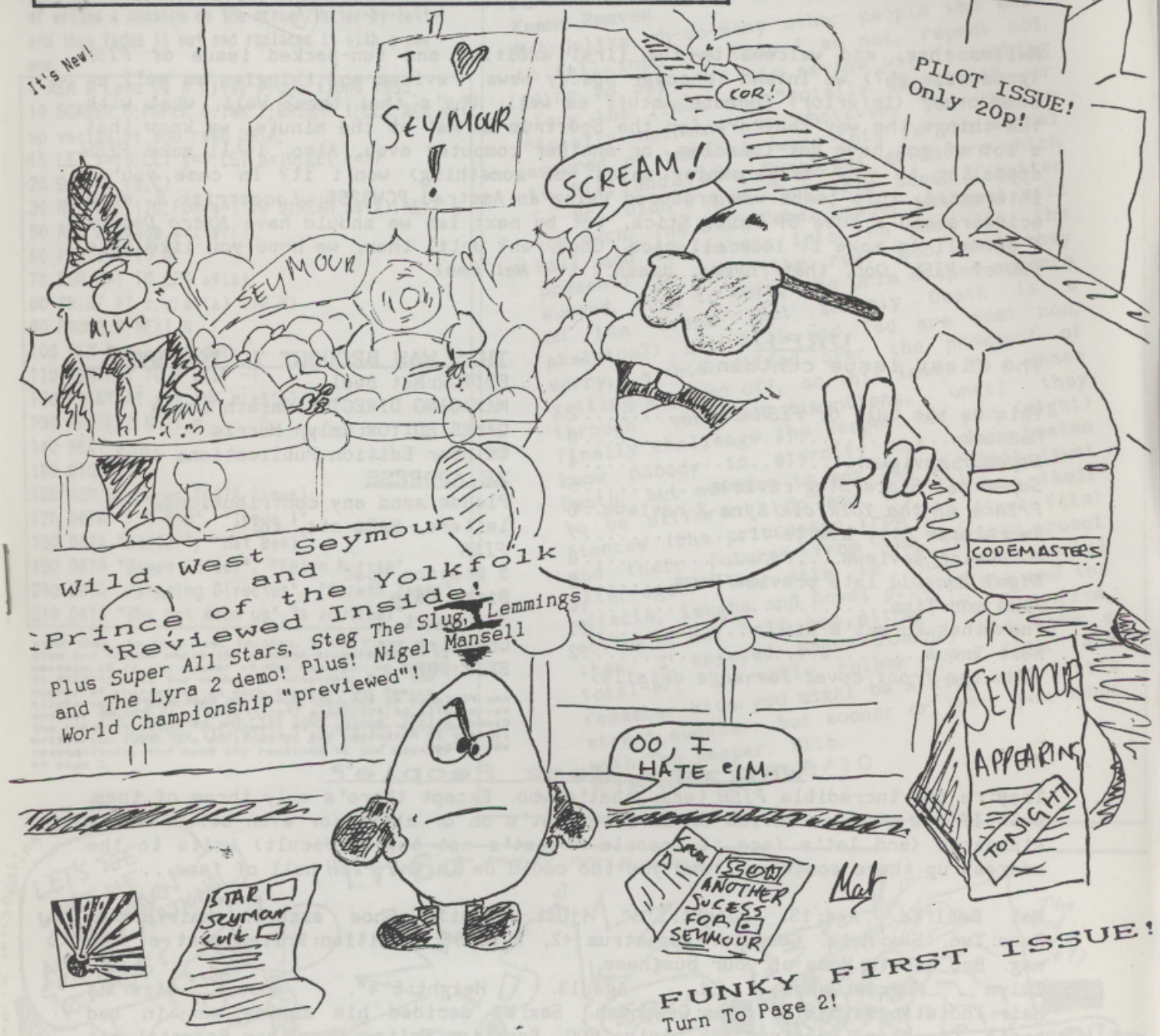
FISH

ISSUE 1 • FEB/MAR 1993 • 20p • THE ALL-NEW SPECCY FANZINE • BIMONTHLY



FUNKY FIRST ISSUE!

Turn To Page 2!

PLUS!

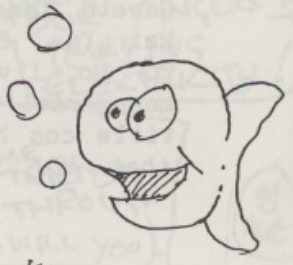
Haddock - Books, films, program listing and our cartoon strip, Prat the Prat.

Rerelease City Limits - We look at some of the many re-released games over the last few years.

The Other Format's Bit - A look at other formats including Amiga, Sega and Nintendo.

News - The latest gossip from the Spectrum and computer world.

And - Er, stuff. Basically.



It's Freddy the Fish!

THIS IS THE CULT OF FISH

Halloo thar, and welcome to the first exciting and fun-packed issue of *FISH* (good name eh?) We intend to cover Speccy news, reviews and thingies as well as some other (inferior) formats' stuff as well. Why's that then? Well, what with the things the way they are for the Spectrum market at the minute, we know that a lot of you have got consoles, or another computer even. Also, it'll make *FISH* appealing to your Amiga-owning mates (or something) won't it? In case you're interested, this issue was produced using an Amstrad PCW8256, *Locoscript 2*, some scissors and a tube of Pritt Stick, but by next ish we should have *Micro Design 2* as well to make it look all nice. Good, eh? Until then, we hope you like this ish of *FISH*. Ooh, that rhymes, doesn't it? ***Mat Beal***

URP!

