, if you like a challenge ... or are football crazy, buy this, it's well written, well presented and (ahem) well wicked." AMSTRAD USER.

"This game has everything... what is really astounding is the sheer playability. My favourite strategy game on the Spectrum, no contest." SINCLAIR USER.



	Usual R.R.P. of FM2 and Expansion Kit	Special Limited Edition Pack R.R.P.
SPECTRUM 48/128K	£17.98	£9.99
AMSTRAD Cassette	£17.98	£9.99
AMSTRAD Disk	£27.98	£14.99
CBM 64/128 Cassette	£17.98	£9.99
CBM 64/128 Disk	£27.98	£14.99
AMIGA	£32.98	£19.99
ATARIST	£32.98	£19.99
IBM P.C.	£32.98	£19.99

**THE MOST EXCITING
FILM OF THE YEAR
NOW FOR YOUR HOME MICRO.**



ROBOCOP OUT NOW

"This is definitely the best film tie-in to date, and is an utterley superb game in its own right - don't miss it!"

IN ALL GOOD NEWS
STATIONERS
£9.95 (incl. postage)

ROBOCOP™

THE FUTURE OF LAW ENFORCEMENT



LONGEST RUNNING No 1

computer game is back on the charts for Christmas - The metal man takes no prisoners in the pursuit of thrilling action -

**PLAY THE COIN-OP
FIRE UP THE COMPUTER GAME
PART MAN ... PART MACHINE
ALL COP... ROBOCOP**

Also available for **AMIGA £24.95** and **ATARI ST £19.95**

SPECTRUM
£9.95
COMMODORE
£9.95
AMSTRAD

ocean

HINTS 'N' TIPS

YS

TIPSHOP



This is BBC1. And now on One it's everybody's favourite soap opera, Tipshop! Starring Phil Snout, Matt Bielby, Teresa Maughan and, of course, all your hints and tips.

Dah dah, dah dah, dah dah dah dah... (Wide camera angle, the Snout family home in Snoutfork, a rich suburb in America. Enter Phil Snout, head of the Snout family business. The Snouts are rich, not in oil, but in tips...)

Well, Ah don't know. What am Ah goin' to do about the Tip Shortage? The McCandless-Bielby consortium has signed a

deal with the biggest magazines in the world to supply all the tips they need. Ah have ma own pipeline right into Rathbone Towers, but it doesn't seem like it's gonna be enough! What am Ah goin' to do? (KNOCK KNOCK KNOCK!) Who's there? "It's me, Mary-Lou Maughan, gleamy toothed publishette of yon YS magazine, y'hear?" Why, Mary-Lou, what can Ah do for you? "Ah hear you've had a tips shortage, and Ah din't want you

to go bankrupt... so here you are, honey-bunch. Ah've arranged for the tips to come to you. And so Ah muss leave you. Take care, y'hear?" Bye, Mary-Lou... now you've found your way, don't you be strangers!

Hah! Ah can't wait to see the look on Jake McCandless' face when he sees me gettin' a private supply of tips... Hey, who's this coming down ma path?

The Munsters

Hey! Who are you, boy? "Why, Ah'm your long lost cousin, Billy-Jo Stephenson, and Ah've got a tip for you..." Ya have? Well shoot, pardner.

Okay, Ah reckon Ah will. The solution to the first two levels of *The Munsters* game is as follows. From the start, go far right and stop at the top of the stairs. Keep shooting the ghosts until the spell bottle fills up, then descend to the stairs and collect the object to the left. Shoot the ghoul to the right, then walk right to collect the cross. Go left, up the stairs, then walk left until another flight of stairs is reached and walk down. Go left, shoot three ghouls and collect the object. Keep walking right, collecting another object and then head left and back up the stairs. Go far right and down the other stairs. Head left, shoot the

ghoul and go down more stairs. Quickly shoot the three ghouls, collect the object on the left and then go right to meet Herman and Grandpa. Collect the object, go up the stairs and wait for the vampire in the middle of the room. When he arrives, blast him and then go right to the end of the graveyard and collect the object. Walk left killing the zombies, then return to Herman and Grandpa, who are now under your control. Go right across three screens without stopping and then wait at the edge of the fourth. When the hands appear from the second, fourth and fifth boxes walk right and underneath the fourth box. When the hands appear from the first and fifth boxes, head right and then climb the stairs. Grandpa now transforms into a bat and flies off. With Herman in tow, go upstairs, shoot the ghoul guarding the right door and go right. (Don't worry about the ghoul — he doesn't attack unless attacked.) Go right, collect the object, then meet Eddie in the next room, where the next stage of the game starts.

Well, thankin' you, cuz. Now why don't you just sit on down there while Ah fetch you a drink. "That's mighty neighbourly of you, cuz." Think nothing of it. (DRING!) Now who's that at the door?

MIG-29

Hullo? "Howdy, surn..." Why, daddy... if it isn't ma long lost daddy, **David Cockram**. What brings you to these parts after all these years? "Well, surn, there comes a time in every man's life when he's just got to go back to where he belongs and share a tip with his surn." Sniff. Stoppit, daddy. You're makin' me cry. Give me the tip before Ah make a fool outa maself.

Okay, surn, it was like this. When shootin' you only need a quick stab of the fire button. Collect all supply parachutes whether you need them or not. Try to stay around the middle of the screen when doing nothing.

- **BOMBER PLANES** Position yourself just below them and blow their guts off.

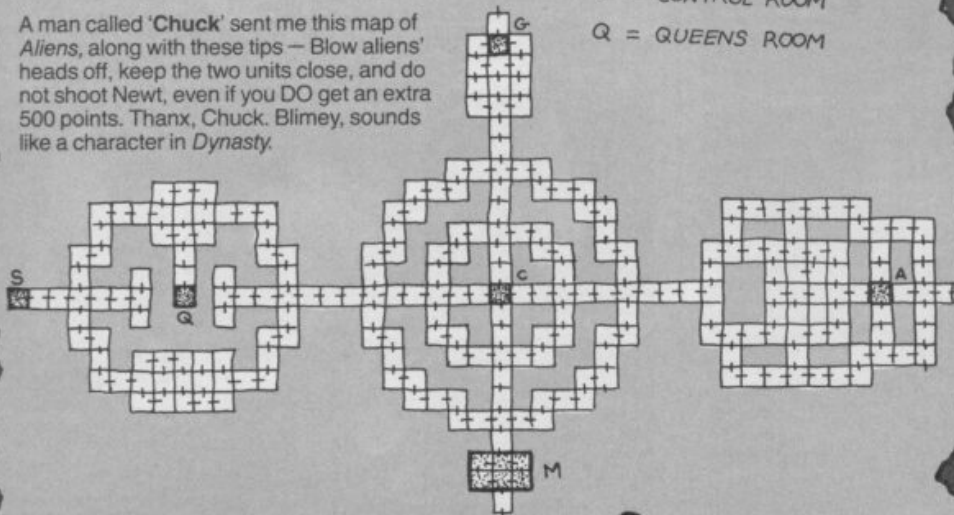
- **CHOPPERS** As soon as they come on the screen get low, select heat seeker missile (press space bar twice) and blast!

- **TANK SHOTS** These are funny round things shot up by tanks. Dodge 'em, but, if there's a lot, get them with the second round of ammo. The final

Aliens

A man called 'Chuck' sent me this map of *Aliens*, along with these tips — Blow aliens' heads off, keep the two units close, and do not shoot Newt, even if you DO get an extra 500 points. Thanx, Chuck. Blimey, sounds like a character in *Dynasty*.

G = GENERATORS
A = ARMOURY
M = MEDICAL BAY
C = CONTROL ROOM
Q = QUEENS ROOM



DR. BERKMANN'S



Got a problem? See a specialist!

message reads **WELL DONE! YOU HAVE WON THE WAR. NOW DO IT AGAIN.**

Well, daddy, Ah don't know what to say! You came back and gave this tip, just because you lurve me... (sniff). "Well, actually Ah don't lurve you. Mary-Lou told me to drop by on my way down to the bettin' shop." You know how to hurt a guy, pappy. By the way, ma long lost cousin came by.... (DRING!) It's that darn bell again! What is this, Gran' Central Station?

Altered Beast

Who's there? "Hiya, surn. Don't you know me? It's **DS**." DS who?! "Just **DS**! Ah'm your daddy..." Er, wait a cotton-pickin' minute there... you ain't ma daddy. *He is!* (Points to empty

LEVEL ONE

ENEMY	MAN	WEREWOLF
* Zombies	Kick	Fireballs
* Blue Devils	Kick (but watch out for its right hook)	Fireballs
* White Wolf	Kick or punch	Fireballs
* Blue Wolf	Kick or punch	Fireballs
* Huge Devil	No chance!	Fireballs
		Leap up and down firing fireballs for about three batches of heads and then go in for the kill. Fire kicks on the base of the creature.

LEVEL TWO

ENEMY	MAN	DRAGON
* Squiggly punch	Kick or punch	Shield or thunderbolt
* Serpents	Kick the tail or dodge it	Shield or thunderbolt
* Blue Wolf	Kick or punch	Shield or thunderbolt
* White Wolf	Kick or punch	Shield or thunderbolt
* Oyster Eye	No chance!	Fly towards the mass of eyeballs and keep the shield on.
Monster		

LEVEL THREE

ENEMY	MAN	BEAR
* Waspman	Kick	Bubbles
* Beak Thing	Kick	Bubbles

All right all right all right! I know I said I'd be doing a *Magic Knight* special, but then the months sorta slipped past, and — well, I forgot, basically. Even a doctor can forget sometimes (is it a six iron or a five iron at this hole, George?). But remember, you get the best because you're paying for the best. What? Didn't you know you were paying? Private practice here, suckers. Nurse, get this riff-raff out of my consulting room!

SPELLBOUND

Right, here are your questions, with answers courtesy of the Clinic's team of white-coated scientists working round the clock in our underground games-labs (all right, **Jason Yip**, then).

C Mathias asks how to cast *Candelium Illuminatus*. You need the candle, the four-leaf clover and the shield, C (do you mind if I call you C?). C also wants to know what *Florin* wants. Try giving him the bottle of liquid, the glue or

chair.) Huh? He's gone! "That's coz he's a darn imposter. Ah'm your real daddy." Daddy! "Surn! Have you got a tip? Ah sure have." In that case sit down there while I fix you a nice drink.

Okay, surn, it's like this... In *Altered Beast* if you're havin' problems playing with a **Kempston joystick**, select **Define**. Then push **Down** for **down**, **Right** for **right** an' all the rest, then when you start the game hold **down** every key you can, apart from **Space**. The border will go white and then red. Press **Play** and you can load the next level. You can keep doing this 'til the last level.

On the general tips front, there's a table of moves below.

So ya see, surn, Ah had to come back to you, no matter what the cost.

Ah understand, daddy, now let me get you a drink... have you met our long lost cousin? (DRING!) Well, darn it, if that ain't the doorbell again...

* Blue Wolf	Kick or punch	Bubbles
* White Wolf	Kick or punch	Bubbles
* Mega Serpent	No chance!	When the bubbles come towards you, leap up and use your shield and bubbles

LEVEL FOUR

ENEMY	MAN	WOLF
* Zombies	Kick (watch out for their right hook)	Bubbles
* Blue Devils	Kick (watch out for their right hook)	Bubbles
* Blue Wolf	Kick or punch	Bubbles
* White Wolf	Kick or punch	Bubbles
* Floating Monster	No chance!	Follow steps

(Steps are as follows: Step One. When the first batch of sparks comes in your direction leap up and forward over it. The thing will now go up. Step Two. Fire a load of bubbles at it then run away. The thing now comes down. Back to Step One until dead.)

LEVEL FIVE

ENEMY	MAN	(SORRY, I DIDN'T TRANSFORM!)
* Punching Rams	Kick	
* Punching Rhinos	Kick	
* Rolling Fish	Kick	
* White Wolf	Kick or punch	
* Blue Wolf	Kick or punch	

the broken talisman. **William Charsley** can't find the most magic room. Found the secret tunnel, **William**? Keep on going right. Quite a few people (well, **Darren Neasham** and **Alan 'Typewriter' Munro**) can't find the power pong plant. Tried the basement yet, boys? **Matthew Fearn** asks "Do you need the hammer?" Yes, you do, **Matthew**. (HAR HAR HAR!) **Ian Laird** wonders what to do with the javelin. "I have given it to **Samsun the Strong**, but he will not help." Nip down to the ground floor and stop before the Pit. Then summon **Samsun** and command him to help. Voilà! **C Mathias** (wot, again?) has another query — how do you cast *Project Physical Body*? You need the crystal ball and the magic talisman (repaired). And virtually everyone has asked, "How do you summon people?" Get the wand of command and try it!

Next month, *Knight Tyme*. (Promises, promises. Ed) And thanks a trillion, **Jason**!

FOOTBALL DIRECTOR II

Well, where would a Clinic be without a snip and a tip from **FDs I and II**? **Tony Hannant**, if you remember, had a problem — his attendances stuck at 18,729 however far he got into the game — even into **Wembley Stadium** itself (heavenly choir). Was this a bug? Or had he missed something important? **Robert Adams** knows the answer. "Certainly do. It's not a bug. Go to the additional menu and pay for ground improvements — only don't wait until you reach **Division One** as it's a lot cheaper in the lower divisions. It's especially important in **Division Two** if you have a good cup run. The way **Tony** handles money he should be able to afford it easily!" Thanks, **Robert**. And keep on sending in those **FD** tips.

HAYLP!

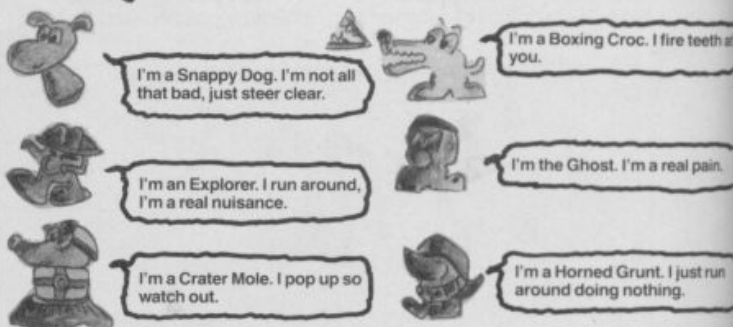
Another bumper helping of snagsters this month, all of 'em waiting on tenterhooks

Hallo, who's there? "Hello, I'm sorry to bother you. The name's **Lee Cropper**. My car broke down on the road and I... say, aren't you **Phil Snout**, the world famous **Tip Baron**?" Why, yes Ah am. Why d'ya ask, honeybun? "Why, good grief... I'm your long lost son from England!" Surn! "Dad!" (Turns to own rediscovered pappy.) Pappy, looky here, it's ma long lost

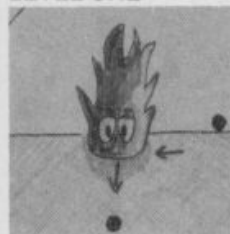
surn... "Howdy, grandsurn." "Hello there, long lost Grandfather." It brings a tear to ma eye to see you two standing there. Now it pains me to ask you, surn, but have you got any tips on you, else I'll have to turn you out. "I've just got one for *Dynamite Dux*... dad!" (Trembly lip.) Well tell us, surn.

It's hard to tell, dad. So I'll draw you some pictures!

Dynamite Dux.



LEVEL ONE



→ Movement path

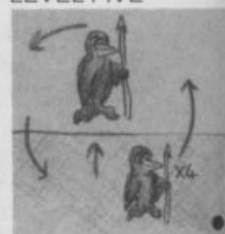
• Where you should stand and fire.

REMEMBER that the water gun is only for the Fire Monster!

LEVEL TWO



LEVEL FIVE



Spud 3/10.	Grenade Launcher 9/10.
Grenade 4/10.	Water Gun 8/10.
Homing Missile 5/10.	Flame Thrower 9/10.
Bazooka 7/10.	

for YOU to write in and help them. So what are you just standing there for? Get on with it!

Anthony Ruddy: "On Level Two of *Indiana Jones And The Last Crusade*, when I climb the second ladder I keep trying to get on the three platforms on the left. Every time I attempt to jump on them I keep falling, or jumping but not high enough. Can you help?"

David 'Stuck' Tuck: "How do you get past the funhouse and the bouncy castle in *Roller Coaster*?"

Oliver Fletcher-Jones: "I've got to Sagat in *Streetfighter* and I wondered if you had a way of getting past him because it's irritating." (Seems reasonable.)

And if you can help on that or any of the other gamesnags (or you've got a knotty one of your own to untangle), write now to Dr B's Clinic, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. Anyone mentioned wins a badge!

TIP OF THE MONTH



We're the pack of Rats. We're very fast and hard.



I'm the Rollerskating Cat. I whizz around and get you.



I'm the Racing Cow. I'm the same as the cat.



I'm the Sumo Pig. I run up and down and run you over.



I'm the Slow Snail.



I'm the Bow and Arrow Mole. I fire arrows all the time.

This Waterfall is very dangerous.

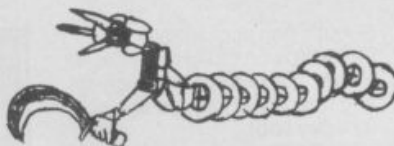


This is the Fire Crater.

I'm the Pancake Monster. Watch out for me.



Strider



POLITBUREAU SNAKE

Level One

Rating: Hard

Stand as far up the slope to the right as possible. Let the snake's head pass you. Walk along just behind its head, standing on its tail. Blast it whilst walking along behind it. You MUST start blasting when it is passing you.



GUN EMPLACEMENTS

Levels One & Two

Rating: Not so easy

These are placed on slopes, usually in large numbers. They usually open fire on you all at once. Either jump 'em, use a drone or use a bubble. Using your sword on them always loses you some energy.



LASER PODS

Level One

Rating: Easy

Kneel next to it. Get as close as possible. Do not stand up. Open fire and don't stop 'til it disappears. If you are close enough the lasers will miss you.

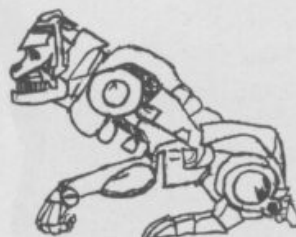


ROBOT DOG

Level Two

Rating: No problem

Just like the guards, only it doesn't shoot at you.



ROBOT GORILLA

Levels Two & Five

Rating: Easy (Level Two)

Very Hard (Level Five)

On the one on Level Two just stay out of his reach and blast away. The one on Level Five is harder, so crouch down and stay still. Blast continually. You must have energy to spare to beat this mean ape.



BALLET DANCERS

Level Two

Rating: No problem

Blast 'em, bubble 'em, hit 'em with a drone... even touch 'em and they disappear!



SLAM! The door crashes open and a tall stranger enters. "Ah'm FBI Agent Paul Thurland. This man here is an imposter. He ain't your long lost son, he's a ruthless murderer, Mr South! (GASP!)... Gentlemen, may I introduce... (whips off latex mask from 'son' on floor) Bobby Bielby himself! (Dan dan dan daaaaaan!) But it's okay, Mr Snout, the Government knows and supports your Tips activities, and to prove it here's one from Agents Noel Byrne, Edward Fletcher, John MacCarthy, Robin Potter and, of course, (cough) myself.



COMMON GUARD

All levels

Rating: No problem

One slash and he's done for. Watch out for his bullets though, 'cos you can't duck them.



FLYING GUARD

Levels One, Two, Three, Four & Five

Rating: No problem

A bit harder. Jump up and fire. Time your jump so that when you jump he's to your right.



STRONG MAN

Level One

Rating: Not so easy

Stay out of his gun's way. Use either a drone bubble or some long shots with your sword. Once he is dead, move right quickly or the Ceiling Of Flame will get you.



CEILING OF FLAME

Level One

Rating: Easy

After destroying the Strong Man, this thing will turn to flame and fall on you if you don't move out of the way.



AMAZON WARRIOR WOMEN

Level Three

Rating: Not so easy

These women throw deadly boomerangs. But all weapons destroy them.



TRICERATOPS BONES

Level Three

Rating: Hard

Either use the same tactics as for the snake, or hit and run tactics. Again, have energy to spare.



FLOATING GUNS

Level Five

Rating: Not so easy

Fire at you constantly. Duck down, then stand and get them between bullets.



SATELLITE

Levels Four & Five

Rating: Easy

Don't touch it, as this results in damage to your person. Jump up at it and fire. Repeat this until it vanishes.



SICKLE MAN

Level Four

Rating: Not so easy

Stay a fair distance away from him or his sickle will kill you. Blast at him from a fair distance away, too!



WEAPON CANNISTER

Crouch down and blast them, and they reveal a goodie. Like so — Gives you a drone which circles you and fires bubbles. Gives you a short period of invulnerability.



PIRANHA FISH

Level Three

Rating: Easy

No real problems here. You can destroy them or avoid them.

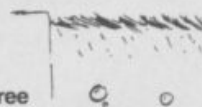


PARACHUTE BOMBS

Level Two

Rating: Easy

Avoid, or destroy using bubble, drone or sword.



WATER

Level Three

Rating: Easy

Deadly to touch (you lose a life), but easy to avoid.

TO CHEAT

In the options window hold down Z0. Then tap S for start. Pause Level One and press CAPS SHIFT 1 and you'll be moved into the level a bit. When it says 'level cleared', hold down Z1. If you pause the next level and press CAPS and 1 you'll be moved along a bit again.

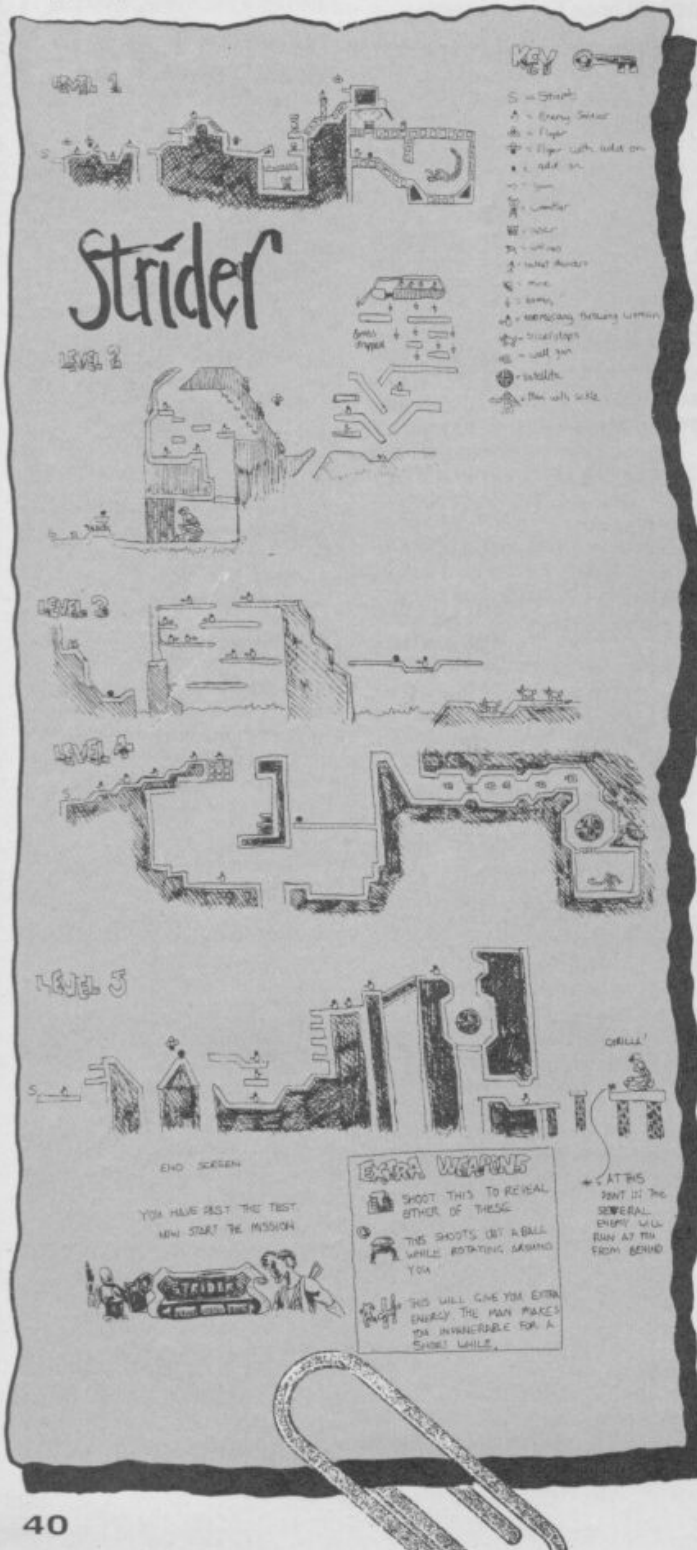
So, on any screen press Z and the number of the level. On Level One press Z5. And once the cheat is activated you can press CAPS and 1 to move you along in any level.

"So that's the full story, Mr Snout. Bobby was jealous, but now he's in custody." (Bobby leaps up and grabs the Fed's gun.) "You'll never take me alive, copper!" (He fires but kills

Snout's pop accidentally. The Fed jumps on top of him.) Oh no, daddy... Ah lost you, found you, and now Ah've lost you again... (phoney sob).

And so to Dead

Right, Ah've had enough! Get out of ma house, the lot of ya! (Shuffle, mutter.) Stop that muttering. Git out! (SLAM!) Hehehe... So that's it. Ah'm the King Of The Tips... that Jake Macca will have to work pretty hard to get any tips through now.



PRACTICAL POKES

And here he is! The man with absolutely no plan whatsoever — **David McCandless!**

This column is becoming more and more succinct every month. Speccy hacking seems to be a dying art — all the brains are shifting across to the bigger, brighter machines, no new talent is popping up in the Speccy world. But frankly, who cares when the mysterious **Axxman** keeps pounding me with POKES. Who is he? I don't know. His letters are postmarked Leicester, and I think we can deduce from that that this guy lives somewhere in the murky depths of... Leicestershire (spook).

SILKWORM

Love this game. Great arcade action, supreme addictiveness, gorgeous graphics (guess which writer's on Virgin's mailing list). Use the POKE as per normal, having run the Speedlock 6 MultiPOKE already published.

BOTH PLAYERS IMMORTAL

```
100 REM SILKWORM BY AXSMAN
110 DATA 125:237:180:17:221:237:
254:81:254:175:50:155:142
700 DATA 50:209:142:195:166:97:4554667
```

CRAZY CARS II

Here's a rather clever little listing for Titus' speedy little race-'em-up, **Crazy Cars II**. Follow the road signs (and Crash Preventor) for infinite fuel.

```
5 REM CCS BY AXSMAN
10 FOR P=25296 TO 25332
20 READ B1:POKE P,B1:NEXT P
30 POKE 25336:117 FOR INFINITE FUEL
40 POKE 25329:118 FOR INFINITE BONUS
50 RANDOMIZE USR 25296
60 DATA 45:255:127:221:23
70 DATA 8:254:17:8:2
80 DATA 62:255:50:205:86
90 DATA 5:48:241:37:25
100 DATA 97:24:166:254:195
110 DATA 8:254:175:50:157
120 DATA 8:50:54:8:195:8:94
```

LICENCE TO KILL (48K)

I quite liked this film and was not too disappointed with the game. This POKE'll give you infinite everything on every level! But, while playing, bear in mind that one in the bush is worth two in the hand. Exactly. (I'll bear it in mind. Ed)

```
5 REM LTK48K BY AXSMAN
10 FOR P=25296 TO 25345
20 READ B1:POKE P,B1:NEXT P
30 RANDOMIZE USR 25296
40 DATA 45:255:127:221:23
50 DATA 8:254:17:8:2
60 DATA 62:255:50:205:86
70 DATA 5:48:241:37:25
80 DATA 81:24:175:254:195
90 DATA 8:254:175:50:56
100 DATA 105:50:47:107:50
110 DATA 253:187:50:41:229
120 DATA 50:155:229:50:250
430 DATA 215:195:8:95
```

CRASH PREVENTOR

Follow this easy guide to get these POKES working on your computer.

- 1) Type in the listing exactly as it is printed here
- 2) Save it to tape (for later use).
- 3) Grab your game tape and rewind it.
- 4) RUN the POKE program.
- 5) If an error message appears go back and check it.
- 6) Play your game tape (it should load in as per normal).
- 7) Viola! Infinite whatever's.

SEE YA!

That's it for yet another month. Stay tuned and send anything to David McCandless, Practical POKES, Your Sinclair, 14 Rathbone Place, London W1P 1DE. Bye.

Ha ha ha. Nothing can stop me no more! (Shot of door creaking open, and the barrel of a gun protruding around the edge. We look along the barrel and see Phil Snout puffing on a cigar in his favourite big chair. Before we can warn him the gun goes off...) (BANG!) Ah... Ah've been shot... but who could have...??? (He looks towards the door.) YOU?!? (Flop.) (Voice-over.) Who Shot Phil Snout? Was it Jake McCandless, whose lust for power is matched only by his ruthlessly cut trousers? Was it Mary-Lou Maughan, bijou

publishette, who so lurved Bobby Bielby that she gave up everything just to be near him? Or was it Bobby Bielby himself, whose cruel passion for tips led him down a path which involved little furry animals and rubberised clothing? Find out next month. In the meantime send your guesses as to Who Shot Phil Snout, and, of course, all your hints and tips, to YS Tipshop, Your Sinclair, 14 Rathbone Place, London W1P 1DE. And don't forget, every one we print gets a free 'I've Got Big Tips' badge. See you next month.



NOURISHING
TIPS

beat
'em up

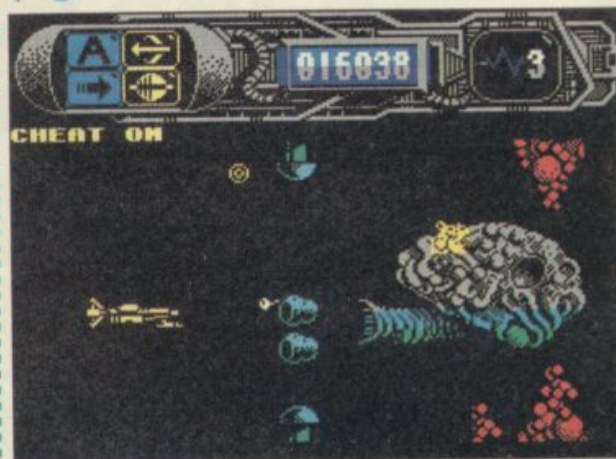


SUPERKID



NOURISHING
TIPS

shoot
'em up

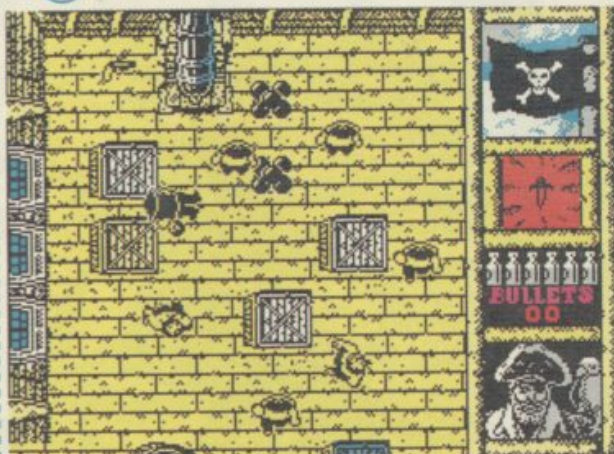


DOMINATOR



NOURISHING
TIPS

arcade
adventure



BLACKBEARD



NOURISHING
TIPS

card
simulation



**SAM FOX
STRIP POKER**



Dominator
by **Steven Mooche**

Just a quicky for my fave game *Dominator*. On the Speccy if you press CLS, CAPS SHIFT, CAPS LOCK, EDIT, and SYMBOL SHIFT all at once you will get infinite lives when you play. Brillo skillo.



Superkid
by **Will Newman**

To kill walking thugs, fly over or under them, and when you're near their feet/heads, go diagonally to make sure you hit them. Thugs with jetpacks are harder. Don't try and outrun these suckers, because they can fly just as fast as you can. Same as before, hit their feet, backs or heads. These hardly ever open fire, so you can fly headlong into these. OAPs have to be escorted back to the home. Just fly around them using your body as a shield. You can rest on the clouds on Level 1. If an OAP doesn't come out of the library/casino for a while, fly off the screen and come back on. Try to stop the thugs shooting each other, as this affects your crimewave overload.



Sam Fox Strip Poker
by **The Mad Sprog**

At the start, look at the hand and if you have threes, keep 'em and proceed to four. If you have twos under ten then call and throw them and keep on a middish card, like eight.

When they're offering their teddies, drop unless you have a good hand, like Aces. You only lose five dollars so it's better to play safe.

If you get dealt with sevens and Js in pairs for goodness sake DROP! She always has eights and Ks.

At the end Sam drops a lot, so always stay or call first — it makes her think that your hand is better than hers. Then out come her (CENSORED). I bet you won't print that. (Right you are, Ed)



Blackbeard
by **Lee Piper**

I have completed the mega cool game *Blackbeard*. Here are some tips.

Empty the treasure chests before moving down a level.

If you get drunk move into the direction of a wall and get under cover.

Don't walk into the middle of the skylights or you will fall through — also don't stop on them.

Don't use cannonballs for cover because the enemy can shoot through them.

Don't waste bullets.



FREE

THE MOST SPECTACULAR ADD-ON UNDER THE SPECTRUM.



**JUST JOIN MICRONET FOR £23 AND WE'LL
GIVE YOU A MODEM FREE!**

And that's just the beginning. Because when you join Micronet you inject a whole new lease of life into your Spectrum. You'll be able to play real

time multi-user games like Shades, talk to thousands of other computer users on Micronet's Chatlines, download free programs, stay up-to-date with the latest Spectrum news and much, much more. And because Micronet is just a local

phone call away using it starts at just 55p an hour including telephone charges!

For more information about how to get a free modem (including software) and a free brochure call us today on freephone 0800 200 700, or return the coupon below.



Return to: Micronet Spectrum Offer,
Units 8/10, Osgate Centre, Osgate Lane, London NW2 7JA.

Name: _____

Address: _____

Tel. No.: _____ Age: _____

Machine Type: _____
VTYS3

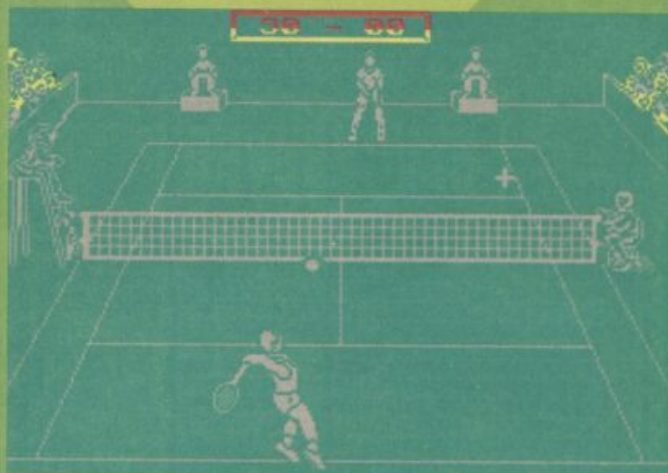


MICRONET

Offer available in the UK only while stocks last. Micronet and Prestel subscription £23 a quarter.



That's me (the cutie in the shorts) in the default position at the front of the screen. In one player mode you're always at the near end of the court, though you can choose to play from the far side of the net (where the sprites are much smaller and everything's more difficult to judge) if you feel the urge.



PRO TENNIS TOUR

about with joystick angles or power meters to slow you down the action's always fast, furious and ferociously fun. Blimey!

'Snot easy though. You've got to practice for ages before you get good enough to beat any of the ranking compu players, so (in one player mode) it's blimmin' hard to win. Things are slightly better in

two player mode though, because there's every chance that your opponent will be as crap as you are, making for a more even-handed match. Things are much tougher if you're the one playing at the far end of the court (since you're further away and much smaller it's a lot harder to tell where the ball's going to bounce) but luckily you swap positions every so often so things even out.

Still, even when you're playing at the front of the court it's pretty hard. Due to the angle at which you view the game it's fairly easy to judge left and right, but much harder to tell how close to the net the ball will bounce. In fact, it's murder! Still, at least you can see the whole court all the time, which is a far better set-up than the one in *Passing Shot*, for instance, in which the court scrolled and you couldn't even see your player half the time! Now that really was a nightmare!

Pro Tennis Tour is one of the slickest, quickest and spittiest tennis games I've seen in yonks. If you fancy yourself as a bit of a Borg then you're on to a winner, though you probably won't be the winner yourself for a bit, if you see worranean. As for me, I only lost 'cos someone knobbed the line judge. I mean - anyone could have seen that chalk dust!

Ubisoft/£9.99 cass/£14.99 disk



Kati An egg. L'oeuf, as they say in France. That's an oval-shaped thing full of cholesterol for dipping greasy soldiers in, I hear you cry. And indeed it is. But, me little French food lovers everywhere, 'l'oeuf' is also the origin of the tennis term 'love', because, erm, the words sort of sound the same and the French originally figured that the number zero was shaped like, yes well, an egg!

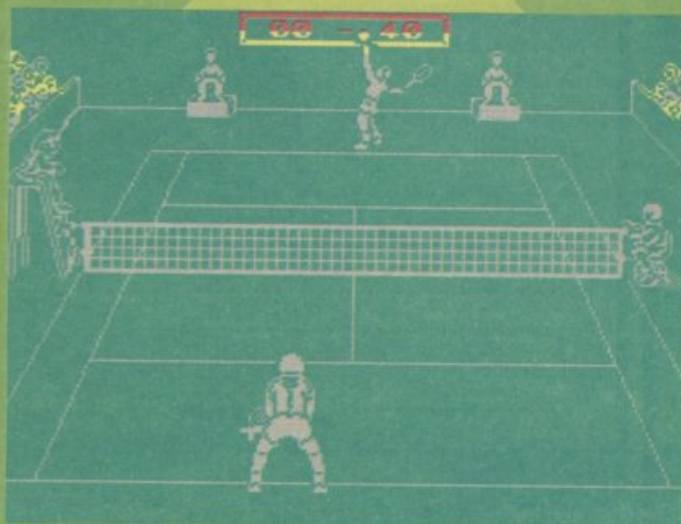
And by amazing coincidence zero is exactly what you're likely to score in this game, 'cos *Pro Tennis Tour* is pretty tough and fabby. So much so, in fact, that it won best sports sim in the Tilt d'Or awards (French computer games award ceremony). But does the Speccy version match up?

