

BRITAIN'S BEST-SELLING SPECTRUM MAG!

YOUR SINCLAIR

NOV
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No 71
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Tape

Check out our exclusive preview
of the latest turt-alert adventure

PIZZA PANIC

EGGCELLENT EGGVENTURE DIZZY 5

We Preview Dizzy's Latest Eggskapade
In The Spooky Mystik Kingdom

CRASH
READERS TURN
TO PAGE
FOUR

SEALS
BREWS
Inc

Crivens! You shouldn't be able to read
this. Why not ask the newsagent where
your wonderful Mag 7 cover tape is, you
know it makes tents, erm, sense.

WODGES OF GAMES ON REVIEW

Arnie's on the march in Terminator 2

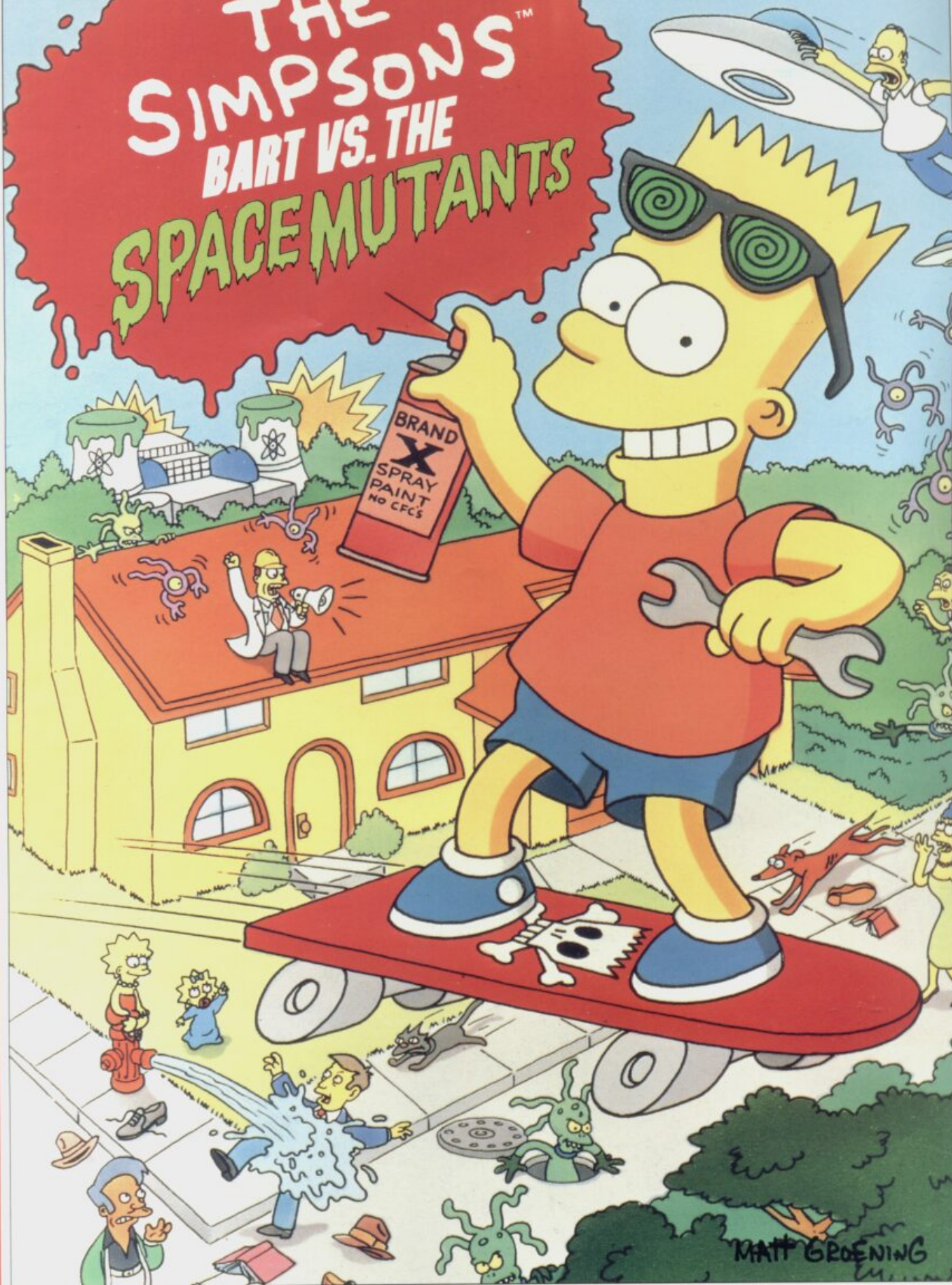
- Blasters ahoy, Smash TV's here
- Dentists beware, Thunderjaws is on the loose
- Outrun Europa wheelspins onto the speccy
- Rugged jerseys at the ready, it's World Class Rugby
- Plus loads more games than you can shake a thoroughly knobby stick at!

PLUS! Enter our exclusive strimmer compo!
Find out what's happened to Andy the Ed! And
loads of words, piccies and wibbly bits!

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THE SIMPSONS™ BART VS. THE SPACE MUTANTS



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PLAY THE GAME MAN!



hello

fellow humans!

Bartholomew J. Simpson here, with a very important secret:

SPACE MUTANTS
ARE INVADING
SPRINGFIELD

That's right man! A buncha slimy, horrible, totally gross and putrid monsters are taking over the bodies of the people who live here and they wanna build a weapon that's gonna take over the entire planet!

PRETTY COOL, HUH?

Anyway, yours truly is the only one who can see 'em! I've gotta spray-paint things, get radical on my skateboard, use my trusty slingshot, and in general behave like a nuisance, man.

Plus, with evil dudes like Nelson the bully and Sideshow Bob getting in my way, it's a good thing I've got the rest of the Simpsons to help me out! So if you're a decent person a patriot, and somebody who cares about this sorry planet, you'll do the right thing.

SAVE THE EARTH

BUY THIS GAME!

Thanks man.

CBM AMIGA
ATARIST
SPECTRUM
COMMODORE
AMSTRAD



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Worra lorra laffs! This month's happy bundle contains two full games, a couple of dinky demos and lots more. Unwrap it and go "ooh!"



Crivens! It's spook-time in **KNIGHTMARE** on page 5. Gosh, that's this page! (Told you it was spooky!)

Kilts on lads, we're going under! Prepare to be terrified - it's **TERROR OF THE DEEP** on page 6.



Pick up some pizza and check out our **TURTLES** demo on page 6!

Get all arty with **DRAW IT** on page 7. (You'll be writing poetry next!)



Stand on your head for a few minutes! Then watch the rolling demo of **G-LOC**. It's on page 7.

Funk boxes are rad and cool! **MEGA 3 TUNES** is the latest and it's on page 7.



Get yourself together or fall apart! **POKERAMA** shows you how on page 7.

KNIGHTMARE

Activision

COMPLETE GAME

Oh, this is a weirdie, Deidre! It's a bit on the spooky side too, so stiff upper lip and everything - we're going in!

You are a bold and brave knight (yes, you are!) and by some strange twist of fate you find yourself in an odd land, a land of darkness where visitors are most definitely not offered a cup of tea and a scone. You're not very happy and, to be perfectly frank, you want out. But before you can escape from the creepy castle and its strange inhabitants you're going to have to search loads of rooms for a whole caboodle of helpful objects.

Don't get too downhearted though, you do have a bit of help. Y'see, you've got two oracles. Now, one of these is good and one is bad, by cross-questioning both oracles (and thinking about their answers) you can pick up a few clues.

Knightmare is, in part, text-lead so you'll have to type in commands. Type in

them into the ground. Splatt! **Caspar** It's a key and it, erm, opens doors.

Alchemy Cor, this is a good one! You can turn people into gold spheres and then collect them as treasure.

Ice Freezes everything. It's only



It's a bit creepy, isn't it, Spec-chums? Let's go home, please! First, I've got to work out how to open this door.

temporary though, so take a care!

Toad Turns nasty characters into even nastier toads.

Bleurgh!

Metamorph Nothing to do with that little plasticine chap off of Take Hart. This simply turns characters into different characters.

Not only can you talk to oracles and cast spells but you can also have a good old-fashioned bout of fisticuffs. Simply find a weapon, stand next to the character you want to bash up and press the fire button a lot. If you want something a bit more rough then you can tell your knight to 'Throw Bricks', and he will. Basically.

Right, that's about all you need to know. Good luck!



Well, thanks a lot, mister! You aren't going to leave me here, are you? Not on my own? Oh, you are. Spook!

the first letter of the first word of your command, if the little speech bubble at the top of the screen doesn't come up with the word then just press SHIFT and you'll get the next available word. One of the best words to type in is **SPELL**, but before you can actually cast any spells you're going to have to find them. Quel joy! To help you on your merry way, here are the six spells...
Anvil It's big, it's made of iron and it's very, very heavy. It drops down on top of evil things and squashes

CONTROLS

Joystick or keyboard

Fire	0 or 5
Left	6 or 1
Right	7 or 2
Down	8 or 3
Up	9 or 4
Pause/unpause	BREAK
Quit	Q, then Y
Start	0 or 5
View words	SHIFT
Enter word	ENTER
Inventory	I

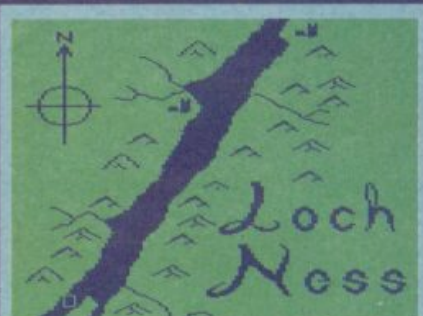
TERROR OF THE DEEP

Mirrorsoft

**COMPLETE
GAME**

Terror Of The Deep is an arcade adventure with a plot that could have come straight out of a Jules Verne novel. Now settle down, it's time for a story...

Once upon a time on a dark and starlit night by the bonny banks of Loch Ness a shower of meteorites fell on the lake. Now, nobody thought much about this (cos nobody saw it) and our story moves on a hundred years or so.



This is, er, Loch Ness. Basically. Doesn't it look lovely, Spec-chums? That little square in the right-hand corner is you.