The first issue contains...

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THIS WAS BROUGHT TO YOU BY...

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ZE ADDRESS

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Any PD (such as the *Lyra 2* demo on page 6) we review will be availible from Prism PD, 13 Rodney Close, Bilton, Rugby, CV22 7HJ. The other PD library is Rasputin, but I can't tell you much about them.

Who Are Zeez People?

They're the incredible *FISH* team, that's who. Except there's only three of them. But! If you write a review or article that's on or above (or even below) these standards (and let's face it, people - that's not too difficult) write to the address up there somewhere, and you too could be in the *FISH* hall of fame...

Mat Beal: Ed. Age: 13. Height: 5'3" (just about). Shoe size: 6. Hair: Brown. Eyes: Two. Sex: Male. Computers: Spectrum +2, PCW8256. Position: Writes most of the mag. Bad habits: None of your business.
Emlyn Morris: Games Ed. Age: 13. Height: 5'4". Shoe size: XL. Hair: Indistingusihable. Eyes: Greenish. Sex: We decided his answer was in bad taste. Computers: Spectrum 48k, Amiga 600. Position: Writes the Other Formats' bit and anything to do with cars. Specialist subject: The relevance of bucket wheels.
Gareth James: Managing Director. Age: 14. Height: 5'3" and a bit. Shoe size: 6. Hair: Yes. Eyes: optical organs. Sex: None please, we're British. Computer: Poqet PC. No, I've never heard of them either. Position: Deals with the financial and managerial stuff, like printing and publicity and whatnot. He's just got a posh title cos he wanted to sound important. Bank account number: *[That's enough of that. MD]*

HADDOCK

ROUTINE CORNER! *Write and Fade*

•Programming, eh? We decided to have a section of the mag where you can send in your routines that other people might find useful for their own games etc, As this is the first issue, we'll have to make do with me, and I'm not exactly a brilliant programmer, Anyway, I've come up with this, It sort of writes a message on the screen letter-by-letter and then fades it out and replaces it with a new one,

```
1 REM © Lend Us A Fiver Productions 1993,
10 BORDER 0;PAPER 0;INK 7;BRIGHT 1;CLS;REM set
up variables and read DATA;
15 LET x=10;LET y=0;LET b=10;LET c=17
20 DIM A$ (B,C)
30 RESTORE 170;FOR a=1 TO b;READ a$(a);NEXT a
50 REM Message writer;
60 FOR a=1 TO b
70 FOR n=1 TO LEN a$(a)
80 PRINT AT x,y;a$(a) (TO N)
90 PAUSE 5;NEXT N
100 REM Message fader;
110 FOR n=7 TO 0 STEP -1
120 PRINT AT x,y;INK n;a$(a)
130 PAUSE 2;NEXT n
140 NEXT a
150 STOP
160 REM Messages (DATA lines);
170 DATA "F I S H", "Issue 1"
180 DATA "Editor", "Mat Beal"
190 DATA "Games Editor", "Emlyn Morris"
200 DATA "Managing Director", "Gareth James"
210 DATA "Why not send us","a routine?"
```

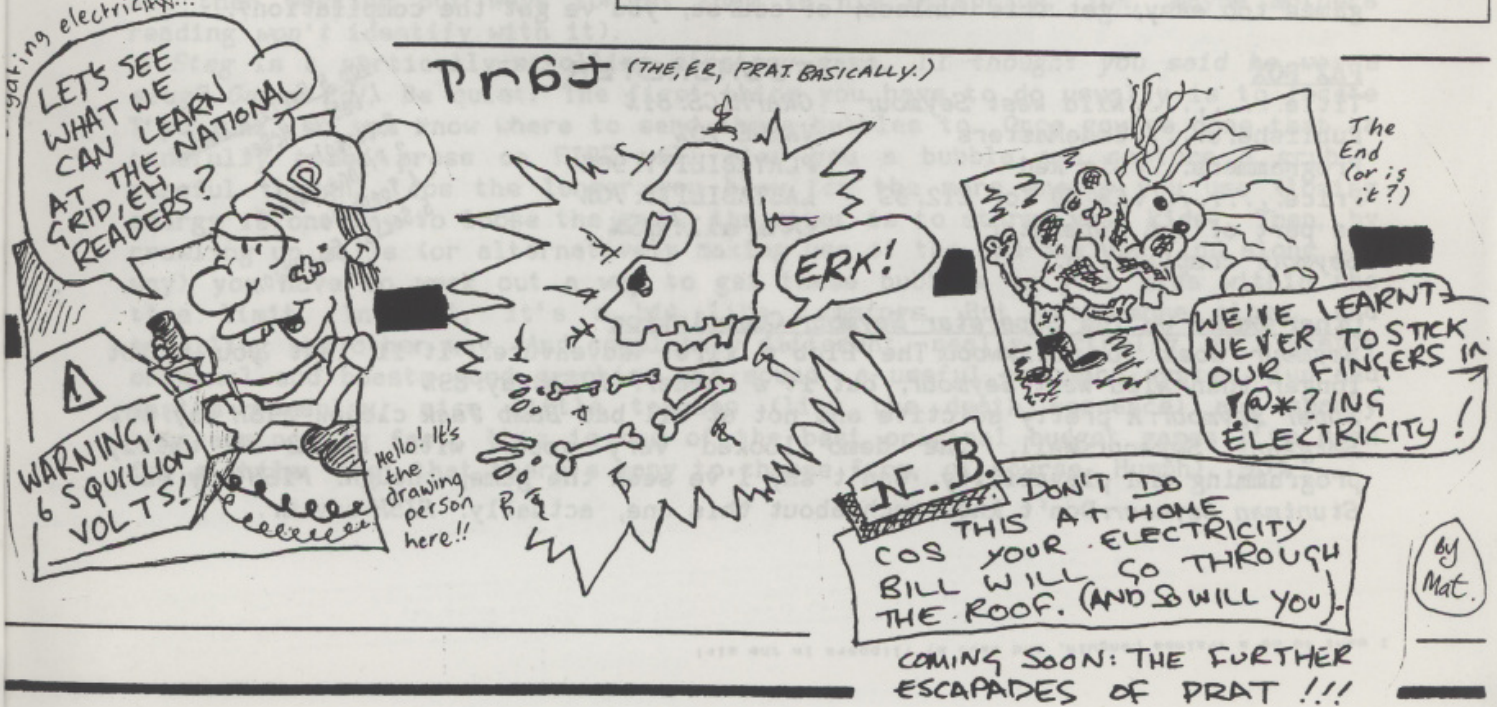
•And that, as they say, is that, X and Y are the line and column where the message appears; A$(A) is a message (A is the number of the message, eg "Editor" is A$(3)); B is the number of messages; C is the number of charecters in each message (the Speccy sticks spaces onto the end of the message if it's smaller than C); and N is just a variable I used for the FOR/NEXT loops. The speeds at which the message writes and fades are on lines 90 and 130 respectively, and send any routines to the address on page 2.