Well, the first thing that hits you right between those old beady eyes (yikes!) is that it's corkendously fast. It actually looks like the genuine object - real tennis, like blimmin' accurately animated (though Wimbledon's not usually in monochrome unless you're telly's black and white or you're colour blind!).

The second thing you notice is that the whole shenanigan comes complete with four (yes, four) different tournament locations, three (yes, three) difficulty levels, and, for those who are totally crap, two (yes, two) different types of practice sessions. One's for ground-strokers, with balls being gobbled at you from a machine, and the other's just for service. And that's all you need 'cos those are the only two types of shot.

A bit lacking in variety? Nope, 'cos you can make the ball spring all over the court at all sorts of different angles just by timing and positioning. For example, supposing you want your ball to move to the left, you just stand, erm... to the left of it and time your shot. Once you've got the hang of this spunky little control method you can play incredibly involved matches with more line shots, hair-raising volleys and top-spin ralleys than you'd ever see in a month of Wimbledon. And 'cos there's no messing

Here I am, about to serve. Just position the cursor and press fire when it's in the right place. Couldn't be easier, could it? (Unlike returning, of course, which is murder! When I was doing the two player game, the one who served always won the point. Funny that.)



final verdict

LIFE EXPECTANCY



78°

GRAPHICS



73°

ADDICTIVENESS



87°

DIAGNOSIS

The best tennis sim on the Speccy so far. The dead accurate (if a tad hard) gameplay makes for some eyebrow-singeing matches.

INSTANT APPEAL



81°

85°

SOFTWARE THAT'S HARD TO BEAT

A range of powerful programs for the ZX Spectrum computers. Use the coupon below and send today for our free, comprehensive brochure. Quality, performance and great value for money.

TASWORD

The Word Processor

Power, flexibility and ease of use have given Tasword an enviable reputation for performance and unbeatable value for money. Each version is packed with useful features and is specifically designed to make maximum use of the memory and keyboard layout.

TASWORD: power, versatility and performance. The definitive word processor for the ZX Spectrum.

TASCALC

The Spreadsheet

At last! A comprehensive spreadsheet for the ZX Spectrum. A full working spreadsheet of 52 columns by 157 rows to process and evaluate numerical data. Advanced features include variable column widths, on screen help, interactive prompts and a full range of formula functions.

TASPRINT

The Style Writer

Print Tasword output in a range of five impressive print styles. The Tasprint lettering is twice the height of normal dot matrix output.

TASPRINT PLUS THREE features 25 fonts AND a FONT DESIGNER.

TAS-SIGN

The Sign Maker

Produce and print your own signs, posters, banners and large notices to get your message across with maximum impact. Add a new dimension to your dot matrix printer.

Prints signs, posters and banners with letters at any height from one inch to the full width of the paper.

MASTERFILE PLUS THREE

The Database

Accomplish your home and business filing with ease and elegance using MASTERFILE PLUS THREE. A sophisticated menu-driven data filing, storage and retrieval system. Data stored with MASTERFILE PLUS THREE may be exported for use with Tasword Plus Three.

TAS-DIARY PLUS THREE

The Electronic Diary

Keep an electronic day to day diary on disc with TAS-DIARY PLUS THREE. TAS-DIARY PLUS THREE features a clock, calendar and a separate screen display for every day of the year. Each year stored on disc includes a memo pad and several note pages. TAS-DIARY PLUS THREE is an invaluable aid to keeping records, reminders and any other data which is related to that most valuable commodity of ours — time!

TASMAN PARALLEL PRINTER INTERFACE

A low cost means to link your Spectrum to any printer fitted with the Centronics standard parallel interface. Supplied complete with cable, driving software for LLIST and LPRINT and screen copy software for most dot matrix printers. Compatible with 48K AND 128K ZX Spectrums.

ZX SPECTRUM 128
AND
ZX SPECTRUM+2

TASWORD PLUS TWO

Cassette £19.95

ZX SPECTRUM+3

TASWORD PLUS THREE

Disc £24.95

TAS-SPEL PLUS THREE

The spelling checker for Tasword Plus

Disc £24.95

TASCALC

Cassette £19.95

TASCALC PLUS THREE

Disc £24.95

TASPRINT

5 Fonts
Cassette £9.90

TASPRINT PLUS THREE

25 Fonts
Disc £24.95

TAS-SIGN

Cassette £19.95

TAS-SIG

Disc £24.95

NOT AVAILABLE

MASTERFILE PLUS THREE

Disc £24.95

NOT AVAILABLE

TAS-DIARY PLUS THREE

Disc £19.95

£39.95

Parallel printer cab

£9.95

RS232 cable

£14.50

All prices include VAT and post and packing

Tasman

PERFECTION IN PROFESSIONAL SOFTWARE

Springfield House, Hyde Terrace, Leeds LS2 9LN Telephone: Leeds (0532) 438301

If you do not want to cut this magazine, simply write out your order and post to: TASMAN SOFTWARE, DEPT YS, SPRINGFIELD HOUSE, HYDE TERRACE, LEEDS LS2 9LN

I enclose a cheque/PO made payable to TASMAN Software Ltd OR charge my ACCESS/VISA number:

NAME _____ ITEM _____
ADDRESS _____

Outside Europe add £2.00 per item airmail.

Telephone Access/Visa orders: Leeds (0532) 438301

TOTAL

Expires

PRICE

£

£

£

£

£

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

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

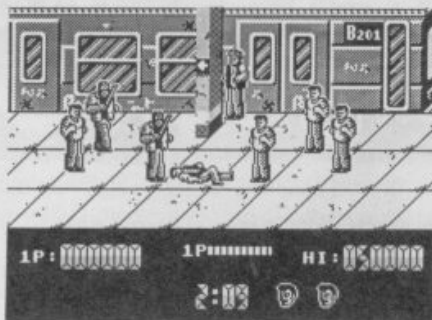
A bumper New Year collection of cheapie rubbish (whoops!) from that king of the skin-flints, Marcus Berkmann, and his preppy pauper (ha ha) Jonathan Davies!

BARGAINMENT

RENEGADE

The Hit Squad/£2.99

Marcus We may now have seen every conceivable permutation of the *Renegade* legend (*Renegade 12: Chelsea v Millwall* is in preparation, I understand) but the original remains highly playable and a bit of a laff basically. You are the usual tough-on-the-streets superhero, and you're on your way to meet your luscious young lovely/noxious boiler (delete as appropriate) of a girlfriend. Only problem — thugs, yobs, villains, and men with large scars and chainsaws stand in your way. To fight them, or to run? Well, I know what to do, but this is a computer game, so you fight them. Control is simple and effective, you are always given a chance (which probably has more to do with the game's initial success than anything else) and the graphics are excellent. Anyone who's played the later games may find it a

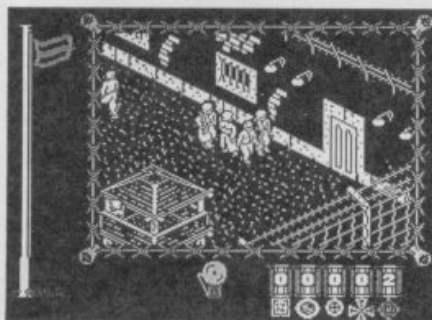


little easy, but everyone else will have a ball. Another excellent release from Ocean's Hit Squad label.

THE GREAT ESCAPE

The Hit Squad/£2.99

Marcus As indeed is this, one of the most thoroughly ripping (if not top-hole) games to emerge from Manchester in a long while. *The Clinic* is still inundated with letters about it — no doubt there'll be yet more now. It's a 3D isometric game, which like *Movie* and the later *When Time Stood Still* attempts to evoke a specific and recognisable scenario rather than just dumping us in computer-graphics land. Here it's a German prisoner of war camp, and you have to amass various important bits and bobs (keys, rope etc) and get the %\$£& out of there, before Johnny Hun catches you and forces you to eat

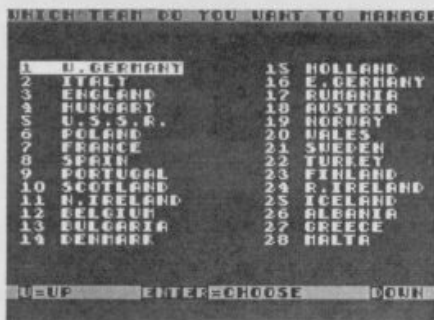


bratwurst. Not easy, but enormously challenging and, unlike so many games, solvable. Smug gamers who can complete everything in two seconds will now say, "But once you've solved it, what's the point of playing again?" Just try solving it first, smuggies. Graphics are superb — better than *Fairlight*, and of the same order as *When Time Stood Still* — while, if not terribly fast, the game certainly keeps your attention. (Back issue fans, there's a very useful map in issue 14...)

INTERNATIONAL MANAGER

Cult/£2.99

Marcus Here's a release of an old D&H



footie management game — one that followed the now classic *Football Manager* into boot-sim fans' hearts. Well, sort of anyway, because this isn't quite in the same league — let's say the top of Div Two as opposed to the Liverpools and Evertons of this world. As you might guess, you've suddenly been made Bobby Robson, dentures and all, you have a pretty hopeless team and it's the World Cup qualifying rounds. Sounds familiar? Well, fortunately the World Cup in *IM* is played virtually annually, so if you cock it up one year there's another one round the corner and no-one's going to fire you. You have far more players to choose from, but now other factors come in to play — consistency, talent, morale as well as just form. Otherwise it's business as usual — hard but playable — and the most boring part of the game, watching the score mount against your sad little 11, has been perked up, with the addition of some rudimentary graphics to show you how the game is going. Not bad at all, and extremely good value. It's a good crop of cheapies so far this month, isn't it?

MEGANOVA

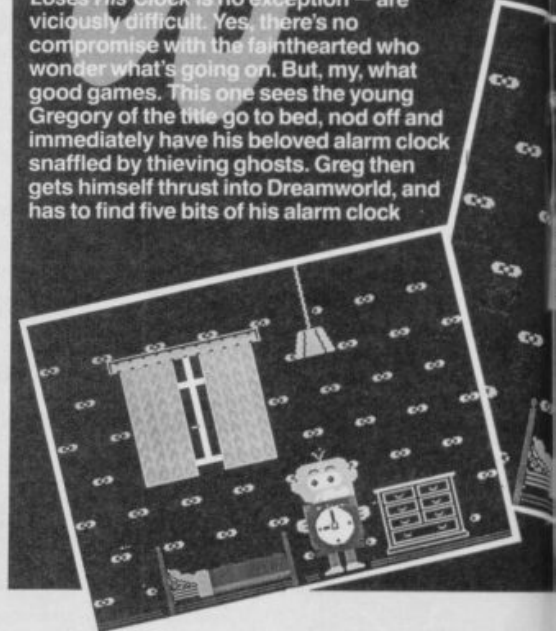
Alternative/£2.99

Marcus Dynamic shoot-'em-up (in millions of different loads as ever) which has finally appeared in this country on the Alternative label. But don't be deceived by Dynamic's reputation — this isn't up to its usual high standard. All right, so it's hard — but it's also boring. A shoot-'em-up of sorts, it's slow, turgid and about as addictive as a bunion. It does, though, have some splendidly badly written inlay notes. "You enter the caves of

GREGORY LOSES HIS CLOCK

Mastertronic/£1.99

Marcus The world is divided on the merits or otherwise of Don Priestley, creator of *Popeye*, *Trap Door* and sundry other braintinglers. Critics, naturally enough, love him — there's nothing else like his games, with their enormous sprites, devilish puzzles and extraordinarily hard gameplay — but the punters disagree strongly. Some find the games too slow, some too fussy and others too damn hard. I'm on Don's side, though. Yes, the games — and *Gregory Loses His Clock* is no exception — are viciously difficult. Yes, there's no compromise with the fainthearted who wonder what's going on. But, my, what good games. This one sees the young Gregory of the title go to bed, nod off and immediately have his beloved alarm clock snaffled by thieving ghosts. Greg then gets himself thrust into Dreamworld, and has to find five bits of his alarm clock



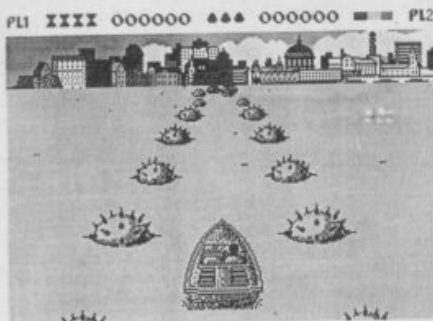


Otnirebal, and when you come out an imperial gigaship traps you. Surprise! Your old pals from Drowhar are waiting for you. Be tough and pray whatever you know; the battle will be final." (As translated from the Norwegian by Bengt Bengtsson.)

SPEEDBOAT ASSASSINS

Mastertronic Plus/£2.99

Marcus It's novelty time, as Mastertronic



drops you in a speedboat and asks you to manoeuvre it around a bay, avoiding mines and shooting down four vital communication towers. Done that before? Me neither, and it's quite a giggle. First, you just have to keep clear of a few mines — easy enough. Then you're whizzing around the bay proper, trying to avoid boats and those towers, all of which are shooting at you. Trouble is, you haven't got a weapon, so you have no choice but to get the %\$#@ out of the way. Fortunately, after 30 seconds or so, a friendly helicopter hovers down and drops off a weapon system, enabling you to start zapping. Some things need one zap, others more. If you survive there are more and better weapon systems every 30 seconds thereafter. That's it, really, but I enjoyed it, and anyone who's

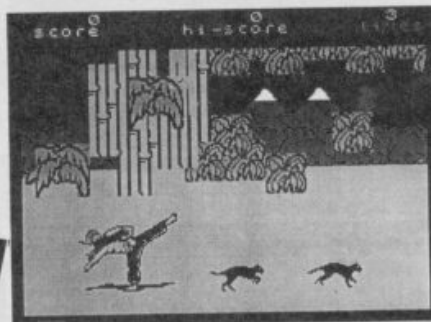


looking for a new twist on the creaky old racing game format may enjoy it too. Perfect budget fare.

FIST II

Mastertronic/£1.99

Marcus Not a bad kung-fu-style game which concentrates on sophistication of moves and size of game area over everything else. Originally released as the sequel to Melbourne House's mega-seller *Way Of The Exploding Fist* in 1987, it was raved over by dedicated combat fans (Mr P Snout included). It's fast, challenging and the moves are superb, especially the backflip that gets me out of danger with almost monotonous regularity. Watch for panthers and indeed anything that moves — this is not a game for the fainthearted. But whether you'll have the patience to trek through the many screens of not terribly interesting graphics to complete your quest is another matter entirely (I didn't). Not bad, as I said,

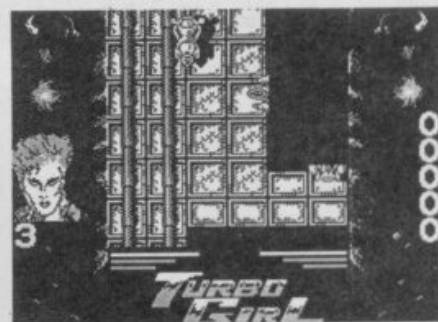


but it's all just a wee bit dated. Will a new generation of Spec-chums find beat-'em-ups quite as much fun, I wonder?

TURBO BIKE

Alternative/£2.99

Marcus It's not a good month for Dinamic (or Alternative, for that matter). Here's another from their Madrid game-labs, and, like *Meganova* above, it's a clinker. It appears to have started out as 'Turbo Girl', as the loading screen shows a scantily-clad cartoon female with her gazongas pouring all over the shop (slaver drool burp) next to

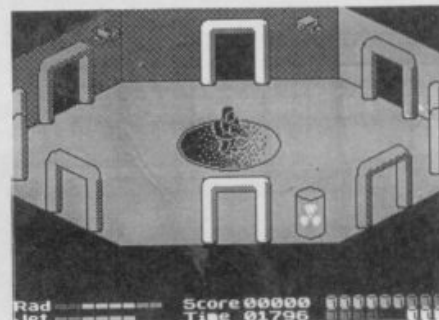


the legend 'Turbo Girl'. It's not hard to see why Alternative changed the name — it doesn't have an awful lot to do with bikes, really, does it? — but they clearly couldn't be bothered to change the loading screen, which makes you wonder whether they ever got round to loading up the game at all. You certainly won't after you've played it once — it's a *Uridium*-style shoot-'em-up combined with *Bouncer* to produce, perhaps surprisingly, a rather dull game. Slow, impenetrably hard and unrewarding, it's second hand in feel and fourth division in quality. Zzzzzz...

CHAIN REACTION

Encore/£2.99

Marcus Another rubbishy old Durell game

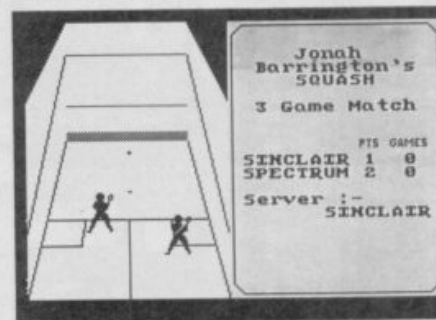


disinterred from Elite's vaults and bunged out on its cheapy label, and, like some of the others we've sampled these past few months, *Chain Reaction* doesn't really make the grade. The plot's all about an atomic pile that needs neutralising, and you have to run about killing nasties and solving problems and all that sort of thing. Sadly, though, the graphics are so basic — especially as the game is only two years old — and the gameplay so drab that it's hard to maintain any sort of interest. Instead you find yourself, well, throwing it out of the window with frustration and boredom. It's really getting quite messy out there, isn't it?

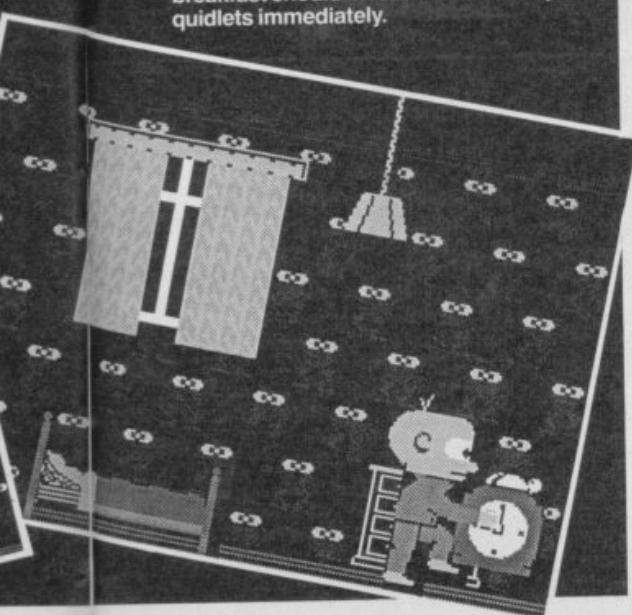
JONAH BARRINGTON'S SQUASH

Mastertronic Plus/£2.99

Marcus Not all oldies are mouldies, though



before 12 o'clock in order to escape. Every screen presents a new conundrum, leading you first to scratch your head in frustration, then get violent as you fail to work it out, then open the bubbly when you finally crack it. The sprites are as vast as ever, the strategies needed to get anywhere are often extremely sophisticated, and, best of all, I've got the cheat sheet and you haven't. This is the best new cheapie I've seen in yonks, if not since I started writing this page 18 months ago, and certainly one of the few to merit the coveted Megagame sticker. Well played, Don — and, meanwhile, anyone who likes their minds stretched before breakfast should invest the necessary quidlets immediately.



— this game dates from 1985 and is still superbly playable. I'd never seen it at all until a couple of years ago, when YS did a feature on sports sims and I had to play all of them. I was amazed at how good it was, even though it was a little basic (if not Basic). I suspect that Mastertronic, with this 79th rerelease, has tarted it up perhaps a touch, but it remains not only the best squash simulation I've ever played, but the only one, as far as I'm aware. Why else has no-one ever tried to repeat the trick? It can only be because this one is quite good enough. Buy it and try it — it's hard but not too hard, and it's very, very simple in presentation and structure. Let's not knock simplicity — *Jonah Barrington's Squash* remains a classic.

SAIGON COMBAT UNIT

Players Premier/£2.99



Marcus But now for something singularly average again. This dull little scroller is not, unlike the spanking *Jonah* and *Gregory*, worth your hard-stolen cash (whoops). It's essentially a run-along-and-shoot-everything-that-moves game, with not terribly clear graphics and terminally dreary gameplay. Shoot this, avoid that, jump all over the place, and what's your reward? Just more coma-inducing screens like the previous one. Of course, if by any chance you have been marooned on a desert island for five years, or the lecky board cut you off in 1982 and only remembered to reconnect you last week, this game may seem terribly novel and exciting. Otherwise, forget it.

POSTMAN PAT II

Alternative/£2.99

Jonathan I may well have missed the point of this one — instructions were conspicuous by their absence, as my old grandma used to say — but this seems a little on the boring side. Correction — a lot on the boring side. Pat (who's a smug little git, let's face it) has loads of letters to deliver — only he doesn't deliver them in the sensible way, by looking at the addresses, sorting them into piles and then bunging them in the letter boxes street by street. Oh no. He merely walks around his neighbourhood, waiting for enormous black arrows to appear next to the appropriate

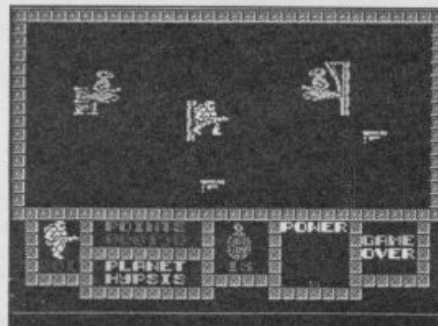


house. Very efficient. (At least it explains why my post always takes days to arrive.) Pat also has loads of errands to run for his oddly lazy customers, which consumes even more time. That seems to be about it for this game, so out the window it goes.

GAME OVER

Summit/£2.99

Jonathan *Game Over* shot to fame a couple of years ago, mainly because of its rather rude advert.



Slipping into the role of Arkos, a small flickery sprite with an incurable attribute problem, your task is to destroy the evil Gremla, a power-crazed empress. Not surprisingly, this involves battling from left to right through several action-packed screens. There's plenty of stuff to shoot, all the usual add-on weapons, but the execution is very poor. The colour-clash makes it very tricky to see what's going on at times, and Arkos seems to float around the screen in a manner which defies all the laws of physics. Difficulty is achieved simply by having loads of baddies attacking you at once. You don't stand a chance, and kicking the bucket means starting again from scratch.

Not even worth buying for the cover piccie — it's been tragically modified.

THANATOS

Encore/£2.99



Jonathan Here's a novel idea — a re-release. An old Durell one this time, and quite good, considering. There's no plot or anything, so it's a case of plunging in head first. Let's start with the dragon. He's about half a screen long, has the usual fiery breath, flappy wings and pointy tail, and can walk along or fly. As is normally the case, your job as the aforementioned draconic beast is to eat people, burn things down and attack castles with the ultimate goal of rescuing a maiden.

Being half a screen long, the dragon makes an impressive central character. Damned impressive, in fact. The parallax scrolling is pretty triff too, especially the paths leading up to castles in the distance which skim past very effectively. Otherwise, the graphics are functional and the only sound is a gently throbbing heartbeat (let this get too rapid and you'll suffer a mid-air

heart attack).

As for the fun factor, *Thanatos* is refreshingly different. It's full of delightful little touches, like the ability to deposit rocks on people's heads, burn them and drop them from great heights. Good stuff. Gosh, yes.

NIGEL MANSELL'S GRAND PRIX

React/£2.99

Jonathan Apart from its vaguely snigger-worthy name, this one has nothing to make it stand out from the crowd in my opinion.

The game attempts to go a bit further than is usual for this kind of thing — more than two gears for a start. There are different tracks to choose from and lots of dials and knobs to keep an eye on, and the car does behave pretty realistically.

Unfortunately, all this detail seems to be at the expense of things like the graphics. The action takes place in the top half of the screen, with slightly suspect-looking vehicles hammering round the track, yours being visible at the bottom of the window. The overall effect looks a bit unpolished.



Nigel did too little for me. Okay for a cheapie, but will you remember it in the morning?

PING PONG

Hit Squad/£2.99

Jonathan At this rate, pretty well every game that's ever been released will be out on budget. *Ping Pong* dates from 1986, but its exhumation is very welcome.

The name says it all really. Two bats, a ball and a table. The bats float eerily above the table, a little like their mammalian namesakes, with no visible means of support, and can perform about five different shots. The graphics are about what you'd expect. Green, basically. The sound is quite elaborate, though — an impressive title tune and plenty of audience participation during the match.

Despite it all, *Ping Pong* is great fun to play. The concept of hitting a small ball across a table lots of times proves to be very absorbing. The only trouble is that the computer tends to play too predictably, so you might be better off finding a friend to compete with.



FOR TOP TITLES



IT'S GOT TO BE...

ALTERNATIVE

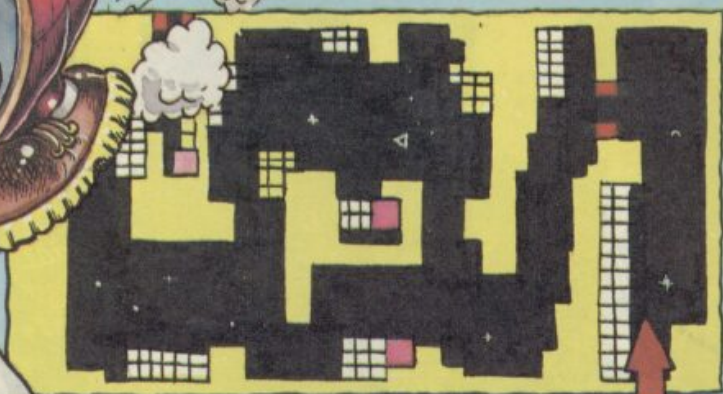
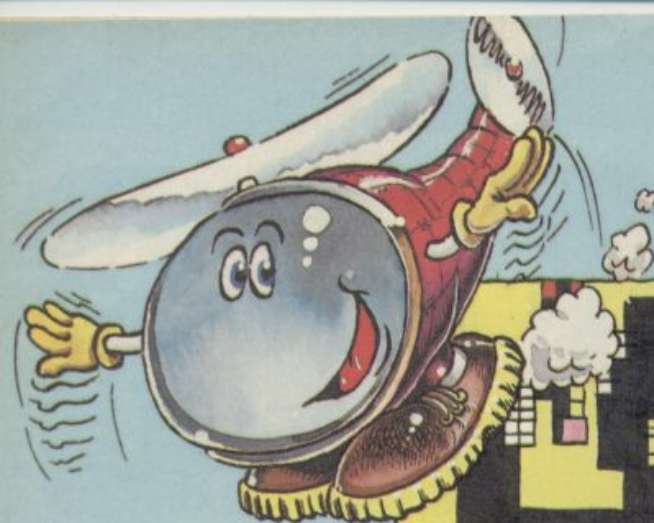
Available from all good software stores
including WH Smith and John Menzies.

WHSMITH

(selected titles available at larger branches;
subject to availability)

John Menzies

Mr Heli is a brilliantly cartoony progressive shoot-'em-up, with a lovely cute Japanese feel to it. You play a tubby little helicopter making your way through a series of convoluted underground caverns, shooting everything that moves (and a few



LEVEL ONE, STAGE TWO



LEVEL ONE, STAGE ONE

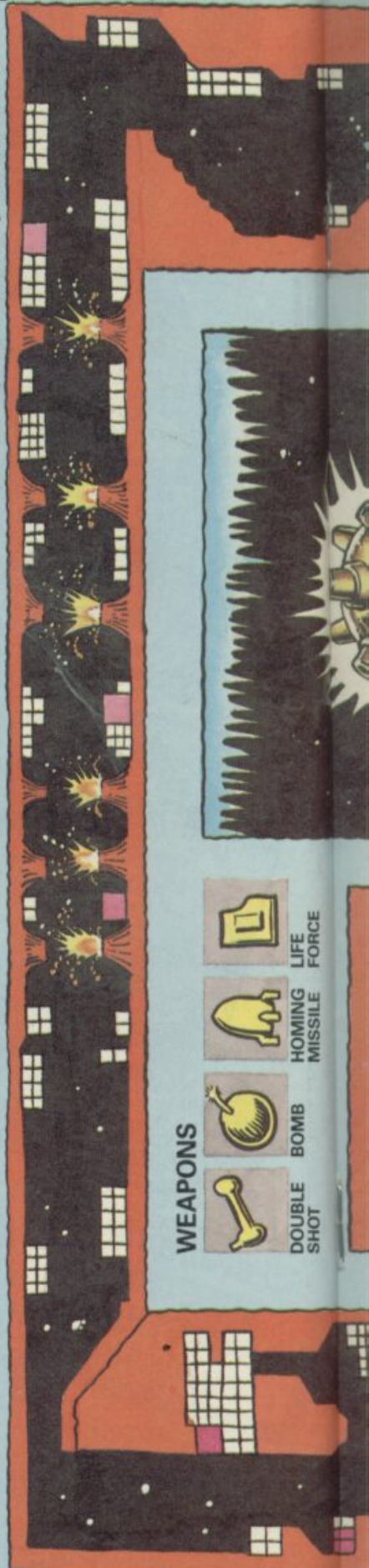
KEY

CASH
Some white boxes contain cash, but lots don't.

WEAPON
Includes bombs, homing missiles and double shots.

HIDDEN GUN
Lurks rather unspottably behind piles of loot, beware!

SAFETY
Sit here and the monster won't be able to get you.



WEAPONS



DOUBLE SHOT



BOMB



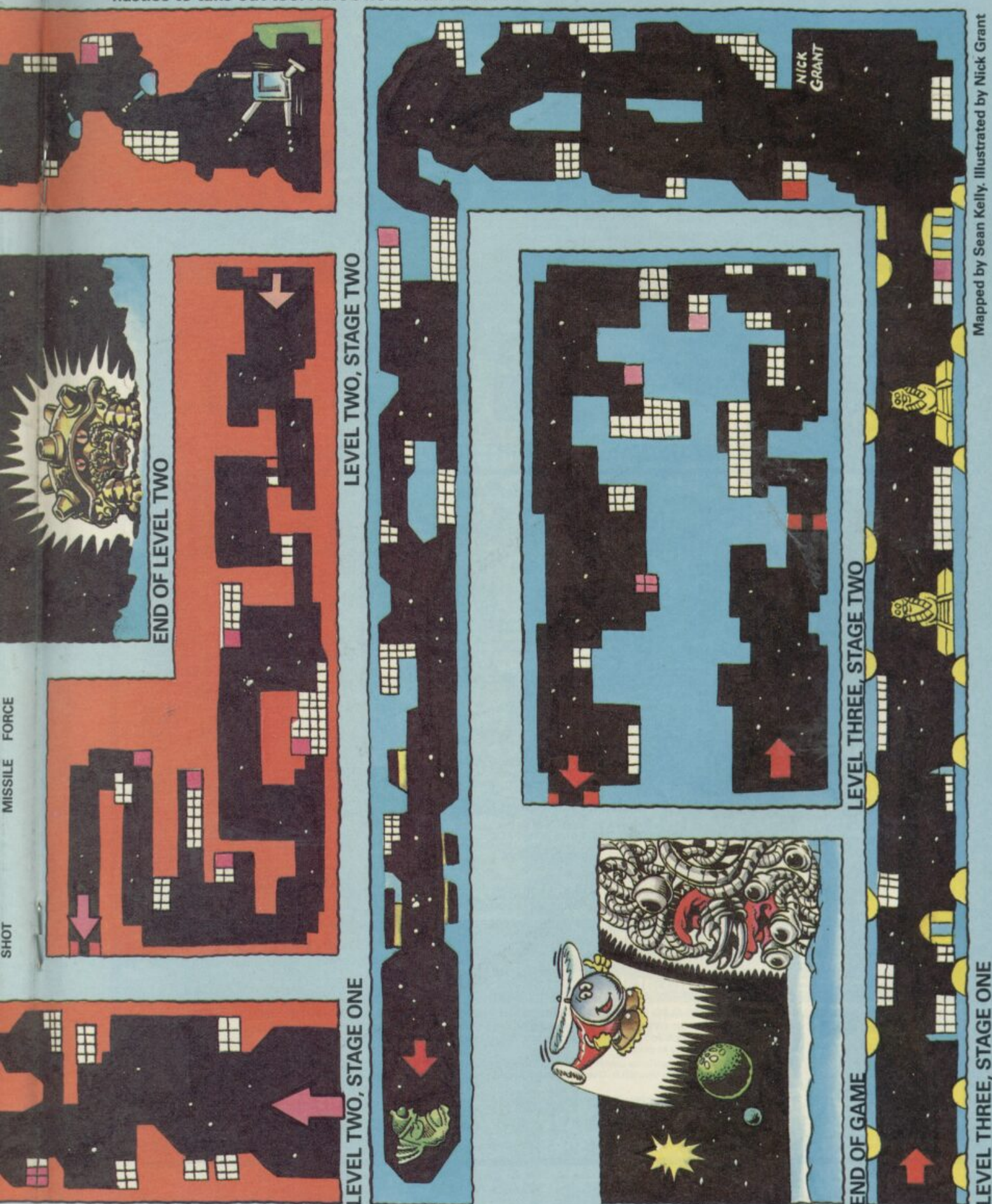
HOMING MISSILE



LIFE FORCE

things that don't). Throughout the game you'll come across groups of little square blocks — shoot them and a fair proportion will release crystals which (if caught) serve as dosh, while some of the others lead you into 'shops' where bombs, missiles and other weapons can be purchased. There are hundreds of nasties to take out too. Here's how it all works...

(Blimey! A whole two page map and not a single 'chopper' joke!)



Mapped by Sean Kelly. Illustrated by Nick Grant

MICROSNIPS

Reply to YOUR SINCLAIR 2/90

37 Seaview Road, Wallasey, Merseyside L45 4QN
051-630 3013 051-630 5396 051-691 2008



SPECTRUM+3 ACTION PACK



Special Limited Edition SPECTRUM, including LIGHT GUN ★ JOYSTICK & 6 FREE GAMES

COMPUTER PACKAGE DEALS

SPECTRUM PLUS 3 ACTION PACK	£199.95
SPECTRUM PLUS 2 ACTION PACK	£149.95

JOYSTICKS & INTERFACES

CHEETAH STARFIGHTER STARPROBE.....	£12.50
QUICKSHOT II PLUS + DUAL PORT I/F.....	£18.95
SPEC + 2 JOYSTICK ADAPTER	£3.99
KEMPSTON +2/+3 INTERFACE.....	£7.95
NEW MICRO BLASTER was £12.95.....	£9.95
KONIX NAVIGATOR.....	£14.50

GRAPHICS & SOUND

AMX MOUSE & AMX ART	£64.95
TROJAN LIGHTPEN 48K.....	£19.95+2
TROJAN +3 LIGHTPEN	£22.95
CHEETAH SOUND SAMPLER	£44.95
CHEETAH MIDI	£49.95
ADVANCED ART STUDIO (128).....	£24.95
ARTIST II (128).....	£17.95
ARTIST II (48).....	£14.95
ARTIST II +3.....	£19.95
ART STUDIO.....	£14.95

BACK-UP DEVICES

MULTIFACE 1".....	£39.95 48/128	£44.95
MULTIFACE 3 THRU-PORT		£49.95
BUS EXTENDER.....		£4.95

*Check Availability

PROTECTIVE COVERS

SPECTRUM PLUS.....	£4.99 ZX SPEC	£4.99
SPECTRUM PLUS 2/3.....		£5.99
DMP 2000/2160/3000 PRINTER.....		£6.95

All Covers Stocked - Call Us

DATA RECORDERS & ACCESSORIES

DATACORDER WITH +3 or 48/128	
LEAD	£24.95
SPEC +3 CASSETTE LEAD.....	£2.99 48/128.....£1.59
HEAD ALIGNMENT KIT (SPEC).....	£6.95
HEAD CLEANER & FLUID.....	£3.99

UTILITIES

CPM (+3) SYSTEM.....	£27.50
HISOFT DEVPAC +3.....	£17.95
HISOFT BASIC +3.....	£26.95
HISOFT C +3.....	£27.00
HISOFT PASCAL +3.....	£33.00
HISOFT DEVPAC 48/128.....	£13.95
HISOFT BASIC 48/128.....	£22.95
HISOFT C 48/128.....	£23.00
HISOFT PASCAL 48/128.....	£26.95
MASTERFILE 48/128.....	£14.95
TASWORD 2 48K.....	£12.90
TASWORD 3 (MICRODRIVE).....	£15.50
TASWIDE 48K.....	£4.50
TASWORD +2.....	£19.95
TASCALC +3.....	£24.95
TASPRINT +3.....	£24.95
TASCALC (128+2).....	£19.95
TASWORD +3.....	£24.95
TAS SPELL +3.....	£24.95

DISC DRIVES & ACCESSORIES

64K WAFAS 2.....	£7.99 16K.....	£3.99
DISCIPLE DISC DRIVE INTERFACE.....		£79.95
DISCIPLE +3 1/2 Drive.....	only	£169.95
PLUS D DISC DRIVE INTERFACE.....		£59.95
PLUS D +3 1/2 Drive.....	only	£159.95
3 1/2" DISC CLEANER.....		£6.99
3" DISC CLEANER.....		£6.99
3"/3 1/2" (20/40) LOCKABLE DISC BOX.....		£7.50
3"/3 1/2" (60/80) LOCKABLE DISC BOX.....		£8.95

£199.95

MICRODRIVE EXTENSION CABLE.....	£6.95
10-CF2 3" MAXELL DISCS	£22.95
TDK 3 1/2" DSDD (10).....	£14.50
MICRODRIVE CARTRIDGE (4 pack £8.95) ea.....	£1.99
25 DSDD 3 1/2" BULK VERBATIM DISKS.....	£24.99

MONITORS/TV

PHILIPS MED RES COLOUR MONITOR INC	
+3/+2 LEAD	£239.95
+3 or +2 SCART MONITOR LEAD	£9.95
TV/COMPUTER LEAD.....	£1.59

PRINTERS/INTERFACES

AMSTRAD 2160 INC +3 PRINT LEAD	£159.95
PANASONIC KX P1081 INC +3 LEAD	£179.95
STAR LC 10 MONO.....	£189.00 COLOUR.....£239.00
+3/ALSO NEW VERSION	
+2 PRINTER LEAD.....	£9.95
MULTIPRINT BY RR (Works as	
Kempston F).....	£43.95
KEMPSTON 'E' INTERFACE.....	£39.95
ZX PAPER ROLLS 5.....	£14.95
ALPHACOM 32/TIMEX THERMAL	
PAPER 5.....	£9.95

SPARES & REPAIRS

SPEC 48 POWER SUPPLY	£9.95 128K
+2	£16.95
SPEC + MEMBRANE.....	£8.95 ZX.....£3.99
ZX/SPEC + SERVICE MANUAL (EUR+£2).....	£29.95
SPEC +2 REPAIR.....	£24.95 ZX/SP+.....£19.95
4164 MEM CHIPS £4.99 4116.....	£4.99
SPECTRUM & SPEC + REPAIR.....	£19.95

Send for our **FREE** Computer
Price List **AND** our
FREE Educational Catalogue

**2 QUICKSHOT II
JOYSTICKS only £9.95**



OPTIMA

LOMBARD
CREDIT
CHARGE

LICENCED
CREDIT
BROKER

Immediate clearance of
cheques with guarantee
Card No. on reverse.