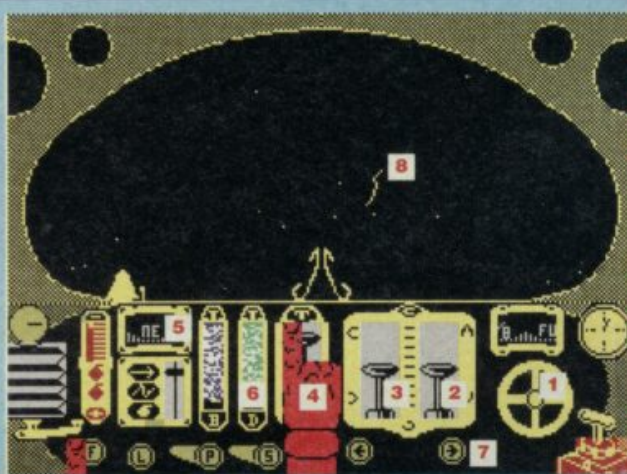
At this point, things start getting seriously spooky. Strange, unearthly creatures have been sighted and they're scaring the trousers off the locals and threatening that old sweetie, Nessie. The horrid things!

And guess what? Yep, you are the lucky chap who's going to save our Ness. To reach the depths of the lake, you've got a lovely 19th century diving bell. Just point your pointer at the place you wish to be and your sub will be there. Once immersed in the briny deep your objective is to look for some alien crystals and destroy them. But you've also got to keep your diving bell on course and there's loads of levers and buttons that do all sorts of weird and wonderful things. (Just study our box-off and you'll be alright.) Oh, and you've also got to avoid all those nasty alien-type monsters. Your progress is reported to the world at large via the frontpage of the Scottish Sentinel.

The world (well, Scotland) is counting on you to rid the land of this terrible evil. You can't disappoint them. Or can you? Load it up and find out!



What on earth is a submersible? If you volunteer, you'll find out soon enough!



1. Steering wheel.
2. Throttle type thing.
3. Depth changer thing.
4. Your hand.
5. Your compass direction (or heading, as we nautical types call it).
6. Depth.
7. Press here to look out of the side and back windows.
8. There's Nessie! That's her over there!

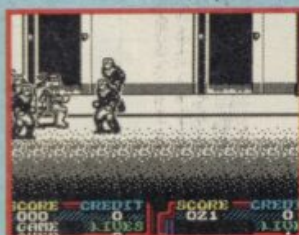
CONTROLS Joystick and keys Q, A, O and P. Use keys or joystick to point at controls.

TEENAGE MUTANT HERO TURTLES: THE COIN-OP

Mirrorsoft

**PLAYABLE
DEMO**

Yes, those cowabungling, pizza-noshing dudes are back in town (or rather under it, hiding in the sewers). Raphaello, Gambaccini, Doughnut and Leonora have had their friend and mentor, Splinter, kidnapped



Those turtles are so mean! Here they take on the might of two members of EMF. Bullies!

from right under their noses. (Are you sure about those names? Ed) There's only one thing for it! They head

off to the nearest Pizza Hut for some nosh. After that, they decide to go and free Splinter. Only one person could be naughty enough to have captured him in the first place. Yes, it's that swinish dude Shredder. But before you can get close to him, you'll have to duff in a few of his henchmen.

There's also a spiffy simultaneous two-player option. You and a friend can choose to fire nunchucks at the enemy or use a sword. You can't both have the same weapon, though. This is to provide a little variety in your otherwise dull lives. Well, actually it makes playing the game easier (that old two-pronged-attack-using-different-weapons routine).

CONTROLS

Player 1 is the sword turtle

A
Z
X
C
V

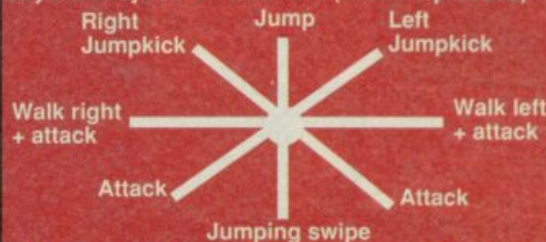
up
down
left
right

Player 2 is the nunchucka turtle

Joystick in port one or keys 6 to 0

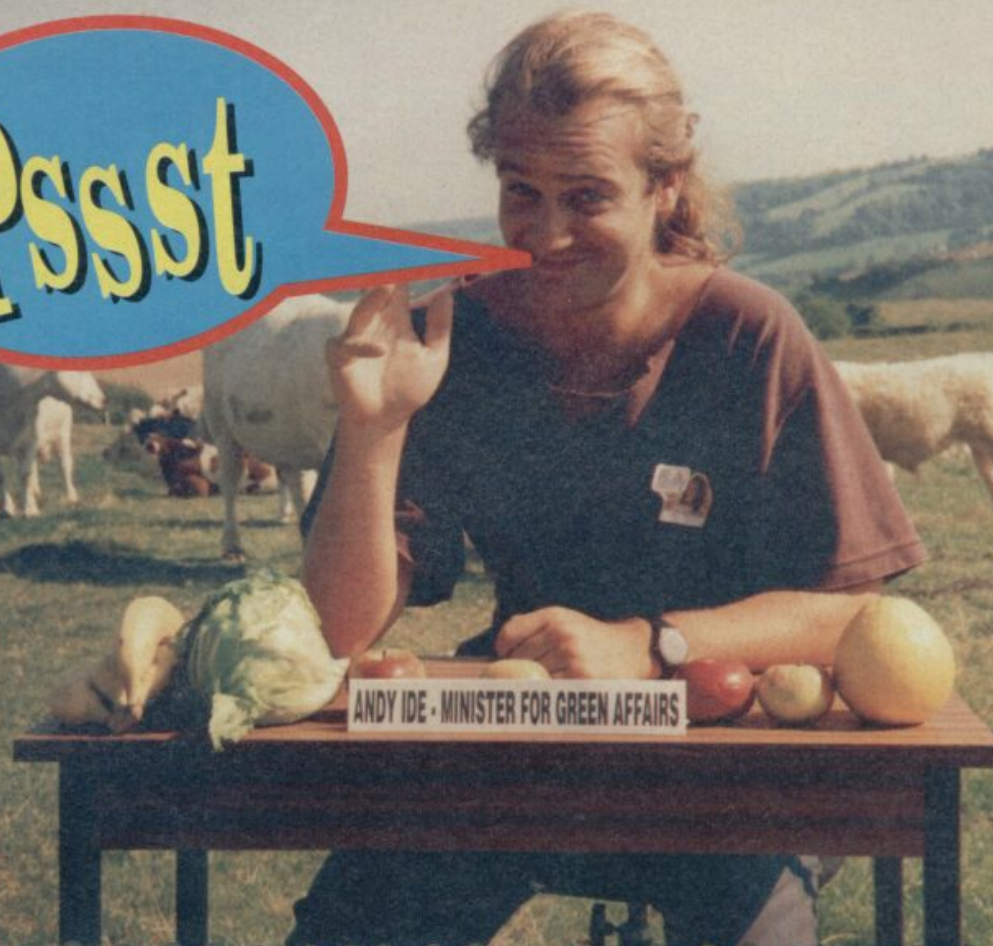
P Pause the game
Q Quit when paused

Joystick/keyboard movement (with fire pressed)



The attacks can be any of four different types and are picked randomly by the computer when fired (just to keep you on your toes)!

Pssst



It's all go this month! Pssst pulls on its wellies, welcomes the new Ed and gives the youngest Specchum a big, slobbery kiss! Plus! The only chance you'll ever get to win a strimmer. (Probably!)

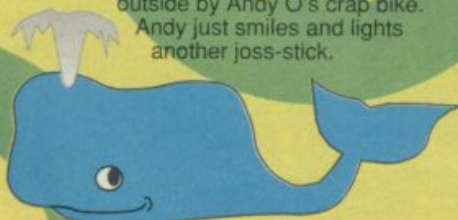
Pssst has some rather upsetting news this month. It's about Andy the Editor. He's...he's... oh we can't quite bring ourselves to say it. He's left the mag and turned completely green!

Yes, we recount the fateful steps that led to the event that overshadowed all that Russian nonsense and really shocked the World.

1. First signs

Andy mentions in passing that he'd like to save some whales. Linda points out that the shed is too small, so they'd have to stay outside by Andy O's crap bike.

Andy just smiles and lights another joss-stick.



2. It gets worse

He's now started buying lead-free petrol. James and Linda get even more confused, because he hasn't got a car. Andy Ounsted leaves work one evening to find his crap motorbike plastered with stickers, all saying "Ecologically Unsound". No one admits to the vandalism, but Andy O has his suspicions.



3. Things turn sinister

Andy comes in late each morning. He's covered with twigs and moss. When questioned, he says he's been 'hugging trees'. He also grabs Maryanne and tells her in a loud voice that Europe in 1992 is the only way forward. Maryanne backs away nervously (having heard that Europe is rather a dangerous place).

4. James gets worried

Andy gets James to drive him to the seaside. James agrees, thinking he might meet a pretty girl in the amusement arcades, but Andy has other ideas. When

they arrive he steals the windscreen wipers off James's XR3i and attaches them to the front of a rowing boat he's hired for the day. He tells James he's going to scoop up any oil slicks he finds offshore. James, seeing his damaged car, bursts into tears.

5. Things get much worse

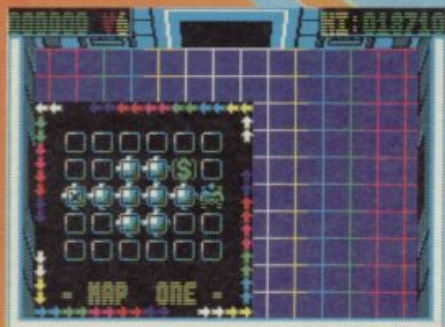
Some Belgians ring the shed to say that Andy has been elected to the European Parliament as a Green MP. He's applied for the title Minister for Green Affairs. Linda and James stamp their combined feet in a furious manner. How can he do this and edit the mag at the same time?





Ocean £10.21 cass

James I was rather miffed when I found out that this game has got absolutely nothing to do with smashing TV sets at all. I mean, I was really looking forward to kicking in a few cathode ray tubes and then Ocean turned round and told me that *Smash TV* is actually a gameshow of the future. (A bit like *The Running Man*. Probably.)



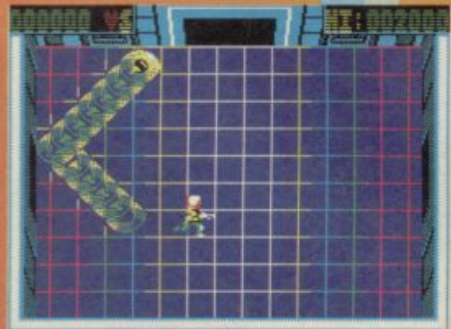
Oh, how useful! The gameshow host has given me a little map of the rooms in this arena. I think I'll go left (towards the bogs).

