

MORE POKES ● MORE REVIEWS ● NO COMPETITION

SINISTER

JANUARY 1988 No 70 HFL-5.75

GAUNTLET II

STILL ONLY £1



SU HITS '88

OUT RUN

FLYING SHARK



SUPER HANG-ON

POKES FOR: ● MASK II ● ATV SIMULATOR ● DRILLER
WIN STAR WARS VIDEOS! ● WIN A PLASMA BALL
TOKYO COIN-OP SPECIAL ● FREE 1988 KAMIKAZI KALENDAR
MASK II ● COMBAT SCHOOL ● SALAMANDER ● MATCH DAY II

THE BEST, THE VERY BEST,

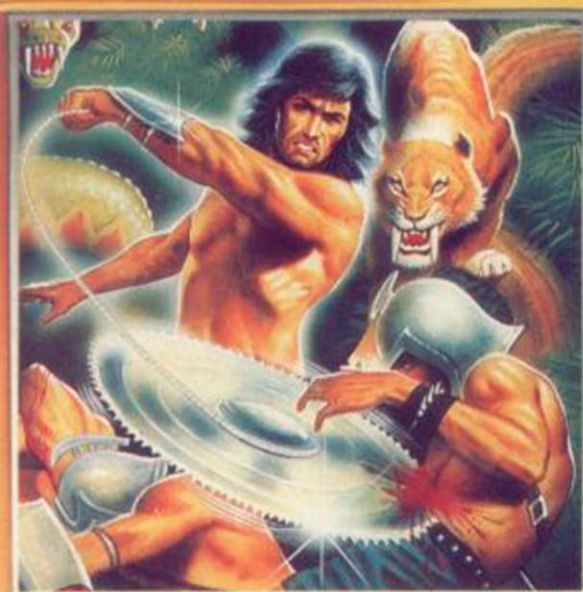
RYGAR



From the dawn of time comes a legendary warrior to thrill players everywhere... Rygar! A warrior who respects one code alone, the code of combat. Antagonistic gladiators, reptiles, mammals, monsters, creatures of magic... Come one, come all, come to meet the might of the fearless Rygar and in the words of the immortal warrior - LET'S FIGHT!!!

CBM 64/128 £9.99t £14.99d
Amstrad £9.99t £14.99d
Spectrum 48/128K £8.99t

TECMO™



SCREEN SHOT FROM CBM VERSION.



U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Telephone: 021 356 3388.

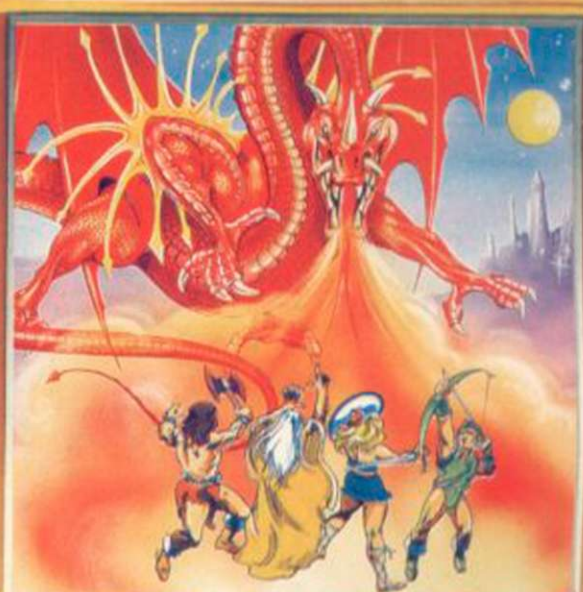
GAUNTLET II



The mindblowing sequel to the No. 1 smash hit! Addictive, frantic and packed with so many new features it's a totally new game. Gauntlet II is not just a further episode in this enthralling crusade, it is a whole new experience in action packed adventure

CBM 64/128 £9.99t £11.99d
Amstrad £9.99t £14.99d
Spectrum 48/128K £8.99t
Atari ST £19.99d

ATARI®
GAMES



SCREEN SHOT FROM ATARI ST VERSION.

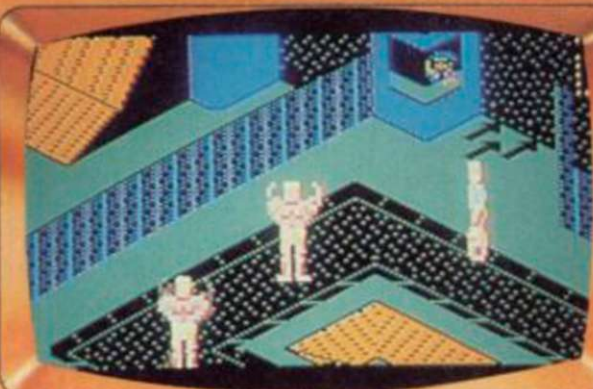


*TM & © 1986 Atari Games Corporation. All rights reserved. Licensed to U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Telephone: 021 356 3388.