MAIL ORDER PRICES ALSO OFFERED FOR PERSONAL CALLERS PRODUCING THIS ADVERTISEMENT

IMPORTANT NOTE FOR OVERSEAS CUSTOMERS! Postgiro International accepted. NOT Postbank Postcheque.

Books have no tax - Europe add £5. Non Europe add £10. We reserve the right to charge carriage at cost. We apologise for any alterations or omissions since going to press.

UK Postage and Packaging. Items under £50 add £2. Items under £100 add £5. Items over £100 add £10 for Group 4 Courier ensuring delivery to you the day after despatch. Overseas customers (Europe); Full price shown will cover carriage and free tax. Non European add 5% to total.

24 HOUR CUSTOMER ENQUIRIES 051 630 3013 (2 lines)

37 SEAVIEW ROAD, WALLASEY, MERSEYSIDE L45 4QN.

051-691 2008

051-630 5396

051-691 2008.

FAX: 051-639 2714

WIN!!!

A FOOTBALL TABLE AND LOADS OF OTHER GREAT FOOTIE PRIZES IN GAZZA'S SUPER COMPO!!



Who's Paul Gascoigne, anyway?

Well, he's a footballer, isn't he? (A pretty famous footballer, in fact.) They've been calling Gazza the most promising player in English soccer for knocking on three years now, though the *Your Sinclair* 'experts' reckon he's still not quite realised his true potential. Anyway, he's certainly famous enough to sponsor his own rather corking footie game, which is exactly what he's gone and done! It's called *Gazza's Super Soccer*, it's from Empire, and it's jam-packed with a choice of leagues, a tactical foul option, 40-odd frames of animation for each player, and loads of other good stuff. There's also an option which allows you to either play on the same side as the great man, or against him. Hurrah!

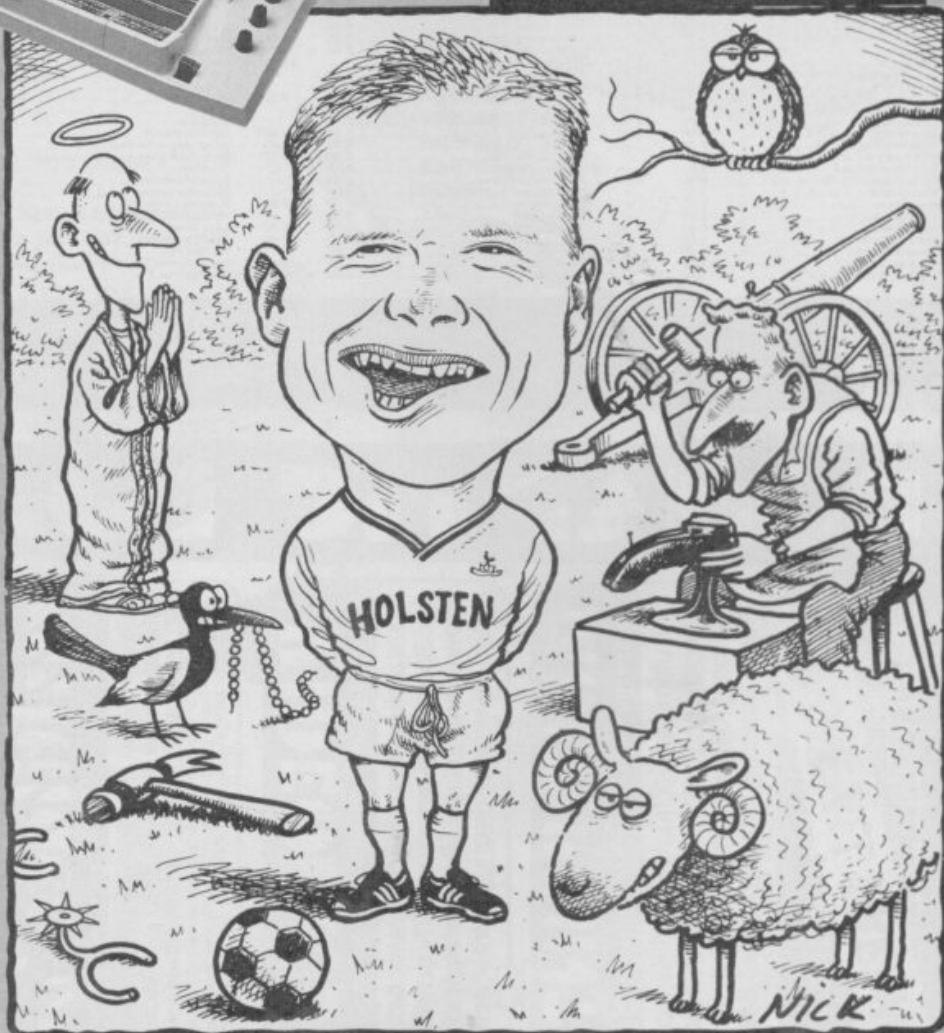
And what do points make?!

Prizes!! And what prizes they are! For first prize we've got a rather fabulous de luxe table-top football set, the *Star Cup* game from Pola. You know the sort of thing — you've got a whole row of metal poles with players skewered on them, and you and your opponent twiddle them like mad from either side, trying to knock the ball into the goals. It's the biz! And not only that, the winner will get a football signed by Gazza himself too!

Then there's the second prize, a Tomy Super Cup electronic football game (we've got one in the office, and it's fab!) which comes complete with another signed ball. Three third prize winners get a Club Edition Subbuteo set each, then ten runners up get a copy of the *Gazza's Super Soccer* Speccy game. It's such a brilliant football giveaway!!

Over 'ere, son, on the 'ead!

So what do you have to do? Well, it really is as easy as pie. Just take a look at this picture. The cheery looking one in the middle is Gazza himself all right, but what are all those animals and things with him? Well, they're the symbols or nicknames of all sorts of British football teams. What we want you to do is identify all eight teams represented, then mark their names in the spaces on the form below. You know the sort of thing — Bolton Wanderers are apparently known as 'The Trotters', so if you see a bit of pig's leg in there simply write down 'Bolton Wanderers' in the space provided. Got it? Right, now just cut out the coupon, add your name and address, stick it on to a POST CARD and send it off to *It's A Game Of Two Halves, But One Thing's For Certain, And That's That Football Is The Winner Compo, Your Sinclair*, PO Box 1509, Enfield, Middlesex EN1 1LQ. Oh yes, and make sure it arrives by February 28th 1990, or you'll be into 'injury time'.



RULES

- Any players from 'The Menaces' (Dennis Football Club) or 'The Ballrooms' (Empire Football Club) caught attempting to score in this compo will be sent off the pitch.
- This compo goes into injury time on Feb 28th, 1990 (except the only injuries will be to entries arriving after that date, so don't miss it!).
- Matt's the ref, linesman and St John's Ambulance person all rolled into one for this compo, so don't argue with what he says or it'll be the red card for you!

I know my football teams inside out, upside down and standing on their heads. So it seems pretty obvious to me that the eight teams in this picture are (in no particular order)...

- | | |
|---------|---------|
| 1)..... | 5)..... |
| 2)..... | 6)..... |
| 3)..... | 7)..... |
| 4)..... | 8)..... |

Name.....

Address.....

.....

..... Zip.....

WORLDWIDE SOFTWARE
1 Bridge Street
Galashiels TD1 1SW



WORLDWIDE SOFTWARE



WORLDWIDE SOFTWARE
106A Chilwell Rd, Beeston,
Nottingham NG9 1ES

SPECTRUM SOFTWARE		Cass	Disk	Football Manager II		Cass	Disk	Passing Shot		Cass	Disk	Tas Sign Plus 3		Cass	Disk
100% Dynamite	6.90	9.90		Footballer	2.99	9.90		Pictionary	9.90	13.60		Tas Spell Plus 2	17.50	17.50	
3D Pool	6.90	9.90		Forgotten Worlds	6.50	9.00		Ping Pong	2.99	9.90		Tasword Plus 2	14.00	14.00	
A.P.B.	6.90	9.90		Footballer of the Year 2	6.90	9.90		Player Manager	6.90	9.90		Tasword Plus 3	17.50	17.50	
Action Countdown	2.99	9.90		Fun School II - 6-8 yrs	6.90	9.10		PowerDrift	6.90	9.90		Tennis	2.99	9.90	
After The War	6.90	9.90		Fun School II - under 5 yrs	6.90	9.10		Professional Soccer	6.30	9.90		Test Drive 2	6.90	9.90	
Airborne Ranger	6.90	9.90		Galaxy Force	9.50	9.90		Rally Cross Challenge	6.90	9.90		Times of Lore	6.99	10.50	
Altered Beast	6.90	9.90		Game Set and Match II	6.50	9.50		Rambo III	6.55	9.90		Theatre Europe	2.99	9.90	
Ancient Battles	10.95	9.90		Gazdas Super Soccer	6.90	9.90		Rambo	2.99	9.90		Thunderbirds	9.10	9.90	
Arnhem	7.25	9.90		Ghosts 'N' Goblins	2.99	9.90		Rampage	2.99	9.90		Thunderblade	6.55	9.50	
Aussie Rules Football	6.90	9.90		Ghosts 'N' Goblins	2.99	9.90		Renegade III	6.30	9.90		TinTin on the Moon	6.90	9.90	
Austerlitz	9.50	9.90		Ghouls and Ghosts	6.90	9.90		Rick Dangerous	6.90	9.90		Tolkien Trilogy	9.00	9.90	
Barbarian II	4.99	9.90		Great Escape	2.99	9.90		RISK	11.20	11.20		Toolbox	6.90	9.90	
Bards Tale	2.99	9.90		Green Beret	2.99	9.90		Robocop	6.90	9.90		Top Gun	6.90	9.90	
Batman (Hit Squad)	2.99	9.90		Gunship	6.90	9.90		Rock 'N' Roll	6.50	9.90		Trackshot Manager	6.90	9.90	
Batman The Movie	6.90	9.90		Hard Drivin	6.90	9.90		Rodeo Games	6.55	9.90		Treble Champions	6.90	9.90	
Beach Volley	6.90	9.90		Heroes of the Lance	6.90	9.90		Run The Gauntlet	6.55	9.90		Trivia	6.90	9.90	
Beverly Hills Cop	6.90	9.90		High Steel	6.90	9.90		Running Man	6.55	9.90		Turbo Outrun	6.90	9.90	
Bloodwych	9.90	9.90		House Mix	6.90	9.90		Samurai Trilogy	2.99	9.90		Tusker	6.90	9.90	
Bomber	5.99	6.99		Hypersports	2.99	9.00		Scapeghost	9.90	14.95		Unouchables	6.90	9.90	
Brian Clough Football	14.95	22.95		Indy Last Crusade	6.90	9.90		Shinobi	6.99	9.90		Vigilante	6.90	9.90	
Bridge Player 3	9.10	9.90		International Football	2.99	9.90		Short Circuit	2.99	9.90		Vulcan	7.25	9.90	
British Super League	6.90	9.90										War in Middle Earth	6.90	9.90	
Cabal	6.90	9.90										Wec Le Mans	6.90	9.90	
Carrier Command	10.50	12.90										Wild Streets	6.90	9.90	
Championship Golf	6.90	9.90										Winners US Gold	11.99	9.90	
Chase HQ	6.90	9.90										Wizard	2.99	9.90	
Chuck Yeagers F1 Trnr	6.90	9.90										World Class Leaderboard	2.99	9.90	
Circus Games	6.50	9.90										X-Out	6.50	9.00	
Classic Games 4	6.90	9.90										Xenophobe	6.90	9.90	
Clock Chess 89	6.90	9.90										Xybots	6.90	9.90	
Coin Op Hits	10.50	13.50										Yanked	7.25	9.90	
Colossus Chess 4	6.90	9.90										Yie Ar Kung Fu	6.55	9.90	
Continental Circus	6.90	9.90													
Crash Smashers	9.50	9.90													
Crazy Cars	2.99	9.90													
Crazy Cars II	6.50	9.90													
Cricketer Master	5.50	9.90													
Cyberoid II	5.99	9.50													
Cyberoid	2.99	9.90													
Daley Thomson Decathlon	2.99	9.90													
Dark Century	6.50	9.90													
Dark Force	9.00	13.99													
Deluxe Scrabble (128K)	7.99	11.20													
Desert Rats	6.90	9.90													
Double Dragon II	6.90	9.90													
Dr Dooms Revenge	6.90	9.90													
Dragon Ninja	6.30	9.90													
Dragon Spirit	6.90	9.90													
Dynastix Dux	6.90	9.90													
Elite Gold Vol 1 or 2	6.90	9.90													
Elite Platinum Vol 1	9.00	9.90													
Emlyn Hughes Int. Soccer	6.90	9.90													
Enduro Racer	2.99	9.90													
Epyx Action	9.90	9.90													
F13 Strike Eagle	6.90	9.90													
Fallen Angel	6.90	9.90													
Fighting Soccer	6.90	9.90													
Football Director	6.90	9.90													
Football Director II	13.50	13.50													
Football Manager II Exp.	5.99	9.90													

Europe (other than UK)
shipping costs are:

£1.50 per cass disk for normal airmail
£2.50 per cass disk for express airmail

Please make cheques or postal orders payable to **WORLDWIDE SOFTWARE**
ALL PRICES INCLUDE POSTAGE AND PACKAGING IN THE UK
ADVERTISED PRICES ARE FOR MAIL AND TELEPHONE ORDERS

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

ROMANTIC ROBOT UK LTD

present

£10 OFF ALL HARDWARE!

All prices are for Mail Orders up to 28.2.1990 only.

GENIE

By residing in Multiface, Genie can disassemble any program any time at a touch of a button!

For Spectrum 1/128 + Multiface/Multiprint

Multiface 3

For a Spectrum +3/+2A, with or without a through port. Multiface is a MUST for every Spectrum owner. It can freeze a program any time and back it up. It transfers between tape/disk/cartridge/water. It lets you Peek/POKE, study/modify everything.

For a Spectrum 48/128/+2. Born with a through port.

VIDEOFACE

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

For any Spectrum. With a through port.

MULTIPRINT

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

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

LIFEGUARD

Multiface LIFE FINDER

For any Spectrum with any Multiface

£10 OFF each MULTIFACE, MULTIPRINT & VIDEOfACE!

I enclose a Cheque/Postal Order/Cash **plus P&P** for £.....
or debit my Access/Visa No.....
Name..... Card Exp.....
Address.....

P&P UK & Europe	£ 1.00
MULTIFACE One	£29.95
MULTIFACE 128	£34.95
MULTIFACE 3	£34.95
MULTIPRINT	£29.95
LIFEGUARD	£ 6.95
MUSIC Typewriter	£ 5.95

P&P OVERSEAS	£ 2.00
GENIE 1/128 (NOT 3)	£ 6.95
M128 Disciple/+D version	£34.95
M3 with through port	£39.95
Multiprint + through port	£34.95
VIDEOFACE Digitizer	£29.95
Spectrum +3 Tape Lead	£ 2.95

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

YS SUPERSTORE

Nine Steps In The Right Direction!

STEP TWO. YOU GET A YS RUCKSACK!
Be one cool dude and make your pals go green with envy, with this, the raddest fashion accessory this side of the YS Sports Bag!
Price: £8.95

STEP THREE. YOU BIND ALL YOUR YS MAGS!
Have you still got all those YS back issues strewn over your bedroom floor? Well, what better tidy way to show off your collection than to slip them into a slick YS Binder?
Price: £4.95

STEP FOUR. YOU ORDER A YS WALLET!
What's the hippest thing you can wear next to your hip? That's right, the YS Wallet! There's no better way to carry your wedge than inside our famous logo!
Buy one!
Price: £2.95

STEP FIVE. YOU GRAB A YS SMASH TIPS BINDER!
If you've got our collection of Smash Tips and they're still lying around in a very unhip fashion, you'll be pleased to know that our Smash Tips Binders are still for sale. They're the only way to keep your collection in up-to-the-minute tip-top condition!
Price: £2.95

STEP SIX. YOU COLLECT YOUR FREE 'YS IS SKILL' BADGE!
Available FREE with any order worth over £10.

STEP SEVEN. YOU ORDER A SLICK NEW YS TIP-O-FAX!
Where better to keep all those nourishing Tip Cards than in our groovy YS Tip-O-Fax? It comes with ten clear envelopes too!
Price: £3.50
Extra ten envelopes: £1.50

STEP EIGHT. YOU POUR YOURSELF A CUPPA IN YOUR YS MUG!
And you've got TWO to choose from! The National Rescue Supermug and technicolour Pssst Fact Mug!
Mmmmm!
Price: NR Mug £2.50/Pssst Mug £2.95

STEP NINE. FILL OUT THE YS COUPON!

STEP ONE. YOU BUY A YS T-SHIRT!
Yup, it's the brand new designer YS T-Shirt! It comes with a spanking full colour design, some kerrazy YS T-shirt facts and is made from 100% cotton. Mega-cool and no mistake!
Price: £5.95
(S/M/L/XL)

Short on cred?
No worries! Just check out the YS Style Steps, order yourself some fab YS goodies, and graduate from the School Of Cool!

I want the new YS goodies that I've ticked below!

- | | |
|---|--|
| <input type="checkbox"/> YS Wallet.....£2.95 | <input type="checkbox"/> YS Mug.....£2.50 |
| <input type="checkbox"/> YS Binder.....£4.95 | <input type="checkbox"/> YS Rucksack.....£8.95 |
| <input type="checkbox"/> YS Tip-O-Fax.....£3.50 | <input type="checkbox"/> Smash Tips Binder.....£2.95 |
| <input type="checkbox"/> Envelopes.....£1.50 | <input type="checkbox"/> YS T-Shirt.....£5.95 |
| <input type="checkbox"/> Pssst Mug.....£2.95 | S M L XL (Ring size) |
| <input type="checkbox"/> 'YS Is Skill' Badge | |
| (I've ordered over £10 worth of YS goodies) | |

Name

Address

Post Code

Signature

I enclose a cheque/postal order made payable to Dennis Publishing Limited. Or rush me the goodies I've ticked and charge it! My Access/Visa/American Express/Diners Card number is

Now send the completed form with payment or credit card number to YS Superstore, PO Box 320, London N21 2NB. Postage and packing is included but overseas readers must include £2 to cover shipping.

COMPO WINNERS

Right, let's get back to where we left off, which was, um (flick, flick)lumme, May 1989! Ahem. Well, better late than never, eh, Spec-chums?!

Chez Pac!

We asked you to spot the pac for us in our *Paciland* compo back in April. The first prize winner will receive a spanking new Speccy +3, and that winner is none other than... Sarah Williams from Washington in Tyne and Wear!

Meanwhile, bouncy ball alarm clocks will be, well, bouncing their way to the following second prize winners... E Gannon from Portree on the Isle Of Skye, and M Cheung from Ashton-under-Lyme.

Aw! So you haven't seen your name yet? Never mind, you've still got a chance of winning the trendy red wellies!! Sitting comfortably? Then I'll beg... J K Marston from Wimbourne in Dorset; Darrel Sanderson from Stoke-on-Trent; Brian Williams from Crosby in Liverpool; John Lamont from Uxbridge; and Gareth Jenkins from Kenfig Hill in Mid Glamorgan. You lucky fellows!

Snot The Ball!

Remember when the snot really hit the fan with Gilbert back in May? Well, try not to get too green with envy as we tell you the winners... Trotting off with the telly, *Gilbert* game,

T-shirt and bendy toy is Michael Hay from Glasgow, whilst, in second place, three Gilbert fun packs will be winging their way to Gregory Sallsbury from Port Talbot in Wales, John McChrystal from Everton, Liverpool and

Mark Harrison from Wyke, near Bradford. Bringing up the rear to collect Gilbert

games are Sally Alexander from Eastleigh in Hampshire; R Catlin from Rugby in the West Midlands; Paul Cattermole from Worcester Park in Surrey; Barry Charlton from Pridhoe in Northumberland; Roy Clarke from Loughborough; Emyln Evans from Leamington Spa; Bob Fletcher from Torquay; Rhonda Gibson from Newcastle; Scott Hall from Coalville in Leicestershire; Daniel Jenkins from Blackpool; Spencer Luxford from North Cheam in Surrey; David Mahon from Sligo in Ireland; Richard Metters from Plymouth; and Jay Noble from Thatcham in Berkshire.

That's A Big 10-4 Roger Wilko!

Did you copy? No? Well these people did. The first prize featuring the walkie talkie set and three *Renegade* games goes to K Odins from Bridgewater in Somerset.

And copies of three *Renegade* games go to Stephen Bennet from Morecambe in Lancashire; R N Henderson from London; Dave Lawson from Bristol; D Norris from Romford in Essex; and Corman Nugent from County Wicklow in the Republic of Ireland.

Five, Four, Three, Two, One... Thunderbirds Are Go!!

And going to all you lucky winners in our 'putting pilots to planes' *Thunderbirds* compo are some rather splendid videos, records and badges from all our friends at International Rescue (er, and, of course, Grandslam). And heeeeere you are!

David Anders from Worsley in Manchester; David Banks from Selly Oak in Birmingham; James Bamaby from Bristol; Karl Barrow from Hemsworth, West

Yorkshire; Peter Barton from Shifnal, Shropshire; Uel Cartwright from Lisburn, County Antrim; Peter Costard from Chesterfield; Sarah Daddy from Ballintore in Scotland; Rafael Henderson from London; Alan Johnston from Redcar in Cleveland; Tracy Kerry from Chesterfield; F J Slack from Newton Le Willows in Merseyside; James Underwood from London; Andrew Wain from Stoke-on-Trent; and Diane Woodley from Harlow in Essex.

And So To Those Lazy, Hazy Days Of Summer And... Oi! Did You Call My Spec A Puffy?

Ooo, la la! Listen, I shall say this only wurnce! Winner of our first June compo for spotting all those famous French types is... Fred Culmore from Bradshaw in Bolton who gets a weekend in gale Paris!

In joint second place, ten copies of *Puffy* and *Skateball* go to Colin Andrew from Broadbottom in Cheshire; C Crawford from Blantyre in Scotland; David Hafner from Redditch in Worcestershire; Robert Hewlett from Hitchin in Hertfordshire; Brian Hughes from Broxborn in West Lothian; Nell Kosanke from Sunbury-on-Thames; J K Marston from Wimborne in Dorset; Tristan Millin from Tewkesbury in Gloucestershire; Craig Newlyn from Herne Bay in Kent; Paul Norton from Cheylesmore in Coventry; and Richard Surgay from Kimberley in Nottinghamshire.

Et le runners up who will all be getting Ubi-Soft bags and T-shirts are... Gary Bigway from Lincoln; Mark Conner from Glasgow; Tim Dickson from Beddington in Surrey; John Hindmarsh from Hawick; Phillip House from Bolton; Juliette Jones from Ross-shire in Scotland; Leslie Roberts from the Wirral; K P Smith from Haverfordwest; Peter Thornton from Burley in Wharfedale, West Yorkshire; and Fil Ziebecki from Warrington in Cheshire.

Chucks Away!

Okay, chaps, the boys in the mess have spent a lot of time thinking about this over many a pink gin... too many in fact, so we've decided that the winners of those two wonderfully snug leather jackets will be Jason Mann from Borehamwood in Hertfordshire and Dominic Sidoli from Finchley in London.

Flying off with the *Chuck Yeager* games will be Ronald Allen from Little Hulton, Worsley; Dominic Arston from Rostrevor in County Down; Fred Culmore (again!) from Bradshaw in Bolton; Andrew Dungey from somewhere in Cornwall and Matt Elliot from Carnoustie near Angus.

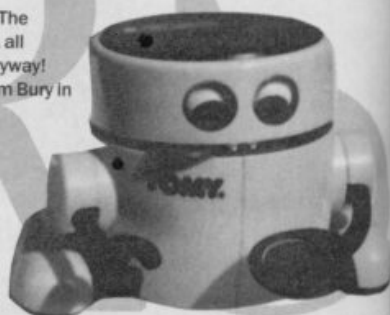
And five EA T-shirts go to Neil Kosanke from Sunbury-on-Thames; Ray Gibbs from Tunbridge Wells; Vaseem Tariq from Lanark, Scotland; Thomas Vanner from Lisburn, County Antrim and Mark Walker from Peel on the Isle Of Man.

Win A Robot!

Now here's one you've all been waiting for. The winner of that absolutely blinkin' amazing, all singing, all dancing robot. Well, it walks anyway! And the winner is Malcolm Mackenzie from Bury in Lancashire.

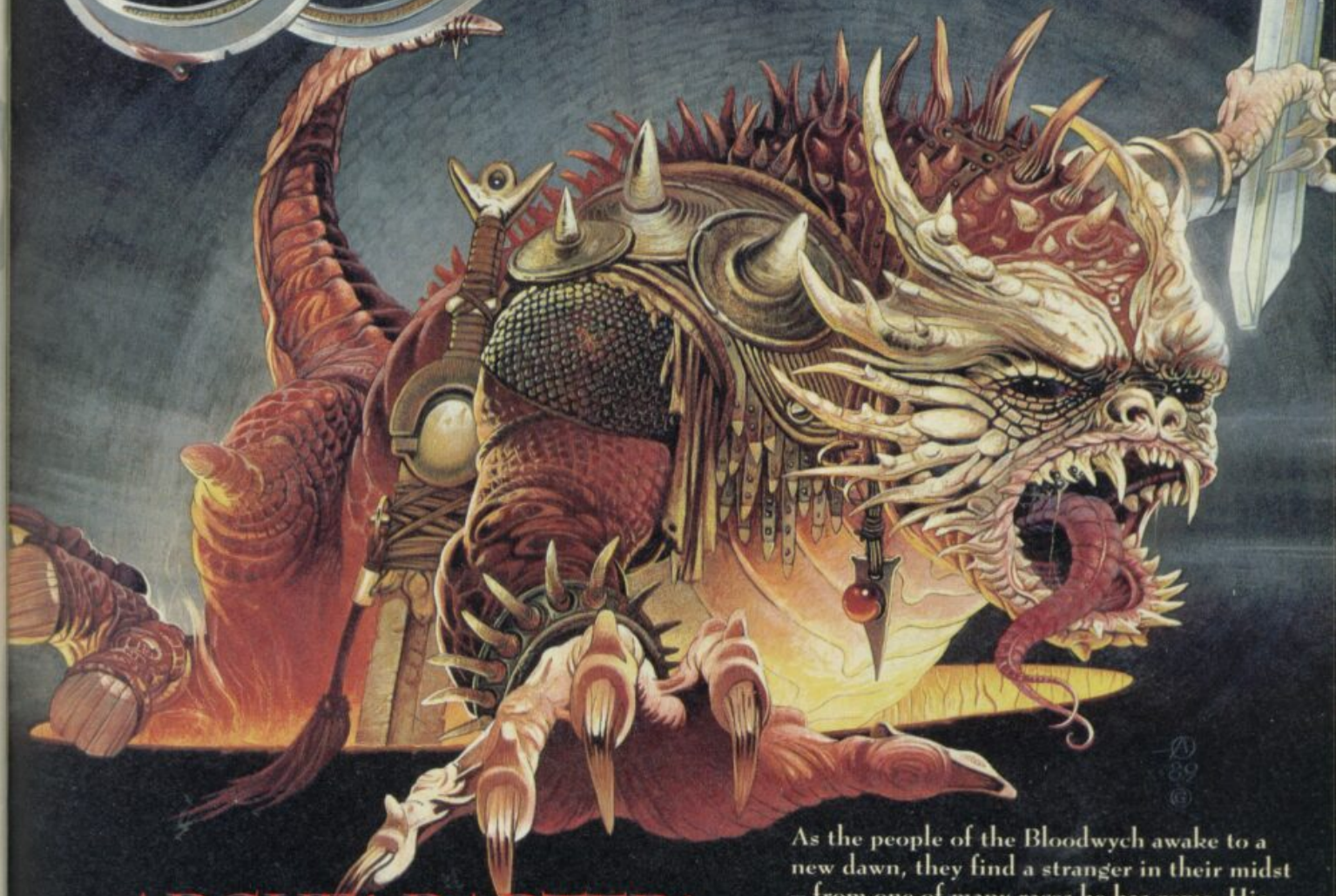
Second, and taking home the cute il'l old Robot alarm, is Tristan Lawrence from Hendon in London.

Last but not least, three natty little novelty robots will be going to Steven Cook from Lowestoft; Antony Compton from Barwell in Leicestershire; and Peter Bradley from Woolston near Warrington.



Editor Matt Bielby; **Art Editor** Catherine Peters; **Deputy Editor** David Wilson; **Production Editor** Andy Ide; **Designer** Martin Sharrocks; **Technical Consultant** Jonathan Davies; **Contributors** Robin Alway, Marcus Berkmann, Richard Blaine, Jonathan Davies, Mike Gerrard, Kati Hamza, Tim Harding, David McCandless, Richard Morris, Rich Pelley, Phil South, Wag; **Group Advertisement Manager** Lynda Elliot; **Advertisement Manager** Caroline Day; **Classified Advertisement Executive** Chris Skinner; **Advertisement Director** Alistair Ramsay; **Production Manager** Judith Middleton; **Advertisement Production** Claire Baker; **Newstrade Circulation Manager** Stephen Ward; **Subscription Manager** June Smith; **Publisher** Teresa Maughan; **Finance Director** Colin Crawford; **Managing Director** Stephen England; **Chairman** Felix Dennis. **Published by** Dennis Publishing Limited, 14 Rathbone Place, London W1P 1DE. **Telephone** (all departments) 01-631 1433. **Telex** 8954139 DennisG. **Fax** 01-436 7924. Company registered in England. **Typesetters** Point Five, London; **Reproduction** Graphic Ideas, London; **Printed by** Riverside Press, Gillingham, Kent; **Distribution** Seymour Press, 1270 London Road, London SW16 (telephone 01-679 1899). All material in *Your Sinclair* © 1989 Felden Publications, and may not be reproduced in whole or part without the written consent of the publishers. *Your Sinclair* is a monthly publication.

Bloodwych



**ARGUE! BARTER!
LIE THROUGH
YOUR TEETH!!!**



Atari ST Screen Shots



Amiga	£24.99
Atari ST	£24.99
Spectrum (tape)	£9.99
Spectrum (disc)	£14.99
Amstrad CPC (tape)	£9.99
Amstrad CPC (disc)	£14.99
Commodore 64 (tape)	£9.99
Commodore 64 (disc)	£12.99

As the people of the Bloodwych awake to a new dawn, they find a stranger in their midst – from one of many races he has come. His task; to halt the demon that lies dormant within the Castle of the Bloodwych.

Unification of the Crystals of Sanguis will secure the Behemoth in his lair for all eternity. Should they remain separate, then he shall rise to bring darkness into the world.

This unique role-playing fantasy game allows greater interaction with the environment than has ever been seen before. Argue, barter, negotiate – even lie through your teeth! The fully implemented personalities of all the characters in Bloodwych allows a rich style of role-playing that has only been dreamt of.

With one or two player simultaneous mode, this is the game that you've been waiting for. Bloodwych for those that dare!



FIGHTER

BOMBER

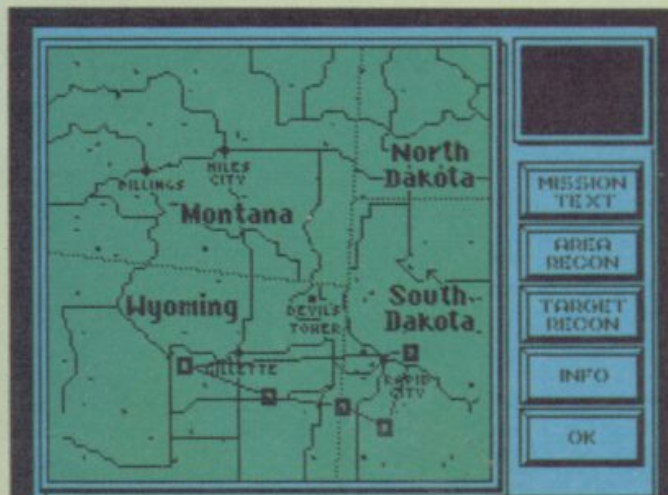
Out of the swirling early morning mist looms a slick black shape carried on a low deep rumble. Blimey! It's David 'breakfast-starved' Wilson running for the early morning train to Leeds, off to Vektor Graphix to suss out the latest on Activision's *Fighter Bomber*.

Despite being a long time in the pipeline, Activision's *Fighter Bomber* is nearing completion. Hearing this, after a briefing by Wing Commander Matt, I strapped myself firmly into the second class compartment of a high speed banana, and 'flew' to Leeds, home of the programmers Vektor Graphix, to see how it looks.

Okay, so there've been loads of flight sims on the Speccy, from the ground-breaking *Fighter Pilot* to *F-19 Stealth Fighter*, so what's so special about *Fighter Bomber* (previously known simply as *Bomber*)? Well, first off it shifts the emphasis from air-to-air combat to air-to-ground combat. Secondly, it places at your disposal four of the world's meanest, erm, fighter bombers to fly on eight different missions. The game uses solid-filled 3D graphics, each aircraft has its own 3D shape, and because your main targets are ground-based there's a significant amount of territorial detail for a change. Hoorah! There are also other neat touches including a large array of external views. This idea we saw for the first time on the Speccy in *Chuck Yeager's Advanced Flight Trainer*, but, apart from having more views, *Fighter Bomber* seems to achieve this option much more successfully. Try watching yourself raising and lowering your undercarriage from the external side viewpoint, it's a treat! Mind you, don't do it for too long, 'cos you might just find an enemy MIG 29 or SAMs (surface-to-air missiles) sneaking up on you! Eeek! You can even get to look from a missile's viewpoint as it wends its merry way to the target!

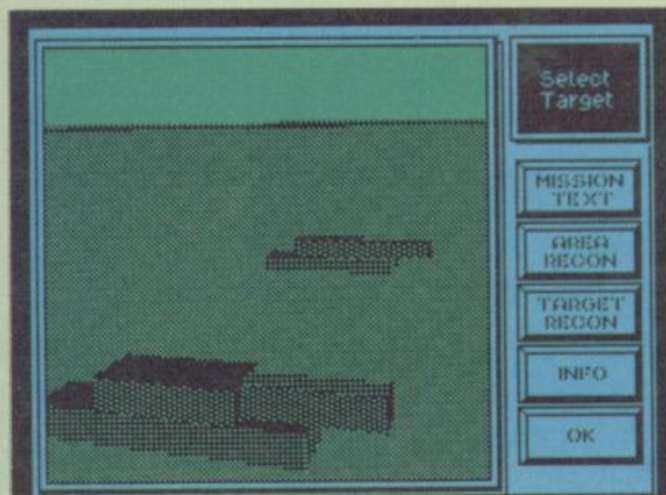
As you progress in the game the missions become more and more difficult so, eventually, you won't be able to carry enough weaponry to complete the whole task. This means you'll have to land and replenish your payload en route! Your payload? Well, it consists of Maverick AGMs (that's air-to-ground missiles), Sidewinder AAMs (I'll let you guess that one), chaff and flares (which drop to confuse the guidance systems of missiles — chaff against radar-homing missiles and flares for heat-seeking missiles) and your trusty cannon! Phew! That's your payload, so what of the missions? Well, follow me into the debriefing room (oo-erf) and I'll show you a sample mission...

**YOU ARE CLEARED
FOR TAKE-OFF**



1 The Map

Pay attention, chaps! Here's the gen! The flashing lines, which aren't flashing in this shot, indicate your course. Oh, and the reason why it's set in the US of A is because the game was inspired by an annual international fighter bomber competition, the Curtis Le May Trophy, hosted by the USAF. Move the cursor on to the Target Recon box and press Fire, then move it on to one of the little boxes in the flashing course, press Fire and you'll see...

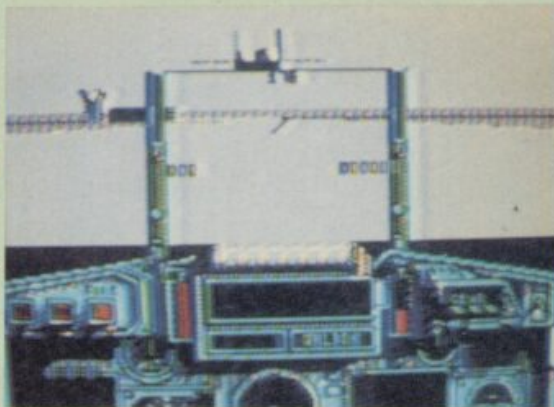


2 The Tank Targets

This is a close-up of the item in question. In this case it's a ground target, comprising two tanks. Handy to know what these blighters look like so's you can recognise them in the field! You can also check out the surrounding land features to help you locate them. Oh, and talking of land features, there's also an Area Recon option on the main map that lets you take a closer look at any areas in the same manner.