Being all high-tec and futuristic, this gameshow is played for huge amounts of money and, like all futuristic things, it's also dead violent and frantic. You play a contestant who, rather stupidly, volunteers to appear on the show. (Actually, this is quite a good thing – after all, what's a gameshow without contestants?) You're welcomed to 'Come On Down' by the host (where have I heard that before?) and then invited to enter the arenas. Now, pay attention cos this is where it gets exciting.

The arenas are divided into a series of square rooms. Well, to be exact, they're more the shape of your TV screen than square (though, I suppose you might have a square TV screen). Oodles of different nasties pile into the rooms, and they all head for you. All you've got to protect you from this hideous attack is a weedy laser blaster. You'll find this a bit on the underpowered side, don't let that worry you! Yep, it's mega blasterama time!

The best way to deal with all these meanies is to hide in the corner of the room 'til you've worked out how each one attacks and moves, then blow 'em into tiny shreds!

Meanwhile they'll try and catch you, either by firing all manner of weapons in your direction or simply by colliding with your little bod. Body contact, eh? I told you it was exciting!



Arrghh! Run away! This big snake bounces around the screen looking for bods to eat.

Where are the prizes then?

Ah, I was just coming to that. Throughout the game various prizes appear (just as a reminder that this is, in fact, a gameshow). These can be massive amounts of cash (which is all very nice but a bit useless when it comes to killing aliens), better weapons or special protection from the 'orrible creatures in the arenas (just the sort of goodies you need).

You can collect the weapons and prizes by wandering over to them. You move and fire in eight directions and, boy, will you need to! As with most games, the first bunch of aliens you come across are dead easy to beat. There's a large snake that goes around the screen in a pretty set pattern, just hide in a corner of the room and blast outwards when he comes past. Bits will fall off him 'til he's completely and utterly dead. You can now come out of your hidey-hole and start cheering!

But don't cheer for too long, cos a load of new (and very angry) aliens will charge in! The monsters get progressively harder as you move from room to room (as you'd expect) and there are some real swines. There are usually about three waves of different aliens per room, and it makes sense to try and kill the first wave as quickly as possible. If you don't, then the second lot come trotting on whilst you're still trying to bump off the first lot. This makes for rather frightening gameplay, as you try to deal with both sorts at once. If you waste too much time running away from them, the



Come on down! This is the gameshow host welcoming you to the contest and your almost certain death. He doesn't seem too worried...

third wave might happily wander on too. By this stage you'll be a nervous wreck and probably in need of a lie down in a dark place. (Like Finland.)

Is it any good then?

Good? Of course it's not good! It's absolutely brilliant. In all my years of Speccy gaming I don't think I've ever played such an addictive arcade conversion. The graphics are so big, smooth and fast, you could swear you're looking at a 5,000,000K mainframe. (Don't exaggerate. Ed)

SMASH

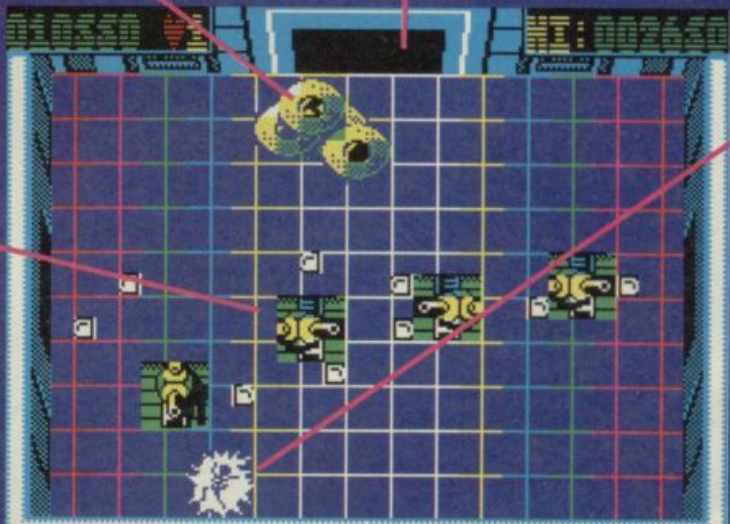
MUMMY, WHO'S THAT STRANGE

2. Nasty alien type numero uno. These dash around spraying out all sorts of noxious things like plasma bolts and, er, bad breath. Bleurgh!

4. Exits to the room. Each room connects up with the others (like a big house, in fact), and you move through them clearing out all the bad guys. What a smart chap!

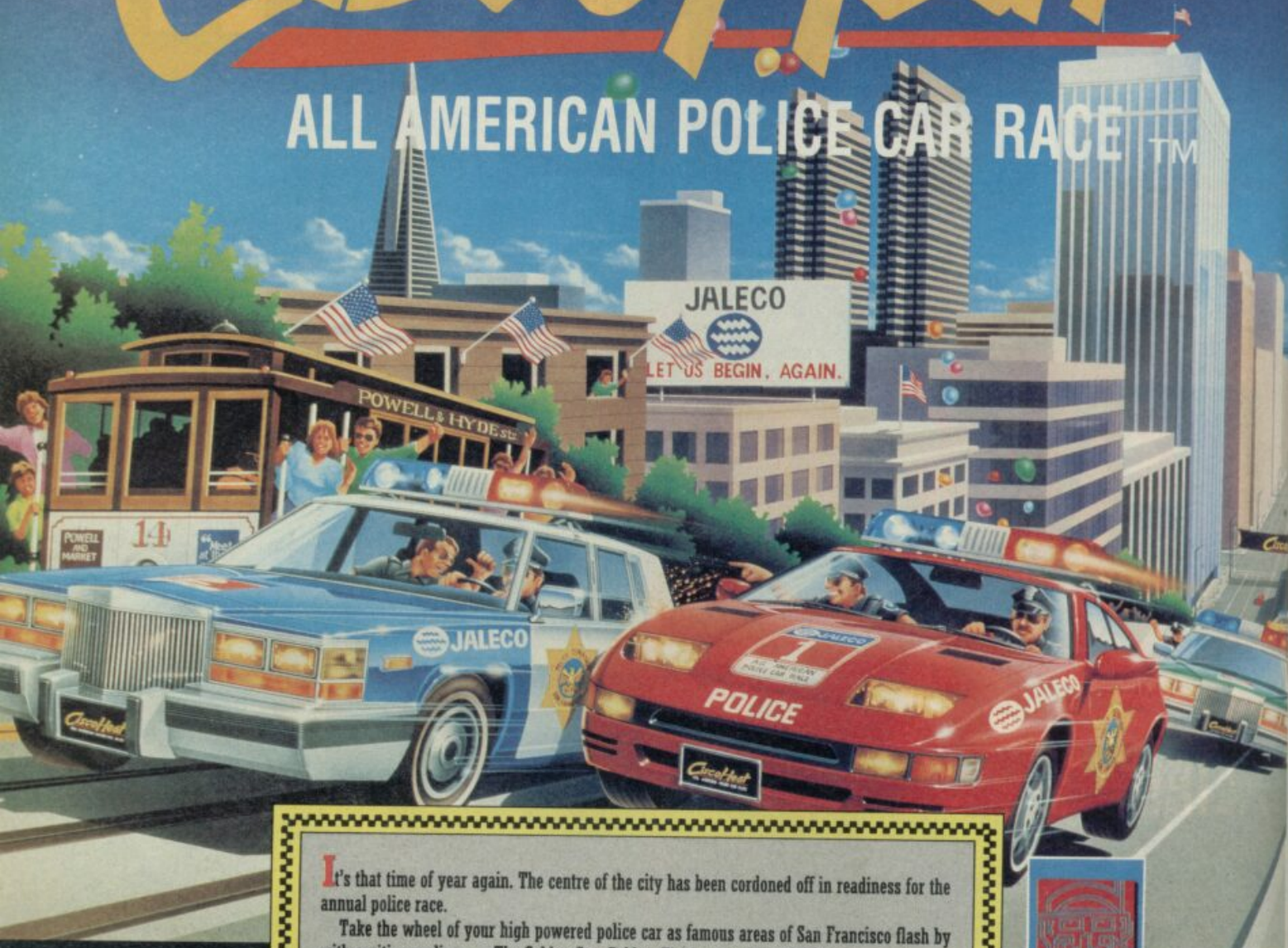


3. Nasty alien type number two. Even worse than the first type, these actually head straight for you (and they're not coming to say hello). Better collect a bigger weapon and



Cisco Heat

ALL AMERICAN POLICE CAR RACE™



It's that time of year again. The centre of the city has been cordoned off in readiness for the annual police race.

Take the wheel of your high powered police car as famous areas of San Francisco flash by with exciting realism . . . The Golden Gate Bridge, Fisherman's Wharf, China Town and many more; as you head for the finishing line at Treasure Island.

With 5 levels to tackle, only the top class drivers can make it - so hit the gas pedal and race for glory.

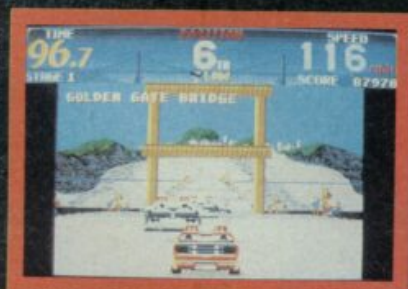


Image Works, Irwin House, 118 Southwark Street, London SE1 0SW. Tel: 071-928 1454. Fax: 071-583 3494

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DIZZY'S

EXCELLENT ADVENTURES

He's cute, he's remarkably egg-shaped and he's back! It's a well-known fact that **JAMES LEACH** has a pathological fear of eggs, butter and all dairy produce. So, obviously, he was the ideal candidate to send to CodeMasters, where he could meet the ovoid dude in person.

Slimy toads! They know I have a pathological fear of dairy produce! But when Hutch tells me to do something I just have to do it. So, after much umming and ahing, I obediently trotted off to darkest Warwickshire – home of the Codies.

And what a treat they had in store for me! What was it? Well, nothing less than a mega-collection of *Dizzy* games all in one bumper, action-packed, fun-filled, star-studded, er, box. The Codies haven't quite decided which games will be in this interactive feast, but the whole thing will probably look like this: *Panic Dizzy*, *Kwik Snax*, *Spellbound Dizzy*, *Prince Of The Yolk Folk* and either *Bubble Dizzy* or *Dizzy Down The Rapids* (it hasn't been decided yet). You might be familiar with three of these, but *Rapids*, *Yolk Folk* and *Bubble* are all new.

