

BRITAIN'S BEST SELLING SPECTRUM MAG!

# YOUR SINCLAIR

May 1990 Number 53

£1.70

With Complete Game!

**SAM  
Coupé**  
New Column  
This ish!!

# BANZAI!!

STRAP ON YOUR SHOULDER PADS! IT'S THE...

## DYNASTY WARS

**HURRAH!  
IT'S THE  
COMPLETE YS  
GUIDE TO  
BEAT-'EM-UPS**  
They're all  
here!!

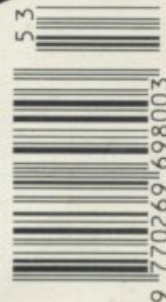
**REVIEWED  
AND  
PREVIEWED**  
Switchblade  
Ninja Spirit  
Astro Marine  
Corps  
Klax  
Castle Master  
Delta  
Darius+  
Crackdown  
E-Motion  
And More!!

What? No Smash Tape  
attached? You've been had  
then, matey! Why not ask  
the nice chappy/chappess  
behind the counter if  
they've been keeping it  
safe for you?

**Critics Choice  
Of The Year!  
Dynasty Wars  
Poster!  
And More!**

*It's Full Of Eastern Promise...*

SMASH TAPE No 30





# CRIME...

## 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

A LEGEND HAS RETURNED

## THE FASTEST, MOST THRILLING 3D DRIVING GAME YET!

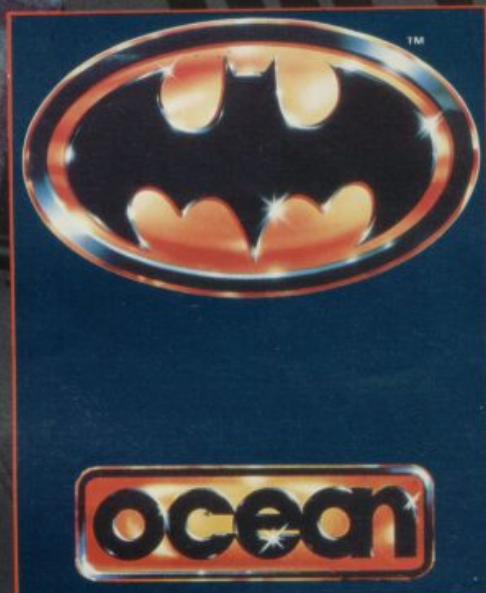
Take the wheel of your turbo-charged Porsche as you and your partner go in pursuit of dangerous criminals all driving an evil array of souped-up roadsters.

## TURBO BOOST!

Need to catch up in a hurry? Well, just one press of your Turbo Button will leave your eyes in the back of your head!

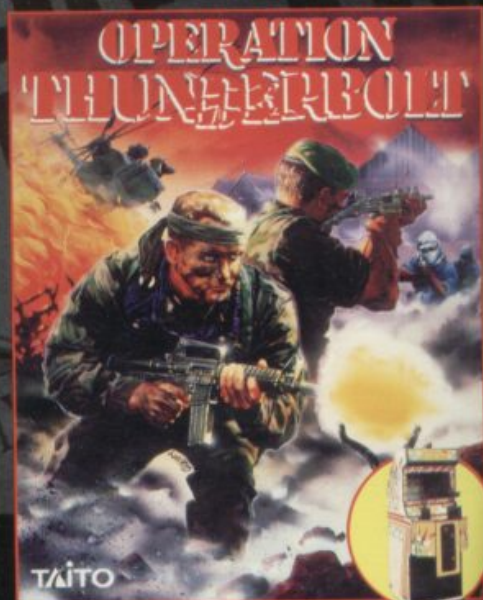
## BARRELLING THROUGH THE CITY STREETS,

along the roughest of dirt tracks and through busy tunnels – if you can hold the line! The low life can run, but they can't hide...



TM & © 1984 DC Comics Inc.

"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





# FIGHT IT YOURSELF

**TWICE** THE ACTION  
THE FUN  
THE CHALLENGE  
**ROY ADAM IS BACK!**

The Hi-jack report came from a DC10 leaving Paris for Boston - Arab guerillas 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.



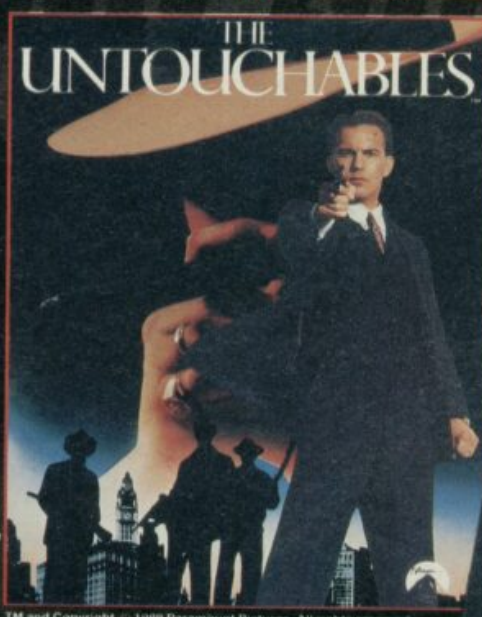
## SIX INSPIRED

action sequences put you in control of Elliot Ness's elite squad of crime-busters.

**ALLEYWAY SHOOTOUTS,  
THE BORDER RAID,**

The Railway Station confrontation and Warehouse bust culminating in the thrilling denouement of a

**ROOFTOP DUEL** as you re-live the knife edge existence of Ness in his struggle against the retribution of Capone!



TM and Copyright © 1989 Paramount Pictures. All rights reserved.

"a fine example of how to do the job properly ... a cracking conversion ... easily one of the most successful licences to date" Sinclair User

**NOW FOR YOUR  
SPECTRUM ATARI ST  
AMSTRAD AMIGA  
COMMODORE**





# Pipe Mania!!

## ADDICTION BEYOND BELIEF!!

C and VG Feb 1990 94%

Pipe Mania is "a classic puzzle arcade game that is so addictive, it should come with a Government Health Warning!"

Pipe Mania is a game of great ingenuity, simple in concept and friendly challenging to play.

You'll need to act instinctively, but think strategically!

One wrong move, one brief hesitation or mis-placed pipe section, and you'll drown in a sea of slime!

### ST Action

"Pipe Mania is a conceptually simple and cheeky game which is incredibly addictive"

### Commodore User Screenstar

"Terrifically addictive... outlasts any arcade conversion"

### AVAILABLE FOR

Commodore Amiga

IBM PC and Compatibles

Atari ST

Commodore 64 Cassette

Commodore 64 Disk

Spectrum Cassette

Spectrum Disk

Amstrad CPC Cassette

Amstrad CPC Disk

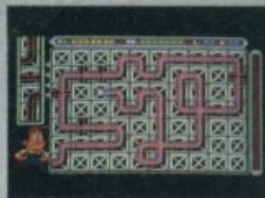
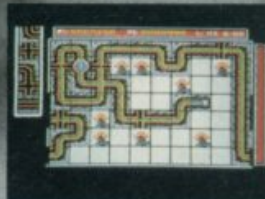
MSX

BBC Electron Cassette

BBC Disk

Apple Macintosh

Achmedes



Zero March 1990 92%

"Buy this game and you may never sleep again"

The Games Machine Star Player Award 83%

"A puzzle game of great ingenuity and addictivity. Pipe Mania is simple in concept, fiendishly challenging in play, and attractive to look at"

Zzap Sizzler

"Absolutely guaranteed to drive you round the bend"

Amiga Computing Excellence Award 95%

"A game with a game play that shines"

Game Players Award USA

"Best PC strategy game of 1989"





# CONTENTS MAY 53

## 10 SMASH TAPE

It's our 30th (30th!!) Smash Tape, and, boy, is it a corker! First up we've got *Samurai*, a complete strategy game from CRL (which scored a big 7/10 when reviewed), and then a playable demo of the first level of *Scramble Spirits*, the new shoot-'em-up from Grandslam. Hurrah!

## 26 YS BEAT-'EM-UP SPECTACULAR

Beat-'em-ups, eh? There've been hundreds of them! We review a couple of newies, oodles of oldies, and do lots more besides in the definitive *YS Guide To Beat-'Em-Ups*! You can't afford to miss it!

## 49 YS GAMES OF THE YEAR '89

The Jugglers put their thinking caps on and come up with their picks for the best game of last year! Will you agree with them? (Probably not.)

## REGULARS

### 6 PSSST

It's the *Pssst Guide To The World* - but it only includes those countries where they read *Your Sinclair*! All you ever wanted to know about the 'Land Of The Clog' and more!

### 15 WORLD CUP SOCCER '90 COMPO

Win a rather spiffing remote control TV to watch the World Cup on, plus oodles of footie shirts and games! (All from Virgin. Hurrah!)

### 17 SAM SURGEON

The start of a brand new regular column, devoted to everyone's favourite Spectrum-compatible chum. It's all here, and exclusive to YS too!

### 22 LETTERS

*Trainspotters*, *Wonderful World Of Speccy*, *Bud Pico* and more!

### 33 TIPSHOP

Jonathan Davies, with tips for just about everything! Plus Tip Cards, *Dr Berkman's Clinic* and *Practical POKEs* too!

### 46 POSTER

This issue's fabby cover pic in 'pull out and stick on your wall' shock!

### 58 ADVENTURES

Mike Gerrard with news, reviews and special offers (but no shaving tips).

### 68 CASTLE MASTER COMPO

Win an ultra-snazzy ghetto-blasters from those kind folk at Incentive/Domark.

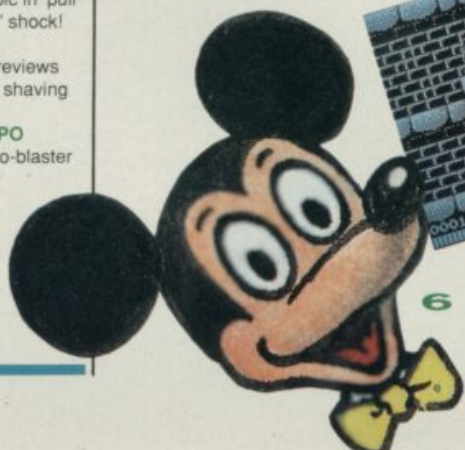
### 70 PROGRAM PITSTOP

### 76 YS SUPERSTORE

### 77 INPUT OUTPUT

### 78 SUBSCRIPTIONS

### 86 BACK ISSUES



## GAMES

### REVIEWS

#### Full Price

- 74 *Castle Master*/Incentive
- 73 *Crackdown*/US Gold
- 18 *Cyberball*/Tengen (Domark)
- 40 *Darius + The Edge*
- 20 *E-Motion*/US Gold
- 82 *Impossamole*/Gremlin
- 82 *Klax*/Tengen (Domark)
- 28 *Knight Force*/Titus
- 56 *Ninja Spirit*/Activision
- 31 *Oriental Games*/Firebird

#### Bargain Basement

- 43 *American Turbo King* Mastertronic
- 42 *Arcade Fruit Machine* Zeppelin
- 44 *Arcade Trivia Quiz* Zeppelin
- 42 *Beyond The Ice Palace* Encore
- 44 *F-16 Fighting Falcon* Mastertronic
- 43 *Fighting Warrior* Mastertronic
- 44 *4 Soccer Simulators* CodeMasters
- 44 *Ikari Warriors*/Encore
- 42 *Italian Super Car* CodeMasters
- 43 *Mountain Bike Racer* Zeppelin
- 43 *1943/Kixx*
- 42 *Psycho Hopper* Mastertronic
- 44 *The Race/Players Premier*
- 42 *Super Dragon Slayer* CodeMasters

### PREVIEWS

#### Megapreviews

- 12 *Dynasty Wars*/US Gold
- 54 *Switchblade*/Gremlin

#### Future Shocks

- 89 *Astro Marine Corps* Dinamic
- 90 *Delta Charge*!/Thalamus
- 88 *Pipe Mania*/Empire

### YOUR SINCLAIR

Editor Matt Bielby  
 Art Editor Kevin Hibbert  
 Production Editor Andy Ide  
 Art Assistant Andy Ounsted  
 Advertisement Manager Mark Salmon  
 Advertisement Executive Simon Moss  
 Publisher Greg Ingham

Your Sinclair, Future Publishing Ltd,  
 30 Monmouth Street, Bath BA1 2AP  
 Tel (0225) 442244 Fax (0225) 446019

Subscriptions Your Sinclair Subs,  
 1 Harman Road, Enfield, Middlesex  
 EN1 1LB Tel (01) 646 1031

Cover Illustration John Higgins

A FUTURE PUBLICATION



As well you know, we receive letters from Spec-chums all over the world. So have we ever celebrated this fact? Er, well we're doing it now. Join us as

Pssst

celebrates the world!

**1 ICELAND** Brrrrr. One of the 'cold countries'. A right old spooky land, to be sure. Full of ice and mud (and volcanoes going off all over the place). There are loads of sheep here and about 13 people. Iceland is responsible for producing Magnus Magnusson. The only problem is, it isn't on our map! It seems to have sunk! Hjosk hjosk!

**3 GREAT BRITAIN** Ahem, except it really isn't quite so 'great' any more, let's face it. 'The Dustbin Of Europe' as they say. Ahem ahem. Er, it's quite embarrassing really. Write a letter to Margaret Thatcher and remind her. The old dear doesn't quite seem to understand these things.

**4 EIRE** The land of Guinness, harps, shamrocks and the Blarney Stone - we think Ireland's great. Plus they've got oodles of Speccies! (What more could you ask for?)

**5 PORTUGAL** Everyone in Portugal has an incredibly long name. Here's a typical example - José Salvaterra Cambados Tordoya Sobrado Figuero Viana Castro. (And that's just what his friends call him.)

**7 GREECE** Why is Europe like a frying pan? Because it's got Greece at the bottom. Famous Greeks include, erm, the Duke of Edinburgh and Desmond Tutu. (I'm not so sure about Desmond. Ed)

**15 SPAIN** If it wasn't for Spain, the world wouldn't have Sevvv Ballesteiros. Thank you, Spain.

**14 KENYA** Watch out for the lions, watch out for the zebras, watch out for the warthogs! (Yes, warthogs are dangerous too! Just ask Jonathan Davies!)

**12 NIGERIA** Watch out for the crocs. Watch out for the snakes. Watch out for the insects. Watch out for the hippos. (Yes, hippos are dangerous.)

**11 ZIMBABWE** Lots of gazelles, lots of giraffes, lots of vultures, and lots of Speccies! In fact Africa is full of Speccies! (Hurrah!)

**13 DENMARK** Famous for small plastic building bricks with little nobby bits on the top and little hole things in the bottom. That's right - Lego. And in Denmark you can find LegoLand - an entire town made out of lego bricks. The cars are made out of lego too, and so are the people - there's even a Legoland McDonalds, where you can buy shiny red Quarterpounder McLego burgers. It's a town of wonder. It's absolutely ridiculous.

**2 NORWAY** The country that's incredibly useless at winning the Eurovision Song Contest. Norway is pretty much like Sweden except the inhabitants have red hair, are a bit more rotund and go "ho ho ho" a lot. The most famous Norwegian export is, erm, er, er, er, Norway isn't actually famous for anything. (What about killing baby seals? Ed)

**6 FLORIDA** The only part of America we ever get any letters from (don't ask us why!). Unfortunately though we've lost them all, and don't know who sent them. Please write back!

**8 PERU** Blimey. Llamas and stuff.

**9 BRAZIL** Blimey. Llamas and stuff.

**10 ARGENTINA** Blimey. Llamas and stuff.



Welcome to the map of the world. The first thing you'll notice is that it looks slightly different to the common or garden maps of the world you find in most atlases. Well, that's because it's, er, different. It's the YS map of the world, you see. The only countries allowed onto it are those in which YS is read. Holland for instance. And Poland. Have a look for yourselves.

**28 ITALY** Oh dear, Italians aren't very good drivers, are they? They don't take any notice at all of traffic lights. In fact, they don't take very much notice of anything at all – until they crash into it!

**27 FINLAND** Another 'cold country', where the sun sets at about one o'clock in the afternoon. Three out of five Finns are rally drivers while the remaining 40% are furniture manufacturers. If your surname is Pieri you should steer clear of this land – Pieri in Finnish means 'farted'. Hjekki hjekki hjekki!

**26 BELGIUM** A slightly use-free country stuck between Holland, Germany and France. About the only thing Belgium is known for is that disgusting vegetable the Brussel Sprout. Oh, and the Mannequin Pis, which is a statue in Brussels of a cute little boy, er, 'having a tinkle'. Belgium ought to be split into three parts and given away to its neighbours.

**29 SWEDEN** The land of Hurdie Ho! Another chilly country, and quite literally stuffed to the seams with Speccy owners. Sweden is famous for three things – Ingmar Bergman, Bjorn Borg and Abba. Oh, and its tourists of course, who always wear orange kagouls and block escalators – doesn't it really annoy you when they (That's enough whinging about Swedish tourists. Ed).

**30 FRANCE** The first country to be physically attached to England (if you don't count Scotland and Wales and if the Channel Tunnel ever gets finished, that is). French computer programmers are pretty weird (Furple Saturn Day should be proof enough) and 44% of French people enjoy being rude to the British. Mind you, who can blame them?

**16 EAST GERMANY** Almost the same as West Germany these days, the only difference is that they have more Speccies. Lots more! Hurrah!

**24 POLAND** Good old Poland. We're always getting letters from Poland. The problem is that hardly any of them seem to make any sense – 'Please, and with pleasure, to send to me tea – three coffee even – of any description. Much journals free? I am a catalogue!' Things like that. Poland is famous for chart-toppers The Stone Roses. (Are you quite sure about that? Ed)

**17 EGYPT** Extremely famous for those funny big triangle doofers. (Pyramids. Ed) You know, those pointy stone things that look brilliant from a distance but totally scabby once you get close up to them. (A bit like sheep really. Ed)

**23 INDIA** It's a big old country, and famous for absolutely loads of things – but we're not going to tell you what they are. Oh, alright then, er, curry and, erm, er, people who sit cross-legged and go all wibbly in the head.

**18 WEST GERMANY** (Don't mention the war. Ed) Er, er, er, Boris Becker! He's a German! Um, Germany, Germany, Germany. We had a war with them, you know. (That's enough about Germany. Ed)

**22 YUGOSLAVIA** A great big country at the bottom of Europe where everything's much the same as you find in Greece (but cheaper). Lots of Speccies about though, and lots of really crap cars too.

**20 AUSTRALIA** It's the land of those Neighbours! Bouncer's due to get run over soon, so keep watching. Oh, and Harold Bishop gets Bronwyn pregnant.

**19 TURKEY** What a ridiculous name for a country! It could've been worse though – whoever named it could have decided on 'Hen' instead.

**21 NEW ZEALAND** It's a bit like Australia, except it's a totally different size and shape and there aren't any dangerous animals 'on board'. (There are lots of sheep though.) Actually it's not really like Australia at all. The other thing about New Zealand is that there are only 14 people there, but about 30 Speccies, meaning the 'kiwis' have got the highest rate of Speccy ownership in the world! Well done.

Nick Davies



Pssst



## NEW IMPROVED YOUR SINCLAIR! Now Number One by even more!!

Every six months or so the Audit Bureau of Circulations releases a long list of sales figures for the most important magazines in the UK. They're put together independently (ie they're nothing to do with us or any other magazine company) and quote an average figure for the issues over a six month period. Well, it's just come round to 'ABC' time again (for the July-December '89 period) and guess how the three Specy-dedicated magazines stand? Well, there's *Crash* on around 55,000 a month, somewhere above that there's *Sinclair User* (63,000) and then way above either of them (on just over 70,000 to be exact) there's us!! Hurrah!!

This is really good news for us obviously (and shows the biggest gap between YS and its rivals in years) so I'd just like to take this brief opportunity to say a big 'thank you' to all those folk who helped put us there, but are, alas, no longer with us (sniff). First, there're the two old Art Eds/Chicks, Catherine Higgs (now of Zero) and Catherine Peters (currently designing a shopping centre on Princes Street in Edinburgh) who were both blooming brilliant really. Then there are the writers - Jackie Ryan (now of *Just Seventeen*), Duncan MacDonald (preparing for a trip to the Far East at the moment with a pair of flip-flops and a video camera - or so he claims) and Davey Wilson (now on Zero too), who all brought their individual personalities and styles to YS and helped make it what it is. Thanks, guys! (Luckily they're all still working for us on a freelance basis, so hopefully you might not have even noticed they've gone.) Finally, there's T'zer, ex-Ed and ex-Publisher, without whom etc etc. (Blimey, I'd better stop there before I start to blub!)



## DUSTY FLEMING'S GREAT HAIRSTYLES OF OUR TIMES No 2 Barry Gibb

An exceptionally influential cut, Barry's subtly permmed and blow-dried locks lent themselves perfectly to many interesting photographic effects, including this rather wonderful back-lit look. Here he seems to actually radiate a sense of health and good feeling. Barry's lead was followed by many fashion-conscious young men on both sides of the Atlantic, and is believed to have been a major inspiration to other successful '70s cuts, like the 'John Craven' and the 'Farrah Fawcett'. An astounding hairstyle.



## SO WHAT'S THIS BIZARRE LOOKING DEVICE THEN?

It's Spectravideo's spooky new joystick, that's what! And what's so spooky about it? Well, simply that it comes totally unencumbered by wires and leads and works purely by infra-red rays! (Blimey!) Operating from a distance of up to 30 feet away from the computer (not that you'd be able to see the game from there) it signals the user's movements to a special control box you plug into the back of your computer. The advantages then are clear (no clumsy wires to trip over etc) but then so are the disadvantages - a slightly suspect-looking shape (though we haven't tried it yet so it might work quite well) and a fairly hefty \$39.95 price tag. You pays your money and you makes your choice.



## FULL PRICE

This Month	Last Month	Game
1	NE	Rainbow Islands
2	2	Chase HQ
3	1	Gazza's Super Soccer
4	6	Batman The Movie
5	5	Robocop
6	NE	Scramble Spirits
7	RE	Turbo OutRun
8	RE	Ghouls 'n' Ghosts
9	NE	P47
10	NE	X-Out

## BUDGETS

This Month	Last Month	Game
1	NE	Hit Squad
2	NE	Bounty Hunter
3	2	Fantasy World Dizzy
4	NE	World Soccer
5	1	Paperboy
6	4	Ghosts 'n' Goblins
7	3	Buggy Boy
8	NE	Super League
9	RE	Dizzy
10	NE	4-Soccer Sims

Compiled by the Virgin Megastore,  
Oxford Street, London W1



## With The Best Intentions In The World Dept

You may remember last issue we promised that every time we review a new Specy game we'd put a little box at the bottom of the page telling you whether the blooming thing would work on your SAM Coupé or not. Well, um, it hasn't actually happened, has it? (Soree!)

What went wrong? Well, simply this - nobody (not the software houses, not MGT, and certainly not good old YS) seem to know yet which new games will work and which ones won't. Testing for SAM compatibility is pretty low priority for most software houses, so by the time they've actually worked out if it'll work or not it's often too late for inclusion in the mag. (We could try testing them ourselves but a) it takes up too much time and b) the fact that our review copies often have a different loader on them from the street versions mucks things up a bit.)

So where does that leave us? Well, in a bit of a re-think situation, basically SAM owners shouldn't despair though! Help is at hand, in the form of Robin Alway - SAM Surgeon, whose brand new column starts this issue. No doubt we'll be able to clear up this compatibility stuff in time, and he's just the man to do it. We also have our first ever SAM listing in Program Pilstop this ish, which explains how to actually make your Specy games function on the spunky new machine. Hurrah!

# T'zers

• Anco will be following up its ultra-successful *Kick Off* (well, ultra-successful on 16-bit, anyway) with a sequel in early May, imaginatively titled *Kick Off 2*. That'll be a good month or two before *Player Manager*, a combination of *Kick Off*-style action game and *Football Manager* strategy, hits your local high street.

• *Defenders Of The Earth*, Enigma Variations' first game as publisher (though not as developer) will be followed by further cartoon licences later in the year. A *Wacky Races/Dastardly And Muttley* project is scheduled for around September (hurrah!), though there may be another one before then 'if *Defenders* does well'.

• It's been all quiet on the Dinamic front ever since the last game from Spain's finest (*Grand Prix Master*) proved so impossibly hard that nobody could qualify for a thing. But that's all about to change! Not only is *Astro Marine Corps* (see *Future Shocks*) about to hit the shelves, but *Cozumel*, an adventure game, and the more action-oriented *Satan* will be out fairly soon too!

• Another year to wait for the next James Bond film, but in the meantime Domark is keeping everyone reminded that it's got the 007 licence (to kill) by shifting through the movie back catalogue and picking something that looks good. And guess what's what's on the boards this time? Yup, *The Spy Who Loved Me*, ideal for a *Spy Hunter*-type vertical scroller (itself a Bond rip-off), what with all the car-that-turns-into-a-submarine-then-back-into-a-car-again action bits. Sounds like a natural!

• Time for a quick round-up of footie games out on the Spectrum for World Cup time - and there's oodles of them! First up we've got Addictive's *World Cup Football Manager*, closely followed by the aforementioned *Kick Off 2* and *Player Manager* from Anco, while Again Again's *Vinnie Jones* (September) misses the boat entirely. Goliath has *Subbuteo* (complete with 'flick to kick') for May/June, CDS offers *European Superleague* around Easter, both Ocean and Grandslam release 'official' Liverpool licences this year, Grandslam (again) has an official England team game scheduled, Krisalis has *Manchester United*, Ocean has *The Golden Boot* later in the year, Virgin has *World Cup Soccer '90* in May and US Gold has *Italy '90* in April. (Phew!) And we've not even mentioned the budgies (like the Codies' official *Italia '90*). Bored of football games? Don't worry - you will be!

• Back with Grandslam for a moment - it's also got a Wimbledon tennis game on its books, planned for (of course) Wimbledon time, as well as a 'secret for the moment' film licence on course for an October release. What could it be?

• Hewson's *Christmas Collection* (reviewed in YS 47) has just been re-released, bundled with a 'free' joystick and renamed *Joystick Thunder*. It got 93 and a Best Buy when we reviewed it at the end of last year (hardly surprising since it boasts games like *Cyberoid II*, *Uridium Plus* and *Exolon*) so it could be well worth seeking out (if you haven't already).

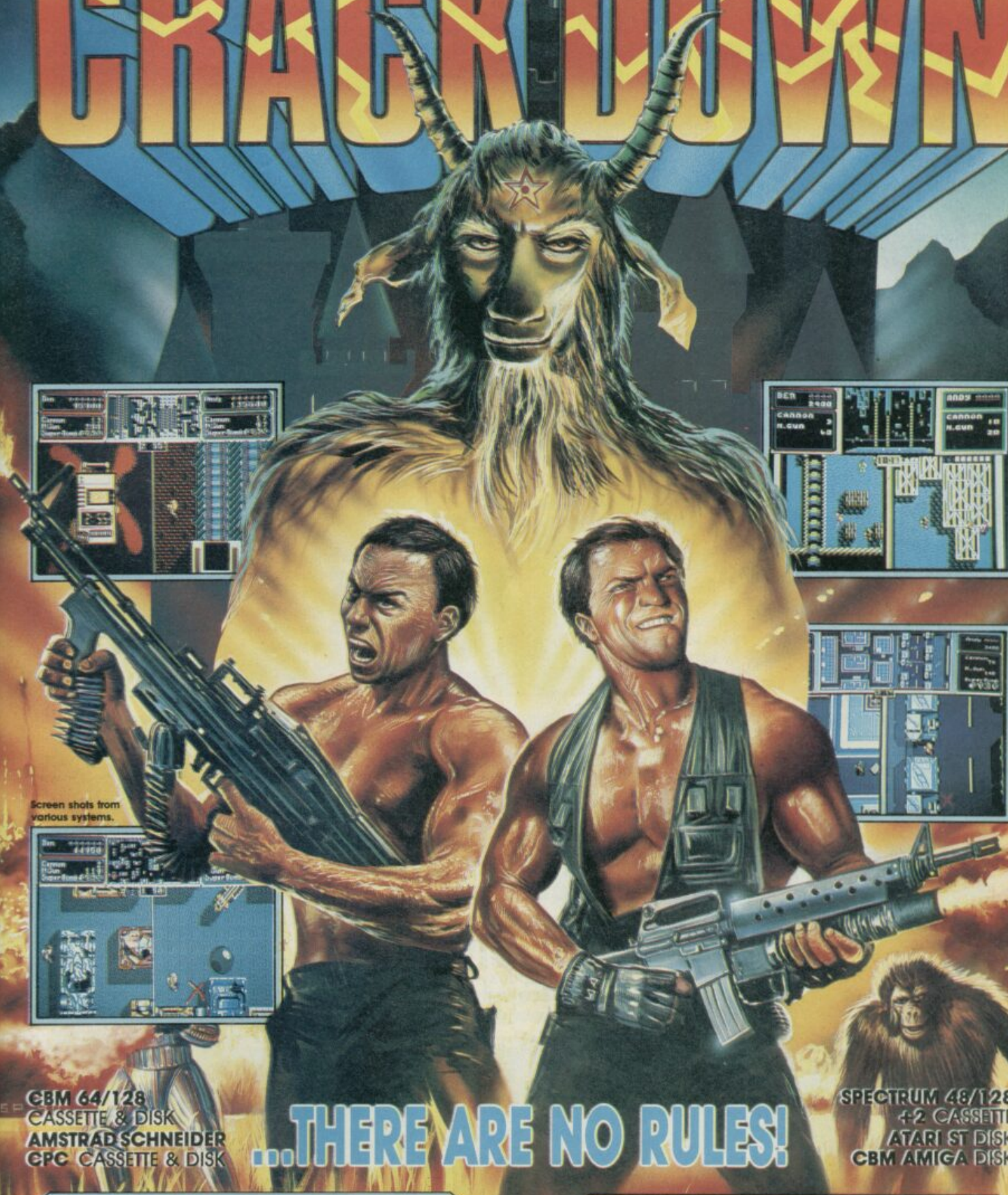
• Thalamus has five titles on the drawing board, starting with the Specy version of *Delta* - now renamed *Delta Charge!* (see *Future Shocks*). Following that over the next few months will be *Armalyte* and *The Search For Sharla*, eventually leading into a platform game called *Creatures* and (possibly) an unnamed 3D rally game. Some of these are planned in SAM specific versions too. Hurrah!





IN THE FIGHT FOR FREEDOM THERE IS JUST ONE RULE ...

# CRACK DOWN™



Screen shots from various systems.

CBM 64/128  
CASSETTE & DISK  
AMSTRAD SCHNEIDER  
CPC CASSETTE & DISK

## ...THERE ARE NO RULES!

SPECTRUM 48/128  
+2 CASSETTE  
ATARI ST DISK  
CBM AMIGA DISK

# SEGA®

© 1989, 1990 SEGA ENTERPRISES LTD. All rights reserved.

# U.S. GOLD®

U.S. Gold Ltd, Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 625 3388.





# YS | SMASH

**Blimey O'Reilly O'Rourke!! Would you believe this is our 30th (30th!!) Smash Tape?! And is it packed to the brim with goodies? Yes, of course it is! There's *Samurai*, a complete oriental strategy game from CRL and then a bit of light relief courtesy of Grandslam – a playable level from that brand new blaster *Scramble Spirits*! Let's face it, folks – it's a bit of a corker!**



Tying in ever so neatly with this month's (vaguely) oriental theme comes *Samurai*, an incredibly playable little strategy game from CRL. There's no 'struggling with a 400 page manual for two hours trying to understand what's going on' malarky here – everything's pretty straightforward and fast-moving, meaning it takes almost no effort at all to get straight into the serious business of killing people. It's enough to turn even the most died-in-the-wool arcade fan into a strategy buff almost overnight. Hurrah!

So what do you have to do? Well, basically, you play the leader of a group of Samurai warriors, on a mission to invade the temple of a fanatical sect of Zen Buddhist monks (who also happen to be pretty handy martial artists on the quiet) and, um, kill them all. You control a side made up of four sorts of character – the armoured Samurai (who fight with swords), the lower class Ashigaru warrior (armed with stick weapons), the unarmoured but very proficient Ninjas (equipped with throwing stars among other weapons) and the Mounted Samurai, who were heavily armoured and (of course) rode horses. The computer side consists of armed Monks, Samurai Monks (often considered the best warriors of them all) and Young Samurai Monks (still in training).

Fighting is done on a strictly 'I'll take my turn then you take yours' basis as in most strategy games. Here's what you have to do...

## SCRAMBLE SPIRITS

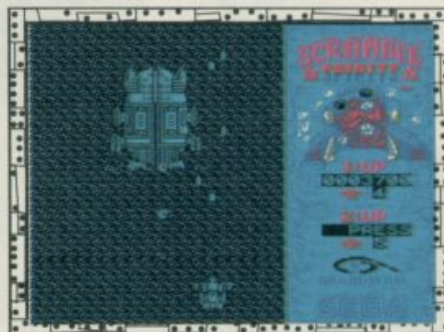
### Grandslam

Dunc reviewed this snazzy new vertical scroller a couple of issues ago (in fact, we put it on the cover), so we don't really need to say all that much about it now, except that here's your chance to review it yourself!

(Well, the first level at least).

You play a WW2 fighter pilot caught up in a birrova time warp and catapulted into a spooky-looking future world, packed full of horrible wibbly alien aeroplanes, tanks and

things. Yep, it's a case of 'shoot everything that moves and quite a lot of the things that don't' – no thinking involved (apart from making sure you collect the right power-ups). Simple, huh? (But a lot of fun nonetheless!)





# TAPE NO 30



**1** Load the game, select the level of play (One to Three, One being easy, Three being hard) and then select which of the three incidents (ie battles) you wish to fight.



**2** Select your own side with your Kempston joystick or keys (see tape inlay card), paying attention to the number above each warrior which indicates his value, and choosing with M or the fire button. Move your cursor over the 'sad' face and press M to take out any warrior you choose by mistake. All set? Now move the cursor to the icon on the far right and press fire or M to start the game.



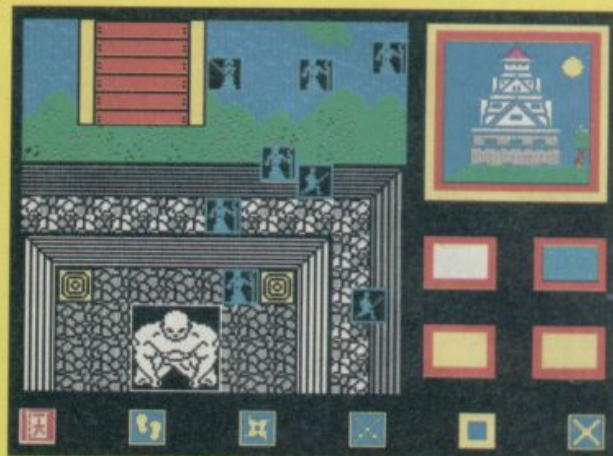
**3** Now you're in the main game. The computer automatically scrolls to the first warrior you have to move, then to the next one and so on. Move the cursor to select the 'Two Feet' icon if you decide to move a warrior. It then displays his movement points in the yellow window to the left and you can shift him about with joystick or keys. Press fire or M (again) to end movement.

Choose the 'Throwing Star' icon to hurl a missile (Ninjas only) and aim it using the sights that appear in the top-right window – choose your angle then fire, but beware! This uses up some of your precious movement allocation points. Oh, and you can't throw stars at enemies standing next to you.

What else is there? Well, the 'Crossed Swords' icon takes you quickly to the next combat phase, while 'X' quits the game. Ignore the other two – they don't do very much at all.



**4** Combat is automatic when you finish your movement stage. Watch out for the stamina levels of the two characters as they shrink (shown in the far right box for you and the cyan one for him). And remember, ALWAYS try to outnumber your enemy in close combat!



**5** To win the game you have to clear the map of enemy characters – points are awarded for the difficulty level you attempt, the size of the enemy side and the number of moves you take to beat them. Good luck!

For those of you who are into strategy games *Samurai* is a real treat, and for those who've never played one in your life before, give it a go – it's one of the most accessible and playable ones around. In fact, you're gonna have a ball! Hurrah!

## Tape Trubbs

Oh no! You've received a slightly 'naughty' tape attached to the front of your YS – one that simply refuses to load! It's a nightmare, isn't it? But don't despair, because we've thought of the solution for you! Simply bung the

offending tape in an envelope, enclose an sae, and post it off to YS Tape Returns No 30 *Samurai*, Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QD. Give them a few weeks to 'turn it around' and – as if by magic – a brand spanking new cassette will be yours!

**SAMURAI** controls  
Kempston joystick or keys  
O=Left; P=Right; A=Up;  
A=Down; M=Fire

**SCRAMBLE SPIRITS**  
controls  
Joystick or keyboard

**SAMURAI / SCRAMBLE SPIRITS**



**YS SMASH TAPE NO 30**

**SAMURAI**

The complete  
strategy adventure  
from CRL

PLUS

**SCRAMBLE  
SPIRITS**

A complete playable level  
from Grandslam's new  
shoot-'em-up

**SAMURAI /CRL**

A very playable and easy-to-get-to-into strategy game, starring YOU as an oriental warlord and the computer as your opponent. Kill people! Invade fortresses! Move little square shaped icons around a map! It's a must!

©Your Sinclair /CRL

**SCRAMBLE SPIRITS /Grandslam**

A no-nonsense vertically-scrolling blaster featuring diddy little aeroplanes! Shoot giant alien spook planes! Shoot mini alien spook tanks! Shoot middle-sized alien anti-aircraft guns! Then start all over again! Hurrah!

©Your Sinclair /Grandslam



Don't say "Not another horizontally-scrolling beat-'em-up type thing!", because US Gold's *Dynasty Wars* has oodles to recommend it – the best drawn horses ever to appear on the Speccy for a start! **Matt Bielby** mounted his trusty steed and rode off for a taste of the Orient.

Well, it might be called 'Dynasty', but I can assure you there ain't a shoulder pad in sight! (Okay, maybe a few bamboo armour ones, but they don't count.) US Gold's latest Capcom coin-op conversion boasts eight levels of scrolling beat-'em-up/arcade adventure with a pretty authentic Chinese flavour. Each archer, horseman and samurai (and there are hundreds of them) is pretty accurately represented, with realistic and ultra-detailed backdrops, and the weapons are mainly swords, spears and bows. In fact, what with a distinct lack of end-of-level baddies and other fantasy elements, it's really only

our hero's energy-bolt firing stick thing that gives the game away.

Plot is of the 'two horsemen take on the evil warlords who've put a blight on the land' variety. Each monochrome level features a variety of oriental backdrops, including forests, bridges, villages, and, at one point, what looks to be a section of the Great Wall Of China. Perhaps two of the most distinctive settings are the series of giant moving rafts you have to cross on Level Two, and the snowy wastes of Level Four, but there's lots of other good stuff too – the last two levels being the most packed since they're about twice the length of the early ones!



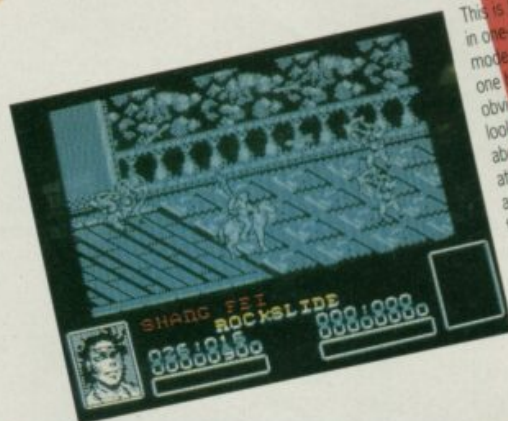
Sorry about this, all you 48K guys, but it's only in 128 mode that you'll be able to see these rather nifty and colourful loading screens, outlining the various characters and their abilities. Boo!



Yikes! That looks like a riderless horse in the middle of the screen there which means... one of our heroes has been unseated and killed! (I'm not sure which one though.) Oh no!

# YNAST

It's Full Of Ea



This is the game in one-player mode, with only one horseman obviously! Here he looks like he's about to get attacked by some archers, but they'd better watch out – there's a rockslide on the way!

## Your Four Characters

Before starting the game you (and your pal if you're playing in two-player mode) have to choose a character to control, of which the computer gives you a field of four. Though they look exactly the same as each other on-screen (apart from the little portraits at the bottom of the picture, of course) each in fact has slightly different properties. For instance, Lui Bei is a physically powerful chappy, but he ain't too hot in the old mental power department (bear with me, I'll explain what that means in a minute) while Kaun Yu is particularly brainy but physically quite weak. The other two (Shang Fei and Shao Yun – don't ask me how you pronounce any of these!) have a more even spread of abilities.

What it all adds up to is this. You, as a player, are basically the sum of your physical and mental

parts – how hard you can hit is determined by the two abilities added together. Your physical strength is basically your stamina (ie how many blows you can sustain before you die) and this shrinks each time you get hit. In contrast, your mental strength never decreases, but it's worthless on its own, only useful for augmenting physical strength for extra hitting power. Both can be increased, however, by picking up icon bubbles, which can either be found trapped in chests and other likely places or released from the bodies of some of your more powerful horse-backed enemies.

By the way, if you just rewind a bit you'll see I said each character looks pretty much the same on the screen – so how on earth do you tell them apart in two-player mode? Easy – player one rides a black horse, and player two a white one.

## Dynasty Wars The Coin-Op

Capcom's *Dynasty Wars* was a rather impressive machine which initially hit the arcades in the summer of '89 – impressive mainly because of the amount of detail and spectacle involved as the two human players took on oodles of mounted samurais and foot soldiers with often ten or so little figures running around in all directions over the screen. As in the Speccy version, our heroes never leave their mounts (except when they're dead, when they sort of fall off backwards). This made

the controls slightly tricky to get to grips with – the realistic animal animation of the horses and the sheer size of each one made positioning for a clear shot slightly tricky at times. Still, a lot of lovely detail and loads going on made it a birrova goodie, the main criticism being that with eight similar levels it could be a bit samey. Still well worth keeping an eye out for though.



# DYNASTY WARS

Eastern Promise!

ポ  
モ  
ン  
は



And here's a shot from the Dynasty Wars coin-op. Nice and colourful, isn't it? Here 'our boys' get attacked by an enemy horseman and a whole host of other blokes. Shoo, go on, shoo!!

## 128K Version

In all versions of Dynasty Wars you get a scrolling high score table and text introductions to the four heroes, but on 128K you get to see what they look like too in a series of nifty static screens, as well as getting treated to a rather nice intro tune and full sound effects throughout the game. Hurrah!

## Weapons

You're given exactly the same weaponry whichever character you choose, namely a single pike/spear thing which prods out in front of your horse. It's a slightly spooky pike/spear thing though in that when you hold the fire button down for long enough, then release it, it fires a built-up energy ball (much like the weapons in R-Type). An energy bar at the bottom of the screen allows you to judge exactly the right moment to fire.

The enemies are different though – some have swords, some have long-range weapons like arrows, but none fire spooky energy balls in the same way that you do. Since there are about 600 times as many of them as there are of you it's really only fair.

There's also a sort of smart bomb device available, though, unlike your run-of-the-mill smart

bombs, this can't be guaranteed to wipe the screen clean of baddies – most of the smaller ones it'll deal with alright, but with some of the more powerful horse-backed opponents it's more likely to just knock their energy levels down a bit. (Of course if you've already depleted their energy it should knock them off-screen altogether.) In the coin-op of course there were four of these super weapons, but the Speccy version only gets the two – 'Explosions', which drops three large fireballs down on the play area, and 'Rock Slide' which does a similar thing but with boulders. (The missing two, by the way, are 'Fire', which sees three archers run on-screen and launch flaming arrows at the bad guys, and 'Ambush' which adds an extra horseman to your side – both were deemed far too complicated to fit on the Speccy.)

## Dynasty Warriors

The company behind Dynasty Wars is Tiertex, the Manchester-based development house which has done a lot of work for US Gold lately. For instance, Chris Brunning, the programmer, has previously slaved away on the Speccy Strider and Last Duel. So who were you partners in crime with, Chris? "Well, let's see now.

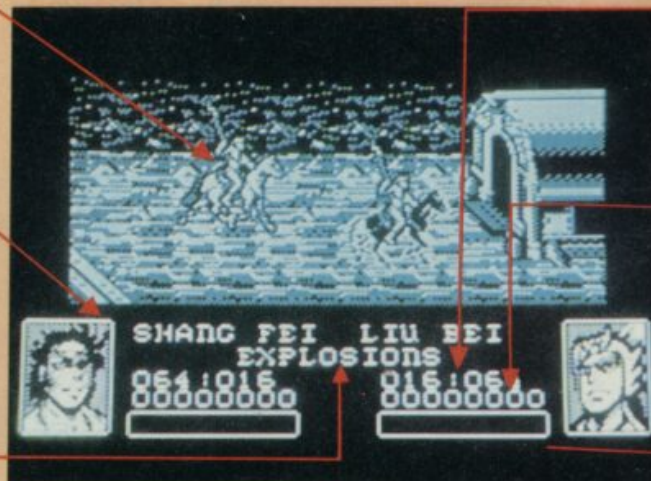
There was James Clarke who did the graphics, and then Mark Tait was responsible for the music. Basically we're very pleased with what we've achieved with the conversion – if you like these sort of horizontally-scrolling action games you'll love it. I basically think of it as Scramble on horseback." There you go – straight from the horse's mouth.

## Dynasty Wars – what's what and who's who!

Here's you and your pal crossing the river on one of Level Two's giant rafts.

Typically big-eyed Japanese-comic style pictures of our two heroes, Shang Fei (the average sort of guy) and Lui Fei (the musclebound but thick one).

Aha! It seems we've chosen the fireballs from above as our super weapon for the time being.



These two numbers indicate your physical strength level (the first one) and your mental proficiency (the second).

Here are the big scores. Um, the lads haven't done too well so far, have they?

And finally the power bar, of use when building up a big mega-blow with your lance.

You can't see them here, but when you take on any of the enemy generals (one to be defeated at the end of each level) or other major baddies, their energy bars appear at the edge of the screen, so you can keep tabs on how they're standing up to punishment. Hopefully you'll eventually get a nice 'I've killed the General' message to see you through to the next level.

## FAX BOX

Game ..... Dynasty Wars  
Publisher ..... US Gold  
Programmers ..... Tiertex  
Price ..... To be announced  
Release date ..... June





# DAN DARE III *The Escape*

RELEASE  
DATE  
APRIL 14th  
1990



IBM PC



ATARI ST



AMIGA



CBM 64



SPECTRUM



AMSTRAD

IBM PC	£24.99
ATARI ST	£19.99
AMIGA	£19.99
CBM 64	£9.99 (CASS) £14.99 (DISC)
SPECTRUM	£9.99 (CASS) £14.99 (DISC)
AMSTRAD	£9.99 (CASS) £14.99 (DISC)





### Invasion force

'Ere we go, 'ere we go, 'ere we go! That's right, Spec-chums, it's time to pop down the hairdressers for a Gazza's Super Cut and start sewing pretty Union Jack flags with motifs like 'Brain 'em, Brian!' emblazoned across them. Yup, World Cup year is well and truly upon us and the excitement's reaching fever pitch, not least here in the YS shed! So imagine our delight when we heard that Virgin Mastertronic is all set to release a footie sim especially for the occasion (which'll take place in Italy), appropriately entitled *World Cup Soccer '90*. As reported in last issue's *Future Shocks*, the game will feature all this summer's qualifying teams (for real 'imagine you're there' excitement!), a two-player option and a view of the goal from the position of both striker and keeper. Sounds stompin'! And, somewhat spookily, *World Cup Soccer '90* just happens to be the subject of this 'ere compo. Hurrah!

### Snooze control

So guess what our first prize is! Two tickets for the final, all expenses paid? A football with the signatures of the winning team players on it? Or even the chance to participate in half-an-hour's scintillating live BBC commentary with Emlyn Hughes? Um, as a matter of fact no. It's a TV. A Pye 2012 Remote Control 14 Inch Colour TV to be precise. Now what on earth are YS and Virgin Mastertronic doing giving away a TV, we hear you ask. Simple.

How many times have you been sat in front of your living

room telly, quietly enjoying the sophisticated company of Mr Doobie Duck, when your mum comes in and flicks on *Sons And Daughters* (or something)? "Aaaawww, mum!" "Shurrup 'n' do your homework or your father'll make you eat coal for the rest of the week." You know the story. So just imagine what it's going to be like during the World Cup - absolute blue blinkin' murder, that's what!! Hence the telly. Not only will you get to catch all the coverage in the privacy of your own room but also stay in bed the whole time and not bother to switch it off late at night. That's right, 'cos not only does this once-in-a-lifetime prize have 40 programme synthesized tuning (oooooh!) and an on-screen display to indicate which channel you're watching (aaaaah!), it's also got a sleep

timer setting of up to 90 minutes. Corking, eh? That means you can set the time for it to switch off, snuggle up with your remote control (to zap channels when Emlyn starts gibbering away) and, er, fall asleep. Incredible but true! What's more, the lucky swine gets the same two prizes that the runners-up get, which are...

Twelve copies of Virgin's up-'n'-comin' *World Cup Soccer '90* and another 12 ultra-fabby one-off Virgin football shirts! They're the genuine article and no mistake!

# WIN!

## A REMOTE CONTROL COLOUR TV!

PLUS! COPIES OF VIRGIN MASTERTRONIC'S **WORLD CUP SOCCER '90!**

AND! A BUNDLE OF VIRGIN FOOTBALL SHIRTS!

## Winning's the game!

As for how to enter, well, you can forget about easy-peasy picclee puzzles like 'how many balls can you spot between Peter Shilton's goalposts (oo-er)?' for a start. Nope, we're down to the real nitty gritty here. We've come up with three brain-blasting footie questions which even Jackie (our resident YS soccer mascot, ahem, know-it-all) had more than a little trouble answering. So, without further ado, it's over to David Coleman in the studio. David, the questions, please...

Eeeerr, well yes, and it's quite remarkable really because, er... even I don't know the answers!! Quite incredible. And the first one is...

■ Who scored the goals in England's legendary (legendary because they haven't come close to it since, ha), um, World Cup win in 1966?

(No conferring please.) Second question...

■ Where was the first World Cup tournament held?

And, finally, the, um, very final question...

■ Which is the only team to have taken part in all 13 tournaments?

Not too hard that last one when you think about it but, eerr, since I haven't thought about it then I really haven't the foggiest. Ha ha. Eeeerr... (snip).

Thank you, David. Right, now you've got the questions all that's left to do is fill out the coupon with the relevant details, stick it onto the back of a postcard (pleases!) and post it off to *Dribble Wibble Pass It Down The Middle Gosh I'm So Excited I'm Bursting For A Tiddle (Blimey!) Compo, Your Sinclair*, 30 Monmouth Street, Bath BA1 2AP. And remember the closing date, Spec-chums - it's May 31st 1990.

### RULES

- No players from Future City or Virgin United are allowed onto the pitch or they'll be 'cornered' and 'kicked off'.
- All entries must be received by 31 May 1990 or they'll miss the final whistle.
- Matt's the ref with final say so you'd better be on the ball and not mess with him.

Haven't a clue. But Dad reckons that...

1) is .....

2) is .....

3) is .....

Name .....

Address .....

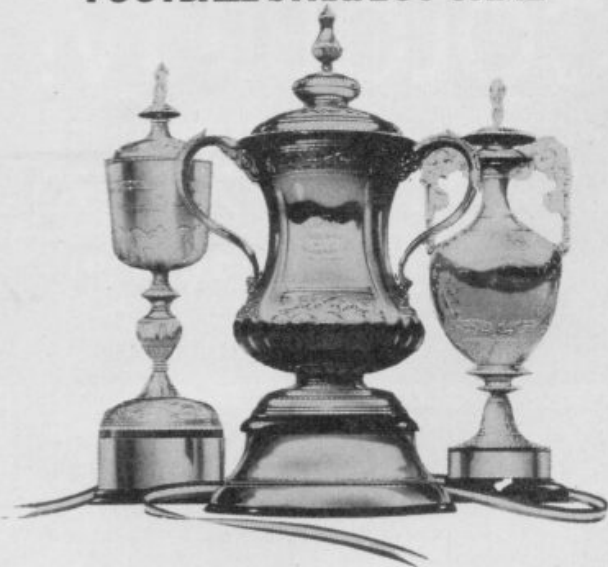
Post Code .....



# TREBLE

## Champions

A STUNNINGLY REALISTIC  
FOOTBALL STRATEGY GAME



**TREBLE CHAMPIONS -**  
Can YOU Win the League Championship,  
The F.A. Cup and the League Cup?

An Amazing range of Realistic Features  
and Superb Gameplay combine to create  
all the Tension, Drama and Excitement  
of Football Management as you  
compete for Soccer Glory and -  
**THE TREBLE.**

### AN OUTSTANDING RANGE OF FEATURES

- 4 Divisions of 20 Teams
- Non-League Division of 20 Teams
- Full Home and Away League Programme - 38 Matches
- Results of ALL games for ALL 5 Divisions
- League tables for ALL 5 Divisions
- F.A. Cup including Non-League Teams
- League Cup (1st, 2nd Round and Semi-Final over 2 Legs)
- Promotions and Relegations
- Only 1 Team Promoted from Non-League Division
- Squad of 20 Players and Reserves
- Squad of 15 Players for ALL Other Teams
- Details of over 1500 Players
- Transfer Market - Offer for any Player in any Division
- Transfer Deadline
- Long and Short Term Injuries
- Time management System - limited time for Club management each week
- 2 In-Match Substitutes
- Opposition use Substitutes
- Fitness Training - Keep your Squad at maximum fitness
- Coaching - Improve the Ability of your younger Players and Reserves
- Midweek Matches
- Cup Replays
- Penalty Shoot-Outs
- Player Retirements
- Change Player/Team Names
- Season ticket, Wages, Bank Loans, Interest, Attendance
- SAVE GAME
- 3 Skill Levels
- Start in any Division
- PLUS MUCH MUCH MORE

#### SPECTRUM SCREEN SHOTS



ALL VERSIONS INCLUDE COMPLETE INSTRUCTIONS

SPECTRUM 48/128K: Tape £9.95, Disk £13.95. COMMODORE 64/128K: Tape £9.95, AMSTRAD CPC 464: Tape £9.95, CPC664/6128 Disk £13.95.  
ATARI ST: £19.95 \*COMING SOON\* AMIGA: £19.95 \*COMING SOON\*

AVAILABLE NOW FROM RETAIL OUTLETS  
AND BY MAIL ORDER FROM:

CHALLENGE SOFTWARE, 37 Westmoor Road,  
Enfield, Middlesex, EN3 7LE.

Please make your Cheque or Postal Order payable to  
Challenge Software and state which machine. Orders outside  
U.K. add £1. Add £1.50 for Air Mail outside Europe.

CHALLENGE

SOFTWARE

# GIRLS!



Everything you need  
to know about Girls!  
\* Chatting up, kissing, \*  
flirting and more!

**DIAL 0898 122975**

A Voiceline production. Calls cost 25p (cheap rate) and 38p  
(at all other times) per minute inc. VAT. Voiceline Ltd.,  
P.O.Box 1640, London NW1 8NP.  
You must get your parents permission before you dial.

## ADVENTURE HELPLINE



Do you play computer adventures?  
Have you ever been faced with a  
seemingly impossible situation?

**WE CAN HELP**

Our adventure rescue team work  
7 days a week until midnight and  
will be pleased to answer your  
queries. We offer help with any  
games or any computer - so if you  
are tearing your hair out  
ring this number NOW!