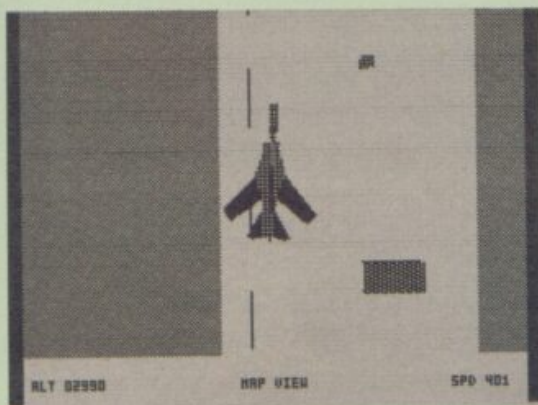
3

The Cockpit
 Righty-ho! It's chocks away and all systems go! GAD!! This isn't really cricket, is it? I haven't even taken off yet and there's a bandit buzzing my airfield already! A MIG 29 if I'm not much mistaken!



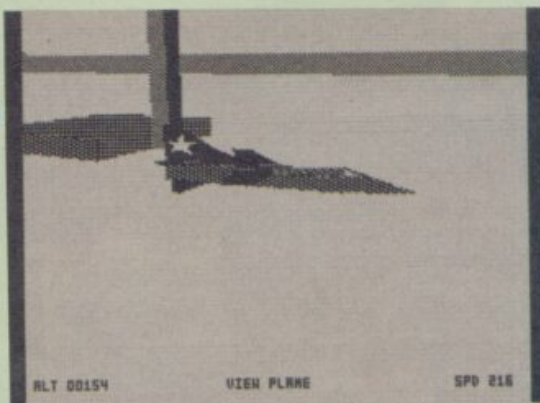
4

Overhead View
 Phew! I've given him the slip, now I'm back over my airfield and I'm putting 'pedal to the metal', or whatever the equivalent plane-speak expression is! As I increase speed in my MIG 27 I can watch my wings sweep back from overhead view. Luvverly!



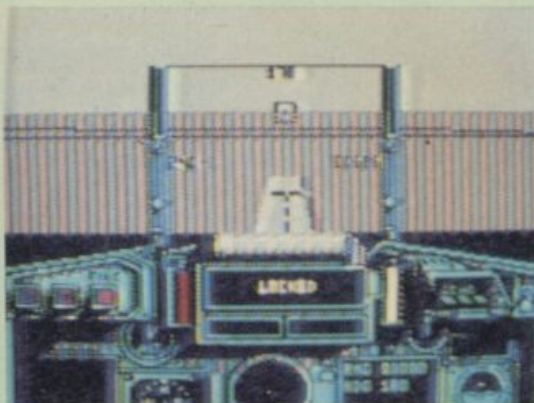
5

Side View
 Yeah! This is the stuff, I'm whizzing about all over the shop... Eek! Who put those huge skyscrapers there!?! This is another external view of me whizzing through Rapid City. Blimey, that was a close scrape! (Geddit!?)



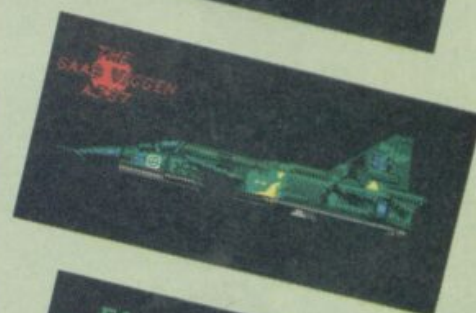
6

Comin' At Ya!
 Ah-ha! My first target. Maverick locked on. Heh heh! All set and... SNI! Whaddya mean we've run out of space!? Damn it! Looks like we'll just have to wait for the release copies, eh, Spec-chums?!



THE PLANES

Fighter Bomber lets you take control of one of the following aeroplanes. Each has its own 3D shape and a different cockpit layout! As you choose your plane at the start of the game you get to see these impressive 2D pics, a page of info and a 3D animated sequence showing your aircraft as it appears in the game!



Game	<i>Fighter Bomber</i>
Publisher	Activision
Programmer	Vektor Graphix
Price	£12.99 cass

520ST^{FM}

ANOTHER ELECTRIFYING DEAL...

Evesham Micros

PRESENTS THE

POWER
PACK

R-Type
Pacmania
Out Run
Nebulus
Black Lamp
Afterburner
Starglider
Bombuzal
Star Goose
Overlander
Double Dragon
Super Huey
Xenon
Super Hang-On
Bomb Jack
Eliminator
Gauntlet II
Space Harrier
Predator
Star Ray



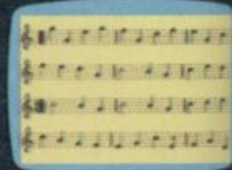
INCLUDES
23
SOFTWARE TITLES
WORTH OVER
£500



ORGANISER also included:
Helps manage business and
personal information. Features
Wordprocessor, spreadsheet,
address book and diary.
Powerful, yet easy to use.



FIRST BASIC a full featured
and complete version of this
ideal programming language.



MUSIC MAKER features
MIDI compatible composer,
drum editor and voice editor.

**Evesham
Micros**

How to order from
Evesham Micros



Phone us with your
ACCESS or VISA
card details on :
0386-765500

All prices include VAT and delivery. Express Courier delivery £5.00 extra.

Send cheque, Postal Order
or ACCESS/VISA card details

Govt., educ. & PLC orders welcome
Same day despatch whenever possible
All goods subject to availability, E.&O.E.
Open to callers 6 days, 9.30-5.30

Also at: 1762 Pershore Rd., Cotteridge, Birmingham B30 3BH Tel: 021 458 4564

Evesham Micros Ltd
63 BRIDGE STREET
EVESHAM
WORCS WR11 4SF
0386-765500
fax 0386-765354
telex 333294

Back Issues

Get A Piece Of History! Get A YS Back Issue!

Well, here we all are then! The 1990s and no mistake! Mind you, how are you going to prepare yourself for the onslaught of Specy info that YS'll be throwing at you during the years to come? Why, by plugging up all those gaps in your 1980s YS collection and grabbing yourself a Back Issue or two, that's how! Here's the lowdown.

1986

1 JAN '86 - Commando cover - So tough it SOLD OUT aeons ago!!

2 FEB '86 - The Young Ones cover - Art Studio review - Joysticks bench test.

3 MARCH '86 - V cover - Wham Music Box special.

4 APRIL '86 - Max Headroom cover - 128K on test - Art Studio tips.

5 MAY '86 - Batman cover - Micronet feature - Mike Gerrard joins YS.

6 JUNE '86 - Ghosts 'N' Goblins cover - Hardware round-up - Tasword III reviewed - 128K games feature.

7 JULY '86 - Rock 'n' Wrestle cover - Batman map - Music For Beginners special - Hard Facts fault-finding chart.

8 AUGUST '86 - Paperboy cover. Read all about it! - Hardware special - choosing the complete hardware system.

9 SEPT '86 - Miami Vice cover - FREE wild and wacky YS stickers! - GAC User's Guide - T'zer's coin-op conversions special.

10 OCT '86 - The Great Escape cover - So great, all known copies are SOLD OUT!

11 NOV '86 - Scooby Doo cover - SOLD OUT!

12 DEC '86 - Dandy cover - SOLD OUT!

1987

13 JAN '87 - Space Harrier cover - Hardware special - Red Box/Saga's compliment - T'zer's film licence games special.

14 FEB '87 - Short Circuit cover - Artist III/Gauntlet/Aliens reviewed - Hard Facts special.

15 MARCH '87 - cover - G'day sports sim special - A-Z adventure clues special.

16 APRIL '87 - Nemesis The Warlock cover - Explode your phone bill - check out the modem special - Space Harrier/Star Glider tips.

17 MAY '87 - Road Racer cover - So quick off the grid, all copies are SOLD OUT!

18 JUNE '87 - Hydrofool cover - Hack special - learn how to hack - Boogie with the music special - Blam! Boom! Wargames as well.

19 JULY '87 - Thing Bounces Back cover - Spectrum +3 on test - Map special.

20 AUG '87 - Challenge Of The Gobots cover - New! Program Pitstop.

21 SEPT '87 - Jack The Nipper II cover - FREE! Bouncy Jack The Nipper sticker - TV games - Specy rivals?

22 OCT '87 - Battleships cover - FREE! Smash Tape No 3! Brillo Batty!

23 NOV '87 - Werewolves Of London cover - SOLD OUT!

24 DEC '87 - Combat School cover - FREE! Smash Tape No 4! Play For Your Life.

1988

25 JAN '88 - Masters Of The Universe cover - FREE! Smash Tape No 5! Moley Christmas - Dicing With Death board game special - YS Christmas map box.

26 FEB '88 - Platoon cover - FREE! Wacky YS badge - Role playing games reviewed.

27 MARCH '88 - Rolling Thunder cover - Pick up a peripheral - Hardware special.

28 APRIL '88 - Karnov cover - Arkanoid II/Tetris Megagamed - Multiface special - over 90 POKEs.

29 MAY '88 - Vixen cover - FREE! Smash Tape No 6! Blind Panic - Cybernoid Megagamed - Wish You Were Here holiday special.

30 JUNE '88 - Psycho Pig cover - FREE! Smash Tape No 7! People From Sirius - Comix feature - superheroes start here.

31 JULY '88 - Peter Beardsley's International Football cover - FREE! Smash Tape No 8! International Cricket - Operation Wolf previewed.

32 AUGUST '88 - Barbarian II cover - FREE! Smash Tips! Parts One and Two! The complete guide to Spectrum games old and new. Megal - Perfect printers? Rage Hard investigates.

33 SEPT '88 - Last Ninja II cover - FREE! Smash Tips Part Three! - Virus/Impossible Mission II Megagamed.

34 OCT '88 - Double Dragon cover - FREE! Smash Tape No 9! Dustin and Smash Tips Part Four.

35 NOV '88 - Spitting Image cover - FREE! Smash Tape No 10! Orbix The Terrorball and Smash Tips Part Five - Sinclair PC 200 reviewed - Joystick ten best test.

36 DEC '88 - Afterburner cover - FREE! Smash Tapes Nos 11 & 12! Star Raiders II and Qarx - PLUS the final Smash Tips Part Six - Cybernoid II/Operation Wolf Megagamed - Multiface special - over 100 POKEs.

1989

37 JAN '89 - Dragon Ninja cover - FREE! Smash Tape No 13! Movie - Mapper's Delight - 16 page pull-out booklet - Batman 2/R-Type Megagamed.

38 FEB '89 - H.A.T.E. cover - FREE! Smash Tape No 14! Alien Evolution - What the software houses think of the new PC 200 - Four Megagames for under a tenner special.

39 MARCH '89 - Navy Moves cover - FREE! Smash Tape No 15! Army Moves - SAM - the new Spectrum? We take a look - Special Valentine feature - YS photo lurve story.

40 APRIL '89 - Vigilante cover - FREE! Weird YS stickers and Smash Tape No 16! Survivor - Complete A-Z of Adventure clues - YS Lonely Hearts special.

41 MAY '89 - OutRun Europa cover - FREE! Smash Tape No 17! Mantronic and Red Door - YS takes on the razzers at Combat Zone. Yikes! - Thunderbirds Megapreview.

42 JUNE '89 - Dominator cover - FREE! Smash Tape No 18! Explorer - NEW! YS Nourishing Tip Cards - Second-hand Spectrum Buyers Guide.

43 JULY '89 - Jaws cover - FREE! Smash Tape No 19! Zolyx and The Gordello Incident - Zoo-t Alors! YS goes to the zoo - Carrier Command/Silkworm/Forgotten Worlds

44 AUGUST '89 - Batman The Movie cover - FREE! Smash Tape No 20! Skateboard Construction Kit - Stormlord - full colour map - Time Scanner/Jaws/Mr Heli/Starglider II reviewed.

45 SEPT '88 - Indiana Jones And The Last Crusade cover - FREE! Smash Tape No 21! Dream Warrior - Sinclair Magnum Light Phaser on test - New Zealand Story/Last Crusade/Licence To Kill reviewed.

46 OCT '89 - Altered Beast cover - FREE! Smash Tape No 22! Vatman - Joystick Jamboree - we test 13 of the best - APB/Dynamite Dux/Ironlord reviewed.

47 NOV '89 - Power Drift cover - FREE! Smash Tape No 23! Flashpoint and Power Drift demo - Cheetah Defender lightgun reviewed - Batman/Untouchables/Stunt Car Racer Megagamed.

48 DEC '89 - Operation Thunderbolt cover - FREE! Smash Tapes Nos 24 & 25! Wonderboy/Thingl/Riding The Rapids/Heroes Of Karn - Operation Thunderbolt and Ghosts 'n' Ghouls Megagamed.

49 JAN '90 - Dan Dare cover - FREE! Smash Tape No 26! N.O.M.A.D. & Bulbo And The Lizard King - YS Photo Lave Story - Myth/Hard Drivin' Megagamed.

SMASH TIPS GIVEAWAY!!

Buy the complete collection of Smash Tips all in one go and you'll get a brilliant Smash Tips binder (worth £2.99), absolutely FREE! Simply tick the Smash Tips binder box at the bottom of the coupon when ordering your Back Issues.



Simply tick the box of the issue/s that you require below.

- ☐ 2 Feb '86
- ☐ 3 Mar '86
- ☐ 4 Apr '86
- ☐ 5 May '86
- ☐ 6 June '86
- ☐ 7 July '86
- ☐ 8 Aug '86
- ☐ 9 Sept '86
- ☐ 13 Jan '87
- ☐ 14 Feb '87
- ☐ 15 Mar '87
- ☐ 16 Apr '87
- ☐ 17 May '87
- ☐ 19 July '87
- ☐ 20 Aug '87
- ☐ 21 Sept '87
- ☐ 22 Oct '87**
- ☐ 24 Dec '87**
- ☐ 25 Jan '88**
- ☐ 26 Feb '88#
- ☐ 27 Mar '88
- ☐ 28 Apr '88
- ☐ 29 May '88**
- ☐ 30 June '88**
- ☐ 31 July '88**
- ☐ 32 Aug '88
- ☐ 33 Sept '88
- ☐ 34 Oct '88**
- ☐ 35 Nov '88**
- ☐ 36 Dec '88**
- ☐ 37 Jan '89**
- ☐ 38 Feb '89**
- ☐ 39 Mar '89**
- ☐ 40 Apr '89**
- ☐ 41 May '89**
- ☐ 42 June '89**
- ☐ 43 July '89**
- ☐ 44 Aug '89**
- ☐ 45 Sept '89**
- ☐ 46 Oct '89**
- ☐ 47 Nov '89**
- ☐ 48 Dec '89**
- ☐ 49 Jan '90**

**Comes with FREE game!
** Double Decker Twin Tape!
Comes with FREE badge!
+ Comes with FREE sticker!

ISSUE PRICES

UK £1.20/Overseas £1.75

(without Smash Tape)

UK £1.95/Overseas £2.60

(with Smash Tape)
Double Tape Issues (Nos 36 & 48)

UK £2.50/Overseas £3.10

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

Name

Address

.....

.....

Postcode.....

Complete the form and return with payment to Your Sinclair, Back Issues, PO Box 320, London N21 2NB.

Smash Tips Binder Offer

☐ I've ordered my complete collection of Smash Tips all in one go (that's issues 32, 33, 34, 35, and 36), so send me my FREE Smash Tips binder immediately!

YES ADVENTURE

At last the greatest mystery in the entire history of adventure games has been solved. Just who is **Denis Reily**? And how come he sends me letters from all around the world, including a recent one from the swanky Ritz Hotel in London? The answer is that Denis is a civil engineer, though you'd never know it from the tone of his letters. He whizzes round the globe building bridges, though he does have a few people to help him, I believe. And in between times he relaxes with the likes of *The Hobbit* and *Myth*.

But enough of this tittle-tattle. What's Denis got to say that's of any interest to anyone? He says that the card game in *Myth* is a bore, even when you've worked out how to cheat and see Charon's hand. "You can speed things up by saving but only with the wonderful Multiface as the SAVE option has been removed at that point in the game. You should save, play a few hands, note the fall of the cards and also which hands you win. Then go back and reload the game, as the cards will fall in the same sequence, so bet 50 obols on your winning hands, and five obols on losing ones." Thanks, Denis. And remind me never to play cards with you. But next time anyone wants to stay at the Ritz, you know whose name to mention.

Still in an international mood, here's a query from **Anders Svensson** of... no, he's not Welsh, he's from Sweden. This is probably the reason why he's having trouble with the mint condition wall in *Mountains Of Ket*. What to do or say after waving the wand, that is the question. Well, I guess they don't have Polo mints in Sweden, so how would anyone there know that you had to SAY POLO? No apologies for printing that forwards, it's a bit obscure even in English!

The next chap is Welsh, and that's **Darren Davies** of 20 Cumric Close, Ely, Cardiff, S Wales CF5 4GS. The reason for the address in full? Darren wants to know if there's anybody in the entire universe of adventuredom who's ever solved, placed or even heard of a game called *Ashes Of Alvcard*. He says he's looked everywhere for help, but the title draws a blank every time, so can the super-worldwide resources of the mega-global *Your Sinclair* adventure section help?

DP Miller of Clacton is having trouble with his runes. Personally I'd recommend rubbing them with a mixture of vaseline and vinegar. What?

Oh, the runes in *Terrors Of Trantoss*! I see, different remedy altogether. To translate the various ancient runes you see scribbled around the place (or the b***** ancient runes as this reader calls them), you first have to get into the secret room at the back of the temple. Inside here is the first set of runes, for which you merely need to SENUR ETALSNART. You should

write down the information you're given here, as this will enable you to translate the other runes later in the game. And proving something of a nightmare to this same reader is *Knightmare*. He's got a few items, like the locket and the pitch, but can't find anything constructive to do with them. Can anyone help? If so, write to DP at 118 Nayland Drive, Clacton-on-Sea, Essex.



Simple question from **Ben Sheehy** of Bromsgrove — "When playing the Cover Game, *Red Door*, how do you get past the Anubis?" Easy-peasy lemon-squeasy. Just SIBUNA ELKCIT. Lots of readers have praised *Red Door* from our McPal Tom Frost, and went on to buy more Tartan Software adventures, which certainly brought a warm glow to his sporran. The freebie *Gordello Incident* can't have done him much harm either. So well done, Mr Bielby! What with those and *Karn*, last year was certainly a goodie for giveaways.

Stuart Paul sent me a postcard from Nottingham, where he's struggling with the Prince of Darkness. He asks for help in *Dracula* "before I go mad and start sucking the blood of young virgins myself". You might have trouble finding one in Nottingham, I'd have thought, so I'd better answer the question, which is how to stop freezing to death at the start of Part Two. Stuart says he's got the crucifix, but what next? Well, next you TAES TFIL, then SSORC TRESNI and SSORC NRUT, and I think you should be able to work out the rest for yourself.

RES

Phil Hopwood is having trouble with the bears in Aberdeen. Okay, just one bear, and it's in *Savage Island* not Aberdeen. I'm afraid the bear in the volcano will kill you at random, Phil, so save regularly. You can gain a bit of protection by going into the lake (GO LAKE) and dropping the watch, which washes the salt off. This attracts the bear for a while, but there's no way of dealing with it permanently. Sorry about that, bit of a pain in the bum that bear.

Lee Beddows of Bolton asks how to get into Kylearan's tower in *The Bard's Tale*. First you need to get the eye from the catacombs. Then when in the castle you must EYE EHT YRRAC when you EUTATS EHT THGIF to get yourself teleported. Same game, and Darren Bowles of Manchester wants to know what to say to the Magic Mouth. The answer's RETSINIS.

Can anyone help on *The Mystery Of Arkham Manor*? Stuart Doree wants to know in his humble abode at 28 Elizabeth Close, Tilbury, Essex RM18 8EW. If I had a help-sheet or solution or any tips at all then I'd help him myself, but I don't so over to you. What is the highest point you have to destroy, and how do you do it? Where is the potassium nitrate for the gunpowder? How do you grind the corn into flour to give to the barman? How do you destroy the barrier? Tell me or tell Stuart, perlease.

Finally, a rare moment, which is a bit of help on a Level 9 game. K Thain of Tyne and Wear says he's got the official help-sheet but even so he can't finish *Lords Of Time*. He's trying to put the spell ingredients he's collecting into the cauldron, but keeps getting killed part-way through. What's going on? The answer is that you can only put two objects at a time into the cauldron, then you must move west, then back again and put two more in, then move west, then back again and put two more in, then move....Zzzz.



ILLUSTRATION BY ANTHONY COLBERT

NEWS

Venture forth with Mike Gerrard

● I couldn't believe it when I recently had my very first communication in umpteen yonks from the Adventurers Club Ltd. Supremo Henry Mueller apologised for the delay in operations, due mainly to him having a rethink. Must have been some rethink if it took over six months! And what's the whizzo idea he's come up with after all this time? Why, asking long-suffering punters to part with even more money! Yes, the club will continue, he says, but in a different form. It will now comprise a so-called *Reference Book Of Adventure*, instead of a dossier. Naturally, outstanding subscriptions will be transferred, the only snag being that first you will need to buy one *Reference Book Of Adventure Deluxe Binder* at £6.95 (Access cards welcome). Only ACL could come back after a gap of six months and have the cheek to ask its members to part with even more of the folding stuff.

● Now news about people who really care about adventures and adventurers, people like John Wilson and Linda Wright, who slave away for months writing their games and then sell them at very reasonable prices. John's Zenobi Software has officially secured the rights to the back catalogue of Marlin Games, the company run by Linda. All of her earliest games will now be available only from Zenobi at £1.99 for either the 48K or 128K version of *Cloud 99* (specify which you want when ordering), or £2.49 for *The Jade Stone* or *The Beast*. The latter really is a spanking game but note that it's only available on 128K format.

John Wilson's proving to be quite the adventure entrepreneur, and more power to his elbow, or wherever he needs it. He's also signed up for his Zenobi label the exclusive rights to the Essential Myth's *Dr Jekyll And Mr Hyde*, which you may remember won the Mail-Order Adventure Of The Year award from ACL for 1988. John's decided to re-release it at the bargain price



for a three-parter of £2.99 for the 48K version, £3.49 for the 128K job and a mere £4.49 for the +3 disk version. This arrangement has come about because the Essential Myth team is, boo-hoo, breaking up, so no more goodies like *Gacpac* or *Book Of The Dead*. Myth-man Lee Hodgson wrote to me to say "Could you thank your readers for all their support? I bet over 95% of all our mail-order sales came from YS readers!" Consider yourselves thanked, my little adventure nuts.

There's also news on the compilation front. In answer to Beau-Jolly's *The Tolkien Trilogy*, Zenobi is releasing *The Balrogian Trilogy*. This contains the three Balrog adventures, *An Everyday Tale Of A Seeker Of Gold*, *Bulbo And The Lizard King* and *Fuddo And Slam* for only £2.99. The games are all available, post free, from Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs O112 7NX.

Naturally, as soon as I went and printed my *Mag-Watch* feature, two of the adventure fanzines I mentioned had to change their details, didn't they? The new address for *Adventure Probe* is 67 Lloyd Street, Llandudno, Gwynedd LL30 2BN, while the cost of a single issue of *Spellbreaker* has gone up to £1.50. Editor Mike Brailsford does want to make clear that all existing subscriptions taken out at the old price will be honoured in full. ▶

Official Secrets is still in healthy existence, although (cue hankies again) the subscriptions have had to go up to a whopping £19.95 a year. Heavens to Betsy. But you do get a bumper bundle for your money — cheap software, two free adventures, a telephone helpline and subscription to the *Confidential* adventure mag. The latest issue has just thumped on my desk, as well it might considering the photo of a certain Elvira showing off her... erm, well, her busy appendages. If that doesn't attract the members (so to speak) then nothing will.

But there's more to Official Secrets than that. They're also about to publish the official solution books for the entire range of Magnetic Scrolls adventures. These will be available at £2.50 each, but only to club members. In addition to three-tiered answers to problems (vague hint, less-vague hint and "Okay, here's the answer, moron") there'll be full maps too.

Also, if there are any unemployed adventure addicts out there, who live in easy reach of Harlow in Essex, then contact John Trevillian, PO Box 847, Harlow CM21 9PH. John's looking for a minion to expand the Official Secrets team, but it must be someone familiar with adventures and role-playing of course.

Those who remember William Young's SAEC tape magazine will recall that he went on to put his energies into Global Games, a new adventure software label. Among the early releases is *Diablo!*, which is a great adventure and was very well received by me in these very pages last year. I did say that the Global Games version wouldn't have the full documentation that the original version as sold by the author had. William ticks me off and says of course the Global version will be fully documented. Humble apologies, grovel, grovel, grovel. This three-part adventure is available from Global at £4.99 for the 128K version and £2.99 for the 48K game. Global also has eight other 48K adventures on its list, and a couple of 128K-only ones. Prices start at £1.99, so send for details to Global Games, 4 Kilmartin Lane, Carlisle, Lanarkshire ML8 5RT.

INTRUDER → ALERT ←

Compass has produced some excellent titles in the past, like the *Demon From The Darkside* trilogy, but in its new game, *Intruder Alert*, the theme is space, the final frontier, where you boldly go and get to utter those immortal words "Beam me up, Twonk". Twonk? Yes, well, we'll come to Twonk in a minute.

There's a neat intro screen giving a great sense of the depth of space, then a dramatic fanfare greets you in the first location — okay, as much of a dramatic fanfare as the Speccy can manage. But it really sets the scene well, especially as you discover that you're in a space ship heading straight for a space station and "you have no control over this vessel! Exits: none". Blumin' 'eck. Examine the control panel in front of you and there's a flash as something seems to short-circuit and it's "Another go? Y/N" time already.

The sound and visual effects (and the game is full of them) show that author Jon Lemmon is really trying to get the most out of PAW — and showing just what can be done. There's more drama with the HELP function, and even the RAMSAVE gives you a squeak to let you know it's been done.

If you survive the impending collision at the start, you're beamed aboard the space station where your job is to explore it then get yourself down to the nearby planet and find out what's going on before a meteor strikes. Something's destroyed the satellite link to Earth and you (Captain Garth Conard) have been sent out to investigate, and... oh, you



know the kind of thing.

First you have to deal with Twonk though. He's a robot of very little brain — in fact, no brain at all unless you can repair him. Sadly my first attempt only succeeded in blowing his head up. Sort him out and you can then talk to him, although he's not a very good conversationalist but might be able to beam you up and down to the planet beneath... if you can tell him the co-ordinates he needs.

The parser could have been better. You don't often get a response to EXAMINE and I spent ages trying to fix a broken lift before hitting on the right command — all the ones I'd tried meant the same thing, but had no effect. There are a few spelling mistakes (like 'melted' and 'ventilation') but no bugs that I could find, which is more important.

Intruder Alert is a very professionally produced adventure, the first of two parts, and keeps up Compass' high standards. Nice to see the price kept down to £1.99 as well. Screen layout is excellent, neat graphics — so what more do you want, blood? Just buy it, and claim your free Twonk with every game.

I need your advice.
-EXAMINE CONTROL PANEL
You examine the control panel and notice a button.
You can also see a screwdriver sticking out from a power socket.

I need your advice.
-GET SCREWDRIVER
There isn't one of those here.

I crave your guidance.
-YOU JUST SAID THERE WAS
I was not able to understand any of that. Please try again.
You have been destroyed!
You have scored 0%
You have taken 2 Centons.
Would you like another go?

FAX BOX
Title..... *Intruder Alert*
Publisher..... Compass Software,
111 Mill Road, Cobholm, Great Yarmouth
NR31 0BB
Price..... £1.99

Graphics
Text
Value for Money
Personal Rating



SPACE HARRIER™ II



ATARI ST



C64



SPECTRUM



AMIGA

Set in the Fantasy Land, the Dark Harrier has taken control and has imposed a cruel tyranny. In this excellent sequel, Space Harrier II goes in to change the situation in true shoot-em-up style.

Blast the terrifying end of level monsters in order to face the next challenging round and battle your way through to the ultimate level to meet and destroy the awesome "Dark Harrier".

12 fantastic levels of frenetic activity, 2 bonus rounds on your jet-board, amazing sound effects, music and graphics all go to create one of the most authentic conversions ever.



SEGA

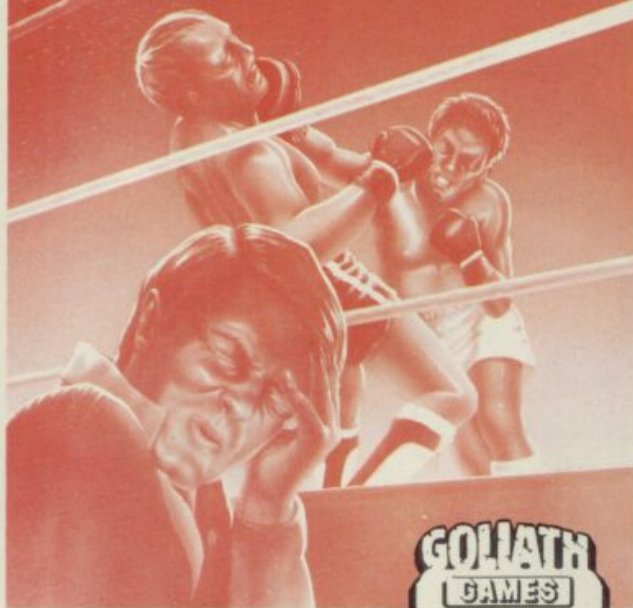
© 1989 SEGA ENTERTAINMENTS LTD.
This game has been manufactured under license from Sega Enterprises Ltd.; Japan and "SPACE HARRIER II™" and "SEGA®" are trademarks of Sega Enterprises Ltd.
Grandslam Entertainment Ltd.
56 Leslie Park Road · Croydon
SURREY CR9 3ST


GRANDSLAM

AVAILABLE ON:

ATARI ST & AMIGA £19.99
C64, SPECTRUM & AMSTRAD DISCS £14.99
C64, SPECTRUM & AMSTRAD CASS £9.99
MSX CASSETTE £8.99

WORLD CHAMPIONSHIP BOXING MANAGER



**GOLIATH
GAMES**

The GIANTS amongst software

Following Tracksuit Manager's No. 1 Success comes

BOXING MANAGER

Real Fighting - Real Tactics - Real Management

End of Round 7 your boxer returns to the corner. The cuts worsening and there's a swelling beneath the eye. You have thirty seconds to patch him up. What about your fight tactics? Is he in front? Only the three fight judges know for sure, should you give him further instructions? - too late the bell sounds.

YES ANOTHER SMASH HIT COMING

All fights use an artificial intelligence with indepth commentary as 100 Boxers struggle to become Heavyweight champion of the world.

THIS GAME HAS...

100 Boxers 20 fight Managers all with individual abilities and ratings, 2 scouts • Different governing bodies • Physio • Trainer • Area national and world ranking displayed • Secretary • Filofax • Letters and telephone calls • It's all here with more.

PLUS...

• Move around your office • Use your telephone • Answer mail • Sign agreements with boxers, promoters, governing bodies • Set up deals • Visit physio or pop into the training camp • Manage up to Five boxers at once.

ALSO...

Decide upon fight tactics according to the strength and weaknesses of your boxers, what are their weaknesses? sorry - you'll have to find out. Work as a second during rounds. Use sponge, flat iron, towel, water etc. Opponents use intelligence to decide upon their next round plans so beware.

BEWARE...

If you're looking for something easy or a joystick waggling punch up - look elsewhere this is the fight game with reality.

**GOLIATH GAMES specialises in ADVANCED - INVOLVED
- ORIGINAL SOFTWARE DON'T FORGET IT**

AVAILABLE ON...

CBM 64 - 9.95/12.95 DISC

SPECTRUM - 9.95

AMSTRAD 9.95/12.95 DISC

AMIGA • ATARI ST - 19.95

IBM - 19.95 Including V.A.T. Plus 50p post & packing *The GIANTS amongst software*

PLEASE SEND CHEQUES/P.O. TO:

1 SCIENCE PARK, ABERYSTWYTH, DYFED SY23 3AH

**GOLIATH
GAMES**

At last the real McCoy

FOOTBALL DIRECTOR

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

£9.99

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

AVAILABLE FROM ALL LEADING RETAILERS

FEATURES

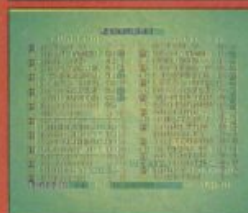
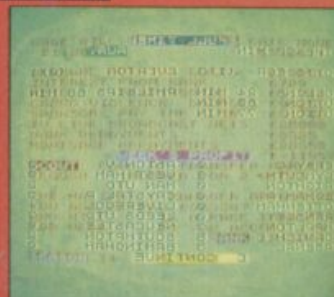
Four Leagues
Twenty Teams Each
Thirty Eight Game
Season
Home & Away
FA/League Cup
Replay
European Cup
UEFA Cup
Cup Winners Cup
Two Legs Aggregate
Penalties Insurance
Ground
Improvements

Players Morale
Field Position
Conceded Playset
Future List Scouts
Scored Coach
Skill, PWL/TFA Points
Physio, Youth Team
Sendings Off
Substitutions
Postponements
Midweek Games
Injuries Free
Transfers
Transfer Market
Buy/Sell Shares
Retirements



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

SPECTRUM SCREENSHOTS



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

OTHER GAMES STILL AVAILABLE BY MAIL ORDER

FOOTBALL DIRECTOR II	● ● ● ● ●	£19.95
CRICKET CAPTAIN	● ● ● ● ●	£ 9.95
THE NATIONAL	● ● ● ● ●	£ 9.95

RECORDS FILE	● ● ● ● ●	£ 3.95
SPECTRUM 48K	■	
SPECTRUM 128K	■	
COMMODORE 64	■	
AMSTRAD CPC 464	■	
AMSTRAD CPC 6128	■	
ATARI ST	■	
IBM	■	
AMIGA	■	

PLAYING TIPS FOR ALL OUR GAMES £1.00

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



DEPT YS, 114 Clifton Road,
Shefford, Bedford SG17 5AL
ENGLAND

(0462) 816100

DESERT ISLAND | KIND SOULS

David Nimmo of West Lothian says he hasn't noticed a Desert Island Adventures recently, so thought he'd compile his own. A bit of initiative, that's what I like to see. Besides, it saves me filling up this little bit of the page myself. Okay, so while I go for a cup of cold bovril, over to Nimmo.

- 1) *Ingrid's Back*. Brilliant puzzles, brilliant humour and I solved it. Need I say more? (Yes, if you expect a badge. Mike)
- 2) *Gnome Ranger*. As above except I didn't solve it. I seem to have this affinity towards gnomes. (See your doctor. Mike)
- 3) *Lancelot*. I'm still working on this one, but so far I love the puzzles that I've managed to solve.
- 4) *Knight Orc*. Not as good as the three above, but still a fun adventure. Okay, so Level 9 are bribing me, but I deserve it after all their games I've bought!
- 5) *The Hobbit*. My first adventure game ever. It took me six years to solve and even then I needed help.
- 6) *The Secret Of Little Hodcome*. My favourite Zenobi game. I like the feeling of mystery and suspense with a touch of humour.
- 7) *The Balrog And The Cat*. A great game with loads of jokes and brilliant text.
- 8) *Behind Closed Doors*. A one-location game can't be very good, can it? Yet this one fares better than many full-sized games. Masses of funny text and inputs to try.
- 9) *Rigel's Revenge*. A good adventure with great puzzles.
- 10) *From Out Of A Dark Night Sky*. I think this one deserved a mark of eight. (Definitely no badge for you. Mike) It created a really spooky atmosphere. A bit like a low-budget, B-rate *Invasion Of The Body Snatchers* meets *The Time Tunnel* movie.

ADVENTURES

GET YOUR PAWS OFF!

In that brilliant book *Adventures On The Spectrum* (you may have heard of it), I conclude that by far the best adventure-writing utility is Gilsoft's *Professional Adventure Writing System*, or PAWS for short, or PAW for even shorter. The only slight snag is that it's a mite pricey at £22.95 for the tape version and £27.95 (caramba!) for the +3 disk version, so I suggest you shop around.

Well cease that shopping pronto, Specchums! If you can't get to the bargains, old Mikey-poos will bring the bargains to you. In a totally sponditious gesture of goodwill to all *Your Sinclair* readers, Gilsoft has agreed to celebrate the season by knocking a handsome, not to say gorgeous, seven quid off the price of a PAW. Heavens to Betsy, whoever she is, but this means the price of a tape version comes down to a totally affordable £15.95, including postage, and the +3 version is now £20.95, also including the Royal Mail's chunk.

It's gotta be the bargain of the year (apart from *Adventures On The Spectrum* of course, which tells you how to go about publishing your adventure after you've written them on PAWS). The tape version, by the way, is for 48K, 128K and +2 machineronies, but allows those of you with big ones to get the most out of the available memory for your machine, while the +3 version is,

erm, well, for +3s only.

I'm sure we all send hugs and kisses to the magnificent Gilsoft for making this offer, which is exclusive to *Your Sinclair* and only available on producing the coupon, or a photocopy if you can't bear tearing your beloved YS to shreds.

TO: Gilsoft International Ltd, 2 Park Crescent, Barry, South Glamorgan CF6 8HD.

You are the most generous company in the world, and I hereby claim my special discount price copy of PAWS as available exclusively to discerning readers of *Your Sinclair*.

I enclose my cheque/postal order/international money order for £ for.....copy/copies of

☐ Spectrum tape PAWS at £15.95

☐ Spectrum +3 PAWS at £20.95

Send it pronto, to little ole BLOCK CAPITAL me:

NAME.....

ADDRESS

.....

.....

..... POSTCODE

Seems like we haven't had a Kind Souls for ages, and people are falling over themselves just to get in, which doesn't half make the office untidy. So here, in the name of our new Keep YS Tidy campaign, are the people to write to if you're stuck on any of the adventures they've listed. Always enclose an sae (otherwise they have my permission not to reply), don't ask for full solutions unless they're offered, and try to be as specific as you can about where you're stuck in the game.