Learn to spell

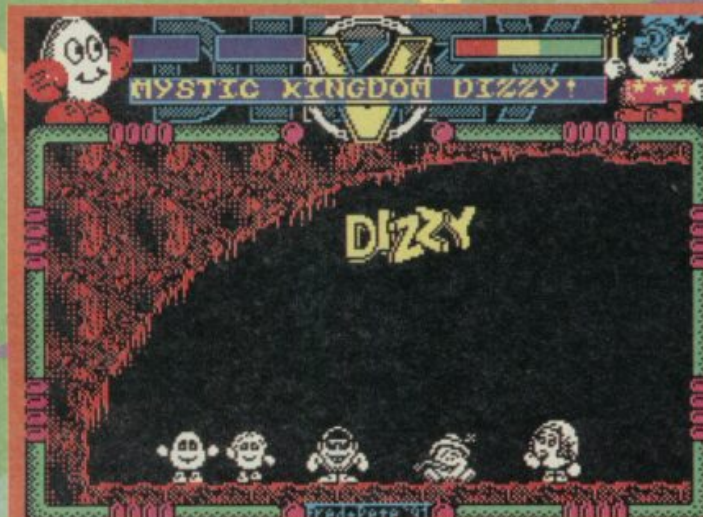
Spellbound Dizzy is set in the Mystic Kingdom, and rather spankily illustrated on this month's cover! Dizzy has been visiting his chum, who just happens to be a Wizard. This old Wiz, who's a bit of a silly sort, has let Dizzy play with a magic

book of his. And Dizzy, being even more silly, set off a rather powerful spell and sent all the egg-folk into the underworld. What a naughty boy, eh? So to sort out the mess, the bad boy has to go down-below to find them.

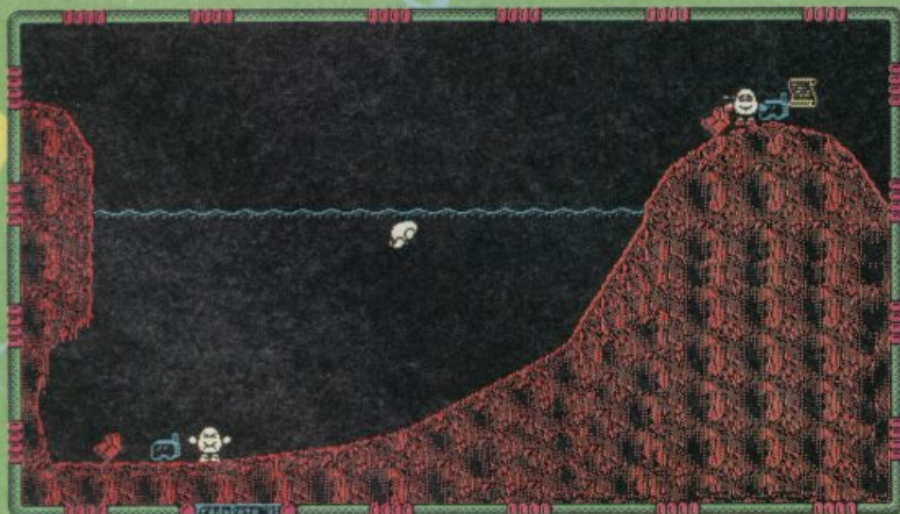
This isn't the easiest thing in the world, cos

there are 90 screens and they could be hiding anywhere!

The whole thing's jam-packed with objects to collect and fiendish puzzles. For example, you'll find a trampoline just sitting around on one of the screens. Then, just a few screens away there's a really tall cliff. So, what do you do? You drag the trampoline across to the cliff, jump up and down on it for ages and then, when



And a dozen eggs, please Mr Milkman! Here are Dizzy and his almost-spherical friends. Happy little bunch, aren't they? You'd never think they were such a load of trouble-makers!



No wonder he looks a bit upset. The fool is deep in the lake and he's taken off his aqualung gear. Ladies and gentlemen, you are watching an egg drown. Also, as any self-respecting cook knows, when an egg floats – it's off. Yeugh!

you're high enough, you can bounce onto the top of the cliff. Easy, huh? Well, that part is but things start to get a bit tougher when you find yourself next to large lake. Dizzy, being an egg, can't actually swim, so you'll need to find something that will help. 'Hmmm', you'll say to yourself, 'I'm sure I saw an aqualung and some flippers a while ago'. And off you'll trot to try and find them.



There's a useful scroll! You can't collect them, but they give you lots of useful hints.

BANGER RACER



D&H Games /£3.99 cass



James I wonder why Hutch gave me *Banger Racer* to review? It wouldn't have anything to do with my

immaculate XR3i, would it? No, surely not. My car is a pristine example of thoroughbred power harnessed under some beautifully sculpted bodywork. The sleek lines, gracefully merge... (Get on with it! Ed)

Right. Well *Banger Racer* comes from those kings of the management sim, D&H. And guess what? Yep, it's a management sim. This time there isn't a football, cricket ball, rugby ball or



The race is on. And which one are you? I haven't a clue.

man in chunky jewellery in sight. Instead you've got a knackered old car, about fifty quid and the urge to drive into other people. You must be completely bonkers.

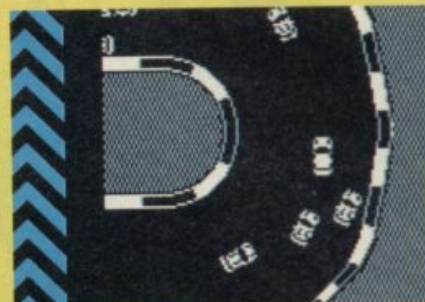
You little tinker!

There's the usual menu screen which gives you loads of options to tinker with, but the best thing is to start off by buying bits for the car. Protection, such as roll-cages and special unexploding fuel tanks come as optional extras – so you'll have to fork out for them. If you can afford it, you could sell the car and buy a better one.

Once you've got your car sorted, you can drive around for a bit and pretend you're in training. All this, by the way, comes stark naked and without graphics of any kind. I suppose it's traditional, really. Other options allow you to check your bank balance or enter a race.

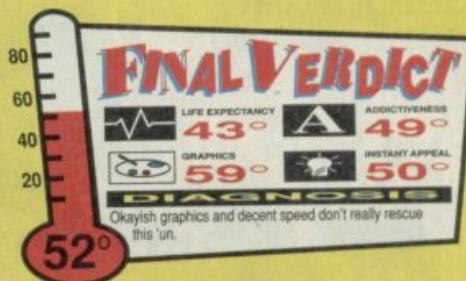
Here's where it gets, er, more interesting. You actually have a bird's eye view of the race, with your car looking a tiny bit different to all the others. You can follow your car as all the vehicles bump and bash into each other. You can't control your car but if you've set it up right, you might make your way past all the other cars to first place.

If you do come in first, you collect about £10 to spend on your car and do the whole thing over again. Win a few races and you're onto a nice little earner! It's a fast management game (unlike many, where you and all your descendants



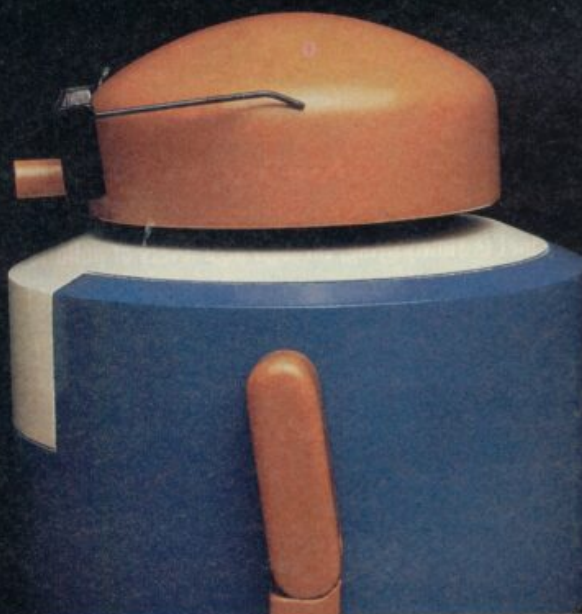
It's all push and shove in the high-flying world of banger racing, that's for darn sure.

can die waiting for the menu screen to appear) and the graphics aren't amazingly crap, but it doesn't have the addictiveness of some of the D&H football sims around at the moment. (Cor, I never thought I'd hear myself say that!)



I'M ROBO, WHO THE HELL ARE YOU?!!

I'M MOBO, WHO THE HELL ARE YOU?!!



ROBOZONE™



NEW YORK ... 2067

The planet is slowly dying, through high levels of pollution. Mankind's leaders have retreated to their safe havens, aboard the city ships; while the rest of the population are left to survive alone.

Wolverines patrol the cities protecting against destruction until the levels of pollution have subsided. Slowly their numbers are depleted and you control the last remaining robot, facing a new challenge. With pollution levels rising and huge mysterious, insect like robots destroying the city, time is running out as you battle to the heart of the furnace; from where the 'Scavengers' continue to multiply and choke the area with pollution.

Letters

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

Star Letter winners receive three free games! All letters win a YS badge!



Hey, dudes! You're probably thinking "who's that incredibly cool geezer, I wish I looked like that!" Well, it's me! I'm Andy and I'm your new Ed! Get down! I think this is the job I've been waiting for all my born days and I'm going to give all you geezers the time of your life. I know it sound impossible, but YS is just going to get better and better. You won't believe your little peepers!

I've only been here a month but already the shed has become my spiritual home, it's just such a cool place! So, keep on sending in all your well groovy letters and stay cool. And remember, kids - life is a wheel like a big orange peel. Yo!

ALL CHANGE!

I am glad to say that I am the proud owner of a subscription to YS. I am not glad to say that when I get it the bag is all ripped open, the tape is cracked and the magazine is bent. Anyway, that's enough complaints. I shall now tell you about the time when my wardrobe didn't fall on me... (I'd rather you didn't. Ed) **Hywel Rees**
Cardiff

Well, I'm glad to say that never again will your subs copy be bashed and battered with such abandon.

We've given the geezers who used to deal with subs a good slap round the head and handed everything over to a well rad bloke with a pipe. He's called Andy Akerman and he's the tops. From last issue onwards subs now get their own special newsletter written by our Linda. It's got loads of stuff on it like competitions, dance steps and, erm, lots more. Don't delay, take out a subscription today! **Ed.**

FEELING HOT! HOT! HOT!

Do you ever get cold feet when you play your computer because you

took off your shoes and socks? Well, I have just found out how you can stop your feet from getting cold if you've been playing a game for a long time. Just put your foot on the transformer, it'll be hot and so will your feet! Not bad for a boy of nine, eh?