Video Review: *Bill and Ted's Bogus Journey*

PG/Columbia Tristar/Starring Alex Winter and Keanu Reeves

Mat: Unlike oh-so-many other people who seem to fall into the trap I am not, repeat *not*, going to pay off this review with something along the lines of, "totally excellent", or "totally heinous" or whatever. You can be assured of that. Anyway, this is the sequel to *Bill and Ted's Excellent Adventure* which I, er, didn't see, but this doesn't matter too much. The Evil Rebel Leader has sent evil Bill and Ted robots into the past (ie, the present) to kill the real duo. And they suceed. True to form, the Grim Reaper appears on the scene (but shurely Death is a skeleton?) but Bill and Ted are most non, sorry, a bit miffed over the prospect of getting scythed off, so this leads to a chase through various dimentions, until they finally challenge the Reaper. As you (might) know nobody in eternity has ever beaten Death, but suffice to say Ted and Bill (just to be different) do and try to save their fiances (the princesses from the first film) and their futures from the twisted robot alter-egos. The film is full of special effects, laughs and novel plot twists and the acting's not 'alf bad either. To summarize, then, I enjoyed *Bogus Journey* and it's a total-er, a really rather good film. And remember kids: you might be a king or a little street sweeper, but sooner or later you dance with The Reaper. Plib.

FISHOMETER: 8/10



REVIEWS SECTION. . .

Wild West Seymour Review

Mat: The basis of *FISH*'s first cover! Actually it would have made a nicer tie-in with the *Superstar Seymour* compilation, but we haven't seen the two new arcade games on it yet. The plot is as follows: Seymour has arrived at Leamington (the home of CodeMasters) to find that some heinous baddie has blown up David Darling's safe and made off with the script of Squidgy's (no, not Princess Diana) new film! The cad! Not only that, Rich Eddy (the PR bod at Codies, if memory serves) can't find the Game Genie™. Why he'd want to find a device that allows you to cheat on console games I was a bit puzzled about but, it transpires, the Game Genie (™) in this case is not only a charecter in the game, but a password system, so the game's split into four bits and if you complete three-quaters of the game and then go and have your dinner, you can start again later and not have to play the whole game again. It's a great idea, and just a shame they didn't think of it about four years ago.

Apart from that, there are only a couple of gameplay differences from the norm: firstly, the programmers seem to have got rid of the stupid bits you get usually where you can get killed through no fault of your powers of lateral thinking (eg, getting impaled on a spike for the simple reason you didn't know it was there). This would is probably a good idea, but for some strange reason you still have three lives and an energy bar. Also, as the game's split into four small parts instead of one big part, there's less piddling about. All these differences make the game more playable, but also more easy; I got to the third level (and then finished it) in no time at all, and I'm useless at *Dizzy*-type games.

And now the for the summary. It will be mainly cold in the north with sunny intervals. But what about *Wild West Seymour*? Well, the good points include the aforesaid password system, a lot of nice graphics and music, and some touches of humour. *[What? Humour in a CodeMasters arcade adventure? Flabberghasted readers]* Well, maybe my concept of humour has dropped since I had to read *Midsummer Night's Dream*, but it's funnier than a lot of a certain egg's so-called wit. The bad points, on the other hand, include decidedly horrible graphics (like inside the bus in the first level), repetitive music that gets immensley irritating after a while and unoriginality. As for the easiness of the game, if you find the normal stuff impossible (like me) it will come as a refreshing change and if, on the other hand, you're actually *good* at these things you'll probably finish it in about an hour. Just like Vision Express, in fact. Except you'll be playing a computer game, not making customized spectacle lenses. So, basically, if you liked the other five billion *Dizzy*-ish games and you don't mind your games too easy, get this (unless, of course, you've got the compilation).