Mark Walker, 34 Manvers Court, Sninton, Nottingham NG2 4PF, claims to have solved this little lot, so why not check he's telling the truth by writing and asking him questions on them. Here they are — *Africa Gardens*, *Alter Earth*, *Arrow Of Death I/II*, *Bored Of The Rings*, *Brian The Bold*, *Classic Adventure*, *Crown Of Ramothep*, *Castle Eerie*, *Circus*, *Custer's Quest*, *Colour Of Magic*, *Davy Jones's Locker*, *Dracula*, *Demon From The Darksides*, *Eye Of Bain*, *Eureka I/II/IV*, *Earthbound*, *Erik The Viking*, *Everyday Tale Of A Seeker Of Gold*, *El Dorado*, *Escape From Devil's Island*, *Excalibur*, *Football Frenzy*, *Golden Apple*, *Golden Rose*, *Green Door*, *Ground Zero*, *Hampstead*, *The Hobbit*, *Hexagonal Museum*, *The Hollow* (graphics version), *Invincible Island*, *Ice Station Zero*, *Jewels Of Babylon*, *Journey To The Centre Of Eddie Smith's Head*, *Jack The Ripper I/II*, *Kentilla*, *Knight's Quest*, *Lord Of The Rings*, *Magic Mountain*, *Marie Celeste*, *Message From Andromeda*, *Mafia Contract I/II*, *Matt Lucas*, *Open Door*, *Prospector*, *Planet Of Death*, *Pharaoh's Tomb*, *Perseus And Andromeda*, *Prophecy One*, *Quann Tulla*, *Quest For The Holy Grail*, *Return Of The Warrior*, *Return To Ithaca*, *Robin Of Sherlock*, *Red Lion*, *Red Door*, *Red Moon*, *Seabase Delta*, *Subsunk*, *Spy Trek*, *Secret Of Little Hodcome*, *Shrewsbury Key*, *Shipwreck*, *Secret Mission*, *Sorcerer*, *Soho Sex Quest* (you perv!), *Ten Little Indians*, *Temple Terror*, *Terrors Of Trantoss*, *Tangled Tale*, *Theatre Of Death*, *Urban Upstart*, *Valkyrie 17*, *Vera Cruz*, *Very Big Cave Adventure*, *Warlord*, *Waxworks*, *White Door*, *Winter Wonderland*, *Yellow Door*, *Zacaron Mystery* and *Zzzz*.

Next champion of the adventure world is **Darren Davies**, 20 Cymric Close, Ely, Cardiff, S Wales CF5 4GS. Darren's just dying to help out on *Circus*, *Hampstead*, *Valkyrie 17*, *Spiderman*, *Hulk*, *Espionage Island*, *Message From Andromeda*, *Waxworks*, *Golden Baton*, *Terrormolinos*, *Neverending Story*, *Sorcerer Of Claymorgue Castle*, *Escape From Pulsar 7*, *Gremlins* and *Ten Little Indians*.

Not sure of the next Kind Soul's name! Looks from the scrawl like **Barry Durrens**, but the address is clear enough and that's what matters — 195 Warrington Road, Whiston, Liverpool L35 5AF. The list of conquests is clear enough too, so here goes — *Dracula*, *Wolfman*, *Golden Eggcup*, *Jekyll And Hyde I/II*, *Fairly Difficult Mission*, *Rigel's Revenge*, *Seabase Delta*, *Espionage Island*, *Planet Of Death*, *Matt Lucas*, *Spiderman*, *Mafia Contract II*, *Custer's Quest*, *Mindshadow*, *Federation*, *Colour Of Magic*, *Gremlins*, *SMASHED*, *Knighmare*, *Red Door*, *Touchstones Of Rhianon*, *Kwah!*, *Urban Upstart*, *Rebel Planet*, *Football Frenzy*, *Cricket Crazy*, *Star Wreck*, *HRH*, *Cuddles*, *Harvesting Moon*, *Faerie*, *Big Sleaze* and *Bored Of The Rings*.

Barry's also keen to get hold of copies of *The Very Big Cave Adventure*, *Bugsy* and *Robin Of Sherlock*. If anyone's prepared to sell them, or swap for any of the above games that Barry's finished, then let him know pronto.

Finally, there's a regular writer to YS, and that's **Jim Donaldson** whose address is c/o Connelly, 132 Stamford Street, Glasgow G31 4AU. Jim says he's had lots of help from plenty of people over the years, so is happy to return that by helping out anyone stuck on *Bulbo And The Lizard King*, *The Calling*, *Challenge*, *Custer's Quest*, *Davy Jones's Locker*, *Demon From The Darksides*, *Eureka (I-IV)*, *Excalibur*, *Football Frenzy*, *For Your Thighs Only*, *Gremlins*, *Hammer Of Grimmold*, *Hampstead*, *Holy Grail*, *Inspector Flukeit*, *Jade Necklace*, *Jade Stone*, *Kentilla*, *Labours Of Hercules*, *Legend Of Apache Gold*, *Lifboat*, *Mafia Contract*, *Matchmaker*, *Matt Lucas*, *Mordom's Quest*, *Mutant*, *Neverending Story*, *STI*, *Scary Mansion*, *Se-Kaa Of Assiah*, *Secret Of Little Hodcome*, *Si Brides*, *Seeker Of Gold*, *Soapland*, *Urban Upstart*, *Vera Cruz* and *Witch Hunt*.

ON DISK
FOR +3

THE SPORTING COMBINATION

TAPE FOR
ANY
SPECTRUM

FOUR GREAT 48K GAMES
FABULOUS VALUE — FANTASTIC FUN

RUGBY FIFTEEN

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.



FOOTBALL FEVER

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



Any ONE game £7.95

CRICKET CHALLENGE

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



THE RACING GAME

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.



TAPE
ALL FOUR GAMES ON TAPE
£12.95

Proprietor: J. Moss

DISK +3
ALL FOUR GAMES ON DISK
£14.95

All orders sent first class post

Send cheque/PO to:

TANGLEWOOD SOFTWARE
DEPT YS, 157 WARWICK ROAD, RAYLEIGH
ESSEX SS6 8SG

LOADING BLUES?



Relief on the way,
no more crashed
tape loading.

Hi-Spec Load-it

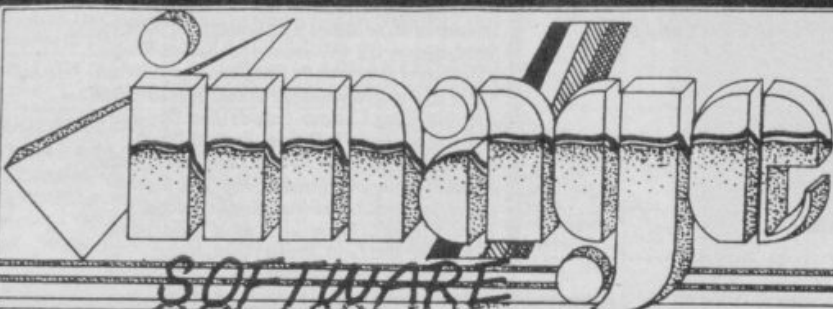
**COMING
SOON**



URGENT MESSAGE FOR PROGRAMMERS

HIGH EARNING OPPORTUNITIES WORKING FROM HOME

IF YOU HAVE WRITTEN A GAME OF A
HIGH STANDARD, OR WISH TO CONVERT
GAMES FOR THE SPECTRUM, AMSTRAD,
COMMODORE 64, ATARI ST, AMIGA OR PC
THEN SEND A COPY OF YOUR GAME,
A DEMONSTRATION OF YOUR WORK OR C.V. TO:



EVALUATION DEPT (YS)
IMAGE SOFTWARE
TREVOL BUSINESS PARK
TERVOL ROAD
TORPOINT
CORNWALL
TEL: 0752-812148 (24 hr)

STIR CRAZY

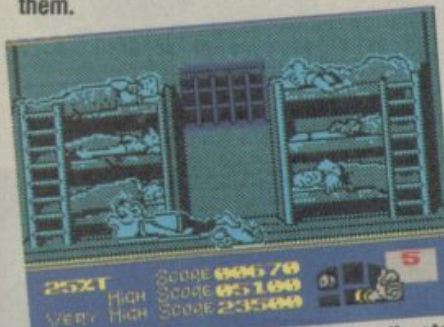
featuring
BOBO

Infogrames/£9.99 cass/£14.99 disk

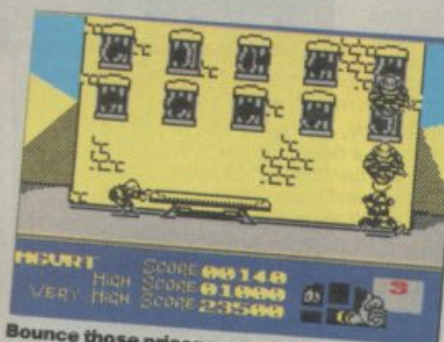


David You've heard it before, and no doubt you'll hear it again! Ze French are blimmin' WEIRD! Hem hem, don't get me

wrong, I mean I happen to like France a lot, what with all their lovely Citroën DS's, stripey pullovers, baguettes and brie (not too keen on the toilets though). But that having been said, their computer games, without fail, always seem to have that unmistakable hallmark of weirdness about them.



Eurgh! Whilst trying to 'nudge' my cellmates to stop them snoring I've tripped over the... er... potty and got covered in ghastly horribleness.



Bounce those prisoners over the wall to the left or right. It's like one of those hand-held Nintendo games with better graphics, but it's another single screen game.

Weirdness isn't necessarily a bad thing, of course – sometimes it can make for an original and amusing game. Here's the latest and it registers a hardy nine point nine on the YS Weird-O-Meter. It's called *Stir Crazy*, it's the latest release from Infogrames, and it's been programmed by our old chums Probe Software. In France, this game is simply called *Bobo*, after a well-known Belgian cartoon character. Since we've never heard of him over here the game's name has been changed, but keeps the subtitle 'Featuring Bobo'.

Anyway, Bobo is in prison – what crime he's committed has not been made clear – but the game is based upon his escapades 'inside'. There are five separate sections based on his prison life, which, apart from trying to escape, include the mundane activity of 'doing time'. Yep, there's one whole sub-game here devoted to serving porridge! Its single screen represents the canteen, where Bobo has the job of serving grub up to his fellow inmates. You start with just one prisoner beating his plate on the table and one pot of porridge in the serving hatch. Fetch this and dish it out. Eventually, more prisoners will appear making your task more tricky as you jog between them and then back to the serving hatch for fresh porridge. Weird, eh? But wait...

Next we have the Preparing Potatoes section! It's a waggler based on (wait for it) peeling potatoes! Bobo sits on a stool at the bottom of a chute and peels. Press Down to pick up a tattler, waggle left and right to peel (check your potato status on the sprite in the bottom right-hand corner!) and fire to toss it over your shoulder. If you shirk on the peeling you'll get your spud thrown back! Add this to the fact that copious quantities of these potatoes keep tumbling down the chute and you'll realise that this is one big waggler against time. Eeek! Peel as many as you can before you get swamped!

In the third part we find out that Bobo has had enough of this exciting lifestyle and is bent on escape! Here you get to move left and right in the bottom area of the screen with a trampoline. Your objective is to bounce the convicts over the walls to freedom. They keep leaping out of windows and increase in number as you progress. The fourth segment catches up with him once he's actually escaped. Here he's viewed from behind as he runs along three electrical wires (don't try this one at home, kids). This is again very similar to one of those hand-held games, as you jump from one wire to another as sparks appear. Okay, so Bobo, in the true nature of his cartoon original (so I'm told), obviously gets caught every time he escapes 'cos the final part finds our cutie-pal back in the

stammer, snuggled up in his dormitory bed. Your aim here is to sleep (not kill things, not kung fu anyone – just sleep!). The only problem is that your cell mates all snore so much they keep you awake. The only way to silence them is to climb next to their bunk and nudge them. (Don't try this one in prison, kids!) In the middle of the cell is the... er... chamberpot (what did I tell you about French toilets!?). If you trip over this, apart from getting covered in 'horrid beastliness', you'll also wake everyone up! Nudge all the snoring cell mates, hop over the potty, climb back into your bunk and get some shut-eye. You gain points when Bobo sleeps.

Er, and that's it really – five separate games which you can choose to play individually or together. Although they obviously star the same character the games don't actually represent five levels of the same game, but rather are five different subgames. Apart from the electrical wires section, which is a scroll-into-the-screen game, the others are all based on one screen. The sprites are very big and some of the animation is great. The way that Bobo scowls when his peeled potatoes are rejected or when he keeps sneaking a spoonful of porridge for himself when he's standing idle in the canteen are nice touches which I assume are true to the original comic character.

The problem is the gameplay. I mean you can play every game in about two minutes flat. Ho hum. I guess this one's aimed at a much younger age group than our usual fare, and is probably quite acceptable as such. It would help a great deal if Bobo had the popularity here that he enjoys in the land of the onion too. Nicely executed but extremely limited seems to be the penultimate bottom line. French games – weird or what?

final verdict



50°



70°



70°

DIAGNOSIS

Five independent sub-games all starring an obscure Belgian comic character. Quite well executed in their way but small and short-lived.



60°

58°

T'zer's 1986

Hah! If you thought you'd got rid of me you're wrong! I'm back (well, actually I never left) to remind you just how brilliant *Your Sinclair* used to be when I was working on it!

I started out as Production Editor on the very last edition of *Your Spectrum*, just before it turned into *Your Sinclair*. *Your Spectrum* was a much more techy and boring magazine, with oodles of program listings but not many pages and hardly any colour. We soon changed all that though — the new mag had over 100 pages and majored in full colour game reviews. Not only that, it was just as wacky in 1986 as it is now. And best of all it featured me, T'zer! Hurrah!

Your Sinclair has changed quite a lot since then of course. Old features have been dropped along the way (who remembers *From The Hip* or *Hacking Away?*) and been replaced with new, hopefully snazzier ones. The people involved have changed too — whatever happened to the original Ed, Kevin 'Kippers' Cox, for instance? Or reviewers like Rick Robson and Alison Hjulc? Who can tell?!

Still, despite all the changes, *YS* is just as good now as it was back in '86 (despite Matt's recent efforts to make it as crap as he can). The games we review are just as good too. To kick things off, here's the lowdown of my personal top four from that very first year of *Your Sinclair*.

BATMAN Ocean

Holy Incredibly Dodgy Dynamic Duo! The Caped Crusader made his Speccy screen debut in this Ocean arcade adventure in May of 1986. In this batty tale Batman had to rescue his bosom buddy Robin (the boy hostage) from the evil clutches of those Gotham gangsters

The Joker, Penguin and Riddler. The game first took our chisel-jawed hero in search of all his Bat-equipment, particularly his Batboots, Batbelt, Batbag and Bat-thruster(!!!), and then all around the Batcave 'Batacombs' to collect the seven pieces of the Batmobile to use in raunchy Robin's rescue.

I loved Ocean's original *Batman* — when it first appeared it was one of the best arcade adventures we'd ever seen on the Speccy, and it was based around my favourite comic hero to boot! There were over 150 rooms, all with extremely detailed and colourful graphics, and the Batman sprite was excellent. He even used to tap his foot when he got bored waiting for you to make the next move! A definite fave rave of the '80s, and a well deserved *YS* Megagame.

PAPERBOY Elite

A real golden oldie from Elite. Out at the time when the company was in its heyday — if it was an Elite arcade conversion it was always gonna be a good 'un.

You played a (you guessed it) paperboy, who was out on his bike delivering the *News Of The Screws*, *Stun* and *Daily Snail* (it's not a snoozepaper)!

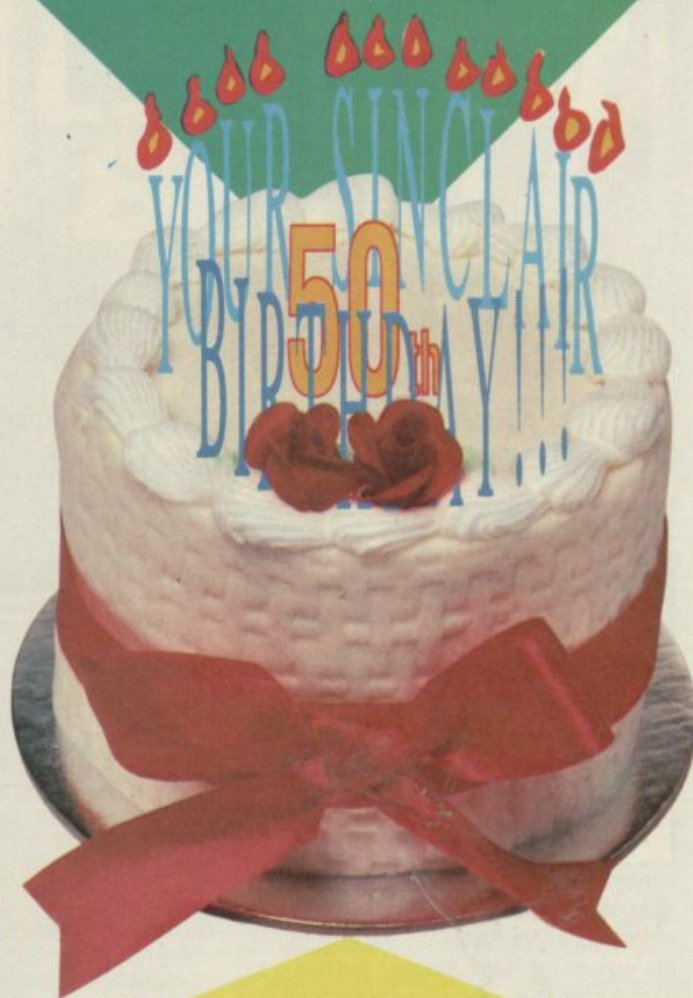
You got BMX bikers (remember them?), drunks and cars to dodge — not to mention other problems like not breaking the windows of the houses you were delivering to! It weren't easy!

Paperboy was frenetic and fun, demanding quick reactions and a good memory (so Matt wouldn't have been any good at all!). (Oil Ed) The graphics were massive and very detailed — just like the original coin-op in fact. It scored a *YS* Megagame back in November 1986 which should come as no surprise — a game that really did deliver!

Down The Dumper!

There've been oodles of software houses over the years. Here's ten great and not-so-great names which have disappeared off the face of the earth. Some changed their names, some got bought by other companies, and some were just a bit crap and went bust! Still, they're all sadly missed. Adieu, Durell, Mikro-Gen, Ariolasoft, Odin, Sparklers, Martech, Alpha Omega, Microsphere, Streetwise and Lothlorien.

BLIMEY! IT'S THE ...



Yes, it's party time! Good old *Your Sinclair* is now 50 issues old. Join **Marcus Berkmann**, **Matt Bielby** and **T'zer** as they take a look back at the best games and the weirdest jokes of the greatest mag in Spectrum history. Hurrah!

JACK THE NIPPER Gremlin

Oooh! Naughty but very nice! Great coin-op conversions are all very well (most are well-programmed and give great gameplay) but my very favourite games are the good original Spectrum products. And very few are as original or funny as the inimitable *Jack The Nipper* was from Gremlin — a game with a lotta laffs. It came out in September of 1986 and proved to be a spanking good game — in more ways than one!

You played the cute little baby, Jack, who was not all he appeared to be. In fact he was a downright pain in the pram! After managing to escape the confines of his cot he crawled about, armed with his trusty peashooter, causing mayhem wherever he went! But he didn't always get away with his jolly japes and puerile pranks — if he got caught he got a good smack. And when he got spanked (oo-er) he peed his nappy and then got the dreaded nappy rash! Blimey!

The Nipper was reet gradely when it first came out — good cheeky, churlish fun. The graphics were bright and big, Jack looked a treat, and the sound effects loud and brash. But best of all were all the humorous touches which really added to the already excellent gameplay. One of the best arcade games I played all year, even if it did deserve a good smack! Wah! Wah!





Covers!
May 1986
January 1987
December 1988
April 1989
Above...

The Best Of The Rest

Sabateur Great graphics, great gameplay and over 118 screens!
Rasputin Ra-Ra-Rasputin!! Remember the crazy monk, russian around all over the place in a colourful 3D maze?
Worm In Paradise Bizarre Level 9 adventure, complete with 'inflatable Kim Kimberley'! Blimey!
Sweevo's World Cute and cuddly, Sweevo was a walking disaster area. The Speccy's answer to Laurel and Hardy!
Movie Of all the games in all the world you had to walk into mine! Your chance to play a real dick!
Theatre Europe Fighting them in the trenches, on the beaches etc.
Dandy Ace Gauntlet style maze game, full of potions, prizes and puzzles.

The Irrelevant Top Five
We've had lots of features here in YS that have had nothing to do with computer games at all! What's the point? Why do we do them? (It's because they're funny, that's why!)

- 1) Photo Love Stories
- *Love In A Cold Climate* (March '89)



- 2) *Trainspotters Throughout History*
(Nearly every issue since Feb '87)
Does anyone really want to know what Selina Scott, 'Whispering' David Attenborough and Jim Bowen think about deltics, BR sandwiches and trains in general? (Of course they blooming well do!)



- 4) *Vox Pop Interviews*
Can YS really go down to Regent's Park Zoo and the Virgin Games Store on Oxford Street and find hundreds of YS readers all willing to answer questions like 'Who's the sexiest zoologist in the world?' and 'Have you ever been tempted to wear your underpants over the top of your trousers?' (Of course we can!)

- 5) *Lonely Hearts*
(Most issues since June '88)
Is the world really full of "Hunky 13 year old Speccy owners, looking for sexy girls aged 12 to 14. Good time guaranteed!"? (Just look around you! Of course it blooming well is!)

- 6) *Honorary Mentions*
• *YS Takes On The Police* (May '89)



- *YS Personality Test* (August '89)
 - *National Rescue* cartoons (many issues)
 - *YS Short Stories* (Jan '89 and others)
 - *Dogfight* — YS Exclusive Board Game (Jan '89)
- And nearly all of Pssst...

URIDIUM Hewson

The shoot-'em-up to end all shoot-'em-ups. This one was the crème de la crème — and I even reckon there's very little around that can touch it now! 'Kippers' Cox and I used to spend many a happy hour blasting each other. It was the game that spawned all those old scrolling jokes (you haven't got a clue what I'm talking about? Better pick up a back issue or two, hadn't you?) which soon became too painful to bear — so I won't make any now!

The plot was simple — guide your Mantra (uum...), sorry Manta ship through the various levels (planets) from one (Zinc) to nine (Uridium — hence the rather 'metallic' name of the game), blasting everything from mines to dreadnoughts on your way!

And was it fast! I could turn my Manta on a sixpence and zoom off at a billion miles an hour in pursuit of the interplanetary rag 'n' bone men. I could dodge every flea-bitten mine launcher in my path and still read *Bunty* on the way!

- *A Heavenly Surprise* (January '90)
Were they just excuses for Matt to dress up as an angel, 'Whistlin' Rick' Wilson to snog art chick Catherine, Prod Ed Andy to get steamingly drunk and everyone to generally act the goat? (Of course they blooming well were!)



- 3) *Hold My Hand Very Tightly* by Whistlin' Rick Wilson
Was it really played on Radio One? Is 'our Rick' really the dreamiest man in pop? Do people still write in demanding Whistlin' Rick ditties on every Cover Tape? (The answers, of course, are yes, yes and yes!!)



ETC

January sees the launch of *Your Sinclair* from *Your Spectrum*, and T'zer starts as a humble Production Editor (hurrah!)... YS has the first-ever tape giveaway of a playable demo on a Speccy mag. It's *Rasputin* from Firebird and it's brill! Not surprisingly everybody else swiftly jumps on the bandwagon... How many names would you recognise from the early *Your Sinclairs*? Only Rachael Smith, Pete Shaw, T'zer and good old Snouty go back that far!... In March, T'zer becomes Deputy Editor under old Kippers (!!) and we take on a new girl — Sara Biggs. Bigsy never puts her trusty stick down for a second!!... It also sees our first Megacompo in which we give away squillions of brilliant prizes. Old timer Pete Shaw leaves to become a freelance technical consultant, though the content of the mag is becoming more and more gamesy... April sees the appearance of the first YS Badge which we give away for contributions. The poor winner's still waiting for it now!... In May that old adventure wizard, Mike Gerrard, makes his debut — and the old timer is still going strong... T'zer gets hundreds of love letters after her picture appears in a music feature! She still gets a few each week!... July sees Phil South become a permanent member of staff — after he squeezes into the office... In August we run the second Megacompo — a real summer sizzler, with yet more 'beautiful' cheesecake shots of you-know-who!... A brand new invention from Sir Clive makes its debut in November. No, not the C5 — it's the Spectrum 128K+2!... In December Martin Dixon, the first Art Editor, departs (sniff) and sexy Caroline Clayton takes over. Little does Kippers Cox know that he's next for the chop! Hee hee!



Marcus' 1987

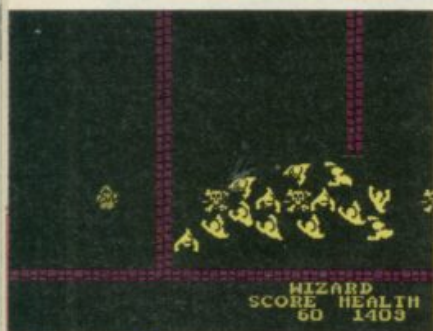
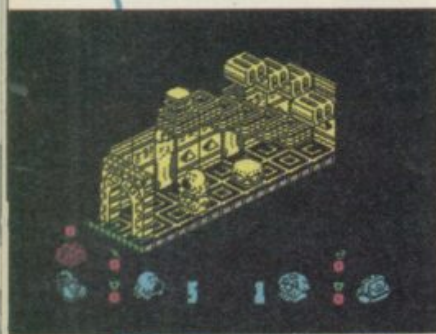
I started as Staff Writer on YS at the start of '87, so I've obviously got a bit of a special affection for the year, but even so just look at the line up — it's just classic after classic after classic! I don't think it's ever been quite so good since.

HEAD OVER HEELS Ocean

Jon Ritman's follow-up to *Batman* (the original, not any of these cockermamie follow-ups, PURLEEESE!) was an instant

favourite in the YS office, bringing into being *The Clinic* (set up purely to help people snagged in its labyrinthine workings) and ruining my summer — I just didn't do anything else. I still feel that this is the best game ever seen on the Spectrum, and one of the very best on any computer. Taking the 3D isometric format to undreamt-of levels of sophistication, *HOH* was first and foremost a brilliant GAME — superbly structured, and with precisely the right degree of difficulty. As with all the very best games, there was

always something new to learn — a better way of doing something which you'd never thought of before. Unsolvable problems had a way of suddenly becoming blindingly obvious, and, just to show that we're all fallible, you needed arcade skills to survive as well. I never completely finished it — the final couple of screens were beyond me as a player — but in a way I'm pleased about that. Otherwise what would be the point of loading it up again...?



Gauntlet — one of the best known computer games ever, and responsible for the famous phrase "Hmm, it looks a bit *Gauntlety*." Left.



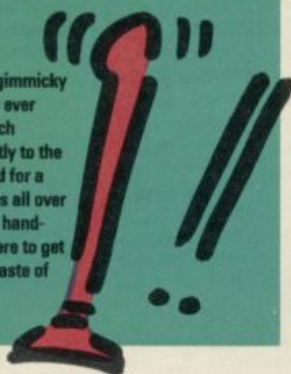
A great film, a great computer game and Ocean Software. Sounds familiar? It all started with *The Great Escape*! (Well, sort of.) Above.

And three cheers for Jack too! He's the second greatest etc etc. Left.



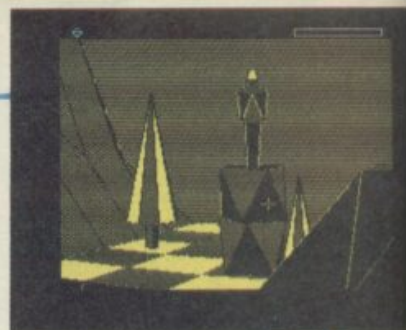
Worst Ever Spectrum Add-On

A difficult one, there have been so many useless gimmicky little things, but for our money the most ludicrous ever was... 'Le Stick'! This was a French joystick which basically consisted of a joystick shaft stuck directly to the table with a single suction pad, removing the need for a joystick base! Oh, brilliant! The thing just wobbles all over the place, pulls straight off the table, and can't be hand-held because there, um, isn't actually anything there to get your second hand around. What a monumental waste of plastic!



THE SENTINEL Firebird

Another remarkable game, which, although it originated on Another Computer, was never better than in its Spectrum incarnation. (Certainly the 16-bit versions you can buy are manifestly inferior.) Completely original in concept and execution, the game took place in a stunning collection of weird 3D landscapes, with 10,000 different views in all. Dumped on the lowest plateau of many, you had to teleport to higher levels by 'consuming' any visible trees or robots, while taking care not to be consumed yourself by the Sentinel, which sat on the very highest level slowly revolving on its square. Before it found you you had to find it — a tense time was had by all. As with *Head Over Heels*, the genius of *The Sentinel* was that it not only looked amazing, but it played superbly as well. And to think, the two came out in the same month...



The Best Of The Rest

Gauntlet The original, the biggest and the best...

The Great Escape Endlessly exciting 3D isometric wartime exercise.

Future Knight Underrated platforms 'n' ladders chaseabout.

Auf Wiedersehen Monty The last of the Monty games, in which our good ol' mole went travelling.

Enduro Racer The motorcycle racing game bar none.

Rana Rama Terribly clever frog-based arcade adventure.

Stormbringer The last and weirdest of David Jones' *Magic Knight* trilogy. Get the 128 version.

Exolon Shoot-'em-up of the year. Fast, furious and something else beginning with 'f'.

Jack The Nipper II Better than the original, I thought. Fab graphics and a clever game to boot.

Renegade Hugely popular coin-op conversion that still plays a treat.

Mercenary You didn't think I was going to leave this out, did you?



Three cheers for Monty Mole! He's the greatest character ever to appear on the Spectrum! (Well, perhaps.) Above.



Renegade — the original scrolly beat-'em-up, oft imitated, seldom bettered. Right.

ARKANOID Ocean

Although a coin-op conversion, none was as faithful or as straightforwardly addictive in 1987 as *Arkanoid*. A variant (and then some) of the prehistoric arcade game *Breakout*, it retained every aspect of its arcade original, and proved endlessly challenging to those poor fools who became hooked, including M Berkmann. There was simply nothing for it — I had to have another go. "Get on with your work," T'zer cried from the other end of the office, beaming me with a cassette recorder, but I just had to get on to the next level... We've all been there, haven't we, Spec-chums? The little pills dropped by bricks you'd hit let you turn your bat into a laser, a double-sized bat and countless other things — including the beloved 'B' pill, which let you jump into the next level with no further ado. The hardest level, as many will tell you, was Level 23 — an absolute %\$£&er, which took me many weeks of patient application until I cracked it. *Arkanoid II*, a year later, was just as good — better puzzles and a choice of screens throughout — but for sheer impact, nothing could beat the first.





IF AN ADVERT IS WRONG, WHO PUTS IT RIGHT?

We do. The Advertising Standards Authority ensures advertisements meet with the strict Code of Advertising Practice.

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

To find out more about the ASA, please write to Advertising Standards Authority, Dept. X, Brook House, Torrington Place, London WC1E 7HN.



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

QUAL-SOFT

THOUGHTWARE

Sports simulations

"A real challenge to the thinking football fan... Bobby Robson could do worse than have a crack at this in his preparation for the World Cup"

**AMSTRAD ACTION
REVIEW**

QUAL-SOFT COMMENT: At last an INTELLIGENT management game for the knowledgeable soccer enthusiast!

TAPE 1
QUALIFIERS

ROME 90*

TAPE 2
FINALS

A WORLD CUP MANAGEMENT SIMULATION

Summer 1988 and English International football is at its lowest ebb. We have failed miserably for the European Nations Cup, and had a string of very poor International results. In a few months we will set out on the '90 World Cup qualifying trail. You have been given the most important job of restoring English pride in their football. You have a match in Athens, Denmark at Wembley, and a South American tour, to assemble a team, first to qualify, and then to beat the world's best in Rome.

TAPE 1 (Qualifiers)

- ★ Current squad of 16 players + 20 user defined players.
- ★ Friendlies in Athens, at Wembley + South American tour.
- ★ ANY team formation you choose. 2 from 5 substitutes.
- ★ In match tactics: any no. of individual player adjustments.
- ★ Your qualification group: full results and table.

TAPE 2 (Finals)

- ★ Choose a 20 man squad to take to the finals.
- ★ Group of 4 prelims. 16 to final knockout comp.
- ★ Extra Time, PENALTY SHOOT-OUTS, where relevant.
- ★ Formation and strength information on opposition.
- ★ 2 from 9 substitutes (the FA tells us so).

ENGLAND'S GAMES: FULL PITCH, 22 MAN, 3D GRAPHICS & SOUND EFFECTS

QUAL-SOFT comments: With 5 levels of play, 12 depths of sophistication, and "fun" graphics, this game can be enjoyed by an 8 year old youngster as a "fun" game and by the most sophisticated as a tactical/strategy challenge of the highest order.

PACKAGE: Tape 1 plus Tape 2 plus 20 Page Manual £9.95
78K RAM usage. Some would call this a MEGAGAME. YES IT
WILL RUN ON YOUR 48K SPECTRUM.

QUALSOFT GUARANTEE: Sent by 1ST CLASS POST on
day of the order with P.O., Cheque, Access payment is
received. Telephone Access orders accepted.

* ROME '90 is an update of the classic MEXICO '86

QUAL-SOFT,
Dept. YS
18 Hazelmere Rd,
Stevenage, Herts SG2 8RX

Tel: 0438
721936

Please supply:
ROME '90 ☐
Electron ☐
BBC 'B' ☐
Spectrum ☐

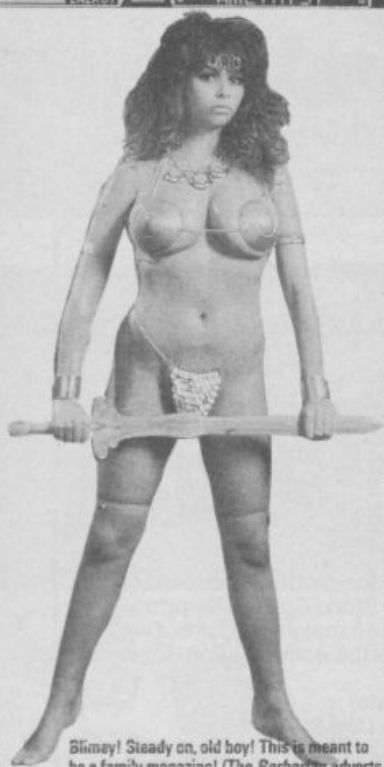
Name:
Address:
.....
Access No: (if applicable).....



Marcus' 1987 cont.

DRILLER Incentive

It was a close-run thing, as I was compiling this piece, between this and *Mercenary*. But *Mercenary* was a conversion from a C64 game that had been out a year or more. *Driller*, on the other hand, was brand spanking new, its revolutionary Freespace system going on to inspire two even better games, *Dark Side* and *Total Eclipse*. On the planet of Mitral, every object could be viewed from every direction, and although the computer took a while to process all the information (meaning it wasn't too fast) you were suddenly walking or flying through a detailed landscape that went far beyond anything tried before. The game too was intriguing, a sort of arcade adventure with knobs on that occupied Phil's attention for an almost sackable length of time, and filled both *Tipshop* and *The Clinic* for months.



Blimey! Steady on, old boy! This is meant to be a family magazine! (The *Barbarian* adverts caused a stir.) Above.

Yikes! Whether you played the US or the UK version, *Aliens* was bound to put the willies up you! Right.



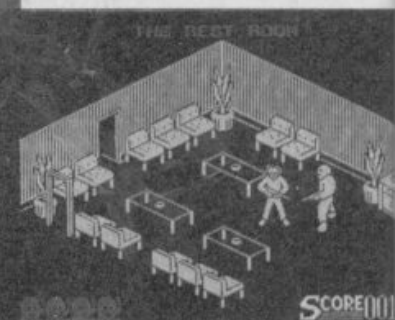
Whoooooaaaaa! Above.



Blimey! Here are a whole load of Joystick Jugglers from the dim and distant past! Can you remember who they all are? In fact, can you remember who any of them are? (We can't!)

YS "Worst Games Ever" Award

There are good games, bad games, and then there are absolutely ludicrously terrible games! We've seen a fair few of them here at YS, but after a quick chat around the office we've managed to pick out one 'winner' — *SAS Operation Thunderflash* from Sparklers. This was a 3D isometric budget game from the first half of '87, and was just ridiculously hard. Nobody at YS could get beyond the first screen, and that included ALL the freelancers. Terrible!



Hurray! Two of the cutest sprites ever star in one of the best games ever. Take a bow, Head and Heels. Above and Right.

ETC

Kevin steps down as Ed (to become Something Important In A Suit) and T'zer takes his place in February... Marcus joins as Staff Writer on the same day, and is immediately sent off to preview *Aliens*, which looks fab but turns out to be a pile of old steamers. Well, plus ça change... March sees the first ever Trainspotter! (Ian McCaskill, for it is he)... *Gauntlet* is top of the charts, and *Hack Free Zone* goes up to three pages... In May, YS gets its very first for tips, tips and a few more tips... In May, YS gets its very first Covergame — *Road Race*, a craze that launches a thousand imitations... A month later, we have (on page 19) our first ever *Barbarian* ad with Maria Whittaker! FWOOOAAHH!... In July, we put a compo on every page (well, nearly every page)... *Castle Rathbone* is so full of prizes there's barely any room for us. (It's just as well that Phil's in Diet Mode at the moment)... And we also get our first peep at the Spectrum +3... August sees the first ever *Slots Of Fun*, written by *Troubleshootin'* Pete Shaw, and the last *Tipshop*, hosted by our very own Phil Snout... And in October, *Batty* arrives, which, by coincidence, is what it drives us. Sales shoot up, and other, more drivelly magazines suddenly realise the good sense of putting cassettes on the cover. They never quite manage to do it with the same style, do they, funsters?... We're off to Alton Towers in November, and even make it back... And in December, the winners of our fanzine compo come to YS for the day. Their names? Jonathan Davies and Nat Price...



Marcus' 1988

Another classic year for Spectrum games, with many all-time great titles appearing, but somehow the list isn't quite as impressive as for '87, is it? Still, who's complaining?