The Mad Inventor Ex-Salesman
Boston, Lincolnshire

At last, a nationwide problem solved, I don't think! Haven't you got anything better to do with your time than think about warming your tootsies? You should be out on the streets, man. You should be oiling your wheels and rolling with the best of them. If it's too cold downtown you should be in your room getting down to some decent tunes and playing computer games WITH your shoes and socks on. That's what I do. And if I'm not wearing my baseball boots then I put on my Turtle slippers. (They were a present from my gran.) **Ed.**

PLASTIC MAN

I get weirder things than you in my cereal packet, except they are made out of plastic. Have you ever thought of being plastic? I have, it's annoying. Claustrophobic conditions, nothing to talk to but coco pops, severe blindness when the packet is ripped open and the kids pick you up by your head. You are then shot into the laundry chute with an airgun (see Home Alone). Later, when things are more settled, the dog finds you and you don't have any fruit pastilles to get rid of the taste of dog saliva.

Actually, I don't give a ruddy uzi about plastic things, so why am I wibbling on about them?

Pink Idiot
Milton Keynes

Not even a plastic Andy Ide could be weirder than the real one. But being plastic does have its perks - Barbie's plastic. (Action Man never complained!) **Ed.**

Doodlebugs

Well, you are an impressive bunch, aren't you? I looked in the Doodlebug box expecting a few crap drawings and what should come tumbling out but art! I know all about art so, after much

thought and study, here's Spec Tec from Mike Brazier of Dyfed, Boom by Michael Naylor and a few strange (but sound) bits and bobs from Stephen Blitter of Bexleyheath.



Got a problem?
You need



LORDS OF CHAOS.
(MADE OF ROCK)

FOGGY WORLDS

ROCK STAR ATE MY HAMSTER.

REBEL STAR II

VIMTO PICO



A COOL BATH

If you think Bath is cool, just wait 'til you see Dundee! It's miles better than Bath cos it's got things like inflatable cars (that you put monny in) and, best of all, we have the biggest shed in Europe. This shed belongs to the football team that I support (Dundee United) and it's miles bigger than yours. It's cooler

too. And I know that for a fact cos I've seen yours.

Scott 'Shed Boy' Brown
Dundee, Tayside

One of the things that I want to do now that I'm Ed is make the shed bigger. We haven't really got much room to expand outwards cos of the little garden. It's a bit of a poofy

garden, but then what do you expect when you've got soppo girls around? (And that old Ed wasn't much better either!) I think a garden should be concreted over and have loads of bumps, none of this flowers-and-gnomes business.

Anyway, Linda won't let me touch the garden so the only way is up (to coin a phrase). Personally, I think a

high-rise shed is quite a good idea. It'd certainly give us more space and I could banish James or Linda upstairs when they don't hand their copy in on time.

By the way, Bath's pretty darn groovy - it's got loads of hills to coast down. Bath is rave country and, quite frankly Mr Brown, Dundee is not. So there. Ed.

DOODLEBUGS

Yes, it's back! There were so many blimmin' ace pics this month that I thought "what the heck, I'm the Editor. I can do what I want and I want to put this cartoon in." So that's exactly what I did, Spec-chums! And what a good idea it was too! Phil McCauley's cartoon impressed the

whole team - so expect something in the post, Phil. If you think you've got what it takes to make me fall on the floor in rapture (ahem), put it in an envelope and address it to Doodlebugs, YS, 30 Monmouth Street, Bath, Avon BA1 2BW.



STEP 1 POLITELY ASK THE PERSON IN QUESTION IF YOU MAY READ HIS SPLENDID MAGAZINE.....



IF THIS METHOD FAILS HOWEVER, DON'T BE PUT OFF, TRY.....

FUME!



STEP 2 TRY TO APPEAL TO HIS/HERS BETTER NATURE



WHOOA!! STEADY ON THERE FELLA, DON'T DESPAIR! IF THIS DOESN'T WORK, CALM DOWN AND GO FOR.....



STEP 3 TRY AND SEE IF EMOTIONAL BLACKMAIL WILL WORK.....



WELL, IT'S YOUR OWN FAULT, YOU STUPID IGNORANUS. NOW PUSH OFF



OKAY, SO THIS DOESN'T WORK! DON'T WORRY, USE...
STEP 4 IN A FINAL ATTEMPT TRY TO BEHOLD THE OWNER OF THE MAG.....



STEP 5 RESORT TO OUTLANDISH TACTICS!!

BOOM!



VS ADVENTURES



He's a complete chap and he's taken the adventure world by storm! So

put your hands together and please welcome back TIM KEMP. Hurrah!



elcome to the fab and groovy adventure column, we've got woggles of spiffy stuff to get through so I'll kick off with a bit of help for Deek's

Deeds, by Zenobi Software. It's a bit of a tricky game cos you have to guess which four objects you might need to begin the adventure with.

The author **Jason McHale** has provided you with so many objects to choose from that you'll undoubtedly get confused and pick the wrong ones. Now, thanks to **Cecil Garson** from Stromness in the Orkney's, you'll have no more trouble debating which items to choose at the start – just take item numbers 1, 2, 4 and 6, then when you get into the game you'll be solving problems left, right and centre!

Next up is a plea for help from **Nigel Grange** who inhabits 22 Osmond Gardens, Wallington, Surrey SM6 8SU. He's in the process of writing an adventure that features no less than 50 controllable, pseudo-intelligent characters to help accomplish tasks that require a team effort. All this is being done using Gilsoft's PAWS and the game, as it stands, has an original fantasy theme to it. What Nigel needs now is ideas for problems and puzzles, so send him an sae and you'll receive full details on the state of the game to date, plus printouts of the routines he's using in the



game. Nigel also promises a **FREE**, previously unreleased adventure for any information volunteered that proves to be of some use in the game.

Along similar lines (but on a far less ambitious scale) comes another plea for help, this time from a chap called **Michael Lindsay** who resides at 21 Haughton Crescent, Jarrow, Tyne and Wear NE32 4SG. His request is simple – all he needs is some ideas for problems, storylines and location descriptions, and ideas for implementing character interaction in his games. So far he's only managed to write small PAWed adventures. He

now wants to write big ones so, if you can help him out, drop him a line.

If anyone else is getting stuck whilst writing their latest mega-game then the person to turn to for help might just be **Chris Hester** who publishes a fanzine for adventure writers, called **Adventure Coder**. Each bi-monthly issue costs £1.25 and contains 32 pages.

Issue 15 (the latest issue) not only contains some help with PAW routines, but has an interview with Mike Gerrard!

If you've got an adventure writing problem that needs sorting, Chris and his team will do their best to help you

out. But! One thing that the magazine lacks is contributions!

That's where you lot come in. For the latest issue send a cheque or postal order made payable to C Hester for £1.25 to: **Adventure Coder**, 3 West Lane, Baildon, Near Shipley, West Yorkshire BD17 5HD. Get your thinking caps on and pass on your own adventure writing skills, techniques, hint and tips to the guys. ☺



THE YS FOOTBALL

Yes, it's Autumn, the time of year when people go out into the cold to play football. What a noble game it is, what with refs, subs and Desmond Lynam. We ordered JAMES LEACH to go and play four recent £3.99 releases from D&H Games. We also invited wacky TV footballing funsters, Saint and Greavsie to comment on the games (just to add that soupçon of expert opinion).

STRIKER MANAGER

Hmm. You actually take part in the games with this one. It sets you up as a striker, then gets you running as hard as your little legs can, erm, run to get you in training for the season.

You actually get to see the 'goalmouth action' as well, in a kind of 3D view. The graphics are a bit slow, but it isn't as bad as having your knees pierced with a child's plastic fork. (How do you know? Plastic forks can be very painful, actually! Ed) They've also managed to change the character set too which adds, erm, something to the feel of the game. Overall, *Striker Manager* is pretty fast (as these things go), it's got graphics and you can actually score goals. It's also pretty easy to get to the first division, too.

FINAL VERDICT 60%



Yes, it's spot-the-ball time. I reckon it's up the goalie's jumper.

Greavsie says: D'you know what? I've got a cast-iron Qualcast lawnmower that I haven't used since 1971? It works and everything, I just haven't used it!
Saint says: Ha ha ha. Oh, Greavsie, you crack me up.

FOOTBALL DIRECTOR

According to the box *Footballer Director* is 'The Ultimate Football Challenge'. Well, I'm not so sure. Surely playing football (blindfold) for real against West Germany is the ultimate challenge? But never mind.

They haven't changed the character set with this one so it all looks a bit, well, Speccyish, I suppose. There aren't any graphics, which speeds up the gameplay but also makes things look quite, er, boring.

What else? Oh yes, *Football Director* is probably the most crash-proof of the four I've been looking at. It's quite important, is crash-proof-ness (cos when I'm losing I tend to hit all the keys on the Speccy as hard as I can).