FAX BOX

Title..... *Wild West Seymour*
Publishers..... CodeMasters
Programmers.... Big Red
Price..... £3.99 (or £12.99 as part of the *Superstar Seymour* compilation.

FISHOMETER

GRAPHICS: 81%
VALUE: 70%
PLAYABILITY: 90%
LASTABILITY: 70%
Overall: 85%

Top 5 Useless Things
1, Debbie McGee
2, Consoles
3, Prince Edward
4, Toenails
5, Social Education

Other Games On The *Superstar Seymour* Compilation

Seymour Goes To Hollywood: The Blob's first adventure. It'll last you a lot longer than *Wild West Seymour*, but it's harder. *FISH* say: 89%
Super Seymour: A pretty adictive and not at all bad *Bomb Jack* clone. *FISH* say: 80%
Sergeant Seymour: Well, the demo looked very good, with loads of whizzy programming and playability. Can't say I've seen the game, though. *FISH* say: Um.
Stuntman Seymour: Don't know much about this one, actually. *FISH* say: Er.

Super All-Stars Review

Mat: *Super All-Stars* (not to be confused with *Quattro Superstars* or *Superstar Seymour*) is CodeMaster's latest compilation, featuring *Turbo the Tortoise*, *Steg the Slug*, *Magicland Dizzy*, *Captain Dynamo* and *CJ in the USA*.

Magicland Dizzy (not to be confused with the six billion other Dizzy games) is the egg's fourth game, in which he has to save all his friends who have been turned into various amusing inanimate objects by the evil wizard Zaks. The gameplay's the same as the rest of the Dizzy adventures, so if you liked them, you'll like this. **86%**

CJ In The USA (not to be confused with *CJ's Elephant Antics*) is CJ's second budget platform game, in which he has to save other elephants across America. The game's fun, colourful, does actually have something to do with the US and the music's pretty nifty, but it's let down somewhat by the irritating scrolling, and in two player mode (otherwise even better) player one always has control of the screen. Still jolly good fun though. **80%**

Captain Dynamo (not to be confused with, er, *Captain Planet*) is a vertical platform game, in which the OAP superhero has to save some old biddy's diamonds from some crinkly baddie. The programming's good, but unfourtunately the Speccy conversion is too slow and hard with pretty tiny graphics. Still, if you're one of those clever dicks who complete games in five seconds flat, you'll enjoy this. **82%**

Steg the Slug (not to be confused with the woman in the Easy Listening section) is being released seperately, so we reviewed it down at the bottom of the page.

Turbo the Tortoise (not to be confused with the till) is a straightforward, horizontally scrolling, *Mario*-esque platform game. There's no music, but it's really playable and the most addictive on the compilation. **85%**

FAX BOX
Publishers....CodeMasters
Programmers...Big Red/Visual Impact
Price.....£12.99
Formats.....Speccy and C64
(CPC has *DJ Puff* instead of *CJ 2*, and ST and Amiga have *Robin Hood Legend Quest* instead of *Turbo*).

FISHOMETER
OVERALL: 89%

QUOTE OF THE (BI)MONTH!
"Your mother was a hamster, and your father smelt of elderberries!"

Steg the Slug/CodeMasters/£3.99

Mat: Ah, now this has a plot any mothers reading will identify with. Steg's a slug, and he has to feed his children (T'Yungunz) by catching grubs in bubbles and then working out ways to get them to his offspring. (OK, maybe mothers reading *won't* identify with it).

Steg is a vertically-scrolling strategy game. *[I thought you said he was a slug? Games Ed].* Be quiet. The first thing you have to do usually is to locate T'yungunz, so you know where to send these bubbles to. Once you've done that, a carefully timed press on FIRE will blow you a bubble and capture a grub - careful though, 'cos the longer you blow for the more energy you use (losing energy is one way to loose the game, the other is to starve your kids). Then, by crawling up walls (or alternatively making use of the add-ons you find along the way) you have to work out a way to get these bubbles to your kids within the time limit. In fact, it's a bit like *Lemmings*. But with more slugs. And scrolling the other way. And completely different, really. Actually, it's pretty original and boasts good graphics and sound, a useful password system, fun and varied gameplay, nice little touches (like the death sequence) and spanky programming. In fact, this is one of the best original budget games I've seen for a while. (Not that there's many to choose from, of course. Humph). **90%**

I want to be a trainee penguin, and wave my flippers in the air!

DIZZY: Prince of the Yolfolk Review

Mat: Eh? What's going on? When the CodeMasters released *Prince of the Yolfolk* in December 1991, they assured us it was exclusively part of **Dizzy's Excellent Adventures** and would never be released by itself. The scamps. My mate Rick told me they were lying at the time, and now he's been proved right. Again. Damn.

Anyway, the plot (groooaan). Daisy, being the useless bimbo that she is, has got herself thrown into the tower by a power crazed troll (do Russ know about this?) and can only be awoken by a prince's kiss. Dizzy, obviously, has no royal ancestory, so this presents a problem. I don't really need to explain the gameplay, do I? It's your basic *Dizzy* arcade adventure, games I always enjoy (even though I'm awful at 'em). But (but!) the game is definately a step back from modern day Dizzy-esque games. This didn't matter too much when it was just a "bonus" on *Excellent Adventures*, but at four quid you can do better (*Spellbound Dizzy* for instance).