TETRIS Mirrorsoft

For puzzle fans, the game of the year emerged in the spring, from the unlikely source of Soviet Russia. Well, so we were told by Mirrorsoft, but, whether or not the borscht brigade were behind it, this was a spanking good game — simple but ingenious and worryingly addictive. For a full two weeks *Troubleshootin'* Pete Shaw and I sat in the office after work, trying to slot those little coloured shapes into each other as they rained down from the top of the screen ever more frantically. Even after the first lunacy had passed (games do tend to possess you like that, do they not?) I still needed only the

slightest excuse to load it up again. The basic idea was simple enough to pick up, if not to describe. Blocky shapes fell into a rectangular receptacle, and it was your job to rotate and position them so that entire horizontal lines were filled. These then disappeared, giving you points, and you carried on until the whole receptacle was filled, when you had, well, lost. Naturally the shapes fell faster and faster, and your reactions got slower and slower, but you just kept on playing. The *Arkanoid* of its day, and my lingering frustration is that I no longer possess a copy. Who's blagged it?

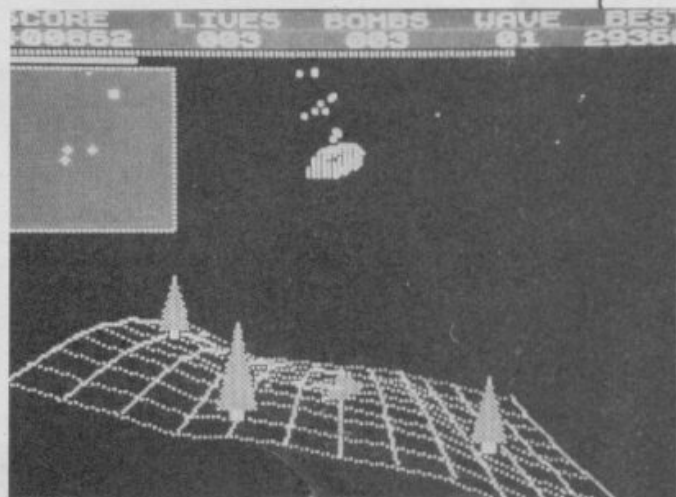
OPERATION WOLF Ocean

By this time it seemed that Ocean had really got the business of converting coin-ops off pat. We'd had *Rastan* (pretty good), *Gryzor* (not bad, considering) and *Combat School* (faithful, even if it showed up the game's intrinsic flaws) and there was a definite house style emerging. Lots of beautifully drawn monochrome figures, clarity and speed of gameplay, and neat plotting were becoming trademarks. No game typified this as much as *Operation Wolf*, possibly the in-house programmers' finest hour. Certainly the Ocean stand at that year's PC Show was packed with people wanting to have a go at the original coin-op, just as shops nationwide were packed with eager Specchums a few months later. The game was simple enough — from either side of the screen, soldiers and hostile vehicles appeared in front of you at various ranges, and started shooting at you. Unless you shot them first, that is. It was hard, but then so were we...

Mike Gerrard's *Adventures* column is still going strong. Here's a pic from *The Lords Of Time*. Left.

VIRUS Firebird

No specific 16-bit game had ever really made it on to the Spectrum before, at least without being diluted so gravely that you could barely recognise it from the original. But *Virus*, based on a game called *Zarch* for the 32-bit Archimedes (the sort of machine that made the humble old Spec look like a pocket calculator), somehow managed it. You played the commander of a terrific little spaceship (a bit like the one in *Asteroids* but 3D and in colour), who had to rid his planet of aliens that were spraying it with a deadly virus. You had to zap all the aliens to clear a level, with your final score related to the proportion of the planet left uninfected. The planet, a 3D wire frame thingy, was brilliantly caught, as indeed was anyone playing the thing. "Try switching this one off" was the challenge, and we all failed.

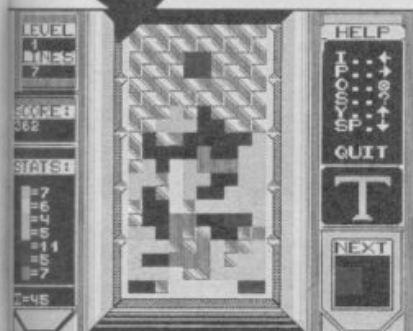


Phwooorgh! T'zer, Catherine and Jack got sacks of fan mail (and males!) when they posed as 'The Three Centigrades'. Enough to raise any man's temperature, eh? Right.

Comics of two sorts reach the Spectrum — Andy Capp from *The Mirror* and Charlie Chaplin from the 'vintage days of comedy'. Hurrah! Below.



One of the first ever *Trainpotter*s was Simon Bates, but he also deserves a mention here as the sworn enemy of our very own Marcus Berkman. Simon thinks Marcus is mad, Marcus thinks Simon is mad, and we're a bit worried about both of them. Below.

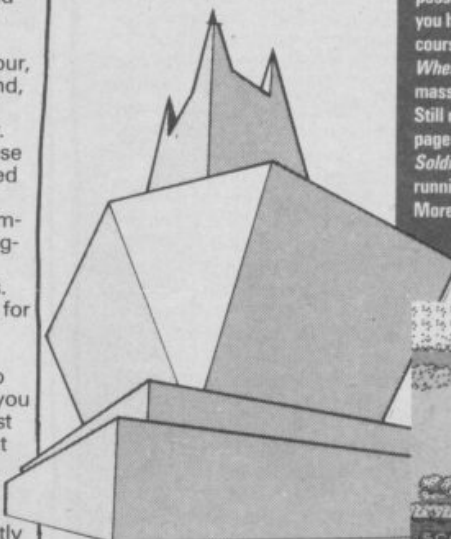




Marcus' 1988 cont.

CYBERNOID & CYBERNOID II Hewson

An amazing shoot-'em-up that redefined what could and could not be done with the Spectrum. Just two years before, *Uridium* had been generally considered the be-all-and-end-all, but we knew better — or at least Hewson did, as the sheer colour, imagination, sophistication and, above all, speed of the *Cybernoid* pairing made clear. What was so clever about these games was that they combined the excitement and fast reactions of the best shoot-'em-ups with the what's-happening-next quality of the most interesting arcade adventures. Rejecting the scrolling format for once, programmer Raffaele Cecco designed the sort of game that made you frantic to see the next screen — if only you could work out how to get past this one. With several different weapon systems to call upon, your expertise was not restricted to wiggling the old joystick, but working out exactly which weapon was needed when — decisions you tended to regret later when you'd run out of smart bombs. And in a year dominated by shoot-'em-ups, no game pleased the eye, or brain, as much as these two. Ripsnorters both.



Terramex put both Teque and Grandslam on the map. Right.

A spooky-shaped thing from *Darkside*. Yikes! Above.

The critics agree! *Advanced Lawnmower Sim* was THE game of the '80s! Right.

The Best Of The Rest

Bobsleigh A favourite of Duncan's, and of many other gamers. A fast and engrossing sim.

Terramex The best of a poor crop of arcade adventures, from the Monty people. Neat, hard, funny.

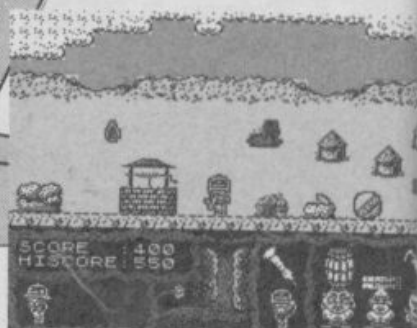
Sophistry Puzzle game that attracted little publicity but sold plenty to the cognoscenti.

Bionic Commando Complex and difficult multi-screen shooter that had us all tearing our hair out.

Dark Side The follow-up to *Driller*, and possibly even more playable. As long as you had a brain the size of the planet, of course...

Where Time Stood Still Denton Designs' massive follow-up to *The Great Escape*. Still regularly cropping up in the hallowed pages of *The Clinic*...

Soldier Of Fortune Unoriginal but fun running-'n'-chasing-'n'-collecting game. More please!



Duncan MacDonald — he's a bit of a fruit loop! Left.



Hundreds of games! Thousands of POKes! And only a few mistakes. (A miracle!) Left.

Seen's spoon-balancing hobby was the rage of the office. Here's our Jack giving it a whirl. Below left.

The Psycho Pigs T-shirt — it was a 'happening' piece of fashion clothing! Below.



ETC.

Phil and Marcus in dresses? The proof's in the puddings in the January panto compo... More freebie gifts in Feb, with our first set of badges. Anyone remember what "Wagga wagga" means?... In March, Jackie Ryan arrives as our new Prod Ed. Ah, where are they now? (Just Seventeen, since you ask. Ed) And Fab Macca starts on *Program Pitstop*. Is it that long? (Yes, and put it away this instant. Ed)... It's Megagame in our April ish for that amazing title *Advanced Lawnmower Sim*. Where's the sequel, Duncan?... Another tottie on May's cover for *Vixen* — crap game, great pic!... Covergames of this period include *People From Sirius*, *Blind Panic* and *International Cricket*... June's got a pig with a chainsaw on the front. Wonderful illustration — it's just a pity that no-one remembers what the game was... August sees the first part of Smash Tips, the pullout tips-'n'-POKES segment with more misprints than the Guardian... By amazing coincidence August is Marcus' last month, too. He's swiftly replaced as Dep Ed by Ciaran Brennan (though not for long)... A month later and it's Phil Snout's turn to do a runner. Enter Duncan 'Shortbread' McDonald...

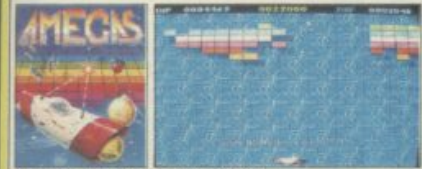
FREE! TENSTAR PACK WORTH OVER £229!

Commodore AMIGA



ONLY £334.95
+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



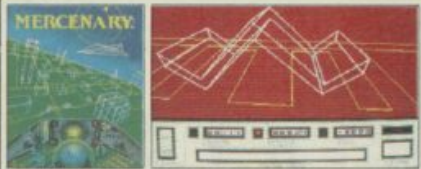
FREE! - AMEGAS - by Players



FREE! - INSANITY FIGHT - by Microdeal



FREE! - ART OF CHESS - by SPA



FREE! - MERCENARY COMP - by Novagen



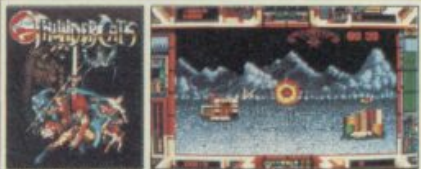
FREE! - BARBARIAN, ULT WARRIOR - by Palace



FREE! - TERRORPODS - by Psygnosis



FREE! - BUGGY BOY - by Elite



FREE! - THUNDERCATS - by Elite



FREE! - IKARI WARRIORS - by Elite



FREE! - WIZBALL - by Ocean

WHY SILICA SHOP?

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

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

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

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

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

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

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

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

PHOTON PAINT PACK

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

1084S MONITOR PACK

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

FREE FROM SILICA

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

FREE TENSTAR PACK

When you buy your Amiga 500 from Silica Shop, we want to make sure you get the best deal possible. That is why we are giving away the TENSTAR GAMES PACK worth nearly £230, absolutely FREE with every A500 purchased from us. The TenStar Games Pack includes ten titles for the A500, each individually packaged in its own casing with instructions.	
Amegas	£14.95
Art Of Chess	£24.95
Barbarian, Ult Warrior	£19.95
Buggy Boy	£24.95
Ikari Warriors	£24.95
Insanity Fight	£24.95
Mercenary Comp	£19.95
Terrorpods	£24.95
Thundercats	£24.95
Wizball	£24.95
TOTAL RRP:	£229.50 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 Ltd, YS/2/90 1-4 The Mews, Hatherley Road, Sidcup, Kent DA14 4DX.
PLEASE SEND ME FREE LITERATURE ON THE AMIGA

Mr/Mrs/Ms: Initials: Surname:

Address:

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

Postcode:



Bloop bloop! The fishy Pssst mug swam into view in late '89.



Matt's 1989

It's been a bit more difficult picking out the great games from '89 than some of the other years. It's not that they're all no good (far from it), just that everything seems to be very much of the same professional (but slightly uninspiring) standard.

Unfortunately, it's become increasingly clear that most of the real ingenuity and effort isn't being put into Speccy games anymore, due largely to most of the star programmers running off towards the bright lights of the 16-bits. Ho hum. Still, it's not all doom and gloom! There were plenty of nifty titles around and some incredible work being done in converting 'unconvertible' arcade licences. Just take a look at these!

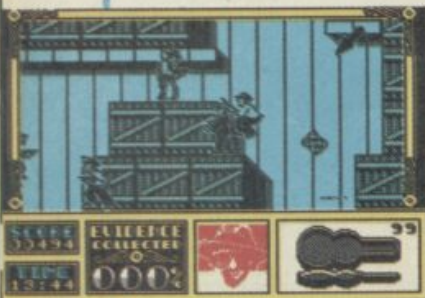
THE UNTOUCHABLES Ocean

There was quite a severe shortage of good original product around last year, with coin-op and film licences making all the running. Ocean seemed to have got both down to a fine art, and perhaps never so successfully than with *The Untouchables*.

This was basically a compilation of six different sorts

of shoot-'em-up, each based with remarkable accuracy on a scene from the (rather long in the tooth) movie. There was a very fast and bouncy platform thing, a big *Op Wolf*-style blaster, a weird sort of vertical scroller (my favourite), plus a trio of less important (but just as smoothly programmed) filler sequences.

It was all in monochrome, it's true, but each graphic was detailed, sharp and moved beautifully. Couple that with the well-thought-out gameplay, moody '30s-style music and the sheer professionalism in every department and you can see why they were on to such a winner here. It was worked on and polished to perfection over quite a period of time and by quite a number of people, and, while it may have lacked a bit of quirky individualism, you couldn't really fault it.



Here's the current YS team on the roof of Castle Rathbone. Clockwise from left — Matt the Ed (doesn't he look a state?), Prod Ed Andy, Davey, Martin the designer and arty Catherine. The little one in the middle looks familiar, but we can't quite remember her name... Below.



THE NEW ZEALAND STORY Ocean

This really was the year of the arcade conversion, and by far my favourite of them all was *The New Zealand Story*. It had cute, distinctive and remarkably non-sick-making characters, sharp visuals, and brilliantly developed platform and ladders landscapes to cover. The Mario Brothers style of dividing each level into a series of sublevels, each with its own reward (plus the use of a good credits system), meant that the thing was timed to perfection. You got just far enough into the game each time to remain infuriatingly hooked, without things ever getting too easy. Brilliant! Colour would have helped, but at least as things stood it was clean, clear, jolly and bright. And immensely playable to boot. A must!



The Rise And Fall Of Sir Clive Sinclair

• 1982 The first rubber-keyed Speccy comes out. Sir Clive's star is on the up and up!



• 1986 The +128K Spectrum (the best ever for our money) comes out, but oh no! Later in the year Sir Clive has to sell the Spectrum along with the Sinclair name to Amstrad, and build quality begins to drop. Boo!

• 1989 Sir Clive pulls an Easter cracker! He gets engaged to curvey Bernadette Tynan (22), who he met at a Mensa meeting. Hurrah!

• Late 1989 Disaster! Curvey Bernie (22) calls off the marriage plans. Still, Sir Clive is reportedly spotted 'on the town' with a series of other stunners, including one Sally Farmiloe. Looks like he's quids in!

• 1983 The 48K Spectrum, with an improved 'solid' keyboard is released. It proves to be tough, durable and very popular. Hurrah!

• 1984 Ooops! Sir Clive releases the C5 electric trike thing to a disbelieving public! What a monumental disaster! Take two giant leaps back.

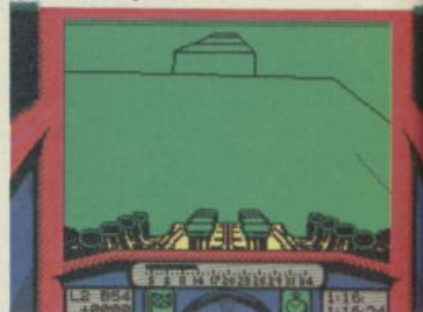


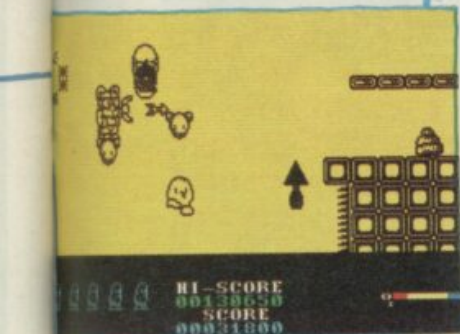
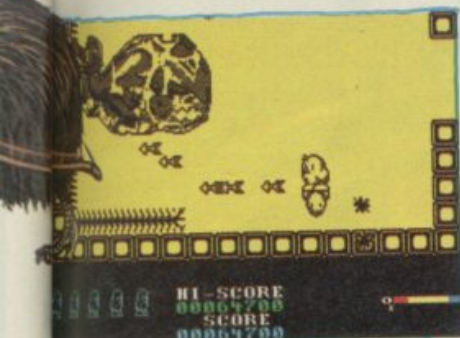
STUNT CAR RACER MicroStyle

This one came more or less out of nowhere, as far as we were concerned, but swiftly proved to be THE game of the year in the YS office. It virtually lived loaded up on one or other of the office Speccies, always ready for the inevitable 'just one more go'. It wasn't hard to see why either — it was quite simply the snazziest, most addictive driving game I'd ever played.

It was a 'sim' of a totally fabricated race of the future (if you can have a sim of a made-up sport), in which you drove a nitrous oxide injected 'stunt car' around increasingly dippy and narrow roller-coaster tracks. It was conceived by Geoff Crammond (who wrote *The Sentinel*) and had a similar vector graphics feel to it, but running about a squillion times faster.

Vertigo inducing, atmospheric and novel, it suffered remarkably little in being converted from a 16-bit original.





The Best Of The Rest

Time Scanner Small, it's true, but as bright, smooth and fun a pinball sim as you could hope for.

Carrier Command Massive, incredibly involving strategy simulation, absolutely packed with brilliant ideas and implementation. Lost remarkably little on being crushed into 128K.

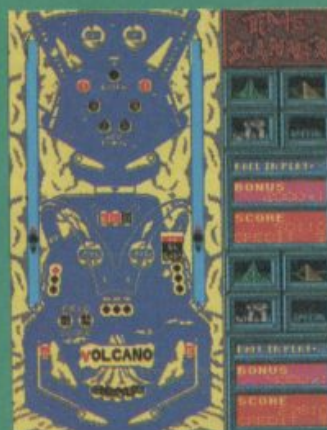
Strider US Gold finally started to get it together again with a series of fine coin-op conversions in the latter half of the year. With its amazingly bouncy lead character, this was the best and most distinctive.

R-Type Without a doubt, the best shoot-'em-up ever on the Speccy. An absolute MUST!

WEC Le Mans A bit of a groundbreaking racing game at the time, though bettered since by some of the Xmas '89 releases.

Stormlord As colourful and inventive a game as we've come to expect from Raf Cecco, though not quite up to the standards of his best.

Silkworm Virgin surprised us all with this



excellent helicopter shoot-'em-up. Bravo!
Batman The Movie A bit thin in the middle, but the two platform and ladders bits were exceptional. Another great film conversion (and another great Batman game!) from Ocean.



Holy Guano! 1989 was the Year Of The Bat, as Ocean's movie conversion swept all before it. Above.



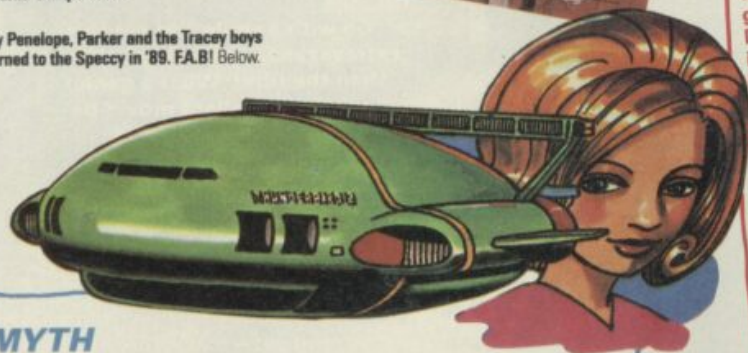
Catherine H, now of ZERO, with Nobby, her favourite sheep. Above.



Lady Penelope, Parker and the Tracey boys returned to the Speccy in '89. F.A.B! Below.

Stormlord — Raf Cecco's '89 offering. Right.

Hurrah for Wayne Horan! He designed the winning cover in our *Indy Jones/Ghost Train* compo! Left.



MYTH System 3

Scraping in at the end of '89, it was nice to see a good, totally unlicensed, all-original product making it on its own merits. *Myth* had the look of something that's had the utmost care taken over it. The often tiny (but remarkably well animated) sprites, the generous splashes of colour and the well-thought-out gameplay, combined with the endless possibilities afforded by the mythical theme, all added up to a very pleasing concoction indeed. It took the semi-arcadey, semi-puzzley gameplay that the best System 3 product has been known for, refined it and added a high degree of visual invention. Packed with neat little touches, it proved a far better game than *Last Ninja II* (which was pretty good in itself) in almost every way. Well worth splashing out for.

So Where Do We Go From Here?

Who knows? *Your Sinclair* is now (finally!) Britain's best selling Spectrum magazine, the Spectrum is still the UK's best selling home computer, and, with new developments like the SAM Coupé on the horizon, the future looks as unpredictable as ever. Rest assured though, however things develop we'll be here to talk about them. Hurrah! Here's to the next 50 issues!

ETC

January boats the thickest issue ever, packed with all sorts of goodies including 16 pages of full colour maps and the special *YS Dogfight* game. Did anyone really make up eight of those incredibly complicated paper planes to play it with? ... Ciaran leaves and Matt starts as Dep Ed in February, while David 'Whistlin' Rick' Wilson joins the boat the month after... Uncle Clive announces his plans to wed curvy Bernadette Tynan (22) Golly!... The first *YS Photo Love Story* is first mocked, then copied, by other mags. C'est la vie... The new-look reviews appear in May, along with a Cover Game that was never actually released (*OutRun Europa* by US Gold). Ooops!... Jackie Ryan becomes the hero of *Combat Zone* when *YS* takes on the rozzers... and loses. Oh well... T'zer becomes Publisher, Matt becomes Ed, Jackie Dep Ed and Andy Ide joins as Production Ed in the big June change-over... Tipcards appear in *Tipshop* for the very first time... David Wilson sings on the Cover Tape. A nation blocks its ears... T'zer and Dunc disappear into the corner for long hours on end and start whispering to each other. What can they be planning?... *Advanced Lawn Mower Sim* appears on the Cover Tape. Hurrah!... *YS* features on the *Ghost Train* TV show... The Sinclair Magnum Lightgun arrives, closely followed by a challenger from Cheetham. Which is best? ... Wayne Horan from County Westmeath designs the first ever reader's cover. Hurrah!... Something big and floppy comes attached to the front of *YS* in October. It's the pilot issue of *ZERO*, the 16-bit mag to end all 16-bit mags. So that's what T'zer and Dunc were up to! ... Dunc leaves *YS* to work on *ZERO* full time, Jackie joins him for a bit and then rushes off to *Just Seventeen*, and David Wilson gets promoted to Dep Ed. Dunc moans it's all change at *YS*...





TM

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

"Go with a smile and get this extravaganza (probably better than the film!) What a game! ...another excellent movie tie-in from Ocean." Crash



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



"One of the year's best C64 games! THE Film tie-in for quality, presentation and slickness. A wonderful package with an incredible atmosphere to match." Zzap



"a faithful, supremely well executed and generally wazzy film conversion as you could ever hope to see" Your Sinclair



ocean

TM & © 1984 DC Comics Inc.

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

PROGRAM PITSTOP



And now,
direct
from a
smelly
bed somewhere
near Kent University, it's
(da da!) Jonathan
Daviezzzzzzzzzz!

Here's an interesting thought — the total number of different programs that could be written on the Speccy is two raised to the power of 336000 (ish). That's two with 10,000 zeros after it, a number which would fill about one and a half pages if I

wrote it out in full (so I'd better not). Blimey. Most of them would be pretty crap, of course, printing flashing squares all over the screen and that kind of thing, but they'd keep the CodeMasters in baggy T-shirts for years to come. An interesting thought.

Or maybe not. Shows how bored I am, doesn't it? Life at 'Uni' (as we call it) can get pretty tedious at times, what with everything laid on so I hardly have to lift a finger. Lardy da! All I seem to have to do is get up in the morning and go to bed again in the evening, if that. Ah well, only

2.666666 years to go and then I'm out. (On yer bum, mate!! Ed) In the meantime, here's some stuff to type in.

Entertainment this month comes courtesy of, among others, **Daniel Cannon** and his mesmerisingly marvellous *Minstrel*, which will allow 48K owners to realise their ultimate fantasy (ooooo-er!). Then we've got those Prog Pit Good Lifers, the **Fractal Farm**, with a postscript to last month's Machine Code Mandelbrot generator, *Son Of Mandelbrot*. This one's called, erm, *Mandelbrot — The Story Continues*. Makes sense, doesn't it?

I seem to get hundreds of letters every week from frantic 48K owners clamouring to know how to make their Speccies play tunes in the background while they get on with running their programs. So you can probably imagine my relief when this one turned up. With a minimal amount of fingertip fatigue you too will now be able to add musical accompaniment to even the most stubborn of games.

Getting the show on the road is simplicity itself. Actually, it's a little tricky, but not off-puttingly so. As always, knock in the Basic first and save it. Follow this with the hex, which should be entered via the Hex Loader at address 64834. Then reload the Basic and run it. You'll be asked to enter a number. This is the length of each chunk of a note (lots of chunks are played very quickly, one after the other, to give a fair impression of a continuous note). Values of between .002 and .009 give a reasonable result without slowing down the computer too much.

You'll then be asked to load the Machine Code back in. Finally, a stand-alone block of code will be generated and saved on to tape ready to be loaded back in at a later date.

```
64834 00 FA 31 FA 32 32 F3 3E =954
64842 3F ED 47 ED 56 FB C9 21 =1179
64850 00 FE 06 00 36 FD 23 10 =618
64858 FB 36 FD 3E C3 32 FD FD =1371
64866 21 7F FD 22 FE FD 2A 42 =1062
64874 FD 22 44 FD 3E 32 32 46 =840
64882 FD 32 47 FD F3 3E FE ED =1423
64890 47 ED 5E FB C9 FF F5 C5 =1551
64898 D5 E5 DD E5 2A 44 FD 7E =1381
64906 C6 18 FE FC 20 0A DD E1 =1216
64914 E1 D1 C1 CD 48 FD F1 C9 =1599
64922 FE FD 20 08 2A 42 FD 2B =954
64930 22 44 FD 3E 32 18 0D FE =758
64938 FE 28 36 FE FF 20 0F 23 =939
64946 22 44 FD 7E 32 46 FD 3E =916
64954 01 32 47 FD 18 23 FE 31 =737
64962 38 05 CD 48 FD CF 0A 87 =943
64970 87 16 00 5F DD 21 7E FC =884
64978 DD 19 DD 5E 00 DD 56 01 =869
```

MINSTREL

by Daniel Cannon

```
64986 DD 6E 02 DD 66 03 CD B5 =1045
64994 03 3A 47 FD 3D 20 0A 2A =530
65002 44 FD 23 22 44 FD 3A 46 =839
65010 FD 32 47 FD DD E1 E1 D1 =1507
65018 C1 F1 C9 00 00 00 00 =635
STOP
```

```
10 CLEAR 59999: LOAD ""CODE :
LET a=40000
20 POKE 64834,a-256*INT (a/256)
30 RESTORE
40 READ b
45 IF b=999 THEN STOP
50 POKE a,b: LET a=a+1: GO TO 40
60 DATA -25,10,0,2,4,5,7,9,11,
12,-28,999
```

Before you can get the thing to actually play a tune you'll need to tell it the notes to play. These are represented by the following values.

- 28: Stop tune
- 27: Restart tune
- 26: Pause for current note length
- 25,x: Change note length to x 50th of a second

—24...+24: Normal beep value of pitch

To POKE them into memory, might I suggest a program along the lines of the following?

```
1 REM PROGRAM 1 - NOTE TABLE
GENERATOR - BY DANIEL CANNON/YS
10 CLEAR 63999: DIM f(12): LET
addr=64638: DEF FN l(a)=a-256*INT
(a/256): DEF FN h(a)=INT (a/2
56): DATA 261.63,277.18,293.66,3
11.13,329.63,349.63,369.99,392.0
0,415.30,440.00,466.16,493.88
20 FOR a=1 TO 12: READ f(a): N
EXT a: INPUT "Duration of each n
ote (sec): "dur: FOR a=-24 TO 2
4: LET semi=ABS a: IF semi<12 TH
EN GO TO 40
30 LET semi=semi-12: IF semi>1
1 THEN GO TO 30
40 LET oct=INT (a/12)*2: LET h
z=(oct+(1 AND oct=0))*f(semi+1):
IF oct<0 THEN LET hz=f(12-semi
)/ABS (oct+(oct AND semi=0))
50 LET de=INT (hz*dur): LET hl
=INT (437500/hz-30.125): POKE ad
dr,FN l(de): POKE addr+1,FN h(de
): POKE addr+2,FN l(hl): POKE ad
dr+3,FN h(hl): LET addr=addr+4:
NEXT a
60 PRINT "Wind to M/C data and
press play.": LOAD ""CODE : PRI
NT "Ready to save final version
?" "Good. Set up a tape and...":
SAVE "MUSIC"CODE 64638,383: PRI
NT "Ready to verify...": VERIFY
"MUSIC"CODE 64638,383: PRINT "Ve
rified OK.": STOP
100 INPUT "Test duration. Input
number:"dur: FOR a=1 TO 50: BE
EP dur,0: NEXT a: GO TO 100
```

This plays the scale of C major with notes of 0.2 seconds length, over and over again. The first person to send in the whole of Beethoven's 9th Symphony (with choral parts included) wins a YS badge. They don't call me Jonty The Generous for nothing.

Right, this is definitely the last Mandelbrot generator. I promise. I've just got this urge to keep printing them at the moment. And the Fractal Farm have to have their say after all.

This one is part machine code, part Basic, but it manages to churn out a set at a fair rate owing to a radically different algorithm. Where other generators plot every point in the set, this one just goes round the edge. You'll see what I mean when you run it. It also cheats a bit by using the symmetry of the set to avoid doing everything twice.

Okay, type away.

```
O>REM The FRACTAL FARM 1989
1 REM numits should be more
  than 20 for accurate images
  which are not distorted
10 CLEAR 64999: LET numits=20:
  PRINT AT 10,10:"Poking Code": F
  OR n=65000 TO 1e9: READ a: IF a<
  256 THEN POKE n,a: NEXT n
20 DATA 62,0,205,40,45,62,0,20
  5,40,45,6,numits,239
30 DATA 161,49,15,49,15,197,49
  ,15,49,229,15,164,4,193,2
40 DATA 164,4,192,3,224,5,195,
  2,225,3,224,5,194,2,160,192,193,
  2
```

MANDELBROT THE STORY CONTINUES

by The Fractal Farm

```
50 DATA 224,196,49,4,225,49,4,
  3,226,15,192,49,4,225,228,4,49,1
  5,227,15,193,49,4,15,229,3
60 DATA 54,48,0,8,53,225,56,1,
  1,0,201,56,1,0,0,201
70 DATA 999
90 CLS
100 LET x=0: LET y=80
110 POKE 65001,x: POKE 65006,y:
  IF NOT USR 65000 THEN LET x=x+
  1: GO TO 110
120 RESTORE 120: DIM d(4,2): FO
  R n=1 TO 4: READ d(n,1),d(n,2):
  NEXT n: DATA 0,1,1,0,0,-1,-1,0
130 LET p=2: LET q=2: LET cx=x:
```

```
LET cy=y: LET iy=y: PLOT cx,cy
140 LET q=p-1: IF q=0 THEN LET
  q=4
150 LET x=cx+d(q,1): LET y=cy+d
  (q,2): POKE 65001,x: POKE 65006,
  y: IF USR 65000 THEN GO TO 220
160 LET q=p
170 LET x=cx+d(q,1): LET y=cy+d
  (q,2): POKE 65001,x: POKE 65006,
  y: IF USR 65000 THEN GO TO 220
180 LET q=p+1: IF q=5 THEN LET
  q=1-
190 LET x=cx+d(q,1): LET y=cy+d
  (q,2): POKE 65001,x: POKE 65006,
  y: IF USR 65000 THEN GO TO 220
200 LET q=p+2: IF q>4 THEN LET
  q=q-4
210 LET x=cx+d(q,1): LET y=cy+d
  (q,2)
220 LET p=q: LET cx=x: LET cy=y
  : PLOT x,y: PLOT x,160-y: IF cy<
  iy THEN STOP
230 GO TO 140
9998 LET m=1: LET a=0: LET b=0:
  LET c=(x-120)/80: LET d=(y-80)/8
  0: FOR n=1 TO 100: LET e=a: LET
  a=a*b*b*c: LET b=2*b*e+d: IF
  *a+b*b-4>0 THEN LET m=0: LET n
  =100
9999 NEXT n: RETURN
```

Cock-Up Corner

Getting to be a bit of a habit this, isn't it? Referring back to the *Mandelbrot Magic* program in the November issue I note that I wrote the following: "Nothing fractal-related would be complete..." And, sure enough, the listings weren't. I missed the last line. This

line, in fact —

```
250 NEXT N: NEXT M
```

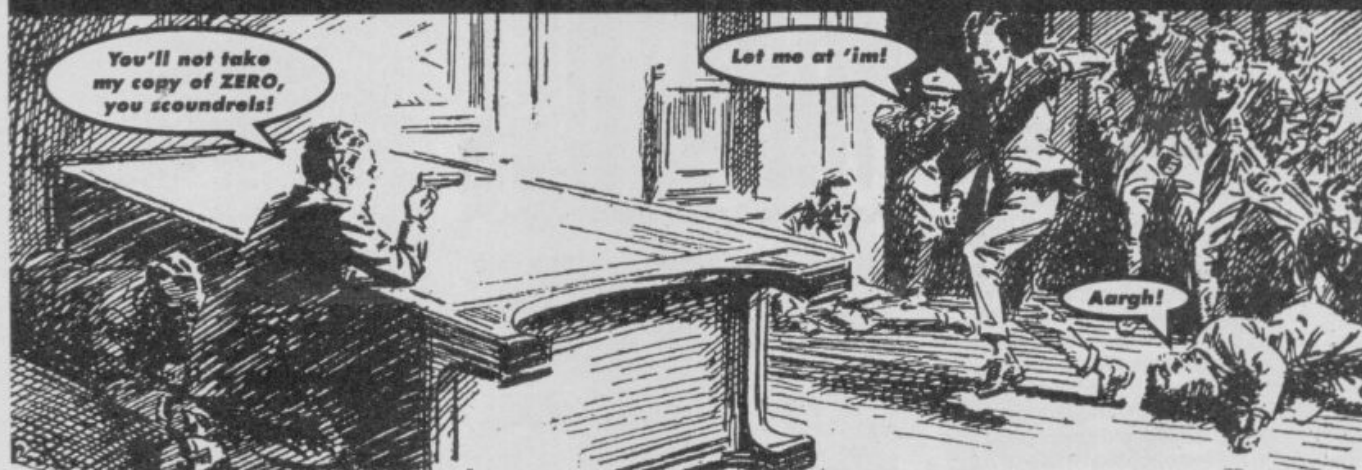
Thank you, **Brooke Westcott**, for your correction. Now beat it before I kick you!

Bye Now!

Right, I'm going back to bed now for a hard(ly)-earned rest. I've got no lectures for

at least four days so when I wake up I expect to see all your truly scrumptious programs lying on my doormat. Got that? Right. And don't forget that £50 prize. It might be yours if you come up with a really spanky Prog Pit popper. The address is Program Pitstop, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

ASSAULT ON PRECINCT ZERO



Have you checked out ZERO yet? It's our sister mag, and it's packed with good stuff: game reviews, news, hints, tips, maps, you know the sort of thing. The only thing is, they've forgotten to put any Species in it!

Instead it's all about 16-bit snoot machines (ie. STs, Amigas and PCs) with a special sort of 'mag within the mag' devoted to Segas, Nintendos, PC Engines and so on. In fact it's just like all the other 16-bit mags, except it's funnier, prettier, and it doesn't have any boring bits (well, not many). It's a blooming miracle!

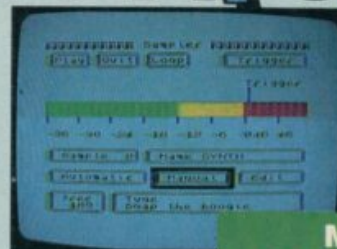
As you know, all 16-bit mags go a bit crap after about ten issues, so you'd better wise up to ZERO now! There're only six good ones to go!!!

ZERO

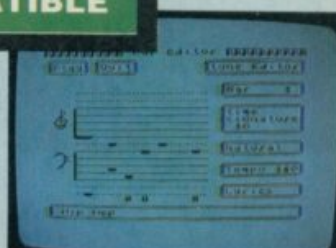
ISSUE FOUR OUT NOW!
ONLY £1.50 HURRAH!

DATTEL ELECTRONICS

**THE ULTIMATE
MIDI PACKAGE...**



**MIDI
COMPATIBLE**



music machine

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

- ▼ It's a full sound sampling system allowing any sound to be recorded digitally into computer RAM. Once stored the sound can be replayed at different pitches with many varying effects.
- ▼ It's an echo chamber & digital delay line. Create very interesting effects.
- ▼ Various sampled sounds are provided to get you going.
- ▼ The Music Machine can be used as a drum machine - eight drum sounds are provided, but you can easily produce more of your own.
- ▼ The powerful software allows you to compose tunes from individual bars of music. You can edit on screen & Save/Load sounds, instruments & rhythms.
- ▼ It's a two voice music/sound synth.
- ▼ Fully MIDI compatible. The Ram Music Machine supports full MIDI In, MIDI Out & MIDI Thru.
- ▼ Output through your Hi-Fi or Headphones. Comes complete with Microphone.
- ▼ Use a full size MIDI keyboard to play the Music Machine.
- ▼ Sounds produced by the Music Machine can be mixed with a MIDI Synthesiser's own sounds.

- ▼ On screen Sound Editor can produce MIDI data from your own compositions.
- ▼ No other product can offer so much in one unit - it's the total solution!!