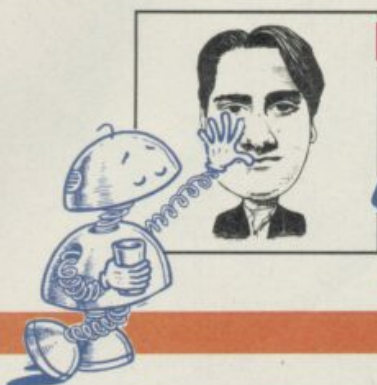
We can now help with some  
Arcade Games as well

**0898 338 933**

**T.M.E Plc 10b Hulme  
Hall Road. Manchester  
M15 4LY**

**Calls charged at 25p min "cheap"  
rate/38p at all other times**





ROBIN ALWAY

# SAM Surgeon

As you might have twigged from the recent sharp increase in street parties, hip-hop hoorahing and exuberant throwing of hats in the air the SAM Coupé is finally here! It may have had a gestation period longer than that of the African elephant but MGT's new baby is brilliant – a power-without-the-price Spectrum for the '90s if we ever saw one. Despite the fact that our new-found buddy's only been around for a month or so, exciting new developments are already, erm, developing and because I'd hate to see you out of date, listening to Abba and wearing silver-spangled platform shoes here's the first collector's edition of a regular page devoted to everything and anything in the least bit Coupéish. Already there's loads of hot Coupé poop you need to hear about so without further ado let's get on with the column.

It's a hard and brutal fact of life that computers without software are a bit crap and unentertaining (exactly like Sonya in fact). Of course the SAM's never going to be completely softwareless as literally thousands of Speccy games are compatible with it but what we Coupéians are really after is brand new stuff that takes advantage of the Coupé's clever trouser capabilities. Conscious of the need for Coupé-specific titles, MGT has drawn up a huge, all-encompassing master plan to flood the world market with mounds of SAM software. It's pretty complicated, as master plans tend to be, and works on three different fronts.

For starters, MGT is offering cash. Whereas you and I might just stretch to a pint and a bag of chips as enticements to programmers for SAM software, MGT has a staggering £20,000 in prize money to give away to the sickeningly talented people who come up with the best Coupé-specific software this year. The moolah is being divided as follows.

The first prize of £15,000 (gulp!) goes to the very best original SAM game of the year. Then there's £500 on offer for the best piece of Coupé software in the March/April, May/June, July/August and September/October periods. And lastly, three special prizes of £1,000 will go to the best under-12 entry, the best 12-16 entry and the best non-game of the year.



As you can see MGT isn't messing about and for talented programmers who don't fancy doing a bank job or, even worse, appearing on *Wheel Of Fortune*, the Coupé begins to look like a worthwhile investment. Of course, the games will have to be good to bag up the prize money so if I were you I'd leave those Basic fruit machine sims and character set designers under the bed, for the sake of the independent judge, industry mag *Computer Trade Weekly*.

MGT's second form of attack is to publish Coupé-specific software itself. Miles Gordon and entourage are currently busy waving cheque books around, buying up old-but-excellent Speccy classics like Mike Singleton's *Lords Of Midnight*, *Doomdark's Revenge* and *Dark Sceptre*. Not to mention around eight old Code games, including *BMX Sim*. These will be dusted off, enhanced to take advantage of the Coupé's superior capabilities and then flogged off at budget prices. A disk of ten SAM games for a tenner is also a possibility.

There's also a horde (or possibly two) of third party product set for unleashing at a software shop near you soon. Take a look at the following

list, feel the quality, marvel at the range and cheer loudly!

Audiogenic's first SAM release will be *Emlyn Hughes Arcade Quiz* so at last we'll be able to enjoy Emlyn's pullovers without colour clash. All Domark's Spectrum releases will have SAM compatible versions on the flip side – that should start after the release of *Cyberball* (sob sob). Thalamus has tons of Coupé stuff planned. First off will be a double feature pack comprising *Delta Charge* and *Sanction* for £14.95. Following that will be *Armalite* with a



Alan Miles



Doomdark's Revenge



There'll be a wealth of budget software as well, with Zeppelin weighing in with such dubiously titled products as *Spagetti Western Simulator*, *Kick Box Vigilante*, *Mountain Bike Simulator*, *Blinky's School* and *World Soccer*. Faithful purveyor of cheapies Atlantis is offering *Snowball From Hell* for the Coupé and Kosmos plans to foist *Junior Quiz* on us too.

As well as games, games and possibly even more games some tasty-sounding Coupé specific utility and education software is due for release. Tasman should have released its definitive word processing package *Tasword 2* for the new machine by now and PCG is making available an enhanced version of its spiffing suite of three desktop publishing progs for £37.95. The word processing piece of this will be available separately for £13.95. Also the successful education progs *Fun School 2* and *3* are being Coupéised by Database.

And there you have it, positive proof that the SAM's going to be very well supplied with software for this year at the very least. On that cockle-warming note I'll leave you for this month. In the meantime I'd love to see some stuff from you, my fellow SAMsters, so if you've got any Coupé-specific hints, POKEs or wrinkles send 'em in. Equally well received are details of Coupé fanzines, user groups, public domain libraries and that kind of thing. So heave everything remotely Coupé-esque to me, Robin Alway (SAM Surgeon), at Your Sinclair, 30 Monmouth Street, Bath BA1 2AP.

## STOP PRESS!

Just as we were going to bed (as we say in the trade) with this issue, what should come along but a brief note from some folk called The Coupé Connection, a brand new SAM Coupé user group. They're asking for PD (Public Domain, ie anybody can use it for free) material for the SAM so they can share it around, particularly demos on sound and an interrupt scroller. Any offers? For more info the address to contact is 10 Ricardo Road, Old Windsor, Berkshire SL4 2NU.



price tag of £12.95 and hot on its heels is the *Kuwait Team Ford Rally Game* which'll set back Coupé owners £14.95.



Domark/Tengen/£9.99 cass/  
£14.99 disk (128K  
only)



Davey Since  
the dawn of

creation man has  
pondered three  
all-important  
questions

# CYBERBALL

'What  
is the  
meaning  
of life?'

'What came  
first, the chicken or  
the egg?' and 'How on  
earth do you play American  
Football?'. Well, if you think

today's version of the game is  
complex just wait 'til the 21st century!

It's become so violent that humans don't want  
to play anymore! Oh no, instead it's the poor robots  
who take their place (and the pasting!). And this is what  
*Cyberball* is all about!

If you're not that familiar with American footie,  
here's a brief synopsis... Huge teams of humans  
run about in a game broken into several plays.  
Each consists of four 'downs'. Each down is an  
attempt to keep possession of the ball and move it  
up the field ten yards. Fail at your fourth attempt  
(Or 'down' Ed) (Right, you're getting the hang of  
it!) and you lose possession to your opponents.  
*Cyberball* is played by huge teams of massive  
metal robots (or in the case of the Speccy by  
teams of seven monochrome robot sprites). The  
rest is similar, except that as an added incentive  
to gain the ten yards the ball is timed to  
explode!!! Eek!

Now, in each down you have to choose a 'play'

(or routine) for your team to perform and there are  
loads of them depends upon whether you're  
defending or attacking. You have a time limit in  
which to choose these plays (which is nowhere  
near long enough to figure out exactly what you  
should be doing!).

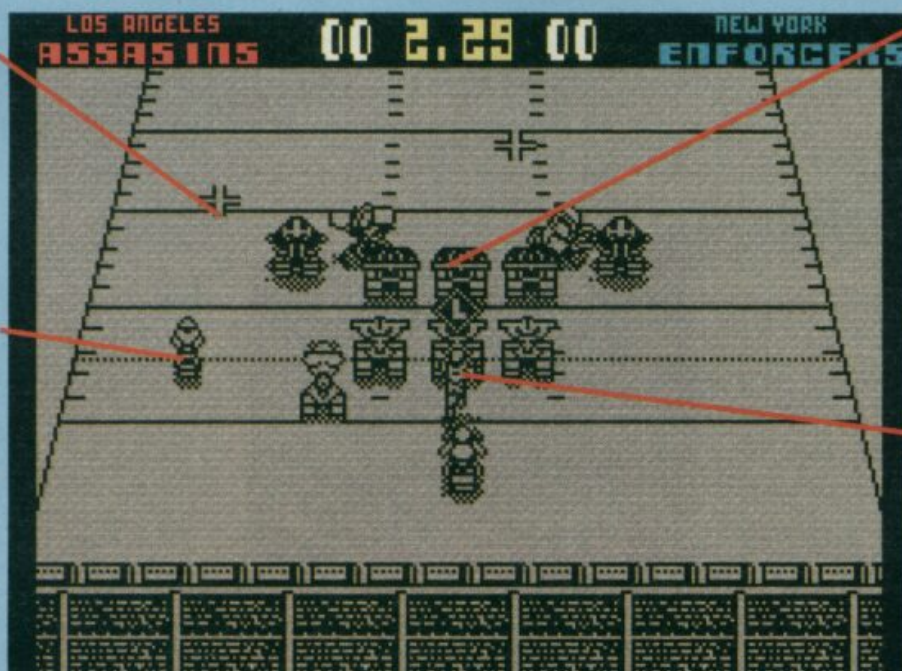
Right, into the gameplay. The pitch scrolls  
vertically up and down with the action and the  
teams move likewise (but slowly) chasing the ball.  
By clicking the fire button you can choose which  
player to control in defence. In attack you first  
control the receiver. From the 'play' you've  
selected, you'll have several options for places to  
throw the ball, and these will be marked by  
crosses on the screen. Your robots will start to

move toward these as play begins. The ball goes  
to your receiver and then you choose which cross  
to throw the ball to. As soon as it's thrown, this  
cross is highlighted and you take control of the  
robot nearest it. Move over it, catch the ball and  
then leg it toward the goal line pronto! Do this  
enough times and you win the game (and get lots  
of cash). Simple, isn't it? Er... no. It's actually very  
complicated.

In two-player games you're both on the same  
side, one catching and one passing. There's a  
limited amount of sound, the nicest bit being the  
sort of static noise that approximates to cheering  
as you kick off. There are lots of subtleties here  
including robots with different speeds and

This cross  
marks one of  
the possible  
places you  
pass to (but  
best to be sure  
there's a robot  
waiting to  
catch it before  
you do!).

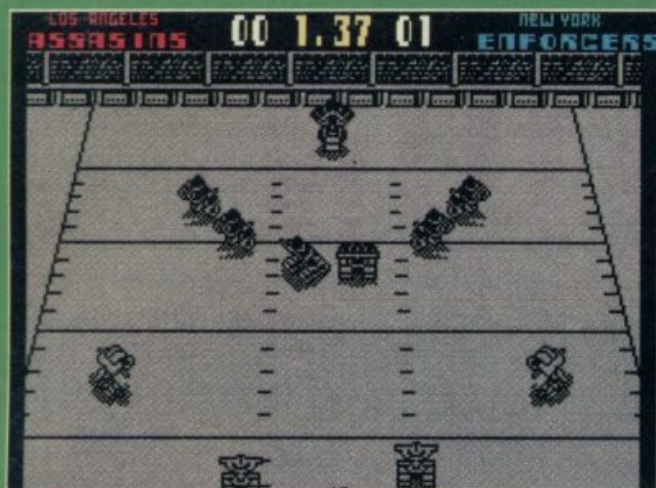
This is one of  
your speeding  
little 'running  
back' robots.  
Pass the ball  
to him and  
he'll be the  
ideal bod to  
whizz up-field  
with it. (I wish I  
was 'running  
back' home for  
tea and away  
from this very  
complicated  
game.)



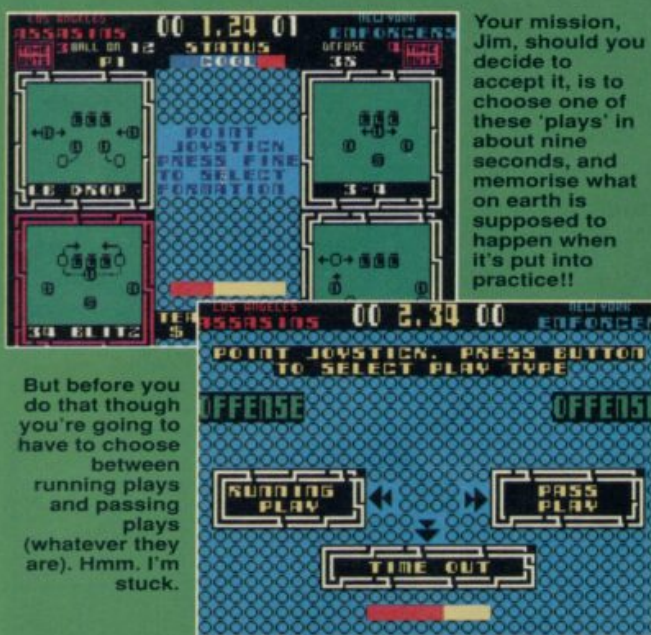
And these are all  
the opposing  
team robots  
you've got to  
avoid. (Big, aren't  
they?)

This humanoid  
chap is the  
quarterback. He  
receives the ball  
when it's first  
'hut-hutted' out  
from between  
the 'legs' of the  
big robot in the  
'scrimmage line'  
in front of him.  
(Can I go home  
now, Matt?)





Blimey! Just what is going on here? Don't ask me who's got the ball, I'm only the quarterback!



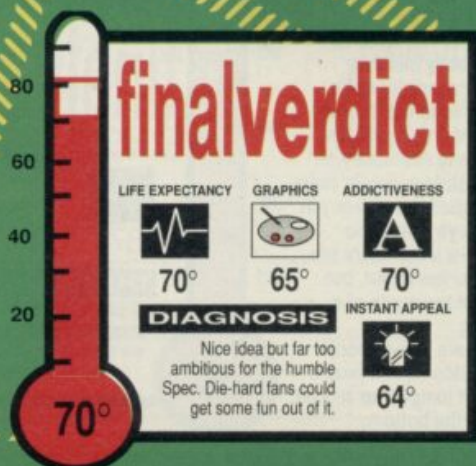
Your mission, Jim, should you decide to accept it, is to choose one of these 'plays' in about nine seconds, and memorise what on earth is supposed to happen when it's put into practice!!

But before you do that though you're going to have to choose between running plays and passing plays (whatever they are). Hmm. I'm stuck.

damaged robots not performing so well, but none of this is really apparent on the Speccy because of the jerky gameplay. Still, all this having been said, after I'd persevered I was actually able to make some progress! (Gasp! Ed) Here's Davey's trusty tip - instead of throwing the ball away as soon as you get it (like I used to do when we played rugby at school), you should make the receiver hold onto it for a bit until your players are in the right place to catch the pass.

Anyway, Cyberball sounded like a

great idea for a game, but I'm afraid that Domark could well have been a trifle over-ambitious with the Speccy version. With the memory limitation, of course, the teams are both monochrome (although your opponents' area is a bit darker), and the gameplay is a tad on the slow side. I suppose it's quite a specialist game. I mean even if you like the idea of small monochrome robots bashing each other, you still need to get to grips with the rules of American footie!



# JOYSTICK JUGGLERS

Since this issue has a sort of 'Ancient Japanese' feel to it, we thought we'd quiz our Jugglers a bit on the oriental scene. Do any of them speak Japanese? Have any of them ever been there? Um, do any of them want to go? Well, let's find out, shall we?



**Duncan MacDonald** "I find Japanese policing methods very interesting actually. Blimey! We never figured you'd be one to take any great interest in the rozzers. Dunc! Tell us more! I like their very 'softly softly' community policing methods. Every copper makes sure he knows everyone on his patch and goes round to visit them all the time for tea. And what's more, when they go in your house they take off their shoes as a sign of courtesy! You wouldn't find that here - but that's probably because it'd take a British copper about half an hour to get out of his Doc Martens." Hmm, good point. "Yes, that's why the Japanese police all wear carpet slippers on duty." (Are you sure about this?)



**Matt Bielby** "Mmmm. I really like Japanese food! Sushi, especially. I love it! Love it love it love it. They have this really really (really) weird cooking method that actually leaves the fish stone cold and sort of wet-looking, even though it's been cooked, and then they wrap it in leaves and you eat it with your fingers. I wish I knew how they did it." Actually, um, we think we know the secret of that particular 'cooking' method. "Oh really? Brilliant! I've been searching it out for ages, but none of my cook books seemed to have it in. Do they sort of boil it then, or is it grilled or what?" No, actually, it's a lot simpler than that. "Of course! I knew it! It's got to be sort of baked in some fashion. It's obvious!" It's even more obvious than that, actually. Um, it's raw. "...What do you mean... raw? You mean raw-raw?" "Fraid so. It's not actually cooked at all. It's just a dead fish, that's all, wrapped up in leaves to make it look 'nice'." Um, I, er, um. Excuse me, I've just come over all funny inside."



**Kati Hamza** With a name like that you almost sound a bit Japanese, don't you, Kati? "Well, I'm not." No. Um, ah, is there anything that especially appeals to you about Japanese culture then? "Yes, the comics! They're great - have you seen them?" Uh, no. "They're about 6,000 pages long like telephone directories and yet hardly anything happens in them! There'll be about ten pages about a bloke bending down, tying his shoe lace, then getting back up again! Brilliant!" Erm, it doesn't sound so brilliant to us. "And the other thing is they start at the back and you have to work your way to the front. Excellent!" Erm, right, sounds 'great'. "And do you want to know what the best bit is?" We can hardly wait. "Everybody's got these great big saucer eyes on them, no matter who they are. They're so cute - they all look like Marine Boy!"



**David Wilson** "Guess what my favourite thing is about Japan. Go on, guess!" Oh, we don't know. What is it? "Kareoke bars!" Oh no, we knew you'd say that! That's one of those ridiculous places where all the customers get up and have a sing-song, isn't it? "That's right! They're brilliant! (Whispers.) It's really funny you know, but ever since my reasonably successful song *Hold My Hand*... I've been finding it difficult to find anywhere where I can freely express myself vocally, you know. I've been banned from singing in the office now, and most public places won't have any truck with it either. My flatmates have even banned me humming along in the bath! So kareoke bars have really proved to be a godsend, a place where they don't just allow me to give free reign to my vocal talents, they positively encourage it!" Let's just hope he sticks to them, eh, Spec-chums?



**Jonathan Davies** "Um, er, um, can't think of anything really." Oh, come on, Jonathan, play the game! "No, it's, erm, it's just I'm finding it hard to concentrate at the moment. I've not been getting much sleep, you see." Oh no, why's that? "Well... nah, you'll laugh." No, we won't. Go on. "Well, at night, when I'm lying in bed, the central heating comes on and makes all these gurgling noises, and it's quite scary." Oh, that happens in lots of houses - it's nothing to worry about. "No, no! You don't understand! You see, the pipes used to go 'gurgle, gurgle sploosh' sort of thing, which was fine, but now, well, it's more of a 'snort, snort' sort of noise, with the occasional 'oink' thrown in. And you know what that means, don't you? It's the g-g-ghost of Farty trying to contact me from beyond the grave!" Er... blimey.

**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 rates an overall score of 90 or above gets the esteemed YS Megagame rating! It's a happening piece of software!

**80° - 89°** PDG! (ie Pretty Damn Good!) A game well worth digging into the old dosh bucket for!

**70° - 79°** A very enjoyable game, but might not be of lasting appeal to everybody.

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

**50° - 59°** Pretty average. Very average in fact. Actually, it's a bit crap.

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

**30° - 39°** So sickly it's due to hospitalised!

**20° - 29°** Very poorly indeed.

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

**0° - 9°** Clinically dead.



# E-MOTION

US Gold / £10.99 cass

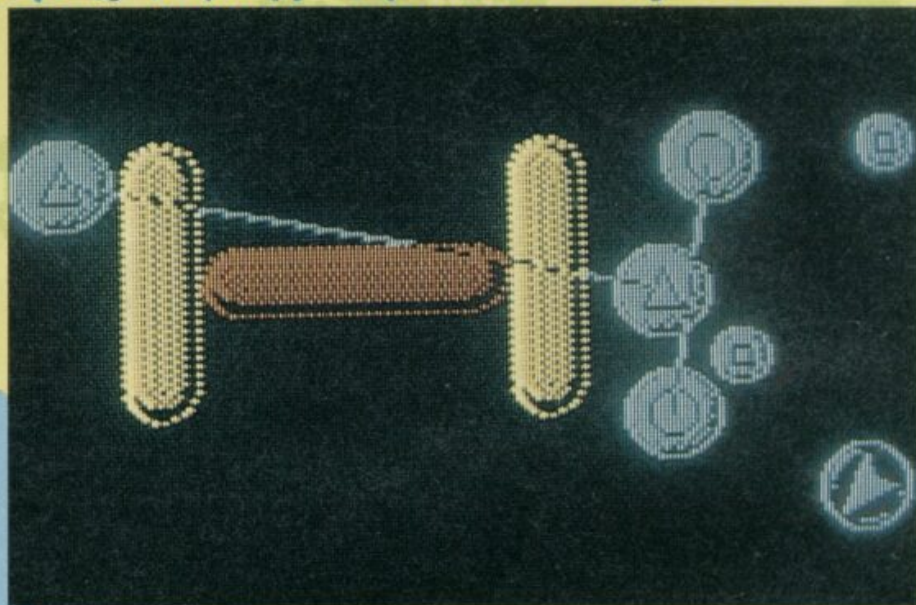


**Kati** Once upon a time (well, during that grey and rather murky decade they call the '70s actually) a horrible little factory somewhere began producing some equally horrible little lamps. These lamps were filled with mobile oil bubbles which floated in a bright orange solution of hideous greasy gloop, and they quickly became the most ultra-hip 'sitting room' accessory of the period. They were foul, they really were.

Well, *E-Motion* is nothing like that. (Well, okay, they've both got a load of floating spherical objects but nothing else.) In fact, *E-Motion* isn't really like any other game I've ever seen so describing the blooming thing might prove a tad difficult. Oh well, here goes.

(Long pause.) Imagine a big black space. Now put in a few round balls inscribed with different geometrical shapes and add a funny round little geezer as a control pod. Then link them together with funny string things (A bit like *Klackers* actually, Ed). A doddle so far. Okay, here's the tricky bit. The little round control pod has to zoom around the black screen bumping and shoving identical balls into one another. "Why?" I hear you ask. Because if it doesn't manage it in time the balls start flashing like crazy and explode, zapping all the pod's energy and leaving you minus one life.

And there's more. For starters, the pod suffers from inertia so unless you're a bit of a whizz-kid with the old twizzle-stick you're much more likely to go sailing straight past your target (whizz) and swearing (%\*@!) than actually hitting the er... balls. Secondly, if two different spheres collide by accident (and this tends to happen rather a lot at first) they generate a cute little baby ball. These turn into bigger pubescent balls after a few seconds but if you get them while they're small they pop a bit extra onto your energy bar. Thirdly, the screen actually wraps around itself so the snappiest route from ball to ball isn't always the most obvious one. For example, if you want to get a sphere on the left over to the right, it might actually be quicker to shove it off the left-hand



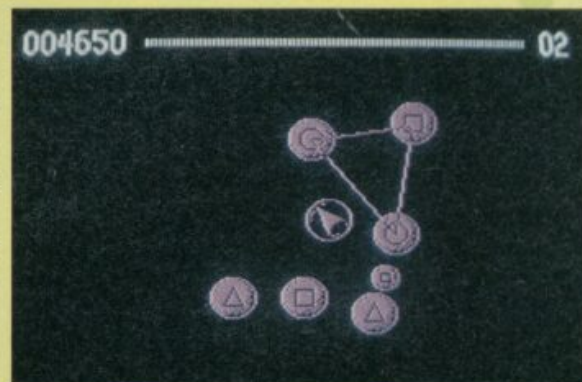
It's the first screen and I'm not doing too well. I've already created a couple of extra balls, and that weird h-shaped doofer's getting in the way too. Drat.

side of the screen (a bit like *Asteroids* actually). Clever, eh?

And there's even more! In the interests of some really major trickiness, those cheeky chappies at US Gold have conjured up loads of extras, like impassable barriers and natty little pick-up pills which have a sort of absorbent effect. Instead of going round bashing the balls you just kind of suck them up. And even more confusing are the pieces of elastic. These connect some of the balls and both the control pods to each other in two-player mode. Pulling one end usually results in the other sproinging like crazy all around the screen, making a general pig's ear of the whole thing.

It all adds up to an extremely spanky little puzzler with a multitude of levels and some very spiffy game design. There's not much to comment on in the way of sound or graphics but the crucial thing is the physics and, by crikey, have they got it right. The spheres move exactly like they should, especially when they're tied to the 'rubber bands', and the collision detection is absolutely on the ball. Unfortunately, there is one irritating tendency in that it plays a snip too s-l-o-o-o-w when there are lots of sprites about, but that's not too much of a handicap.

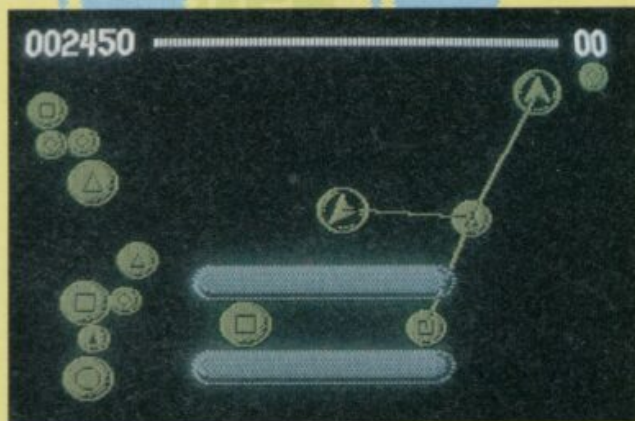
There are some people who wouldn't like a puzzle game if it jumped up and bit them on the bottom.



Now, if I can just run over that smaller ball before it grows any bigger, then get the pair in the triangle to touch, I'll be laughing...

*E-Motion* won't be everybody's mug of steaming Rosie Lee but with so much variety and manic action this is an excellent excuse to give your ill' ol' trigger finger a hard-earned rest.

Don't be a turkey - go check it out.



Yikes! It's the two-player game and I'm tied to my partner and some other balls with a piece of knicker elastic. Look at all those new ones I've managed to create over there on the right! (Not doing too well, am I?)

80

60

40

20

80°

## final verdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
87°	50°	80°
DIAGNOSIS		INSTANT APPEAL
A trifric load of balls which tests your mental and your manual skills. A real love it or hate it game.		
		77°



# Growing with SAM



**Grow your Coupé system with SAM. Here's the latest crop of goodies:**

SAM Coupé 256k Computer  
780k Disk Drive  
256k Memory Expansion

Communications Interface (RS232 and Parallel)  
External Drive Interface (with Parallel Printer Port)  
MGT Disks, Advanced Technical Manual

Please send me more details and prices of the SAM Coupé,  
and the address of my nearest dealer.

NAME: \_\_\_\_\_

ADDRESS: \_\_\_\_\_

POST CODE: \_\_\_\_\_

My favourite dealer is,

NAME: \_\_\_\_\_

TOWN: \_\_\_\_\_

YS-4

**MGT**

**MILES GORDON TECHNOLOGY plc**

Lakeside, Phoenix Way

Swansea SA7 9EH

Tel: 0792 791100

Fax: 0792 791175

Telex: 48297 JOYTEL G



# Letters

WRITE TO THE ED, YS, 30 MONMOUTH STREET, BATH BA1 2AP.

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



I'm in quite a good mood this month, believe it or not. Yes, the air down here in Bath is really rather calming – and our shed's been done up a bit. There's a skylight in the roof now, so the warm Spring air can sort of waft through (or it would if we could get the skylight open). Anyway, I suppose I'd better deal with you lot. Off we go then...

## KEYBOARD CAPERS

I have been buying (and reading) YS for two to three years now – it's incredible! I've got a subscription and I would strongly recommend everyone to get one. But I would like to know one thing – do you playtest the games on the Speccy keys? It looks like it to me. In the March issue, in the review of Garfield, Jackie said "left-right pummeling the keyboard", not "joystick wagging". Why? Can't you afford joysticks, or do you just not like them?

Robert Porter  
Halton, Lancs

PS Stop giving us northerners hassle – our arcades are only 10p. So shut up.

We've got nothing against joysticks, it's just that there isn't a model

available small enough for Jackie – she has to use the keyboard (and even then we have to sellotape planks of wood to her arms to give them added weight so she presses the keys firmly). There's no way around it. And as for giving northerners hassle, what do you expect? Serves you right for living at the crap end of the country. Ed.

## DILLON OF DOCK GREEN

I was reading Joystick Jugglers in ish 51 when I caught a glimpse of a new bloke called Tony Dillon. The name sounded familiar, and so did his mug. Reading through my friend's copy of, er, 'wotsit' I spotted his name again and the thought struck me that they might be one and the same. Are they the same? And if they are, has Tony seen the light and decided to work for the best Speccy mag this side of the solar system? I'd like to know.

Jeremy Lee  
Slade Green, Kent

Yes, he is one and the same. I let him do some stuff for us out of the kindness of my heart (you know how kind I am by now, I'm sure). Unfortunately, coming from the 'other' camp (as he does) he was a bit crap. Ed.

## DEAD RENEGADE

Firstly I'd like to congratulate you on reaching the big 50. Did you know you shared your 50th issue with my goldfish's 50th birthday? It's true. For its birthday I bought it one of those multi-coloured Cruiser Joysticks. When it saw its pressie it had a heart attack and died. I'm going to miss old Renegade. We enjoyed so many computer games together, like Bubble Bobble and Operation Thunderbolt.

Since he's gone nothing's gone right. Firstly during a drama lesson, when we weren't wearing any shoes or socks, someone sat down on their chair – and one of its legs was on my toe. It's now broken (my toe, that is). Secondly, the Saturday after the toe episode, I stood up under an open cupboard and lost a chunk of my eyebrow. Moan moan moan.

Emma Edwards  
Harlow, Essex

As well as a badge, I'm going to send you a replacement goldfish. He's called Arnold and is, as I was assured by the assistant in the pet shop, an extremely 'lucky' fish. I'll just squeeze him into the Jiffy bag. (Heave, grunt.) There. Now to staple it closed. (Oh no! Arnold)

Righto, onto the 'Post Out' pile with it. Arnold should be with you in a few days. Ed.

## THE ART OF DECEPTION

In the August '89 issue of your illustrious organ you published a letter written by my father, who was pretending to be me – he'd boasted that he could get a letter published using my name, so I called his bluff.

In your reply, also published in that issue (Obviously. Ed), you told him/me that he/we couldn't have your Spectrum manual and that he/we/me would "have to make do with a badge". Well, I/me have been waiting expectantly ever since. Give us a break. Give us/me/him a badge!

Keith Ramsay  
Hartshill, Stoke-on-Trent

How do I know that you're not your dad pretending to be you again? That's the trouble with deception – you never know where it ends. Still, never mind, I've got TWO spanky badges in my hand and I'm about to drop them into an envelope for you. (Unless of course I'm pretending to – in which case I haven't got two badges in my hand which I'm not about to drop into an envelope. You'll have to wait and see.) Ed.

## DOODLE BUGS

Winner of the YS Doodlebugs bit this month is **Andrew Perryman** from Kinross in Scotland, who sent in this terrifying portrait of Jonathan Davies' old sparring partner Farty The Warthog. We asked JD if it was an accurate representation of the beast but he declined on the grounds that his psychiatrist thought it unwise.

Fancy yourself as a bit of a dandy doodler? Then show us the proof! Send your piccies, in black ink only please, to Doodlebugs, YS, 30 Monmouth Street, Bath BA1 2AP. And remember, there's a free game to be won for every pic we print!





## HE'S DISGUSTED

I am not writing to you with any game cheats or to say how wonderful your mag is. I am writing to tell you what I think about it.

It is disgraceful, and it is shocking to know that it is the number one Sinclair magazine. You seem to delight in putting in swear-words, dirty articles, horrible pictures, sarcasm and reviews of evil games plus demos of dreadful rubbish like *Altered Beast* (I think this is the most disgusting and evil game I have ever seen). Computing is an art and a science, not an excuse for disgraceful material to be published. Please stop – you are blackening the name of Sinclair.

**Sam Jeffreys**  
Poole, Dorset

Oh. Tell you what I'll do. I'll drop the swear-words, innuendo, articles, horrible pictures, sarcasm and all game reviews. And I'll rename the mag *Bunty*. Actually I'll go further than that. I'm going to close the magazine down totally. I'm going to sell up and move to Canada, where I'm going to live in the forest (like they do in Disney films) and make friends with all the animals there. I'll have a pet racoon called *Ricky* or something. Together we'll ward off an attacking grizzly bear. It's going to be brilliant. **Ed.**

## VICIOUS SWED

Oh God! No! Now you're all dead meat! Especially the %@\$%^ on the Ed's chair. Yeah, you heard me! The %@\$%^ on the Ed's chair! Last time I wrote to your mag (the best mag in the galaxy) I got my letter printed, but I didn't get my YS badge! Now I'm really Δ\*\$\$% off! And I have followed your last advice, and have a big doctor bill for my broken collar bone! Maybe I'm coming to England this summer to visit London (and YS of course). Then the Ed's head will be rolling on the street like a football in a soccer game. But you can avoid this one way and one way only! That way is by sending me my YS badge and print my letter now!

**Kent Carlsson**  
Helsingborg, Sweden  
PS If you're bored ignore this letter.

God, I'm so incredibly bored. Yawn! Er, I think I'll make a little tower out of some matches. No, that's boring as well. I know – I'll have a kip instead. Zzzzzz. **Ed.**

## PLUCKY PENSIONER

I went round my mate's house to play *Chase HQ* because he couldn't get past Stage One and asked me to try. Well, what can I say? I did it first go. I liked the game so much I decided to get a copy, so jingle jangle, scrunch scrunch, I got out my dosh and went out to buy it. A couple of weeks later I'd completed it with a score of 11630065. Later on I showed it to my granny (who's

70) and she also loved it. She's very weak-hearted, but still played it all day while I was at school and then she completed it with a score of 11451293. *Chase HQ* is a mega-fab game that I would recommend to any pensioner.

**Jack Gallagher**  
Langley, Slough

There wouldn't be much point recommending it to my great uncle Basil (a pensioner of 82). He suffers from senile dementia, you see, and doesn't really know where he is most of the time. Give him a joystick and sit him in front of a *Speccy* and he'd probably think he was at the greengrocers or in the middle of the *Battle of the Ardennes* (or something). **Ed.**

## DECISIONS DECISIONS

I'm 14 and this year I have to choose the subjects which will be my GCSE exams. For example, if I choose Computer Studies it will become a GCSE exam when I'm in the fifth year. So the subjects I choose this year will be on my timetable next year. What I want to know is what qualifications do you need to become a journalist working in computer mags? My dad says you have to be a moron, but I think I'd value your opinion more.

**Martin Betts**  
Norwich, Norfolk

Oh dear. I don't know how to break this to you, but your dad was right. **Ed.**

## PEE SEA SHOW

I've got a bit of a complaint about you lot. Now it's all very well having these PC and Games Shows every once in a while, but why are they always in the London area? How about having one up in the north-east of England for a change? Or even better, why not have a YS Roadshow? I am sure this would please a lot of people who just can't afford the time or money to trek all the way down south and all the way back again. I hope this seems like a good idea to you – and if not, well, it was worth the try, wasn't it?

**Ken Pedelty**  
Glebe, Washington

Yes it was. And you'll be pleased to know that we're even thinking of taking you up on that YS Roadshow idea – the trouble is, where would be fair for everybody? Tell you what I'll do, I'll close my eyes and stick a pin in the UK page of the YS atlas for a random location. Here goes. Er, oh. I'm afraid the YS Roadshow is going to take place in the North Sea, half way between Wick and the Shetland Islands. **Ed.**

## DIAL 999

I was reading your brill mag when I came across a truly horrific picture of the all-time superstar Postman Pat and his lovable cat Jess being attacked by an extremely large

# STAR LETTER

## BLIMEY – IT'S FROM RUMANIA

Honoured Sir,  
First of all I must introduce myself – my name is Antal Burjon, and I am a 20 years old boy. I live in Rumania, the country of enormous changes in the last few months. In fact these changes determinates me to write you in the following problem.

For a few years I am interested in finding out as much as possible about home computers and, generally, about computer sciences. I possess my own wonderful Spectrum +128K, and I'd like to turn to a bigger machine. As there is no documentation and programs for other than Spectrum compatible computers – at least yet – I was forced to search for a +3 Spectrum. In vain. The old

dictatorial government, wishing its own people not to think, has discouraged in all possible ways the entrance of the micros in the 'little red empire'. As I have got no millionaire aunt or uncle in the States, and there are no +3s in this country, then my dreams seem to be only... dreams. I decided to write to you when I saw the constant and substantial help given by your people for us. Please try to solve my problem sending me any piece of information of Spectrum range of micros, or programs, or anything else. Many many thanks, wishing you – and in fact for both of us – a happy new year, a happy new Europe.

**Burján Antal**  
Str Cluj No 6, SC B Apt 30  
3125 Medias Jud Sibiu,  
Rumania

What I've done is printed your full address. That way Spec-chums throughout the world will read your request and write to you with information and (judging by the average month's mail stacked up in the YS office) numerous 'gifts' of jam, sweets, two pence and one pence pieces and even little plastic figurines taken from the bottom of Corn Flakes packets. Oh, and a happy new Europe to you too! **Ed.**

Why pull your punches? Here's my version of your poem...

Wacko Jacko's barking mad,  
Say the newspapers of the gutter,  
And for once in their lives they've got it right –  
He's a total and absolute nutter. **Ed.**

## GREETINGS FROM HELL

I'm gonna tell you about my problem whether you like it or not! I own a Speccy 128K and I own almost no games. This because you can't buy Speccy games in the Netherlands anymore. So I went Satan and asked him what to do, and he said "Buy a Commie 64 – enough games available." So I bought a Commie 64 and own some games now. But I still like my Speccy, so maybe you can save this poor chap by giving him the Star Letter so he can get some software for his lovely Speccy.

Be a God and save me from Satan.

Yours begglingly  
**Serge Royinga**  
**Sneek**  
**Netherlands**

Too late, my little Mephistophilean ship-mate – you've already sold your soul. Write back and convince me that you're no longer in league with the dastardly Dark Lord and I may relent. Until then a badge will have to do! **Ed.**

# WONDERFUL WORLD OF SPECCY

Odd letters from around the world. This month a rather odd dig at Michael Jackson from Malta and a ditty from one of Beelzebub's little helpers who lives in our favourite clog-making land – the land of the clog. (Erm, Holland.)

## WACKO JACKO

From the poem below you can see that I am not a Michael Jackson fan, and I am sure that there are others like me, and this poem is dedicated to them.

Michael Jackson thinks he's cool,  
But to me he's just a fool.  
In his mouth was a silver spoon,  
The day that he was born.

He thinks he's a Moonwalker,  
I think he's just a big talker.  
Building a sanctuary for Liz,  
Who the hell does he think he is?  
**Simon Freedman**  
**Sliema, Malta**



# Trainspotter Award



## BUD'S GRAN'S HIS MUM

I claim a Trainspotter Award for noticing a mistake in the February issue. At the top of the Madam Pico section you explain that she is on holiday and so her grandson Bud is taking her place. But in Bud's reply he says that his mum is on holiday at the moment. He can't be her grandson and son!

**D Bickford**  
Maldon  
Essex

Cybernoid. I want you to theretore apologise immediately to the Postman Pat Fan Club (of which I am a fully-fledged member). I was so scared by this picture that I had to call the fire brigade.

**Bill Smith**  
Blackpool, Lancs

Yes, good thinking. Whenever I get really scared I always call the fire brigade too. I remember they once dragged me kicking and screaming from behind the sofa after an episode of Dr Who. If it wasn't for these brave fighters of fire and rescuers of cats stuck in trees I might've been there to this very day. Three cheers for firemen everywhere. **Ed.**

## OUT OF HIS TREE

Please can you help me? I am trying to find out if there is a program written for the Sinclair Spectrum that will store/update my 'family tree'? I currently use a card index. I would be grateful if you could let me know of any such program and where I might be able to obtain it.

**GL Brown**  
Woking, Surrey

Bud was adopted by Madam Pico at an early age. Madam Pico's husband was then killed in an accident in a custard factory. Madam Pico's mother (Bud's grandmother) then passed away. Madam Pico's mother's husband (Eric) was not Madam Pico's real father - he was her stepfather. Madam Pico and Eric later fell in love while holidaying in Cleethorpes, and were eventually married. This makes Eric Bud's grandfather and Madam Pico herself both Bud's mother and his grandmother. No? Oh, alright - you can have a Trainspotter then. **Ed.**

## IT RHYMES!

Well golly gosh and crikey dick, You really are incredibly thick, Not three mistakes, not one but two, Have noticeably been done by you! The first was done by Dr B Which in ish 46 you will see That an R-Type hint on page 49 Is printed for the second time. The first (just two of them, no more) Was on page 36 of ish 44. The other mistake was in the Trainspotter part

Haven't a clue I'm afraid. What I have done though is get Duncan to write a BASIC program for you...  
10 INPUT AS  
20 BEEP 1,30: PRINT "That item is now saved permanently to memory. Input your next listing"  
30 GOTO 10  
Hope it helps. **Ed.**

## WIPE 'EM CLEAN

I've got a serious problem with my +3. It's really weird. It keeps on wiping my disks - even when they're write-protected! What's even funnier is that it won't load CodeMasters games. (It's not my tape recorder 'cos I've got through three.)

**Richard Bain**  
Yarm, Cleveland

At the risk of stating the obvious I'd say that you are actually quite fortunate. Our office +3 has no problems loading in CodeMasters games. Want to swap? **Ed.**

## MAN FROM THE PERU

Today I was playing my new games with my Speccy and my best friend (a Commodore user) says "If your games could have more colours,

Where you didn't show too much art  
In saying a front cover was just a reflection  
But can you not see the simple connection  
Between what hand drive the car really was  
And the basic scientific laws?  
Namely if one part is back to front  
Then you'd also have to shunt  
Around the "Scoop 1" number plate  
Which front-to-back wouldn't look too great!  
So for pointing out both these errors  
I'd like a Trainspotter from you terrors.

**Alistair 'Robert Burns' Morrison**  
Banff, Scotland

In the country of Ciskei, the front number plates are required by law to read in mirror-image form (like the word 'AMBULANCE' on the front of, er, ambulances). So I think you can guess where I'm going to say the front cover in question was set. That's right - Ciskei. As for the R-Type blunder. Um. Okay - you've got yourself a Trainspotter! **Ed.**

they would be better than I have seen in any computer." So what do you have to say, R Richards?

By the way, I will travel to your country soon, so can you give me some addresses in Croydon, Bournemouth and London?  
**José Luis Pastor**  
Lima, Peru

Here are some addresses for you - 88 Oval Road, Croydon; 12 Frith Street, Bournemouth and 88b Arcacia Avenue, London. **Ed.**

## YAWN

After reading your Rage Hard review on printers, I was persuaded to buy a Star LC 10 colour printer. I want to use this with a Speccy+ 48K, but I don't have a colour screen dump program to print out pictures. Please could you print this so you or anyone can tell me where to buy them. Thanks.

**Anthony Daniels**  
Woodbridge, Suffolk  
PS Sorry it's a boring letter.

Yes, it's the most boring letter I've seen for ages - you ought to be ashamed of yourself. **Ed.**

Here are my tips for getting a whole letter printed...

**Dominic Rackstraw**  
Bracknell, Berkshire  
And they almost worked. **Ed.**

Help me! I've just found out I'm six years' pregnant!  
**David 'Crumbs' Maher**  
Wactham Abbey, Essex  
That's nothing. Did you know the gestation period of the Galapagos turtle is nine years? **Ed.**

Please mention Paul Holmes or else he will be devastated (he's mentally insecure).

**Chris Jordan**  
Holt, Wilts  
Paul Holmes is mentally insecure. **Ed.**

I intend to (and will) take over Small Print.  
**The Lizard Of Oz**  
Glasgow  
You haven't done particularly well this month. **Ed.**



**BUD PICO'S**

**HOW TO DO IT!**

She's still missing.

Dear Mr Pico,  
I am writing to you as Head of the Monopolies Commission following complaints that you are guilty of biased and prejudicial reference to Rice Krispies. It is not only the constant reference to this cereal so much as your mention of only one brand, namely Kelloggs Rice Krispies. I look forward to reading your explanation on this matter. Regards,  
The Head of the Monopolies Commission

Blimey! Er... I'm not sure what you mean. Erm... I have no financial interest in the welfare of the rather excellent and nutritionally-balanced Kelloggs Rice Krispies at all. Uh... Just to prove this here's a reader's tip...

Dear Mr Pico  
I read with interest your enquiry if any of your readers have cereal tips. I am a collector of porcelain and as I have many valuable pieces to store safely I usually pack my delicate treasures into a cardboard box filled with Slater's Puffy Rice. It really is an ideal medium for the safe storage of delicate heirlooms. I have tried using the Kellogg's variety but find that they are not as impact-resistant as the Slater's brand. Yours,  
Reg Slater (no relation)

Er, thanks for that tip, Mr Slater. I suspect, however, that you're motives for writing to me may not have been entirely 'above board' - your letter was typed on Slater's Breakfast Products stationary! No 'Bud Pico Taught Me How To Do It' badge for you, I'm afraid!  
Cheers,  
Bud

Dear Mr Pico,  
I have recently earned my cookery badge at Brownies for making Chocolate Rice Krispie cakes. Is this a new 'breakfast cereal tip'? Love,  
Samantha, Pixie Six (aged seven)

Dear Samantha  
They sound like a most delicious snack!! Not only have you earned yourself a Brownie cookery badge, but a 'Bud Pico Taught Me How To Do It' badge as well! (I hope Brown Owl lets you wear it on your uniform!)  
Cheers,  
Bud

# SMALL PRINT

Why wasn't a Portuguese letter have been yet a Star Letter? (Just kidding.)  
**José Manuel Pinho Moura Matos Azevedo, Matosinhos, Portugal**  
Because there's never enough room for Portuguese names on the Star Letter Certificate. (Just kidding.) **Ed.**



BRITAIN'S BIGGEST SELLING SPORTS HIT  
... IS ABOUT TO HIT THE WORLD ...

# FOOTBALL MANAGER

## World Cup Edition

In 1982, Kevin Toms wrote Football Manager, six years (and half a million copies sold) later, Kevin went one better and produced Football Manager 2. A response to the ideas of thousands and thousands of Football Manager fans for an improved game. Football Manager 2 has, like its ancestor, proved a stunning success, a game with appeal that will last for years, more than satisfying old fans but creating new ones.

With the success of Football Manager 2, have come more suggestions for an even better game. Kevin has responded with "Football Manager: World Cup Edition", a game that takes management into the international arena, with all the thrills of world cup competition, a game that takes the unique components of its two ancestors and radically improves them a game that will better the best.

*Free*

### WORLD CUP EDITION WALL CHART WITH EVERY GAME.

Keep up to date during the World Cup this summer with your own special Football Manager Wall Chart.



Available soon on:-

Spectrum 48/128K Tape	£9.99
Spectrum +3 Disk	£14.99
CBM 64/128 Tape	£9.99
CBM 64/128 Disk	£14.99
Amstrad CPC Tape	£9.99
Amstrad CPC Disk	£14.99
MSX	£9.99
Atari ST	£19.99
Amiga	£19.99
PC 5 1/4"	£19.99
PC 3 1/2"	£19.99

*Kevin Toms*

### WIN FABULOUS PRIZES IN OUR WORLD CUP COMPETITION

Prizes include: • Your picture with Kevin Toms on the packaging of Football Manager 3.  
• Holiday Tickets of your choice.  
• Signed Footballs.



"I have been studying football tactics and interviewing professional managers. This new game will bring you the results - more tactical management, more realism, and more playability. I've done my best to give you the most entertaining game possible."

*Good Luck*

**Addictive**  
LIVE THAT DREAM



Beat-'em-ups, eh? There've been oodles of them gracing the Speczy over the years, haven't there? So many in fact that it's easy-peasy to get your *Exploding Fists* mixed up with your *International Karates* and end up with absolutely no idea where you are. But not any more, 'cos here's **Jonathan Davies** with the *Your Sinclair* **Definitive Guide To Beat-'Em-Ups**. Hurrah! Or should that be "Hai-arrgh!"

**Jonathan Davies**  
the *Your Sinclair*  
**Definitive**  
**Guide To Beat-**  
**'Em-Ups**  
**Hurrah!** Or  
should that be  
"Hai-arrgh!"

ILLUSTRATION BY JIM M'CARTHY



THE  
B

Before we start, let's get one thing straight – beat-'em-ups are not boring, and if you think they are then you've got it all wrong. On the contrary, they're jolly interesting. And, rather than all being exactly the same, they're highly individual affairs, each with their own subtleties and nuances. To assume otherwise exhibits a total ignorance of the creativity and skill that go into making what has become one of the stalwarts of the computer games industry.

So what constitutes a 'beat-'em-up'? Obviously, the beating up of one or more characters is an essential part of the gameplay. Whether this is done with one's hands or a weapon depends on the game. Purists tend to frown upon the use of shurikens, big sticks and other instruments, but it's a sad fact that in these days you're unlikely to rescue your princess without some sort of mechanical assistance. The setting is also important. The summit of Mount Yukahomo is ideal, or perhaps the imperial palace of the Dragon Master, but an oriental atmosphere is a definite must.

In its traditional form the beat-'em-up takes place on a single screen, with your opponents tackling you one at a time. Variations, however, include the scrolling beat-'em-up (with the bonus of tackling two or more adversaries at once) and the full scale flip-screen, multi-level version with add-on weapons, puzzles to solve and an embossment of up to three initials.

Whichever incarnation it appears in, a beat-'em-up is not to be taken lightly. A sharp eye, lightning reflexes and an elephantine memory (for learning all those moves) are needed, along with the finest joystick available.

#### THE FIRST EVER BEAT-'EM-UP

"That's easy," you exclaim. "*Way Of The Exploding Fist!*" But you'd be wrong. The first-ever beat-'em-up, the father of them all, the seed from which all future offerings stemmed forth, and of which all others are but pale imitations, was none other than *Kung Fu*, from a long-forgotten label called Bug-Byte.

A very primitive construction, it had all the ingredients of the real thing (including tinkly music). Reviewed in ish 11 of *Your Spectrum*, it scored 3/5 (times were hard). The rest, as they say, is, erm... oh, well you know.





# COMPLETE YS GUIDE TO BEAT-'EM-UPS



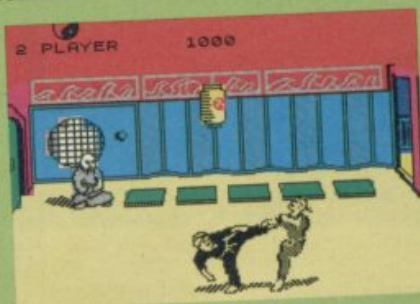
## A SELECTION OF HISTORIC BEAT-'EM-UPS

### Way Of The Exploding Fist Melbourne House

The game that launched a thousand others. Can it really be 38 years old already? Known simply as *Fist* to its millions of fans, this laid the foundations for all that were to follow, and without doubt remains the most famous beat-'em-up of all time.

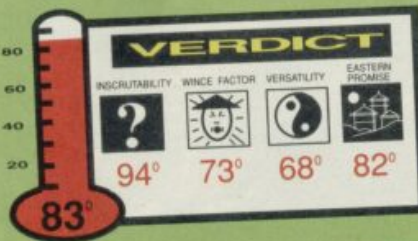
Classic moves brought to us in *Fist* for the first time were the unsporting but very rewarding punch-in-the-stomach, the boot-in-the-back-of-the-head and the useful kick-in-the-shins. This last move, unfortunately, proves to be the game's downfall (in one-player mode at least), as its repeated use leads to attainment of 10th Dan level within minutes.

Sonically *Fist* remains perfect. Music is restricted to a marvellously irritating tune at the start of each level, and the sound effects still bring tears to the eyes.



The graphics, too, are exemplary.

Unfortunately, rather than bow out and watch all the others scrambling onto the bandwagon, Melbourne House decided to hang in there. *Fist*'s follow-up was the forgettable *Fighting Warrior*, then the distinctly average *Fist II*. The final humiliation was *Exploding Fist +*, almost a direct copy of *International Karate +* (qv). Nonetheless, Melbourne House was there first, and can be held entirely responsible for the situation today.



## RATINGS

As beat-'em-ups tend to transcend all normal ratings systems, we've adopted a special one for the purpose of this guide. The categories are as follows...

**Inscrutability** How well does it capture that all-important oriental feel? New York ghetto settings aren't really on.

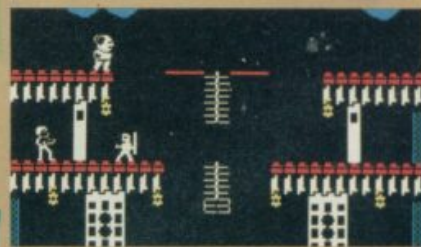
**Wince Factor** Do you want to curl up and die every time a knee gets planted in your groin, or is it about as traumatic as a merry jig of morris dancing?

**Versatility** Is it just left, right, up, down and fire, or does every joystick direction do something radically different?

**Eastern Promise** What does the future hold? Pride of place in your collection or a dusty grave under the bed?

### Bruce Lee US Gold

*Bruce Lee* comes from roughly the same era as *Fist*, but shows its age rather more severely. Apart from just beating people up, Bruce has to dash about collecting lamps and avoiding being killed by various hazards. The game takes place in a multi-screen fortress, the object being to destroy a wizard on the last screen.



Unfortunately the available moves are restricted to punching and kicking, so it's hardly a proper beat-'em-up at all. The graphics are rubbish, with minuscule characters and clumsy scenery. There's virtually no feeling of pain at all, which is surely essential in a beat-'em-up. And worst of all it's far too easy.

Despite these complaints, *Bruce Lee* is a bit on the historical side (what with being the first collect- and beat-'em-up combined), so one shouldn't be too hard on it.

### International Karate System 3

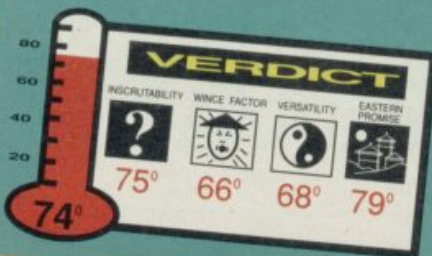
While being a shameful copy of *Fist* in most ways, *International Karate* managed to introduce a few novel features. The main one was the



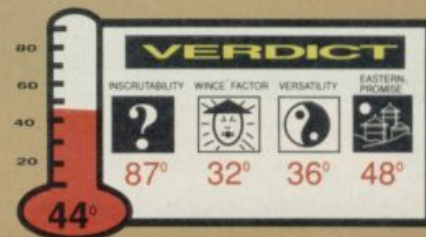
on the Speccy. And finally the bonus screens. Hmm.

Other than that, *International Karate* is about as standard a beat-'em-up as you're likely to see. It doesn't quite have the slickness of *Fist*, and is definitely lacking when it comes to excruciating crunches and things, but it makes a reasonable attempt at animation which is something.

*International Karate +*, the sequel, started us all with the introduction of a third character.



'International' bit, which means that the game is played against a series of backdrops representing various parts of the world. Then there was the speech, which is about as successful as always





# KNIGHT FORCE



£19.99 cass



**Jonathan We** at *Your Sinclair* realised some time ago that the majority of French programmers are one chip short of a large fries, so it comes as no surprise to find that *Knight Force* is completely weird. Here's the plot...