Presumably if you're a Dizzy fan you'll have bought the compilation already, and if you're not you won't buy this anyway, but if you don't fall into either generalisation, get this.

FAX BOX

Game.....*Price of the Yolfolk*
Price.....£3.99(or £7.99 16-bit)
Programmers....Big Red Software
Publishers.....CodeMasters

FISHOMETER

GRAPHICS : 85%
VALUE : 69%
PLAYABILITY: 90%
LASTABILITY: 83%

OVERALL: 73%

TIPS: Fluffleade, bread, magic carpet and potion don't do anything. Kill Dizzy Doppleganger with thorn and apart from that it's pretty obvious.

The Lyra 2/ESI

P.D. REVIEWS

Public Domain, in case you're not aquainted with it, is software that can be copied (legally, I mean) and given to and recieved from whoever you like, as long as nobody makes a charge for it or changes it (cos it's still copyright). In Britain there are two Speccy libraries, Prism PD and Rasputin PD. Both write some of their own stuff, but most of the Speccy PD stuff comes from East Europe, mainly demos that are quite amazing and stretch your Speccy to the very limits. This, in my opinion, is the prime example, despite the fact it came out a couple of years back. It's a mega-demo (ie a multiloader) and this is what each part contains;

Part one has a remix of the *Star Wars* theme tune, and a very nice vertical scrolling message, which you can change the speed of. Part two comprises of a hi-fi picture, a counter thingy and a big scrolly over a background of trucks, or something. A bit boring though. The stuff really picks up in the third bit;it's the story of what happens when a drunk programmer throws a bottle in a lake. It's got a digitised picture of said bottle that bobs about, an impressive scrolly, nice little touches in the background (ie, lake) and spooky music. I found the next part particularly amazing the first time I watched it;a pretty average scrolly with a digitized animation of a girl dancing to the music. It gets a bit repetitive after a bit, but pretty impressive none the less. In the next part, there's a colour effect (you get a lot of them in demos) which looks impossible (on the Spectrum) until you realize how they've managed this optical illusion. This is accompanied by a bobbly logo - for want of a better term - and a vaguley interesting scrolly. Part six is definately the worst;Unreadable jerky scrolly, boring background and the music's not too hot either. Next bit's good though;A bit boring at first, but soon picks up with a colourful scrolly, remix of Iron Maiden sampling that sounds well top (as my mate James would put it) and a sort of glowing logo. The next bit's a bit of a downer again;Scrolly bad-mouthed and incomprehensible, music's not too good and there's a ball effect that looks a bit ugly. In the final part, there's a brilliant scrolly that features animated representations of the previous parts, rendition of *When The Going Gets Tough* and nice cartoony pictures for each of the programmers, accompanied by their addresses (should you want to speak to some Polish SAM Coupé programmers). A brilliant end to a brilliant demo (and there's fabby music throughout). **97%** Next issue we look at ESI's next mega-demo, *Shock*. (See p3 for PD address).

RERELEASE

CITY LIMITS

Over the last couple of years, software houses have got into the habit of re-releasing their old games (or, more recently, not so old) on budget. Whether this is a good thing or not is a matter of debate, but here MAT BEAL looks at some £3.99 golden oldies.

New Zealand Story (The Hit Squad)

This was originally released in 1990 and was an instant sucess. It sees you, as Tiki the Kiwi, try to rescue your chums from some heinous Walrus. Armed with only a bow and arrow (or maybe not - see Hints box) you have to battle the nasty baddies, save the other kiwis, and get all the bonuses whilst doing as many cute things as possible. It's a multi-way platform game, and a jolly good one to boot. **93%**

Edd The Duck (Impulze)

Edd the game is a suspicously *Rainbow Islands*-esque vertical platform game which sees Edd film his new programme for the Beeb. You can freeze the baddies with snowballs and must collect the various stars from around the BBC centre. It's quite playable, and the graphics are quite nice and colourful, but there's no music and Edd, being a duck, has got a rather odd half-flying jump which is sometimes useful, but most of the time plain frustrating. Very frustrating in fact - I threw the cassette across the room and I don't think my joystick's ever recovered. Still, for 4 quid it's not bad. **79%**

Monty Python (Tronix)

Based on the cult TV series, *Monty Python's Flying Circus* sees you stepping into a man named Gumby's shoes, who wants to get his brain back (always a useful thing to have, I find). Now - and I'm sure your biology teacher will testify this - the obvious way to get one's brain back is to go around throwing goldfish at cheese and Spam™. And (spook!) that's what you're doing here. As a fish, or bird, or man you must try and retrieve the old grey matter. There are, as always, baddies to stop you as well as bonuses, surreal touches, a nice line in humour, good graphics and sound and a high - if hard - level of playability. Recommended. **90%**

Mercenary (Novagen)

This got 99% when it was reviewed in *Your Sinclair*, making it - I think - the game with the highest YS rating ever. Oh, apart from *Advanced Lawnmower Simulator*, which got 100% for a "joke". Anyway, *Mercenary* has you crashing on a war-torn planet. Understandably, you want to get off it as there's only one city which is entirely composed of vector graphics. It's a bit of a mixture - flight sim and arcade adventure - which is a good thing, and has very deep playability once you get going with it (working out how to fly properly is an adventage, for one thing). The graphics are fast moving, and for people who like novel arcade adventures - like me - this is a crucial purchase at £4. **92%**

Multimixx 5 (Kixx)