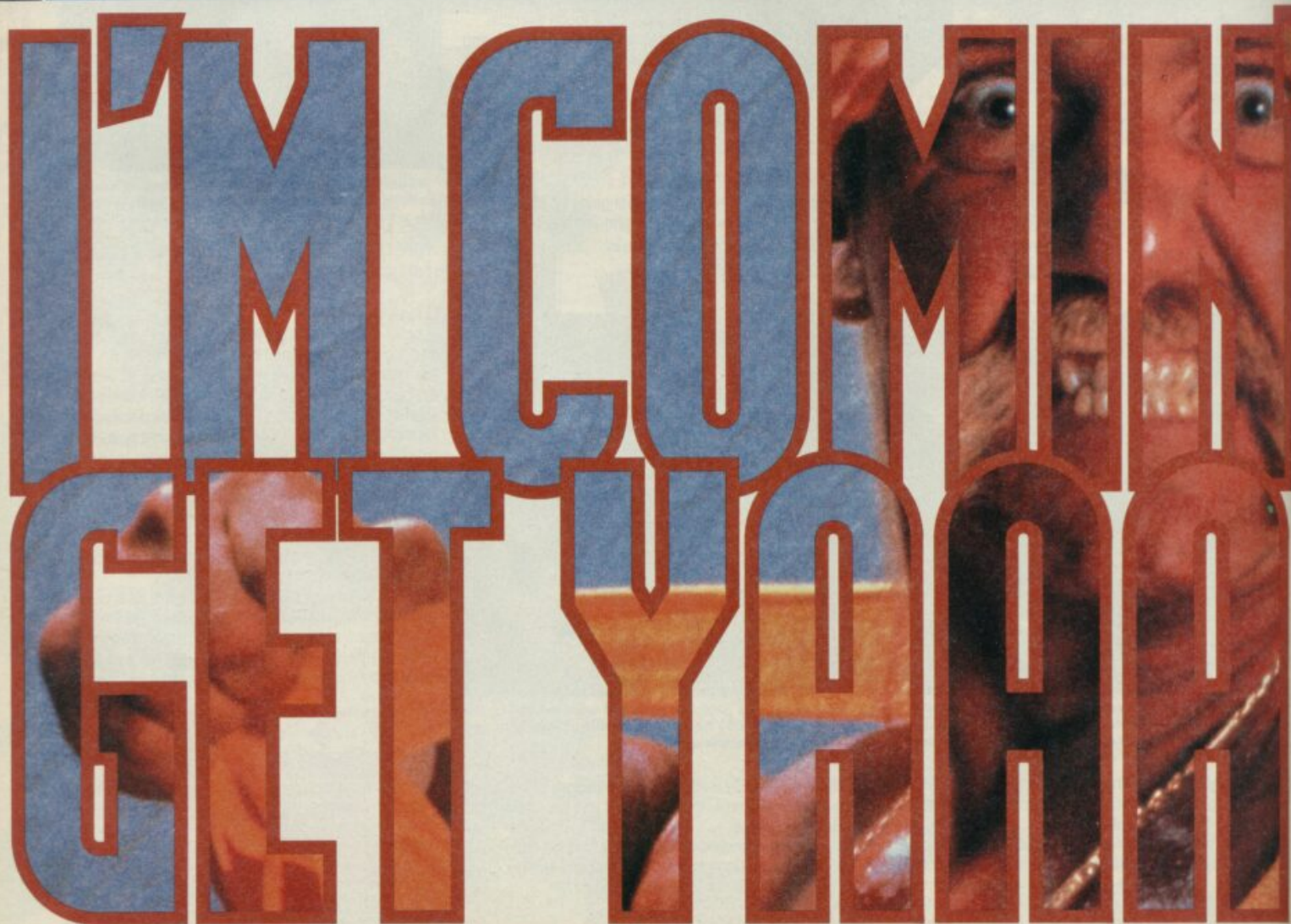
FINAL VERDICT 47%

Greavsie says: I've got this painful boil on the back of me neck, Saint.
Saint says: Hee hee hee, oh you'll be the death of me, Greavsie, with that humour of yours!

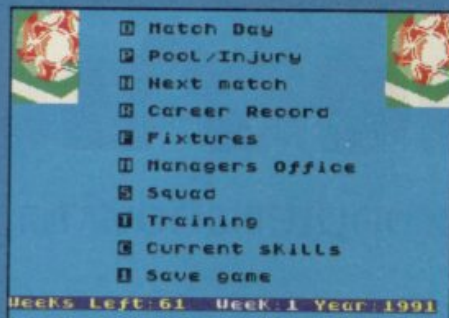


FOOTBALLER		
H	WOLVES	2-2
H	SWANSEA C	-
H	TRANMERE C	
H	LINCOLN C	
H	ORIENT	
H	HEREFORD	
H	STOCKPORT	
H	CREWE A	
H	SOUTHEND	
H	WREXHAM	
H	BURNLEY	
H	ALDERSHOT	
H	CARDIFF C	
H	HALIFAX T	
H	EXETER C	
H	CAMBRIDGE	
H	ROCHDALE	
H	PRESTON	
H	TORQUAY U	
SEARCH 1		
M MENU		

Right, we'll make mincemeat of this lot - even if they do all come on at once!



L EXTRAVAGANZA



Right, what should I do here? I think I'll zip off for a quick shower and a change of clothes before I decide!

PROFESSIONAL FOOTBALLER

Ah, now this is another game where you actually play a footballer rather than a fat man with a cigar, a Jaguar and a sheepskin jacket. You have various skills and the idea is to hone them to perfection 'til you're picked for the team. Then, while the match is going on, you get possession and a question pops into the screen, like: "You're near to goal. Do you a) head the ball, b) dribble or c) shoot?" You have a few seconds to decide, and if you've got it right, all your team-mates will come up and kiss you. Mmmm!



The game is nicely programmed, and pretty slick-looking it is too. It's actually the best of the four, even though the graphics aren't completely wonderful. It's got a decent atmosphere, and it's good fun getting the skills of your boy up to strength. (Sorry? Ed)

FINAL VERDICT 69%

Greavsie says: 'Ere, Saint. Can you lend me a tenner, mate? I'm skint.

Saint says: Hem hem hem. Oh golly, Greavsie, you could just keep on telling fantastic jokes all night long, couldn't you?

THE MATCH

I'm sorry but it has to be said, the loading screen to *The Match* is the most depressing thing I've ever seen. It looks like a road accident. But having said that, the gameplay is speedy and pretty idiot-proof. You get to see the whole field from a sort of far-away grandstand view, and the tiny figures run around with the ball 'til someone scores. Just like the real thing. There's a running commentary at the bottom of the screen so, even if you can't tell the teams apart, you can still keep up with what's happening.

In the game it's possible to train everybody, so your team gets pretty pokey quite early in the season. (He means powerful. Ed) This is good news if you don't want to sit in front of your Specy

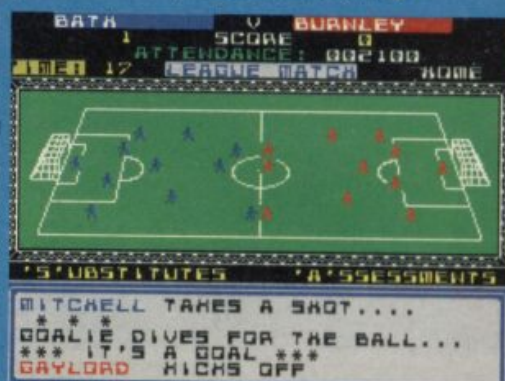
for about 40 hours in an attempt to win just one match.

The graphics aren't too bad and, amazingly, they don't go along at the speed of an arthritic snail climbing a mountain. In fact, you could live to see out an entire season of *The Match*.

FINAL VERDICT 67%

Greavsie says: Right, I'm off home now. Do you want a lift, Saint?

Saint says: Hur hur hur. I don't know how you manage to be so funny, Greavsie, I really don't! ☺



I've scored! Ha ha! That'll teach Gaylord's team to take on the might of beautiful Bath!

10



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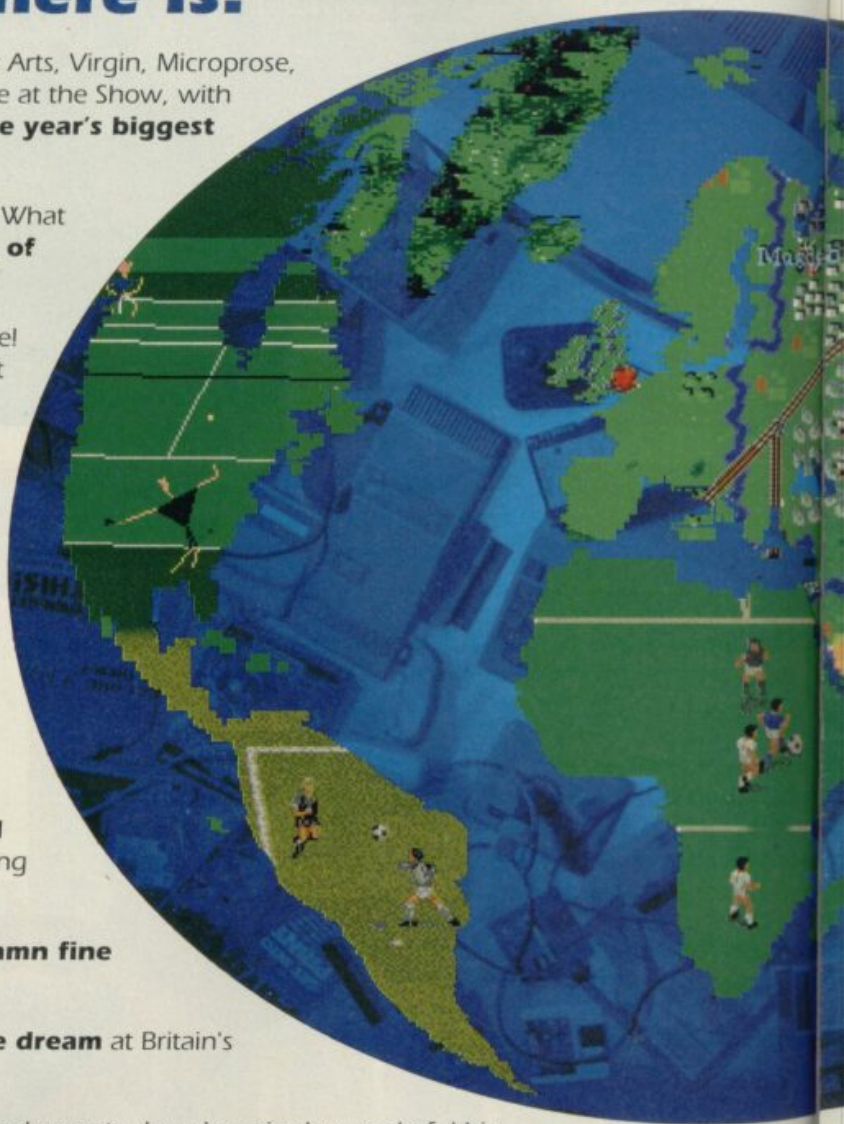
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MINDSCAPE

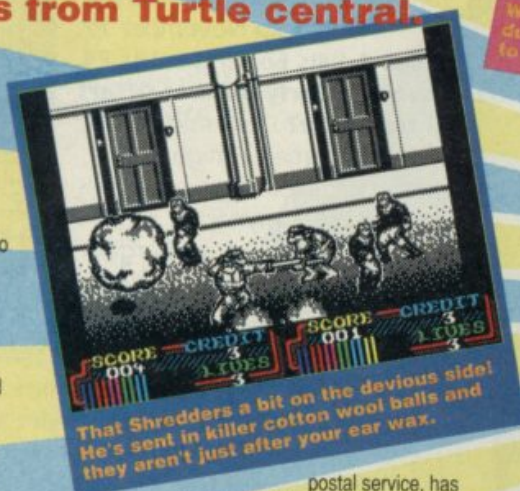
TEENAGE MUTANT

Hurrah and all that, the turtles are back. Apparently the four young devil-may-care heroes-in-a-half-shell have been sunning themselves on a beach remarkably near to Bognor Regis. However, they've taken time out from surfing ten foot tubes and guzzling wedges of pizza in beach barbeques to appear in a brand new game. Seeing as April O'Neil was unavailable, **ANDY HUTCHINSON** reports from Turtle central.

Before we start, I have a question. You know in the cartoon series of Teenage Turtles, where you've got that really big pink geezer with a hole in his stomach and that little pink chap inside? Yeah, well how does the little pink chap control the big pink chap with only one joystick and two buttons? I reckon that what's actually happening, is that the big pink guy is controlling the little pink guy. Ho hum.