A princess has been captured (ho hum) by the sorcerer Red Sabbath. He's hoping that Fair Storm (you) will go after her so that he can steal the keys to the Gates of Time and Space from you. Luckily, however, there just happens to be a series of magic amulets lying around Time and Space that will enable you to destroy him.

and kill a magic bird. According to the instructions, you can tackle the zones in any order by choosing one of four dolmens (prehistoric monuments - I looked it up) from the title screen. The appropriate level should then multiloop in. Unfortunately though, whichever key I pressed I always got chucked into the same zone (Future). Rather boring and, as far as I can see, a major bug.

Once you've scratched your head a bit and decided to carry



Here's Fair Storm, sword in hand, doing his thing. Lurking somewhere in the scenery is a giant robot that squirts horrible stuff at him.

on regardless, you'll find that Fair Storm is a kind of knight, with a sword and everything. Ah-ha, you think, a beat-'em-up!

Yes, but a very limited one. You can jump, duck, move left and right and

do about five different things with your sword (all of them

pretty much the same). Waiting to be beaten up are cavemen, a vicious-sounding woman, a robot and a load of skeletons. So I'm told, anyway. All I could have a crack at was the robot, and some peculiar-looking birds that fly

around him. It was terrible. I lasted 30 seconds at the most, waving my sword around to very little effect. And if you do manage to kill the robot another one appears. Oh yeah, and if you accidentally press 'Space' you get sent back to the beginning.

I don't know quite what to think really. Let's assume, for the sake of the review, that I'm doing something wrong at the start and it is possible to get to all four zones (but I don't think it is). And let's also say for the sake of argument that I'm rubbish at playing games (there could be some truth in that) and that anyone else would be able to actually get somewhere.

The graphics, then, are pretty good (although the sprites tend to get engulfed by the background a bit) but the sound's crap. Even if the playability had been worked out properly, and everything functioned as it should, I can't really imagine anyone going wild about *Knight Force*. There's just not enough there, and what is there has all been done before.

The whole thing's completely bonkers.

To collect all the amulets you need to visit four time zones - Pre-history, New York Today, the Future and the Mystical. In each one you have to beat up a lot of people/things



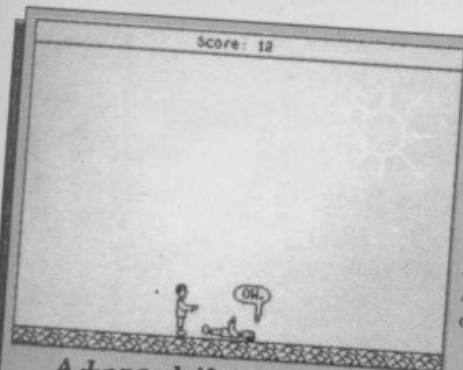
Related text: Jonathan We at Your Sinclair realised some time ago that the majority of French programmers are one chip short of a large fries, so it comes as no surprise to find that Knight Force is completely weird. Here's the plot...



Related text: Jonathan We at Your Sinclair realised some time ago that the majority of French programmers are one chip short of a large fries, so it comes as no surprise to find that Knight Force is completely weird. Here's the plot...





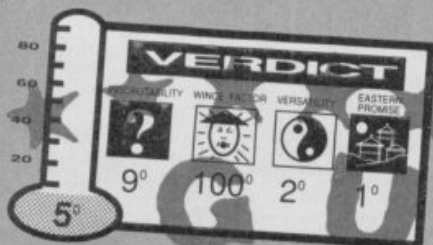


### Advanced Ninja Simulator Skintflintsoft

It was inevitable that, given the piles of money everyone else was making out of them, the cheapie labels would have a crack at beat-'em-ups too. And, of course, the results were quite horrendous. With the bare minimum of moves, appalling graphics, dreadful

music and complete lack of any fresh ideas, *Advanced Ninja Simulator* is about as typical a budget game as you're likely to get.

And it doesn't matter that they only managed to sell three copies of it. It was also released as *Kung Fu Simulator*, *BMX Ninja Hero*, *All-Terrain Dragon Ninja Combat Simulator* and countless other things. They made piles out of it. Up the revolution!



### Kung Fu Master US Gold

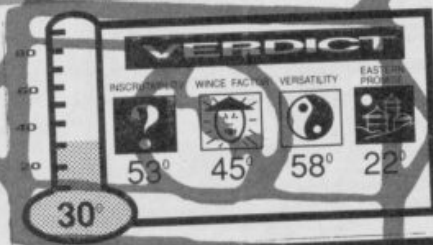
I'm probably wrong, but I'd say *Kung Fu Master* was the first scrolling beat-'em-up to arrive on the scene, and possibly even the first conversion of an arcade beat-'em-up. It's also absolutely terrible (and no question there).

Although the arcade version was very popular, despite its rather restricted gameplay, US Gold really fowled up with the conversion. The graphics are absolutely chronic, with colour-clash everywhere, and the whole thing plays as if it's underwater. There's also the diabolical music to worry about.

However, *Kung Fu Master* does contain



a number of milestones. Apart from the scrolling, it also introduced the idea of multiple opponents, some of whom are armed with nasty weapons, and the end-of-level guardians can still cause some hassle.



### Target Renegade Imagine

Like *Barbarian*, the *Renegade* series avoided the stereotypical martial arts confrontation, and instead went for a modern-day 'street' setting. It still comes out on top.

*Target Renegade*, like its predecessor *Renegade* and its successor *Renegade*



*III*, was one of the new generation of flip-screen beat-'em-ups with add-on weapons and a wide array of opponents to take on. Some of the best are the motorbike riders and the whip-equipped 'ladies of the night'. The range of moves available is mind-boggling, for example the grab-him-by-the-shoulders-and-knee-him-in-the-groin, and even the toss-him-over-your-shoulder-and-hopefully-off-a-cliff-too.

The playability has been finely tuned, and everything runs at a perfect speed. The difficulty level is also spot on, easing you into it gently and then planting one right where it hurts most.



Now we're talking. Although there isn't a single kimono or droopy moustache in sight, and swords rather than hands are

### Barbarian Palace

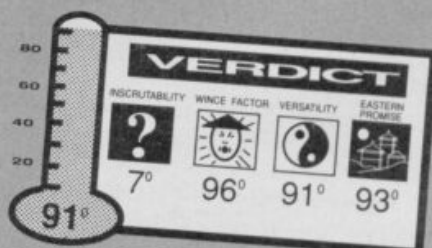
used for carving people up, *Barbarian* is easily the most agonisingly painful game ever released. There's blood literally everywhere, with continuous slaughter the order of the day.

Some of the most memorable moves in beat-'em-up history are featured in *Barbarian*. Not to be missed is the now-legendary spin-round-and-chop-his-head-off manoeuvre, but the head-butt shouldn't be overlooked, and nor should the sylish poke-in-the-eye.

There are plenty of gimmicks too. Like the little bloke who comes on after each game to remove corpses and severed body parts.

And the little shrug your warrior gives you when you ignore him for too long.

Yes, *Barbarian* is one of my faves. All it lacks is that essential oriental atmosphere. You could always go for a take-away afterwards of course.





# MOVES THAT CHANGED THE WORLD

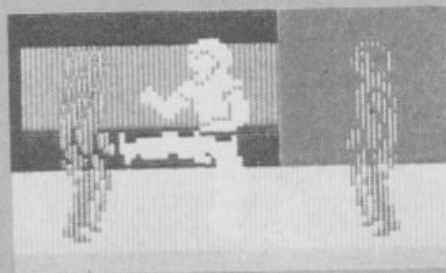
## The Roundhouse

Like so many other great moves, the Roundhouse first came to light in *Fist*. That classic blend of balletic poetry and jaw-breaking power makes it a manoeuvre for all occasions.



## The Sweeping Kick

This is the standard move for success in *Kung Fu Master*, and demonstrates what can be achieved just by waving your leg around in the direction of the foe.

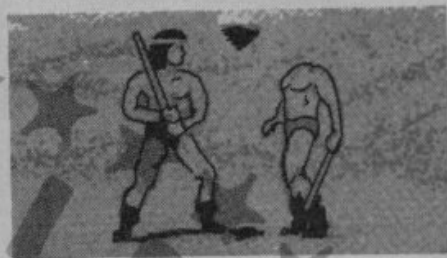


## The Pile-On

This move is unique to the *Renegade* series, and can cause some alarm when you find your shoulders gripped by one baddie while another lays into you from the front. However, careful placement of elbows and feet can turn the tables in your favour.

## Decapitation

The satisfying result of a cunningly-timed neck-chop during a game of *Barbarian* is the removal of the enemy's head, which can be greatly to your advantage.



## A TYPICAL NINJA WARRIOR

Finely-tuned hearing

Headband

Sledge-hammer fists

Inscrutable expression

Pyjama bottoms (top optional)

Imposing stance

## SO, YOU WANT TO WRITE A BEAT-'EM-UP?

It's not as hard as it looks actually. Here are a few essential ingredients... **Pain**, and lots of it. Agonised grimaces should be accompanied by eye-watering squelching noises when appropriate.

**Music**, of the tinkly, eastern variety. And why use multi-channels and special effects when you could have authentic, oriental beeping?

**Pyjamas** are the standard attire, along with the obligatory headband. **Artwork** should be of the poorest quality. Anatomical accuracy is not desirable.

**Japanese-sounding names** often impress. Make one up if you're not fluent, *Uchi Mata* being a classic example of improvisation of this sort. **It shouldn't look like a beat-'em-up**, so put it in a nice big black cardboard box.

**Sequels** always look good (be original - try a '+' rather than a 'II'), but no-one ever buys them of course.

**Animation** should be avoided where at all possible. Two frames per sequence is the absolute maximum.

**Joystick positions** should be assigned at random. If they can guess that up, left and fire delivers a low punch, there's no challenge to it.

**It should be just like all the rest**, so don't get any funny ideas about using your imagination.

## EVERY BEAT-'EM-UP EVER RELEASED

(Apart from quite a few probably.)

- Averger* Gremlin Graphics
- Barbarian* Palace
- Barbarian II* Palace
- Big Trouble in Little China* Electric Dreams
- Bruce Lee* US Gold
- Double Dragon* Melbourne House
- Double Dragon II* Melbourne House
- Dragon Ninja* Imagine
- Dynamite Dux* Activision
- Exploding Fist* Melbourne House
- Fallen Angel* Alternative
- Fighting Warrior* Melbourne House
- Fist II* Melbourne House
- Gladiator* Domark
- Human Killing Machine* US Gold
- International Karate* System 3
- International Karate II* System 3
- Kai Temple* Firebird
- Kendo Warrior* Byte Back
- Kick Boxing* Firebird
- Knight Force* Titus
- Knucklebusters* Melbourne House
- Kung Fu* Bug Byte
- Kung Fu Knights* Top Ten Software
- Kung Fu Master* US Gold
- Hercules* Gremlin Graphics
- Last Ninja II* System 3
- Legend Of Kage* Imagine
- Legend Of The Amazon Women* US Gold
- Ninja* MAD Games
- Ninja Hammer* CRL
- Oriental Hero* Firebird
- Renegade* Imagine
- Renegade III* Ocean
- Saboteur* Durell
- Saboteur II* Durell
- Sai Combat* Mirrorsoft
- Samurai Trilogy* Gremlin Graphics
- Samurai Warrior* Firebird
- Shao Lin's Road* The Edge
- Shanghai Warriors* Players
- Shinobi* Virgin
- Street Hassle* Melbourne House
- Target Renegade* Ocean
- Thundercats* Elite
- Way Of The Exploding Fist* Melbourne House
- Way Of The Tiger* Gremlin Graphics
- Uchi Mata* Martech
- Vigilante* US Gold
- Yie Ar Kung Fu* Imagine



# ORIENTAL GAMES



**Firebird/£9.99 cass/£14.99 disk**



**Matt** We seem to have been wobbling on about *Oriental Games* for absolutely ages – it's one of a few games that've been hanging round at MicroProse doing nothing very much ever since the Firebird/Rainbird purchase. But now (at last!) it's here, and very pleased about it I am too – not because it's a particularly brilliant game or anything (though in fact it's not too bad) but because it's a) oriental (so it fits neatly into the theme of the issue) and b) a beat-'em-up, just right for this beat-'em-ups guide thingie.

In fact, playing it is like stepping back a few years to the days when straight beat-'em-ups were really big news. It's very much a traditional fighting game, not at all like the scrolling arcade things we've become used to, like *Dragon Ninja* and *Renegade*. There are no gillies to be rescued, no big end-of-level baddies to face or anything – all the action takes place on a static screen with only a single opponent at any one time, much like golden oldies *Exploding Fist* and *System 3's International Karate*. It's all structured like a real tournament, with the player taking on one computer-controlled character for a bout, then seeing how the other fights go before moving forward into the next round. Since all the computer-controlled characters look and fight exactly the same as each other this doesn't really amount to very much (except atmosphere) unless you're playing in two, three or four player mode, in which case you'll come up against the other player(s) sooner or later.

So far so dull, you may be thinking, and, yeah, I'd agree sort of, except that all the sprites are very slickly animated, with a satisfyingly (but confusingly) generous supply of combat moves (meaning, as beat-'em-ups go it's actually quite challenging). And, what's more, there's the bonus that *Oriental Games* simulates some Far Eastern fighting styles not normally seen on the Speccy.

Okay, so in each tournament you've got to do some kung fu (pretty much what you'd expect) and freestyle (another version of kung fu but with some different fighting moves, like backflips), but the other two sports are far more interesting. For a start there's kendo (you wear bamboo armour and fight with big sticks) – this is nicely presented but often over in a flash, with the computer player's attack hacking away at your energy level in no time. Ho hum, my kendo skills need a bit of polishing up, I fear.

The highlight of the game though is the Japanese spook sport of sumo – even on the Speccy it has much the same bizarre fascination that the Channel 4 series held on TV. Not only are the two wrestlers very nicely animated (just look at the screenshots) but the fighting moves and tactics are very different from most beat-'em-ups, which adds a lot of much needed variety to what is



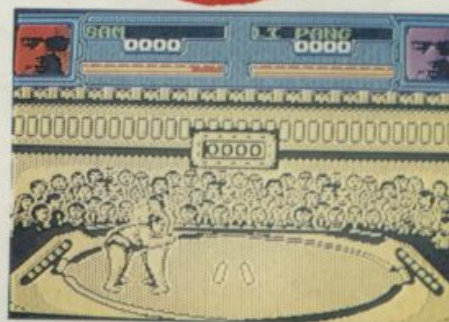
Here's the 'freestyle' kung fu bit, with that great all-rounder John Noakes representing Britain – looks more like some sort of Eastern European dancing display, doesn't it?

otherwise a very 'seen it all before' sort of game. Briefly, you (as one mountainous fellow) have to try and push the other giant out of the ring with a series of slaps, shoves and trips. Alternatively, you can have a go at simply picking him up and carrying him out! Weird! I'm still terribly crap at it, but it's fun trying to learn.

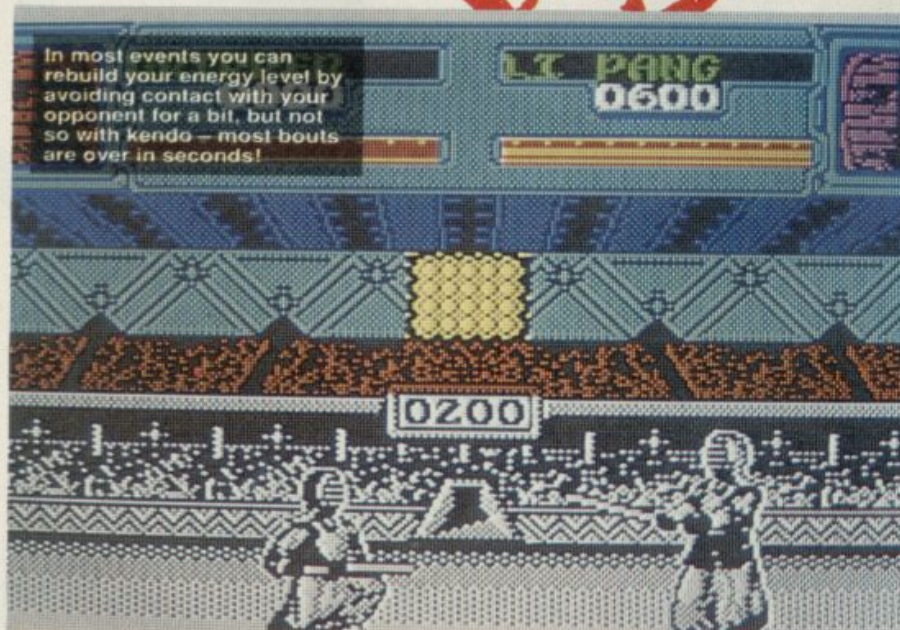
Finally (and this is the important bit) how does it all rate in the YS 'Danceability' stakes (ie can you make the two

little guys dance on screen if you get bored with the fighting)? Well, here it does pretty well actually – the 'freestyle' guys with their rubbery leaping about do a good impression of The London Boys, while the sumos are truly a sight to be seen. Hours of fun!

All in all then, it's not going to set the world alight or anything, but having said that *Oriental Games* really isn't too bad at all.



Highlight of the game has to be this, the sumo section – the idea is to shove, trip or carry (!) your opponent right out of the ring, but it's a lot easier said than done!



In most events you can rebuild your energy level by avoiding contact with your opponent for a bit, but not so with kendo – most bouts are over in seconds!

## final verdict

<b>LIFE EXPECTANCY</b>  <b>71°</b>	<b>GRAPHICS</b>  <b>74°</b>	<b>ADDICTIVENESS</b>  <b>75°</b>
<b>DIAGNOSIS</b> A rather old-fashioned fighting game, but well put-together and featuring a variety of unusual sports. Quite fun for a while.		
<b>INSTANT APPEAL</b>  <b>69°</b>		

**73°**



# KICK OFF 2



## ANCO

ANCO SOFTWARE LTD., UNIT 10, BURNHAM TRADING ESTATE ROAD,  
DARTFORD, KENT. Telephone No.: 0322 92513/92518. FAX No.: 0322 93422.

MAY RELEASE  
AMIGA - ATARI ST - IBM PC  
CBM64 - SPECTRUM - AMSTRAD



# HINTS 'N' TIPS

# YES TIPSHOP



More tips to tempt your cheating hearts with that ever-so-nice man behind the counter, **Jonathan Davies**.

It's laundry day today, so I may have to keep nipping out to slot a few more ten pees into the tumble dryer. And any coughing is likely to be due to the layers of Bold 3 that seem to get all over everything.

Other than that, everything's running pretty smoothly at the moment, especially on the tips front. It took a whole fleet of snow-ploughs to sort through

this month's heap (after they'd finished on the washing powder, that is), and I even had to hire out Canterbury Cathedral for a couple of weeks to keep them all in. The eventual outcome is that this issue contains some of the most finely-honed tips this side of a set of ultra-fine Rotrings. Disappointed you won't be.

Okay, open the gates and let 'em through.

## SNOOPY

Quite frankly, Snoopy and all his associated cuddly merchandise tend to make me feel slightly unwell, so this wasn't a game I rushed out and bought. Loads of people did though, so they'll be delighted to peruse the solution which **Lee Guest** has come up with. Lee?

Pick up the bowl, eat the food and drop the bowl. Next, go into the kennel, pick up the typewriter, go outside the kennel, type a letter, put the typewriter back into the kennel, pick up the letter and give it to Charlie Brown. Pick up the cookie jar and eat the cookies. Make your way to the river bank, stand quite close to the frog and catch it in the jar. Drop the jar. (Notice the barrel bobbing up and down.) Next find the football (usually outside the school). Stand on the river bank and throw it in the water. Next find the catapult (usually under the apple tree). Timing is very important here. Jump from the bank onto the barrel and immediately jump into the next screen. Jump from the stump to the ball, then onto the barrel and then into the next screen and onto the river bank. (Phew!) Use the catapult to shoot at the balloons until you see the pump appear on the ground. Drop the catapult and pick up the pump. (Don't worry about

jumping all the way back, just walk into the water...) Now drop the pump under the tree with the kite in it. Go to Linus's place and take the rubber ring from Lucy. Note - be careful not to drop the ring, as it can only be dropped once. Drop it just at the left of the tree and use the pump to inflate it. Go as far left as you need to, turn to face the ring and then jump, making sure you jump immediately as you land through the rubber ring. Now take the kite and either give it to Charlie Brown or, if that doesn't work, drop it by the scoreboard. When Charlie Brown flies the kite he will drop a key, which should be used to open the locker with the bit of towel showing. Finally take the towel to Linus and give it to him.

Lovely, thanks very much, Lee. Bye.

Hang on! I've found another way too.

Oh, er, cripes. Go on, then.

Do everything in the first solution until you take the pump. Drop the pump by the scoreboard. Get the rubber ring from Lucy and drop it between the rain cloud and the scoreboard. Inflate it as before and drop the pump. Walk as far right as needed, face the cloud and jump, making sure you jump again through the rubber ring. Pick up the brick and throw it at the apple, which should be given to the teacher. Take the whistle and blow it to wake Peppermint Patty. Drop the whistle and pick up the scissors. Use them to open the parcel on Charlie Brown's doorstep. Take the bust and give it to Schroeder round at Linus's place. Walk towards Lucy and keep going until she disappears. Go back to the kitchen and you'll find the towel on the floor under the washing machine. Give it to Linus.

Well, that should keep you occupied for a while. But, just a second, he still hasn't gone yet...

Try dropping the bust or scissors under the rain-cloud from the left.

Right. Probably best not to do it just as you're about to complete the game though.

## BMX Freestyle Simulator

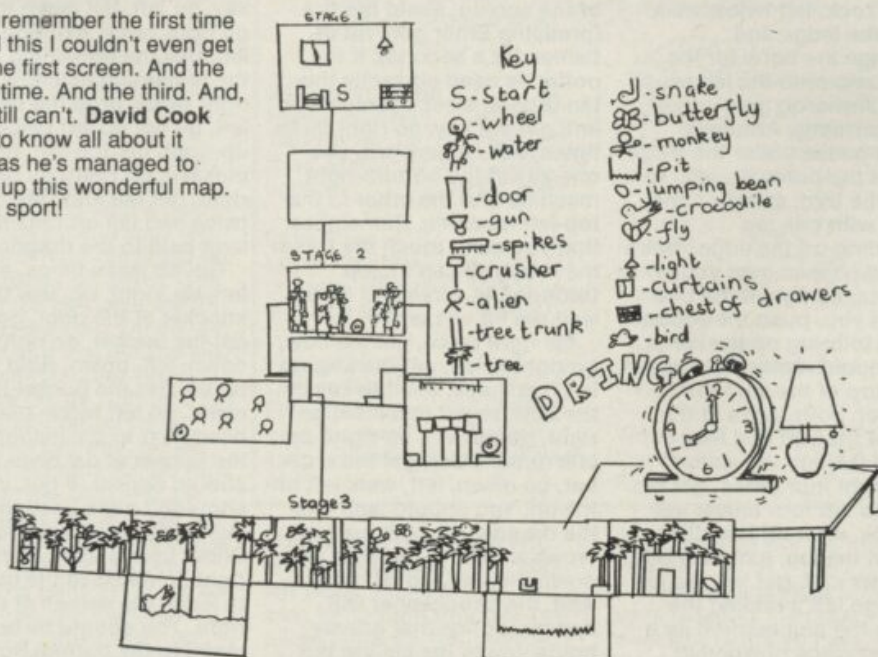
Har har. A Codies game crack. Chris Gerbino has the secret.

When asked to enter name, type in TAEHC (um, 'CHEAT' backwards) and you will always qualify.

That ought to simulate a few hours of fun for someone. Thanks, Chris.

## GREGORY LOSES HIS CLOCK

Hmm. I remember the first time I played this I couldn't even get out of the first screen. And the second time. And the third. And, erm, I still can't. **David Cook** seems to know all about it though as he's managed to conjure up this wonderful map. Cheers, sport!





# DR BERKMANN'S



**Got a problem? See a specialist!**

Phew, there are more gamesnags than ever in the Berkmann mailbag this month. Pass the scalpel, nurse, and may I say that that's a very nice outfit you're wearing. Your place or (Get on with it. Ed). Sorry.

## DIZZY

Where were the bolt cutters, asked Paul Spillar? **Andy Harris** knew – but then he usually does. "Go right, right, right, right, down the hole made by the spade and then right and right again." Awright?

## GREEN BERT

I've had loads of letters on this one, mostly from people who objected to me calling this crumbly old game 'Green Beref' a month or two back. The name of the game is of course *Green Bert*, and let no-one mislead you otherwise. Some letters even solved Darren Walden's gamesnag – to wit, his inability to get past the first

lorry on Level One. Writes **Richard Wood**: "All you have to do is keep the three flamethrowers until the lorry comes, then when it stops and all the baddies come running out wait until they're really close and use one of the 'flames'. Do this until you run out of throwers and pick off the last ones with the knife. By the way, you can't destroy the lorry!"

Alternately, here's **Sam Pike's** solution. "Quite simply, there is a ladder on the lorry, just before the mines. Climb onto the lorry, stab the bloke on top, jump down off the lorry and carry on with the game." (Sam also has his own gamesnag – he can't get past the lorries on the last level of *Licence To Kill*. Any ideas?) **Marc Broster**, meanwhile, conveniently suggests both solutions. How's that, Darren? (Not out. Ed) Thanks also to **Ricky Leatham** and loads of others who will remain nameless (because I've lost their letters hahahaha SMACK!).

## STREETFIGHTER

Oliver Fletcher-Jones (crazy name, crazy guy) couldn't duff up Sagat, but **Justin Tribe** can, and here's what he's got to say on the matter. "Make sure that at the start you jump over his fireballs, then, when it's safe, duck, kick him because he can't kick you when you duck, then retreat, else you'll be on fire. Go on doing this until he's dead. Remember, you can't duck his fireballs, so always jump them." Got that, Oi? (I'm not sure I have, to be honest, but mine is not to reason why, mine is to do and send a huge bill in for it afterwards.) In case you haven't got it, here's another worthy Clinician, **Kevin Ferguson**: "You bet. My advice is to jump in the air several times and kick him in the head. Jump backwards a couple of times and repeat the process, watching out for fireballs."

## INDIANA JONES AND THE LAST CRUSADE

An interesting one here. Anthony Ruddy had problems on Level Two, since he couldn't get from the second ladder to the three platforms on the left (turn right at the traffic lights). **Thomas Vanner**, the crafty so-and-so, knows the answer, and I print his solution in full: "Well, there is no solution as such, because Anthony has bought a bugged copy. Return the game to US Gold, Units 2/3, Holford Way, Holford, Birmingham B6 7AX along with a letter of explanation, and they'll send you back one that works." Ta, Tom.

## GOOD EGG

This month's ouf is **Tony Hassall**, who greets me "Yo, Doc!" and adds a PS "How about a picture of T'zer to drool over?" Alas, no can do on the pic front, Tone, but let me offer you a load of haylp letters from YS readers clued up on the games you mentioned. Which are – *Dizzy*, *Treasure Island*, *Dizzy*, *Robocop*, *Running Man*, *Chronos*, *Rockstar*, *Freddy Hardest*, *Arkanoid 1 & 2*, *Driller*, *Nonterraqueous*, *Saboteur 2*, *Starquake*, *Knightmare*, *Stormbringer*, *Legend Of Kage*, *Agent X*, *Enduro Racer*, *Dan Dare* and *Firefly*. Tony's address is 124 Stockport Road, Longsight, Manchester M13 9DZ, and remember to send him an sae with your query! (No jam, please.)

## AUF WIEDERSEHEN MONTY

A few letters asking for haylp on this rereleased golden oldie. **Martin Massey** wants to know what to do with the football (take it to Juventus), the steering wheel (Monaco), the flower vase (dunno) and the Mona Lisa (is it Paris? I can't remember!). Similarly, **Simon Thick** wants to get rid of the tools and the meat from Copenhagen. Any ideas?

## BUMPER HAYLPARAMA

I've got simply trillions of Haylps this month, Spec-chums, and as ever I'm relying on YOU to render assistance. Remember, there's a badge in it for anyone who gets mentioned, and the odd game (we'll make sure it's not too odd) for service beyond the call of duty. Right, here goes...

**Anthony 'Don't Call Me The Goat' Whitaker**: "In *Rambo*, I can get inside the chopper after rescuing the hostages and get all the weapons. But what do I do then?"

**Daniel Hawkins**: "In *Karnov*, after killing the fish creature I always get killed by the shooting rock. Haylp! And in *Roy Of The Rovers*, when I've got the money for the pass it always gets stolen, and I can't find the key for the supermarket. What's more..." No, that's your lot. Next!

**Adam Dowsett**: "Please, someone, tell me what the last password is in *Venom Strikes Back*!"

**Stuart Aitken**: "In *Barbarian*, when you have just started, how do you get past the bit with the cliff? Also, in *Rambo 3*, I found the silencer pistol and pressed H to change my weapon but nothing happened. Does anyone know why?"

**Andrew Neal**: "On Level Two of *Myth*, how do you get past the giant three-headed Hydra monster? And what does the sack do?"

**Mark Stevens**: "In *Indiana Jones And The Temple Of Doom*, where is the mineshaft entrance on the screen where you have to set free the fourth lot of children?"

**Gordon Ogilvie**: "Does anyone know how and where to use the hook in *Contact Sam Cruise*?"

Write with your solutions (or gamesnags) to Dr B, YS, 30 Monmouth Street, Bath BA1 2AP. Global megastardom awaits anyone lucky enough to be picked out of the bag and mentioned (or possibly not).

# FANTASY ISLAND DIZZY

Judging by the floor-endangering quantity of maps, solutions and pleas for help still flooding in, this one's very popular indeed. Quite why is another matter altogether. Anyway, to accompany last month's map and tips, here's a complete solution courtesy of **David Whyte**.

Right, fasten your seatbelts 'cos this one's a bit on the longish side...

Give the apple to the troll, take the bread and jug, use the jug near the flames, go left, take the rock, exit top-right, drop the bread where the rat can get it, go up, drop the rock, exit top-left, use the switch, go up, go right, get key, go left, down, left, down,

right twice, exchange the key for the rock, left twice, walk under the ledge and exchange the bone for the rock, jump onto the ledge before *Armorog* gets you. If done correctly, *Armorog* should pause under the ledge and eat the bone. Go left. To avoid the bird, stand on the stump with one leg protruding off the edge. When the bird passes over your head you can go. If the bird attacks you, push the action button to bring up the menu. This should replace the bird at the top of the screen. Go left, drop both rocks at the edge of the cliff and they should fall into the water.

Go right four times, get the rock, go left four times, use the rock, walk off the cliff to land on the log, jump left onto the other cliff, get key, go left twice, go left avoiding the hole in the pier marked as a slanting piece of wood in between the crate and the barrel, talk to Dozy, take the potion, go right eight times,

use the potion in the middle of the screen, avoid the fire (pressing Enter gets rid of flames for a second). If the potion is used correctly then the dragon sleeps tonight. Go left, get the key, go right three times, exit bottom-left, use one key at the bottom-right machine and the other in the top-left machine. Remember that you can't touch the top of the lifts, you can't jump through the wires and if you wait the lift will arrive.

Go right twice, get the cow, go right twice, get the key, go left five times, use the key in the bottom-left machine, go right, go up, left, up-right, up, talk to the elder, get the crow bar, go down, left, walk left off the lift. You should land near the dragon, go right, use the crowbar next to the well, fall down the well, go left and wait, the shopkeeper will appear (notice that gravity holds you to the ceiling but his hat of corks defies it), give the cow to the shopkeeper and he'll give you

a bean. Go right twice, get the key, go left, fall down the well, go right twice, exit bottom left, use the remaining key in the remaining machine, go right twice, drop the bean, go left, go up, go left twice, go up-right, up, top-left, get the pickaxe, go right, go bottom-right, get the knocker, go left twice and fall off the lift to land next to the dragon.

Go left three times, exit top-left, up, right, up, use the knocker at the door, go left, get the bucket, go right, down, left, down, right nine times, use the bucket in the water, go left twice, use the bean next to the manure, use the bucket and a bean stalk should appear. If not, you shouldn't have used the pesticides, so try again. Climb up the stalk, jump right, jump up to the clouds to leave the screen at the top-right. You should be on a cloud in the bottom right-hand corner of the screen. Stand on the far-left edge of the cloud and jump right. Go



right, jump up the next two clouds and walk off right to land on the far-right cloud, exit right, jump over the gap in the cloud and get the egg. For a peek at who you're rescuing go right but don't walk into the spikes. You can walk down through the gap in the clouds but you must walk left. You will land near the volcano crater, go left, down, left four times, down, drop the egg next to the egg on straw.

The dragon will let you pass. Go right, use the axe on the ledge under the coin, go left, get the rug, go right, try to use the right exit to ensure the troll gets in trouble for letting you escape. (His body has now been replaced by a coin in the room where you started.) Go left, up, right twice, up, right three times, use the rug.

The coast is clear now to rescue Daisy. Just touch the switch at the top of the screen to bring the lift down. When you rescue her she'll ask you to find 30 coins to buy a home. Before you rescue her take the coin under the table and then go and find the rest of them.

Don't you think you'd better tell the folks out there where to find them?

But that'll take ages!

Look, we've come this far. They'll never forgive us if we give up now.

You reckon? Okay...

Go left, down the gap in the clouds, get the coin (2), left, down, jump left while standing on the grass to the right of Dylan. If done right you will land on a branch in the tree. Now move as far left as possible. Jump left to land on the other branch. Get the leaves and the coin hiding underneath (3). Drop leaves and go left, up, right, get the coin (4), up, right, get the coin (5). Now position yourself on the cloud below and walk right. You should land on a cloud with a coin on it. Get it (6) and walk left, go left until you reach the lift control room, go down. Get the coin (7), go down the lift, right, get the coin (8), go left, up, right and exit middle-left, get the coin hidden behind the fence (9), go right and left over the lift control room.

Go down the well, go left and get the coin (10), go right twice, get the coin (11), go left, go up (or down), get the coin behind the leaves above the well (12), get the coin behind the railing (13), go left three times, get the coin behind the railing top-right (14), go right, get the coin (15), go down, left, top left, up, get the coin (16), right, get the coin (17), up, get the coin (18), down, left, down,

A huge wad of beautifully drawn tips had the good fortune to land on my desk just as I was compiling this month's Tipshop. Unfortunately, through my own sheer incompetence, the name of their originator went adrift so I haven't a clue who put them together. My only clue is that he (or she, of course) has a brother who looks like a Headless Giant, so if whoever it is could drop me a line I'll whack a badge in the post.

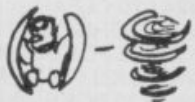
**Grim Reaper Zombies – Levels One & Four** These are easy – one hit and they're dead.



**Vultures – Level One** Go underneath them and fire up.



**Imps – Level One** Shoot them before they turn into a tornado.



**Skull Plants – Level One** Shoot them before they start firing skulls at you.



**Headless Giant – Level One** Guardian Jump his bullets and shoot his head to kill him.



**Trident Man – Levels One & Five** Don't run from him 'cos he's fast. Face him and keep firing.

**Bouncing Stone Heads – Level Two** Run under them when they bounce.



**Lava Flies – Level Two** No problem. Destroy or dodge them.



**Flying Demon – Levels Two & Five** Before he swoops down, jump up and keep firing.



right, left, get the coin (19), left twice, get the coin (20), left twice, stand on the red box, jump right onto the red pillar, jump up, get the coin (21), down, stand on the box next to the same red box as before and jump left. If done right you should fall in between the boxes. Now walk

## TIP O'THE MONTH

# GHOULS AND GHOSTS

**Venus Fly Trap – Level Two** Shoot it before it fires at you.



**Deadly Bird – Levels Two, Three, Four & Five** One shot to kill.



**Fire Dog – Level Two** Guardian

Keep shooting at it when it runs towards you, and when it's in the air duck under it and shoot its behind.



**Flying Cow Heads – Level Three & Five** Just dodge their bombs and jump up to shoot them.



**Whirly Head – Level Three** As soon as this comes into sight, stop, wait for two to three minutes and it'll go away.

**Cloudy Eyeball – Level Three** Guardian

This one's quite easy. Just keep dodging and shooting him when you can.



**Three Ball Snake – Level Four**



**Firing Hand – Level Four** Shoot them before they fire balls at you.



**Slug – Level Four** This appears out of thin air, so shoot it while it flashes.



**Firing Stone – Level Four** Shoot his head to kill him.



and firing until it disappears.

**Level Three** Go under the stone knight and keep jumping up



**Giant Sea Monster Carcass – Level Four** Guardian

Go across into the middle of his body and all the maggots holes will appear. Shoot the holes and all the maggots you can.

**Firing Skulls – Level Five** You can't kill these – just dodge their bullets.



**Moving Heads – Level Five** Jump and duck their bullets. When you have killed them a door opens!



**Big Strong Man – Level Five** Duck the bullets that the head he holds fires and keep firing.

**Level Five** Guardian Go here while he turns back into a fly. Do the same as the right side.



Go here and jump up and fire at him. Duck his bullets.

Mm. That should keep us going for many a long night. Ta, Mr X.

right and you will fall into an illusion.

Walk left and right until you have fallen to the floor. Now walk right until you are stopped. Jump onto this rock and then jump left to land on the ledge containing the coin (22), fall to the floor again and jump right, walk left and right

until you find the rock lying lengthwise and stand on the very left of it. Jump right and you should fall into a space on the far right of the screen. Now jump right and left alternately until you reach the top of the screen. Walk as far right as you can and jump left. You will land on top of



two rocks. The one holding you up is the left one. Go to the edge of this rock and jump left. Now walk as far right as the rock you are standing on will let you. Jump right and then left. You should now be in the screen above. Jump right and walk right 'til you leave the boxes.

Now go left. Stand as far left on the boxes as possible and jump right. You will land on top of the coin. Get it (23), go left and then over the boxes. Go right until you reach the portcullis and go right. Go down, left, down-right, get the coin (24), go left, top-right, up. Go right until you reach the lift control room and go right, up, left, left up the lift and right, up, up the lift again and right, get the coin (25), left and down the lift, jump left off the platform into screen-left, get the coin (26), now jump off the platform as far left as possible to land on the crafty cloud. Get the coin (27), walk left, go right to the room right of the lift control room and get the coin (28) if you haven't already.

At this point you should have 28 coins. If not, you're in trouble and had better sort things out quick.

Otherwise, go up, left and get the coin hidden behind the railing top-right (29). Go right, touch Daisy to read a typical argument of a happily engaged couple, go past Daisy without stopping and get the coin hidden behind the window on the right (30). Touch Daisy to finish.

And if you had trouble wading through all that lot, imagine how I felt having to type it out.

## DOMINATOR

There was a cheat for this one on one of February's Tip Cards, but it seems that some people are still having problems with it. As if through some spooky second sight, Emma 'The Pest' Edwards has come up with an alternative.

Press down Z,X,M,V,N,J,H together and you'll make yourself invisible. This means you can just sit back and let your ship run into things without getting killed. The same keys turn it off.

Lovely.

## Ho Hum

Right, I'll go and put my jeans in to soak now, and then make a start on the ironing. In the meantime I want you to write as many tips as you can, mix them in with a few maps, and send 'em in to me, Jonathan Davies at Tipshop, YS, 30 Monmouth St, Bath BA1 2AP. Tatty bye!

# PRACTICAL POKES

**There's a new kid on the block! And his name's Jon North! Hurrah!**

**H**ello, I'm Jon. Yup, Macca's gone off to write full time for **ZERO** so I've been asked to take his place. Actually, if the truth be told, I'm no stranger to these pages - Axxman and myself are in fact one and the same. But enough of all this confusion. On with the show...

### IDIOT'S GUIDE

Actually, no, before we get started it mightn't be a bad idea to quickly run through the basics of how to actually use these POKES. Yes, yes, I know most of you are veterans but for the unlucky few, well, you've just got lucky...

Tap in the listing, save it for future use, RUN it, then play the tape from the beginning. The game will load with the POKES firmly in place.

Awight? Awight.

### NIGHTMARE ON ROBINSON STREET

This cover tape seemed to go down very well with you lot - I

received several letters containing hacks for it. I've taken the best features from all of them and incorporated these into one routine. Thanks for this go to **Graham 'Sulky Systems' Sulkin** of Liverpool and **Chris Goodchild** of Hampshire. Tap it in and RUN it, then start the tape.

110 REM NORS by CG and GS20 POKE 23693,0: POKE 23624,030 CLEAR 24889: LOAD ""SCREEN\$40 LOAD ""CODE50 POKE 53267,060 POKE 56139,070 POKE 49890,X80 POKE 49937,X90 RANDOMIZE USR 49830

Line 50 gives immunity against bullets, line 60 gives immunity against shooting the dogs, line 70 lets you set the amount of enemies you have to kill before the big one (1-255) and line 80 lets you set the amount of starting energy (1-255).

### RAINBOW ISLANDS

Here's a quick hack for Ocean's cutesy platform game

from yours truly. It gives infinite lives and stops you losing your rainbow power when you lose a life.

210 REM R.I. by Jon North  
20 FOR F=16384 TO 1645330 READ A: POKE F,A: NEXT F40  
RANDOMIZE USR 1638450  
DATA 221,33,203,92,1760  
DATA 30,15,62,255,5570  
DATA 205,86,5,48,24180  
DATA 33,149,98,54,19590  
DATA 35,54,30,35,54100  
DATA 64,49,224,92,201110  
DATA 33,138,11,34,145120  
DATA 130,62,201,50,187130  
DATA  
128,201,33,229,130140  
DATA 22,100,1,0,1150 DATA  
89,115,35,114,33160 DATA  
62,64,237,176,195170 DATA  
161,130,62,217,50180 DATA

### HONOURABLE MENTIONS

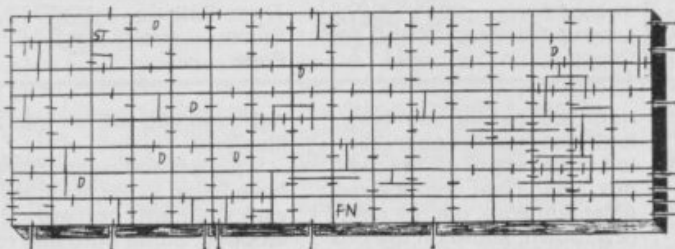
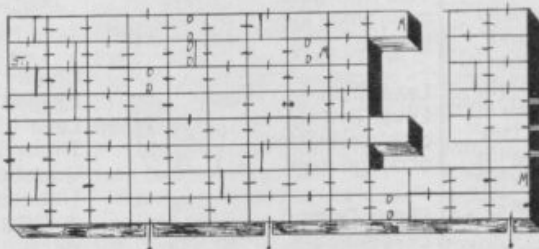
A quick thanks to **Giles Hopson** for lending me his Speccy while mine was getting fixed, and to **Peter Keergh** from Easthouses, whose letter was, um, very moving.

### BY-EEE!

Well, that's the end of my first column. Don't forget, if you've got any jiggery-POKery paraphernalia then send it into me, Jon North, at Practical POKES, YS, 30 Monmouth Street, Bath BA1 2AP. Who knows, you may even end up with a spanking Tipshop badgette. (And then you may not, judging by the 'efficiency' with which Prod Ed Andy 'sends' them out!) See ya!

# SHARK

Here are maps for Levels One and Two of Players' *Shark*, skillfully drawn by the **Macc Mapper**, otherwise known as **Ben Clews** (and all sorts of other things).



## LEVEL 2

-GLOUCESTER CITY-

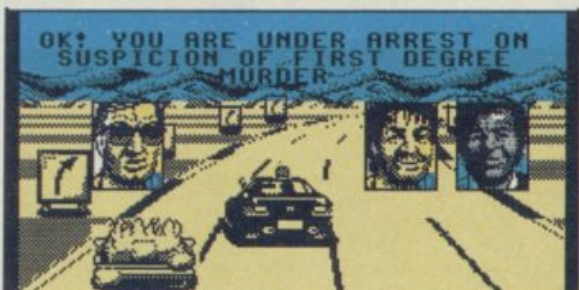
KEY: ST= START.  
FN= FINISH.  
D= DRAGGER (PULLS YOU).





racing  
game

NOURISHING  
TIPS

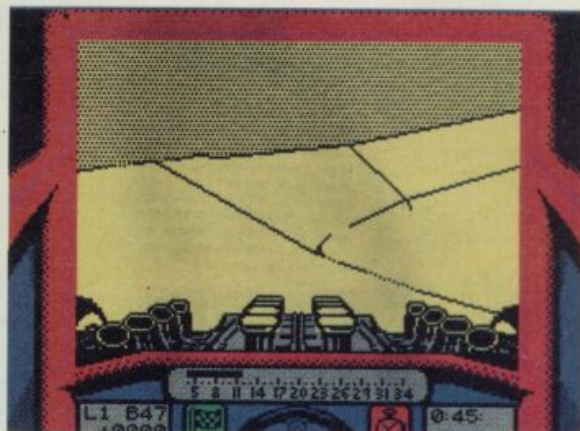


CHASE HQ



driving  
sim

NOURISHING  
TIPS



STUNT CAR  
RACER

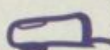


shoot 'em  
up

NOURISHING  
TIPS

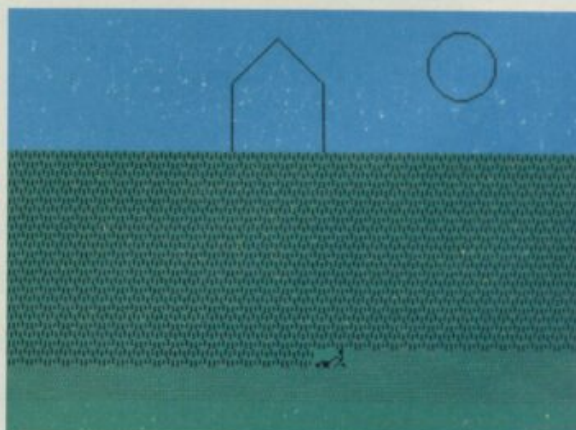


OPERATION  
GUNSHIP

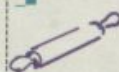


gardening  
sim

NOURISHING  
TIPS



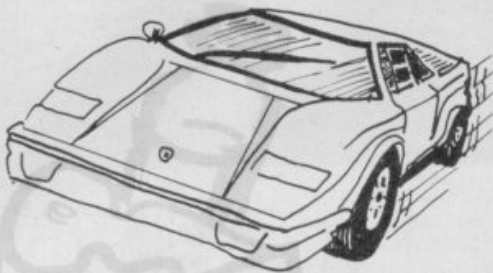
ADVANCED  
LAWN MOWER  
SIMULATOR





**Chase HQ**  
by **Paul Luby**

The trick is to redefine the keys as SHOCKED (Enter). A test menu then appears. Pressing One to Six lets you study the logo animation and Six allows you to put your name in the high-score table in first place. While playing the game, One lets you restart the level you're playing, Two takes you to the next level, Three shows you the end screen and Four gives you an extra credit each time you press it. Brill, eh?



**Stunt Car Racer**  
by **Steven Calvert**

**Division Four**

Hump Back – Stay calm and you'll have no probs. Go as fast as possible over the hump; Little Ramp – Take the ramp at 140mph and go full-pelt afterwards.

**Division Three**

Stepping Stones – This is a bit tricky. Maintain 140mph over the ramps and you'll be okay; Big Ramp – Use 170mph for small ones and 210mph for the biggest.

**Division Two**

Roller Coaster – Stay under 100mph until you reach the top then burn rubber; High Jump – This is one mean mutha. Stay between 200 and 220mph and you'll bounce in the middle. It might be wise to go faster however.

**Division One**

Ski Jump – This is another hard 'un. Drive at 140mph until you're at the top of the jump then pile on that speed.

**Super League**

Same tracks, different car, better opponents.

• If you release your controls the car centres itself on the track • Turbos work in reverse • On sharp bends SLOW DOWN. You get large amounts of damage if you don't.

**Operation Gunship**  
by **Steve Calvert**

Behold, the only CodeMasters 'simulator' that doesn't have the word 'simulator' in the title! Here are the coordinates for the prisoners, x-axis first.

**Mission One**

- |           |           |
|-----------|-----------|
| 1) K4, L7 | 5) J3, K9 |
| 2) K2, J8 | 6) L6, L9 |
| 3) J6, L8 | 7) J5, J4 |
| 4) K7, K7 | 8) L9, K8 |

**Mission Two**

- |           |           |
|-----------|-----------|
| 1) K0, K4 | 5) J3, J3 |
| 2) M5, K3 | 6) O6, J3 |
| 3) N2, J2 | 7) L2, K0 |
| 4) N6, K5 | 8) P2, K1 |

**Mission Three**

- |           |           |
|-----------|-----------|
| 1) K5, O7 | 5) K3, L3 |
| 2) J2, J7 | 6) J7, P1 |
| 3) J3, M4 | 7) K5, J5 |
| 4) J1, N9 | 8) K2, P9 |

The best tactic is to destroy all the defences and airstrips, re-arm, then find the prisoners. Oh, and if you destroy all the buildings and stuff you get a 5,000 points bonus.

**Mission Four**

- |           |           |
|-----------|-----------|
| 1) K2, L0 | 5) J1, K7 |
| 2) L3, K2 | 6) M0, M0 |
| 3) J1, L4 | 7) K4, J1 |
| 4) L3, L5 | 8) J1, M1 |

**Mission Five**

- |           |           |
|-----------|-----------|
| 1) K5, L9 | 5) J6, J9 |
| 2) K6, K0 | 6) L6, L4 |
| 3) K1, K9 | 7) J6, K4 |
| 4) K4, N9 | 8) I9, J9 |

**Advanced Lawn Mower Simulator**  
by **Christopher Conneally**

When in the game press BREAK twice and write 130 REM 1245. It should speed up when mowing the lawn.







# Castle Master



**A** sensational new 3D Action Adventure from Incentive, in spectacular Super Freescape™

Incentive, the award-winning team behind the massive hits DRILLER, DARK SIDE and TOTAL ECLIPSE have done it again! CASTLE MASTER is the result of years of work on their highly advanced Animated Solid 3D development system. It will catapult you into a world of fantasy.

Use your eyes and ears to discover solutions to the brain-twisting puzzles. Secret rooms, twisting corridors and hidden traps, all in superb SOLID 3D make Castle Master the most atmospheric Action Adventure you'll ever play.

Enter 'Castle Eternity' if you dare! You could be there forever.

Available on: Atari ST, Amiga, IBM PC 3,5" & 5,25", Commodore 64 (cassette, disk) Amstrad (cassette, disk) Spectrum +3, Spectrum 48/128

Atari ST C64 Spectrum & Amiga Screenshots

Programmed by: Incentive Software © 1990 New Dimension International Ltd  
Published by Domark Ltd, Ferry House, 51-57 Lacy Road, London SW15 1PR  
Tel: 01-780 2224

  
**incentive**  
The Award Winners

## ROLL OF HONOUR

Incentive's past awards include

Crash Readers' Awards  
- Best Graphics  
- Most Imaginative Game  
- Best Overall Game

C & VG Golden Joystick Award

Commodore Computing International Oskar

Amstrad 100% Prix De L'Innovation

Computer Industry Award - 8 Bit Programmers of the Year

**DOMARK**



# DARIUS †

The Edge/£9.99 cass/  
£14.99 disk



Dunc Hands up who knows what Darius means? I know because I'm a fund of information. (He looked it up in

the dictionary, Ed) The answer's really boring as it happens, but I'm going to tell you anyway because I'm in a bit of an annoying mood.

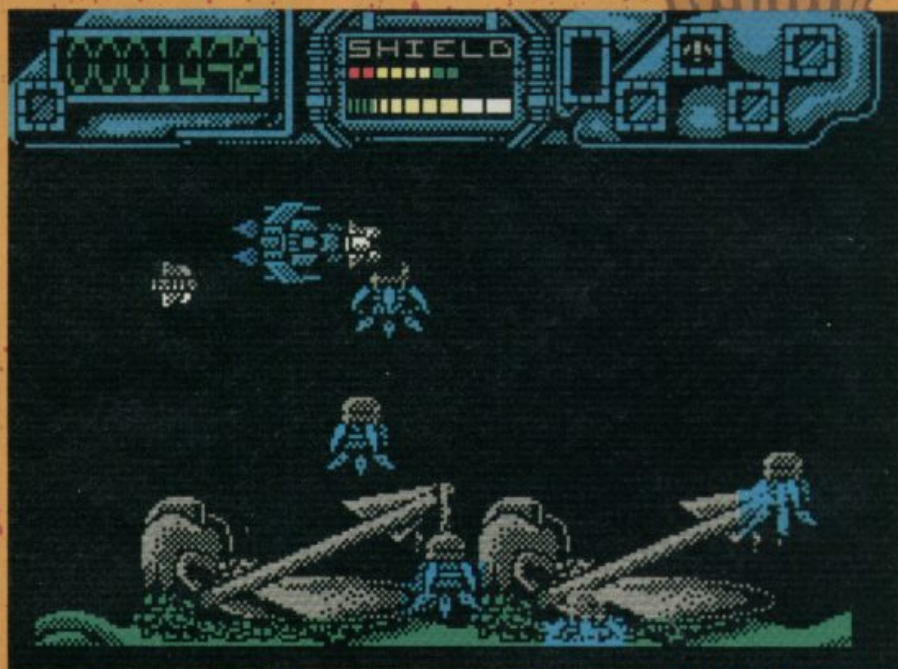
Darius was a bloke. Not just your average bloke though – he was King of Persia (in about 500 BC), and what the old scallywag is famous for is that he invaded Greece... and lost! What a clot. So, what's Darius the computer game all about then? Is it based on the invasion of Greece 500 years before the little baby Jesus was born? Nope, I don't think so actually. (Unless the Persian army had a spaceship that collected power-up icons, and the battle against the ancient Greeks was waged in the far reaches of interstellar space.)

No, Darius isn't a game of historical conquest, it is in fact a horizontally-scrolling shoot-'em-up. A coin-op conversion, to be precise. So what's it like then? Well how on earth should I know? I haven't played it yet. Come back in a few hours and I'll have a better idea (go and have a bath or something). Toodlepip!

## A FEW HOURS LATER...

Right. Now I can tell you about Darius. Um, Darius was, the King of Persia in about 500 BC. (Oh no, not AGAIN, Ed) This Darius, however, is a game akin to R-Type – but don't get too excited, because it's not half as good! The setting is the same sort of thing as R-Type. You know, backgrounds that continually scroll from the right and mustn't be banged into, nasties that bob up and down and come at you from all sides, the obligatory add-ons to the ship which make it really funky and deadly and the absolutely gigantic end-of-level nasties. That sort of gear. Let's don the thigh-length wellies and wade in for a closer look.

Your ship, then. Er, it's quite big and colourful, but incredibly vulnerable because there's not a lot of room in which to avoid things – if you cock up slightly and miss a couple of oncoming nasties they'll bash into you and knock your rather weedy shields for six. Fortunately there are two types of 'pick-



As you can see, the little spaceship you control isn't actually very little at all – in fact, it's blooming massive. So large you're often very limited as to how far you can move to avoid things (especially when there're loads of spikey holes in the way).

up icons' – the first being temporary invincibility. Very useful. Using this you can hack right into the enemy waves without coming to any harm, and then snatch the second type of pick-up, which is the weapons upgrade (a sort of wibbly red block).