The fifth *Multimixx* compilation features *Auf Wiedersehen Monty*™, *Monty on the Run*™ and *Jack the Nipper 2*™*: Coconut Capers*. All flip-screen platformers, the first two being installments in the *Monty* saga and the second the sequel to the famous story about Jack, the deliquent toddler, this time trying to be as naughty as possible on a dessert island. All contain nice little features, too numerous to go into here, and all are jolly good fun. The Monty games occasionally look a bit dated, but all things considered this compilation's as much of a bargain as a very good bargain with a free bargain stuck to it. Hurrah. **88%**

R-Type (The Hit Squad)

Who hasn't heard of *R-Type*? It's probably the most addictive and playable game ever, boasting rather fabby graphics (no attribute clash!), satisfying sound effects (though unfortunately no music), varied baddies and the best bonuses and add-ons ever. In fact the only real problem is it's a multiload. *R-Type* may not be perfection, but it's the nearest you're going to get in any shoot-'em-up anywhere. **97%**

Shadow of the Beast (GBH)

To finish off our re-release roundup tonightwe come to *Shadow of the Beast*, a sort of part-beat-'em-up, part-arcade adventure jobby. You are out to revenge the Beast, who made you kill your dad and gave you a silly head. Or something. The graphics are highly detailed and pretty funky, and the music is very atmospheric (although spoilt by the 'orrible multiload). The beat-em-up bits can be quite repetitive, but I think that if you stick with it *SOB* is quite a good game. **77%**

You haven't heard the last of me!

Ha! Ha! Ha!

HINTS! *New Zealand Story*: Type FLUFFYPHILLIP on the menu for infinite lives and a lazer gun. Press [ENTER] to skip a level, but no more than a few times per multiload block.+++*Edd*: Press UP and zero simutaneously for a choice between colour and monochrome. Type WILSON on the third level+++*Monty Python*: Try going through pipes for bonus screens.

Speccy's Greatest Hits: *Lemmings* Review

The Speccy is old and *FISH* is young. In this series, we're going to review past Spectrum games - recent and not so recent - that are still availible and worth reviewing...

Mat: For some reason, the prospect of the best games being converted to the Speccy always seems funnier to the average 16-bit owner than most games. It's illogical, yes, but it happened with *Lemmings*, it's happening with *Street Fighter 2* and, if it had ever come out on the Spec, it would have happened with *Robocod*. Why? (Which is, of course, the biggest question of all time).

Lemmings made its name the Posh Computers, and was an instant hit on the Speccy (actually, the ZX conversion came out before the CPC, C64 and console conversions). If you haven't heard of it you haven't lived: basically, you've got to save lemmings from killing themselves by allocating them special jobs to do (climing, floating, blocking, blowing up, digging, bashing, mining and bridge-building) from the icons at the bottom of the screen. A mouse was used on the Amiga, PC and so on, and worked really well, but although there is a mouse for the Speccy it's not in popular use and only works with 2 packages. So what have they done? Well, you can select your icon with the number keys or scroll through the options with Z and X. You can move your cursor and select a lem with keys or Kempston joystick, and then can lock on to this rodent by pressing N so the cursor will follow it it (a feature the 16-bits didn't have). Oh, and L and ENTER scrolls the level on. Good, eh? Well, I thought so anyway. *Lemmings* has got 60 levels, music, great graphics and animation (almost as good as the 16-bit conversions) and addictiveness qualities greater than that of a packet of Nice 'n' Spicy Nik Naks. On the down side, the advantages the 128k mode version has to offer - music, not having to reload mucked-up levels, quicker lems etc. - are marred by the flickery screens, and the fact it's more bug-prone than the 48 version. Nevertheless, it's a great conversion and an essential purchase for any Speccy owner.

FAX: Publishers: Psygnosis+++Programmers: DNA Designs+++Price: £12.99

FISHOMETER:

GRAPHICS: 92%+++VALUE: 93%+++PLAYABILITY: 94%+++LASTABILITY: 89%+++OVERALL: **92%**

Speccy's Greatest Hits: *Pang*

Mat: *Pang* was originally released in 1991. It's a highly addictive arcade conversion, with a bit of strategy in there too.

For some reason, it sees you stepping into the shoes of a little chappy determined to rid the world of bubbles. Quite what these bubbles have done to him it doesn't say, but that's what you've got to do. When you first start, you'll be on a screen with a rather nice digitised background of Mount Fuji (for 'tis where you start your bubble-popping quest). That doesn't look to hard, does it? So press fire, and instead of bullets or something, you get this sort of rope thingy coming up. The bubble pops if it touches the side too, so you can leave the rope as it unwinds and run off to the other side of the screen, thus making it a lot safer. What a good idea. (Bit slow, though, and it disappears after it unwinds fully). This bubble will then turn into two more bubbles, which when popped will subsequently both turn into four smaller bubbles, and they, in turn, will turn into a league of radioactive Siemese hippopotami. Sorry, eight smaller bubbles. And then once you've got rid of all them, you're onto the next level! Hurrah! As you progress into the game, you'll get more bubbles, platforms which get in the way (some of which can be zapped), ladders to climb, bonuses (extra weaponry and so on) and lots more besides. There are some very sneaky bits indeed, and all together it's a very playable and well-programmed game. And two-player mode's even better, with the slight drawback that if one, inferior player gets killed by a killer bubble (ie my sister or Emlyn), both have to start the screen again. And the sprites aren't too hot either. And the collision detection is decidedly shoddy. But never mind, eh? *Pang* is an extremely good game, and as addictive as hell. (Come to think of it, hell can't be very addictive. But never mind).