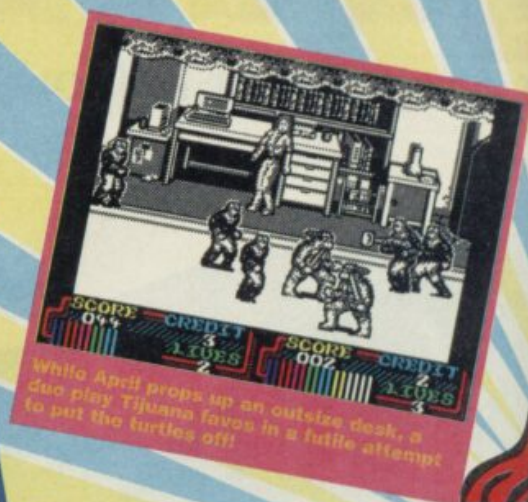
You're late, pizza dude!

So anyway, those California amphibians with attitude are making an appearance in a brand new game based on the Turtles coin-op which, by a sheer stroke of luck and thanks to our glorious



postal service, has landed on my beautifully (and expensively) crafted fake-walnut desk.

Michaelangelo (him in the orange), Donatello (him in the purple), Raphael (he that weareth red) and Leonardo (him that's always blue) are called into action after their news reporter chum April O'Neil and ratty master Splinter get nabbed by the devious Shredder. As a result, the off-green dudes have to battle their way through hordes of Shredder's men. And there's absolutely zillions of them just waiting to wop you atop the head with a nasty weapon. Then there's BeBop and Rocksteady to deal with, not forgetting Krang and big bad Shredder himself. Phew! Anyway, here's what the game's looking like at the moment.



While April props up an outside desk, a duo play Tijuana favos in a futile attempt to put the turtles off!

END OF LEVEL TURTLE BASHERS

Level 2: Rocksteady bursts out of a door and attempts to separate our heroes from their half shells with a large gun.

Level 4: Bebop appears in a doorway and tries a bit of turtle bashing.

Level 6: A whacking great spaceship zips down and rains absolutely loads of laser fire down on the fab four's bonces.

Level 8: Stewth! Bebop and Rocksteady are back. Talk about international detente!

Level 10: Oh no, it's Krang! And he's got a blimmin' flame thrower. Crivens missus, watch those toasted tea cakes!

Level 14: (Never mind about 12, it's not important right now.) Krang's back, but this time he's just using his fists.

Level 15: Oh no, double trouble. Krang AND Shredder team up in a gripping (and some might say nonchalant) climax to the whole game.

Through the Shredder

Turtles: The Coin-Op is a beat-'em-up-with-large-oriental-type-weapons. The aim is simple, ninja your way through 15 levels of death-dealing destruction (oooh, all that illiteration - luvverly) and defeat the ever-so-nasty Shredder, before he harms April or Splinter.

You've got a tasty repertoire of moves at your disposal. In fact there are six different ways of attacking the on-coming hordes. These include swipes, jumps and good old fashioned slice-'n'-dices. Of course, the

YOUNG SINGULAR





The Wizard's Book of Spells

DINNY'S

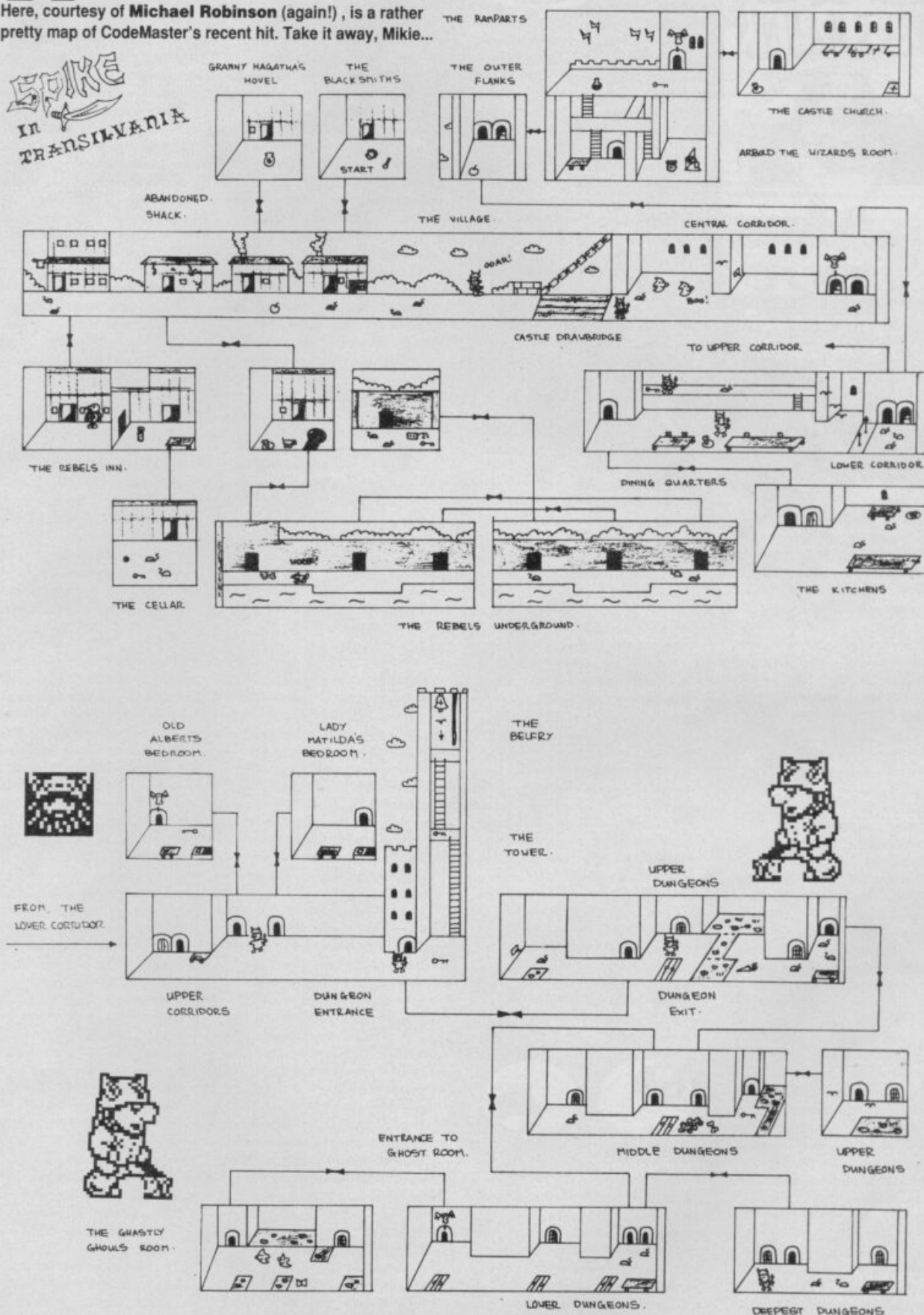


SPIKE IN TRANSILVANIA



Here, courtesy of **Michael Robinson** (again!), is a rather pretty map of CodeMaster's recent hit. Take it away, Mikie...

SPIKE
IN
TRANSILVANIA



Thanks, me old mucker, you! How d'you fancy a few quid?