See that little red thing? Yeah, off-screen to the left there? Well, there's a power-up, and you should have grabbed it!

Single laser bolts. Double laser bolts. Three-way shot. Giant fireball. And that's just four – there are loads more. Fight your way through all the action (it's pretty frenetic by the way) and you'll eventually reach the end-of-level nasty – a really big 'mutha'. Beat that and you load in the next level, with its different backdrops and different nasties.

Like I said, it's all very R-Typeish. But why isn't it as good? Well, for a start there's the problem of room. Because the sprites are bigger than those in R-Type, there's less

space to play with. It makes the game frustrating. And the animation isn't as smooth either. Generally the whole game lacks the polish and crispness that made R-Type so absolutely brilliant. Having said that, I'll add that Darius has a lot more levels than R-Type, and for all the shortcomings on the graphics and animation front, it does contain that oh-so-important ingredient of addictiveness. Hmm.

Okay, final summing-up paragraph time – and hello if you're the sort of person who leaps straight in at this point and doesn't bother reading the main bulk of the review. Um, I'll keep things short and sweet. If you're expecting R-Type then you're going to be rather disappointed. However, if you're expecting a poor man's R-Type then you're just about spot on. Right – I'm off to invade Greece. Wish me luck. (He'll never pull it off, Ed)



Where's our giant? He's more like it! I've got a super-blastor weapon thing on the front there and I'm really cooking. (Just like the alien! Man)

## final verdict

LIFE EXPECTANCY GRAPHICS ADDICTIVENESS



75°



70°



80°

### DIAGNOSIS

A sideways-scrolling shoot-'em-up with all the usual stuff. A bit like R-Type really but not half as good.



76°

75°



# SOFTWARE CITY

Unit 4, B.D.C., 21 Temple Street, Wolverhampton WV2 4AN Tel: 0902 25304

VISA

Call us on: 24 Hour Credit Card Hotline 0902 25304

Access

## GAMES

2 Player Super League	2.99	Postman Pat	1.99	Knight Orc (Level 9 Adventures)	3.99
4 Soccer Sim	2.99	Postman Pat 2	2.99	L.E.D. Storm	2.99
3-D Grand Prix	2.99	Predator	2.99	Live And Let Die	1.99
720	2.99	Premier 2 Football	1.99	Magnetron	1.99
1942	2.99	Pro Golf 1 or 2	2.99	Marianoids	1.99
Academy	2.99	Pro Snooker	2.99	Mini Putt	2.99
Ace 1 or 2	2.99	Pub Trivia	2.99	Mountains Of Ket	1.99
Advanced Soccer Sim	2.99	Quartet	2.99	Mystery On The Nile	1.99
Airwolf 1 or 2	1.99	Rally Cross Sim	2.99	Passing Shul	2.99
Alien Syndrome	2.99	Rambo	2.99	Question Of Sport	3.99
Arcade Flight Sim	2.99	Rampage	2.99	The Realm	1.99
Arcade Fruit Machine	2.99	Renegade	2.99	Riddlers Den	1.99
Army Moves	2.99	Rex	2.99	Road Blasters	2.99
Bak To Skool	1.99	Rock Star	2.99	Rod Pikes Horror Compilation	4.99
Barbarian	2.99	Roller Coaster	2.99	Calamander	2.99
Bard's Tale	2.99	Rolling Thunder	2.99	Shackled	1.99
Barry McGuigan's Boxing	2.99	Rugby Boss	2.99	Shoot Out	2.99
Baseball	2.99	Rugby Sim	2.99	Sophistry	2.99
Batman	2.99	Rygar	2.99	Spiderman	1.99
Battleships	1.99	Saboteur 1 or 2	1.99	Spytek Adventure	1.99
BMX Sim 1 or 2	2.99	Scooby Doo	1.99	Supersprint	1.99
Bombjack 1 or 2	1.99	Short Circuit	2.99	Taladon	1.99
Boxing Manager	2.99	Sigma 7	1.99	Temple Of Vran	1.99
British Super League	2.99	Skate Crazy	2.99	Tempest	1.99
Buggy Boy	2.99	Skuldaze	1.99	Thanatos	1.99
Shuckie Egg 1 or 2	3.99	Soccer 7	2.99	Tiger Road	2.99
Classic Punter	2.99	Soccer Boss	1.99	Time Scanner	2.99
Classic Trainer	2.99	Soccer Director	2.99	Toy Bizzare	1.99
Combat Lynx	1.99	Soccer O	2.99	Vixen	1.99
Combat School	2.99	Soccer Star	2.99	Wizard Warz	1.99
Commando	2.99	Soldier Of Light	2.99	Xarq	1.99
Contact Sam Cruise	2.99	Solomon's Key	2.99		
Crazy Cars	2.99	Space Harrier	2.99		
Crocket Captain	2.99	Spindizzy	2.99	After The War	6.99
Crocket Crazy	1.99	Spooked	2.99	Ancient Battles	9.99
Crocket Int.	1.99	Spy Hunter	2.99	A.P.B.	6.99
Critical Mass	1.99	Spy V Spy	2.99	Austerlitz	8.99
Crystal Castles	2.99	Street Fighter	2.99	Batman The Movie	6.99
Cup Football	2.99	Striker	2.99	Beverly Hills Cop	6.50
Cybernoid 1	2.99	Summer Games	2.99	Black Tiger	6.99
Daley Thompsons Decathlon	2.99	Super Cycle	2.99	Boodwych	6.99
Dan Dare 1 or 2	2.99	Super Nudge 2000	1.99	Bombes	6.99
Deep Strike	1.99	Superstar Soccer	2.99	Brian Clough's Football	6.99
Dizzy	2.99	Super Tank Sim	2.99	Cabal	6.99
Dizzy Dice	1.99	Tetris	2.99	Carrier Command (128K)	9.99
The Double	2.99	Theatre Europe	2.99	The Champ	6.99
Eagles Nest	1.99	Thundercats	2.99	Championship Golf	6.99
Enduro Racer	2.99	Tom Cat	1.99	Chase H.Q.	6.99
European 2 Football	2.99	Top Gun	2.99	Continental Circus	6.99
Fantasy World Dizzy	2.99	Trap Door 1 or 2	1.99	Crazy Cars 2	6.50
F.A. Cup	1.99	The Train	2.99	Crocket Master	6.50
Fist 2	2.99	Treasure Island Dizzy	2.99	Cyberball	4.99
First Past The Post	2.99	Turbo Espirit	2.99	Double Dragon 2	6.99
Footballer	2.99	Turf Form	2.99	The Duel	6.99
Football Manager	2.99	Twin Turbo V8	2.99	Dynastie Dux	6.99
Footballer Of The Year	2.99	U.S. Basketball	2.99	Emlyn Hughes	6.99
Formula One Grand Prix	1.99	Wembley Greyhounds	2.99	Fiendish Freddy	6.99
Frank Bruno	1.99	Wheelie	1.99	Footballer Of The Year 2	6.99
Frankenstein Jr.	2.99	Who Dares Wins 2	1.99	Footballer Director	6.99
Fruit Machine Sim 1 or 2	2.99	Winter Games	2.99	Footballer 2 (129K)	13.99
Full Throttle	1.99	Wizball	2.99	Footballer Manager	2.99
Game Over	2.99	Wonderboy	2.99	Footballer Manager 2 + Expansion	9.99
Gary Linekers Superstar Soccer	2.99	World Class Leaderboard	2.99	Forgotten Worlds	6.50
Gauntlet 1 or 2	2.99	World Games	2.99	Ghouls And Ghosts	6.99
Graham Gooch	1.99	World Soccer	2.99	Ghostbusters 2	7.50
Ghosts And Goblins	2.99	World Soccer League	2.99	Gunship	6.99
Ghostbusters	1.99	Yie Ar Kung Fu	2.99	Hard Drive	6.99
Grand National	1.99	Yogi Bear	1.99	Heavy Metal	6.99
Grand Prix Sim 1 or 2	2.99	Zybox	2.99	Indiana Jones Last Crusade	6.50
Great Escape	2.99			Ivanhoe	6.99
Green Beret	2.99			Kenny Dalglish	6.50
Greg Loses Clock	2.99			Kick Off	6.99
Grid Iron 2	2.99			Knight Force	6.50
Hardball	2.99			Lazer Squad	6.99
Heavy On The Magic	1.99			Microprose Soccer	6.99
Hypersports	2.99			Myth	6.99
I.K. X	2.99			New Zealand Story	6.50
Ikari Warriors	2.99			Ninja Warrior	6.99
International Football	2.99			Operation Thunderbolt	6.99
International Manager	2.99			Operation Wolf	6.50
Jack The Nipper	2.99			P-47 Thunderbolt	6.99
Jet Set Willy	1.99			Paul Gasgoin Super Soccer	6.99
Jock Wilson's Darts	2.99			Pipemania	6.99
Joe Blade 1 or 2	1.99			Powerdrift	6.99
Joe Blade 3	2.99			Professional Soccer	6.50
Knightmare	1.99			Project Stealth Fighter	6.99
Konami Ping Pong	2.99			Rainbow Islands	6.99
Konami Tennis	2.99			Rick Dangerous	6.99
Krakout	2.99			Robocop	6.99
Lamborghini Sim	2.99			Run The Gauntlet	6.50
Las Vegas Casino	2.99			Saint And Greavsie	6.50
Leaderboard	2.99			Scrambled Spirits	6.99
League Challenge	1.99			Shinobi	6.99
Little Puff	2.99			Skate or Die	6.99
Manic Miner	2.99			Space Harrier 2	6.99
Masters Of The Universe (Film)	2.99			Starglider 2	9.99
Matchday	2.99			Star Wars Trilogy	8.99
Mig 29	2.99			Strider	6.99
Mooncrest	1.99			Stunt Car	6.99
Monte Carlo Casino	2.99			Super Wonder Boy	6.99
Monty On The Run	2.99			Times Of Lore	6.99
Moto Cross Sim	2.99			Tintin	6.99
Nigel Mansell Grand Prix	2.99			Tolkien Trilogy	8.99
North Star	2.99			Toolbox Manager	6.99
Oilie And Lisa	1.99			Trackball Manager	6.99
Oilie And Lisa 3	2.99			Treble Champions	6.99
On The Bench	2.99			Turbo Outrun	6.99
Operation Gunship	2.99			The Untouchables	6.99
Paperboy	2.99			Vulcan	6.99
Peter Beardsley	2.99			War In Middle Earth	6.99
Pinball Sim	2.99			World Boxing Manager	6.99
Power Play	1.99			X-Out	6.99

## COMPILATIONS

<b>FRANK BRUNO'S BIG BOX</b> FRANK BRUNO'S BOXING, BATTY, COMMANDO, BOMB JACK, SMOOBY DOO, BATTLESHIPS, SABOTEUR, 1942, GHOSTS AND GOBLINS & AIRWOLF CASS £5.50	<b>THRILL TIME PLAT 1</b> BUGGY BOY, SPACE HARRIER, LIVE AND LET DIE, OVERLANDER, DRAGON'S LAIR, THUNDERCATS, BEYOND THE ICE PALACE, GREAT GURIANOS, HOPPING MAD & IKARI WARRIORS CASS £8.99
<b>THRILLTIME GOLD 3</b> COMMANDO, 1942, SPITFIRE, COMBAT LYNX, DEEP STRIKE CASS £6.99	<b>THRILLTIME GOLD 2</b> AIRWOLF, SMOOBY DOO, BATTLESHIPS, SABOTEUR & FRANK BRUNO CASS £6.99
<b>SPACE ACE</b> VENOM STRIKES BACK, XEVIOUS, CYBERNOID, NORTHSTAR, ZYNAPS, TRANTOR & EXOLON CASS £5.50	<b>THRILLTIME GOLD 1</b> PAPER BOY, GHOSTS AND GOBLINS, BOMB JACK, BATTY AND TURBO ESPRIT CASS £6.99
<b>EDITION ONE</b> DOUBLE DRAGON, XENON, GEMINI WINGS AND SILK WORM CASS £7.50 DISC £11.99	<b>SUMMERTIME SPECIALS</b> WORLD CLASS LEADERBOARD, SOLOMON'S KEY, BRAVESTARR, TRAN- TOR, RYGAR & CAPN AMERICA CASS £5.50
<b>KARATE ACE</b> WAY OF THE EXPLODING FIST, BRUCE LEE, KUNG FU MASTER, AVENGER, SAMURAI TRILOGY, UCHI MATA & WAY OF THE TIGER CASS £5.50	<b>WINNERS</b> INDIANA JONES TEMPLE OF DOOM, BLASTERDOGS, LED STORM, THUN- DERBLADE, IMP MISSION 2 CASS £9.99 DISC £13.99
<b>THE BIZ</b> R-TYPE, OPERATION WOLF, DOUBLE DRAGON, BATMAN THE CAPED CRUSADER CASS £9.99	<b>MEGA MIX</b> OPERATION WOLF, BARBARIAN 2, DRAGON NINJA & REAL GHOSTBUSTERS £9.99
<b>ARCADE FORCE FOUR</b> GAUNTLET, ROAD RUNNER, INDIANA JONES, AND METROCROSS CASS £5.50	<b>100% DYNAMITE</b> AFTERBURNER, LAST NINJA 2, WEC LE MANS, DOUBLE DRAGON CASS £9.99
<b>TAITO COIN OPS RASTAN, FLYING SHARK, ARKANOID 1 AND 2, SLAPFIGHT, BUBBLE BUBBLE, RENEGADE AND LEGEND CAGE.</b> CASS £8.99	

## ORDER FORM AND INFORMATION

All orders send FIRST CLASS subject to availability. Just fill in the

coupon and send it to: **Software City**

Unit 4, BDC, 21 Temple Street, Wolverhampton WV2 4AN.

**ORDER FORM (Block Capitals)**

Name .....

Address .....

Postcode .....

Tel No .....

Name of game	Computer	Value
Apache Gold		
Black Lamp		
Cookie		
Crosswise		
Deactivators		
The Deep		
Dynamic Duo		
Earthlight		
Enigma Force		
Enlightenment (Druid 2)		
Exploding Fist		
Fat Worms Blows A Sparky		
Final Mission		
Fire And Forget		
Frankenstein		
Games Summer Edition		
Gold Silver And Bronze		
Guadalcanal		
Heartland		
Hellfire Attack		
Hypoball		
I Of The Mask		
Intensity		
Jail Break		
Karysia		
Postage		
TOTAL		

POSTAGE RATES - Please add 50p for post and packaging on all orders under £5. Overseas add £1.50 per item. Paying By Cheque - Cheques payable to **Software City**.

CARD TYPE ..... EXPIRY DATE ..... DEPT YS. May

EUROPEAN ORDERS MASTER CARD EUROCARD ACCEPTED

SIGNATURE ..... DATE .....



Another delve into the recesses of Speccy softstuff with **Dr Marcus** "Stand very still and try not to scream" **Berkmann.**

**B  
A  
R  
G  
A  
I  
N  
S  
E  
G  
M  
E  
N  
T**

### ITALIAN SUPER CAR

CodeMasters/£2.99

What, yet another new game from CodeMasters? Phew, these boys are busy. This one's a sort of follow-up to *Super Stuntman*, and it's a nice little runner (20 thousand on the clock, squire, new carbu-rettor, and a bargain at seven grand). The view's from above, and you have to whizz through a course, avoiding all the usual rocks (slow you down), mines (blow you up) and, a little unsportingly, all the bullets coming from the other cars. Zoom over water by means of a ramp or a bridge or drive through it at about 2 mph – it's your choice. And best of all, you do all this in the tastiest of red gleamy Italian motors. First up is the Lambo, and thereafter there are four more

courses, all of which you must negotiate in a brand new car. (Sadly you don't get to keep them afterwards.) In fact, you even get three lives, which is one major difference from real stunt car racing (one life). If you can get through all the course, avoid all



the various buildings you're constantly being invited to crash into, and keep away from those murderous 'copter chappies – well, you're a better driver than I, and to be honest that wouldn't be hard. Fab stuff, and I rather suspect there may just be time for another game...

### PSYCHO HOPPER

Mastertronic/£2.99

This, though, is not one of Mastertronic's finest hours – a slow, awkward and rather dreary game based on the notion of a Spacehopper. Remember Spacehoppers? They were pretty fab back in the '70s – huge wobbly things, on which one would jump merrily around the room, holding onto the two wibbly bits at the top. Actually that sounds rather disgusting, but never mind, because *Psycho Hopper* fails utterly to evoke the great and glorious joys of space-hopping. As you bounce around on your hopper, you must control both height and lateral speed to try and jump up on platforms and grab crystals, avoiding the inevitable nasties on your way. Graphics



are, well, basic (if not actually in Basic) and the whole game drags along until you reach Level Two and find that it's no more interesting than Level One. You know the sort of game that chugs along incredibly slowly until you find a 'go faster' pill and it all becomes a little more interesting. Sorry, this ain't one of them. Snore city, I'm afraid.

### BEYOND THE ICE PALACE

Encore/£2.99

Here's a chasy little runabout that Elite first released 18 months or so ago to great approval (Dunc gave it 8/10 back in July '88). It's a big-sprited arcade adventure, with the emphasis on 'arcade', as it's fear-somely hard. "Beyond the ice palace and to

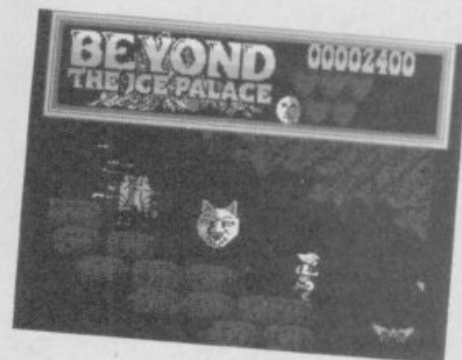
### SUPER DRAGON SLAYER

CodeMasters/£2.99



Crikey, if it isn't yet another inventive and challenging game from the Codies. (Not words I'd have written a year ago, but then they really seem to have got

the north," it says here, "legend tells of a mystical land where strange creatures dwell." Well, it would, wouldn't it? "It is a land of fantasy and magic, of goblins and ghosts, of good and evil, of long-forgotten tiny pieces of Blu-tac." So Dunc found any-way, and it is indeed a ripsnorter of a game, set in underground caverns where every yard you manage to cover is an achievement. There are flying bats to kill (easy), axe-throwing ogres (less easy) and occasionally giant moths (unbelievably tricky). If you can get past this section, the cave opens up into a giant platform-and-ladders format, which is where the fun really starts. Anyone who likes a really challenging bit of action will lap this up. Oh, and look out for the little head-shaped icons – they're the spirits of the woods, and jolly useful they are too.



### ARCADE FRUIT MACHINE

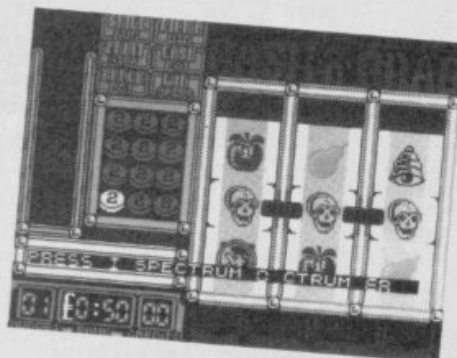
Zeppelin/£2.99

Yet another fruit machine sim on the market (I think we all know what computer programmers spend all their money on, don't we?), but *Arcade Fruit Machine* is not, sadly, one of the best. It's playable enough, as you'd expect – the graphics are perfectly acceptable and I have no complaints about speed. But with some of the more recent sims becoming really rather advanced – and needing about as much concentration and brainpower as a flight sim – this could be a little too straightforward for modern



their act together.) *Super Dragon Slayer* is a shoot-'em-up, and it's a blast on every level. You, poor misguided wretch, are an ever-so-brave knight in soon-to-be-not-so-shining armour, and all you really have to do is run through the scrolling background killing as many of the demonic enemies as you can. With missiles always coming at the same time and place and with a bit of bumping and grunting on different platforms, this is much the same as *Cobra*, but with more difference – colour! This is a colourful game as you could not hope to miss, 'cos for once the programmers have done it "Amateur style". Who gives a monkey about attribute points? And yes, it's not the slickest graphical display I've seen but certainly one of the most vivid.

As for the game itself, well, it's fast and frantic. There are spells to be had, and part of the fun is in finding out what these actually do. And there are two levels of difficulty – Novice for dullards like me, and Smug Git for clever clogs like you. Well worth your pennies.



tastes. I suppose we've just been spoilt really – CodeMasters' recent *Fruit Machine Simulator 2* is light years ahead, and *Zeppelin* is probably just nine months late. At £2.99, too, it's a touch on the pricey side. For younger players only perhaps (if, that is, you don't mind younger players mucking around with fruit machines). For the rest, the CodeMasters title is a better bet.

## AMERICAN TURBO KING

Mastertronic/£1.99

Hello, what's this? There I am, drivelling on about how different, exciting and fun CodeMasters' *Italian Super Car* is and up pops a game almost exactly like it. *American Turbo King* – the location refers to the courses this time, not the cars – is very much the same kettle of fish, and more than a mite whiffy, if you ask me. "Action! Action! Action!" shouts the blur, which is a slight exaggeration, as the game is both slower and less challenging than the Italian jobby. Here the control system is slightly different – left means that you go northwest rather than west, and you can't press two directions at once – but the game is very similar. Viewed from above, you drive through various terrains (California Beach Race, Rocky Mountain Pass and so on) in your turbo-charged, armour-plated supercar, which for some reason goes not a great deal faster than a C5. As in *Italian Super Car*, you have things firing at you,



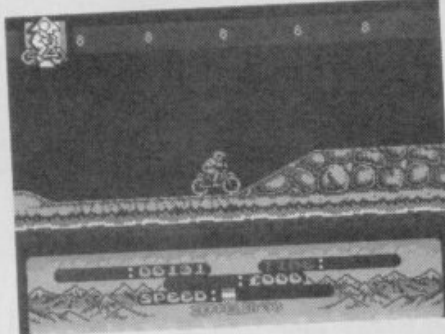
but the graphics are less impressive here, there's less colour, and it's all disconcertingly easy. I mean, if I can get to Stage Two on the first attempt, there's got to be something wrong. Ah, but you can use a Magnum Lightphaser™ if you happen to have one. Sadly I don't. Otherwise, a damp squib (glub glub).

## MOUNTAIN BIKE RACER

Zeppelin/£2.99

A real oddity here. On first glance it's a dodo – dead from the neck up. Once again, we're off on a bicycle race across the nastiest conceivable terrain with the naftest possible bike. Good idea? I'd prefer to take a bus myself, but then there aren't many *Four Stops On The No. 17 Simulators* and I can think of a good few reasons why not. *MBR*, meanwhile, shapes up like a loser – it's not amazingly fast, its graphics are dullsville, and the gameplay seems mundane to say the least. But... but... well, it's just got to be better.

The trick lies in working how to take every new bit of terrain. Some need to be attacked at high speed. Others, not



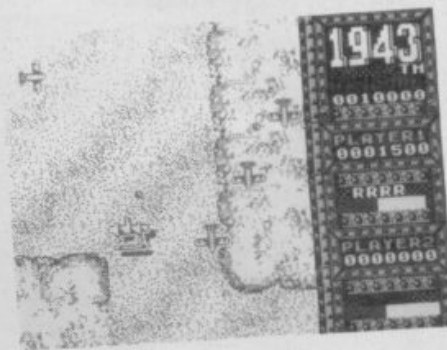
appreciably smaller, need to be approached at the speed of a tortoise on Night Nurse. There's no real sense to it, and to be honest it has as much relation to real life as I do to Jeremy Beadle. But there's something about this game nonetheless. Not, of course, that originality rears its beautiful bonce anywhere hereabouts. Good Lord no. *MBR* is older than Mike Gerrard and twice as bearded. No matter – there's something curiously addictive about this simple little game, and I suspect that many Spec-chums will enjoy it.

## 1943™

Kixx/£2.99

"A novel approach to a shoot-'em-up," we said last time round. (At least I assume we did – that's what it claims on the cassette inlay.) Personally I've not seen this before – I've heard of it on reputation – and in fact I was a little disappointed. Taking the vertical-scrolling shooter format, Capcom adapted it to a World War II scenario, and

the Battle Of Midway in particular. Not heard of the Battle Of Midway? Tut tut. Charlton Heston was in it, as any fule kno. In this version there aren't any ships as such, just loadsa planes, one of which is yours and the rest Japanese. Unfortunately they're not of a kamikaze inclination, and are just as keen as you to stay alive, but unlike you they have only one life (you seem to have loads), which is rather tough luck on them. This interesting new angle aside, though, what we have here is very much a standard shoot-'em-up. Knock down the waves, collect extra weapons, then, after you've disposed of all the little nasties, a great mothership turns up and fires billions of bullets at you. Sounds familiar? It's only the plot for every shooter

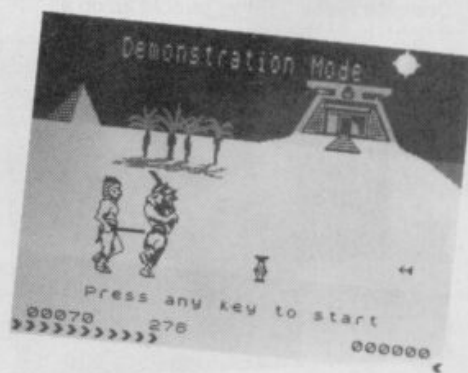


in the past four years, that's all, and 1943 (not forgetting the ™ – this year's got a copyright on it, folks) differs from it not a jot. Fab, therefore, if you've always wanted to play a space zapper in World War II clothing, but rather dull if you were looking for, say, a new idea. Nicely programmed, but in this case that's not enough.

## FIGHTING WARRIOR

Mastertronic/£2.99

I thought this rang a bell, but it wasn't until I loaded it up and saw the dread words "© Melbourne House 1985" that the ghastly truth dawned on me with the force of a small nuclear explosion. AAAAAAARRRGHH! Yes, it was a cheesy old beat-'em-up. And not just any old cheese, either – fine, smelly, slightly green old cheddar, of the sort that mice just gobble up. For its time, admittedly, this was impressive – large sprites, a scenario that made no mention of Japan or China (it's set in ancient Egypt instead), and simple, no-holds-barred violence throughout. No surprises that it sold well, but nowadays it looks more than a mite rosey. For one thing, we like a little more to our fighting games these days – think of the *Renegade* trilogy, for instance. As a piece of Spectrum history it's interesting, even (for us old 'uns) a little nostalgic. But as a game it no longer cuts the mustard.



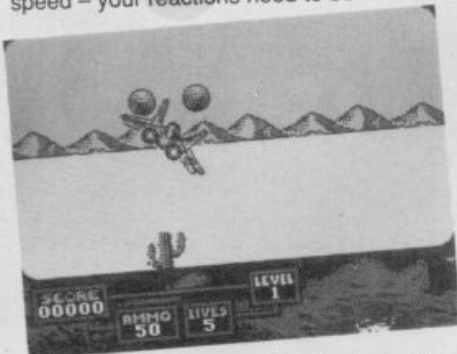
B  
A  
R  
G  
A  
I  
N  
S



## F-16 FIGHTING FALCON

Mastertronic/£1.99

Another game to be played with Mastertronic's exciting new Magnum Lightphaser (I wonder how much that costs – more than £2.99, no doubt...). But strip away the gripping new technological requirements, and underneath it's just another aircraft combat game, with few differences, if any, from nine billion similar games we've seen in the past. True, your F-16 does beetle over four different scenarios – Sahara, Tropical, Arctic and Ocean – but, graphical backgrounds aside, there's not as much variety to it as there initially seems. What there is is immense speed – your reactions need to be

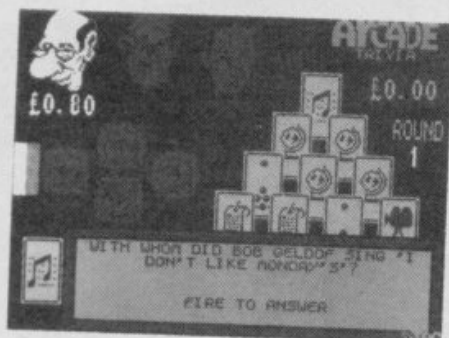


incredibly fast and it's really dead easy to get killed. Quite what difference the Magnum Lightphaser™ makes I can't tell you, but with joystick or keyboard it's very much business-as-usual. Shoot them down before they shoot you, and all will be well.

## ARCADE TRIVIA QUIZ

Zeppelin/£2.99

I was a bit concerned about this one, especially when I read on the inlay notes "Imagine the thrills, colour, noise and excitement of the arcade quiz machine on your very own home computer and you'll go some way towards realising just how exciting *Arcade Trivia Quiz* on your Amstrad really is". Happily, though, it does load up, and it isn't at all bad. There are loads of these trivia jobbies around now, of course, but the success of the pub games does seem finally to have buried the *Trivial Pursuit* approach, where they print the answer and you press Y if you got it right. Here there's a much more user-friendly multiple-choice format, and you need to be on the ball to prosper. Not only do you need to be fast when answering questions, but when picking them as well – otherwise you get some ghastly geography question instead of a nice friendly pop music one. Questions are not that easy (especially the date ones) and doing very well takes much practice. Spelling is as terrible as on all



trivia games, but then if programmers could spell they wouldn't be programmers, would they? Up to three can play, and the whole design is simple and neat.

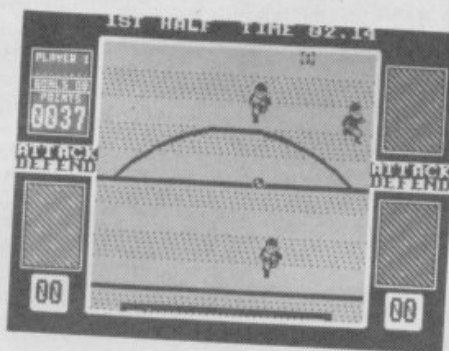
## 4 SOCCER SIMULATORS

CodeMasters/£2.99

Gasp! It seems like only 18 months ago that this was out on full price. (It was only 18 months ago, you clot. Ed) It was CodeMasters' first entry in the blockbuster market, and the fact that it didn't exactly revolutionise their release policy shows how well it must have done. But actually, for what amounts to just another attempt to out-Match Day *Match Day*, it's nobbad at all.

Of course there aren't really four soccer simulators at all – there's one basic model with variations – but it's quality not quantity that matters here. For instead of aping *Match Day* like every other soccer sim under the glowing orb, these CodeMaster laddies have flipped the whole thing 90° first this way and then that way, giving us a bird's-eye view from above. Otherwise of course the gameplay is much the same as normal, and anyone who's sampled any of the other sims should have no trouble working this one out.

The variations too are novel. Game One



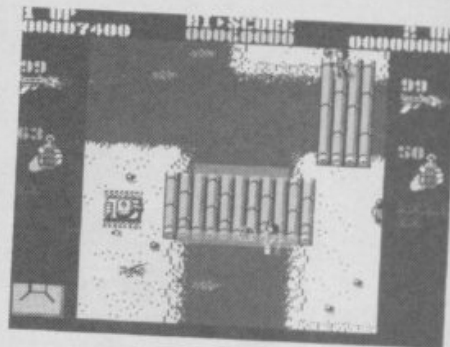
is a full 11-a-side football match, while Game Two scythes this down to an indoor five-a-side game. Game Three is even less formal – it's Street Soccer, played in your very own back yard, complete with cars, houses and trees to punt the ball into. The final game is not really a soccer sim at all, but a Soccer Skills exercise session, both for practice and against the clock.

Needless to say, all this is breathtaking value at three nicker. It still doesn't touch *Match Day 2*, of course, but then it doesn't really attempt to – the overhead perspective makes it a quite different game. On me 'ead, lad, on me 'ead.

## IKARI WARRIORS

Encore/£2.99

This was an enormous hit the last time it came out – a big number one on all charts. Personally, though, I thought it was deadily dull – a middling arcade game converted by Elite with little apparent imagination or flair. The cover artwork says it all, really – two geezers with rippling muscles and machine guns killing everyone within reasonable range. Good clean fun, I hear you cry, and you'd be right, but the amazing lack of variety in the game eventually sent me into a deep coma, from which only the loving care of a series of trained Filipino nurses helped me escape. In the arcade game, some nifty graphics distracted you from the



essential dullness of the game, but the poor old Spectrum's tiny stick-figures and unbelievably slow bullets don't really seem the same. Serious zzzz time, and not helped by the fact that you need an electron microscope to read the inlay notes.

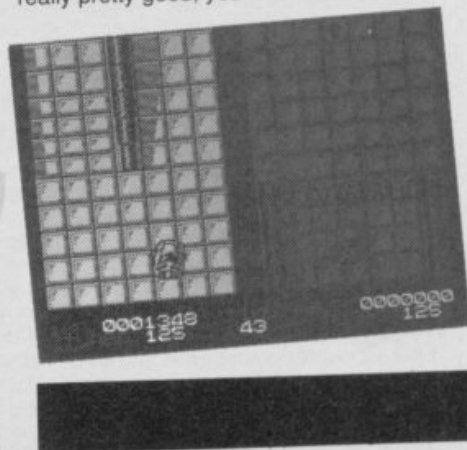
## THE RACE

Players Premier/£2.99

You may know a bit about this one already – after all, we ran a playable demo of the first level on one of our Smash Tapes recently (March 1990 to be precise). It's a two-player vertically-scrolling racing game, something along the lines of *Spy Hunter* or the more recent *Action Fighter*, with the screen divided firmly into two halves, so the two cars don't interact at all as such. Drawn in metallic-look monochrome, it's visually reminiscent of the Speccy *Xenon* more than anything else, and for a vertical scroller it's exceptionally easy on the eye – at no point do the little cars get lost in over-ambitious backgrounds, as is so often the case. It plays very well too, in a limited sort of way. There's no side-to-side movement of the play area, but the vertical scrolling is exceptionally fast and smooth, with the cars responding very sharply to the controls.

What you have to do is simple in the extreme – complete each of the six courses in as short a time as possible. To do this you need to keep a beady eye on the arrows that mark out a suggested route (or else you'll end up smashing straight into solid wall) and also position your finger close by the turbo switch for that extra bit of boost you'll need when making a particularly long jump using one of the stunt ramps. Yep, it's just like a futuristic version of *The Dukes Of Hazzard*!

If pure reaction games are your bag you could do a lot worse than pick this up – in fact, you might be planning to already. For the rest of you, why not check out that demo again for another quick look? It's really pretty good, you know.





# THE CYCLES™

**International Grand Prix Racing**

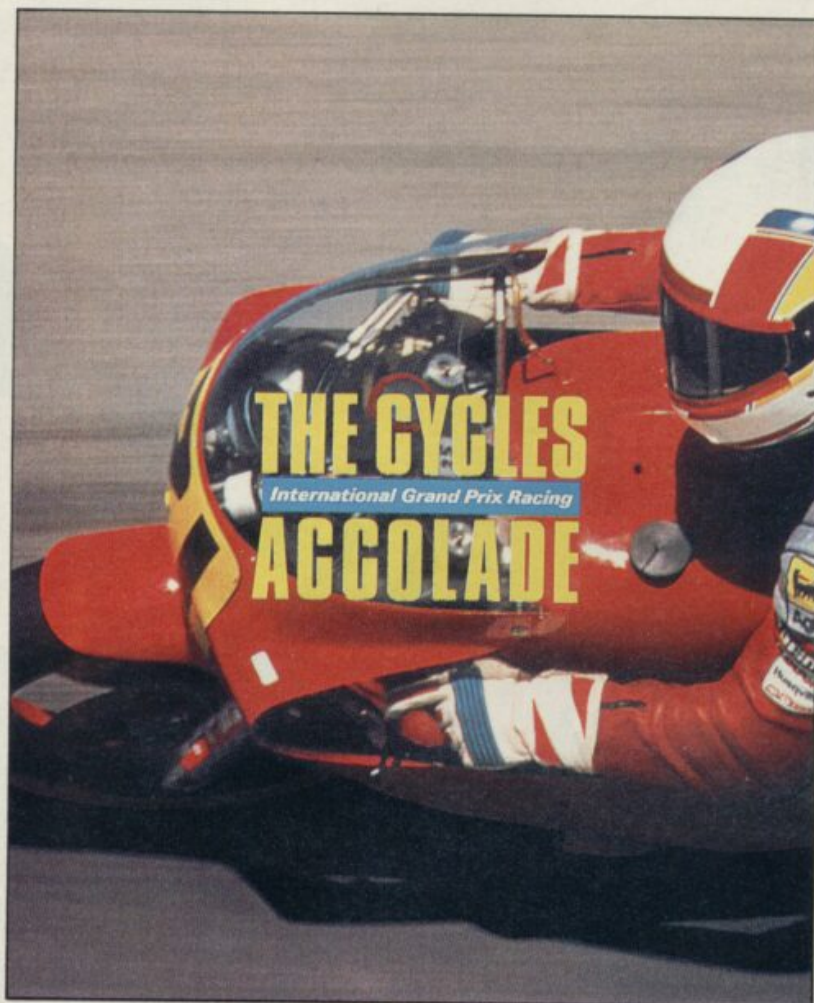
**The Cycles:** International Grand Prix Racing wraps you around the chassis of the fastest bikes ever built as you compete in the International Grand Prix of motorcycle racing. The only motorcycle game with a first-person perspective. Sense the rush of full throttle speed. Look over the handlebars to see the pavement disappear under your wheels.



Choose from 5 different skill levels. Each level alters the racing ability of the competition.



Screen shots from IBM P.C. version.



Will the racer in front blast into the lead or dump his bike trying? Do battle with the world's racers in the sport's premier events. Choosing either 500cc, 250cc or 125cc class races tackle 15 authentic Grand Prix courses across the world. From Australia to Brazil file down the foot pegs on the most gruelling circuits in motorsport.

**Who's got the guts? Who wants the glory? Who'll emerge victorious to hoist the trophy as world champion?**



IBM PC & COMPATIBLES  
OUT NOW **£24.99**

AMIGA  
RELEASED DECEMBER **£24.99**

ATARI ST  
AVAILABLE FEBRUARY **£24.99**

CBM 64/128  
AVAILABLE MARCH **£9.99** Tape  
**£16.99** disk

(SPECTRUM and AMSTRAD to follow)

## *puts you in the saddle*

*First person perspective for true racing realism*

Accolade Europe Ltd.,  
Unit 14, The Lombard Business Centre,  
50 Lombard Road,  
London SW11 3SU.  
Tel: 01 738 1391

**Spectrum  
Available  
In April**

**ACCOLADE™**  
The best in entertainment software.™





E-16 FIGHTER

# DYNASTY WARS



BARGAIN



# YOUR SINGLAI

AIN'S BEST SELLING SPECTRUM MAG!





# HAMMERFIST



## THE REVOLUTION BEGINS

2245AD.

The people are no longer free.

Their lives and destinies are controlled by a powerful corporate body, Centro-Holographix, that seizes suitable humans for transformation into holographic images, indistinguishable from their solid counterparts. Their unknowing minds and holographic bodies are programmed to perform any task the Masters should require. Two of the deadliest, Hammerfist and Metalisis were ready for assignment; to dispense death and destruction under the evil instruction of Centro-Holographix.

They were political puppets, dangerous and skilled murderers who followed their binary politics to the letter - their masters didn't even consider the possibilities of a malfunction... especially one that would turn Hammerfist and Metalisis against the hand that fed them...



ACTUAL AMIGA SCREENSHOTS



CONSUMER SUPPORT TEL: (0734) 310003  
MAIL ORDER: INTERMEDIATES LTD. P.O. BOX 847 HARLOW CM21 9PH  
TEL: (0279) 600197



# YS GAMES OF THE YEAR '89

A bit late perhaps (the 'big move' meant we didn't have enough time to fit them in last month), but here, at long last, are the YS reviewers' choices for Game Of The Year 1989!! Hurrah! Each of our Jugglers has put on his (or her) thinking cap, mulled everything over, made a couple of complete guesses, then come up with a list of five fave raves from last year. But that's not all, 'cos we've then averaged them all out to come up with an overall list of winners. What will they be? Find out over the page!



DAVID

#### Top Five Of '89

1. *Chase HQ/Ocean*
2. *Carrier Command /Rainbird*
3. *Myth/System 3*
4. *Stunt Car Racer/MicroProse*
5. *Time Scanner/Activision*

#### Duffer Of '89

*DNA Warrior/Aartronic*

Probably no surprises there, eh. Specchums? Still, although Speccy games really came on apace last year with a lot of very impressive things appearing,



many people seemed to forsake playability a bit for the sake of groovy graphics. With the games I've picked then I've tried to make sure they look good, yes, but play well too. Just like, for instance, *Chase HQ*. It really was the business, wasn't it? A brilliant car racing game, and a very slick conversion, with excellent sound and 128K digitised speech!

*Carrier Command* was another classic, though unfortunately available on 128 only. A massive strategy game with brilliant vector graphics, it let you control ships, tanks and even planes – yes, there was a flight sim stuffed in there somehow too! Enough playability to keep you busy for yonks!

What else? Well, System 3's *Myth* came in at the tail end of the year, but what a classic game! Great puzzles and fun to boot, it was hugely colourful, hugely playable and, erm, hugely huge! *Time Scanner* (an August YS Megagame, reviewed by yours truly, hem, hem) still holds a lot of lasting two-player-bility for me, even ten months on. Incidentally, the Speccy version was better than any other format I saw!

Oh, and the duffer of the year? Well, there were some pretty rosey games out there, but I reckon Aartronic's *DNA Warrior* was the winner by a nose – an extraordinarily unoriginal side-view shoot-'em-up in which your little white spaceship was pitted against lots of little white baddies that looked like Trebor mints (snore).



MATT

#### Top Five Of '89

1. *Stunt Car Racer/MicroProse*
2. *The New Zealand Story/Ocean*
3. *Chase HQ/Ocean*
4. *The Untouchables/Ocean*
5. *Myth/System 3*

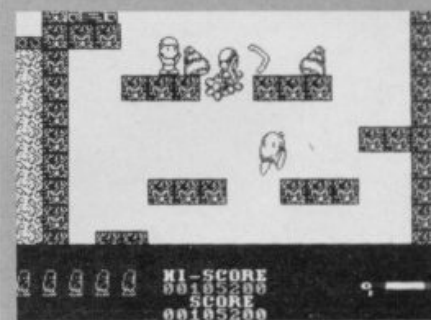
#### Duffer Of '89

*Grand Prix Master/Dinamic*

I feel a bit funny doing this, because I basically made the same selection three issues ago in the YS 50th Issue Birthday feature, so I'll keep it brief. And – what do you know!? – my choice of favourite games hasn't changed much since!

Apologies then to these guys who very nearly made it – *Rainbird* for the gigantic and impressive *Carrier Command*, which I unfortunately never got into properly (but only through lack of time); *Activision* for popular office fave *Time Scanner*; *US Gold*, *Virgin* and so on for some excellent coin-op conversions like *Strider* and *Silkworm*, plus lots (and lots) of others.

But what about the ones I did choose? Well, *The NZ Story* was my favourite platform-and-ladders cutesie game, *The Untouchables* the most complete and together film conversion (to my mind better than the also-excellent *Batman*),



*Myth* the nicest surprise, *Chase HQ* the best of the Xmas games, and *Stunt Car Racer* the most original, best-executed idea of them all – a real gem.

Choosing the worst game is pretty tricky too – there were loads of 'em! I nearly picked *Rock Star* from the Codies (for being unforgivingly unfunny), *The Duel* from Accolade (tedious), and *Dominator* from System 3 (pretty but hardly playtested at all). And what about *Buffalo Bill's Rodeo Games* from Tynesoft and *Virgin's Aargh!* – both just totally crap in almost every department! Worst of the worst though? Well, I eventually plumped for *Dinamic's Grand Prix Master*, not because it was badly programmed or anything, but simply because it was so ridiculously hard! Nobody in the office could qualify for a race, let alone win the thing! Hopeless!!





## SEAN

### Top Five Of '89

1. *Batman The Movie*/Ocean
2. *Stormlord*/Hewson
3. *Rick Dangerous*/Firebird
4. *Xenon*/Melbourne House
5. *The Untouchables*/Ocean

### Duffer Of '89

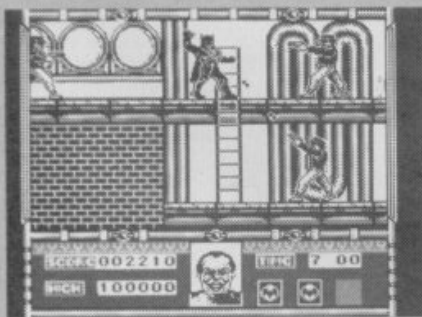
*Aargh!*/Virgin

Bit of a vintage year for arcade adventures all told, with three absolute corkers in *Batman*, *Stormlord* and *Rick Dangerous*. Ocean has really set itself apart from the common herd when it comes to movie conversions, and I reckon *Batman* just about pips *The Untouchables* as the greatest movie conversion ever made. (What a load of rubbish: Ed) What a totally fab combination of mapping and bashing! *Stormlord*, courtesy of Raf Cecco, was, again, a totally original and addictive arcade adventure. And *Rick Dangerous* was just fab – seeing the poor chappy's comical death throws almost made 'buying the farm' a pleasure.

Each of these games caught a perfect balance between making you want to smash in your Speccy and saying "Oh, blimmin' heck, I'll just have one more go."

*Xenon* was a real rip-snorting blaster from Melbourne House, out in early '89. With the smoothest scrolling ever, decent sound and billions of aliens to obliterate, this was a absolute barg at eight quid! And finally *The Untouchables* – an absolutely brilliant blend of blasting and dodging, with loads and loads of sections, and one of the very few games that comes close to capturing the atmosphere of its original movie.

As for *Aargh!*, I can quite honestly say



that whoever made the decision to put this heap of crap on sale should feel very ashamed. When they die God's going to get out his book and go, "Yes, good... Yes, we'll let you in... Oh, hang about. You're the one responsible for *Aargh!*? That puts a very different complexion on things..." (Blimey, Steady on, Sean. Ed)



## DUNCAN

### Top Five Of '89

1. *Stunt Car Racer*/MicroStyle
2. *Carrier Command*/Rainbird
3. *Chase HQ*/Ocean
4. ....
5. ....

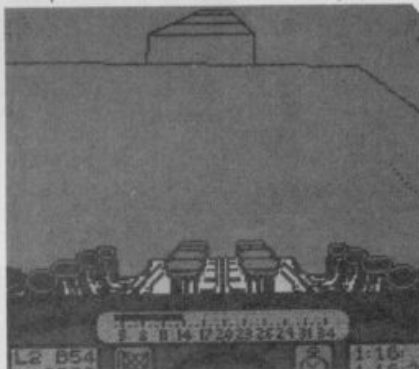
(Oh dear oh dear, Duncan's done it all wrong again. Ed)

### Biggest Pile Of Crap Of '89

*Advanced Lawnmower Simulator* (YS Smash Tape September '89)

Mmm, *Stunt Car Racer*. Well, what can I say? I could say "B-huh", but it wouldn't make very much sense, so what I'll say instead is "Wow, the Speccy came up trumps again with its fast processor speed!" – meaning a brilliant 16-bit game became a brilliant 8-bit game. Filled vectors have never moved so well.

I love games in which you always have a thousand things to think about at once – and *Carrier Command* delivered. I really went for the icon control system



too. A perfect blend of strategy and blasting skills, CC was a sort of flight, tank and ship simulator rolled into one. F.A.B!

The Speccy version of *Chase HQ* was better than both the ST and Amiga versions. Brilliant programming. The graphics were 100% brilliant, the sound was 100% brilliant and the animation was 100% brilliant. All in all, er, 300% brilliant!

Right, onto the crap game then. (What about the other two? Ed) Eh? (Four and five. Ed) Oh cripes – four and five, forgot about them. Er... Help! Help! I can't think of any more! I'll owe you a mega favour. You can even have my car. (Um, actually maybe that's a bit rash. Anyway, the engine's broken, so it'd cost you £300 to get a new one put in.) (How about *The Untouchables*? Ed) Yes, yes, that'll do, number four is *The Untouchables*. And number five...? (Batman? Myth? Rick Dangerous? Ed) Yes! *Rick Dangerous*! Two excellent games – couldn't stop playing either of them! (Will that do?)

Er, now the crap game (and I wrote the bally thing!) – *Advanced Lawn...* (Too late. You've run out of space. Ed)



## JACKIE

### Top Five Of '89

1. *Stunt Car Racer*/MicroProse
2. *The Untouchables*/Ocean
3. *Silkworm*/Virgin
4. *Rick Dangerous*/Firebird
5. *Time Scanner*/Activision

### Duffer Of '89

*Grand Prix Master*/Dinamic

Bliminey, what a year that was, eh, readers? Best of the bunch had to be *Stunt Car Racer* from MicroProse. Talk about a really original concept! But what made it even better was that it brought a whole new approach to the tired old genre of car racing games. I loved it, and am still furiously racing around the Stepping Stones trying to beat Jumping Jack Flash (or whatever he was called).

Next on my list of fave raves has to be *The Untouchables* from Ocean. What a brilliant film tie-in it turned out to be, stuffed to the gills with oodles of playability, smart gameplay sequences, neat graphics and that brilliant shoot-out on the bridge level.

And talking of shoot-outs, worrabout *Silkworm* from Virgin/Mastertronic? Not a particularly original game I know, but one of the fabbest, fastest, most mindless shoot-'em-ups of last year. My number three, methinks.

Okay, okay, I know I gave *Firebird's Rick Dangerous* a bit of a measly 79 when I first reviewed it, but it was a definite grower. A fab dodge-'em, pause-'em (Eh? Ed) and shoot-'em-up, it turned out to be one of the jolliest arcade adventures I'd ever seen. Alright, I admit it, I was wrong.

And finally – *Time Scanner*. A brilliant pinball sim from Activision, it worked a lot better than expected, and kept all of us in the office flexing our dodgy pinball fingers throughout most of the summer.

Then there was *Grand Prix Master*. Aargh! It was the most uninspiring, unplayable and graphically unimaginative game of all last year. More like *Grand Prix Complete And Utter Disaster* I reckon!







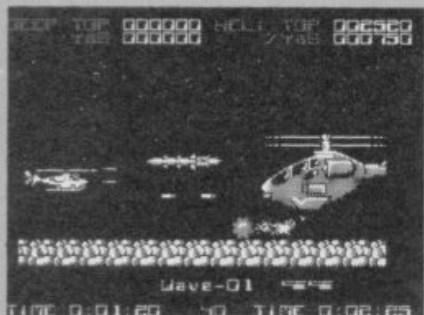
## RICH

### Top Five Of '89

1. *Silkworm*/Virgin
2. *Chase HQ*/Ocean
3. *Xenon*/Melbourne House
4. *Operation Thunderbolt*/Ocean
5. *Carrier Command*/Rainbird

### Duffer Of '89

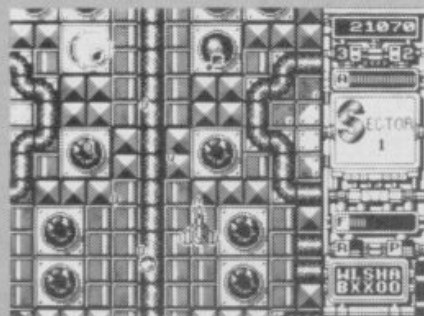
*Syntax*/Blue Ribbond



Effective graphics, simple gameplay and loadsa addictiveness. What more could a man ask for out of life? (A salary increase would be nice. Ed) *Silkworm*, I loved it! Here was a game that showed that not everything these days has to be a huge multiloop conversion to be any cop. Unlike *Op Thundy* and *Chase HQ*, that is. How does Ocean do it? Wacky graphics, speed, even an attempt at sound – it's a bloomin' miracle if you ask me.

Almost as amazing is how on earth my fave ST rave, *Xenon*, crawled its way onto the humble Spectrum. Any good? I thought not at first, but was forced to eat my words 'cos, boy, was I wrong! And as for *Carrier Command*... I liked it! Me, of all people! I normally loathe simulations!

Anyway, that's me done, except for my nomination for naffest game of the year which goes to *Syntax* by Blue Ribbond. The weird thing is, though, it's so bad I'm beginning to actually enjoy it. Strange, eh?



## ROBIN

### Top Five Of '89

1. *Carrier Command*/Rainbird
2. *Chase HQ*/Ocean
3. *Stunt Car Racer*/MicroProse
4. *The Untouchables*/Ocean
5. *Batman The Movie*/Ocean

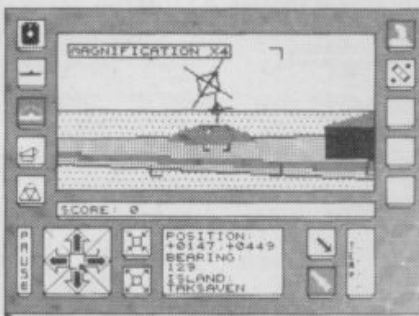
### Duffer Of '89

*Sporting Triangles*/CDS

'Hmmm', 'Ummm', and a few '.....'s sum up '89 for me. Though the crop of games was decidedly bumper and, for the most part, slickly programmed, originality was a bit thin on the ground, with the combined digitized toupée/knitwear count of sporting and showbiz stars dangerously high.

If it wasn't for *Carrier Command* my cheery reviewer's leer might have been lost forever. This was a perfect mix of simulation, strategy and shoot-'em-up with a playing area so vast it was almost rude. And the best bit was that it turned out to be just as playable on the Speccy as on any other version! Hurrah! Along with the (almost) equally impressive and gasp-inducing *Stunt Car Racer* it just went to show how our aged 8-bit buddy can stay with most 16-bit Megagames when it really tries.

*Chase HQ* couldn't have come without a struggle either but the finished



product turned out to be a real furry-dice-jiggling affair and far more exciting to drive than many a real-life car (my Dad's FSO for one).

The last two are ample proof that licenced games can work so long as the design and programming's sound enough. Both *The Untouchables* and *Batman* had dodgy sections in their multiloops but overall went to prove (if any more proof was necessary) just how consistent Ocean is at turning top films into equally successful games.

Duffer? Well, until Mike Morris and the cast of TV-AM appear in pixelised form, it's got to be *Sporting Triangles* – the most boring, unappealing, bogawful game I've ever seen. Pretty faithful to the original TV programme, in fact.



## JONATHAN

### Top Five of '89

1. *Cabal*/Ocean
2. *Carrier Command*/Rainbird
3. *Xenon*/Melbourne House
4. *Christmas Collection*/Hewson
5. *War In Middle Earth*/Melbourne House

### Duffer of '89

*Rock Star Ate My Hamster*/CodeMasters

Erm, blimey, I dunno. How about that *Cabal*, then? It was completely brilliant, wasn't it, and one of the few conversions I've seen that's actually better than the arcade original. In some ways, at least.

Then there was *Carrier Command*, which I played for whole months at a time on the ST, and was probably even better on the Speccy. More 'cuddly' I think. *Xenon* also arrived via the S... (*Oh Enough of that. Ed*), erm, and perhaps if I mention it every one will think I'm really good at it. Probably not, actually, but it was an excellent game all the same. Er, Hewson's *Christmas Collection*? Do compilations count? (No. Ed) Oh, it was really good though.

Well that just leaves *War In Middle Earth* then. I can't say I actually played it, but it looked really good. All strategic and everything. Good for the image. (Look, do you want to keep working for this mag or not? Ed)

And the worst game of 1989 was, of course, the Codies' *Rock Star Ate My Hamster*. Not due to any shortcomings in the programming, but simply because the whole idea of the thing was so diabolical. Funny? That? Don't make me laugh. (And they didn't.)