FAX: Publishers: Ocean+++Programmers: ARG Developments+++Price: £12.99

FISHOMETER:

GRAPHICS: 70%+++VALUE: 93%+++PLAYABILITY: 95%+++LASTABILITY: 97+++OVERALL: **95%**

Top 5 Things With Fish In Them

1) *FISH*

2) *Give A Man A Fish* by Arrested Development

3) *So Long And Thanks For All The Fish* by Douglas Adams

4) Prestatyn Fish and Chip shops

5) *[That's enough fish, Ed]*

Nigel Mansell's World Championship Preview

OK, so it's late. But we haven't seen the full game yet (at least, not on the Speccy) and as *FISH* is only just getting started you can't really blame us. *[Oh yes we can. Lots of readers who are beginning to get suspicious they're getting fobbed off by this "pilot issue" thing].* Shut up. Now, us Speccy-owners were first promised a glimpse of Mansell in 1988 when they said *Nigel Mansell's Grand Prix* was going to be released (at least, that's what an old *SU* I've got says). But was it? No it wasn't. I think. (You'll probably know differently though). Then in 1991 *Your Sinclair* magazine put a demo of it by React Software (who?) on their covertape. Me, Emlyn and Gareth played it and agreed it was jolly good. But did it come out? No it didn't. Nigel probably demanded more money and went off in a sulk, or something. But! Then a few months ago Gremlin announced they were going to put hit game *World Championship* on the Speccy! Hurrah! Well, Emlyn's got the Amiga version, and that's pretty nifty, with a customizing facility where you choose things like auto-gears, tyres and things that Emlyn seems to know about, that's on the Speccy too. But will it come out? Er, yes, actually. It already has.

FAX BOX

Publishers.....Gremlin
Programmers.....The Amazing Freddie and his Death-Defying Hamster
Price.....To be announced (Probably about £12.99)
Release date.....It's out now!

NEWS. . . NEWS. . . NEWS. . . NEWS. . . NEWS.

• For those of you who have got Teletext TV, you may know that ORACLE lost the ITV/C4 franchise at the end of 1992. The new service (the imaginatively named Teletext Ltd) offers a 5-page section on computers, entitled Digitizer, from pages 570-575. But you know what? It never mentions the Spectrum (except in snidey letters from braindead console owners). *FISH* say, bring back Buzz and FX!

• MAGAZINES - *Gamesmaster* and *Sad*, sorry, *Bad Influence* both have magazines out now. The former, published by Future and edited by Jim Douglas, ex-*SU* ed, sold 200,000 copies of its first issue. Back with the Spec, Sinclair User ("incorporating" *Crash* - well its logo anyway) seems to be going downhill. Its boxed cover tape, The Great Eight, has become the unboxed cover tape The Fun Four and the magazine itself is wafer-thin (still, some things never change - the mag still looks and reads abysmally). Meanwhile Linda Barker, editor of *Your Sinclair*, has left her post after about nine issues of edship and two and a bit years of working on the mag (she started as a staff writer under Matt Beilby - well, not literally you understand, hem hem hem). The new ed is a witty and articulate chap if we ever saw one (creep creep) who answers to the name of Jonathan Nash (unless he gets mixed up and answers to the name of Jon North accidentally which, as *YS* readers will know, used to be his name).

• RELEASES - The only future Speccy releases of note appear to be *Dr Who Dalek Attack* and *Thingy*. The last "biggie" was of course *Streetfighter 2* which has already been released and went to number five straight away, and number two the following month.

• Apparently Nintendo recently sued CodeMasters and lost. Codies, you will recall, has set up its own console branch which have been producing carts WITHOUT asking the permission of Nintendo (horror!), thus making games a lot cheaper and making profit at the same time. According to our console industry correspondent (sort of) Sega were planning on doing the same, but then pulled out at the last minute to make Nintendo look bad. (But, er, we're not too sure how true that is. *[Yes, best play it safe, eh? MD]*) ***He Who Knows***

FISH + TIPS

Hurrah, it's our tips page! This issue all the tips came from the knowledge of the *FISH* editorial team (which begs the question, do two people constitute a team?) which might explain why a lot of them are for games we reviewed this ish. Anyway, send any tips to the address on page 2, etc., etc.

Steg the Slug

Here are some codes...
Level 2: RDNUHCCMGU
Level 3: EDOUTIOCKO
Level 4: ODQMFUVLIC
and for the cheat mode, enter your password as IWANACHEAT. Then to skip a level, press H for pause and then ENTER.

Edd The Duck

Press UP (cursor key) and 0 (zero) at the same time to choose between colour and monochrome. Je ne sais pas pour quoi...

Lemmings

"Fun" Passcodes...
2: IKHNDHBCCX
3: OHNDHBADCV
4: JNDHBMOECT
5: NDHBAKLFCW
6: DHBMKNNGCV
7: HBANLNDHCL
8: BINNLLHICM
9: BEKHMLHJCR
10: MKHMLHBKCJ
11: OHODHBALCN
12: HMLHBMOMCQ
More exciting combinations of letters next ish.

Seymour Goes To Hollywood

Objects and their uses...
Sunglasses: Get past the security guard.
Spanner: Fix lift.
Leather jacket/Pom pom: Give to actors on *Grease* set.
Balloon/bike pump: Use to cross the lake.
Flowers: Give to Pippa.
Clockwork Heart: Give to Dorothy.