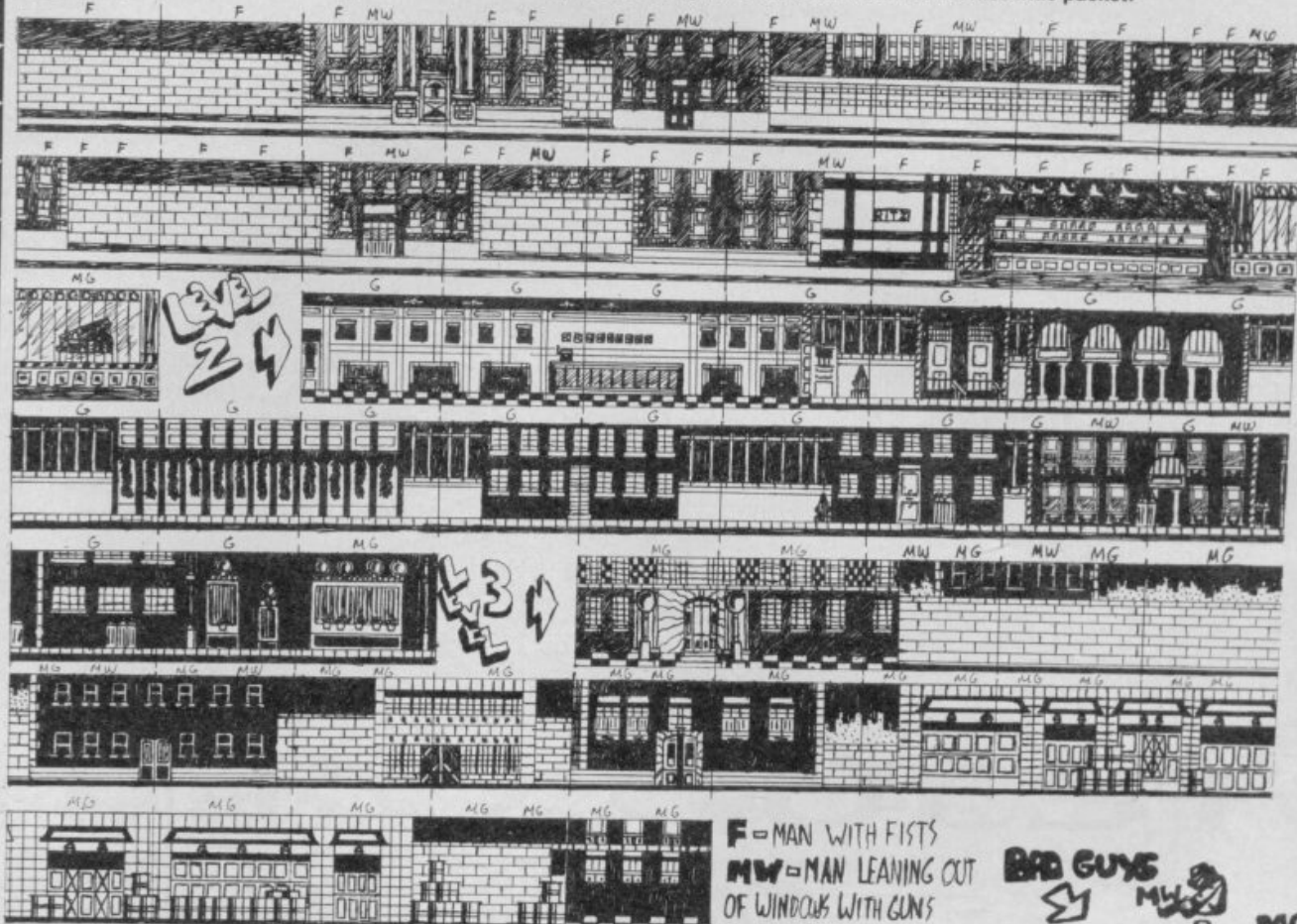


DICK TRACY

TIP OF THE MONTH

LEVEL 1

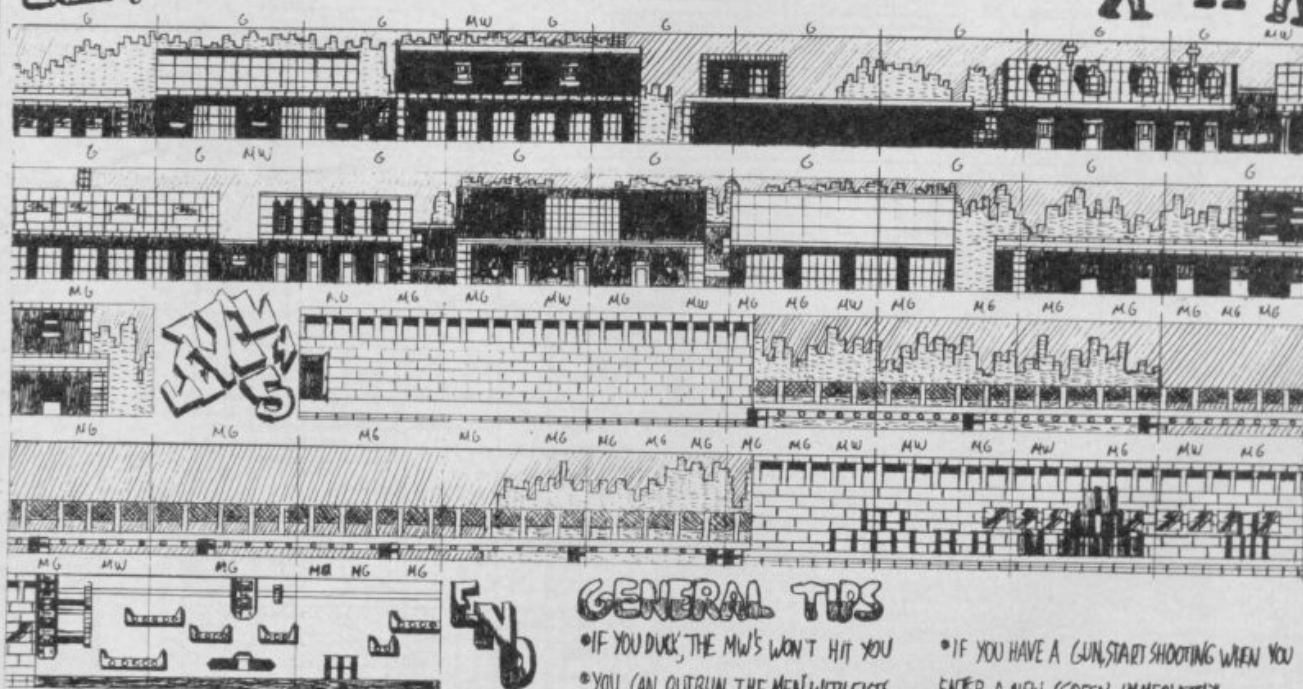
I was wondering when I'd get a map of this and, finally, here it is - all the way from Portugal! It's big, it's bountiful and it's made Victor Manuel Alexander Braz a nice little packet!



F = MAN WITH FISTS
MW = MAN LEANING OUT OF WINDOWS WITH GUNS
G = MAN WITH GUN
MG = MAN WITH MACHINE GUN



LEVEL 4



GENERAL TIPS

- IF YOU DUCK, THE MW'S WON'T HIT YOU
- IF YOU HAVE A GUN, START SHOOTING WHEN YOU ENTER A NEW SCREEN IMMEDIATELY
- YOU CAN OUTRUN THE MEN WITH FISTS

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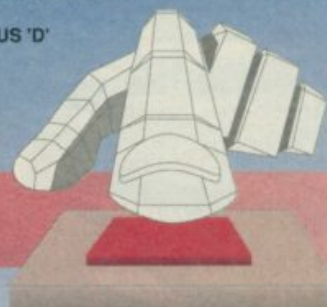
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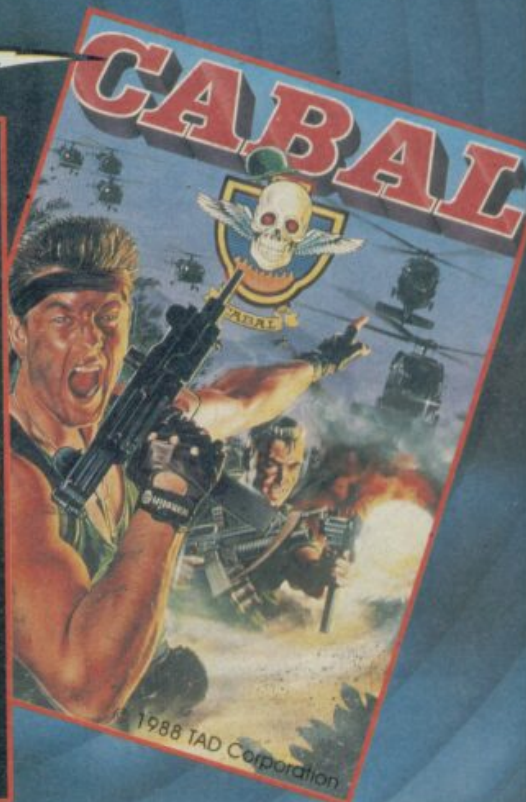
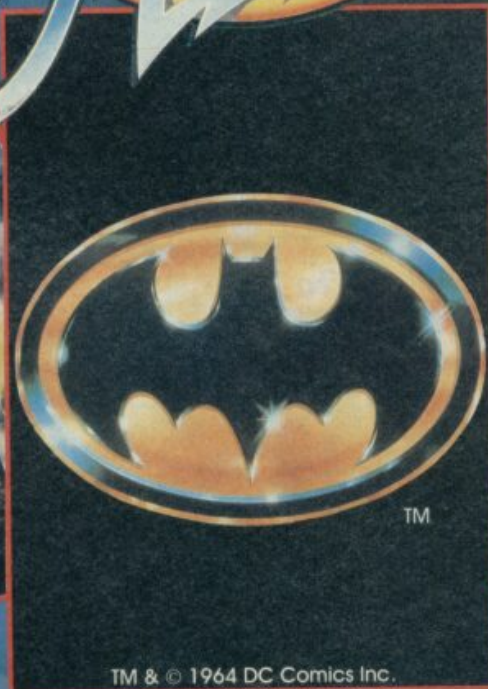
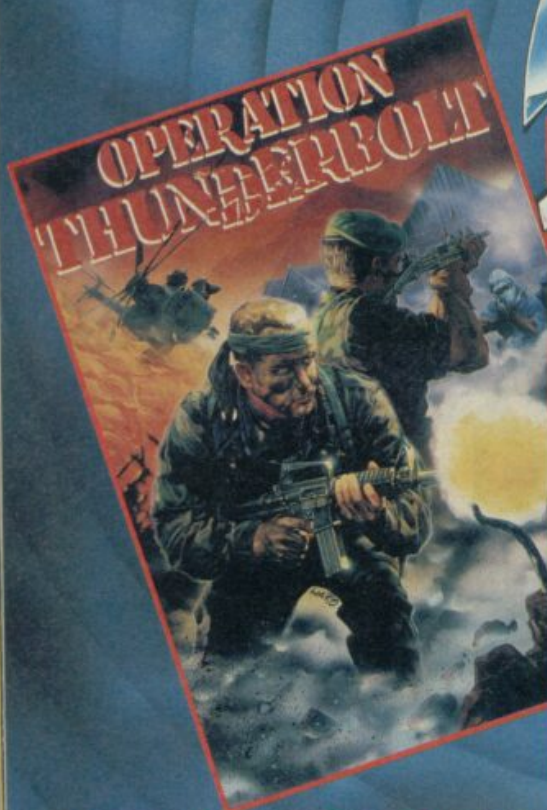
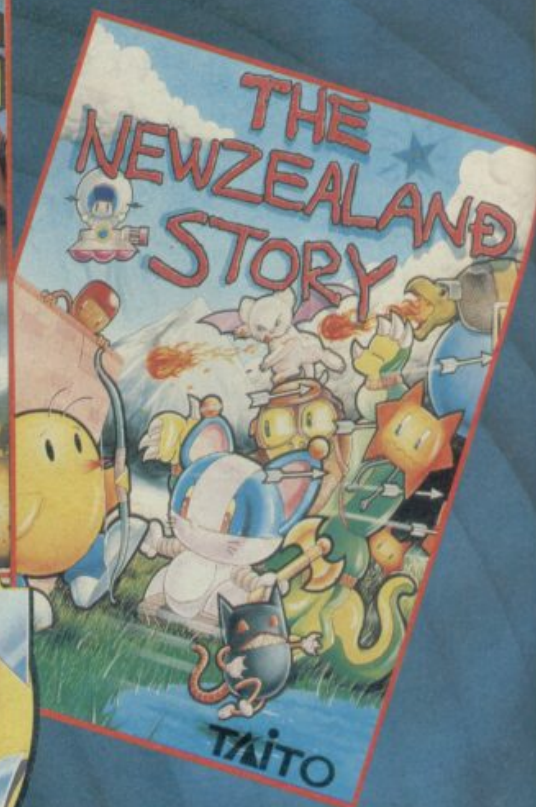
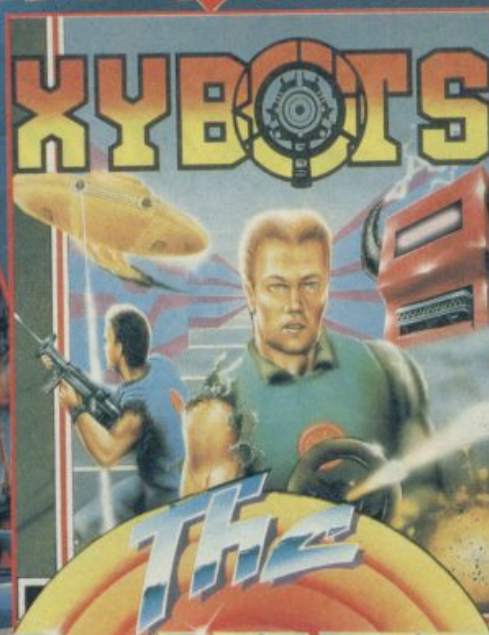
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