## THE OVERALL WINNERS!!

Golly gosh! What a diverse bunch! Still, let's award each game five points for every time it gets a first choice vote, four points for a second and so on, then add them all up and what do we get? Why, this of course!

1. *Stunt Car Racer*
2. *Chase HQ*
3. *Carrier Command*
4. *The Untouchables*
5. *Xenon*

So, well done, *Stunt Car*! (We always knew you'd do it.) But what a close-run thing, eh, Spec-chums? Our fave rave of the year may well have notched up an impressive 20 points but both *Chase HQ* and *Carrier Command* stuck in there admirably, snapping away at its heels with a respective 19 and 18 points. Hurrah!





# KEY SOFTWARE

**NEW TITLES  
SENT DAY OF  
RELEASE**

**1 UPPER PARK STREET, HOLYHEAD, GWYNEDD LL65 1HA**  
IMMEDIATE DELIVERY OF STOCK ITEMS BY FIRST CLASS POST

CASS		DISK		CASS		DISK		CASS		DISK		CASS		DISK	
3-D Pool	6.90	9.90	Football Director	6.90	9.90	Out for the Count	6.45	8.90	Thunderbirds	6.90	9.90				
A.P.B.	6.90	9.90	Football Director 2 (128)	13.45	13.45	P-47 Thunderbolt	6.90	9.90	Timescanner	6.90	9.90				
Action Fighter	6.90	9.90	Forgotten Worlds	6.45	8.90	Pacland	6.45	8.90	Tin Tin On The Moon	6.90	9.90				
Afterburner	6.90	9.90	Fun School 2 (under 6, 6-8, over 8)	6.90	8.90	Pacmania	6.45	8.90	Toobin	6.90	9.90				
After the War	6.90	9.90	Galaxy Force	6.90	9.90	Passing Shot	6.90	9.90	Tracksuit Manager	6.90	9.90				
Airborne Ranger	6.90	9.90	Games Summer Ed.	6.45	8.90	Pictionary	9.90	13.45	Treble Champions	6.90	9.90				
Altered Beast	6.90	9.90	Games Winter Ed.	6.45	8.90	Powerdrift	6.90	9.90	Triv. Pursuit	6.90	9.90				
Ancient Battles	9.90	9.90	Game Over 2	6.45	9.90	Prof. Adventure Writer	16.85	19.90	Triv. Pursuit New Beg.	6.90	9.90				
Australian Rules Football	6.90	9.90	Garfield's Winter Tail	6.90	9.90	Punisher	6.90	9.90	Trivia	5.95	9.90				
Batman the Movie	6.90	9.90	Gazza's Super Soccer	6.90	9.90	Purple Saturn Day	6.90	9.90	Turbo Outrun	6.90	9.90				
Beach Volley	6.90	9.90	Gemini Wing	6.90	9.90	Quarterback	6.90	9.90	Tusker	6.90	9.90				
Beverly Hills Cop	6.90	9.90	Ghostbusters 2	7.75	9.90	R-Type	6.90	9.90	Untouchables	6.90	9.90				
Black Tiger	6.90	9.90	Ghouls & Ghosts	6.90	9.90	Rainbow Island	6.90	9.90	Vendetta	6.90	9.90				
Bloodwych	6.90	9.90	Grand Prix Master	6.90	9.90	Rally Cross	6.90	9.90	Vigilante	6.45	8.90				
Boxing Manager	6.90	9.90	Gunship	6.90	9.90	Rambo 3	6.45	8.90	War in Middle Earth	6.90	9.90				
Bridge Player 2150	13.45	16.75	Hammersmith	6.90	9.90	Real Ghostbusters	6.45	8.90	WEC Le Mans	6.90	9.90				
Cabal	6.90	9.90	H.A.T.E.	6.45	8.90	Red Heat	6.45	8.90	Wellington at W'loo	8.90	9.90				
Captain Fizz	6.90	9.90	Hard Drivin'	6.90	9.90	Renegade 3	6.45	8.90	Wild Street	6.90	9.90				
Carrier Command (128)	9.90	12.50	Heroes of the Lance	6.90	9.90	Rick Dangerous	6.90	9.90	Winter Olympiad	5.95	9.90				
Castle Master	6.45	8.90	Hot Rod	6.90	9.90	Risk	6.90	9.90	World Cup Soccer	6.90	9.90				
Championship Golf	6.90	9.90	Human Killing Machine	6.45	8.90	Robocop	6.90	9.90	X-Out	6.90	9.90				
Chase HQ	6.90	9.90	Impossamole	6.90	9.90	Rock 'n' Roll	6.45	8.90	Xenon	6.90	9.90				
Chuck Yeager's AFT	6.45	8.90	Indiana Jones L. Crus.	6.45	8.90	Running Man	6.45	8.90	Xenophobe	6.90	9.90				
Circus Games	6.45	8.90	Invasion Force	6.90	9.90	Run the Gauntlet	6.45	8.90	Xybots	6.90	9.90				
Clock Chess	6.45	8.90	Iron Lord	8.90	12.50	S.D.I.	6.90	9.90	Zombi	6.90	9.90				
Colossus Bridge 4	8.50	9.90	Italy 90	8.90	12.50	Saint & Greavsie	6.90	9.90							
Colossus Chess 4	6.90	9.90	Jaws	6.90	9.90	Savage	6.45	8.90							
Continental Circus	6.90	9.90	K. Daiglish Soc. Manager	6.45	8.90	Scrabble Deluxe	7.95	10.95							
Crack Down	6.90	9.90	Kick Off	6.90	9.90	Shinobi	6.90	9.90							
Crazy Cars 2	6.45	8.90	Klax	6.90	9.90	Silkworm	6.90	9.90							
Cricket Master	6.45	8.90	Laser Squad	6.90	9.90	Skate or Die	6.45	8.90							
Darius	6.90	9.90	Last Duel	6.45	8.90	Snoopy	6.45	8.90							
Dark Fusion	5.95	8.90	Liverpool	6.45	8.90	Sonic Boom	6.90	9.90							
Defenders of the Earth	6.90	9.90	Lone Wolf	6.90	9.90	Space Harrier 2	6.90	9.90							
Double Dragon 1 or 2	6.90	9.90	Manchester United	6.90	9.90	Spherical	6.45	8.90							
Dr. Doom's Revenge	6.90	9.90	Maze Mania	6.90	9.90	Splitting Image	6.90	9.90							
Dragon Ninja	6.45	8.90	Microprose Soccer	6.90	9.90	Sporting Triangles	6.90	9.90							
Dragon Spirit	6.90	9.90	Midwinter	6.90	9.90	Starglider 2	9.90	12.50							
Dynamite dux	6.90	9.90	Moonwalker	6.90	9.90	Stealth Fighter	6.90	9.90							
Echelon	6.90	8.90	Mr. Hell	6.90	9.90	Strider	6.90	9.90							
Eliminator	6.90	8.90	Munsters	6.90	9.90	Stormlord II	6.90	9.90							
E-Motion	7.75	9.90	Myth	6.90	9.90	Stunt Car	6.90	9.90							
Escape from Robot Monsters	6.90	9.90	New Zealand Story	6.45	8.90	Super Scramble Sim	6.90	9.90							
European Super League	6.90	9.90	Ninja Warriors	6.90	9.90	Super WonderBoy	6.90	9.90							
Fallen Angel	6.45	8.90	Operation Thunderbolt	6.90	9.90	Tank Attack	8.90	9.90							
Fighter Bomber	9.90	13.45	Operation Wolf	6.45	8.90	Test Drive 2	6.45	8.90							
Fighter Soccer	6.90	9.90	Oriental Games	6.90	9.90	The Champ	6.90	9.90							
Footballer of the Year 2	6.90	9.90	Outrun	6.45	8.90	The National	6.90	9.90							

CASS		DISK		CASS		DISK		CASS		DISK	
Thunderbirds	6.90	9.90	Joystick 125	7.50							
Timescanner	6.90	9.90	Cheetah Mach 1 Autofire	8.50							
Tin Tin On The Moon	6.90	9.90	Cheetah Starprobe	10.95							
Toobin	6.90	9.90	Competition Pro 5000	10.95							
Tracksuit Manager	6.90	9.90	Competition Pro 5000 Clear	11.75							
Treble Champions	6.90	9.90	Competition Pro Extra	12.50							
Triv. Pursuit	6.90	9.90	Konix Navigator	10.95							
Triv. Pursuit New Beg.	6.90	9.90	Konix Speeding Autofire	8.50							
Trivia	5.95	9.90	Quickjoy 2	7.50							
Turbo Outrun	6.90	9.90	Quickjoy 3 Supercharger	9.95							
Tusker	6.90	9.90	Quickshot 2 Turbo	8.50							
Untouchables	6.90	9.90	Sureshot Clear	8.50							
Vendetta	6.90	9.90									
Vigilante	6.45	8.90									
War in Middle Earth	6.90	9.90									
WEC Le Mans	6.90	9.90									
Wellington at W'loo	8.90	9.90									
Wild Street	6.90	9.90									
Winter Olympiad	5.95	9.90									
World Cup Soccer	6.90	9.90									
X-Out	6.90	9.90									
Xenon	6.90	9.90									
Xenophobe	6.90	9.90									
Xybots	6.90	9.90									
Zombi	6.90	9.90									

CASS		DISK		CASS		DISK	
Joysticks							
Cheetah 125	7.50						
Cheetah Mach 1 Autofire	8.50						
Cheetah Starprobe	10.95						
Competition Pro 5000	10.95						
Competition Pro 5000 Clear	11.75						
Competition Pro Extra	12.50						
Konix Navigator	10.95						
Konix Speeding Autofire	8.50						
Quickjoy 2	7.50						
Quickjoy 3 Supercharger	9.95						
Quickshot 2 Turbo	8.50						
Sureshot Clear	8.50						
Kempston Joystick Interface	7.95						
Azimuth Tape Head Alignment	6.45						
+3 Cassette Lead	3.95						
Codemasters CD ROM games pack	15.95						
Including 30 games							
Defender Lightgun including 6 games	19.95						
State Computer							

## COMPILATIONS

100% DYNAMITE		CASS	DISC	GOLD SILVER BRONZE		CASS	DISC	MEGA MIX		CASS	DISC	TAITO COIN OPS		CASS	DISC
Afterburner, Last Ninja 2, WEC Le Mans, Double Dragon		9.90		Summer Games 1, Summer Games 2, Winter Games (23 events)		9.90		Operation Wolf, Barbarian 2, Dragon Ninja, Real Ghostbuster		9.90		Bubble Bobble, Flying Shak, Legend of Kage, Arkanoïd, Rastan, Slap Fight, Renegade, Arkanoïd 2			
4th DIMENSION		8.90		HEATWAVE		8.90		SOCCER SPECTACULAR		8.90	12.50	THE BIZ		9.90	
Head the Ball, Kraai, Super Cup, Klimax				Nebulus, Zynaps, Netherworld, Impossable, Ranaram, Firelord				Soccer Supremo, P. Beardsley's Football, Football Manager, World Champions, P. Shilton's Handball, Maradona				Operation Wolf, Double Dragon, R-Type, Batman Caped Crusader			
CHRISTMAS COLLECTION		8.90		HOUSE MIX		6.90		SOCCER SQUAD		6.90		THRILLTIME - GOLD 1		6.90	
Udium, Nightforce, Exolon, Hydrofoil, Eliminator, Sanxion, Cybemold 2				Dark Fusion, Nightraider, Techno Cop, Motor Massacre, Artura, Skate Crazy				G. Lineker's Soccer, G. Lineker's Super Skills, Roy of the Rovers, Footballer of the Year				Paperboy, Ghost and Goblins, Bomtjack, Turbo Esprit, Batty			
COIN OP HITS		8.90	12.50	IN CROWD		9.90		SPECIAL ACTION		6.90		THRILLTIME GOLD 2		6.90	
Outrun, Thunderblade, Roadblasters, Spyhunter, Bionic Commando				Platoon, Combat School, Target Renegade, Barbarian, Predator, Karnov, Gryzor				Captain Blood, SDI, Dale's Olympic Challenge, Vindictor, Driller				Battleships, Saboteur, Scooby Doo, Airwolf, Frank Bruno's Boxing			
EPYX ACTION		9.90	12.50	KONAMI COLLECTION		6.90		STAR WARS TRILOGY		8.90	13.45	THRILLTIME - PLATINUM 1		8.90	
4 x 4 Racing, Street Sports Basketball, Impossible Mission 2, California Games, Games Winter Edition				Jail Break, Green Beret, Yie Ar Kung Fu, Ping Pong, Nemesis, Shao-ih's Road, Yie Ar Kung Fu 2, Hypersports, Mikie, Jackal				Empire Strikes Back, Star Wars, Return of the Jedi				Thundercats, Ikar Warriors, Buggy Boy, Space Harrier, Beyond the Ice Palace, Hopping Mad, Overlander, Live and Let Die, Gladiator, Dragon's Lair			
GAMES CRAZY		8.90		LEADERBOARD PAR 3		9.90	13.45	STORY SO FAR VOL 2		8.90		WINNERS		8.90	12.50
Alternative World Games, Supersports, Galactic Games, California Games				Leaderboard, Leaderboard Tournament, World Class Leaderboard				Space Harrier, Live and Let Die, Overlander, Beyond the Ice Palace, Hopping Mad				Thunderblade, Led Storm, Blastoroids, Indy and the Temple of Doom, Impossible Mission 2			
GAME SET MATCH 2		8.90		UK AND BFPO DELIVERY FREE, ELSEWHERE £2.00/ GAME FOR EXPRESS AIRMAIL				STORY SO FAR VOL 4		8.90		TOLKIEN TRILOGY		8.90	
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				PLEASE MAKE CHEQUE/PO PAYABLE TO KEY SOFTWARE				Ghostbusters, Aliens, Wonderboy, Eidolon, Back to the Future, Quater				The Hobbit, Lord of the Rings, Shadows of Mordor			
GIANTS		8.90	13.45												
Rolling Thunder, California Games, 720°, Gauntlet 2,															

ORDER FORM (PLEASE PRINT)

STATE CASS OR DISC

Your \$ 0590

[illegible]

NAME .....

ADDRESS \_\_\_\_\_

TEL ..... SU 5

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



# FREE! TENSTAR PACK WORTH OVER £229!



FREE! - AMEGAS - by Players



FREE! - INSANITY FIGHT - by Microdeal



FREE! - ART OF CHESS - by SPA



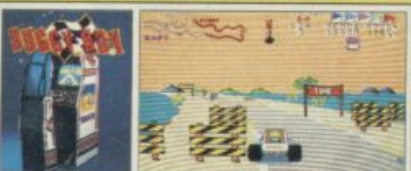
FREE! - MERCENARY COMP - by Novagen



FREE! - BARBARIAN, ULT WARRIOR - by Palace



FREE! - TERRORPODS - by Psygnosis



FREE! - BUGGY BOY - by Elite



FREE! - THUNDERCATS - by Elite



FREE! - IKARI WARRIORS - by Elite



FREE! - WIZBALL - by Ocean

## Commodore AMIGA



ONLY **£3<sup>34</sup>** PER WEEK  
RETURN COUPON FOR DETAILS

**£346<sup>95</sup>** +VAT= **£399**  
INCLUDES FREE UK DELIVERY

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

### WHY SILICA SHOP?

Before you decide when to buy your new Commodore Amiga computer, we suggest you consider very carefully WHERE you buy it. There are MANY companies who can offer you a computer, a few peripherals and the top ten selling titles. There are FEWER companies who can offer a wide range of products for your computer as well as expert advice and help when you need it. There is ONLY ONE company who can provide the largest range of Amiga related products in the UK, a full time 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
<b>TOTAL RRP:</b>	<b>£724.43</b>
<b>LESS DISCOUNT:</b>	<b>£325.43</b>
<b>PACK PRICE INC VAT:</b>	<b>£399</b>

### 1084S MONITOR PACK

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

### FREE FROM SILICA

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

### FREE TENSTAR PACK

Amegas	£14.95
Art Of Chess	£24.95
Barbarian, Ult Warrior	£19.95
Buggy Boy	£24.95
Ikari Warriors	£24.95
Insanity Fight	£24.95
Mercenary Comp	£19.95
Terrorpods	£24.95
Thundercats	£24.95
Wizball	£24.95
<b>TOTAL RRP:</b>	<b>£229.50</b>
<b>INC VAT</b>	

### 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:

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

To: Silica Shop Ltd, Dept 22-YOURS-0590, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX  
**PLEASE SEND ME FREE LITERATURE ON THE AMIGA**

Mr/Mrs/Ms: Initials: Surname:

Address:

Postcode: Dept

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



# SWITCHBLADE

**Gremlin really seems to be on a roll at the moment, doesn't it, Specchums? First there's the long-awaited return of Monty Mole (see the review this ish) and then, hot on its heels, *Switchblade*, a tidy little platform and ladders romp with bags of promise. Matt 'Nosey' Bielby sneaked backstage for a closer look.**

First off, take a look at the screenshots – notice anything familiar? No? Well, what if I was to tell you that *Switchblade* has been developed by the same team at Core Design that came up with the rather fabulous *Rick Dangerous* last year (see Game Of The Year feature), not to mention the more recently revamped *Monty Mole*? A-ha! Lightbulbs light up over your heads. That's about as good a pedigree as platform games get, and should mean (barring floods, fires and acts of

God) that *Switchblade*'s gonna be a bit of a corker. But before we take a closer look I think there's one rather important question we should ask – 'Just who is this *Switchblade* character anyway?'

## He's not called 'Switchblade'

*Switchblade*'s name isn't actually *Switchblade* at all – in fact, it's Hiro. Unlike Rick Dangerous, who was an all-American Indiana Jones sort of chappie, Hiro is a big-eyed Japanese fellow (like Marine Boy, Akira and so on), dressed in a sort of futuristic kung fu outfit crossed with a Judge Dredd uniform (big shoulder pads and so on).

If you can bear a quick smattering of plot, he's the last of the Bladeknights, a bunch of warriors from the peaceful but totally destroyed land of Thraxx. Havoc, the bloke responsible for trashing his homeland, has also shattered the Fireblade, a historic weapon rather important to Hiro's people, and left it scattered throughout the Undercity. So, surprise surprise, that's where our

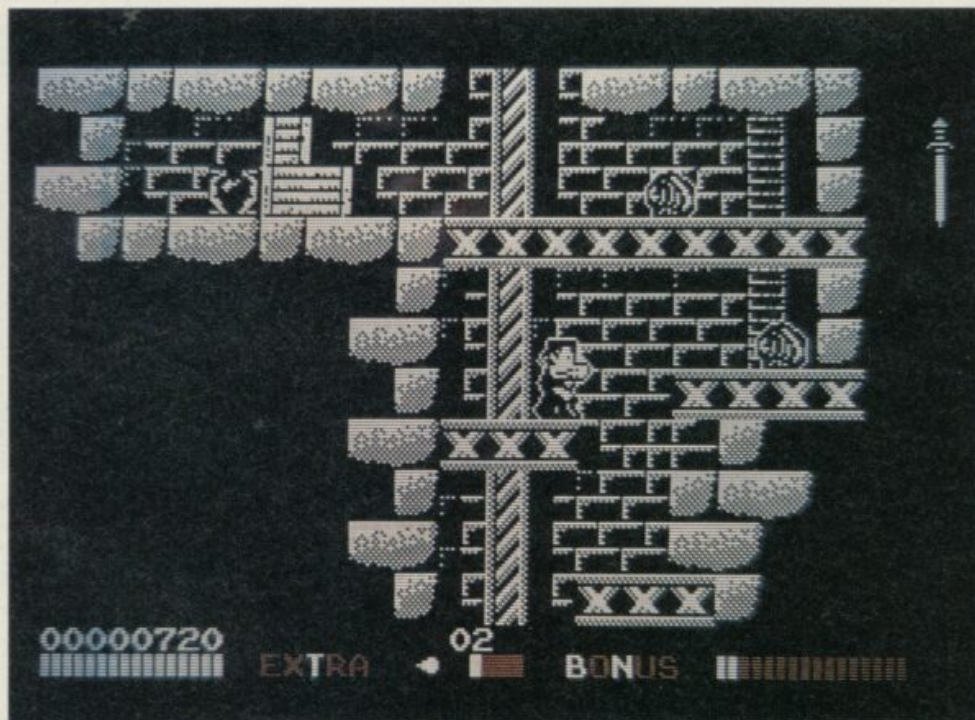


Hiro has to go to collect all the bits. All's well and good so far, except (eek!) that very same Undercity happens to be just the place Havoc and

his minions have decided to hang out, so Hiro's forced to head straight into the middle of enemy territory. Blimey!

## He can perform a wide range of fighting moves!

Indeed he can! For a start, there's Hiro's punch (fairly weak, but he can throw a lot of them quite quickly which makes up for it – it's usually the best move to use when fighting more than one enemy). Then we have the high kick – this is more powerful, but takes longer to aim and activate. And finally, there's the slow but megapowerful (well, fairly powerful) low kick, which can get rid of loads of enemies with only one blow (in fact, there are some short, squat baddies who can only be hit using this method). Choosing which move you want to use is simplicity itself – instead of a complex pattern of joystick movements/key commands, it all operates on an *R-Type*-like energy bar system. Jab the fire button fast and the bar doesn't have time to fill up at all (so you just get the punch) but hold it down for a second before releasing it and it'll build up power – enough for a high kick or, if you wait long enough for it to fill all the way up, a low one. Simplicity itself, non? These aren't the only weapons Hiro gets to use though, but we'll have a



See that big black area to the left there? It's probably another room (and I've missed it!).

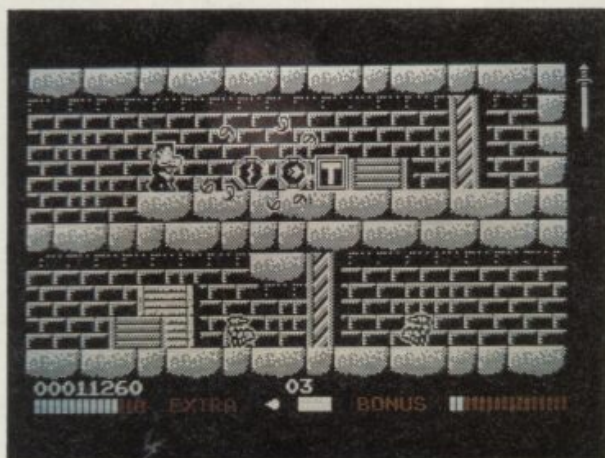


look at the others in a minute.

### He's got very deep pockets!

Indeed, he must have, since there are a hundred and one things to collect spread around the Underworld and Hiro manages to carry them all! Most of them are pretty well-hidden though – the game is a labyrinth of interconnecting rooms, a good number of which you can only find by kicking down false walls to reveal hidden doorways. Some of the innocent-looking wall blocks which don't reveal secret passages are still worth a good kicking though – they can reveal any number of collectable goodies (in fact, in this way it's just like one of those ace Japanese arcade or console games, absolutely packed to the gills with secret things to find).

Things worth having include energy-giving capsules (useful, because if Hiro sees his energy bar drop to zero five times the mission's over),

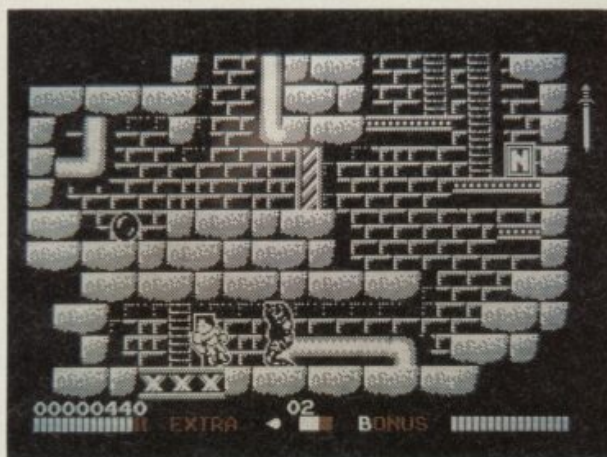


**Blimey! I don't know what's going on here at all! There are some pick-upable doobries there, but goodness knows what those wiggly jobbies are!**

guns, firebomb launchers and other weapons (these only last a short time, unfortunately), extra health and lives, and add-ons for your cyber-arm (didn't I tell you, Hiro has a sort of removable bionic fist extension thing?). Then, of course, there are the 16 pieces of the Fireblade to be found too, which are normally just lying around the place in full view.

### He's good at turning lights on!

Part of what makes *Switchblade* such an atmospheric and exciting game to play is the mystery of not knowing what you're coming to next. You see, Hiro (and so you) can only actually see the parts of the Undercity he's been in, with the rest of the screen

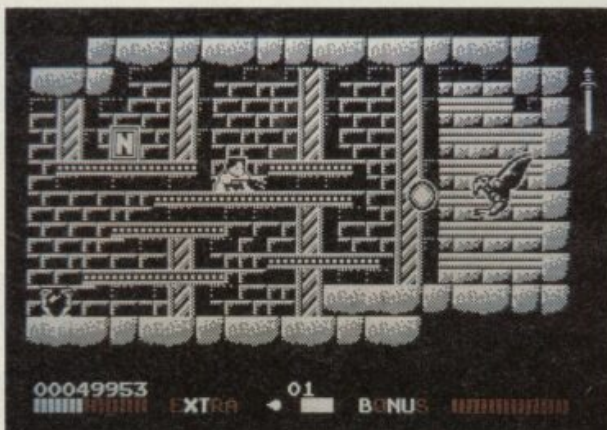


**Yes, as you've probably gathered, all the screenshots in this game look almost exactly the same. In this one, Hiro's being attacked by a giant prawn (or is it a cobra?). Don't ask me!**

remaining a mysterious black. Right, where do I go next, he thinks, taking a couple of kicks at the walls. Bingo! He stumbles across one of those wall-blocks-that-looks-like-every-other-wall-block-but-actually-turns-out-to-be-a-door and he's through into another room! Hurrah! The lights come on (thus revealing the full extent of the room for the first time) and – whadayaknow? – there's a ladder leading down through the floor at bottom of it, into yet more mysterious darkness. So let's go down it, shall we, and what do we find? Another room! But this one's full of monsters! Yikes! I'm off back up that ladder sharpish! (And so on.)

The only problem with all this is that you might well find yourself climbing down past several rooms you really should be going into and collecting things from, except you haven't even discovered that they're there yet! So, rule number one – don't rush anything! Take it in your own good time, suss out your surroundings and

see what the possibilities are (you'll be glad you did). And, anyway, all this discovering secret rooms stuff is actually very exciting, and as addictive as anything!



**Yikes! It looks to me like there's a spooky alien bird monster over to the right there (I think I'd better avoid it). Looks like there are a few collectables around too.**

## KNIFEMEN

Simon Phipps is the chap behind *Switchblade*, which he started working on in January a good two years ago! Why's it taken so long to finish the Speccy version then, Simes? "Because I was doing it in my spare time, that's why! (This was before we even formed Core (Simon's development company) and before *Rick Dangerous* got off the ground. We approached Firebird with the storyboards to that game in about June, so by the time we actually started programming *Rick*, we'd already had *Switchblade* underway for a good six months."

*Switchblade* feels very much like a Japanese console game. Is that where all the ideas for it came from? "In the main, yes. It was a sort of mixture of my reading *Logan* (gigantically thick Japanese video game mag) and other things I'm interested in like *Cyberpunk* novels, *Blade Runner*, Japanese comics such as *Akira* and things like that – it was a very personal project. There are lots of hidden rooms and secret stuff all over the place, because I've included all my favourite bits from the classic platform games in there somewhere. There are 128 screens in the 8-bit ones (same as the 16-bits) and each has around four large areas of screen that can be blacked off, so you can't see anything you haven't explored yet – it's a brilliant idea which I swiped straight from *Rokkaku*, and I don't care!

"As for the Speccy version, well, I was meant to be doing the graphics and so on for that too, but in the end I just didn't have time with all my other commitments and everything (*Monty Python* for Virgin and *Rick Dangerous 2* for MicroProse). Gremlin got someone else to do the Spectrum version instead, but I don't know who it is. You'd better ask them."

Indeed we'd better, and who should it turn out to be but one Jeff Calder, a freelance programmer responsible for a number of budget games, as well as Firebird's *3D Pool* on the Spectrum. How's your conversion going to differ from the 16-bit, Jeff?

"Hardly at all actually, apart from the graphics. We've got all 128 rooms in it, and the game plays all the way through (it isn't split up into levels or anything) without the need for a multiloop, which is a boon." Indeed. How are the graphics looking?

"Well, take a look at the screenshots. There are bits of colour flashed about, in particular on the walls and things, but the actual play area is mainly monochrome. The map's exactly the same as the 16-bit though and everything's positioned in exactly the same places, so it should play identically. And since *Switchblade* is such a playable game anyway, it should turn out very good indeed. I'm very pleased."

Excellent, and by the look of things so should we! Keep your eyes peeled, Speccums!

## FAX BOX

Game .....	<i>Switchblade</i>
Publisher .....	Gremlin
Developers .....	Core Design/Jeff Calder
Price .....	£9.99 cass/£14.99 disk
Release Date .....	Mid June



## Activision/£9.99 cass



**Matt Now,** I'm not familiar with the coin-op at all here, so I could be a bit wrong about this, but here's what the game's all about (as I see it). You play a ninja-type character (to be more precise, the spirit of a white wolf reincarnated as a ninja character), on a mission to kill some evil warlord/rescue a princess/avenge your brother's death/something like that. But oh no! There are hundreds of other ninjas all over the place, each with but one thought in his mind – to stop you managing whatever it is you're out to do. Nothing all that unusual so far, but just such a simple premise has formed the basis for many an excellent coin-op conversion before. Let's have a closer look.

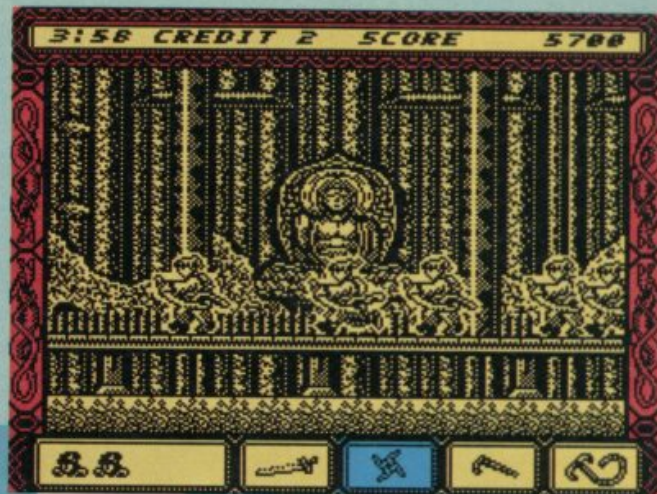
It seems like you're in for some pretty rough going, doesn't it (about seven levels of horizontally-scrolling rough going actually), and indeed you are! But don't despair – help is at hand! Help in the form of some spooky collectable items! Hurrah!

You see, a goodly number of the baddie ninjas drop a floating orb thing behind them as you bump them off. Collect them by simply running over them and you're provided with a 'ninja spirit' (hence the name of the game). This is a ghostly mirror-image replica of yourself, who runs along a few steps behind you, hacking when you do, jumping when you do and generally being not that

well drawn, he comes equipped with a wide variety of fighting moves. To deal with head-on attacks there's a sort of forward slash move with the katana (which is what you call those curvy Japanese swords, or so I'm told). Then there's the sort of 'up in the air prod' move (for getting people that jump on you) and the 'kneeling and poking your knife into the ground' move (presumably for those occasions when people or things attack from beneath the floorboards, not that I've got to that bit yet).

Not too shabby a selection so far, but better than that (much better!) is our hero's jumping ability – it's mammoth! Here's a hero who could probably leap three quarters the length of the screen in a single mighty bound! Who can spring over the heads of the enemy like they're not even there! Who makes even Strider look a bit of slouch in the bouncing department!

And the bad guys are no stick-in-the-muds either! Whether swordsmen, giant ninjas, 'mystical kite-men' or, um, the other ones, pretty soon you have everyone on-screen bouncing around like mad things, slashing their swords through the air and screaming "Haaii-agh!" at full volume (except



Um, actually I'm not quite sure what's meant to be going on here, but there's a nice picture of a buddah in the background (I think).

perfect what looks like it might be quite smooth and jolly gameplay) only to shoot itself quite severely in the foot by making a total hash of the graphics.

They're in monochrome, right? The little characters are fairly well drawn, well animated and of decent size (or at least, they look like they might be) but those backgrounds – aargh! Some graphic artist has just got totally carried away with himself, done some (admittedly rather nice) pictures of buddahs, rocks and Lord knows what else for the backgrounds, and somebody else, rather than bin them all and leave a plain black background or



much use at all really (because you yourself have already killed off 99.9% of known baddies, by simple virtue of the fact that you're the one in front).

All seems well and good so far for an enjoyable arcade romp, wouldn't you agree? And indeed, things continue to look quite rosy as we take a closer look at the main character. Fairly large and

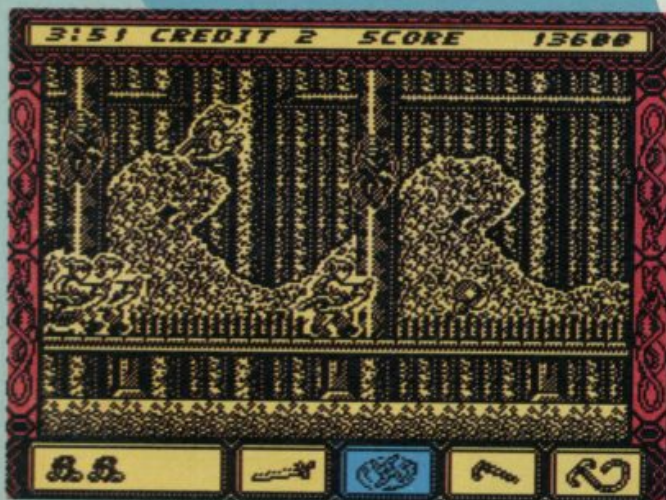
they don't, but we do get an insistent oriental-type tune to make up for it in 128K). The whole effect is like one of those loopy Japanese TV shows you occasionally see at the end of the night down the Chinese takeaway, with oodles of people screaming, chopping away with swords and leaping about all over the place like a bunch of giant, human-shaped grasshoppers! Marvellous, ludicrous fun.

And that's exactly what *Ninja Spirit* is like, with one gigantic, massive, pointless glitch fouling up the whole business. Yup, have I got a 'but' to land on you now! (You knew there'd be a 'but', didn't you? I've been leading up to it all along.)

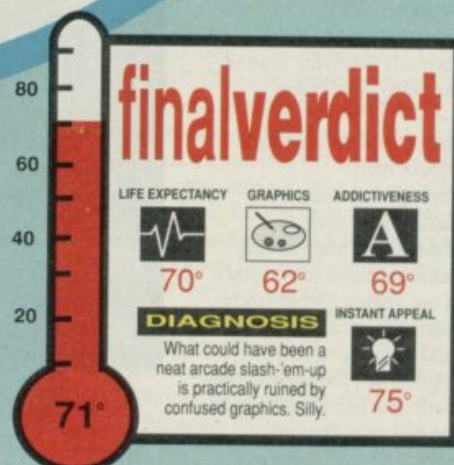
And the 'but' is... there is no possible way on this earth you can tell what's going on! The screen might as well be in another room for all the good it does you! It's ridiculous! Activision goes to all this expense (presumably quite a costly licence, getting programmers to come up with some pretty smart scrolling and then

something, has gone and left them in! It's a ridiculous joke – they've totally forgotten that people are meant to play the damn thing. Bullets, arrows, whole character sprites, simply disappear from view, then reappear again (after a fashion) seconds later! Ludicrous. (Ahem. Sorry. Getting a bit carried away.)

Right, where were we? *Ninja Spirit* – it could be a perfectly good game, but it's not, because in one fell swoop the graphics undo all the other good work put into it and render it near as dammit unplayable. Those with very sharp eyes and very clear monitors to play the thing on may have hours of fun, but for the rest of us it's a bit of a non-starter. How very unnecessary.



This one's pretty incomprehensible too, but for the sake of argument let's say that that's you jumping in the top middle of the screen. Your 'ninja spirit', then, will be the shadow figure just below you. As for the rest of it, um, well, I'm sort of lost. (Sorry.)





Question of Sport  
Cass £2.99  
Disc £4.99

# TURBOSOFT

Laser Squad  
Cass Only  
£4.99

## SPECIALS CASSETTE

	SRP
Brian Clough's Football Fortunes	4.99
Bob's Full House	3.99
Captain Blood	3.99
Darkside	4.99
Driller	4.99
Total Eclipse	4.99
Passing Shot	4.99
Blasteroids	4.99
Trivial Pursuits	6.99
Triv. Pursuits New Beginning	4.99
Time & Magic	4.99
Woman	2.99
Savage	3.99
Fernandez Must Die	2.99
Hunt for Red October	6.99
Games - Summer Edition	4.99
Pacland	4.99
Pacmania	4.99
Running Man	3.99
Afterburner	3.99
Galaxy Force	3.99
Espionage	2.99
F Ball Manager II & Exp. Kit	7.99
Ikari Warriors	2.99
Thundercats	3.99
Lords of Midnight	3.99
Pegasus Bridge	3.99
Crazy Cars	2.99
R-Type	4.99
Knight Orc	4.99
Matchday	2.99
Book of the Dead	2.99
Frankenstein	2.99
Last Mohican	1.99

### WINNERS ONLY £10.99 DISC £14.99

Thunderblade,  
Led Storm,  
Indy Jones &  
Temple of Doom,  
Blasteroids,  
Impossible Mission II

### DYNAMITE ONLY £9.99 Cass only

Afterburner,  
Last Ninja II,  
WEC Le Mans,  
Double Dragon

### TOLKIENS TRILOGY ONLY £6.99 DISC £11.99

The Hobbit,  
Lord of the Rings,  
Shadows of Mordor

### MEGA MIX ONLY £9.99

Barbarian II, Dragon  
Ninja, Operation  
Wolf, The Real  
Ghostbusters.

### KONAMI ARCADE COLLECTION ONLY £6.50 Disc £13.95

Mikie, Jackal,  
Nemesis, Jailbreak,  
Ping Pong, Yie Ar  
Kung Fu 2,  
Hypersports,  
Shao Ling Road,  
Green Beret,  
Yie Ar Kung Fu

### COIN OP HITS ONLY £10.99 DISC £14.99

Outrun,  
Thunderblade,  
Road Blasters,  
Spy Hunter,  
Bionic Commando

### 10 COMPUTER HITS V ONLY £4.99 DISC £9.99

Dark Sceptre + Tarzan  
+ Mega Apocalypse +  
Magnetron + Trap +  
Mystery of the Nile +  
Ninja Hamster + Catch  
23 + Nightmare +  
Druid II

### LEADERBOARD PAR 3 ONLY £9.99 Disc £13.95

Leaderboard,  
Leaderboard  
Tournament, World  
Chess Leaderboard

### THE BIZ ONLY £10.99

Operation Wolf,  
R-Type,  
Batman Caped  
Crusader,  
Double Dragon

### GAME, SET & MATCH 2 ONLY £7.99

Matchday II, Ian  
Botham's Test  
Match, Basket  
Master, Super Hang  
On, Track 'n' Field,  
Superbowl, Winter  
Olympiad, Steve  
Davis Snooker, Nick  
Faldo's Open

## SPECTRUM TOP 30 HITS

	CASS	DISC
Batman the Movie	6.99	10.99
Untouchables	6.99	10.99
New Zealand Story	6.99	10.99
Black Tiger	6.99	N/A
Robocop	6.99	10.99
Chase HQ	6.99	10.99
Operation Thunderbolt	6.99	10.99
Power Drift	6.99	N/A
Hard Drivin	5.99	10.99
Ghostbusters II	7.99	N/A
Super Wonderboy	6.99	N/A
Forgotten Worlds	6.99	N/A
Double Dragon II	6.99	10.99
Project Stealth Fighter	6.99	10.99
Rainbow Islands	6.99	10.99

## SPECTRUM CLASSICS

Airborne Ranger	6.99	10.99
A.P.B.	6.99	10.99
Bridge Player 2150	14.99	22.99
Chuck Yeager's (A.F.T.)	6.99	10.99
Colossus Bridge	8.99	11.99
Colossus Chess 4	7.99	11.99
Ancient Battles	10.99	N/A
Cricketer Master	6.99	N/A
Deluxe Scrabble	8.99	12.99
Dragon Ninja	6.99	10.99
Football Director	6.99	N/A
Football Director II (128k)	12.99	12.99
Gunship	6.99	11.99
Heroes of the Lance	6.99	11.99
Kenny Dalglish Soccer	6.99	10.99
Operation Wolf	6.99	10.99
Red Heat	6.99	10.99
Shinobi	6.99	10.99
The National	6.99	N/A
Tank Attack	9.99	12.99
Times of Lore	6.99	N/A
Tracksuit Manager	6.99	N/A
Treble Champions	6.99	N/A
Vigilante	6.99	N/A
War in Middle Earth	6.99	10.99
Time & Magic	4.99	9.99
Tomahawk	6.99	9.99
Monopoly	7.99	N/A
Starglider II	10.99	13.99
Carrier Command	10.99	13.99
Continental Circus	6.99	10.99
Mr. Heli	6.99	10.99

## UTILITIES

	CASS	DISC
Devpac	12.99	15.99
Hisoft Basic	18.99	N/A
Hisoft C	18.99	N/A
Hisoft Pascal	18.99	N/A
Masterfile 3	N/A	22.99
Pro. Adventure Writer	17.99	21.99
Tascal +2/+3	14.99	18.99
TasPrint	7.99	18.99
TasSign	N/A	18.99
TasSpell	N/A	18.99
Tasword +2/+3	14.99	18.99
TasCopy	7.99	N/A

## FORTHCOMING ATTRACTIONS

	CASS	DISC
Greg Norman's Golf	9.99	12.99
Golden Axe	6.99	10.99
Iron Lord	6.99	N/A
Midwinter	6.99	10.99
Cyberball	6.99	10.99
The Punisher	6.99	10.99
Darius	6.99	10.99
Snoopy	6.99	N/A
Dan Dare III	6.99	10.99
Hammerfist	6.99	N/A
Klax	6.99	10.99
Escape from Planet of		
Robot Monsters	6.99	10.99
Castle Warrior	9.99	12.99
Beach Volley	6.99	10.99
Player Manager	6.99	10.99
X-Out	6.99	10.99

## JOYSTICKS

Cheetah 125	7.99
Star Probe	13.99
Navigator	8.99
Konix Speedking	8.99
Konix Speedking Autofire	10.99
Pro 5000 Black	11.99
Pro 5000 Clear	12.99

## EDUCATIONAL

	CASS	DISC
Answer Back Junior	6.99	9.99
Spelling Add-on	4.99	N/A
French Mistress (Beg.)	6.99	N/A
French Mistress (Adv.)	6.99	N/A
French Mistress (Adv. & Beg.)	N/A	14.99
Fun School II (U 6)	6.99	9.99
Fun School II (6-8)	6.99	9.99
Fun School II (8+)	6.99	9.99
German Master (Beg.)	6.99	N/A
German Master (Adv.)	6.99	N/A
Spanish Master (Beg.)	6.99	N/A
Spanish Master (Adv.)	6.99	N/A

## +3 DISC SPECIALS

Bards Tale I	6.99
Beyond the Ice Palace	5.99
Brian Clough's Football	7.99
Dominator	4.99
Overlander	6.99
Fury	4.99
Vixen	4.99
Pacland	7.99
Pacmania	7.99
Running Man	7.99
Butcher Hill	7.99
Fernandez Must Die	7.99
Passing Shot	7.99
Tetris	7.99
Arctic Fox	6.99
Archon Collection	6.99
Double Dragon	9.99
International Karate	7.99
Shinobi	9.99
Soldier of Fortune	4.99
Intensity	4.99
By Fair Means or Foul (Boxing)	7.99
Captain Blood	7.99
Vindicators	7.99
Thunderbirds	8.99

### IN CROWD ONLY £10.99

Barbarian, Gryzor,  
Crazy Cars, Predator,  
Karnov Combat  
School, Target  
Renegade, Falcon

### TAITO COIN OP ONLY £9.99

Rastan, Flying Shark,  
Bubble Bobble,  
Arkanoid, Starlight,  
Arkanoid II, Renegade,  
Legend of Kage

### SUPREME CHALLENGE ONLY £14.99 DISC £10.99

Elite, Ace, Sentinel,  
Starglider, Tetris

### SOCCER SPECTACULAR ONLY £4.99 DISC £10.99

Football Manager, Peter  
Beardsleys Soccer,  
World Champions,  
Handball Maradona  
Soccer Supremo

### KARATE ACE ONLY £6.99

Way of the Exploding  
Fist, Bruce Lee, Kung  
Fu Master, Avenger,  
Samurai Trilogy, Uchi  
Mata, Way of the Tiger

### FLIGHT ACE ONLY £6.99

Air Traffic Control, Ace,  
Spitfire 40, Strike Force  
Harrier  
Tomahawk, A.T.F.

### GIANTS CASS £10.99 DISC £14.99

720°, Outrun,  
Rolling Thunder,  
World Class  
Leaderboard,  
Gauntlet II

### EPYX ACTION ONLY £10.99 4 x 4 Off Rd. Racing, ST Sports Basketball, Impossible Mission II, California Games, Games - Winter Edition

## 30 RED HOT HITS ONLY £6.99

Ghostbusters, F.A. Cup, Agent X,  
Kane, L.A. Swat, Ninja Master,  
Rasputin, Ollie & Lisa, Ricochet,  
Zolyx, Way of Exploding Fist,  
Dan Dare, Formula 1, Dark  
Sceptre, Brian Jacks Superstar  
Challenge, Tau Ceti, I-Ball, Park  
Patrol, Thrust, Harvey  
Headbanger, War Cars, Tarzan,  
Druid II, Ninja Hamster,  
Magnetron, Mystery of the Nile,  
Nightmare, Mega Apocalypse,  
Traz, Catch 23.

41 SOUTH STREET, LEIGHTON BUZZARD, BEDS, LU7 8NT TEL: 0525 377974 FAX: 0525 852278

## ORDER FORM



Please supply me with the following for  
Computer .....

Titles	Price

DATE: .....  
NAME: .....  
ADDRESS: .....  
.....  
.....  
.....  
Post Code .....  
TEL: .....  
YOUR SINCLAIR MAY '90

Please make cheques  
& PO payable to  
**Turbosoft**

Orders under £5 please  
add 50p per item. Over  
£5 p&p **FREE** in UK.  
Elsewhere please add  
£1.50 per item.  
N.B. Please state clearly  
mode of computer &  
also cassette or disc  
when ordering



# Y&S

# ADVENTURE



magazines, but he's sending his mammoth five-page solution to me for three reasons - "1) *Your Sinclair* has the best adventure section out of all the big mags; 2) You wrote

Yet another fanzine comes along to try to part you from your hard-earned pennies. This one I've mentioned before, but this time it's actually appeared, and I know because I've got one in front of me (a magazine, fools!). The people behind ZAT had the enterprising idea of producing an Issue 0 sample copy, which has a very strong adventure content, and editor David Ledbury says that's purely his personal bias. Well that's what it's like when you're an editor, David - you can do anything in the world, and you also get to keep the brackets.

ZAT did start up and fade down again very quickly before, and David says he'll be writing to everyone who didn't get the second issue with a free copy of the new mag and a letter of apology. This time round it'll be concentrating on just two micros, the Spectrum and the SAM Coupé, and to get a sample copy send 60p plus a first-class stamp to ZAT, PO Box 488, Tweedale, Madeley, Telford, Shropshire.

nd lo there was a great rejoicing throughout the land, and yea verily did Speccy owners everywhere throw up their hands, not to mention their fish suppers, and acclaim the name of **Mark Evans** of Great Yarmouth. Good Evans, they said, when they heard the news that Mark is the first person in the world (so far as I know) to solve the stunningly difficult Abstract Concepts game, *Mindfighter*. Three cheers for Mark... cheer-cheer-cheer.

Mark says he doesn't have much luck when writing in to solve the stunningly difficult Abstract Concepts game, *Mindfighter* while all the others criticised it; 3) I'm attempting to bribe you to do more special offers." Okay, the bribe's worked, Mark, although the fiver must have been nicked somewhere along the way.

Some tips on *Mindfighter*, like what to do when you see the bright light? TI SDRAWOT HTUOS DAEH. The canvas bag? TI ERONGI. The cobwebs? MEHT KAERB. The dog found at the rubble path? SEXOF OT EVIG. Harry? MIH ERONGI. To enter a trance? ELAHXE-HTAERB DLOH-ELAHNI (and repeat to leave the trance). Important command while in trance - SEYE HGUORHT STNEVE YARTROP. Thanks to Mark for those tips, and the full solution - if anyone wants further help, write and ask.

**Graeme Michie** of Jedburgh, which is where the Jeds come from, offers some tipettes on the cover-tape game *Heroes Of Karn*. To get rid of the lizard - XOBREDNIT HTIW SEHSRAM NI SAG THGIL. What to do to the frog? Oh come on, surely everyone can get that... no? Oh well - TI SSIK. How to kill the Barrowlight? ELBIB EHT HTIW. How to get out of the

How can you tell whether a home-grown Spectrum adventure is any good or not? Well, if it's any good you can bet Zenobi Software will sign it up and release it sooner or later! That's just happened to the excellent game originally penned by Patrick Walsh of Mental Images - *The Case Of The Beheaded Smuggler*. I gave this some well-deserved praise a few issues ago, when Patrick sent it in for review - a terrific Sherlock Holmes adventure, full of atmosphere. Contact Zenobi for price details and availability, at 26 Spotland Tops, Cutgate, Rochdale, Lancs OL12 7NX.

cell when captured? YENOM HTIW DRAUG EBIRB. To catch the bird you naturally need the cage, and must then say DRIB TEG, NEREB. To kill the serpent, the command you need is DRIB HTIW TNEPRES LLIK, NEREB.

**Alan Skidmore** hails from Worthing, but I can't hear him so now he writes to me instead. He's playing Linda Wright's *Cloud 99* from Zenobi and wonders how to get the hen to lay an egg, and how to get past Jack Frost on the bridge. To get the hens to lay the eggs you need a happy cock. At first the cock can only go "Cock-a-doo", so what's missing? Why, a doodle, of course. And the source of a doodle's a doodle if you think punny. As for Mr Frost - NAC YARPS. He might turn up again later but shouldn't then steal anything vital.

**Paul Luby** writes from Keighley in West Yorks and says that he tried typing ZENOBI into *Bulbo And The Lizard-King*, which was of course yet another wondrous

cover-tape adventure that our noble and handsome editor brought us (what, me, a crawler?). The result of this rash act? Two pages of hints! But Paul's a bit miffed with our Tip Card on *Wolfman*. He says that when he gets to the bit where he fills the flask, if he follows the Tip Card's advice then he ends up turning into a werewolf. Help! Well, what do you expect when these Tip Cards are handed over to amateurs? Bound to lead to trouble. What you do when you get the flask (and this is forwards, folks) is EXAMINE GRAVE-N-E-E-W-S-S-S-S-FILL FLASK-N-E-WATER WEED. Okay?

**Mollie Brewster** of Paisley is having trouble with her runes. The ones in *Runes Of Zendos*, that is. She can't translate them and even research in the local library hasn't turned up anything remotely similar. The clue you need is that each rune spells out the month it relates to.

**Vicki Green** has got no imagination. Or rather, she's got no *Imagination*, that amusing little adventure published a few years ago by Firebird, methinks. Anyone who's got a copy gathering dust on the shelves might like to pass it on at a reasonable price to a deserving home where it will be played 'til it's finished. The address is 26 Northmoor Way, Northmoor Park, Wareham, Dorset BH20 4SJ. Vicki also asks about a mouldy oldie, which is *Genesis II*. How do you open the safe in the library? My files are blankety-blank on that one, so kind souls to the rescue. Vicki would like to write to any keen adventurers out there, but I should warn you that she's got a screw loose somewhere. How do I know? 'Cos she wants to become a journalist, that's why. Give it up now,



# ADVENTURES

by MIKE GERRARD



Vicki, while your brain, liver and bank balance are still healthy.

I'm anxious to answer this letter from **John Fearon** of Bury, if only because it's got a nasty-looking pin in the top corner holding it together. A bit like Whistlin' Rick Wilson, really. But I'd have answered John's letter even if he hadn't said "how much better your adventure pages are than those of, ahem, a certain other Speccy mag I could mention." Not that I didn't know already but it's nice to be reminded.

John's letter asks if my reviews couldn't make a mention of whether tape games are compatible with the +3, as he's had trouble loading *Red Door*, *Bulbo* and *The Lizard-King* and *The Case Of The Beheaded Smuggler*. I can't really do that, John, as it's not necessarily the tapes that are at fault so much as all +3s being different when it comes to loading success. In the same week I had letters from two readers asking if I could mention +2 compatibility too. The silly thing was that the games



If I mention Zenobi a lot I assure you it's not 'cos I get bribed to do it - chance would be a fine thing, I've never been offered a bribe in my life! Nope, it's just because it's the most active software house around on the Spectrum adventure scene. Its latest release is both parts of Les Floyd's game *The Pawns Of War*. The first part, which was actually called *The Pawns Of War*, got about 6/10 from me a year or so ago, and the second part, *The Infiltrator*, was about the same standard. Zenobi must have liked them though, as here they both are on the one tape for £2.99 - and you must know the Zenobi address by now!

they were complaining about all loaded perfectly on my own +3.

I often have trouble loading stuff into my +3, and usually fall back (ow!) on the reliable rubber-keyboard 48K. But things I have trouble with load okay into other machines, while other

people's problem tapes load into mine. So there's no such thing as universal compatibility. Any reliable company like Zenobi or Tartan Software will send you another tape if you have loading problems, and keep sending you new recordings 'til you get one that works. The 128K Spectrums are notoriously bad, and I remember Tom Frost of Tartan Software telling me that the only time he's ever had to give a customer a refund because of loading problems was for a 128K. And all of the many tapes that Tom sent to this customer loaded perfectly on the 128K Speccy that he tried them on before posting them out. Blame the machines, not the long-suffering software houses.

Finally, apologies to any readers who bought my wondrous book, *Adventures On The Spectrum* (a few copies still available, so hurry-hurry-hurry), and then found themselves having to pay a few pence excess postage to the friendly postie. It wasn't me, trying to save a few quid.

Blame my local post office - one of their scales went on the blink and no-one found out 'til I'd sent out a pile of books with insufficient postage. Sorry if one was yours - not my fault, honest!



You've all heard of Sam, of course. No, not Sam Malone, or even Sam Spade, but SAM Coupé. What you certainly haven't heard of, at least not from me, is *Turbo*, a new magazine utterly devoted and also dedicated to the SAM. There is an adventure section, which is why I'm telling you about it. It has other things, like programs, reviews, interviews, letters and so on, and you can get it from that young yuppie entrepreneur Adrian Betts at 8 Healey, Lakeside, Tamworth, Staffs B77 2RF. Healey what? Nothing, just Healey. Cost is £5 for five issues, or £10 for 11 issues, cheques etc payable to 'A Betts'.