Pathetic Pablo Bros

(*Your Sinclair* put it on their tape recently) - to get on to the next level press SYMBOL SHIFT and 5. It's amazing where a prod on the BREAK key will get you...

The Untouchables

Enter your name on the high score table as HUMPHREY BOGART and then press Q, W and E in the game to go onto the next level. For some reason this kills you on Level 2.

Pang

If you're in one player mode, when you're on your last legs bring in player two and kill off player one. You will now be able to continue with double the lives.

Wild West Seymour

Our cover game again. We don't think a solution is really necessary, but here are the level codes:
Act 2: 21D135008
Act 3: 10C700068
Act 4: 238A35008

Spellbound Dizzy

On the intro screen (the one that's got Grand Dizzy, Dylan and so on) type IWANTANOMLETTE. The border should flash. Then start the game and press C for the cheat menu.

The Simpsons

Which has just been released on Ocean's *The Dream Team* compilation. If you buy everything you need and then kill yourself (no, no, not really) when you start again you'll have all your stuff. Cheat or dodgy programming?

Help!

If you've got a game you're stuck with, let *FISH* know. We probably won't be able to help, but somebody out there might. And remember, a problem shared is a problem several people have got...

As everybody knows, the Spectrum is the best computer in the world. The best, but not the only. So here EMLYN MORRIS goes through the reviews, news and tips for other formats' games and hardware. Take it away, Emlyn.

Amiga Review: *Lotus III*
The Ultimate Challenge

Emlyn: This is the latest of the Lotus games and probably the best. This time you get all the levels from *Lotus 2* and a lot more new ones to boot. Also, there's a new track editor which you can make up your own track as easy or difficult as you want. In the first *Lotus* game you could have the championship, and in this one you can have the championship and the timed stages. Now there are three cars to choose from, and six pieces of music, and of course there is the 2-player option. Overall, definately the best *Lotus* so far.

FAX BOX
Publishers: Gremlin
Programmers: Magnetic Fields
Price: £25.99
Formats: CBM Amiga/Atari ST

FISHOMETER
GRAPHICS: 86%
VALUE: 90%
PLAYABILITY: 91%
LASTABILITY: 89%
OVERALL: 91%

TIPS. . . TIPS. . . TIPS. . . TIPS. . .

Tetris (Game Boy): Hit select as the Tetris hits the ground and you get 10,000 bonus points.

Troddlers **(Amiga):** 51: UPSIDE DOWN; 52: DROPEMIN; 53: TOUGHTIMES; 54: CLOSEUP; 55: FOOLSRUN

Alex Kidd in Miracle World (Master System): When Game Over appears, push UP and press 2 eight times and you can continue (déjà vu!)

Zool (Amiga): Type GOLDFISH and then f1, f2 and f3 on the title screen. Then press 1, 2 and 3 in the game to skip levels.

Robocod **(Amiga):** Type in THE LITTLE MERMAID at any point in the game, then press the following keys to cheat:-
F gives you wings; RETURN makes you invisible; X takes you straight to the exit; P gives you a plane; B gives you a bathtub; M warps you to anywhere in the game; and F10 provides some useless screen effects.

Humans: Some nice codes:-
75: Lords of Chaos; 76: Now It's Done; 77: I'm Out Of Here; 78: Here's To A; 79: Better Life; 80: Bye Bye Bye

Gobliiins: 20: NNGWTTO; 21: LGWFGUS; 22: TQNGFVC

Ugh: 66: TIDDLES; 67: THENAKEDANT; 68: KENSHABBY; 69: ALBATROSS

Hardware: Super Vision

Yes, we've gone to the expense of buying a console just to write this review for you. The Quickshot Supervision was released last autumn as direct competition to the highly succesful Nintendo Game Boy. When released the Supervision had 27 games ranging in price from about £10 to £13 which was and still is a massive undercut of the Game Boy games, but saying that they aren't of the same high standard.

Now for the rest of the features; it has the biggest playing screen of any hand held, a bendable screen so you can have the perfect playing position, stereo sound and a low price making it extremely good value.

At times the sound and graphics can be a bit ropey, and it's a bit bulky to hold. And don't let the batteries run out because it does funny things.

All said you can't deny it's great value. So, if you're looking for a handheld and you haven't got much money, this is for you.

Make: Quickshot
Name: Supervision
Price: £39.99
Extras: A mains adaptor is availible and more accesories should come.

‡Send any tips or whatever to Emlyn via that oh-so-funky address on page 2. You'll be so glad you did.

NEXT ISSUE!

FISH gets bigger and better than ever before! Features include the first of our "Game Round Ups" and there'll be some letters and reader's contributions too. Maybe. Well, if you lot can be bothered to write anything, anyway. Plus we should have a desk-top publishing thingy too, to make the mag look all nice and, well, desk-top publishery. And all the usual stuff too: reviews, news, Haddock, Prat, Classics, FISH & Tips and the Other Format's Bit. You'd be a mackerel to miss it!

The May/June Issue of *FISH* - out (fairly) soon for 25p

We should have an ad in *Your Sinclair*'s fanzine column before we come out. Send your SAE and 25p in April to *FISH* SAEs, 3 Station Road, Birch Vale, Stockport, Cheshire, SK12 5BP. Photo courtesy of Granada Television.