**ONLY
£49.99**

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

NEW

Δ TOTAL MIDI/MUSIC PACKAGE

**IF YOU ARE INTERESTED IN MIDI/MUSIC ON THE SPECTRUM...
THIS IS FOR YOU!!**

**COMPLETE PACKAGE
INCLUDES RAM
MUSIC MACHINE
PLUS YAMAHA SHS
10 SYNTHESISER
KEYBOARD PLUS
FREE MIDI CABLES**

ALL FOR

**ONLY
£99.99**

**FREE
MIDI
CABLES**



**YAMAHA
SYNTHESISER
PLUS RAM MUSIC MACHINE
MAKES THE PERFECT MIDI SYSTEM
FOR THE SPECTRUM!!**

**▼ WE HAVE LIMITED NUMBERS OF THESE SUPERB MIDI SYNTHESISER MUSIC
PACKS. JUST COMPARE THE FEATURES...**

- ▼ The world's first shoulder keyboard.
- ▼ With 25 built-in instrument choices.
- ▼ Choice of 25 rhythm styles.
- ▼ Vibrato, sustain and portamento special effects available.
- ▼ 3 fill-in variations for professional rhythm changeovers.
- ▼ Complete range of 32 keys for great melody play-a-long.
- ▼ Compose your own backing into the chord sequencer.
- ▼ True MIDI output - connects to other MIDI instruments including Music Machine.
- ▼ Comes complete with Music Machine (see details above).
- ▼ Use the built-in pitch bend wheel for added stunning effects.

**THE BEST MUSIC PACKAGES FOR THE SPECTRUM -
BAR NONE!!**

DATEL ELECTRONICS

SPECIAL VALUE PACK



DCP MICRO MANAGERS

ADDRESS MANAGER

- ✓ Store up to 350 names, addresses & phone numbers.
- ✓ Find just what you want easily - multi-indexing.
- ✓ Label printing routine - full screen editing.

FINANCE MANAGER

- ✓ A superb yet simple program that allows you to keep your finances in order.
- ✓ From household to small business this is your answer.

STOCK MANAGER

- ✓ Ideal for the small business - up to 500 lines.
- ✓ Produce invoices, sales totals, pricelists, etc. easily with this simple to use program - stock management has never been so easy!

ALL THREE ONLY
£14.99 (All Microdrive compatible)

SPECTRUM JOYSTICK INTERFACE & QUICKSHOT II JOYSTICK PACK



+ QuickShot II

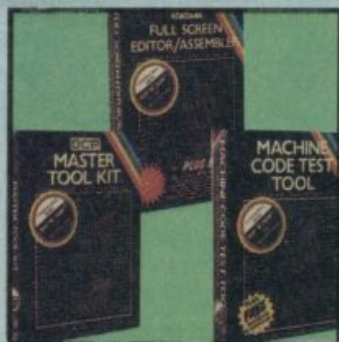
VALUE PACK

WITH FREE SUPERSPRINT GAME!!

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

- ✓ Allows simultaneous two player option for dual games (inc. free Supersprint).
- ✓ Works with any standard 9 pin joystick including auto fire types.
- ✓ The Quickshot II is a superbly styled joystick with trigger & top fire buttons for ease of use.
- ✓ Four suction cups on the base facilitate one hand operation.

ONLY £22.99 COMPLETE
(WHILE STOCKS LAST)
RAM TURBO INTERFACE AVAILABLE
SEPARATELY **ONLY £14.99**



DCP TOOLKITS

MASTER TOOLKIT

- ✓ Add a whole range of powerful new commands to the existing Spectrum Basic.
- ✓ Re-number, realtime clock, memory map, trace function, number conversion, program compression, etc.
- ✓ A real must for the programming beginner.

EDITOR ASSEMBLER

- ✓ If you are writing Machine Code or just exploring your Spectrum then this is for you.
- ✓ Full 280 instruction set supporter.
- ✓ Too many features to list.

MACHINE CODE TESTER

- ✓ The ultimate professional tutor/de-bugger
- ✓ This program was written to help the beginner to explore the world of machine code programming.
- ✓ Sits in memory alongside the editor assembler program.

ALL THREE ONLY
£14.99 (All Microdrive compatible)

JOYSTICK INTERFACE



- ✓ Full Kempston compatibility.
- ✓ Works with most any program.
- ✓ Superbly styled case - fits snugly into your Spectrum.
- ✓ Accepts any 9 pin type joystick, including rapid fire models.

ONLY £6.99
SPECIAL OFFER!
COMPLETE WITH QUICKSHOT II
ONLY £15.99

DUAL PORT JOYSTICK INTERFACE



- ✓ Full compatibility with Kempston & cursor.
- ✓ Two sockets to accept any 9 pin joysticks.
- ✓ Supports rapid fire models.
- ✓ Allows two player simultaneous control.

ONLY £8.99
SPECIAL OFFER!
COMPLETE WITH QUICKSHOT II
ONLY £15.99

CABLES ETC.

+3 CASSETTE ADAPTOR

- ✓ Allows you to connect a cassette recorder to your +3.

ONLY £3.49

REPLACEMENT TV LEAD

ONLY £3.49

+3 PRINTER PORT LEAD

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

ONLY £9.99

+2 JOYSTICK ADAPTOR

- ✓ Allows standard 9 pin joysticks (Quickshots etc.) to be connected to your +2 & +3 computers.

ONLY £2.99

56 WAY EXTENSION

- ✓ Allows you to distance peripherals from your computer. 6" long.

ONLY £8.99

TWO WAY EXTENSION

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

ONLY £10.99



RAMPRINT

THE ULTIMATE PRINTER INTERFACE WITH BUILT-IN WORDPROCESSOR...NO SOFTWARE TAPES TO LOAD!!

- ✓ Works with most any fullsize Centronics printer.
- ✓ Huge range of printer driver options for maximum compatibility.
- ✓ Software on ROM - just power up & go!
- ✓ Even has built-in joystick interface (Kempston).
- ✓ Comes complete with printer cable - no more to buy.

PLUS A SUPERB WORD PROCESSOR...

- ✓ Not only are the printer drivers in ROM - the RamPrint even has a wordprocessor built-in!! Just power up & type.
- ✓ Full range of wordprocessor commands without the need to load anything.

ONLY £34.99 NO MORE TO BUY!!

DATTEL ELECTRONICS



dk'tronics LIGHTWRITER™

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

- ▼ Very easy to use - all functions selected from on-screen instructions.
- ▼ Fully Menu driven. Choose inks, papers, erase, fill, etc.
- ▼ Top quality interface & lightpen unit complete with software (cassette).
- ▼ Save/Load screens created with your Lightpen.
- ▼ Comes complete, ready to go. Plugs neatly into rear of Spectrum.
- ▼ Reliable design - many thousands already sold.
- ▼ Attractively styled in computer colours to integrate perfectly with your computer system.

- ▼ Animate several screens in the computer's memory.
- ▼ Complete with full instructions on it's installation and use.

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



PARALLEL/CENTRONICS PRINTER INTERFACE

- ▼ Now you can connect most full size parallel printers to your Spectrum.
- ▼ Fully relocatable controlling software (cassette).
- ▼ Interfaces with most software using the printer channel e.g. Tasword, Devpac, etc.
- ▼ LList, LPrint supported, HiRes screen dump (Epson).
- ▼ Comes complete with printer cable - no more to buy.

ONLY £19.99

dk'tronics

SPEECH SYNTHESISER



- ▼ Very easy to use, comes complete with comprehensive instructions.
- ▼ Complete with 4" pod mounted speaker.
- ▼ Infinitely variable vocabulary using allophones.
- ▼ Create words & sentences easily.
- ▼ Can be used to create sound effects.
- ▼ Complete with software on cassette.
- ▼ Through bus connector for other add-ons.

ONLY £19.99



THREE CHANNEL SOUND SYNTHESISER

- ▼ Allows you to create an infinite range of synthesised sounds over 8 octaves.
- ▼ Explosions, zaps, chimes, whistles, etc.
- ▼ 3 channels of tone &/or white noise.
- ▼ Comes complete with it's own 4" pod mounted speaker - volume control - cassette software.
- ▼ Even acts as a "Beep" booster to amplify the sounds from your games for added realism.

ONLY £19.99

Games ace



- ▼ Not only a fully Kempston compatible joystick interface - but also boosts the sound from your games & delivers it through your television speaker.
- ▼ Fully controllable from a whisper to a roar.
- ▼ Ideal for early Spectrums with only a "Beep".
- ▼ Accepts any 9 pin joystick.

**ONLY £10.99
COMPLETE WITH
QUICKSHOT II ONLY £17.99**

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**

DATTEL ELECTRONICS

THE ULTIMATE GRAPHICS PACKAGE...



SPECIAL OFFER PACK!



Genius Mouse

COMPLETE WITH

OCF ART STUDIO™

▼ Genius Mouse is a high resolution two button mouse featuring optical counting, teflon guides, microswitches, rubber coated ball and high quality interface.

▼ When combined with OCF Art Studio this graphics package is quite simply the best system available. The features are unmatched...

▼ Create an image - shrink it, expand it, move it, rotate it, copy it, colour it etc., etc.

▼ Spray patterns or shades, make elastic lines - stretch and manipulate shapes.

▼ Zoom in to add detail in fine mode.

▼ Pulldown/Icon driven menus for ease of use.

▼ Mouse operation, plus joystick and keyboard control.

▼ 16 pens, 8 sprays, 16 brushes - so flexible anyone can create superb graphics easily.

▼ Full cut and paste facilities plus excellent printer support.

▼ Pixel edit, font editor, flip, invert, rotate, solid or textured fill and professional manual make Art Studio simply the best graphics package.

ONLY £49.99

TOTAL PACKAGE INCLUDES MOUSE, INTERFACE, ART STUDIO, MOUSE MAT AND HOLDER

PLUS BUILT-IN JOYSTICK INTERFACE

▼ The Genius Mouse system even comes with a built-in joystick interface - so there's no need to unplug it when you want to play games.

▼ Accepts any standard 9 pin joystick including rapid fire models.

▼ Works on IN31 (Kempston) system.



FREE!
MOUSE MAT AND MOUSE HOLDER
(WORTH £12.99)
WITH EACH PACKAGE

ONLY WHILE STOCKS LAST

WITH CUSTOM MOUSE IC

NEW

▼ The Genius Mouse/Joystick Interface features a custom made I.C. specifically designed to give the supersmooth operation needed for graphics use.

▼ By utilizing the latest chip technology it has been possible to produce a combined mouse and joystick interface that is half the size of the older type units.

▼ No other system can offer this power at this incredible price!!



WHAT THE MAGAZINES HAD TO SAY...

SINCLAIR USER
"CLASSIC"

C.T.W.
"PICK OF THE WEEK"

C.C.I.
"BEST GRAPHIC PRODUCT OF THE YEAR"

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

Virgin/£9.99 cass/£14.99 disk



Matt Ever had to wait a long time for something? Perhaps it was long trousers at school (especially in winter)? They took ages, but were worth it all the same. Or maybe exam results kept you on tenterhooks? Or then again, perhaps it was losing um, your... er, another thing. (Ahem.)

Anyway, whichever it was, you'll know just how I've been feeling about *Dan Dare III*. I've been waiting for it for blooming ages! Y'see, the basic game (but without the *Dan Dare* bits) has been knocking around in the bowels of developers Probe Software for nearly a year! The first I heard of it was when Duncan came running back from visiting them in Croydon, all fired up about this new project they'd developed on the side, but hadn't found a publisher for yet. "It's brilliant," he burred excitedly. "It's really, really colourful, the explosions are fabby, it plays really well... and I don't remember what it's called." Oh brilliant, Dunc. Try. "Um... It's *Crazy Jet Racer* or *Unicycle Racer* or something," he eventually offered. Since then we've kept a bit of an eye on it, waiting for a big company to pick it up. Finally Virgin did, and the rest is history.

So was Duncan right? Well, yes, I'm happy to say

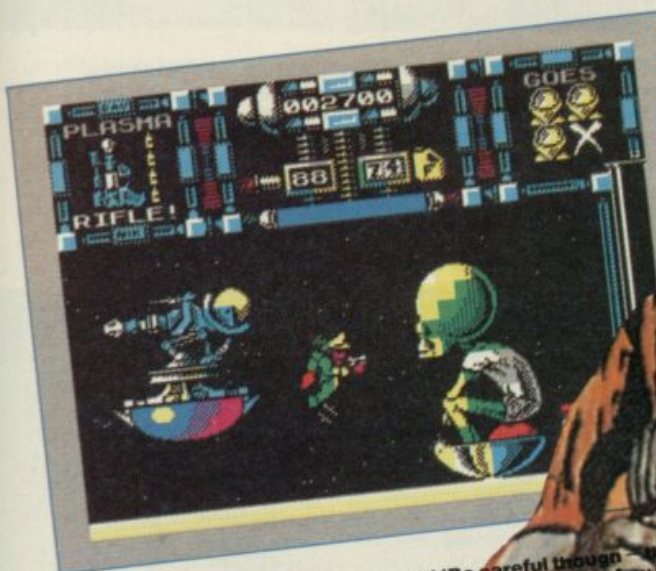
he was! *Dan Dare III* is really, really colourful, the explosions are fabby and it plays very well indeed. It's perhaps a bit thin, so you might complete it rather quickly, but everything that's here is choice stuff.

First, there's Dan himself. In his green space fleet uniform and peaked cap he looks a little stunted, but more or less exactly as a Pilot of the Future should. He can't walk, but flies along with his little jet pack, floating down to earth whenever you stop propelling him forward. This is handy, because it frees up the Down control to flick through your inventory of weapons. There's a plasma rifle with three levels of firepower, bouncing bombs (which can be sent out in a train in front of Dan to clear any narrow passages) and smart bombs to clear the screen. The baddies are perhaps even more impressive, but disappointingly un-*Dan-Dare*-ish. You can't really complain about the Mekon who looks the splitting image of his original comic namesake. Except! It's not the Mekon at all, but merely a series of giant size projections of his image which act as end-of-level guardians (which may explain why he's about 16-feet tall, instead of Jackie size like he was in the comics). As for the rest of the baddies, they're apparently the mutated failures of 'treenisation' experiments that the Mekon has been playing about with, and take the form of fat, floating fish, purple pod things and various other bug-eyed monsters. All very colourful and tricky to kill!

The game itself is your standard 'fly about a bit, explore the tunnels, collect fuel, open doors and collect keys to operate the teleport to the next level' shoot-'em-up. In between levels (or on the way to the shop where you can restock your arsenal) you have to go through that old chestnut the 'time tunnel', whizzing through space trying to stay inside a series of boxes. Tricky stuff! So here's the weird bit and it's obviously a remnant from the *Crazy Jet Racer* days - Dan seems to have gained a tail or, um, 'thingle' between his legs!! Blimey! It must have started life as a unicycle or something, but why they haven't removed it now I don't know.

So, what's the verdict? Well, it's funny, but our reaction is more or less the same as it was to *Tintin On The Moon* last month. I mean both feature classic comic characters, both were done by Probe, both have running-about-collecting-things gameplay, both have into-the-screen scrolling flight bits between levels, and both are corkendously colourful! Blimey! Kissing cousins, or what? But the similarities don't end there! They're both just too small, and don't take too much trying to complete. It's a real shame because the size stops it really being Megagame material.

Still, it's pretty darn spanky! It might well be the prettiest, most colourful game ever seen on the Spectrum (if not it's pretty damn close) and although that play area may be a bit tiny it's still an excellent game.



Oi, baldy! Eat high energy plasma bolt! (Be careful though - the recoil on maximum power sends you flying backwards a few feet)



This shows which weapon you're using.

And how much ammo.

Murrah! It's Dan!

Here's how much fuel you've got.

Eat bouncing bomb, son of Venus!

Yikes! Watch out for those horrible floating alien mutant things!

How many lives you have left.

Here's your nice bubble energy bar.

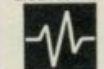
DAN DARE III

Blimey! Dan seems to have grown an, um, weird 'appendage' between his legs! It's a pity they haven't bothered to remove it to fit the *Dan Dare* licence.



final verdict

LIFE EXPECTANCY



73°

GRAPHICS



96°

ADDICTIVENESS



85°

DIAGNOSIS

So close to a Megagame, but not quite close enough, *Dan Dare III* has gorgeous graphics and great gameplay but there's not all that much there. Shame.

INSTANT APPEAL



94°

89°

HEAVY METAL

US Gold/£9.99 cass/£14.99 disk



David First off, let me just say that despite the oh-so-obvious opportunity for me to write lots of Metal Mutha-type quips in this review I most definitely will not be doing so. Hem hem.

Right, here we go then, with a game that we first told you about quite some time ago. It's *Heavy Metal*, the tank game which mixes arcade action with strategy simulation. So, without the slightest shaking of them thar golden locks or strumming of an invisible guitar, let's take a closer look, shall we?

It's a colourful little number to be sure, programmed by Probe Software, in which you begin as a cadet faced with the prospect of having to qualify in three different vehicles. There's the XR 311 FAV (that's fast armoured vehicle, fact fans), the ADAT (air defence anti-tank), and the meaty M1 A1 Abrams MBT (main battle tank). You get an arcade/sim sequence for each of these, so, er... shall I explain them?

The FAV bit plays just like an arcade sequence in which you basically drive at high speed shooting everything in sight. The MBT bit is more of a sim. And the ADAT is more of an arcade than a sim, but a bit in between the two. Instead of just using your cannon in this bit (on the enemy tanks and fighters



via your moving cursor) you can also adopt surface-to-air missiles to repel the airborne baddies.

Achieve a certain qualifying score in all three vehicles and you get to enter the strategy game. This shows you a map of a continent with your forces positioned across it. Each unit has a certain strength, which will dictate how many vehicles or 'lives' you get if you opt to control it. You can either sit back and watch the computer play or choose to

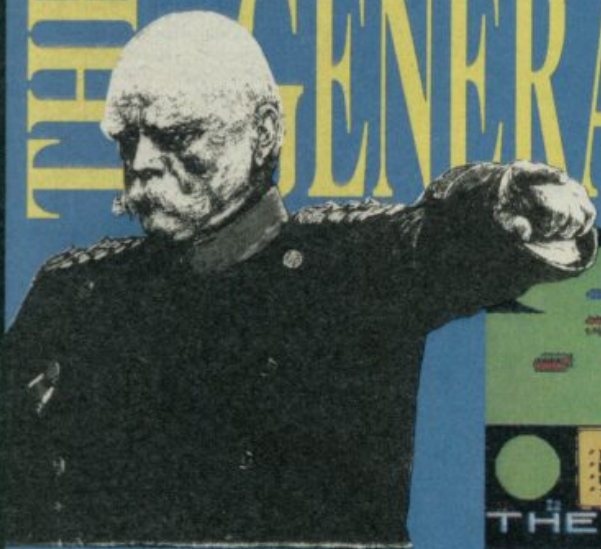
control your different units and then fight out the arcade sequence to determine the outcome. This looks the same as the qualifying sequences, but isn't as easy 'cos you've only got limited ammo.

Sounds great, doesn't it? So how does it play? The answer is that the three vehicle segments are strangely addictive. Strangely because, when all's said and done, their gameplay is a tad repetitive and limited. The FAV segment is your basic shoot-'em-

Here I am sitting in my cosy little ADAT taking leisurely pot-shots at that tank out there. Uh-oh! I've got company - 'cabbage crates over the conning tower'. Time to dispatch a missile, methinks.

THE GENERAL

Lumme! Bit keen these battalion chappies, aren't they? It's only ten to nine in the morning and they're already hard at it.



which before issuing any orders (unless you're giving general orders), and if you are firing you have to use it twice - once to check on your own unit, then to check on the identification number of the enemy's. What's more, by not being able to inspect your troops in close-up, you don't get any indication of the most important factor in the game - a unit's morale.

Neither does it help that the playing area is restricted to one screen wide and roughly half a screen deep - things get very confused. Admittedly, the designer's intention was to recreate the 'fog of war' (the situation you get as the smoke of battle obscures the view through your telescope), but in doing so he has made the game more difficult to play.

Unfortunately, while *The General* is pretty simple once you've loaded it up and got going, it soon palls. You are only likely to retain any real interest in it if you're a Napoleonic military history buff. It's certainly an admirable attempt to recreate the reality of war but that doesn't, unfortunately, make it much fun to play.

CCS/£12.95 cass



Rick It's getting to the point when the only wargames I seem to get to review these days come from CCS. And, lo and behold, in trots *The General*, a Napoleonic strategy job which (at first glance) looks up to their usual standards.

You're the leader of the armies of a hypothetical European state, having to fend off an invading force much bigger than your own infantry and cavalry, and controlled by the computer. Luckily, though, the enemy has to come at you through a narrow valley, so the forces he will be able to throw against you at

any one time will be roughly equivalent to your own.

Instead of using a scrolling map, designer Ian Williams has tried to make things more realistic through the use of a 'telescope'. When you want to see what's happening on the battlefield, you look through it and by focussing on various units around the valley you can get information on which units they are and their rough strength. Incidentally, this means that, instead of a plan type map with square unit icons on, *The General* gives you a 'landscape' view, with troops on it appearing as little silhouettes.

There are, though, a number of problems. It's fine at first using your telescope to look at units, but unfortunately after a while it gets a tad tedious. You have to use the telescope to find out which unit is

final verdict

LIFE EXPECTANCY



50°

GRAPHICS



50°

ADDICTIVENESS



40°

DIAGNOSIS

Recreates the realism of Napoleonic war fairly well, but unfortunately lacks playability. Not of much interest to the majority of gamers.

INSTANT APPEAL



30°

48°



ADAT being static, apart from the gun scrolling left and right. The nicest looking bit though is the MBT tank jobby. You've got a tricky gun-sight to master and three types of shell – armour piercing for taking out tanks, and two forms of high explosive for soft targets (like people, heh heh). If you're copping a bit of flak, why not hide yourself behind a cloud of smoke!? Yep, you've got smoke cannisters too! Hmmm, I feel a song coming on... "Smoke On The

up fare with slightly rosey graphics. The sprites (planes, tanks and cacti) don't increase in size convincingly as you approach. For example, you see your vehicle from behind approaching a plane at high speed and as you whip toward it it appears to be about a third of the size of your FAV (in other words very small indeed). Hem hem. The ADAT segment is quite addictive and colourful, but restricted to a limited number of screens – your

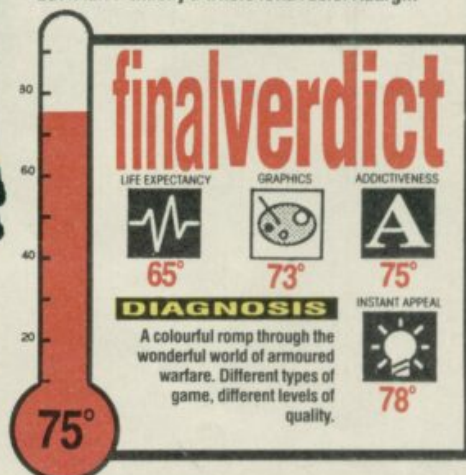
Waa-ter", keraaaang kraang! Argh! No, stop it! Smoke and ammo aren't so important in the qualifying section but in the strategy game you'll have to use your limited supplies pretty carefully! Anyway, get into the strategy game and you'll have a nice overall perspective on the whole thing.

Not a bad game this one with three playable segments, but in some respects it's very much a mixture of extremes. At one end of the spectrum



Ah ha! Some 'soft' targets! Yum yum, my favourite!

you've got the very simple, graphically wobbly FAV bit – a simple left-right shoot-em-up – whilst, at the other, you've got the reasonably complex and satisfying MBT tank sim with all the component parts thrown into a strategy game. Quite polished but it ain't exactly a whole lotta rosie. Aaargh!



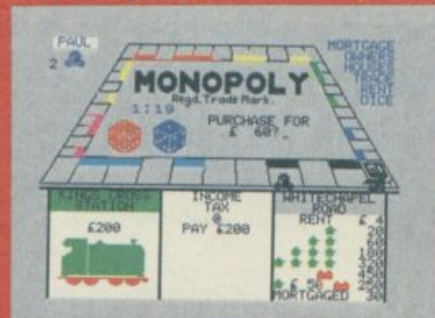
MONOPOLY • CLUEDO • SCRABBLE

Leisure Genius/£19.99 cass



Richard These computer conversions of board games have been around for ages now, though we still can't really see the point. If you've got loads of friends wouldn't the original incarnation be more fun? And if you haven't, why not play something originally designed for one player?

Anyway, *Cluedo*, *Scrabble* and *Monopoly* are normally £9.99 apiece, but now you can get the complete set for the price of two. Barg or what? But hold on! *Scrabble* used to be included in the freebie set of games that came with the Speccy, so a lot of you will have got it already. That rather ruins the party! Still, here's a backward glance at the relative merits of each game.



Monopoly

Monopoly undoubtedly ranks as a classic. It's still the world's biggest selling board game and

probably the greatest cause of domestic violence this side of *Trivial Pursuit*. As a computer simulation it's a case of spot the difference, as amateur tycoons drift in and out of jail amidst the clamour to buy up London streets. There's the added pleasure of the one-player game which enables you to carry on buying up everything in sight long after everyone else has had enough, but it's a shame you don't get the feel of that huge wad in your hands and the verbal abuse that should accompany even the smallest rent transaction. A faithful reproduction it may be, but nothing quite beats squatting on the living room floor and throwing hotels at your granny.



Cluedo

Cluedo is another Waddingtons original and brought to the small screen more or less intact, with you playing a detective amid the confusion of an apparently motiveless murder. So who did the dastardly deed? The answer should become apparent as you move from room to room pointing the finger of accusation at the likes of the rather voluptuous Miss Scarlet. Graphically it's good, and

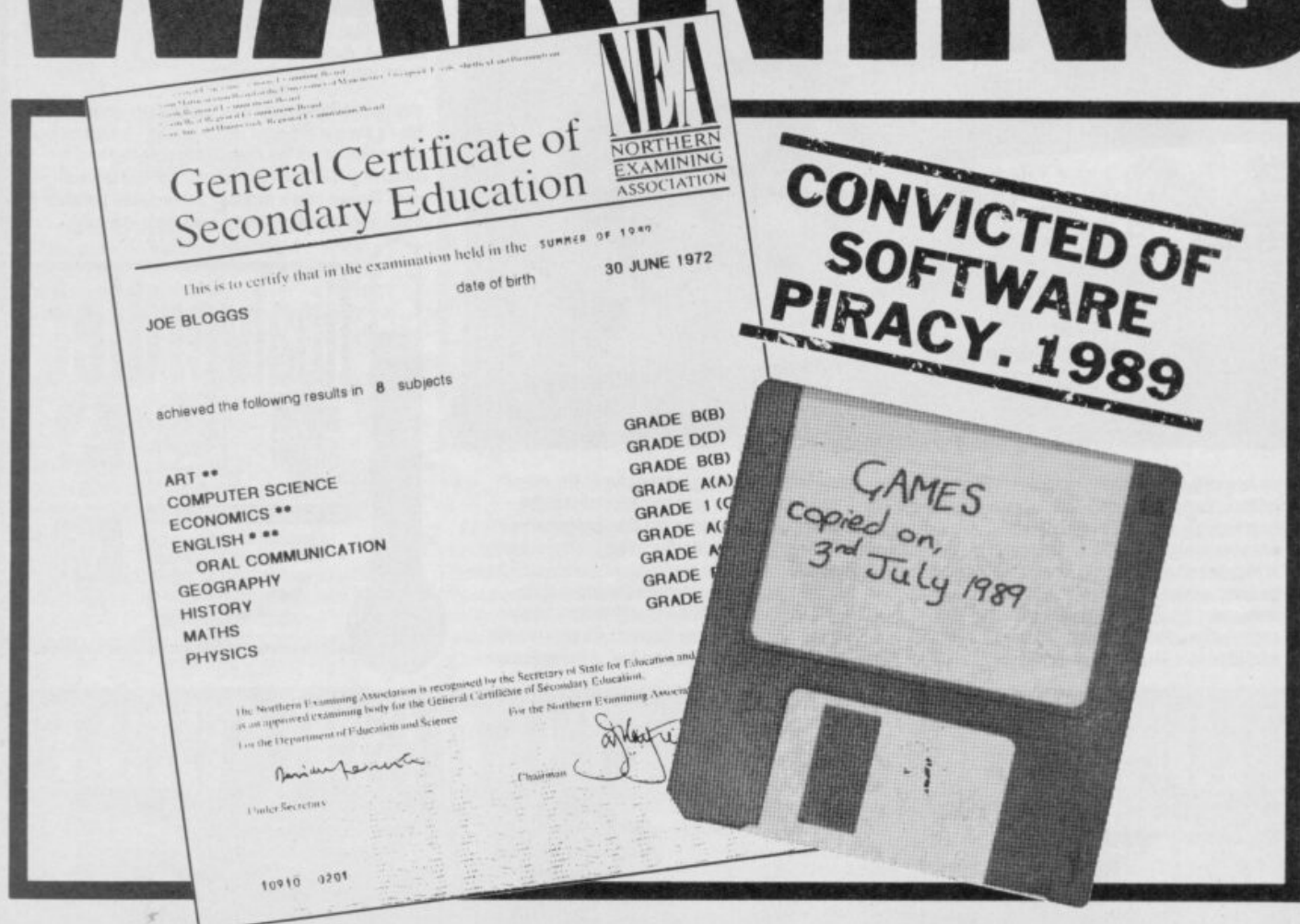
in fact the pace of play is, if anything, faster than the original which may help its appeal to those of you who aren't already keen *Cluedo* fans.

The game which has everyone secretly reaching for their dictionaries in search of the most ridiculous adjectives possible. *Scrabble* retains its almost total lack of visual appeal in the computer version. There's a choice of a one to four player games, though the latter seems a bit pointless as your letter rack is displayed on the screen in full view of your opponents. No problem when you take on the computer alone (of course), though it gets a bit frustrating when your go seems to take at least 20 times longer than your rather-too-clever electronic adversary.

All in all some competent replicas of very popular games, though there's not much new on offer save the option of playing alone.



WARNING



A RECORD TO BE PROUD OF?

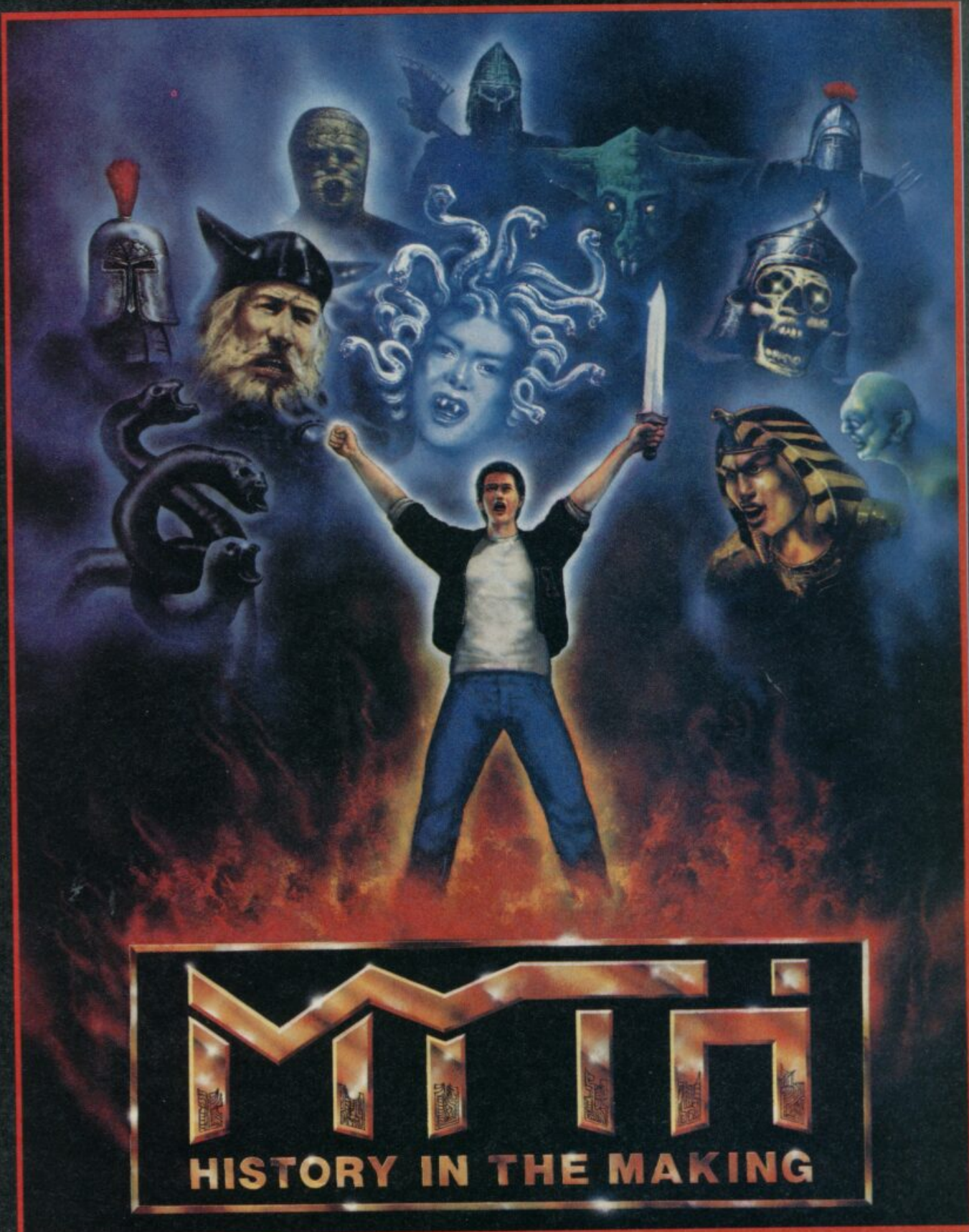
If you pirate software you are a thief. Thieves will be prosecuted

THIS CAMPAIGN IS ORGANISED BY

ELSPA
EUROPEAN LEISURE SOFTWARE
PUBLISHERS ASSOCIATION

Any information on piracy
should be passed to
The Federation Against Software Theft.
Telephone 01-240 6756





Mami

HISTORY IN THE MAKING

Actual C.64 Screenshots



S Y S T E M 3

SYSTEM 3 SOFTWARE, BLENHEIM HOUSE, 1 ASH HILL DRIVE, PINNER, MIDDLESEX HA5 2AG
Telephone: 01 866 5692 FAX: 01 866 8584

AVAILABLE ON SPECTRUM AMSTRAD CPC C64 AMIGA ATARI ST

AIM FOR THE BEST

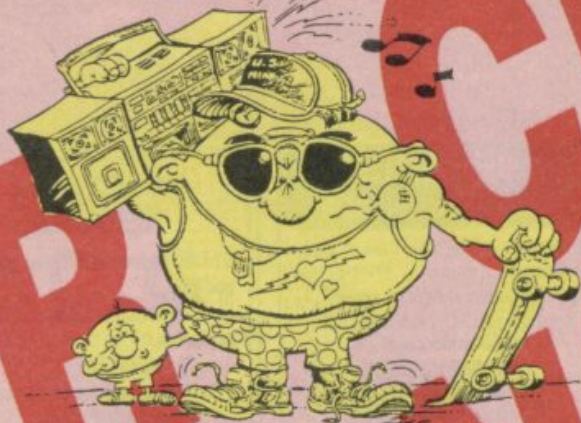
THE HIT NAMES • THE HIT GAMES

The KILL ZONE

Only
2.99

AND DON'T YOU MISS THESE TWELVE BRAND NEW RELEASES FROM





Rainbow Arts/£8.99 cass/
£12.99 disk



Robin Games starring cute ball-like creatures have always seemed to go down Marks-And-Sparks-Chicken-Baguettes-like with Speccy owners (ie. pretty well), not to mention reviewers who've got book loads of double entendres out of them. No doubt conscious of this, Rainbow Arts has finally caught up with the decrepit ball game bandwagon, kicked the band off and jumped back on with *Rock 'N' Roll*, a very ballsy game indeed.

The ball in question is nameless and looks like an old fashioned leather footie. Still, it rolls with beautiful panache and elegance under your control, through 32 large, viewed-from-above maze-like levels in order to find the magic chalice, rescue the ball princess and free fellow spherical compatriots from slavery. Or something like that!

Needless to say each of these levels is absolutely heaving with no end of nasty things, all out to puncture your ball's bladder once and for all! There are one-way arrows, crumbling bits of floor, acid pools, some attractive magnets, ice and bottomless voids which you'd do well to, erm, avoid.

Bladder deflation is prevented with the help of those incredibly handy objects that are always

strewn all over the floor in computer games. For instance, there are parachutes to save your leather when you fall off a precipice, spikes that help you on ice and a repair kit so you can get over interrupted paths, to name but most of them. These have to be bought for varying amounts of greenbacks, supplies of which are also dotted across the landscape, or in emergencies traded for precious energy.

Course, you can't just roll your way around each level without so much of a by-your-leave. In fact even a by-your-leave wouldn't let you roll around unhindered through the four different types of door that block your progress. Collecting the right key would however, and it's this to-ing and fro-ing trying to find keys and taking existence endangering risks that makes up most of the gameplay.

Graphics are never as important in these type of games as in most others, but even so the visuals in *Rock 'N' Roll* are a bit dodgy and, worse still, a disgusting yellowy colour throughout. Presentation's pretty tatty too and when compared to big budget arcade licences this looks like a pretty unprofessional product altogether. The animation of the ball's nicely done though, with a realistic feeling



Oh damn, blast and other rude words (the most appropriate being balls)! I haven't got the right keys to get through these doors.

of momentum and the sound track's pretty groovy into the bargain which might just make up for it.

All in all, there seems to be just enough action to keep the variety of puzzle elements together, but if pressed I'd file this in my officially endorsed Shakin' Stevens Suspension Filing Cabinet™ under P for Puzzle rather than A for Arcade, which certainly makes a change. Then again, after experiencing the annoying habit the game has of either sending you right back to the start of the game or reinflating you in a position that's impossible to escape from maybe there's a more suitable word in the F section. Like frustrating.

If frustrating is how you like them though this will give great value for money with 32 huge levels. Tight time limits on later stages and the promise of secret passageways and special bonuses help to keep you chained to your Speccy. Unfortunately there's no Save Game option, so solving the whole darn thing is going to take a veritable marathon playing session. But, heck, you're YS readers, you're up to it!