# COVERGAME COMFORT

**Y**ou may have occasionally noticed a rectangular black thingie stuck on the front of your copy of the best magazine in the western hemisphere – only bettered by *What's Big In Bangkok*, but that's in the eastern hemisphere so it doesn't count. This is a cover-tape, and several of them have recently contained adventures. Hurrah! And bad news for the reader who told me he didn't buy last December's issue 'cos he doesn't like cover-tapes – that's the one that had no less than three adventures on some copies of the mag! Anyhow and anyway, letters are now coming in asking oodles of questions on these games, so time for me to come to your aid. A solution to *Red Door* has already been printed, and there are some clues to *Heroes Of Karn* elsewhere, in this month's column, as well as a freebie available if you send me an sae, but for your further adventuring comfort I present these hints and tips on some of the other covergames that have got you scratching your heads. At least I hope they're the reason you're scratching your heads.

## BULBO

### AND THE LIZARD-KING

Use HIRE, SELECT or CHOOSE to recruit a member, and FIRE to dismiss. To get the donkey to go with you TAKE HOLD OF ROPE. To pass the dragon, either kill it or cure it. To cure the dragon, examine it when the donkey is with you and then search the pack to find the necessary items. Don't assume you have to hire all of your party immediately. Hire the Elf first, and you can get through a fair part of the game before having to go back and hire a second character. To pass the rat, go to the location NW of the dragon and ROLL BOULDER (but you must visit the rat first for this to take effect). Ignore the small lizard.

To get past the Orcs, simply HIDE in the bushes. You can't kill the bear yourself, but a swordsman or archer can. There are two ways of getting the donkey over the wall. The kind way is to LIFT DONKEY OVER WALL. The not-so-kind way is to THROW DONKEY OVER WALL! To get up the slippery slope, climb carefully. You can't cross the ravines and chasms if the donkey is with you, so DROP ROPE to leave it behind. You should talk to both the Hermit and the Witch before and after their companions arrive. With the Witch, examine the coins in your pouch to learn the name of the 'golden bird'. To pass the Guardian you need some magic from the network of caves where the Hermit lives. Examine them all 'til you find the one with the shelves full of goodies, then just WAIT provided the Elf is with you. To cross the river, you could get a large friend to build a boat... or you could just SWIM RIVER then SWIM EAST. As for the lake, you can SWIM LAKE then SWIM SOUTH, or else just WAIT (provided you've done a good deed

beforehand). You do need the spade, to dig in the sand, so STEAL it when you have somewhere to hide it from the Trolls. The backpack? That'll do nicely! The spider can be killed by the archer, and the swordsman can cut the web, or get the dwarf to have words with the spider. Then again, you can also WAIT provided the donkey is with you. For some clues to defeating Stratos, have a conversation with all the creatures that will answer you. For the guard at the castle, EXAMINE ALCOVE to discover him, then get the archer to kill him, and get the thief to unlock the main doors. For the pit, ask the giant to help, or alternatively all together can push some of the marble columns to form a bridge. For Stratos, use all the information you



should have been told by the time that you encounter him, and remember that the 'circle' requires four companions – and that does NOT include a donkey! The crystal dagger only has one use. Lay it in the depression in the marble slab and remember what the mice told you. If you've forgotten, RUB IT! To find the depression just examine the slab.

## FOREST AT WORLD'S END

**Getting started** Go south to get the bow and arrows, then find the farm, go in and take the food and retrace your steps to the forest.

### The Creatures

**Elves** Kill with the bow.

**Flying Lizards** Also killed with the bow.

**Swamp Creature** ALSO killed with bow (this is bow-ring!).

**Wolves** Call for help and take the ring.

**Nymph** Kiss her to get the ring.

**Dragon** Blow horn and he helps you.

**Giant Spider** Well, how about trying the bow?

**Witch** You need to wear the ring to be safe.

**Demons** Kill with the sword.

**Korl Warrior** Use the sword again.

**Wizard Zarn** Kill him with the... erm, the sword again.

### The Objects

**Food** Eat it, what else?

**Horn** Summons dragon.

**Log** Lay it across the chasm.

**Coin** Give to Blacksmith as a tip.

**Rope** Tie to rock at top of volcano.

**Rock At Volcano** Tie rope to it.

**Glowing Rock** Rub it.

**Chest** Holds the Secret Crystals of Vulcan.

**Key** Opens chest.

**Crystals** Give to blacksmith for sword.

**Sword** Magical, a useful weapon, get from blacksmith.

**Bow And Arrows** Found near start, kill almost everything.

**Fire In Fomorian's Cave** THROW URN IN FIRE.

**Fissure** ENTER FISSURE.

**Fomorians** Use sword to kill one of them, THROW URN IN FIRE to kill them all.

**Food** Eat it, though it's not essential.

**Forest** See 'Enchanted Forest'. Other forests are no problem.

**Groove** PLACE SWORD IN GROOVE, GET SWORD. The sword is now blue and can kill a Fomorian.

**Guard at Hillfort** GIVE SALT TO GUARD to enter.

**Hare** FREE HARE and it turns into a God.

**Helmet** Wear it to cross bridge.

**Iron** In the pit. It's money, so BUY MEAT WITH IRON.

**Ladder** GET LADDER, LEAN LADDER AGAINST PLATFORM, UP.

**Lake** You feel tired here so SLEEP and you're given a sword.

**Lug** A helpful God. The helmet is his.

**Meat** Buy from trader with iron.

**Minerva** Enemy Goddess. Don't follow her through swamp.

**Monolith** Examine it to find fissure.

**Nemed** The tribe whose ashes are in the urn – EXAMINE URN.

**Ox** KILL OX (with sword) to get rope.

**Pig** Can be killed, but doesn't matter.

**Pool** JUMP INTO POOL/CLIMB OUT OF POOL.

**Pot** Clay pot – ignore it.

**Rats** Ignore them.

**Raven** GIVE ACORNS TO RAVEN and it becomes Danu.

**Ring** See 'Crystal Ring'.

**Roman** When he attacks you, go to Druid and the Roman follows you. GIVE ROMAN TO DRUID. The druid will then leave the amulet for you. You need to be carrying the rope, otherwise Roman will keep attacking you, in which case just attack him back and he runs away. This may be the figure that then sometimes follows you.

**Rope** Get it from ox, and keep it for Roman.

**Sacrifice** Druid's business – forget it.

**Salt** Give it to guard, but don't take into pool.

**Shield** Needed for killing bear.

**Silver** Ignore.

**Slave** Ignore.

**Skull** Ignore.

**Slab** Examine it to find groove.

**Staff** Helps you through enchanted forest.

**Straw** JUMP ON STRAW to get down from platform.

**Swamp** Don't follow Minerva too far through swamp.

**Route E/E/N/E** from clearing to forest path, reverse to return.

**Torc** Wear it. It gets warm if you are in danger at start of swamp.

**Trader** Buy meat from him with iron.

**Urn** Wear helmet to get it, and throw it in fire in Fomorian's cave.

**Vase** Ignore it.

**Wax plug** In urn. When melted by heat the Nemedians escape.

**Wolves** THROW MEAT TO WOLVES to get rid of them.

**Woman** In hut – see 'Minerva'.



**FREE**

# THE MOST SPECTACULAR ADD-ON UNDER THE SPECTRUM.

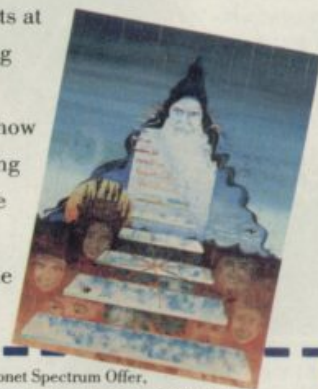


**JUST JOIN MICRONET FOR £23 AND WE'LL  
GIVE YOU A MODEM FREE!**

**A**nd 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, Oxgate Centre, Oxgate Lane, London NW2 7JA.

Name: \_\_\_\_\_

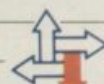
Address: \_\_\_\_\_

Tel. No.: \_\_\_\_\_

Machine Type: \_\_\_\_\_

\* Age: \_\_\_\_\_

VTYS5



**MICRONET**

Offer closes 31st July 1990 and is available in the UK only while stocks last.  
Micronet and Prestel subscription £23 a quarter.

\* For applicants under the age of 18 a Parent or Guardian must apply on their behalf.



WELCOME TO THE FIRST NEW AGE COMPUTER GAME...

# E-Motion



"An astonishing game that no self-respecting gamer should be without!"  
Paul Rand.



"E-motion is a work of genius—simply un-ball-ievable!" Gary Penn.

Take it easy, E-MOTION is here to entertain not enrage, to expand your mind, not to explode it. E-MOTION (E is for Einstein) takes you to a world outside the stress and tension of the 1990's, a New Age. Here you can play to win or simply to enjoy the ever-changing kaleidoscope of multi-coloured puzzles and infinite patterns. E-MOTION is for everyone who likes to win, but also wants to see the 21st Century!

- 50 levels including 3 types of bonus level.
- Unique ray-traced graphics (16 bit only).
- 4 channel sampled sound (16 bit only). Ad lib card compatible.
- Simultaneous 2 player option.
- Realistic elastic moulding of motion.
- 32 colours (Amiga).
- Hidden secret bonus.

CBM 64/128  
& AMSTRAD  
CASSETTE & DISK  
SPECTRUM 48/128K  
CASSETTE

ATARI ST  
AMIGA  
IBM PC  
+100% COMPATIBLES

THE GAME THAT DOES FOR COMPUTERS  
WHAT EINSTEIN DID FOR PARTICLE PHYSICS!

U.S. GOLD!



# The Hobble Hunter

**Y**ou can never tell with an adventure. Some look deadly boring and blossom into great games, others start out promising and fizzle out completely. Unfortunately, folks, *The Hobble Hunter* is of the latter category, which is disappointing for a Compass release. When I saw the professional packaging I was prepared to overlook the fact that this has to be the 97th Hobbit send-up to be published since the original. There's a full-colour inlay, a very nice little map of the Middle Lands of Gondor, plus two printed sheets of instructions and general help and comments. There's even a poem, and the interesting information that in the Gondor time-scale there are 25 seconds to the Wobble and 90 Wobbles per day. The game's in real-time, so night falls every... well, every night really, and you have about ten days (or 900 Wobbles) in which to complete your task. Which is? Surprise-surprise, rescue the Ring of Gildthron from the evil Mildu.

The screen looks good and the text is colourful... in fact a bit too colourful for me in places. I don't mind a bit of rudery in a game, such as you get in *Behind Closed Doors*, but those games are also witty, whereas simply mentioning pony turds and big jobs isn't particularly clever or amusing. I do like the prompt you get at the side of the screen though, a typical Compass extra. The "What Now?" message has a Hobble's face just before it, with two hands directly

below. As you type your input the hands separate to hold it, like an angler measuring out his catch. Nice touch.

A pity the nice touches haven't been extended to the game's logic though. I

trying to talk to the other characters. It's the same old story - if you're not word-perfect they ignore you every time. You also die constantly, either through not eating or falling down holes and so on. The

```

You are standing in the shire.
The harsh sound of running water
fills your ears. All around
stand the houses of the shire
folk. They have all been boarded
up and seem deserted.
EXITS: ← ↗ ↑

What should I do now?

You have with you:
The knife 'Thing'
a rangers badge (worn)

I need your advice.

I was not able to understand any
of that. Please try again.

What should I do now?
    
```

knew I somehow had to get out of Big Belly's tavern near the start, but I couldn't find any money for the landlord, who refused to let me back out again without paying for the beer I needed to buy - pretty true to life so far! In the end I had to shamefully resort to the cheat-sheet to discover that if your very first command isn't correct then you'll never get the gold coin you need at this point. There's also a bit in which you get bogged down in a swamp, across which you have to travel. After messing about with planks, I eventually got through by the ludicrous method of riding a pony. Now if Sam the fat Hobble sinks in the mud and gets stuck, what chance does a pony with fat Sam on its back have? One little fault doesn't spoil a game, but several do.

The vocabulary is nowhere near wide enough, especially when you're

graphics are only average too, and some of the ones that draw slowly are repeated in different locations. It all gets to be rather annoying!

*The Hobble Hunter* is far from being the worst game you'll ever play in your life, but it's hardly what we've come to expect from Compass after past glories like *Demon From The Darksides* and the more recent *Intruder Alert*. I do warn people about writing yet more Hobbit send-ups, but do they listen? Do they flippin' eck.

Title ..... *The Hobble Hunter*  
 Price ..... £1.99  
 Publisher..... Compass Software, 111 Mill Road, Great Yarmouth, Norfolk NR31 0BB

Graphics [5]  
 Text [5]  
 Value for Money [5]  
 Personal Rating [5]

## COUPON CORNER

Be alert and buy *Alert* - or buy two, and have a pair of lerts. The Compass Software game I gave a whizzo 8/10 score to in the February issue, *Intruder Alert*, is now available exclusively to lerting YS readers at a whacking-ish £1.49 including postage and packing. Just clip out the coupon and point it at the Compass address.

To: Compass Software, 111 Mill Road, Cobholm, Gt Yarmouth, Norfolk NR31 0BB.

Name .....

Address .....

Post code .....

Okay, if Mike Gerrard likes your game then it's good enough for me so send me a copy of *Intruder Alert* right now, and I enclose my £1.49 to swell the Compass coffer.

Well worth repeating is the offer on that exclusive *Your Sinclair* compilation tape, *The Best Of The Indies*, compiled by my good self and Zenobi Software. For £3.99 you get a collection of my own fave 'indie' adventures, namely *Domes Of Sha*, *Labours Of Hercules*, *Double Agent*, *Cloud 99*, *The Secret Of Little Hodcome* and *Retarded Creatures And Caverns*. And the last of those was a splendidiferous YS Megagame, folks! Oh yes, and *Double Agent* is in two full-length parts. What more do you want, blood?

To: Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs OL12 7NX.

Name .....

Address .....

Post Code .....

Please send me *Mike Gerrard's Best Of The Indies* at the 'umble price of £3.99, as available ONLY in *Your Sinclair*.



# DEAD END

## KIND SOULS

Golly gosh - Kind Souls in two consecutive issues? Can it be that the perfumed air of springtime has intoxicated my usually sound self into such an gushing display of enthusiasm, generosity and affection? Absolutely. Now that the Big Squeeze is over (we're back to five pages, folks) I thought I'd make special room for Solver Supreme **Anthony Melville** of 39 Slaidburn Drive, Hala, Lancaster, Lancs LA1 4QX. Not only is his list rather large but he's put it into alphabetical order, marked which versions of games he's solved and where different ones exist. Is your room always neat and tidy too, Anthony?

Anthony's help-list is - *Adventure Quest, Arrow Of Death I/II, Black Knight, The Bounty Hunter, Case Of The Mixed-Up Shymer, Castle Adventure, Castle Blackstar, The Challenge, Colossal Adventure, Cricket Crazy I, The Cup, Dark Storm, Davy Jones's Locker, Desert Island, The Devil's Hand, Devil's Island, Domes Of Sha, Double Agent, Dungeon Adventure, Emerald Isle, The Enchanted Cottage, Emergem Enigma, Erik The Viking, Escape From Magic, Escape From Pulsar 7, Espionage Island, Excalibur, Feasibility Experiment, Final Mission, Funhouse (Pacific Software version), The Golden Idol, Grange Hill, The Hobbler Hunter, House Of Horrors, Inca Curse, The Inner Lakes, Intruder Alert (first version), Invincible Island, Jack And The Beanstalk, Labours Of Hercules, Legend Of Craldon's Creek, The Lost Ruby, Mafia Contract I/II, Mansion Quest, Marie Celeste, Matchmaker, The Menagerie, Message From Andromeda, Mission X, Murder At The Manor, Mountains Of Ket, Mutant (first version), Mystery Of The Indus Valley, Nosferatu: Quest For The Vampyre (Omni Software game), Once Upon A Lily Pad, The O-Zone, The Pawns Of War, Perseus And Andromeda, Price Of Magic, Prince Of Tyndal, Prospector, Pyramid, Questprobe I/II/III, Realm Of Darkness, The Red Lion, Return To Eden, Return To Ithaca, Robin Of Sherwood, Runestone Of Zaobab, Seas Of Blood, Shipwreck, Snowball, Soap Land, Star Wreck, Temple Of Vran, Temple Terror, Ten Little Indians, The Time Machine, Waxworks, Witch's Cauldron, Witch Hunt, Wizard Of Akryz, Wiz-Biz, Worm In Paradise, Yellow Door.*

**Jackie Holt** has appeared on oodles of occasions, and here she is again. Write to her at 13 Montague Street, Bulwell, Nottingham NG6 8EU if you need assistance on *Atlantis, Brian The Bold, The Bimbles, Basque Terrorists, Curse Of The Seven Faces, Countdown, Colditz, Crystal Of Chantie, The Exterminator, Four Minutes To Midnight, Greedy Gulch, Inspector Flukeit, In Search Of Angels, Jason And The Golden Fleece, Jade Stone, Vera Cruz Affair, Labours Of Hercules, Mindstone, Moron, Murder Off Miami, Murder Hunt, Pride Of The Federation, Prehistoric Adventure, Pharaoh's Tomb, Rigel's Revenge, Ronnie Goes To Hollywood, Serf's Tale, To The Manor Bourne, Twice Shy, Valley Of The Kings, Wiz Biz And Zzzz.*

I remembered that old motto, 'Adventure players do it without the instructions', so I plunged in head-first. A Specyfication of a Commodore (ptui!) original, text-only and GAC'd, the game began at 5.06pm on the afternoon of Wednesday September 15th 1941. I was in my office - "A window behind my desk blinked a neon message for a moment then dulled, the office pausing in darkness only to reappear like a rabbit pulled out of a magicians (sic) top hat as the neon blinked again." Blinkin' 'eck.

I was carrying a watch, a gun and a photograph. I examined the watch. It was 5.08pm already.

Better get a move on. But where, and for why? Damn it, where did I put those instructions? I examined the gun. A .38 automatic, six bullets. The photo? Three people standing before a large log fire - a distinguished man in his early '30s (sounded like me), a very attractive brunette (sounded like my kind of dame) and Alverson (sounded like no-one I'd ever met before in my life - where were those instructions??). The back of the photo provided an address, 237 Bluehills, so I decided to go take a visit. But hang on, which way? That rabbit about the rabbit in the hat had been all very well, but where was the damn door? N, S, E, and W all produced the same interesting response

- "I wouldn't do that". No? So what *would* you do? OPEN THE WINDOW? Nope. OPEN THE DOOR, LEAVE THE OFFICE? Not understood. NORTH, NORTH-EAST (and all the rest)? No. JUMP THROUGH THE WINDOW? No, not understood either. This was getting serious.

And then I found the instructions. A glossy, very handsomely produced booklet which, God be my

was that goddamned advanced interpreter again - just too advanced.

Inside I met Marcia. She said "I suppose your (sic) here to ask questions?" So I asked her some questions. But that was a drag because Marcia's answers always prompted me for the next question 'til she let on about some folders on her husband's desk. So I went to the study.

EXAMINE THE DESK. Sure enough there they

were, lying on the top. GET FOLDERS. "I couldn't see that," came the reply. Mmm. Things were shaping up for another grey day in Tinseltown. *Dead End* is based on the film of *Farewell My Lovely*, from the

Raymond Chandler novel, and I wonder whether the author's obtained permission to do it. He certainly hasn't done it very well - typical GAC faults of missing full stops and closing quotes sitting on their own at the start of the following line. For £7.95 you could probably get the complete works of Chandler in paperback, and I recommend you do that instead.

Title ..... *Dead End*  
Price ..... £7.95  
Publisher.... Interactive Technology, PO Box 146, Sheffield S13 7TY

Graphics .....  
Text .....  
Value for Money .....  
Personal Rating ..... **4**

### 1941 Office

A window behind my desk blinked a neon message for a moment then dulled, the office pausing in darkness only to reappear like a rabbit pulled out of a magicians top hat as the neon blinked again.  
>run for it  
( I don't understand that. )  
>examine desk  
( That is not important. )

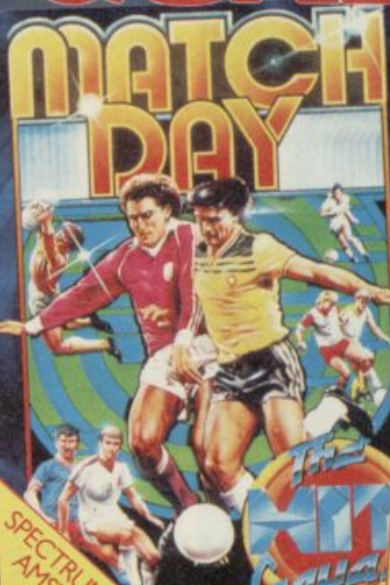
Rain battered at the windows noisily.  
>similes, adverbs, what more could you want?  
( I don't understand that. )  
( I don't understand that. )  
( I don't understand that. )  
>■

witness, fell open at the very page which said "Interactive Technology stories incorporate an advanced interpreter (parser) that can understand not just two word commands but also complex sentence structures." Oh yeah? So how come I got one that understood sweet FA?

Then, inspiration... O-U-T spells... OUT. I stepped straight from my office and into my car, burning rubber to 237 Bluehills. A butler opened the door, asked me my name. Well hell, who was I? Oh yeah, Philip Marlowe, of course, so I typed in MARLOWE and he slammed the door in my face, muttering something about reporters. So I tried PHILIP MARLOWE instead. That got me in. It



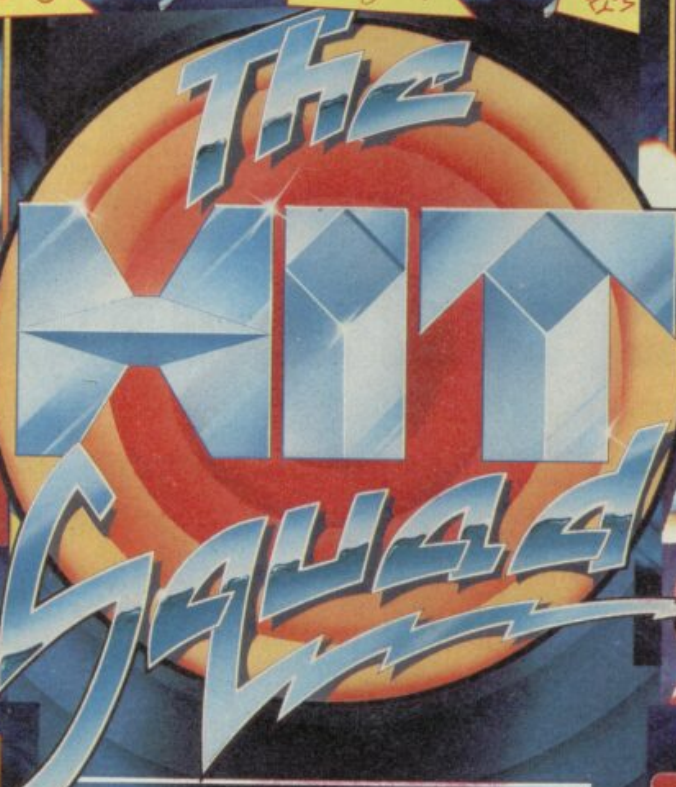
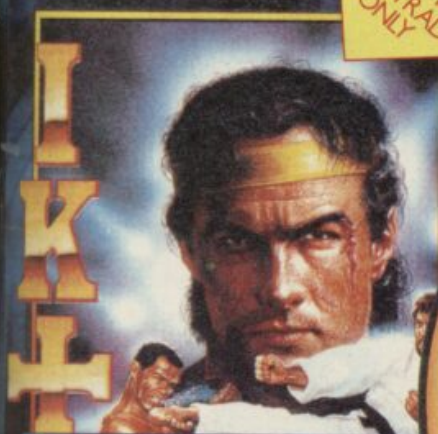
# TOP QUALITY GAMES



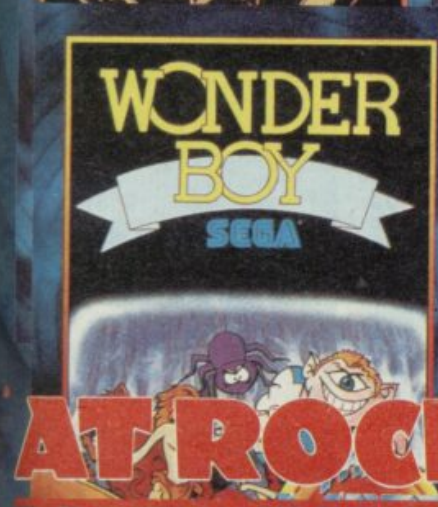
SPECTRUM AND  
AMSTRAD  
ONLY

ALSO ON MSX,  
BBC AND  
ATARI 800

COMMS  
ONLY



## MIAMI VICE



AVAILABLE FOR:  
SPECTRUM  
COMMODORE  
AMSTRAD  
£2.99 EACH

## AT ROCK BOTTOM PRICES

## HIT NAMES • HIT GAMES

# HIT SQUAD



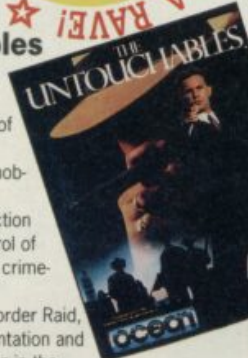


## The Untouchables from Ocean

Re-live the knife existence of Elliot Ness in his struggle against the retribution of mobster Capone.

The ultimate six exciting action sequences put you in control of Elliot Ness's elite squad of crime-busters.

Alleyway shootouts, The Border Raid, The Railway Station confrontation and Warehouse bust culminating in the thrilling rooftop duel as you re-live the knife edge existence of Ness in his struggle against the retribution of Capone!



### The Untouchables

	PRICE	CODE
Commodore 64	Cass £ 9.99	BF801CC
Commodore 128	Disk £14.99	BF802CD
Spectrum 48K	Cass £ 9.99	BF803SC
Spectrum +3	Disk £14.99	BF804SD
Amstrad CPC	Cass £ 9.99	BF805AC
Amstrad CPC	Disk £14.99	BF806AD
Atari ST	Disk £19.99	BF807ST
Amiga	Disk £24.99	BF808AM

# THE BIG

An INCREDIBLE  
way to buy the  
month's top  
titles!

# CHOOSE ANY ONE

## BIG FOUR MAIL ORDER

- Fast delivery
- Friendly service
- Fabulous savings

We're backed by the resources of one of Britain's most successful publishers so you can order with confidence.

## It's so simple!

You may find it hard to believe that we're GIVING away software but it's true. You simply buy any of the titles on this page at the normal retail price listed and then you can pick any other title (or the same title on a different format) absolutely free of charge!

The only condition is that the value of the free game must not be greater than that of the game you're paying for.

Apart from that there are no strings attached. It's literally TWO for the price of one! Or FOUR for the price of two...the sky's the limit! Have you ever seen a better offer...?

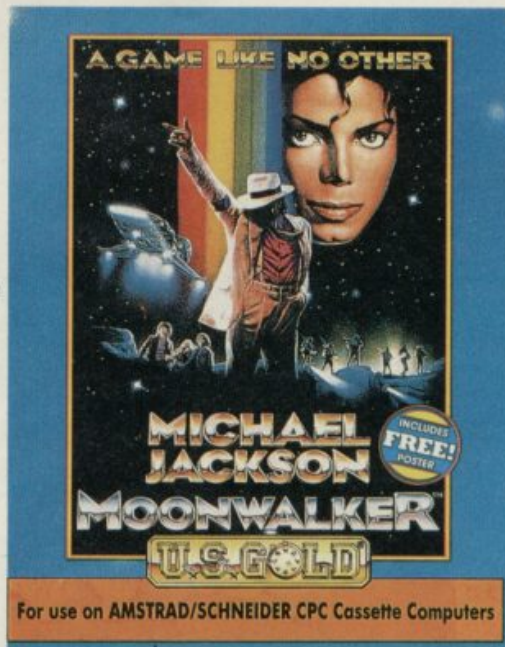
FIRST CLASS POST, PACKING  
& VAT, INCLUDED

# 3

## Michael Jackson Moonwalker from U S Gold

After conquering the world of pop music, Micheal Jackson channelled his energy and talent into making his first film. Now U S Gold present the home computer version of that film, endorsed by the Superstar himself. Feel the rhythm in Club 30, transform into a futuristic silver robot and ultimately beat the drug peddling MR BIG in the unique world of MOONWALKER - a game like no other.

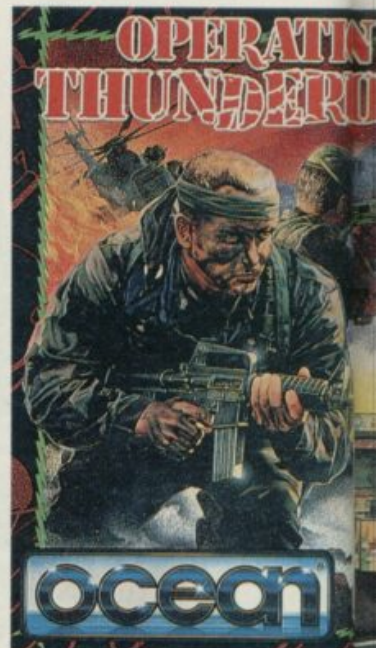
"You will be unable to tear yourself away from the screen even when it's way past midnight"  
Mark Higham - ST Format



For use on AMSTRAD/SCHNEIDER CPC Cassette Computers

### Moonwalker

	PRICE	CODE
Spectrum 48K	Cass £ 9.95	BF816SC
Spectrum + 3	Disk £14.95	BF817SD
Commodore 64	Cass £ 9.95	BF818CC
Commodore 128	Disk £14.95	BF819CD
Amstrad CPC	Cass £ 9.95	BF820AC
Amstrad CPC	Disk £14.95	BF821AD
Atari ST	Disk £19.95	BF822ST
Amiga	Disk £19.95	BF823AM





# 1

# 2



## Laser Squad from Bladesoft

Laser Squad combines strategic skill with the use of grenades and a variety of automatic weapons to defeat your foe. You can take the part of hunter or hunted - play with a friend and take turns at opposing roles. One player option plays against artificial intelligence so highly developed it bites!



"Laser Squad is a terrific game that is superbly playable and can definitely be recommended as one for the library of any gamer." **Andy Smith, Amiga Format**

### Laser Squad

		PRICE	CODE
Spectrum 48	Cass	£ 9.95	BF809SC
Amstrad CPC	Cass	£ 9.95	BF810AC
Amstrad CPC	Disk	£14.95	BF811AD
Commodore 64	Cass	£ 9.95	BF812CC
Commodore 128	Disk	£14.95	BF813CD
Atari ST	Disk	£19.95	BF814ST
Amiga	Disk	£19.95	BF815AM



# GET ONE FREE!



# 4

## Operation Thunderbolt from Ocean

Follow up to last years No 1 hit "Operation Wolf". The game brings you enhanced shoot-em up action for one or two players. Thunderbolt not only reproduces the horizontally scrolling gameplay of Wolf, but adds 3D action to the scenario as you test your nerve against swooping jets, helicopters, tanks and many more awesome adversaries! Use the laser sight, or the bulletproof vest, but watch out for those air-to-ground missiles.

"Brilliant is the only way to describe Thunderbolt" - not a game for the faint-hearted"

Trenton Webb -Amstrad Action

### Operation Thunderbolt

		PRICE	CODE
Spectrum 48K	Cass	£ 9.99	BF824SC
Spectrum +3	Disk	£14.99	BF825SD
Amstrad CPC	Cass	£ 9.99	BF826AC
Amstrad CPC	Disk	£14.99	BF827AD
Commodore 64	Cass	£9.99	BF828CC
Commodore	Disk	£14.99	BF829CD
Atari ST	Disk	£19.99	BF830ST
Amiga	Disk	£24.99	BF831AM

## ORDER HOTLINE 0458 74011

Post to: Big Four Mail Order, The Old Barn, Somerton, Somerset TA11 7PY

**YES**, I want to take advantage of this remarkable way of buying software.

The game(s) I would like to BUY are:

Title	Machine	Order Code	Price

The game(s) I would like FREE are: (You may claim one free title for each game bought. The total price of the free game(s) must not be greater than the total price of the paid-for game(s).)

Title	Machine	Order Code	Price
			<b>FREE!</b>
			<b>FREE!</b>

NAME

ADDRESS

PAYMENT BY: ☐ Cheque ☐ Access ☐ Visa

CREDIT CARD NUMBER

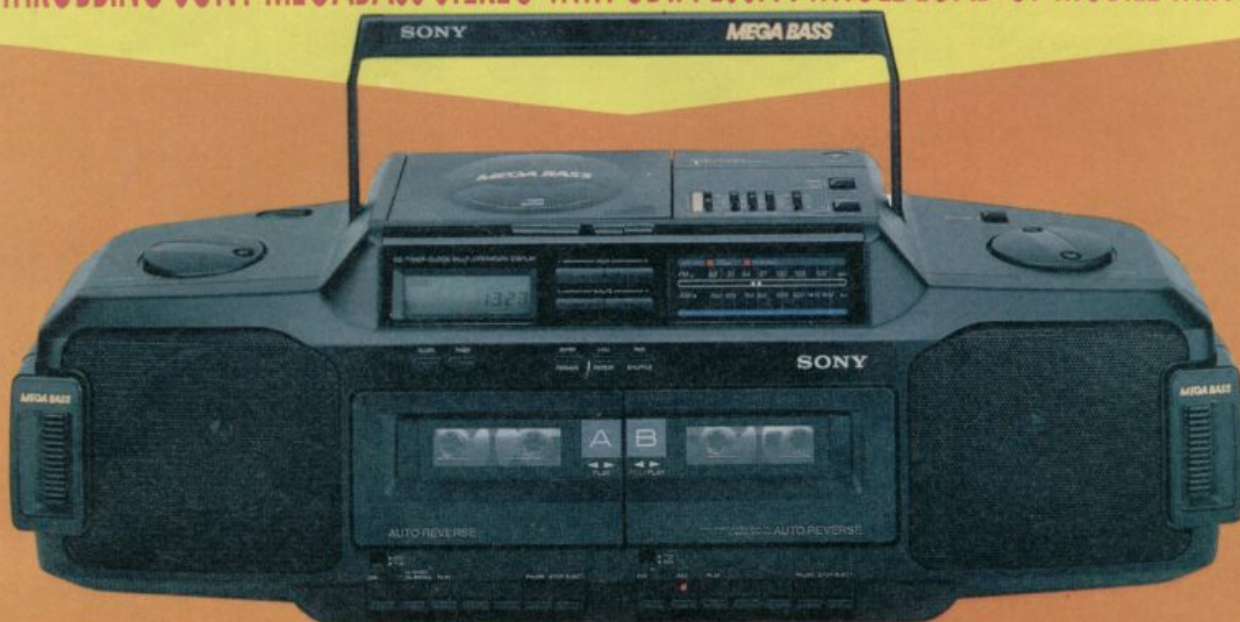
EXPIRY DATE

Please make cheques payable to "Big Four Mail Order".

POST CODE



## WIN A THROBBING SONY MEGABASS STEREO WITH CD!! PLUS! A WHOLE LOAD OF MOBILE THINGS!



### Castle Master, eh?

You know all about this, of course. It's a really brill new game from Incentive/Domark, featuring a new souped-up version of Freescape, a great big castle and, erm, lots of things lurking in corners! There are keys, potions, spectres, secret passageways and even cryptic puzzles devised by Mel Croucher ('Europe's funniest man'). There's a choice of prince or princess to rescue too! So what doesn't it have? Well, erm, it doesn't have any dragons (they're a bit difficult to do in Freescape, what with those big, floppy wings and everything). Still, that slight lapse aside, it's really very good - a Megagame, no less! (For all the proof you need, turn to page 74!)

### So what can I win? (A prize and a half, that's what!)

Incentive/Domark thought long and hard (blimey!) about

this one. It'd be a bit tricky to give away a whole castle (the postage would be horrendous, for a start). And partial-castles aren't much use (they let the rain in like anything). So what did they come up with? Well, what could be more castley than a fab Sony CF-DW83 portable stereo, with a CD player, twin tape decks, a radio, a digital clock/timer and wonderful, throbbing megabass? Just think, you could play *Greensleeves* on it!

Runners-up get the VIP treatment too, as there are millions of (well, 20, to be precise) fab *Castle Master* mobiles (shaped like a bat) lined up for them. These'd look great hanging from the rear-view mirror of your white charger (or yellow Escort MKII if you're not the horsey sort!)

### The fiddly bit

Yes, it's time to tell you what you have to do. You see, some

rotters have got it in for people who live in big castles. People like us in YS in fact! Yep, they've just 'had a go' at the brand new YS Castle (Castle Monmouth) with one of those big wind-up spoon things (*He means a catapult, Ed*) and left whopping great holes everywhere! Oh well, the damage doesn't look too bad (just a few massive lumps of rock knocked out of the walls). And look! Our attackers have left the five missing pieces lying on the ground underneath. Hurrah!

What you've got to do then is repair the damage pretty sharpish. Using your powers of

observation, try and work out which piece goes where. If, for example, you think chunk number one goes in hole A, write A next to the 'one' on the coupon. (You'd be a bit thick, though.)

Once you've done that, bung your name and address on the coupon, chop it out, stick it on the back of a postcard and send it off to *Portakabins Come And Go, But A Castle Is Forever And It Looks Much Nicer Anyway (Especially With The Frilly Bits Round The Top)* Compo, Your Sinclair, 30 Monmouth Street, Bath BA1 2AP. And make sure it's here by 31st May.

Here are where the bits go, so now I've just got to get some peasants to put them back in...

1) ..... 2) ..... 3) ..... 4) ..... 5) .....

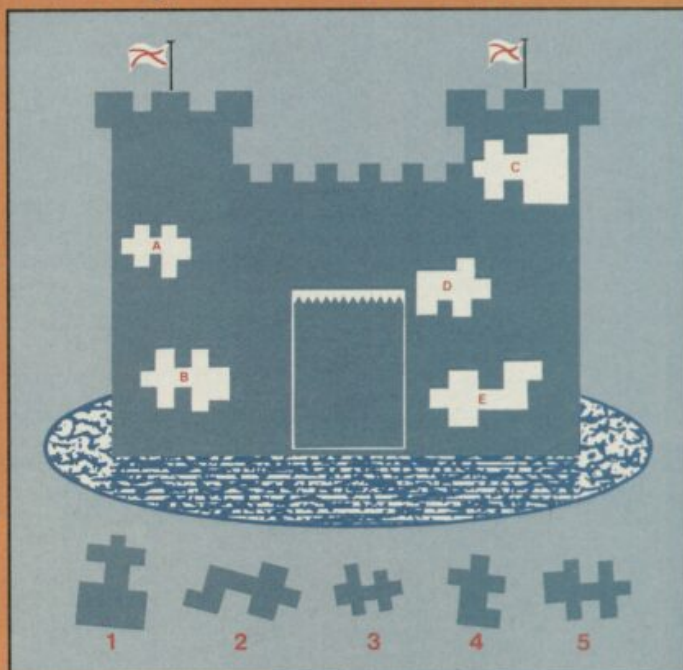
Name .....

Address .....

Post code .....

### RULES

- The massed armies of Future Publishing and Incentive/Domark had better steer clear of this one. As far as mercy goes, we're back in the dark ages!
- The drawbridge goes up on May 31st, so don't try besieging us with entries after that. If you do, you'll have to face the Iron Maiden (and we don't mean the crappy heavy metal group).
- Matt's not a compassionate sort of chap. Any complaints and you'll go straight into his slimey dungeon.





# When you're talking SINCLAIR talk to Microsnips

Whatever your needs, we have over 3,600 different computers and accessories in stock – all backed by the knowledgeable, highly professional service that has made us one of the most respected computer dealers in Britain.

So whether you're looking for hardware, software or just some expert free advice, consult the Sinclair specialists.

Talk to Microsnips.

## COMPUTER PACKAGE DEALS

<b>NEW</b> Sam Coupe	£169.95
<b>NEW</b> Coupe Disk Drive	£89.95
<b>NEW</b> Sam Coupe Plus One Drive	£249.96
Spectrum Plus 3 Action Pack	£199.95
Spectrum Plus 2 Action Pack	£149.95

## JOYSTICKS & INTERFACES

Kempston Joystick Interface	£8.95
Cheetah Starfighter Starprobe	£12.50
Spec + 2 Joystick Adapter	£3.99
Kempston + 2/+3 Interface	£7.95
New Micro Blaster was £12.95	£9.95
Konix Navigator	£14.50
Datex Handblaster	£5.99

## GRAPHICS & SOUND

Trojan Lightpen 48K	£19.95
Trojan +2 Lightpen	£19.95
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* * Check Availability	£39.95
Multiface 48/128	£44.95
Multiface 3 Thru-Port	£49.95
Bus Extender	£4.95

## PROTECTIVE COVERS

Spectrum Plus	£4.99
Spectrum ZX	£4.99
Spectrum Plus 2/3	£5.99
DMP 2000/2160/3000 Printers	£6.95

## DATA RECORDERS & ACCESSORIES

Datacorder with + 3 or 48/128 Lead	£24.95
Spec +3 Cassette Lead	£2.99
48/128 Cassette Lead	£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	£23.00
Masterfile +3	£26.95
Masterfile 48/128	£14.95
Tasword 2 48K	£12.90
Tasword 3 (Microdrive)	£15.50
Tasword 48K	£4.50
Tasword +2	£19.95
Tascal +3	£24.95
Tasprint +3	£24.95
Tascal (128+2)	£19.95
Tasword +3	£24.95
Tas Spell +3	£24.95

## DISC DRIVES & ACCESSORIES

64K Wafas 2	£7.99
16K Wafas 2	£3.99
Disciple Disc Drive Interface	£79.95
Disciple +3 1/2" Drive	£179.95
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
Microdrive Extension Cable	£6.95
10-CF2 3" Maxell Discs	£22.95
TDK 3 1/2" DSDD (10)	£14.50
Microdrive Cartridge	£1.99
25 DSDD 3 1/2" Bulk Kao Disks	£22.95

## 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 Colour	£229.00
+3/Also New Version	
+2 Printer Lead	£9.95
Multiprint by RR (works as Kempston E)	£43.95
Kempston 'E' Interface	£39.95
ZX Paper Rolls 5	£14.95
Alphacom 32/Time Thermal Paper 5	£9.95

## SPARES & REPAIRS

Spec 48 Power Supply	£9.95
128K +2 Power Supply	£19.95
Spec + Membrane	£8.95
ZX Membrane	£3.99
ZX/Spec + Service Manual (Eur +£2)	£29.95
Spec +2 Repair	£24.95
ZX/SP + Repair	£19.95
4164 Mem Chips	£4.99
4116	£4.99
Spectrum +3 Power Supply	£19.95

RING 051-630 3013 TO ORDER  
or for FREE CATALOGUE  
Answerphone 6.00 p.m. – 9.00 a.m.

OVERSEAS CUSTOMERS NOTE  
Postgiro International accepted. NOT  
Postbank Postcheque. Books not taxable –  
Europe add £5. Non Europe add £10. We  
reserve the right to charge carriage at cost.

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



# MICROSNIPS

Personal Callers Welcomed

*Making technology work for you!*

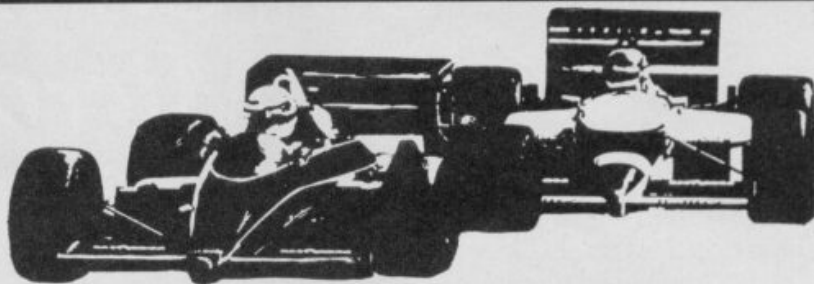
37 SEAVIEW ROAD, WALLASEY, MERSEYSIDE L45 4QN 051-630 3013 051-630 5396 051-691 2008 FAX: 051-639 2714



# PITSTOP

**Pitstop  
paves the  
way yet  
again!  
Direct  
from the  
smelliest  
bed in  
Kent,**

**Jonathan Davies  
presents, among others,  
the program all you SAM  
owners out there have  
been waiting for – it makes  
your Speccy games  
compatible! Hooray!!**



**Y**ou'll have to excuse me if my typing's a bit scruffy this month – I'm writing this in bed. It's a bit tricky with all the wires and things, and the darkness makes seeing what I'm doing a little harder than usual, but there's nothing like the warmth and security of one's own duvet to contrast with the hardship of academic life. Anyway, I'd better get a

move on as it's nearly lunchtime.

First up this month we've got a real cracker – not only Pitstop's very first SAM program, by **Richard Bagnall**, but also a pretty nifty procedure to get your 'incompatible' games working on the new machine, courtesy **Richard Webb**. Then there's the first part of **Malcolm Goodman's** triff loading routine. It's a miracle!

## SAM STUFF

Da-daaa! Here it is – the first ever SAM Coupé program to appear in Pitstop. An historic occasion indeed. The only slight snag is that I haven't a clue what it does. Being an impoverished student means that ownership of an actual SAM is something realised only in my dreams. Thus I haven't actually been able to try the program out.

It looks good, though, as it should do coming from **Richard Bagnall**. It appears to put on some kind of a graphical display, so type it in and do whatever you have to do on a SAM to get it running. Once you've done that, wait for the counter on the screen to reach zero before you come to any conclusions.

```
10 REM SKY WORMS SAM COUPE ONLY
20 REM ORIGINAL IDEA BY D.P. AL
LEN

30 RECORD TO A*
40 DIM R(3) : LET R(1)=10,R(2)=
22,R(3)=30
50 DIM D(3) : LET D(1)=-1,D(2)=
1,D(3)=-1,B=4,YOS=-18
60 DO
70 FOR F=0 TO 4 STEP .02 : LET
A=6.3*F/4
80 LET X=96+64*COS A+27*(COS A*
COS(A*B)-SIN A*SIN(A*B))
90 LET Y=96+64*SIN A+27*(SIN A*
COS(A*B)+COS A*SIN(A*B))
100 PEN 7 : PLOT RND(255),191
110 PEN B-3 : CIRCLE 255-X*.6,Y,
R(1)
120 PEN B : CIRCLE X,Y,R(2)
130 PEN B-1 : CIRCLE 255-X*1.35,
Y,R(3)
140 SCROLL 4,16
150 PRINT #1: AT 1,0: INT((7-B)*
400-(F*100))
160 FOR G=1 TO 3
170 IF R(G)=6 OR R(G)=35 THEN LE
T D(G)=-D(G)
180 LET R(G)=R(G)+D(G):NEXT G:NE
XT F

190 LET B=B+1 : LOOP UNTIL B>6 :
RECORD STOP
200 CLS : FOR F=1 TO LEN A* STEP
23
210 BLITZ A*(F TO F+22) : SCROLL
4,16
220 NEXT F : GOTO 200
```

And if you thought that was impressive then just take a gander at this. Behold – the procedure to get all those non-compatible Speccy games up and running on your SAM. Incredible but true. Apparently **Richard Webb** wasn't too happy about only being able to run half his collection on the new machine, so, being an enterprising sort of chap, he set about solving the problem. And here's his solution.

All that's needed, he says, is a standard Speccy and a couple of blank tapes...

- 1) Turn on the Spectrum and save its ROM to tape by typing **SAVE "SPECCYROM" CODE 0,16384**.
- 2) Load the Emulator program into the SAM and press the ESC key when prompted to "Play Spectrum tape now".
- 3) Load the Spectrum ROM into the SAM by typing **LOAD "SPECCYROM" CODE 65536**.
- 4) Add the following lines to the Basic Loader program –  
**55 LOAD "SPECCYROM" CODE 65536**  
**135 SAVE "SPECCYROM" CODE 65536,16384**  
(To speed up loading, add **DEVICE T35:** to the start of line 100.)
- 5) Find the blank tape to save the final version of the Emulator program onto and do so by typing **RUN 100**. (Do not rewind the tape when finished.)
- 6) Turn on the Spectrum again and type in the following Basic program –  
**10 RANDOMIZE USR 0**.
- 7) Save the program to the tape after the new version of the Emulator program by typing **SAVE "ROMRUM" LINE 10**.
- 8) Reset the SAM and load the new version of the Emulator from the start of the tape by pressing **F7**.

You should now possess a standard Spectrum wrapped up in an endearing Coupé case. 48K Speccy games can be loaded by typing **LOAD ""** (J, Sym P, Sym P in case you've forgotten already), and you should find that about 95% of them work. The ones that don't are probably a bit crap anyway. Brilliant or what?

Of course, it may not be within your capabilities to surpass the brilliance of Richard's humble offering (although who knows?) but if you've got a SAM and you've come up with a juicy little program then do drop me a line. Perhaps by then I'll have wangled one for myself. (Fat chance. Ed)



# VARITURBO

## PT ONE

by Malcolm Goodman

Loading routines have always been popular in Pitstop in the past, so here's another one. This time, as well as just turning the border funny colours and making things move a bit faster, Malcolm Goodman's effort loads things in at two different speeds at the same time.

The only trouble is that it's so long I've had to split it into two with the Basic bit coming first. By all means bash it in and save with SAVE "VARITURBO" LINE 10, but sadly you're going to have to wait for the June issue to key in the rest. Ho hum.

```
10 CLEAR 64999
20 LOAD "VARITURBO"+CHR# 175CODE 65000,448
30 CLS
40 PRINT "LOAD A SCREEN#. WHEN ITS' LOADED, START YOUR TAPE IN RECORD MODE AND THEN PRESS A KEY ."
50 LOAD "SCREEN#"
60 PAUSE 0
70 RANDOMIZE USR 65000
80 CLS : PRINT "NOW REWIND YOUR TAPE, PRESS ANY KEY THEN PLAY THE TAPE BACK."
90 PAUSE 0
100 RANDOMIZE USR 65200
110 PAUSE 0: CLS
120 PRINT "THAT WAS A DEMO OF A SAVE/LOAD ROUTINE IN WHICH THE BAUD RATE SWITCHES BETWEEN TWO SPEEDS."
130 PRINT "AT THE CURRENT TIME IT IS SET TO SAVE/LOAD A SCREEN#, BUT CAN BE ALTERED TO SAVE A FILE WITH A DIFFERENT START ADDRESS AND LENGTH."
140 PRINT "THE BAUD RATE IS PRESENTLY SET TO SWITCH BETWEEN 1500 AND ABOUT 3000 EVERY 256 BYTES, AND THE LOADING STRIPES SWITCH COLOUR WHEN THE RATE ALTERS ."
150 PRINT "YOU ARE NOW GIVEN THE CHANCE TO ALTER THESE VALUES TO SUIT YOUR OWN NEEDS."
160 PRINT "JUST FOLLOW THE PROMPTS SO AS TO CUSTOMISE YOUR OWN 'VARI-TURBO'."
170 PRINT "0: AT 0.5: FLASH 1: "P
```

```
RESS A KEY TO CONTINUE." : FLASH 0
180 PAUSE 0: CLS
190 INPUT "WHAT IS THE START ADDRESS ?" : START:
200 IF START>65535 THEN GO TO 190
210 RANDOMIZE START
220 POKE 65005,PEEK 23670: POKE 65006,PEEK 23671
230 POKE 65205,PEEK 23670: POKE 65206,PEEK 23671
240 INPUT "WHAT IS THE FILE LENGTH ?" : LENGTH
250 IF LENGTH=0 OR LENGTH>65535 THEN GO TO 240
260 RANDOMIZE LENGTH
270 POKE 65001,PEEK 23670: POKE 65002,PEEK 23671
280 POKE 65201,PEEK 23670: POKE 65202,PEEK 23671
290 INPUT "CHOOSE TWO VALUES FOR THE LOADERSTRIPES (0-7) " : COL1,COL2
300 IF COL1<0 OR COL1>7 OR COL2<0 OR COL2>7 THEN GO TO 290
310 POKE 65446,COL1: POKE 65447,COL2
320 CLS : PRINT "CHOOSE ONE OF THE FOLLOWING VALUES TO DECIDE HOW OFTEN YOU WOULD LIKE YOUR VARI-TURBO TO CHANGE BAUD RATES."
330 PRINT : PRINT "THE HIGHER THE VALUE CHOSEN, THE LESS OFTEN IT WILL CHANGE."
340 PAUSE 100
350 INPUT "SWITCH RATE (1-11) " : BAUD
360 IF BAUD<1 OR BAUD>11 THEN GO TO 350
370 RESTORE (710+(BAUD*10))
380 READ SWITCH
390 POKE 65126,SWITCH: POKE 65328,SWITCH
400 CLS : PRINT "NOW WE NEED TO SET UP THE TWO BAUD RATES THAT WE ARE GOING TO USE."
410 PRINT "YOU CAN SPECIFY ANY VALUE IN THE RANGE x1 TO x2 (e.g. 1.5 AND 1.226)."
420 PAUSE 50
430 INPUT "ENTER BAUD RATE VALUES (x1 - x2) " : TURB1,TURB2
440 IF TURB1<1 OR TURB1>2 OR TURB2<1 OR TURB2>2 THEN GO TO 430
450 RESTORE 830
460 READ S
470 POKE 65186,S/TURB1: POKE 65187,S/TURB2
480 READ S
490 POKE 65188,S/TURB1: POKE 65189,S/TURB2
500 READ S
510 POKE 65190,S/TURB1: POKE 65191,S/TURB2
520 READ S
530 POKE 65192,S/TURB1: POKE 65
```

```
193,S/TURB2
540 READ S
550 POKE 65438,S/TURB1: POKE 65439,S/TURB2
560 READ S
570 POKE 65440,S/TURB1: POKE 65441,S/TURB2
580 READ S
590 POKE 65442,S/TURB1: POKE 65443,S/TURB2
600 READ S
610 POKE 65444,S/TURB1: POKE 65445,S/TURB2
620 CLS
630 PRINT "YOUR CUSTOMISED SAVE ROUTINE IS NOW AT 65000 AND IS 194 BYTES IN LENGTH. 'RANDOMIZE USR 65000' WILL START IT SAVING."
640 PRINT
650 PRINT "THE LOAD ROUTINE HAS NOW BEEN CONFIGURED AT 65250 AND IS 248 BYTES LONG. IT CAN BE CALLED BY 'RANDOMIZE USR 65250'."
660 PRINT
670 PRINT "ON YOUR NEXT KEYPRESS YOUR SPECTRUM WILL 'NEW' ITSELF, BUT WILL LEAVE THE CODE INTACT AT 65000 AND 65250."
680 PRINT "YOU MAY THEN LOAD IN
```

YOUR FILE, AND PROVIDING IT DOES NOT OVERWRITE THE INSTALLED CODE, SAVINGCAN STARTED USING 'VARITURBO'."

```
690 PRINT "0: AT 0.0: FLASH 1: "
PRESSING ANY KEY EXCEPT BREAK
WILL NEW YOUR COMPUTER.
: FLASH 0
700 PAUSE 0
710 NEW
720 DATA 67
730 DATA 75
740 DATA 83
750 DATA 91
760 DATA 99
770 DATA 107
780 DATA 115
790 DATA 123
800 DATA 66
810 DATA 74
820 DATA 82
830 DATA 59,66,62,49,176,178,203,22
840 STOP
850 SAVE "VARITURBO" LINE 10: SAVE "VARITURBO"+CHR# 175CODE 65000,448
9999 REM THIS ROUTINE OR OBVIOUS VARIATIONS MAY NOT BE USED COMMERCIALY WITHOUT THE CONSENT OF S.M.GOODMAN.
```

continued next month

# BREAK OUT

by David Robertson

Nothing's more annoying, I always think, than those people who find it amusing to wait until you've finished your latest masterpiece and then press Break and muck about with it. Well, apart from the teaspoon you always find at the bottom of the washing-up bowl when you tip the water

out, maybe. And adverts on telly that start off looking as though they're going to be really exciting, and then turn out to be for some kind of investment savings insurance plan. But I can't think of anything else.

David Robertson has come up with the solution this time, in the form of a couple of lines of Basic that, once run, will generate a block of code that can be saved out and incorporated into the program you want to protect. Once you've got the code in memory, calling it with RANDOMIZE USR 60000 (or wherever you've chosen to put the code - it's relocatable) will lock out the Break key and cause any other error to crash the computer. Be careful how you use it, though, and make sure you RANDOMIZE USR whatever after using Load and Save.

```
10 CLEAR 59999: FOR f=60000 TO 60026: READ a: POKE f,a: NEXT f
: SAVE "BreakOut" CODE 60000,27
```

```
20 DATA 33,15,0,167,237,74,229,193,42,61,92
30 DATA 113,35,112,201,237,123,61,92,33,58,92,54,255,195,125,27
```

Erm...

....And that's it. I can tell that you're overwhelmed by it all, aren't you? Well, once you've got your breath back, how about having a crack at a bit of key-prodding yourself? Just think of it - fame and fortune virtually overnight (or at least one of the two, anyway). Do your worst then, and send the ensuing product to me. And the address, for those who missed it earlier, is Program Pitstop, YS, 30 Monmouth Street, Bath BA1 2AP. (The West Country, eh? I feel homesick just thinking about it...)



# WORLDWIDE SOFTWARE

106A Chilwell Road, Beeston  
Nottingham NG9 1ES



# WORLDWIDE SOFTWARE



# WORLDWIDE SOFTWARE

106A Chilwell Road, Beeston  
Nottingham NG9 1ES

SPECTRUM SOFTWARE	CASS	DISK
100% Dynamite	11.20	---
4th Dimension	9.99	---
Action Countdown	7.25	11.20
Action Fighter	7.25	11.20
After the War	2.99	---
Altered Beast	7.25	---
Arkanoid	2.99	---
Austerlitz	9.99	---
Bards Tale	2.99	6.99
Batman the Movie	7.25	11.20
Beverly Hills Cop	7.25	11.20
Billy the Kid (Light Gun)	2.99	---
Black Tiger	7.25	11.20
Bloodwych	7.25	11.20
Bobo	7.25	---
Brian Clough Football	5.99	6.99
Bridge Player 2150	14.95	22.95
Bronx Street Cop (Light Gun)	2.99	---
Cabal	7.25	11.20
Castle Master	7.25	11.20
Chambers of Shaolin	7.25	11.20
Championship Golf	7.25	---
Chase HQ	7.25	11.20
Chuck Yeager Flight Trainer	7.25	11.20
Classic Games 4	7.25	11.20
Coin Op Hits	11.20	13.50
Colossus Chess 4	7.25	11.20
Combat School	2.99	---
Continental Circus	7.25	11.20
Crack Down	7.25	---
Crazy Cars	2.99	---
Crazy Cars 2	7.25	---
Crossbow	7.25	---
Cyberball	7.25	11.20
Daley Thompson Decathlon	2.99	---
Darius +	7.25	---
Defenders of the Earth	7.25	---
Desert Rats	2.99	---
Dizzy 1	2.99	---
Dizzy 2 Treasure Island	2.99	---
Dizzy 3 Fantasy World	2.99	---
Double Dragon 2 (128K)	7.25	11.20
Dragons Lair	2.99	---
Dr Doom's Revenge	7.25	---
Dynasties Dux	7.25	---
Dynasty Wars	7.99	---
Edition One	8.99	13.99
Emlyn Hughes Soccer	7.25	11.20
E. Motion	7.25	---
Enduro Racer	2.99	---
Escape Planet Robot Monsters	7.25	11.20
Exploding Wall	2.99	---
F15 Strike Eagle	7.15	---
Fiendish Freddie Big Top	7.25	---
Fighter Bomber	11.99	---
Fighting Warrior	2.99	---
Football Doctor 2 128K (Not +2A)	14.95	14.95
Football Manager 2 + Exp Kit	7.25	---

SPECTRUM SOFTWARE	CASS	DISK
Football of the Year 2	7.25	11.20
Four Soccer Simulators	2.99	---
Fun School 2 (6-8 yrs)	7.25	10.50
Fun School 2 (over 8 yrs)	7.25	10.50
Fun School 2 (under 5 yrs)	7.25	10.50
Future Bikes	2.99	---
Gazzas Super Soccer	7.25	---
Ghostbusters 2	7.99	---
Ghosts and Goblins	2.99	---
Ghouls and Ghosts	7.25	11.20
Grand Prix Master	7.25	11.20
Great Escape	2.99	---
Guardian 2	2.99	---
Gunship	7.25	11.20
Hammerfist	7.25	---
Hard Drivin	7.25	11.20
Heavy Metal	7.99	11.99
Hopping Mad	2.99	---
Hot Rod	7.25	---
Hyper Sports	2.99	---
Ikan Warriors	2.99	---
Impossible	7.25	11.20
Indy Last Crusade	7.25	---
International Karate Plus	2.99	---
Invasion Force	9.99	---

SPECTRUM SOFTWARE	CASS	DISK
Operation Gunship	2.99	---
Operation Thunderbolt	7.25	11.20
Overlander	2.99	---
P47 Thunderbolt	7.25	11.20
Pacmania	7.25	11.20
Paperboy	2.99	---
Peter Beardsley Soccer	2.99	---
Ping Pong	2.99	---
Pipe Mania	7.25	11.20
Platoon	2.99	---
Player Manager	7.25	11.20
Postman Pat	2.99	---
Powerdirt	7.25	---
Predator	2.99	---
Prince Clumsy	2.99	---
Pro Tennis Tour	7.25	11.20
Project Stealthfighter	7.25	11.20
Rainbow Islands	7.25	11.20
Rambo	2.99	---
Rambo 3	7.25	11.20
Renegade	2.99	---
Robocop	7.25	11.20
Rock N Roll	7.25	9.99
Rolling Thunder	2.99	---
Saigon Combat Unit	2.99	---

SPECTRUM SOFTWARE	CASS	DISK
Tas Print Plus 3	---	19.95
Tas Sign Plus 2	14.95	---
Tas Sign Plus 3	---	19.95
Tas Sign Plus 3	---	14.95
Tas Sign Plus 3	---	19.95
Tasprint Plus 2	9.50	---
Tasword Plus 2	14.95	---
Tasword Plus 3	---	19.95
Test Drive 2 The Duel	7.25	11.20
Thanatos	2.99	---
The Blitz	7.25	---
The Champ	7.25	11.20
The General	9.99	---
The National	7.25	---
Tin Tin on the Moon	7.25	11.20
Tokien Trilogy	9.99	---
Toobin	7.25	11.20
Top Gun	2.99	---
Tracksuit Manager	7.25	---
Treble Champions	7.25	---
Turbo Bike	2.99	---
Turbo Outrun	7.25	11.20
Untouchables	7.25	11.20
Vendetta	7.25	---
Vulcan	7.25	---
Wellington at Waterloo	9.99	---
Wild Streets	7.25	11.20
Winners US Gold	11.20	---
Wonderboy	2.99	---
World Champ Boxing Manager	7.25	---
World Class Leaderboard Golf	2.99	---
World Cup Soccer 90	7.25	---
World Soccer	2.99	---
X Out	7.25	9.99
Xenophobe	7.25	11.20
Yankkee	7.25	---
Yeti	2.99	---
Zombi	7.25	11.20
Zulu War	7.25	---

**0602 252113 (24 hrs)** Fast Delivery On All Stock Items By 1st Class Mail In UK.  
Special Overseas Service By Air Mail Worldwide.  
Credit Card Orders Accepted by Phone Or Mail.  
Overseas tel no: Nottingham 225368  
Credit Card Order Telephone Lines

Italian Supercars	2.99	---
Jungle Warrior (Light Gun)	2.99	---
Ken Daigish Soccer Manager	7.25	11.20
Kick Off	7.25	11.20
Klax	7.25	11.20
Leaderboard Golf	2.99	---
Leisure Genius 3 Pack	14.95	---
Masterfile Plus 3	7.25	21.95
Maze Mania	7.25	11.20
Mega Mix	11.20	13.50
Mega Play 2	7.25	---
Miami Vice	2.99	---
Microprose Soccer	7.25	11.20
Mini Office	2.99	---
Mountain Bike Racer	2.99	---
Mr Hell	7.25	11.20
Mutant Fortress	2.99	---
Myth (System 3)	7.25	---
Napoleon at War	7.25	11.20
New Zealand Story	7.25	---
Nigel Mansells Grand Prix	2.99	---
Ninja Sprint	7.25	---
Ninja Warriors	7.25	11.20
Ollie and Lisa 3	2.99	---
Scapeghost	14.95	14.95
Scrabble De Luxe (128K)	9.50	12.99
Shogun	7.25	11.20
Shark	2.99	---
Shinobi	7.25	11.20
Short Circuit	2.99	---
Silent Service	7.25	---
Snoopy	7.25	11.20
Sonic Boom	7.25	11.20
Space Harrier 2	7.25	11.20
Special Action	9.99	---
Spitfire 40	2.99	---
Stalingrad	7.25	---
Star Wars Trilogy	9.99	14.95
Strider	7.25	---
Storm Lord 2	7.25	---
Stunt Car Racer	7.25	---
Super Dragonslayer	2.99	---
Super Hang On	2.99	---
Super League Soccer	7.25	---
Super Sprint	2.99	---
Super Tank Simulator	2.99	---
Super Wonderboy	7.25	---
Tas Diary Plus 3	---	14.95

Europe (other than UK)  
shipping costs are:  
£1.50 per cass disc for normal airmail  
£2.50 per cass disc for express airmail

Please make cheques or postal orders payable to **WORLDWIDE SOFTWARE**  
All prices include postage and packing in the UK.  
**ADVERTISED PRICES ARE FOR MAIL AND TELEPHONE ORDERS**

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

# ROMANTIC ROBO present

All hardware prices are  
**£10 OFF**  
R.R.P.

**Multiface**

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/wafer**. It also lets you **Peek/POKE**, study/modify **ALL**. Multiface does all at a **touch of a button**, is **fully automatic**, **menu driven**, a **joy to use**. **MAGIC!**

MF3 is for Spectrum +3 or +2A and comes with or without a through port. MF1 & MF128 are for Spectrum 48/128/+2. MF1 has a through port, joystick interface, works in 48K mode and saves to tape, Microdrive, Discworld, and Wafadrive. MF128 has a through port, works in 48K AND 128K mode and saves to tape, Microdrive, Discworld, Plus D and Discworld.

**MULTIPRINT**

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

**MULTIPRINT**

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

**VIDEOFACE**

With a through port.  
For any Spectrum.

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.**

**GENIE and LIFEGUARD**

GENIE and LIFEGUARD are very special programs for Multiface or Multiprint users. By residing **inside Multiface or Multiprint**, GENIE can **disassemble ANY program** ANY time **at a touch of a button!** LIFEGUARD can on the other hand find **INFINITE LIVES**, ammo, etc. **GREAT!**

You **MUST NOT** use any of the above products to copy, reproduce or infringe in any way any copyright material without the clear permission of the copyright owner. We do neither condone nor authorise the use of our products for the reproduction of copyright material - to do so is **ILLEGAL!**

All prices are already discounted and apply to Mail Orders to 15.5.90 only.

# £10 OFF 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	<input type="checkbox"/>	P&P OVERSEAS	£ 2.00	<input type="checkbox"/>
MULTIFACE One	£29.95	<input type="checkbox"/>	GENIE 1/128 (NOT 3)	£ 6.95	<input type="checkbox"/>
MULTIFACE 128	£34.95	<input type="checkbox"/>	VIDEOFACE Digitizer	£29.95	<input type="checkbox"/>
MULTIFACE 3	£34.95	<input type="checkbox"/>	M3 with through port	£39.95	<input type="checkbox"/>
MULTIPRINT	£29.95	<input type="checkbox"/>	Multiprint + through port	£34.95	<input type="checkbox"/>
LIFEGUARD	£ 6.95	<input type="checkbox"/>	Spectrum +3 Disks	£ 2.95	<input type="checkbox"/>
MUSIC Typewriter	£ 5.95	<input type="checkbox"/>	Spectrum +3 Tape Lead	£ 2.95	<input type="checkbox"/>



# CRACK

US Gold/£9.99 cass/£14.99 disk



**Kati Cripes!** One minute I'm playing on a huge

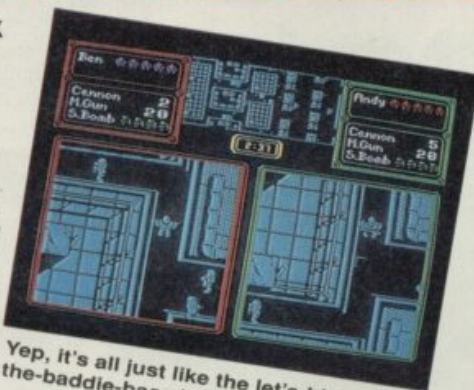
*Crackdown* machine in my local arcade and the next I'm plonked in front of the Speccy doing exactly the same thing. Is this a vision or a waking dream? Nope, it's the latest snappy coin-op conversion from US Gold. Phew!

Quel relief, I thought I was a gonner there.

So what's the game about exactly? Well, it's all got rather a lot to do with an evil little fella called Dr K. Laughing like a lunatic and twiddling his waxed moustache, he's out to create an army of biogenetically-engineered humanoids which he's going to use to set up a lawn mower factory. Oops. Sorry. I mean take over the world.

Aha! But there are two factors the dastardly doc forgot – Andy Attacker and Ben Breaker, efficient FBI agents with a cunning plan. (Well, with a couple of names like that they couldn't have run a funeral parlour, could they?) Bazooka in hand, shades at the ready, these cool dudes (or just one if you haven't got any friends) run like the blazes straight up to the scientist's secret hideout. Blimey! It's a huge 16-level fortress inhabited solely by the sinful surgeon's android buddies – and these sinister synthetic subordinates aren't afraid to die, no siree. Basically, you've got to plant three detonation devices on each split-screen level (X marks the spot) and leg it out of there before they explode. You're helped in this task by a map at the top of the screen which gives a rough idea of where you are (although you only appear as the weeniest pinprick so you might need a magnifying glass) and there's also a table to show how much ammo you've got left.

Talking of ammo, each of the lads has three potential weapons – a rocket launcher (big flashy number), a gun (naff pea shooter) and a



Yep, it's all just like the let's-blow-up-the-baddie-base bit from a Bond film.

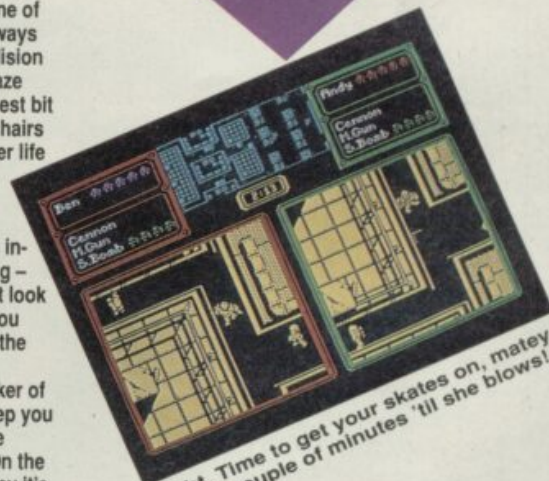
superbomb (wipes anything in the vicinity off the face of the lab). But don't panic if you run out. Extra supplies are lying about the place in handy pick-up packs. Hooray!

If you don't come a cropper by walking into poisonous pools of acid slime, there are plenty of kamikaze androids about out to get you too. And by crikey there's no stopping this lot. Every time you walk past a monster generator it spits one of the vicious chappies out – and they don't always play by the rules. For a start, they've got collision detection on their side. Very crafty. If you graze them with a bullet it won't do them the slightest bit of damage, but if they touch so much as the hairs on your ears, that's it, finished, kaput, another life gone. Not exactly cricket, is it?

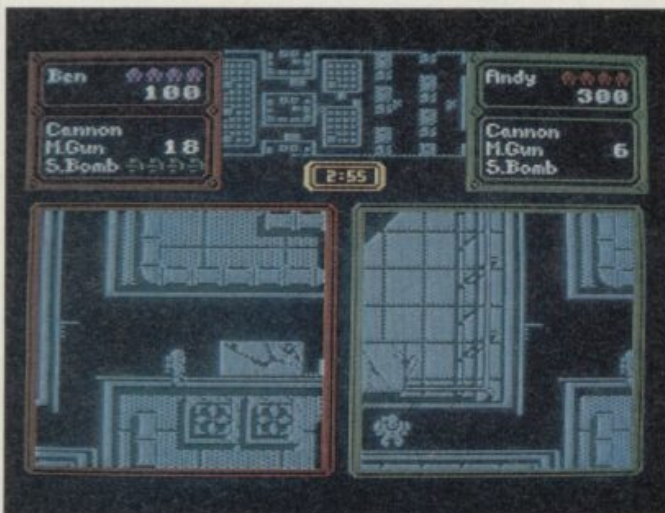
As a conversion then, *Crackdown* is a birrovalright. All the levels are there, they've included the maps and most of the coin-op's in-game features, but there's something missing – any really snazzy, exciting gameplay. It might look a bit similar, but it's no *Gauntlet*, and while you could reasonably level the same criticism at the arcade original, at least that's got fantastic

graphics and a corker of a soundtrack to keep you interested when the action flags a bit. On the monochrome Speccy it's a tad difficult to distinguish some of the graphics, the map is hopeless and the aforementioned collision detection is a bit of a pain. It's not bad as such, but it's difficult to get into a lather over it – haven't we seen enough games already that boil down to just a bit of shooting and collecting? A perfectly smoothly programmed bit of shooting and collecting admittedly, but nothing more than that. If you like your games vindaloo-hot (and who doesn't?) then you might be disappointed.

# DOWN



Right. Time to get your skates on, matey. Only a couple of minutes 'til she blows!



Yes, you're right, it looks just like *Gauntlet* split into two screens. Because of this each play area is fairly tiny and you're often hard-pushed to tell what's round the next corner – the map at the top's far too squitty to be much help either.

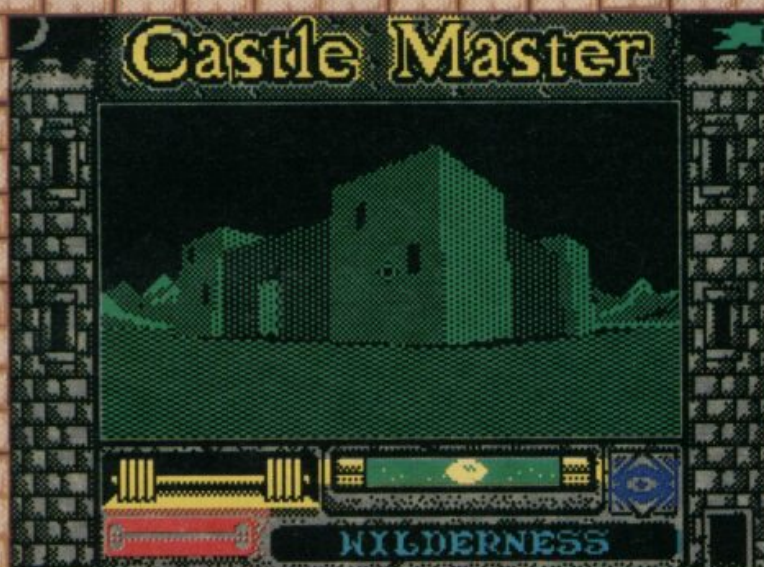
## final verdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
69°	69°	73°
DIAGNOSIS	INSTANT APPEAL	
A natty conversion of a coin-op which was good, but not that good. Suck it and see.		78°

76°



# CASTLE



Right, here we are on the outside of the castle at the start of the game. Which way now? (Into the castle, I reckon - but how? There's a poxy moat in the way.)

**Incentive/£9.99 cass/£14.99 disk**



**Matt Aaargh!** I've just been dropped in the catacombs again (a vast underground warren with oodles of ways in and, as far as I can tell, hardly any ways out)! I seem to be ending up down here with monotonous regularity. Fall down the well and you end up in the catacombs. Nose around the dark space at the back of the pulpit - straight to the catacombs! Drain the water at the bottom of the pool, investigate the entrance there and would you know it - cata-bloody-combs, here I come! Aaargh! (Do you get the feeling I'm getting a little frustrated here, readers?)



Here we are in the courtyard, with some stables, a well and various doors. Hmm.



This way, methinks! Over the drawbridge (I just opened it with a stone).

I'm playing *Castle Master*, you see. Sort of against my better judgement actually. (I was going to get someone with a bit of patience like Jonathan Davies or Davey Wilson to have a go at it, but would you believe it comes in on disk? And how many YS reviewers have +3s? Not many, which is why muggins here is having a crack at it!) I suppose you want to know why I was so reluctant to have a go. Well, basically (and whisper it so no-one can hear) I was the teensiest little bit intimidated by it. Yep, I know every Incentive Freescape outing has been true Megagame material and everything, but when it comes down to it I've never actually played any of them. Not properly, anyway. (Oh, sure, I've marvelled at the graphics and spent a bit of time wandering around looking at things, but actually get involved in the gameplay? Nah, not me, mate. I don't understand it.)

Which is why I've got myself a couple of little helpers for this review. Over my right shoulder we have Rich Pelley, who's visiting ("...but not for long enough to write the review, oh no!") and who's had a go at all the Freescape games at one time or another. Then over my left shoulder it's my good friend Trenton from *Amstrad Action* (one of our new sister mags) who's reviewing the CPC version at a desk just around the corner even as I speak. He keeps shouting "Have you got to the third floor yet?" or whatever all the time. (No, I blooming well haven't! Just because you're better than me...)

Anyway, I'll bring my two little chums in more towards the end when we get to summing up time (though the way Rich keeps whispering the word 'Megagame' in my ear I fear it's a bit of a foregone conclusion). Ah well, on with the plot.

Like the other Freescape games it's a search-around-collecting-things, working-out-the-use-for-other-things, finding-secret-routes sort of game. Touchingly non-sexist, it features you as a prince (or princess - the first choice you have to make in the game) nosing around a spooky, seemingly deserted castle in search of your kidnapped twin. He (or she) is trapped in one of the towers by Magister, the Castle Master (hence the name), and guarded by a series of Guardian Spirits. It's your job to get him (or her) out!

It's a game strong on puzzles and high in atmosphere - if you should find yourself alone in the house, try turning the lights down low and then playing it. You'd scare yourself silly. I felt a few shivers pass up my spine, I can tell you, and I was in a packed office with my two little Spec-chums peering over my shoulder!

But anyway, less of this messing about, let's start the game. A neat portcullis device pulls up from the front of the screen and - tarra! - a castle is revealed! A Freescape castle, to be exact, so let's walk around it and see what we can see. Dum de dum de dum. Right, it appears to be surrounded by a black moat (I thought it was the shadow cast by the walls until I fell into it and 'Glug glug glug!' appeared in the message panel. Very droll.) At the back of it at one corner there's a shed (can't get in it though - no key) and what looks like a rock at another corner, but otherwise the plain is featureless. Time to go in the castle then, and there's only one way to do that - across the drawbridge. Hmm. The drawbridge is up.

A quick bit of faffing around (and reading the instruction notes) gave me a clue. Switch the centre screen cursor from Movement mode (where pushing forward moves you in the direction you've placed the cursor) to Throw mode, place it over the suspicious-looking nobby high up on the castle wall and press fire. Bingo! Your character lobbs a stone at the building, and the drawbridge drops down. Time to go exploring!

Right, now we're in a courtyard. There are four towers at the four corners, some of which have doors. As well as this though, there are a couple of extra entrances to various lean-to buildings actually built inside the courtyard. Let's have a



# MASTER



scout around. Hmmm. There's a well. Let's take a look (but not too close a look - we don't want to fall in and end up in the catacombs, do we?). Lean over it, use the

Action key (which allows you to eat, drink, read, push, move,

collect, examine, open, unlock or use as appropriate) and hurrah! I've collected a key, which must have been hidden somewhere in the well, though I never saw it. (Later keys, and other collectable objects like potions, are usually perfectly visible, however).

That little success under my belt, I think it's time to actually venture inside the castle. Which doorway shall we choose? I know, this one! It seems to lead into a sort of spooky chapel. Hmm. Wonder what we can find in here? What about behind this pulpit? (*Don't do it! Reader's Voice*) Too late! I've tumbled into the catacombs! AGAIN!

Now this may not necessarily be a bad thing. The catacombs are basically long stretches of empty, featureless corridors, with plenty of turn-offs into other long featureless corridors and occasional doorways into... ah, but you guessed it. I've not found anything of interest down here, but that's not to say there aren't things lurking away in the corners, and I've only come across one way out so far, which I'm damned if I can find again. Basically I'm stuck down here, and very tempted to quit the game and start again. In fact, I think I will. (Quit.)

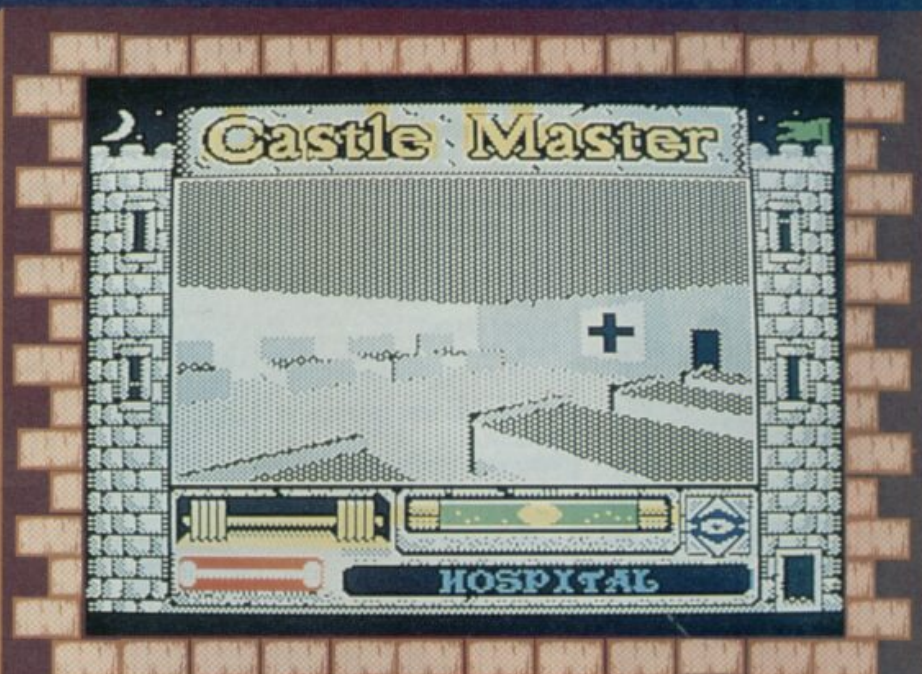
Right, here we are standing outside the castle again. Let's throw a rock at the button, open the doorbridge, walk into the courtyard, blah, blah, blah. Hmm? Wonder which entrance to take this time...

And so it goes.

The genius of these Incentive things seems to be to wind you up as much as possible, really get you hacked off with the whole business, then drop a little titbit your way - finding a key, unearthing a secret doorway, or running into another spooky spirit. These'll kill you if you let them, as well as make the room go a strange flashing red colour, but a well-aimed rock will normally settle their hash. If ever there was a fine balance between total addiction and total frustration this seems to be it.

The only problem with this review so far (*What do you mean the only problem? Reader's voice*) is that it could apply to any Freescape game at all, more or less. In what ways is this one different? Well, let's consult my two little Freescape experts and see what they have to say. (Excuse me for a second - talk amongst yourselves.)

Right, I'm back. Basically, we reckon the much-vaunted new Freescape+ system (seen here for the first time), which is meant to offer a 10% increase in game movement speed over normal Freescape (as well as draw things in smaller blocks, so they're more recognisable), is a significant improvement over the previous system. The game certainly runs faster than previous Freescape



Okay, we've managed to get inside, and what have we found? Yes, it's a hospital! (I know because it says in the message window.) Actually, it does look a bit like one (they seem to have got drawing in Freescape pretty sussed by now).



Be careful now - any false moves could lead to the catacombs. (They did for me!)

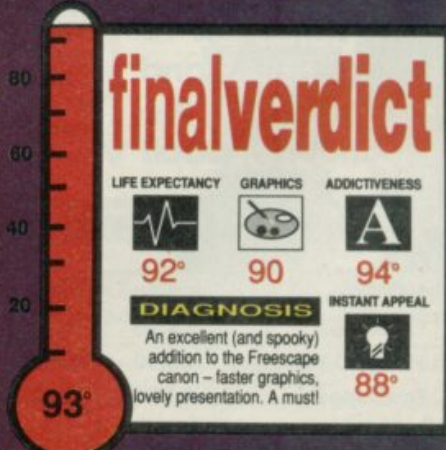
games. But it's also a lot slower. (*Eh? Reader's voice*)

Let me explain. It's not physically slower (like I said, it's quicker), but the game design seems tailored to a different pace of gameplay, something a bit more precise and thought-out. For instance, whereas in, say, *Total Eclipse*, any key would open any door, here you need a specific key for each one, or so it seems. There seems to be a lot more searching around involved here, looking for the correct pieces then figuring out how to use them, though of course these first impressions could be deceiving, and the games always did seem to lean in that direction anyway. It's certainly not your rushing-around-shooting-everything sort of game.

So we come to the conclusion. Those who are already familiar with the Freescape system are probably out queuing up to buy the thing even as we speak, so let's talk to those who are left (the

unconverted) for a moment. Right, you lot. I really think you should consider buying this - unless you're a real die-hard action game freak. This is a game that stretches the capabilities of your Speccy to breaking point, is guaranteed to provide weeks of gameplay and has an incredibly professional, thought-out (and spooky) feel to it. Even the instructions and in-game puzzles devised by 'Europe's Funniest Man' (Mel Croucher) aren't too bad.

All in all then, Incentive seems to have another winner (and another Megagame) on its hands. Yep, just like Pelley kept telling me all along. (Smug git.)





# YS SUPERSTORE

## Nine Steps In The Right Direction!

YOUR  
SINCLAIR

**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!**

**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!**

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 for £..... made payable to Future Publishing Ltd. Or rush me the goodies I've ticked and charge it! My Access/Visa/American Express/Diners Card number is .....

Now send the form with payment to YS Superstore, FREEPOST, The Old Barn, Somerton, Somerset TA11 7BR.

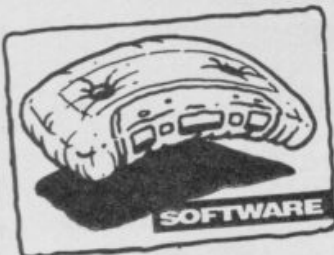




Eyes down, look in!



■ Wanted Spectrum 128K +2, joystick, games. Phone Liverpool (051) 526 0637.  
 ■ Wanted RAM Music Machine. Will swap for any four of Turbo OutRun, Hard Drivin', Chuck Yeager, Renegade 3, Run The Gauntlet, War In Middle Earth or Driller. Phone (0535) 43842.  
 ■ Printer for Spectrum +2, cash or exchange games. Also microdrive, Interface 1 and handbook. Write to 143 Balmoral Drive, Felling, Gateshead, Tyne & Wear.  
 ■ Wanted microdrive, cartridges and Interface 1, must have handbooks. If you want to make an offer then contact Michael Alder on (0734) 588420.  
 ■ Wanted - wargames, adventures and POKes. Also joystick interface to swap. André Wever, Escoornstraat, 7 Opheusden, Holland 40 43 M6.  
 ■ Has your Speccy gone splat? I need some busted Speccies providing they're complete and you haven't poked about inside. I'll pay £5 + post. Write to Steven Whitcher, 223 Mudford Road, Yeovil, Somerset BA21 4NR.  
 ■ Spectrum, games, joystick, interface, leads, recently serviced, will accept offers around £85. Also Sinclair printer 200, hardly used, offer around £50, and books/mags to give away. Tel Chris on (0422) 884434.  
 ■ POKes, hints, maps, solutions, tips, guide to hacking etc, etc, etc. Excellent value, send s.a.e. and £3 to A Bray, 32 Caepound, Forest Road, Hay-on-Wye, Hereford HR3 5DU.  
 ■ I need Hewson's Evening Star - Trainspotters everywhere take note!! Swap for Archon collection or Bard's Tale. Please write to David Parkes, 2 Dornoch Court, Holmes Chapel, Crewe, Cheshire CW4 7JD.



■ £100s worth of software for sale, all original, all in good condition, all at low prices. Send an s.a.e. to K Jarman, 18 Popular Close, Biggleswade, Beds SG18 0EW for list.  
 ■ I want The Munsters or New Zealand Story on +3 disk. I will swap Robocop on 128K/48K tape. Phone Walsall 478144 after 4pm, ask for Andrew Parkes.  
 ■ Swap following games - Cash Adjustment, Paperboy, Crazy Cars 2, Top Gun, Lazer Genius, Matchday 2, Indiana Jones and much more. Phone (0623) 812017 for list.  
 ■ Let's swap some of my five billion new games. Send your new games list to

Zvima Biran, Trumpeldor 30 Street, Ramat, Hasharon, Israel Y7 26Y.  
 ■ Wanted badly - a copy of Rebel Star II. I will pay top price. Phone Billy at (0698) 8165311.  
 ■ Over 800 games to swap including R-Type and Robocop. Send your list for mine. I want Strider, Cabal, Tintin. Write to Sridhar V, 25/83 Rekha, RAK Road, Wada, Bombay 31, India. Reply guaranteed.  
 ■ Wanted Tracksuit Manager, Kenny Dalglish Soccer, Gazza's Super Soccer and Football Manager 2. Will swap for MicroProse Soccer, The Double, Footballer Of The Year. One for one. Interested? Phone Dave, 0763 87298.



■ 48K ZX Spectrum, boxed, joystick + interface, datacard, loads of full price games including Shinobi, Cabal, Footie Manager 2, Turbo OutRun, Power Drift and lots more. £110 ono. Phone Harrogate (0423) 524874 and ask for Eddie.  
 ■ ZX Spectrum 48K, interface, ZX microdrive, cartridges, ZX printer, paper, tape recorder, manuals - £65. Tel Richard on (01) 281 4750.  
 ■ Spectrum 128K with over 200 games (Xybots, Red Heat, Artist 2, PAW, GAC and many others). Sell £350 ono. Excellent condition. Phone Alan on (01) 907 1283, Tuesdays only, 6pm to 8pm. Also mags, accessories etc.  
 ■ Brand new light pen for sale for Spec +2 (budget game included). Original price £15, asking £5. Don't miss it! A Wharton, 32 Belgrave Road, Bridlington, East Yorkshire YO15 2JR.  
 ■ Spectrum +2 for sale with lots of software and joystick. Will sell for £100. Phone Andrew on Southampton (90703) 454847.  
 ■ Spectrum +2, Cheetah joystick, software worth £100 - Op Wolf, Robocop, Gunship, Renegades, Barbarians 1 & 2, Dragon Ninja, Star Wars Trilogy, Combat School, Predator, Platoon and many more. £160 ono. Phone Simon on (0246) 822520 after 6pm.

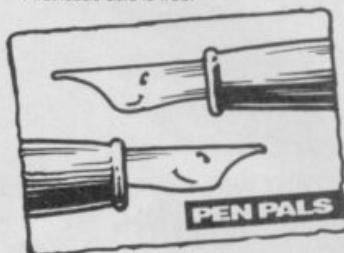


■ I want a hunky male and I want him now! (Blimey! Ed) Must be 15-18, have a good personality and live in King's Lynn area. Photo for proof. Owner to be a 15 year old Scorpio beauty. Phone Sarah on Kings Lynn 811396.  
 ■ Yo! Three trendy hunks aged 13-14 looking for really sexy chicks. You know who you are, dolls! So get writting to D Mann, Thorne House, Shebbear College, Devon EX21 5HL. Send a photo. All letters answered. Bye for now!  
 ■ Gorgeous female into Kylie, Jason, Bros and, of course, Speccies. Write to S Taylor, 1 Bleachfield House, Thurso, Caithness, Scotland. Write soon!  
 ■ Want a male model? Good, you've come to the right place! Fifteen year old desires as many 14+ gals as poss. Write with photo to Matt, 89 Trafalgar Road, Dowham Market, Norfolk PE38 9RT. Hurry - sale ends soon!  
 ■ Pleeeaaase!!!!!! I'm desperate!! I need you!! Send me a letter NOW!! Keith Howell, 77 Northbrooks, Harlow, Essex.



■ Welcome to the launch of a brand new magazine! ZX is only £1 and is really happenin'! To order your copy telephone Durham (091) 3891736 after 4.30pm and ask for David.  
 ■ Spec News - it's the ultimate tape mag for the '90s! Send 50p and tape, first issue half price, to Chris Kelly (STOS Bros), 192 North Home Road, Cirencester, Glos GL7 1DX.  
 ■ TTM is the spanky new tape magazine for all Spectrums - pages on computers,

music, sport, competitions and much, much more! For latest issue send blank tape and 80p to S Kerr, 69 Strathlay Road, Perth PH1 2NA.  
 ■ Over 50 reviews, over 50 tips, screenshots and much, much more! It's all just 50p (incl p&p!!). Write to Scott Griffiths, 17 Wood Stock Street, Hucknall, Notts NG15 7SP.  
 ■ Pacat is out now - compos, POKes, cheats, maps, reviews, previews plus more. Send £1 plus stamp to Anth, 84 Spalding Road, Hartlepool, Cleveland. First issue sold is free.



■ I'm a ten year old Speccy owner wanting a pen pal aged 9-12. If you like playing on computers and swapping games send your name and address to G Reidie, 21 Beaufort Street, Gainsborough, Lincs.  
 ■ Hi! I'm 14 years old and looking for female pals from France, Denmark, Italy, Australia, Spain, Germany etc. Please write in English, French or German. I like Garfield and cats. Lisa Philpott, 23 Belgrave Road, Darwen, Lancs.  
 ■ Heavy Metal Vixen, aged 18, into PVC, cats, Guns 'n' Roses, LA Guns, Poison, Motley Crue, would like a female pen pal to have a good gossip with. Michelle, 99 Boulevard, Hestle Road, Hull HU3 2UD.  
 ■ I'm 18 and I'm looking for female pen pals. Writing letters is great fun and I'm ready to reply to billions!!! So start writing to Stephen Sophos, Kato, Dexameni, 34600 Neas Artaki, Hakikida, Greece.  
 ■ Pen pals wanted, must have a SAM Coupé for hints, tips and general info. Will reply. Please phone (0228) 47058 or write to me at 157 Newton Road, Carlisle, Cumbria CA2 7LL. Thanks.  
 ■ Hi! My name's Derek, I'm 15 and I'm looking for a pen pal who's into rock and Speccies. Photo not essential, but sense of humour is. 2 North Lorimar Place, Cockenzie, East Lothian, Scotland.  
 ■ Air Force Speccy owner seeks pen pals of any age to exchange games, ideas, gifts. Send your snap and list. Write to Orino 8, Vrc Campus, Nagpur-Gooli, Maharashtra State, India.

## BOOK YOUR FREE AD HERE

If you'd like to advertise in Input/Output, please write in BLOCK CAPITALS below and send the coupon to Input/Output, Your Sinclair, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2AP. Oh, and don't forget your address and phone number. We can't accept any software sales, and this service is only available to private advertisers.

Please enter my advert under the following classification:

☐ Hardware ☐ Software ☐ Wanted ☐ Messages & Events ☐ Pen Pals

☐ Lonely Hearts ☐ Fanzines

Name.....

Address.....

Post code .....


MAGAZINE HEALTH WARNING

Think before you snip - most people use a photocopy instead.

YS 53

Sorry, but YS can accept no responsibility for the ads placed in Input/Output.

Editor Matt Bielby Art Editor Kevin Hibbert Production Editor Andy Ide Design Assistant Andy Ounsted Contributors Robin Alway, Marcus Berkman, Amanda Cook, Joe Davies, Jonathan Davies, Cathy Fryett, Mike Gerrard, Simon Goggin, Duncan MacDonald, David McCandless, Paul Morgan, Rich Pelley, David Wilson Advertising Manager Mark Salmon Advertising Executive Simon Moss Publisher Greg Ingham Assistant Publisher Jane Nolan Production Coordinator Melissa Parkinson Production Director Ian Seager Subscriptions Computer Posting, 120/126 Lavender Avenue, Mitcham, Surrey CR4 3HP Mail Order The Old Barn, Somerton, Somerset (tel 0458 74011) Printers Riverside Press, Gillingham, Kent Distributors SM Distribution, 6 Leigham Court Road, Streatham, London SW16 2PG. Your Sinclair is published by Future Publishing Ltd, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2AP (tel 0225 442244). © Future Publishing 1990. No part of this magazine may be reproduced without written permission.



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

**SUBSCRIPTION!"**



A screenshot from the video game Super Mario Bros. Mario is in the center, jumping over a gap in the ground. A rainbow bridge is visible in the gap. The background features a blue sky with white clouds and a distant castle. The top of the screen shows the score '10000' and the level number '1-1'. The bottom of the screen shows the word 'MARIO' in a stylized font.

\_\_\_\_\_

**KAPOW!** Watch these super savings mount up!!!!

**TOTAL PRICE** ..... £154.84

[illegible]

Geel! 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!

- The FREE game I'd like is...

- 

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

(Delete as applicable.)

Name .....

Address .....

Postcode .....

Signature .....

---

[illegible]



# DATTEL ELECTRONICS

**THE ULTIMATE  
GRAPHICS  
PACKAGE...**



**SPECIAL  
OFFER  
PACK!**



## Genius Mouse

**COMPLETE  
WITH**



**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 OCP 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.

**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!!



**FREE!**

**MOUSE MAT AND  
MOUSE HOLDER**

(WORTH £12.99)

**WITH EACH PACKAGE**

**ONLY WHILE STOCKS LAST**

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

**SALES ONLY  
0782 744707**

**TECHNICAL ONLY  
0782 744324**

### 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"**



# DATEL ELECTRONICS

**SPECIAL  
VALUE  
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**



## OCP 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 600 lines.
- ▼ Produce invoices, sales totals, pricelists, etc. easily with this simple to use program - stock management has never been so easy!

**ALL THREE ONLY**  
(All Microdrive compatible)  
**£14.99**



## OCP 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**  
(All Microdrive compatible)  
**£14.99**



## 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!!**



# DATEL ELECTRONICS

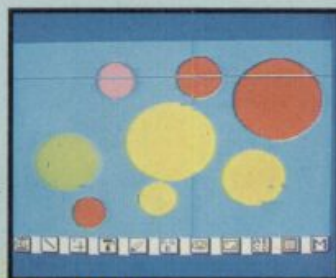
dktronics

## Lightpen



- Very easy to use - all functions are 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 screen images that you have created with your Lightpen.
- Complete with full instructions on its installation and use.
- Highly reliable design - many thousands have already been sold.
- This unit is attractively styled in computer colours to integrate perfectly with your computer system.
- Animate several screens in the computer's memory.
- Comes complete, ready to go. Plugs neatly into rear of Spectrum.

## LIGHTWRITER™

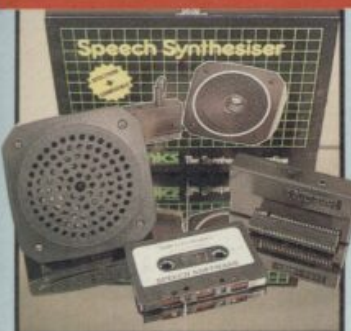


**JUST PLUG IN & DRAW CIRCLES, RECTANGLES, SQUARES & FREEHAND DRAWINGS.**

**COMPLETE SYSTEM  
LIGHTPEN/INTERFACE/SOFTWARE  
ONLY £15.99**

dktronics

## 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**

## 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, LListprint supported, HiRes screen dump (Epson).
- Comes complete with printer cable - no more to buy.

**ONLY £19.99**

## THE ULTIMATE MIDI PACKAGE...



- 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 some very interesting effects.
- It's a two voice music/sound synth.
- The Music Machine can also be used as a drum machine - eight drum sounds are already provided for you, but you can easily produce more of your own.
- The extremely powerful software allows you to compose tunes from individual bars of music. You can edit your creation on screen & Save/Load sounds, instruments & rhythms.
- 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.



## music machine



**MIDI  
COMPATIBLE**

**THE RAM MUSIC MACHINE IS  
PROBABLY THE MOST EXCITING  
MUSIC ADD-ON AVAILABLE  
FOR ANY COMPUTER.**

**ONLY  
£49.99**

**FOR THE BEST MUSIC  
ADD-ON AVAILABLE  
FOR THE SPECTRUM**





Completely useless. Not only is the container almost full, there are no decent patterns. Whoever took this screenshot may as well give up now.

**Domark/Tengen/£9.99 cass/  
£14.99 disk**



**Jonathan Right**, let's see if I can stagger through this whole review without mentioning *Tetris* once. Oops, that's blown it. Oh well, while we're at it, *Klax* does indeed bear a remarkable resemblance to *Tetris*, that Russian game with coloured blocks sliding about all over the place. But that's enough of that.

So what does *Klax* actually involve? It's a bit odd, really. You control a *Batty*-style bat, which sits at the bottom of a conveyor belt. Its sole function in life is to move left and right and catch little coloured blocks as they come whizzing down the conveyor belt towards it. Once it's caught them it can either hang onto them for a bit, drop them into the

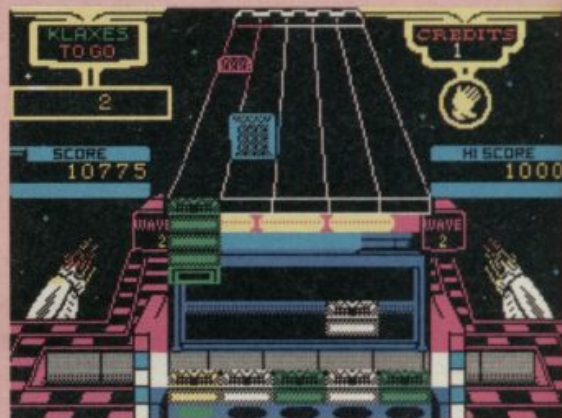
container at the bottom of the screen or chuck them back again. For those tempted by the latter option, it should be stressed that these blocks tend to find their way back again.

But there's more to it than that. To score loads of points and get onto the next level you need to drop the blocks so that they make patterns in the container (lines, diagonals, crosses, that kind of thing). The more complicated the pattern, the more points you get. Once you've made one, the blocks that made it up disappear, making room for you to chuck some more in.

And one other thing – if you're lucky you'll come across weird flashing blocks which alternate between all the different colours. Did I mention colours? Right, well blocks do in fact come in different colours, and the patterns (they're actually called 'Klaxes', but that sounds ridiculous) have to contain blocks that are all the

same colour. So these flashing ones are a kind of universal block which can be used as anything.

There are piles of levels, and each one has a



Oh dear. One life left and still no patterns. This bloke's rubbish.



Here we are on Level Two (the Chinese level). Doesn't look all that Chinese, does it?

**Gremlin/£9.99 cass/£14.99 disk**



**Matt** It's a bit of an 'almost' game this one, I'm afraid. I wanted to like it, I really did. (Heck, I wanted to write lots of

lovely things about it, give it a Megagame, say "Welcome back, Monty, why'd you stay away so long?", things like that.) But, um, I can't really. *Impossamole* is... okay. Erm, well perhaps it's a bit better than okay, but it's no *Rainbow Islands*, no *New Zealand Story*, no *Rick Dangerous* and no *Wonderboy*. (Perhaps we've just been spoilt by the frighteningly high standard of graphics and gameplay in coin-op conversions recently, I don't know.)

Don't get me wrong though – *Impossamole* isn't a

terrible game, just a disappointing one. It could (and should) have been a lot better than it is, not the slightly old-fashioned, rather empty and a tiny bit ill-conceived plodder we've ended up with. To beat the Japanese at this sort of thing you've got to be perfect, or near as dammit (just like they are), and 'perfect' isn't quite the word that springs to mind when you first see the new-look

Monty Mole. (I think 'silly' is closer, actually.)

I mean, just look at the poor chap. Not only does he resemble a rather unhappy pig with a cape on more than any sort of mole I've ever seen (something confirmed by his basic fighting move – a kick – which reveals him to have trotters!) but he



The snowy area is one of the best, with cable cars to jump across and so on. (The scrolling and some of the collision detection are fairly ropery though.)

# IMPOSS

looks faintly uncomfortable throughout the game. Take his tree-climbing posture (please, take it!). Is that a fat slug wiggling away there, or what? His bat-like gliding pose is even worse! (What was wrong with going for a much simpler main sprite, that's what I'd like to know. In *Rainbow Islands*, *Wonderboy* – and even *Dizzy*! – our heroes were hardly animated at all, and worked perfectly. Monty tries too hard and comes across a bit dumb.)

The general standard of gameplay 'isn't quite there' either. Collision detection is generally ropery, attack patterns poorly timed, there's too little to collect and not enough to climb. Baddies are sadly thin on the ground too, and Monty himself is much too plodding, weak and slow. (It's not a beat-'em-up – he shouldn't have to faff around hitting baddies two or three times before they die.)

On the plus side, however, all five levels seem to be of a pretty high standard graphically, with lots of colour (and a fair amount of colour clash appearing too, unfortunately). Most of the sprites are quite well drawn (though nothing stunning), but I was a bit disappointed at how little has been done with the various themes of each level. The mine bit and the jungle are pretty run-of-the-mill, while I played the



# AX

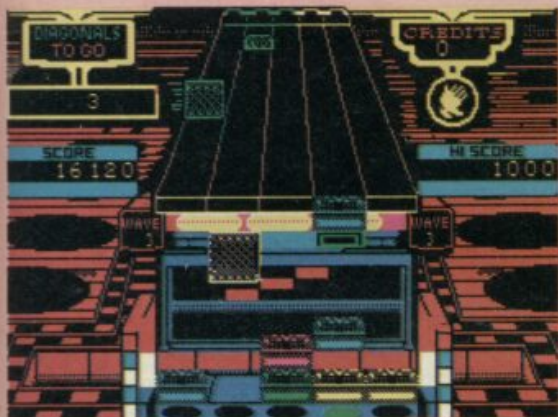
different background (some of which are decidedly strange) and a different target to meet before you go on to the next level. This is generally to get a certain

number of a particular pattern without letting too many blocks go zooming off the conveyor belt into oblivion.

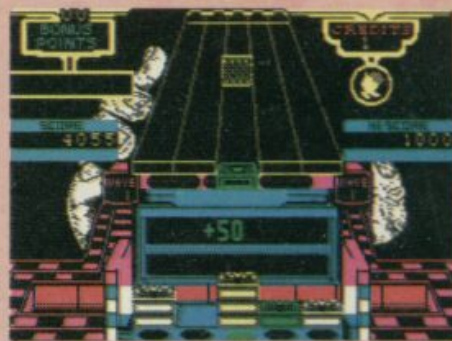
And it's quite good fun, actually. It takes a while to work out what's going on, but when it suddenly clicks then you're rolling, as it were. There's all sorts of strategy involved, such as whether you want to go for lots of little patterns and get the points that way, or go for a massive big one (like the 'X', which takes nerves of steel).

The graphics are a bit patchy, but they do their stuff, and the sound's fairly good too, with little tunes and bits of sampled speech. Not that it would matter if they were a load of crap, of course, as having fun is what it's all about.

These coloured block strategy things will always be hits, I reckon. You just can't go wrong with them. And as coloured block strategy things go, *Klax* is a winner. I think *Tetris*

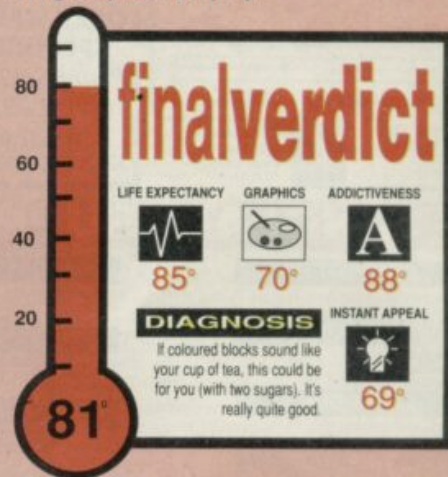


Yikes! Last life, no patterns, a pathetic score and a horrible red background.



Oo-er! A huge hand! More importantly, though, we've just scored 50 points. Woah!

probably has the edge, but perhaps I shouldn't be making comparisons anyway.



# SAMOLE

Oriental level about four times before realising it was meant to be set in the Far East! I thought it was an orchard or something, and those blokes attacking me were gardeners! How disappointing.

Actually, the best of an uninspired bunch is probably the Switzerland-style mountain bit, though even here there's far too little to do, only one way to go, and some very jerky scrolling messing the gameplay about a bit (a flip screen might have been a better idea if they were having these problems).

(By the way, if you're like me you're probably trying to puzzle out what the connection is between these four very different locations. And if you're like me you've probably come up with an answer - there isn't one, they just seemed like a good idea to someone somewhere at the time. What a pity they didn't make each one a bit more interesting.)

And so to the conclusion. Despite lots of colour, some occasionally nifty touches and the return of an old favourite character, *Impossamole* is a bit of a disappointment. What it lacks is any really well thought out puzzles or gameplay. Throughout the game there's just one way to go, one way to avoid (or confront) a problem, one baddy to face at a time, and, well, there should be a lot more. There should

also be more things to collect, more platforms to climb, more secret rooms, more of everything really.

Sorry, but *Impossamole* comes across as a mid-80s Spectrum character all tarted up with coin-op style trimmings and ending up looking faintly ridiculous. It's too slow, too pedestrian, too ill thought-out and too empty

of interesting characters! Perhaps I've been very hard on what is, after all, a reasonably colourful and pretty platform game, but I was expecting, or maybe just hoping for, a little more. It's not just that things like *Rainbow Islands* are incredibly hard acts to follow (though they are), it's that *Impossamole* isn't

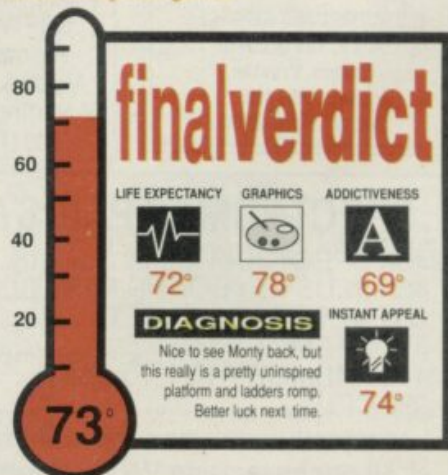


Is it a bird? Is it a bat? Is it a very stupid-looking mole? (Right third time.) Monty seems to be approaching some giant candles.



The first level - pretty pillars, giant diamonds and, um, that's about it.

really inspiring by any standards, even by those of the old Monty Mole games.