This strip tells you the current level, the name of said level and whether a time limit applies or not.

These are one way arrows. They push you one way.

Other way arrows.

The hero of the piece - the sphere which you control.

An example of the objects lying around that you can buy. This one's a pickaxe that lets you hack through some of the more flimsy walls.

From top to bottom - amount of dosh, how much more time before your spikes and armour run out and remaining energy.



These stripy areas are bottomless voids that our rotund friend can fall down.

The various extras you've collected are displayed here.

Lets you know how many keys you've picked up on your travels.

final verdict

LIFE EXPECTANCY



78°

GRAPHICS



58°

ADDICTIVENESS



70°

DIAGNOSIS

Persevere with the unglossy look and there's lots here to do and see, even though it is in yellow.



54°

74°

YOUR SINCLAIR

On Spec

CHATLINES

COMPUTACHAT

WOULD YOU LIKE TO CONTACT OTHER COMPUTER GAMES PLAYERS, PROGRAMMERS, ARTISTS, MUSICIANS, ETC. TO SWAP HINTS, TIPS, POKES OR EVEN SOFTWARE (ORIGINAL OR PD ONLY)

WHAT DO YOU THINK OF FORMING GROUPS TO BUY BLANK DISCS OR TAPES IN BULK?

MAYBE YOU DON'T OWN A COMPUTER BUT WOULD LIKE TO CHAT WITH PEOPLE WHO DO?

NO MATTER WHAT TYPE OF COMPUTER YOU OWN, RING NOW ON

0898 338 934

noon to midnight 7 days a week

EXPERTS ON HAND TO OFFER HELP WITH ADVENTURES

T.M.E. PLC, PO Box 54, Southwest Manchester M15

Calls charged at 25p per minute off-peak, 38p per minute peak time

HARDWARE

SINCLAIR SUPPLIES

Spectrum + 3 Computer	£159.95
Spectrum + 2 Computer	£119.95
Membrane (48k, + or QL)	£9.95
Currah Speech Unit (Spectrum)	£19.95
Spectrum PSU	£9.95
Spectrum PSU + 2 / + 3	£19.95
Magnum Lightgun & Games	£29.95
Defender Lightgun	£24.95
Tasword II	£9.95

Educational Software

Each package is a suite of 8 programs. Available for all Spectrums. Add £3 for + 3 disc version.

Fun School 2 (under 6s)	£9.95
Fun School 2 (6-8s)	£9.95
Fun School 2 (over 8s)	£9.95
Count with Oliver (age 4 to 7)	£4.99

Prices include VAT and p&p. Cheque/PO to:

OMNIDALE SUPPLIES (YS),
23 Curzon Street
Derby DE1 2ES
Tel: 0332 291219

SPEECH SYNTHESIS ONLY £3.49!

DRUM BEAT SIMULATOR £3.99

INTERRUPT DRIVEN SOUND £3.99

SPEEDY LOAD/SAVE £3.99

GAMES AID £3.99. 2x HEIGHT £2.50

20 CHR SETS £3.99 plus lots more

Send 20p stamp for free catalogue

Please add 50p p&p when ordering

Sigmasoft 8 Pine Dale, Rainford

Merseyside WA11 8DP

COMPUTERS WANTED

ALL HARDWARE AND SOFTWARE WANTED

For cash or exchange:

Music & Video Exchange

56 Notting Hill Gate, London
W11 (Tel: 01-727 0424)

REPAIRS

COMPUTER REPAIRS & SPARES

Spectrum 48K, +	£16.00
Spectrum 128K, + 2, + 3	£22.00
Interface 1	£18.00
Microdrive	£16.00
QL	£27.00

Many spares and leads in stock. Amstrad and Commodore also repaired.

ACE REPAIRS, Outways Farm,
Pelynt, Looe, Cornwall PL13 2NW
Tel: (0503) 20282

Clapham Micro Repairs

Why pay high fixed prices?

Please ring for a quote on:

01-622 5124

Repairs to Sinclair, Amstrad,
Atari, Commodore, etc.

SPECTRUM REPAIRS

128K FAULTS	£20.00
48K FAULTS	£14.50
48K + KEYBOARD FAULTS	£11.00
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 OAX Tel: 0502 566289

REPAIRS

BEAT THESE PRICES

Spectrum/ +	£9.95
Interface I	£11.00

Top quality repairs by experts

Send cheque/PO, fault description

and computer to:

GSF SERVICES (B)

113 Mountbatten Road,

Braintree, Essex CM7 6TP

Tel: 0376 46637

Please add £2.45 for P&P + insurance

Please phone for 128/ + 21 + 3 prices

GSF SERVICES

EXPERT REPAIRS

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

SOFTWARE

ONLY POOLS AND HORSES

FOOTBALL BOXFORM £14.95 (+ £2 for 3" disc)

Not a gimmicky plaything but a genuine statistical analysis of football form the sole objective of which is to improve the chances of winning on the pools or fixed odds. Written by a pools expert it has forecast over 50% more draws than would be expected by chance. Homes, aways and draws are shown in order of merit and true odds given for every match. Merit tables show at a glance the teams currently in form and those having a lean spell.

POOLS PLANNER (£14.95 (+ £2 for 3" disc))

The perm book on a computer. Gives details of and checks 389 easy to enter block perms ranging from 9 to 73960 lines and from 12 to 56 selections.

BOXFORM & HANDICAP WINNER £14.95 (+ £2 for 3" disc)

Two programs for the price of one. BOXFORM weighs up a race by considering the many factors of form. Easily amended to suit the user's ideas. HANDICAP WINNER shows the value for money bets. OVER 1,000 WINNERS in 1989 handicaps at 28/1, 25/1, 20/1, 16/1, 15/1, etc., etc.

SPECIAL OFFERS: Any 2 of the above £24.95 or £34.90 for all 3 (please add £4 for 3" discs) **PLUS FREE BETS CALCULATOR** that's so good it's used by bookies.

RACING TOOL KIT (£49.95 tape or disc)

A package of 7 programs for the racing enthusiast. BOXFORM and HANDICAP WINNER plus programs to produce ratings and time figures, update private handicaps or form your own, keep records, work out almost any bet, etc.

Why pay inflated prices? **BOXOFF CLEVER and get the BEST**

Available on tape or disc for SPECTRUM, CMD C64/128, AMS CPC's, BBC B. from:

BOXOFF (YS), 65 Allans Meadow, Neston,
South Wirral L64 9SQ.

Credit card holders may phone 051-336-2668 (24 hrs)

ELECTRIC P.D. MAIL ORDER

JOYSTICKS & UTILITIES

A.P.B.	*£7.50	Inspector Gadget	£7.20
Action Service	£7.50	Karyssia	£6.40
Airbourne Ranger	*£7.45	Katakis	£6.90
Ancient Battles	£10.45	K Dalglish	£6.90
Arcade Muscle	**£9.85	Last Ninja	£7.50
Aussie Games	*£7.50	Last Crusade	£6.90
Bankok Knights	£7.50	Licence to Kill	£7.50
Batman	**£7.45	Moonwalker	*£7.50
Batman the Movie	*£7.50	New Zealand St	*£7.50
Beach Volley	*£7.50	Op Thndrbt	*£7.50
Boxing Manager	£7.50	Panic Stations	£7.50
Cabal	*£7.50	Power Drift	£7.50
Christmas Coll	**£9.85	Purple Saturn Day	*£7.50
Coin Op Hits	**£9.85	Rainbow Islands	*£7.50
Crazy Cars II	£6.90	Red Heat	*£7.00
Double Dragon	*£7.50	Risk	*£7.45
Dragon Ninja	*£6.90	Robocop	*£7.45
Dragon Spirit	*£7.50	Run the Guantlet	*£6.90
Dragons Flame	*£7.50	Running Man	**£6.90
Dynomite Dux	£7.50	Soccer	*£7.45
Epyx Comp	**£9.85	Soccer Spectacular	£9.90
Fbballer of the Year	£7.50	Soccer Squad	£7.50
Football Director	£7.50	Space Ranger	£6.90
Football Manager II	£7.50	Street Fighter	£6.90
Fbball Manager Exp	£7.50	Strider	*£7.50
Kit	£5.70	Sup Dragonslayer	£6.50
Forgotten Worlds	£6.90	The In Crowd	£11.10
Game, Set & Match	£9.85	The National	£7.50
G Lineker Hot Shots	£6.50	The Untouchables	*£7.50
Gremlin Wing	*£7.50	Thunderbirds	*£9.85
Ghostbuster II	£7.50	Tin Tin	**£7.50
Ghouls 'n' Ghosts	*£7.50	Vigilante	**£6.90
Gilbert	£7.50	War Middle Earth	*£7.50
Gunship	*£7.45	Warlock	£6.50
Hate	£7.50	White Drawf	£7.30
Hill 19	£7.00	Wild Streets	£7.50
Inheritance II	£7.50	Wizard Warz	£6.90
		Xenon	£7.50

CASSETTES ONLY

A.R.E.N.A.	£1.99
Airwolf	
Airwolf II	
Battleships	
Billboard	
Bombjack	
Bombjack II	
Bubble Bobble	
Fighting Warrior	
Formula Grand Prix	
Friday 13th	
Pro Golf II	
Street Warrior	
Yogi Bear	

£2.99

3D Grafik	
Army Moves	
Arkanoids	
Bigfoot	
Cup Football	
Jack the Nipper	
Paperboy	
Rugby Boss	
Short Circuit	
Terramex	
Thundercats	
War	
War Machine	

DISK PRICES
£1.75 *£1.50
***£1.05

JOYSTICKS & UTILITIES

Cheetah 125	£6.90	Dustcover + 2	£4.50
Comp Pro 5000 Ctr	£13.95	Dustcover + 3	£4.50
Comp Pro 5000 Fx	£13.95	Lightpen + 2	£19.95
Cruiser	£8.95	Lightpen + 3	£23.95
Speed King A/E	£9.90	Cass Leads + 3	£3.95

GAMES NOT YET RELEASED WILL BE SENT ON DAY OF RELEASE

WRITE OR PHONE FOR YOUR FREE PRICE LIST

CHEQUES/PO PAYABLE TO ELECTRIC P.D., 7 PARK ROAD, HALTWHISTLE, NORTHUMBERLAND NE49 9AR. Phone (0434) 321942

Prices inc VAT + PP. Europe add 70p per item. Outside Europe £1.00 per item. Games for C64, Amiga ST, Amstrad, Spectrum, Sega, PC Engine, Nintendo

SOFTWARE

P.C.G.

61st School Street
Barrow-in-Furness
Cumbria
LA14 1EW



Desk Top Publishing Software:

WordMaster the word processor £11.90
Headliner graphic & title designer £8.95
Typeliner desktop publisher £16.95
DTP Pack (all three above programs) £35.95
DTP Font Packs now available £6.95
Font Packs #1 and #2 £11.95

Disk versions: +3 + £2.50; Disciple/Plus D + £1.50

Dot-Matrix Printers:

Citizen 120-D high quality NLQ printer £165
Star LC10 superior quality, many features £185
Star LC10-C colour version of the LC10 £225

All printers are compatible with the DTP Pack.

Professional Spectrum Software:

PCG stock machine-code assemblers, BASIC, C and Pascal compilers, word-processors, spreadsheets and databases for all Spectrum models.

●●● FREE delivery on all items! ●●●

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

Spectrum DTP

Our DTP pack is an absolute MUST for the serious Spectrum user. Call now for details and sample prints from this amazing package. You'll never believe they were printed by a Spectrum!

Vidi-ZX

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

Available from PCG at £34.95

UTILITIES

KOBRAHSOFT

SPECTRUM UTILITIES + SOFTWARE

SP5 TAPE TO +3 DISC UTILITY: NEW! Transfer tapes to +3 Disc. Many examples. NOW transfers THE VERY LATEST Pulsing and Countdown programs. FULL Manual. FREE superb DISC HEADER READER and DISASSEMBLER. Supplied ON DISC at £12.95.

D.I.C.E.: NEW! Version 2 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 DISC.

SD5 TAPE TO M/D UTILITY: NEW! Now will backup MOST tapes. Handles the LATEST Pulsing and Countdown programs. FULL Manual. FREE Disassembler. £7.95 on Tape; £9.95 on Cart.

SW1 TAPE TO WAFADrive UTILITY: Transfer PROTECTED tapes to Wafadrive. Manual and FREE Disassembler. £7.95 on Tape.

SC6 ADVANCED TAPE UTILITY: NEW! Now will backup MOST tapes. Handles Fast Loaders, LONG blocks, the VERY LATEST Pulsing + Countdown programs, FULL Multi-Load programs. £8.95 on Tape.

SPECTRUM MACHINE CODE COURSE: FULL course from beginner to advanced level. Applies to ALL Spectrums. Suitable for all. Free Disassembler AND Editor/Assembler. £20.00.

IMBOS 2.0: Gives 66 NEW M/D commands, e.g. MIRROR, FX SOUND TEXT SCROLL. With 10 min demo and ORGAN program. "Vastly improved M/D syntax" - CRASH Dec '88. £12.95 on Tape.

DB1 +3 DISC BACKUP UTILITY: Backup +3 PROTECTED discs to DISC or TAPE. Easy to use. Handles Multi-loads. £12.95 on Disc.

PLUS 3 DIARY & FILING SYSTEM

NEW! A complete diary/notepad/filing system/database for the +3. Features LARGE database with diary up to 2089, plus fast search and retrieval of data and biorhythms for four people. £12.95 on Disc.

ALSO AVAILABLE: SD5 - TAPE TO M/D. SD5 TAPE TO OPUS DRIVE. SL4 SPEEDLOADER. CODE INVESTIGATOR. phone for more details
MONEY BACK GUARANTEE - BUY WITH CONFIDENCE!

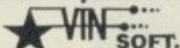
WE NOW STOCK ENTIRE RANGE OF SPECTRUM S.W. WITH HUGE SAVINGS - send s.a.e. or phone for catalogue

Send cheque/P.O. to: "KOBRAHSOFT", DEPT. YS, "Pleasant View", Hulme Lane, Hulme, Longton, Stoke-on-Trent, Staffs ST3 5BH. (Overseas: Europe add £1 P&P PER ITEM, others £2.) Send S.A.E. (9" x 5") FOR DETAILED CATALOGUE - MARK ENVELOPE "ENQUIRY".

For more information please phone: 078 130 5244
Access, Visa Welcome - phone above number
(24 Hour, 7 Days a week Service for FAST Mail Order)

We now stock the entire range of Spectrum Commercial S.W. with huge savings on RRP

SEND A SAE
FOR FULL DETAILS



SPECIAL OFFER!
ALL 3 FOR £8.99!!

★ STAR ★ STUDDED ★ SOFTWARE ★

Knock Out:

Half strategy - half simulation boxing - a unique combination: 1 or 2 players, 12 different opponents, speech, rank, fitness scales, bank, & much more! As seen on Oracle Tele-Text - Overall: 8.5/10! - Only £2.99

GRAND PRIX RIDERS:

100% menu driven strategy: Quick response, graphical race highlights, weather, tactics, sponsors, save/load position, & much more! Review overall: 8.3% - Chic. Comp. Club, 9/10 - Oracle! - Only £3.99!!

NEW!

SPi-DROID:

A compulsively addictive 3D perspective platform/maze game: Extremely playable, fast colourful graphics, moving and disappearing platforms, aliens, killer bubbles (!), re define keys, joysticks, high score, & much more! - Only £3.50!!

Ordering: Send cheques/P.O.s payable to: Vincent Vity, Vinsoft, Dept CR 7YS FEB, 11 Willow Gr., Barn, Morecambe, Lancs LA4 6JJ, England. Please state item, model, etc. clearly. All items for Spectrum cassette, mail order only, include P&P! (Overseas add £1 per item to cover carriage) and include full instructions.

Tel: (0524) 423917 (After 5pm weekdays) Thank You.

LINC SOFT SOFTWARE

57 Maple Street, Bracebridge,
Lincoln LN5 8QS
Telephone: (0522) 535409

THE PRICES SHOWN BELOW ARE FOR
ATARI ST & AMIGA DISKS

AMIGA	ST	AMIGA	ST
Double Dragon.....	13.99 13.99	APB.....	13.99 13.99
Lom RAC Rally.....	17.21 17.21	Cyberoid II.....	13.99 13.99
Premier Collection.....	20.39 20.39	Dragon Ninja.....	17.24 13.99
Road Blasters.....	13.99 13.99	Operation Wolf.....	17.21 13.96
Running Man.....	17.21 17.21	Robocop.....	17.24 13.99
Silk Worm.....	13.99 13.99	Red Heat.....	17.24 13.99
Thunder Birds.....	17.21 17.21	New Zealand Story.....	17.24 13.99
Vigilante.....	13.99 13.99	Strider.....	17.24 17.24
Shinobi.....	13.99 13.99	Batman (Movie).....	17.24 13.99
Xenon II.....	17.24 17.24	Star Wars Trilogy.....	17.24 17.24
Barbarian II.....	13.99 13.99	Nebulus.....	13.99 13.99
Space Harrier.....	17.24 13.99	Action ST Volume 2.....	N/A 20.39
HKM.....	13.99 13.99	Gemini Wing.....	13.99 13.99
Captain Blood.....	17.21 13.96	Mr Helly.....	17.24 17.24
Garfield II.....	12.24 N/A	Action Amega Vol. 2	20.39 N/A
The Story So Far 3.....	13.99 13.99	Indy The Last Crusade	13.99 17.24

HARDWARE

Commodore 64 Light Fantastic Pack.....	149.00
Commodore Amiga 500 Bat Pack.....	365.00
1 Meg Amiga 500 Bat Pack + Dragons Lair.....	495.00
Atari 520 STFM Explorer Pack.....	269.00
Atari 520 STFM Power Pack.....	355.00
Phillips CM8833 Colour Monitor.....	250.00
Cumana 3.5" External Disk Drive.....	95.00
3.5" DS/DD Bulk Disks - pack of 10.....	9.50
3.5" DS/DD Kodak Disks - pack of 10.....	13.50

Most titles are available in other formats for most popular computers.

Mail order only telephone or write for a price list for your computer.

Cheques or Postal Orders should be made payable to

LINC SOFT SOFTWARE

EEC LTD

GREAT SINCLAIR ZX CLEARANCE

★ SPECTRUMS, QL, Z88, ETC ★

QLs COMPLETE. FULLY TESTED AND WITH 3 MONTHS WARRANTY + FREE QUANTA MEMBERSHIP
TV Lead. QL Software £2.35.

Also complete bound User Guide for the QL, JS Rom £135

Superbasic and the software. Quill - Word Processor.

Abacus - Spread Sheet. JM Rom £120

Archive - for records.

Easel - Business Graphics.

Backup QL Unit only from £65 JM £80 JS

Alphacom 32 £49.95

Top Qual NL10 D/Matrix, 120cps, 30cps NLQ.

T/feet and S/sheet £140.00

Daisywheel 30cps. 13inch, 172 characters per line with serial I/fce & Lead £140.00

★ SPECTRUMS AS NEW ★

48K + £69.95

128K £89.95 PLUS 2 £109.95

PLUS 3 £140 Z88 £195

★ MICRODRIVE EXPANSION KITS £69.95 ★

Send SAE for more detail of product and spares including printers + printouts

Terms CWO, Access or Visa. Delivery by carrier £6.00 for printers and QL. Other items £3.00. Overseas enquire. Fax No. 0753 887149

EEC LTD

18-21 Misbourne House, Chiltern Hill,

Chalfont St Peter, Bucks SL9 9UE

Tel: 0753 888866





SHOCKS

North winds will

blow,

And we shall

have snow,

But what will

poor Robin do

then, poor

thing?

Why, get into

bed

To rest his head,

And dream of

new Specy

games in the

spring.



Knight Force

Knight Force Titus

Yikes! One of our princesses is missing! Looks like it's time for the Knight Of Thunder (that's you) to take a quick stroll through time

and space to get the careless girlie back!

Apparently, she's been kidnapped by one Red Sabbath, a right stinker of a fellow who (yikes!) "craves power and tyranny over mankind". He's got

skeletons, ghosts, dinosaurs, some rather nasty gnomes and even ducks (!) on his side, which gang up on you as you make your way across 25 (25!) levels and five time zones (including Prehistoric, Medieval and Present Day).

It's another newie from Titus, twisting your normal beat-'em-up scenario all over the place as your armoured knight character takes on modern day street thugs and the like! Weeeird! Still, it sounds fun, and, at a (these days) very reasonable £8.99, well worth keeping an eye out for.



Emlyn Hughes' Arcade Quiz

Audiogenic

Who remembers the Emlyn Hughes' Arcade Quiz compo we ran last summer? Well, you blooming well should (unless you read the magazine backwards) because we've announced the winner in *Pssst* this very issue! Michael Chappel from Wakefield and a number of other Spec-chums all have their trivia questions immortalised on tape as

part of the game. Hurrah!

Like footie, Arcade Quiz is a game of two halves (half trivia and half board game). Your job is to trek along a scrolling track, answering the usual array of bloomin' tricky general knowledge questions as you go. But even if you know all the answers it's not that easy. Oh no, there are lots of wibbly-wobbly things chucked in to throw you off your course, like dead ends, some frustrating little blighters called

kickers who'll boot you in the wrong direction, coins and fruit to be collected and special bonus areas which let you blast your way through loads of questions in a single round! Add to that the 'Mastergame' (a

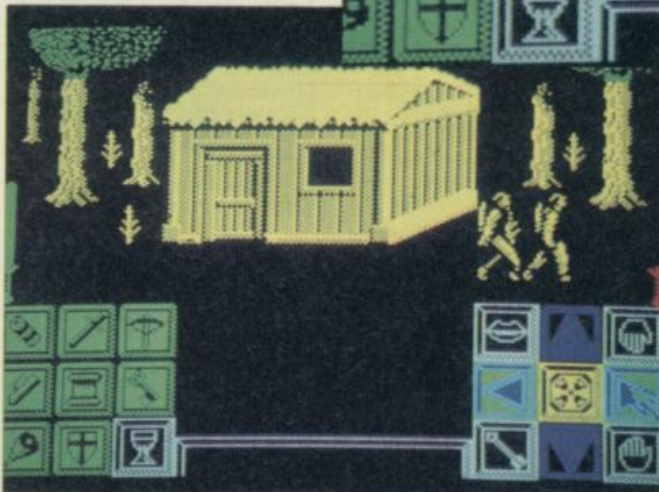


Crossbow — Legend Of Tell

Screen 7

Crossbow! It was a multi-million pound TV series! It was shown on ITV on Saturdays! And no one at YS has ever heard of it!!

Anyway, whatever the truth of the matter, one thing's for sure, and that's that the computer game is very nearly ready. It's apparently a combination arcade/puzzley thing, with some interactive bits as well, but we're not exactly sure quite how it'll play just yet. However, what we can do is point out some of the 'famous' sequences Screen 7 promises it'll include. First off, there's the 'shooting the apple off your son's head' episode! (Which is fine, we've all heard of it.) Then the 'executing the famous Tell leap from the battlements' sequence! (Hmm. Not sure about this one. Perhaps they've made it up?) And then there's the 'refusing to worship Prince Frederick's hat' scandal! (Blimey! That one just has to be made up, doesn't it?) Anyway, the whole shebang should be available soon.



Crossbow - Legend Of Tell

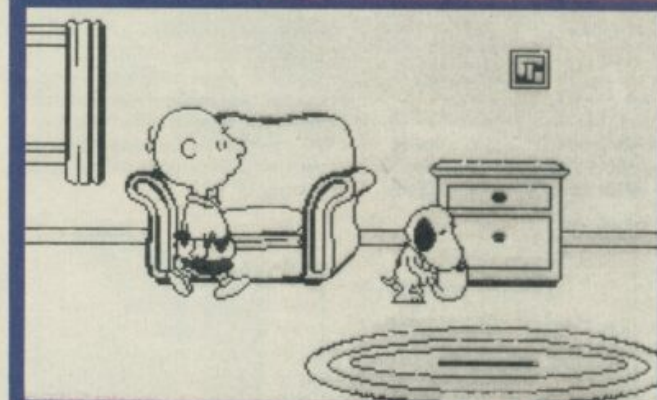
chance to enter a real life competition!) and it all sounds pretty good, doesn't it? (And so it should with our very own Spec-chums involved!) Emyln should be available in a couple of weeks (oo-er).

Snoopy — The Cool Computer Game

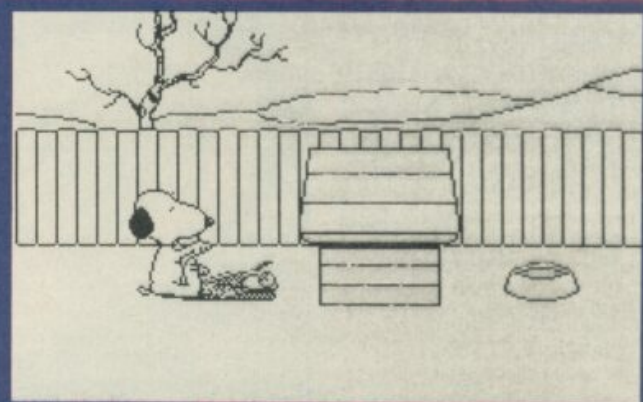
The Edge

Those chaps at The Edge ain't half got the market cornered in cartoon characters! We're all looking forward to the Garfield, Punisher and X-Men games but who's this little fella? Only sly old Snoopy in his very own arcade adventure!

There'll be all kinds of objects for our canine buddy to pick up to help him on his adventures and appearances from familiar faces like Charlie Brown, Linus and even Schroeder (and his piano).



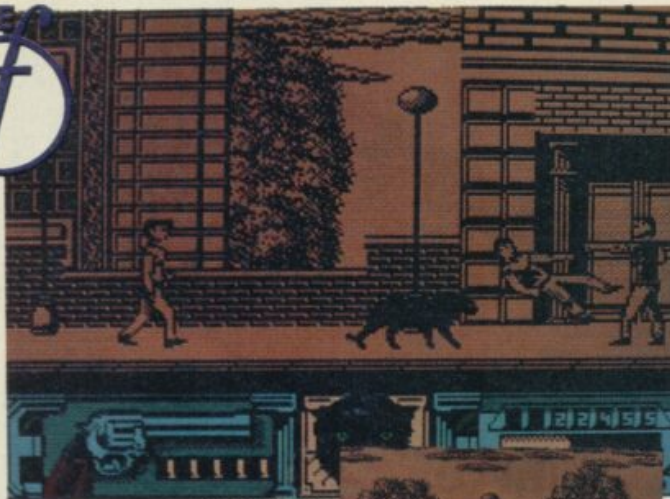
Snoopy - The Cool Computer Game



Snoopy - The Cool Computer Game

Considering that *Peanuts* creator Charles Schultz has okayed it we should be assured some pretty nifty animation. And, what's more, although it'll all be in

monochrome the borders will feature newsprint to make it look like a paper. Nifty, eh? Expect it in your store, ooh, even as you read this.



Wild Streets

Wild Streets

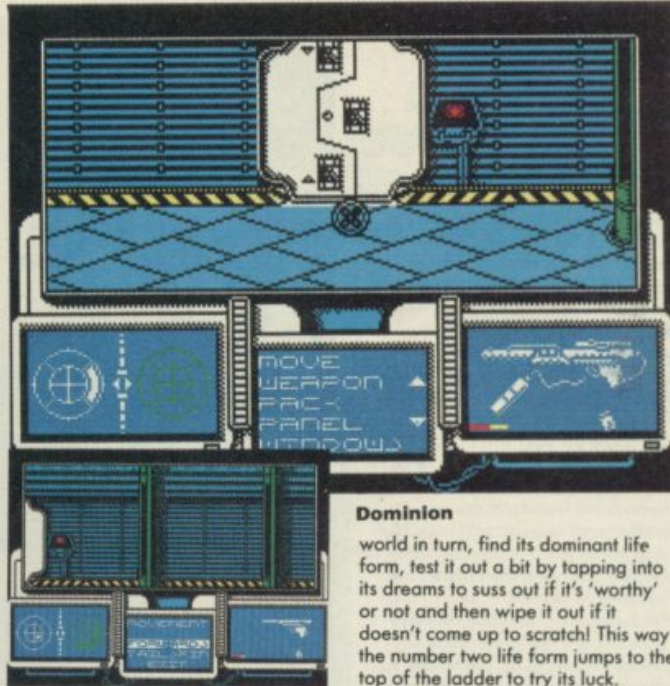
Titus

You know what the *Your Sinclair* party line is on French games, don't you? They're blooming weird, that's what!! They're normally pretty unfathomable things about flying around in space a bit, using bizarre and complicated control mechanisms and occasionally snogging alien girlies. You certainly don't expect to see anything as straightforward as a beat-'em-up in their repertoire, but that's what *Wild Streets* is all right! So brace yourselves for what might turn out to be the weirdest kick-'n'-punch game ever!

As usual, you progress through various levels duffing up thugs on your way, though to make things a bit easier you're joined by a giant



black panther. If things get a little heavy with the hoods your feline friend will spring to your aid. Hurrah! Whopping great sprites and some rather groovy animation are promised too. The weirdest bit though is where dead hoods drop cans of Les Friskies (French cat food) which you have to collect and feed to your panther or the beast will turn on you! Blimey! (Actually, we just made that last bit up.)



Dominion

world in turn, find its dominant life form, test it out a bit by tapping into its dreams to suss out if it's 'worthy' or not and then wipe it out if it doesn't come up to scratch! This way the number two life form jumps to the top of the ladder to try its luck. Weeird! If you bear in mind that last time you visited Earth you decided the dinosaurs weren't up to much and so 'did for them' you'll get the general idea. Blimey!

The game is scheduled for the middle of the year so exactly how it's going to work is still pretty vague, but, if we may be so bold as to make a guess, we'd say 'pretty weirdly'. Perhaps the folks at Pandora (the full price arm of budgeteers Players) have been playing a few crazy French games too many!!

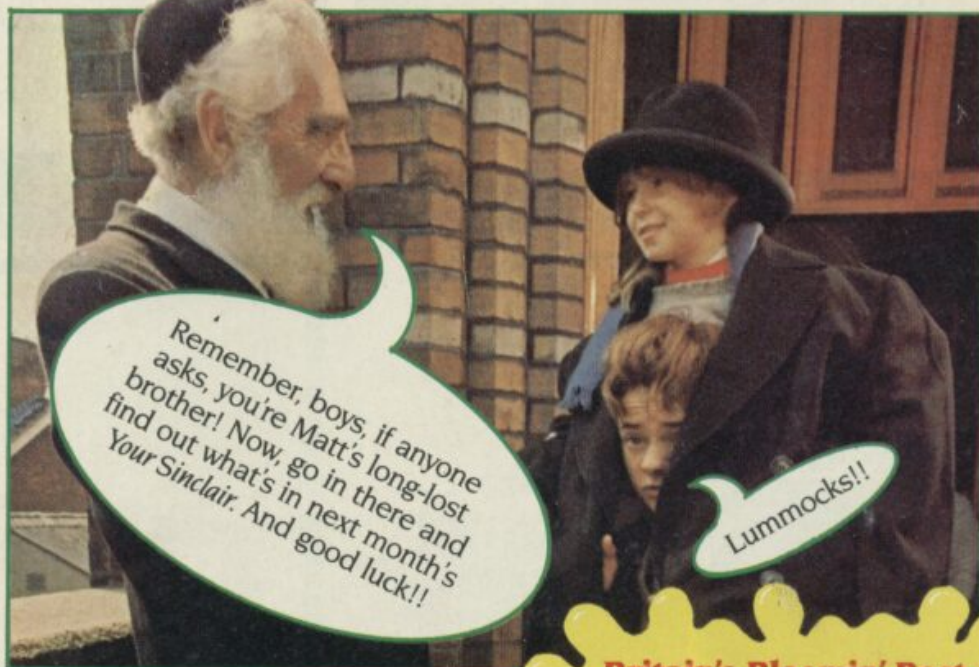
Dominion Pandora

This is a spooky one. It's a three level shoot-'em-up cum thinking game, with a really, really bizarre premise. Basically, you wander around various rooms, caves and even tree houses, shooting things with an Op Wolf-style cursor. All pretty normal so far. The spooky thing is it seems you're some kind of interplanetary exterminator, whose job it is to check out each

Some people would give their eyeteeth to find out what's in next month's YS. And who can blame them, it's the business!! In next month's glorious 51st issue there'll be all this and more...!! (But don't tell anyone...)

- A free cover-mounted cassette that's almost too corking for words! There might be a complete game and a playable demo... or there might be two games. Only time will tell ('cos we're keeping mum)!

- It'll be absolutely pack-jammed with all the latest games. No other mag treats you to the same detailed reviews, nor takes you further into a game, than YS does!



Remember, boys, if anyone asks, you're Matt's long-lost brother! Now, go in there and find out what's in next month's *Your Sinclair*. And good luck!!

Lummocks!!

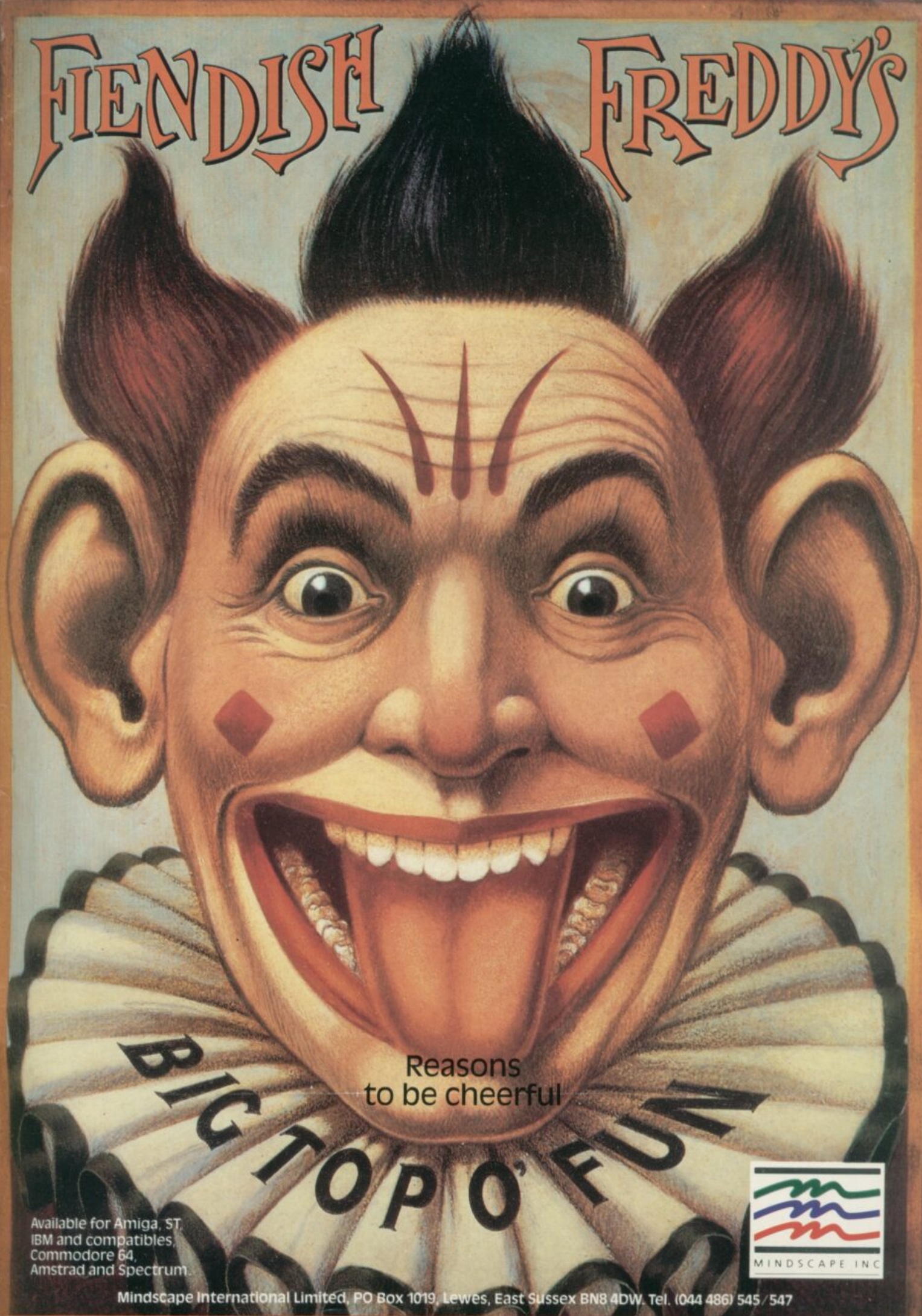
- We'll transport you into the future and astound you with games as yet unreleased. Yep, it's our famous *Future Astounds*...er... that's *Future Shocks*! And don't forget two up-'n'-coming games will also be singled out for our super Megapreview treatment! Hurrah!

- There'll be all your regular favourites, but we might even bring you a few exciting changes in these departments! Want to know what they'll be? We're not bloomin' telling! Mum's the word... but they'll be epic!

Britain's Bloomin' Best-Selling And, What's More, Bloomin' Best Spectrum Mag!

The Top Secret But Corkendously Brilliant March Issue will be on sale February 18th 1990. Get on the good foot! Get the March issue of YS!

FIENDISH FREDDY'S



Reasons
to be cheerful

Available for Amiga, ST,
IBM and compatibles,
Commodore 64,
Amstrad and Spectrum.



Mindscape International Limited, PO Box 1019, Lewes, East Sussex BN8 4DW. Tel. (044 486) 545 / 547

OPERATION THUNDERBOLT

**BLOCKBUSTER FOLLOW-UP TO
LAST CHRISTMAS'S No. 1 HIT...
OPERATION WOLF...**

**NOW WITH TWICE THE ACTION,
TWICE THE FUN, TWICE THE CHALLENGE
ROY ADAM IS BACK!**

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

**USE THE LASERSIGHT
or the bulletproof vest, but watch out for
AIR-TO-GROUND
MISSILES**

Operation Thunderbolt the incredible
Taito coin-op conversion brought NOW
to your home computer.

AMSTRAD
COMMODORE
SPECTRUM

ATARI
24.99

ATARI
19.99

9.99



ocean[®]



TAITO