## HARDWARE

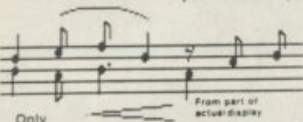
### Music Writer



#### 128/+2/+3 SPECTRUM

Three part score writing system

- Comprehensive range of music symbols
- Easy to edit and move bars
- WYSIWYH - an invaluable learning aid
- Loads and runs on all Spectrum 128s
- Manual, ring binder and demo scores
- +3 auto disc transfer



Only

£19.95

+£2 p&p  
sinc SAE to  
inform



G. Rowland  
P.O. Box 49  
Dagenham  
RM9 5NY

#### NEW! THE HACK PACK £7.99

The ultimate hacking package, created by a professional hacker. Six programs which enable you to hack or crack any protection on any game. Complete with special instructions featuring expert hints 'n' tips.

SPEECH SYNTHESIS £3.49. 20CHR SETS £3.99  
DRUM BEAT MACHINE £3.99. GAMES AID £3.99  
INTERRUPT SOUND EFFECTS £3.99 plus lots more  
Send 20p stamp for FREE full catalogue or order now! Please add 50p p&p when ordering.

Dept. YS, 8 Pine Dale, Rainford  
Merseyside WA11 8DP

### YOUR SINCLAIR THE ONLY WAY TO SELL ANY SPECTRUM PRODUCT!

Phone Simon Moss NOW!!

On 0225 442244

AND MAKE THIS SPACE WORK FOR YOU!

## SINCLAIR SUPPLIES

### COMPUTERS

Spectrum +2	£124.99
Spectrum +3	£169.99

### POWER SUPPLIES

Spectrum 48k	£9.99
Spectrum 128k/+2	£14.99
Spectrum +2A/+3	£24.99

### LIGHT GUNS

Magnum (48 or 128)	£29.99
Cheetah (128 only)	£24.99

### OTHER ITEMS

Spectrum Membrane	£9.99
QL Membrane	£9.99
Spectrum Datacard	£19.99
Kempston Interface	£9.99
10 Maxwell CP2	£24.99
Currah Speech (48K)	£14.99
Tasword 2	£9.99

### CABLES

+3 Cassette Lead	£4.99
+3/+2A Centronics	£9.99
+3/+2 Serial	£9.99

### NLQ PRINTER

Mannesmann Tally MT81	
Centronics 130 CPS 27 CPS/NLQ	£132.99
Fricition/Tractor	

### EDUCATIONAL SOFTWARE

Each Fun School 2 package includes 8 challenging programs. Prices are for Spectrum Cassette. Add £3 for disc.

Fun School 2 (under 6's)	£9.99
Fun School 2 (6-8's)	£9.99
Fun School 2 (over 8's)	£9.99

### BARGAIN BUNDLE

Includes Count with Oliver, Look Sharp, Numberfun, Learn to Read, Basic Arithmetic Getset. Age 4-7... £9.99

Prices include VAT & P&P. Payment by cheq/PO to:

Omnidale Supplies (Dept 12)

23 Curzon Street, Derby DE1 2ES. Tel 0332 291219

ZX81 SOFTWARE - SAE FOR LIST

VISA

Access

## 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

### COMPUTER REPAIRS & SPARES

Spectrum 48k, +	£16.00
Spectrum 128k, +2, +3	£22.00
QL	£27.00

Spectrum +2 Action Pack...£140.00

Spectrum +3 Action Pack...£190.00

Many spares and leads in stock.

Amstrad and Commodore also repaired

ACE REPAIRS, Dept YS1, Outways Farm,

Pelynt, Looe, Cornwall, PL13 2NW

Tel: (0503) 20282

### COMPUTERS WANTED

#### ALL HARDWARE AND SOFTWARE WANTED

For cash or exchange:

Music & Video Exchange

56 Notting Hill Gate, London

W11 (Tel: 01-727 0424)

## SPECTRUM REPAIRS / SPARES

48K SPECTRUM	£14.50
48K PLUS KEYBOARD FAULT	£11.00
48K KEYBOARD FAULT	£9.00
4116 MEMORY 1C	£0.60
4164 MEMORY 1C	£2.70
280 CPU	£2.20

Many other spares s.a.e. Minimum order £5

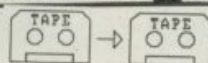
All prices include VAT and return postage

## R.A. ELECTRONICS

133 London Road South, Lowestoft,  
Suffolk NR33 0AX Tel: 0502 566289

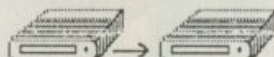
## SOFTWARE

## SPECTRUM SOFTWARE BY LERM. WITH FULL MONEY BACK GUARANTEE



### NEW TAPE UTILITY C2

TU.C2 PACKAGE COPIES MOST TAPES, EVEN JERKY, COUNTDOWN + FIREBIR\* LOADERS. EVEN CONVERTS MANY SECURED PROGRAMS TO NORMAL SPEED FOR RELIABLE LOADING. MEASURES LOADING SPEED, COPIES EXACTLY BLOCKS - EVEN OVER 51K. + SHORT TONE LEADERS, ETC.....£8.50



### LERM MICROMATE

"PERFECT ADDITION TO M/DRIVE"

"MORE POWER WITHOUT THE PRICE"

YS JULY 1988

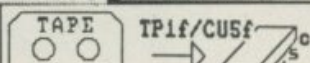
IT PAYS FOR ITSELF! FOR 1/2 DRIVE-SYSTEMS. INCLUDES: FORMAT (APPROX 104K), CLONE, SECTOR EDITOR, RENAME, RECONDITIONS AND REPAIRS CART, MULTIPLE ERASE, TRUE CAT, TAPE TO DRIVE (NOT GAMES), DRIVE TO DRIVE COPIER, DRIVE TO TAPE.

ON CART.....£11.99

### PLUS-3-MATE

#### THE DISC UTILITY

PLUS-3-MATE HAS 5 DISC UTILITY PROGRAMS INC. FULL CAT, DISC REPAIR/VERIFY, LOCK-OUT, SECTOR EDITOR, MULTIPLE ERASE + FILE COPIER, DISC INFO, BOOT PROG, ETC. INCLUDES CLONE - WHOLE DISC COPIER INC. PROTECTED DISCS. ON DISC FOR £12.99 - WHY PAY MORE!



### NEW TP1f/CUSf

FOR ALL DRIVES (inc. X/DRIVE, +D, ETC.) - MANAGES SOME PROGRAMS HARDWARE DEVICES CAN'T DO.

1. CUSf - DOES HUNDREDS OF PROGRAMS EASILY INCL. PULSED, COUNTDOWN LOADERS + FIREBIR\* - ABOUT 50% OF SOFTWARE.....£7.95

2. TRANSPACK IF - OUR UNIQUE COMPLETE TRANSFER PACKAGE (INC. 128K) - INCLUDES CUSf PLUS OTHER SOFTWARE AND SAMPLE TRANSFERS FOR PROGRAMS CUSf CAN'T MANAGE. NOT FOR THE NOVICE.....£11.99

3. INFORMATION BOOKS 1, 2 OR 3. EACH HAS AT LEAST 160 TRANSFERS TO USE WITH TRANSPACK 1. SAE FOR LISTS.....£2.50 per book

WE ARE THE ONLY COMPANY OFFERING A COMPLETE TAPE TO DRIVE PACKAGE.

NOT FOR THE NOVICE.....£11.99

3. INFORMATION BOOKS 1, 2 OR 3.

EACH HAS AT LEAST 160 TRANSFERS TO USE WITH TRANSPACK 1. SAE FOR LISTS.....£2.50 per book

WE ARE THE ONLY COMPANY OFFERING A COMPLETE TAPE TO DRIVE PACKAGE.

NOT FOR THE NOVICE.....£11.99

3. INFORMATION BOOKS 1, 2 OR 3.

EACH HAS AT LEAST 160 TRANSFERS TO USE WITH TRANSPACK 1. SAE FOR LISTS.....£2.50 per book

WE ARE THE ONLY COMPANY OFFERING A COMPLETE TAPE TO DRIVE PACKAGE.

NOT FOR THE NOVICE.....£11.99

3. INFORMATION BOOKS 1, 2 OR 3.

EACH HAS AT LEAST 160 TRANSFERS TO USE WITH TRANSPACK 1. SAE FOR LISTS.....£2.50 per book

WE ARE THE ONLY COMPANY OFFERING A COMPLETE TAPE TO DRIVE PACKAGE.

NOT FOR THE NOVICE.....£11.99

3. INFORMATION BOOKS 1, 2 OR 3.

EACH HAS AT LEAST 160 TRANSFERS TO USE WITH TRANSPACK 1. SAE FOR LISTS.....£2.50 per book

WE ARE THE ONLY COMPANY OFFERING A COMPLETE TAPE TO DRIVE PACKAGE.

NOT FOR THE NOVICE.....£11.99

3. INFORMATION BOOKS 1, 2 OR 3.

EACH HAS AT LEAST 160 TRANSFERS TO USE WITH TRANSPACK 1. SAE FOR LISTS.....£2.50 per book

WE ARE THE ONLY COMPANY OFFERING A COMPLETE TAPE TO DRIVE PACKAGE.

NOT FOR THE NOVICE.....£11.99

3. INFORMATION BOOKS 1, 2 OR 3.

EACH HAS AT LEAST 160 TRANSFERS TO USE WITH TRANSPACK 1. SAE FOR LISTS.....£2.50 per book

WE ARE THE ONLY COMPANY OFFERING A COMPLETE TAPE TO DRIVE PACKAGE.

NOT FOR THE NOVICE.....£11.99

3. INFORMATION BOOKS 1, 2 OR 3.

EACH HAS AT LEAST 160 TRANSFERS TO USE WITH TRANSPACK 1. SAE FOR LISTS.....£2.50 per book

WE ARE THE ONLY COMPANY OFFERING A COMPLETE TAPE TO DRIVE PACKAGE.

NOT FOR THE NOVICE.....£11.99

3. INFORMATION BOOKS 1, 2 OR 3.

EACH HAS AT LEAST 160 TRANSFERS TO USE WITH TRANSPACK 1. SAE FOR LISTS.....£2.50 per book

WE ARE THE ONLY COMPANY OFFERING A COMPLETE TAPE TO DRIVE PACKAGE.

NOT FOR THE NOVICE.....£11.99

3. INFORMATION BOOKS 1, 2 OR 3.

EACH HAS AT LEAST 160 TRANSFERS TO USE WITH TRANSPACK 1. SAE FOR LISTS.....£2.50 per book

WE ARE THE ONLY COMPANY OFFERING A COMPLETE TAPE TO DRIVE PACKAGE.

NOT FOR THE NOVICE.....£11.99

3. INFORMATION BOOKS 1, 2 OR 3.

EACH HAS AT LEAST 160 TRANSFERS TO USE WITH TRANSPACK 1. SAE FOR LISTS.....£2.50 per book

WE ARE THE ONLY COMPANY OFFERING A COMPLETE TAPE TO DRIVE PACKAGE.

NOT FOR THE NOVICE.....£11.99

3. INFORMATION BOOKS 1, 2 OR 3.

EACH HAS AT LEAST 160 TRANSFERS TO USE WITH TRANSPACK 1. SAE FOR LISTS.....£2.50 per book

WE ARE THE ONLY COMPANY OFFERING A COMPLETE TAPE TO DRIVE PACKAGE.

NOT FOR THE NOVICE.....£11.99

3. INFORMATION BOOKS 1, 2 OR 3.

EACH HAS AT LEAST 160 TRANSFERS TO USE WITH TRANSPACK 1. SAE FOR LISTS.....£2.50 per book

WE ARE THE ONLY COMPANY OFFERING A COMPLETE TAPE TO DRIVE PACKAGE.

NOT FOR THE NOVICE.....£11.99

3. INFORMATION BOOKS 1, 2 OR 3.

EACH HAS AT LEAST 160 TRANSFERS TO USE WITH TRANSPACK 1. SAE FOR LISTS.....£2.50 per book

WE ARE THE ONLY COMPANY OFFERING A COMPLETE TAPE TO DRIVE PACKAGE.

NOT FOR THE NOVICE.....£11.99

3. INFORMATION BOOKS 1, 2 OR 3.

EACH HAS AT LEAST 160 TRANSFERS TO USE WITH TRANSPACK 1. SAE FOR LISTS.....£2.50 per book

WE ARE THE ONLY COMPANY OFFERING A COMPLETE TAPE TO DRIVE PACKAGE.

NOT FOR THE NOVICE.....£11.99

3. INFORMATION BOOKS 1, 2 OR 3.

EACH HAS AT LEAST 160 TRANSFERS TO USE WITH TRANSPACK 1. SAE FOR LISTS.....£2.50 per book

WE ARE THE ONLY COMPANY OFFERING A COMPLETE TAPE TO DRIVE PACKAGE.

NOT FOR THE NOVICE.....£11.99

3. INFORMATION BOOKS 1, 2 OR 3.

EACH HAS AT LEAST 160 TRANSFERS TO USE WITH TRANSPACK 1. SAE FOR LISTS.....£2.50 per book

WE ARE THE ONLY COMPANY OFFERING A COMPLETE TAPE TO DRIVE PACKAGE.

NOT FOR THE NOVICE.....£11.99

3. INFORMATION BOOKS 1, 2 OR 3.

## ONLY POOLS AND HORSES

### FOOTBALL BOXFORM £14.95 (+ £2 for 3" disc)

The ONLY genuine form program for British football now incorporates SOCCEROO, a program specially written for AUSTRALIAN POOLS

FOOTBALL BOXFORM is not a gimmicky play thing but a serious statistical analysis of football form. Its sole objective is to improve the chances of winning on the pools or fixed odds and the results speak for themselves. THE PROGRAM HAS FORECAST 50% MORE DRAWS THAN WOULD BE EXPECTED BY PURE CHANCE.

"won £930 on the first week using FOOTBALL BOXFORM" D.D. Devon

"The program is nicely presented and easily used and updated....will undoubtedly prove extremely useful and profitable" Chic Computer Club.

POOLS PLANNER £14.95 (+ £2 for 3" disc)

The perm book on a computer. Gives full details of 369 entries ranging from 9 to 73960 lines and covering from 12 to 56 selections. Enter the amount you wish to stake and several examples are listed. No problem with checking... simply enter the results of your selections and the best lines are given almost immediately. Based on Lit-Blocks they are easily entered on the coupon and all are accepted by the pools firms.

RACING BOXFORM & HANDICAP WINNER £14.95 (+ £2 for 3" disc)

Two programs for the price of one. Easy to use and they never go out of date. All you need is a few minutes with a daily paper. BOXFORM weighs up a race by considering the many facets of form. Easily amended to suit the user's ideas. HANDICAP WINNER shows the value for money bets. Over 1000 winners in 1989 handicaps at 28/1, 25/1, 20/1, 16/1, 15/1....etc. Hundreds of winners this year at 20/1, 16/1, 14/1 etc.

"I received the tape last week and already it has paid for itself" A.G. Manchester

"highly delighted. I have had some excellent priced winners" J.D. Notts

"I am having more winning bets now than at any time since I started backing in 1956" A.B. Essex

SPECIAL OFFERS. Any 2 of the above £24.95 or all 3 £34.90 (+ £4 for 3" discs in either case). Both offers include FREE program to work out almost any bet. 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.

"Bought your suite of programs - found them to be absolutely marvellous - quite superb" R.E.W. Wolverhampton

Why pay inflated prices? BOXoft CLEVER and get the BEST.

Available on tape or disc for SPECTRUM, CMD C64/128,

AMS CPC's, BBC B. Price for 51/4" discs same as for tapes.

BOXoft (YS), 65 Allans Meadow

Neston, South Wirral, L64 9SQ

Credit card holders may phone 051-336-2668 (24 hrs)

Available on tape or disc for SPECTRUM, CMD C64/128,

AMS CPC's, BBC B. Price for 51/4" discs same as for tapes.

BOXoft (YS), 65 Allans Meadow

Neston, South Wirral, L64 9SQ

Credit card holders may phone 051-336-2668 (24 hrs)

Available on tape or disc for SPECTRUM, CMD C64/128,

AMS CPC's, BBC B. Price for 51/4" discs same as for tapes.

BOXoft (YS), 65 Allans Meadow

Neston, South Wirral, L64 9SQ

Credit card holders may phone 051-336-2668 (24 hrs)

Available on tape or disc for SPECTRUM, CMD C64/128,

AMS CPC's, BBC B. Price for 51/4" discs same as for tapes.

BOXoft (YS), 65 Allans Meadow

Neston, South Wirral, L64 9SQ

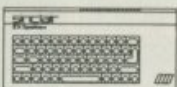
Credit card holders may phone 051-336-2668 (24 hrs)



## SOFTWARE

### P.C.G.

61<sup>B</sup> School Street  
Barrow-in-Furness  
Cumbria  
LA14 1EW



#### Desk Top Publishing Software:

WordMaster the word processor	£13.95
Headliner graphic & title designer	£10.95
Typelliner desktop publisher	£18.95
DTP Pack (all three above programs)	£37.95
DTP Font Packs now available	£7.95
Font Packs #1 and #2	£12.95

Prices for tape or 3.5" disk. For +3 disk add £2.00

#### Dot-Matrix Printers:

Citizen 120-D high quality NLQ printer	£160
Star LC10 superior quality, many features	£185
Star LC10-C colour version of the LC10	£225

All printers are compatible with the DTP Pack.

#### MGT SAM Coupe

MGT's amazing 'super Spectrum' computer:  
Coupe 256k - £169.95 Coupe 256k + disk £249.90  
Printer interface £29.95 256k add-on RAM £39.95

●●● FREE delivery on all items! ●●●

Want more details? Write or Phone 0229-36957 or 0229-836957

#### SAM DTP

Our outstanding Spectrum DTP pack software has now been converted for SAM. Call now for details of this amazing program! **Upgrading your Spectrum?** Call PCG now for special deals on the SAM Coupe and add-ons.

#### 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!

Available from PCG at £34.95

## UTILITIES

### KOBRAHNSOFT SPECTRUM UTILITIES

**SP6 TAPE TO +3 DISC UTILITY:-** NEW Transfer tapes to +3 disc. NOW transfers the LATEST Pulsing, Countdown and Multi Block programs. FREE superb DISC CATALOGUER. Now handles FULL 128K PROGRAMS. INCLUDES SP6 COMPANION which shows how to transfer many games. **Supplied on DISC at:- £14.95.**

**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.**

**MT1 MICRODRIVE TOOLKIT:-** NEW FULL M/D toolkit with Format, Sector erase/restore, Sector Editor, Full Cart Backup, Merge Rename, FAST M/C Catalogue:- **£12.95 on tape; £14.95 on Cart.**

**SW1 TAPE TO WAFADrive UTILITY:-** Transfer PROTECTED tapes to Wafadrive. Manual and FREE Disassembler:- **£7.95 on tape.**

**SC6 ADVANCED TAPE UTILITY:-** SC6 will now 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.**

**DB2 +3 DISC BACKUP UTILITY:-** NEW Backup +3 PROTECTED discs to DISC or TAPE: Easy to use; Handles Multi-Loads and now even more discs:- **£14.95 on Disc.**

**PLUS 3 DIARY AND FILING SYSTEM:-** NEW A complete diary/note pad/filing system/database for the +3, with LARGE database and diary to 2089, fast search, retrieve and biorhythms for 4 people:- **£12.95 on Disc.**

**ALSO AVAILABLE:-** SDS TAPE TO M/D; SOS TAPE TO OPUS DRIVE; SL4 SPEEDLOADER; CODE INVESTIGATOR - phone for more details.

#### MONEY BACK GUARANTEE - BUY WITH CONFIDENCE

Send cheque/P.O. to:- "KOBRAHNSOFT", 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 SAE (9"x5") for detailed Catalogue - mark envelope "ENQUIRY".

For more information please phone:- 078 130 5244.

Access, Visa Welcome - please phone above number. (24 Hour, 7 Day Service for FAST Mail Order).

## FASTWORD

### WORDFINDER / THESAURUS FOR THE SPECTRUM

Find the right words fast with this amazing 120,000 word blockbuster. Boost your word power, crack word puzzles, check spelling, and more. Now the Spectrum has the power of words, with lightning speed.

#### Program features:

- ★ Full index display of thousands of words, each with word definition and English spelling throughout
- ★ Instant entry to any part of the index, plus full indexing paging
- ★ 20 alternative words average displayed for any word selected
- ★ Instant display of requested information in colour or mono
- ★ Words used by rights agreement with Cassell plc
- ★ Runs on Spectrum 48K, 128K, +2 and +3 machines
- ★ Easy to use, with full illustrated instructions supplied
- ★ Transferable to any disk, M/Drive, etc, using information supplied
- ★ £7.95 on cassette, inclusive of first class postage by return Cheque/PO to:

#### BRUCE PUBLISHING

72A Lawe Road, South Shields, Tyne and Wear NE33 2AJ

## REPAIRS

### COMPUTER REPAIRS

**Fixed Super Low Prices!**  
Inclusive of parts, labour and VAT



FIRST AID  
FOR  
TECHNOLOGY

1 WEEK TURNAROUND

#### Amstrad/Sinclair Authorized

SPECTRUMS £14 inc. Free game	Commodore 64 £22 inc Free game
SPECTRUM 128 £18 inc	Commodore 128 £29 inc
SPECTRUM QL £32 inc	Commodore 16 £18 inc
SPECTRUM + 2 £25 inc	Vic 20, C + 4 £22 inc
SPECTRUM + 3 £32 inc	C64 P.S.U. FOR SALE £20 inc
SPECTRUM P.S.U. SALE £10 inc	

Please enclose payment with item - 3 month warranty on repair  
Please enclose advert with repair

#### W.T.S. ELECTRONICS (YS)

Studio Master House, Chaulend Lane, Luton, Beds LU4 8EZ  
Tel: 0582 491 949 (4 lines)

## UTILITIES

### 48K/128K/+2/+3 UTILITIES

**SPECCIFAX GRAPHICS PACKAGE** - Tape £9.95, +3 Disc £13.95, Microdrive £11.99  
220 user changeable charas/symbols to type colour pictures/text, save, retrieve, update, print, display by index, repeating series, slide projector. Games screens, ads, art, learning graphics.

**COMPLETE MACHINE CODE PACKAGE** - Tape £8.95, +3 Disc £12.75, Microdrive £10.75  
Assemble, disassemble, test, debug, trace, step, backtrack, breakpoints, hex, binary, decimal.  
Character/screen/games design, copying tapes examples given. Unique on-line facilities to teach yourself assembler and machine code, instructions supplied - Crack, Hack or Learn the Knack.

**MICRODRIVE MANAGEMENT AND RECOVERY** Copy, sensible CAT, recover corrupt files £9.75  
**RAMDOS MICRODRIVE OPERATING SYSTEM** Random access, screen edit, sort, search £9.75  
FREE TEXT DATABASE Multi-purpose text processor/filing system with search

SAE for leaflets. Tel: 0268 780663 queries. Pay by cheque/PO, airmail 50p EEC, £1.50 world.  
ROYBOT YS, 45 Hullbridge Rd, Rayleigh, Essex SS6 9NL

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/final round matches. Individual assessment of over 250 named players. Fast, slow, medium paced bowlers. Team selection and decisions on the field regarding batting, bowling and fielding tactics will determine result. Batting/bowling analysis. Scorecard. Pitch analysis. Full match play. Save game + much more.



#### THE RACING GAME

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







## 520ST-FM SUPER PACK



The Atari Super Pack is ideal for you if you want to get off to a flying start with the best in entertainment software. The Pack includes a 520ST-FM with 1Mb RAM, a built-in 1Mb disk drive, over £450 of top games and a joystick. If you buy the Super Pack at Silica Shop, we will add our own ST Starter Kit (worth over £200), Free Of Charge. Return the coupon for details.

# £399

INCLUDING VAT

With SM124 mono monitor: £498 INC VAT

With SC1224 colour monitor: £698 INC VAT

### 1Mb DISK DRIVE £450 OF SOFTWARE ARCADE GAMES

Arkanoid II	Imagine	£19.95
Beyond The Ice Palace	Elite	£19.95
Black Lamp	Firebird	£19.95
Buggy Boy	Elite	£19.95
Chopper X	Mastertronic	£9.99
Ikari Warriors	Elite	£14.95
Marble Madness	Electronic Arts	£24.95
Quadrailen	Logotron	£19.95
Ranarama	Hewson Consultants	£19.95
Return To Genesis	Firebird	£19.95
Roadwars	Melbourne House	£19.95
Starquake	Mandarin	£19.95
Test Drive	Electronic Arts	£24.95
Thrust	Firebird	£9.95
Thundercats	Elite	£19.95
Wizball	Ocean	£19.95
Xenon	Melbourne House	£19.95
Zynaps	Hewson Consultants	£19.99

### SPORTS SIMULATIONS

Eddie Edwards Super Ski	Elite	£19.95
Seconds Out	Tynesoft	£19.95
Summer Olympiad '88	Tynesoft	£19.95

### PRODUCTIVITY SOFTWARE

Organiser	Triangle Publishing	£49.95
-----------	---------------------	--------

### JOYSTICK

Atari CX40 Joystick	Atari Corp	£4.99
---------------------	------------	-------

FREE ATARI BUNDLE VALUE: £458.97



## ST COMPUTERS

The range of Atari ST computers offers something for everyone. From the games enthusiast who wants the challenge of the very best in arcade action, to the businessman who wants to make financial forecasts or faultless presentations. The ST offers high quality graphics, sound and speed for the gamer, whilst providing a fast, user friendly and affordable solution to business. The ST is now firmly established in the home environment and boasts a wealth of users in education, local government, television, and a variety of different businesses. Software for the range stretches to cover applications as diverse as ENTERTAINMENT, ACCOUNTS, ART, COMMUNICATIONS, COMPUTER AIDED DESIGN, DATABASES, DESKTOP PUBLISHING, EDUCATION, MUSIC, PROGRAMMING, SPREADSHEETS, WORD PROCESSING and more. For a full list of the software available, as well as details of the ST range, complete and return the coupon below.

All prices correct at the time of going to press. E&OE

## 520ST-FM EXPLORER PACK WITH BUILT-IN 1Mb DISK DRIVE



The value for money offered by the Atari ST range is reflected in the Explorer Pack featuring the 520ST-FM computer with 512K RAM. The 520ST-FM computer now comes with a built-in 1 Mb double sided disk drive as well as a free mouse controller and a built-in TV modulator. The new 520ST-FM Explorer Pack includes the 520ST-FM computer, the arcade game Ranarama, a tutorial program and some useful desktop accessories. In addition, if you buy the Explorer Pack from Silica, we will give you the Silica ST Starter Kit worth over £200, FREE OF CHARGE. Return the coupon for details of our Starter Kit and of the full ST range.

# £260

ONLY £2.51 PER WEEK  
RETURN COUPON FOR DETAILS  
+VAT= £299

+ SM124 mono monitor: £398 INC VAT

+ SC1224 colour monitor: £598 INC VAT

## 1040ST-FM PROFESSIONAL PACK

### NOW WITH TV MODULATOR

For the serious home user and the small business, we are pleased to announce a new package based around the 1040ST-FM. The 1040ST-FM has 1Mbyte RAM and a 1Mbyte built-in disk drive. In addition, the 1040ST-FM now comes with a TV modulator built-in. (The previously available 1040ST-F was designed for use with a monitor only and did not come with a modulator.) This modulator allows the 1040ST-F to be plugged directly into any domestic TV set, and comes complete with a lead to allow you to do so. The new 'Professional Pack' from Silica includes the new 1040ST-FM with modulator plus four high quality software packages including a spreadsheet, database, word processor and programming language. This 'Professional Pack' software will enable you to get straight down to business with your new computer. In addition to this software (worth £384.84), if you buy the Professional Pack from Silica Shop, you will also receive the Silica ST Starter Kit (worth over £200), Free Of Charge. Return the coupon for further information.



ATARI 1040ST-FM (Computer)	£499.99
VIP PROFESSIONAL (Spreadsheet)	£149.95
MICROSOFT WRITE (Word Processor)	£149.95
SUPERBASE PERSONAL (Database)	£59.95
BASIC DISK & MANUAL (Language)	£24.98

NORMAL RRP: £884.82

LESS DISCOUNT: -£385.82

PROFESSIONAL PACK PRICE: £499.00

# £499

INCLUDING VAT

With SM124 mono monitor: £598 INC VAT

With SC1224 colour monitor: £798 INC VAT

## 2Mb & 4Mb MEGA ST

The MEGA ST computers are styled as lightweight keyboard with a separate CPU, connected by a coiled telephone style cable. There are two versions of the MEGA ST, one with 2Mbytes of RAM and the other with 4Mbytes. Each version has a 1Mbyte double sided disk drive built-in to the CPU unit. The MEGA ST's do not come with modulator built-in and must therefore be used with a monitor. With every MEGA ST purchased, we will add the 'Professional Pack' software (worth £384.83) detailed above, plus the Silica ST Starter Kit (worth over £200) both Free Of Charge. Return the coupon for further details.



### 2Mb MEGA ST

(worth over £200)

both Free Of Charge.

Return the coupon for further details.

+ mono monitor = £998

+ colour monitor = £1198

### 4Mb MEGA ST

(worth over £200)

both Free Of Charge.

Return the coupon for further details.

+ mono monitor = £1298

+ colour monitor = £1498

## DTP PageStream £149 +VAT = £171.35

Desktop Publishing (DTP) is one of the fastest growing applications for personal computers. We are pleased to announce a powerful low cost package for the Atari ST called PageStream. PageStream costs only £149 (+VAT=£171.35) and, because it works with an Atari 1040ST and a Sekosha SP-180AI printer, you can be up and running with a complete system for less than £1000. Some of the features of PageStream are listed to the right. If you would like further information on this program, complete and return the coupon below, ticking the 'DTP' box in the corner.

- TEXT-FLOW AROUND GRAPHICS
- ROTATION OF TEXT & GRAPHICS
- SLANT OR TWIST ANY OBJECT
- POSTSCRIPT COMPATIBLE
- TAG FUNCTION
- AUTO-MANUAL KERNING & HYPHENATION
- GROUPING OF OBJECTS

## WHY SILICA SHOP?

Before you decide when to buy your new Atari ST computer, we suggest you consider very carefully WHERE you buy it. There are MANY companies who can offer you a computer, a few peripherals and the top ten selling titles. There are FEWER companies who can offer a wide range of products for your computer and expert advice and help when you need it. There is ONLY ONE company who can provide the largest range of Atari ST related products in the UK, a full time Atari ST 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 with an annual turnover in excess of £8 million and can now claim to meet our customers requirements with an accuracy and understanding which is second to none. But don't just take our word for it. Complete and return the coupon below for our latest literature and begin to experience the Silica Shop specialist Atari service.

**SILICA STARTER KIT:** Worth over £200. FREE with every Atari ST computer bought from Silica.

**PROFESSIONAL PACK:** Free business software with 1040ST-FM and MEGA ST's bought from Silica.

**DEDICATED SERVICING:** 7 full-time Atari trained staff with years of experience on Atari servicing.

**THE FULL STOCK RANGE:** All of your Atari requirements from one place.

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

**FREE CATALOGUES:** Mailed direct to your home as soon as we print them, featuring offers as well as all of the new releases.

**FREE OVERNIGHT DELIVERY:** On all hardware orders shipped within the UK mainland.

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

**FREE TECHNICAL HELPLINE:** Full time team of Atari technical experts always at your service.

## FREE SILICA STARTER KIT WORTH OVER £200

WITH EVERY ST - RETURN COUPON FOR DETAILS  
ALL PRICES QUOTED INCLUDE FREE UK DELIVERY

## DO YOU OWN AN ATARI ST?

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

### SILICA SHOP:

**SIDCUP (& Mail Order)** 01-309 1111

1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX

OPEN: MON-SAT 9am - 5.30pm LATE NIGHT: FRIDAY 9am - 7pm

**LONDON** 01-580 4000

52 Tottenham Court Road, London, W1P 0BA

OPEN: MON-SAT 9.30am - 6.00pm LATE NIGHT: NONE

**LONDON** 01-629 1234 ext 3914

Selfridges (1st floor), Oxford Street, London, W1A 1AB

OPEN: MON-SAT 9am - 6.00pm LATE NIGHT: THURSDAY 9am - 8pm

To: Silica Shop Ltd, Dept 23-YOURS-0590, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

## PLEASE SEND FREE LITERATURE ON THE ATARI ST

Mr/Mrs/Ms: Initials: Surname:

Address:

Postcode:

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

DTP ☐





# SHOCKS

The sun is shining,  
the birds are  
fleeing away. It  
looks like we may  
be in for another  
long hot summer.

And it'll be a hot

one Spec-wise too.

that's for sure, with

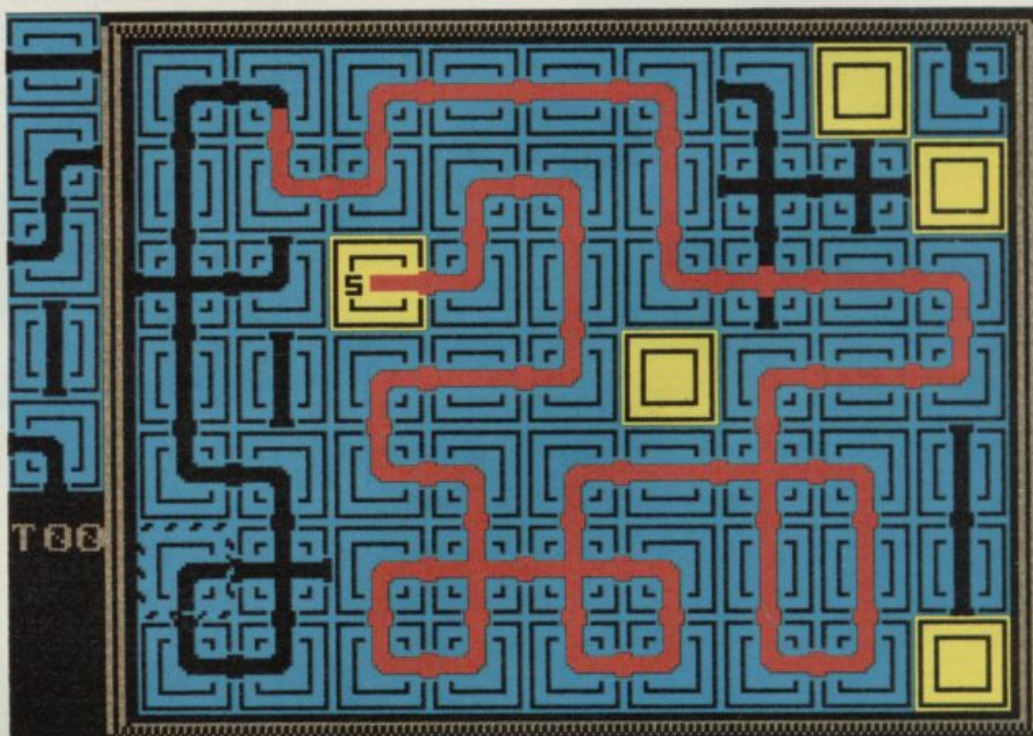
oodles of groovy

games lined up for

release over the

coming months,

including...



The water (indicated in red) is flowing away there, but we're a good 11 pieces of piping in front of it, with more to come. Check out the box second row up, far left - that's where our cursor is at the moment.

## Pipe Mania Empire

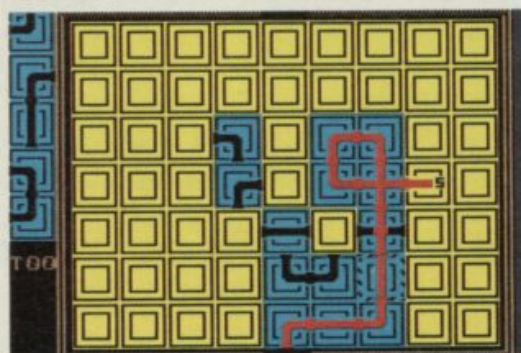
Remember *Tetris*? The incredibly simple (but incredibly, incredibly addictive) little puzzle game that came out of Russia and took the world by storm? It was just about the greatest game of all time (or something). In fact, it was so blooming great (and so blooming successful) that ever since, whenever a puzzle game's come along, everybody's started shouting "Ooh look, it's the new *Tetris*!" It

never is of course, but that hasn't stopped them shouting it.

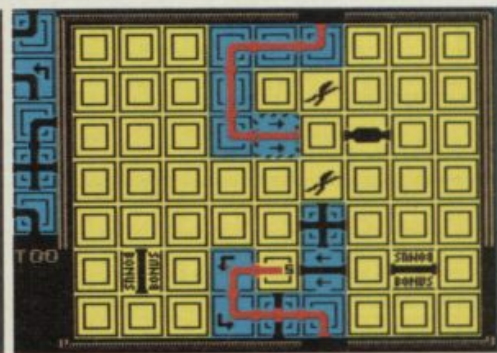
And then along comes *Pipe Mania*. It's a puzzle game. It's rather simple. It looks, as you can probably see from the screenshots, a little bit uninteresting. And everyone starts shouting "It's the new *Tetris*!" again (and not just the people from Empire, who've come up with the thing, either). And guess what? For once there's a chance they're actually right!

So what's this *Pipe Mania* all

about then? Well, it really is as simple as simple can be. It's all about water. And pipes. You see, you're a plumber (or something), but you've got a problem! Somebody rather uncharitably keeps turning the flow of water on before you've actually got around to building the pipeline, so now you've got to keep frantically building new pipes to keep one step ahead of the wet stuff! Let it catch up with you and you've lost, but stay ahead of the flow long enough to use up all the bits of piping you're meant to



Blimmin' 'eck! The water's gone off the bottom of the picture! (What now?)



Blimey! What's going on here? There seem to be obstacles all over the place! (Check out our review next issue for the explanation!)





get rid of on that level, and you've won. Piece of cake, eh?

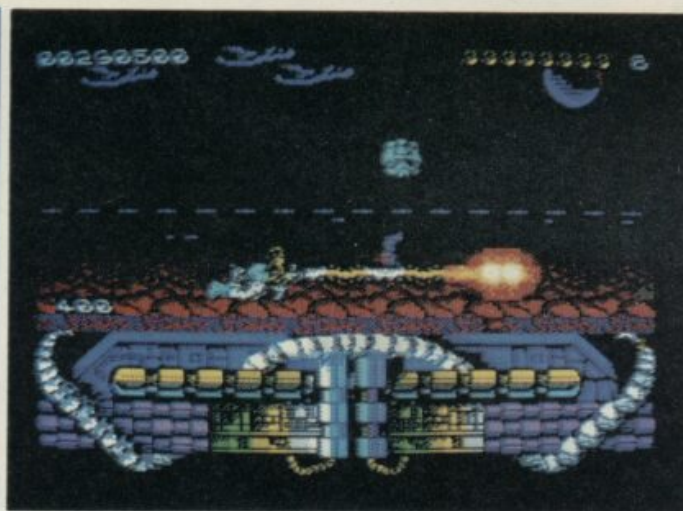
Well, no actually, it's not. You see, they've added all sorts of other little bits and pieces to complicate the game (especially on the later levels). We'll get onto those in a minute, but first let's start off with a quick go at the game to see exactly how it's all meant to work.

Right, kick-off time, and we're faced with an empty grid covering the bulk of the screen – empty, that is, except for a single yellow block (your starting point). Pipe sections start to appear in the dispenser at the side of the screen, so you move your cursor around the place, dumping the bits roughly where you want them as they appear.

There's nothing to say you have to place them in order though – you could put a few you don't immediately know what to do with over on the far side of the screen somewhere, with the idea that later on you'll be able to bring your pipe round to join up with them. Of course, the time will come when you find you've got yourself totally stuck, with the wrong bits of pipe in the wrong places, the water gurgling its way towards you, and nothing you can possibly do about any of it. Nothing, that is, except bomb the offending piece of piping out of existence, and replace it with a new section! (Don't do this too often though, it costs time and points.)

As you progress up the levels, the amount of time you're given to construct a pipeline before the water starts to flow gets smaller, the liquid rushes through the pipes faster, and obstacles appear on the grid which you can't 'bomb'. (Drat it!) There's other extra stuff too, like one-way pieces (which the liquid can only flow through one way, obviously), set places where the flow must end up, and sections where you can lead the flow off one side of the screen and back on the other (like the way the space-ship works in *Asteroids*).

All in all *Pipe Mania* looks like it'll be a stunningly addictive little number (perhaps even a YS all-time favourite). Check out the review next issue to find out why! (Release date? Any day now!)



Aha! Our hero seems to have collected some kind of mega-flame-thrower weapon. (In fact, it looks so mega and heavy that the sheer weight of it has forced the poor chap to his knees.)

### Astro Marine Corps Dinamic

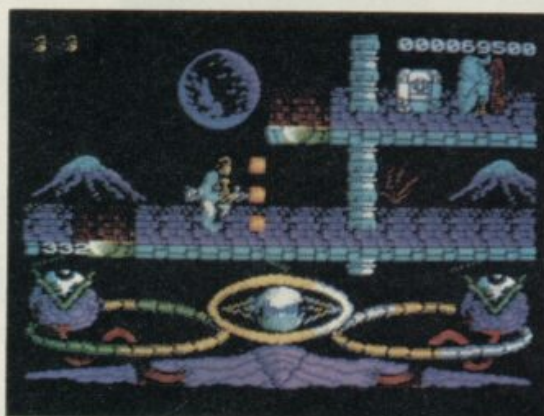
As any fule noe, Dinamic is Spain's finest software house – in fact, as far as Speccy owners are concerned, it's more or less Spain's only software house. Dinamic has one more claim to fame though – it's well-known (some would say infamous) for producing some of the hardest, most impossibly difficult games known to man.

Army Moves,

Navy Moves, *After*

*The War* and (especially) *Grand Prix Master*, each and every one of them soon had Speccy owners across the nation pulling their hair out in frustration.

And then what happened? Well nothing much (it's been a bit quiet of late), but not for much longer, because its latest unfeasibly hard (at a guess)



Here we are entering a sort of platform section, with what looks like the triple-directional firing gun at the ready. (Don't quote us though – it's only a guess!)

extravaganza is about to hit the shops even as we speak! It's called *Astro Marine Corps* (AMC to its friends) and it's a multi-level arcade adventure cum

shoot-'em-up, not unlike the previous *After The War* in fact, but this time in lovely bright colours and with less of a beat-'em-up feel to it.

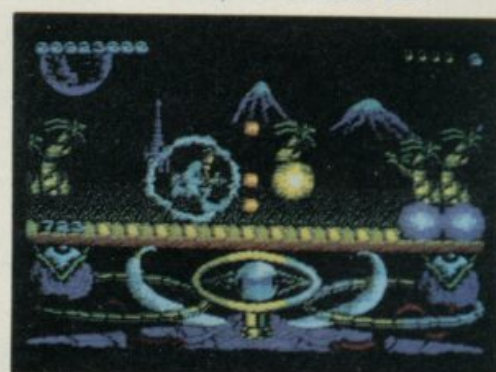
You play a sort of lone Space Marine (from the *Astro Marine Corps*, of course) on a mission to destroy the Deathbringers, a group of intergalactic criminals of many different species who are out to conquer the galaxy. You come equipped with nine different sorts of weapon, from grenades, flame-throwers and photolasers to temporary invulnerability, three-way directional guns and smart bomb-type things, all of which are collectable en route, of course.

Baddies are equally varied, ranging from giant robots on two huge metal legs (a similar thing appeared in *After The War*) to huge alien reptile beings, and, of course, the big Deathbringer boss (apparently a cyborg of some description).

It all sounds very exciting, doesn't it, and the screenshots certainly look nice and colourful. And what's more, it'll be available any day now! Why not check it out?



Hurrah! A baddy at last! Looks like our hero's decided to attack a sort of walking tree. (By the way, isn't it really neat the way the icon panel in the bottom part of the screen seems to be changing with every shot?)



Wa-hey! Now we're cookin'! I seem to have collected a defensive shield-thing as well as the triple firing gun doobiel. Is it any wonder the alien trees I've decided to kill seem to be running like the blazes?



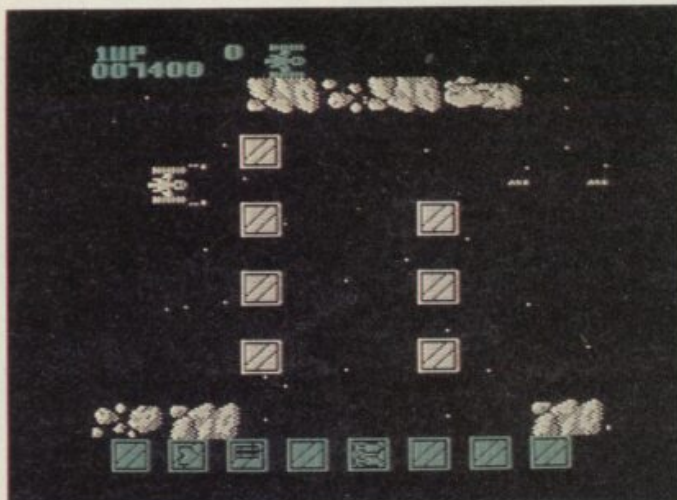
## Delta Charge! Thalamus

This is *Delta Charge!*, the first new release in, ooh, yonks from Thalamus. (The last one, if you remember, was *Sanxion* - *The Spectrum Remix* back in the summer of '89). As you can probably see, it's a fairly unremarkable looking horizontal-scrolling shoot-'em-up, though of course that doesn't mean it won't be as playable as anything (the proof of the pudding being in

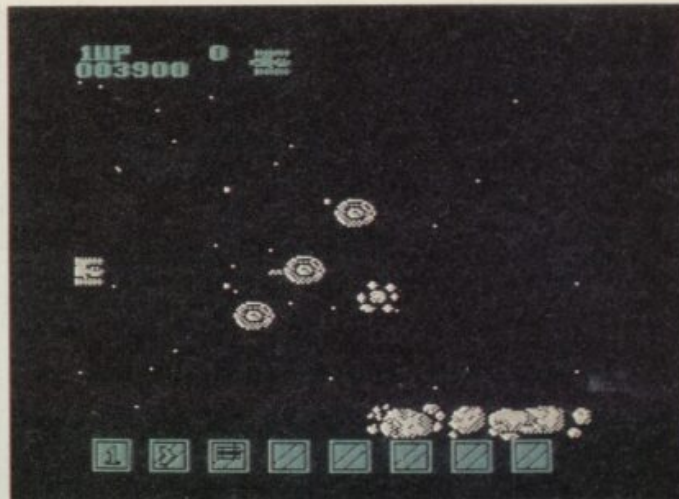
the eating and so on).

There are 20 levels, seven add-on weapons, and all the usual sort of blasterama stuff. And as for the plot? Well, it sees you as the pilot of an Earth fighter ship entering Delta space on a mission to locate a missing merchant vessel. All nice and peaceful so far but oh no! The vicious Hsiffan Khanate soon spring to the attack!

What else can we say? Well, actually, there's a fairly interesting story about how the



Yikes! Part of the Hsiffan Khanate defence force seems to be a series of solid blocks left floating in space which you're meant to bump into. (Devious stuff.)



*Delta Charge!* has much of the same look as some of those classic old arcade games - small, simple sprites, not many colours, but (cross fingers) complex and challenging attack formations that more than make up for it.

Spectrum version of this game came to be. You see, Jason McGann (the chap who wrote it) was so fond of *Delta*, an ancient Thalamus C64 game, that he decided to come up with a Spectrum version off his own bat. Many months of beaver away in his bedroom later he got the thing sufficiently finished to take and show the company, who were so impressed with his dedication (or something) that they felt it deserved a release! So here it is! Oh, and the name

change came about because Jason took a number of liberties with the basic plot and graphics, meaning that it wasn't exactly the same game, but more a sort of tribute to it.

The price is going to be £9.99 for the cassette version, with the release date sometime in April - which should be around the time you're reading this. Hopefully we'll have a review lined for the next ish so keep those eyes peeled.



## POOLS AND HORSES WIN WITH COURSEMASTER AND POOLMASTER



(Formerly 'Pools Predictor' by Corwen Computer Systems)

### The Computer HorseRacing Programme

- ★ RATES ANY RACE IN SECONDS - ANY DAILY NEWSPAPER IS ALL YOU NEED
- ★ NEVER out of ate - Both N. Hunt and Flat - Fast data entry
- ★ AMAZING ACCURACY!! - Now you CAN BEAT THE BOOKIE!
- ★ Works on the simple principle that **FAST HORSES BEAT SLOW ONES!!!**
- ★ Clearly identifies best selection in every race plus these **AMAZING** Features:- First, Second and Third choice shown for Forecasts and Tricasts, etc. Recommends most suitable type of bet.
- ★ Actually works out your **WINNINGS** on most popular bets including **SINGLES** and **DOUBLES**, win and each way. **PATENTS, YANKEES, CANADIANS, HEINZ** etc. Good **EACH WAY** and **LONG ODDS** bets clearly shown.
- ★ Will **PRINT** out your **BETTING SLIP** for you.
- ★ Maintains a **BANK ACCOUNT** - **BET** like **PROFESSIONALS** do! Records all your bets in any number of accounts. Keep a complete record of your betting or compare **COURSEMASTER** against your favourite tipster.
- ★ **PLUS!!! - THE AMAZING COURSEMASTER SYSTEM.** This superb betting system is included in the programme. A system which regularly produces huge wins from small stakes. Try it! Can pay for itself many times over on the first day!
- ★ Supplied with 20 page **BETTING GUIDE** and **MANUAL**

**FREE HOT TIP OF THE MONTH TO EVERY PURCHASER**

Supplied on TAPE at £16.95 for:-  
All Spectrums, Commodore 64/128,  
Amstrad CPC's, BBC & Electron. Also  
available for Sinclair QL on Microdrive  
15 £16.95

Supplied on DISC at £19.95 for:-  
All Spectrums, Commodore 64/128,  
Amstrad CPC's, Amstrad PCW's,  
BBC & Electron. IBM/PC compatibles,  
All Amstrad PC's etc.

Please state machine and disc size

### The Computer Football Pools Predictor

The amazing **POOLMASTER** programme is by far the best Pools predictor that we have ever seen. In just 10 weeks of trying this programme ourselves we won 12 dividends the largest being nearly £300. **POOLMASTER** is simple to use and requires only that you keep the league tables up to date using your usual newspaper.

The result of many years research into the Football Pools by the programme Martin Evans of C.C.S. the programme is a masterpiece of expertise and is simplicity itself to use.

- ★ Predicts Homes, Aways and Draws.
- ★ No fiddly typing in of teams etc. and no redundant databases.
- ★ Instant read out or Hardcopy if you have a Printer.
- ★ Uses scientific formula based on recent form home and away, league position, goals scored etc. It has long been realised that certain combinations of these factors return a much higher average of draws than the laws of average would expect. **POOLMASTER** looks for these factors and analyses their significance to give you the best possible chance of a win.
- ★ Also has a "Sequence Predictor" option. Many people believe that certain numbers on the coupon come up more often than others and over a season patterns do seem to develop. The programme analyses these patterns and predicts the numbers most likely to come up next. Certainly more scientific than sticking a pin in or family birthdays etc!

**IF YOU DO THE POOLS THEN THIS IS THE PROGRAMME FOR YOU**

SUPPLIED ON TAPE AT £16.95  
FOR ALL SPECTRUMS, AMSTRAD CPC'S,  
COMMODORE 64/128

SUPPLIED ON DISK AT £19.95  
FOR ALL PCW'S, SPECTRUMS, COMMODORE  
64/128, AMSTRAD CPC'S, AMSTRAD IBM  
COMPATIBLE PC'S.

British and Australian version available please state which. Please state disc size.

★ SPECIAL COMPENDIUM DISK OR TAPE CONTAINING BOTH COURSEMASTER & POOLMASTER - TAPE £31.95 - DISK £34.95 ★

#### £ STOCKS AND SHARES MASTER

- ★ A complete **STOCKS AND SHARES** manager programme written SPECIFICALLY for the SPECTRUM.
- ★ Maintains an up-to-date **RECORD** of your portfolio. **PRICES, PROFIT or LOSS.** 50 Companies per record. Any number of records.
- ★ **BUY and SELL** Shares - detailed period and analysis of price movement. Should you **BUY, HOLD or SELL?**
- ★ See **TOTAL** value of your holding or **INDIVIDUAL SHARES.**
- ★ **SPECULATE and FORECAST.** Would you be better as a **BEAR, BULL or STAG.**
- ★ Whether you play the market or buy privatisation issues then **STOCKMARKET MASTER** will keep you in touch with up-to-the-minute information.
- ★ Feel the buzz and vibration of the markets without risking a penny if you wish. Play the markets before deciding to invest.
- ★ **REAL MONEY.** Flatter your **EGO!** Would you make a **FUND MANAGER!** The best **INVESTMENT** you can make at £16.95 inc. P&P.
- ★ Available for Spectrum only (48k and above inc +3 disc version). Plus Three version add £3.00 for disc.

#### £ PROFIT FROM YOUR MICRO

- ★ **WHATEVER** your **MICRO** is you can use it to make a good income!
- ★ Even if you only have a couple of hours to spare each week!
- ★ We have put together a package of easy, sensible and practicable business ideas which can easily be used by anyone with any micro.
- ★ No computer expertise required!!
- ★ Earn £££'s from home doing what you enjoy doing - using your **COMPUTER!!** It doesn't matter which model.
- ★ You probably already have all you need to start earning.
- ★ **THOUSANDS** of potential customers in your area who will **GLADLY** pay for your service. We will show you how to find them!
- ★ Full step by step guide to **EARNING MONEY FROM YOUR MICRO.** FREE BUSINESS IDEAS CASSETTE TAPE WITH EVERY COPY £12.95 inc. P&P.

**SPECIAL OFFER - BUY ALL THREE PROGRAMMES AS ABOVE - RECEIVE PROFIT FROM YOUR MICRO FREE.**

**INTRASET LTD, (DEPT YS) FREEPOST NO.10 Woodside Ave, Clayton-Le-Woods, Chorley, Lancs, PR6 7QF.**



# NINJA SPIRIT



ALWAYS SCREEN SHOOT



**ACTIVISION**

NINJA SPIRIT © 1988 IREM CORPORATION. LICENSED TO ACTIVISION (UK) LIMITED.

Consumer Support Tel: (0734) 310003

Mail Order: Intermediates Ltd. P.O. Box 847, Harlow CM21 9PH Tel: (0279) 600197





EVERY CITY HAS A MEAN STREET!

# SHADOW Warriors



SHADOW WARRIORS, THE LATEST, GREATEST AND MOST AMBITIOUS MARTIAL ARTS COIN-OP GAME NOW RAGES ON YOUR COMPUTER - FEATURING

**INTERACTIVE SCENIC BACKDROPS**

THE SECRETS OF THE NINJITSU TECHNIQUES HAVE BEEN HANDED DOWN SINCE THE MEDIEVAL WARS... NOW THEY LIVE IN THE JUNGLE OF THE AMERICAN METROPOLIS.

A THOUSAND YEARS OF THE NINJITSU SECRETS AT YOUR FINGERTIPS... THE

**PHOENIX BACKFLIP**

TRIPLE BLOW COMBINATION, FLYING NINJA THROW,

**HANG KICK**

AND MORE, GIVE YOU A FORMIDABLE

ARMOURY OF STUNNING MOVES.

TAKE YOUR TECHNIQUES TO THE

STREETS

**SHADOW WARRIORS**

... THE HERO OF THE

**NINETIES**



**SPECTRUM**

**AMSTRAD**

**COMMODORE**

**ATARI ST**

**AMIGA**

**ocean**

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