YOU WONDER WHY OTHER

AND NOTHING BUT THE BEST

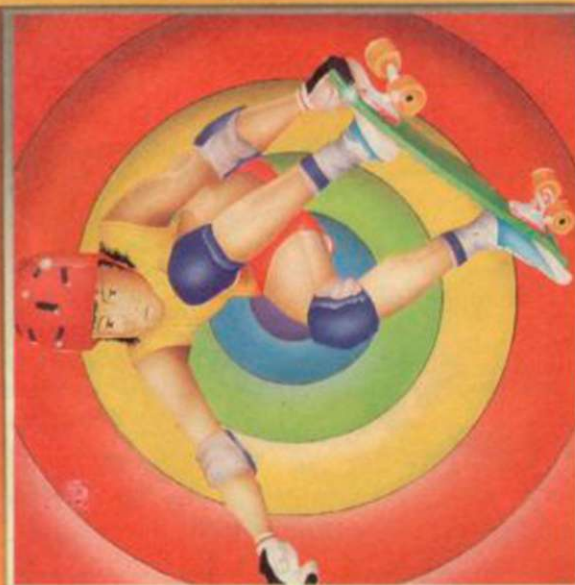
720°TM



The ultimate aerial experience now available for your computer. All the thrills and skills of real skateboarding in this unique challenge to become champion of the skating world. Improve your techniques in both freestyle and competitive action as you attempt to complete the ultimate manoeuvre - the 720 degree twist while soaring through the air.

CBM 64/128 £9.99t £11.99d
Amstrad £9.99t £14.99d
Spectrum 48/128K £8.99t

ATARI[®]
GAMES



SCREEN SHOT FROM CBM VERSION.

INDIANA JONES[®]

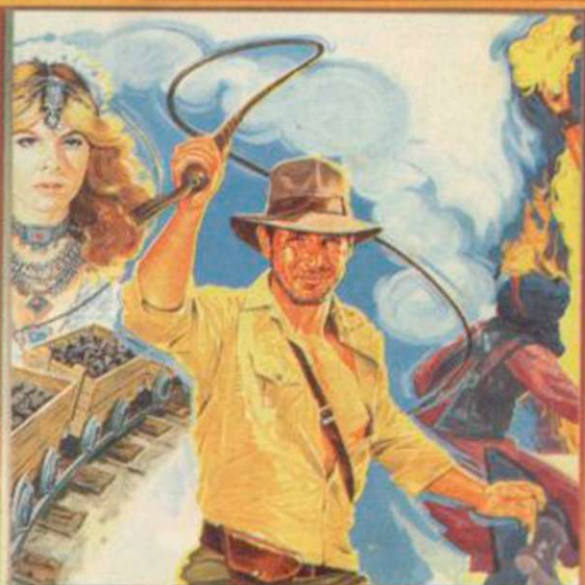
and the
TEMPLE OF DOOM[™]



Pick up your trilby and trusty bullwhip and don the mantle of the legendary Indiana Jones! Prepare yourself for your most dangerous adventure yet - to storm the evil Temple of Doom and rescue the imprisoned children and the magical stones of Raa! You will call on all your reserves of courage, strength and skill. Push yourself to the limit, ride your luck and the magical stones may just be yours.

CBM 64/128 £9.99t £14.99d
Amstrad £9.99t £14.99d
Spectrum 48/128K £8.99t
Atari ST £19.99d

ATARI[®]
GAMES



SCREEN SHOT FROM ARCADE VERSION.



* TM & © 1986 Atari Games Corporation. All rights reserved.
Licensed to U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham
B6 7AX. Telephone: 021 356 3388.



© 1985 Lucasfilm Ltd and Atari Games Corporation. All rights reserved. * Trademarks of Lucasfilm Ltd., used under licence.
Licensed to U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham
B6 7AX. Telephone: 021 356 3388.

COMPANIES EVEN BOTHER...

Coming early 1988 HALLS OF KYROS (SEGA), ROLLING THUNDER (NAMCO) ROADBLASTERS (ATARI GAMES)

ARCADE

SUPER HANG-ON	ELECTRIC DREAMS	12
OUT RUN	US GOLD	13
GAUNTLET II	US GOLD	33
ANARCHY	RACK-IT	18
FLYING SHARK	FIREBIRD	19
SARACEN	AMERICANA	43
KNIGHT LORE	RICOCHE	43
SALAMANDER	KONAMI	46
COMBAT SCHOOL	OCEAN	47
MASK II	GREMLIN	53
CYBEX	PIRATE	67
TIMETRAX	BUG-BYTE	97
BEACHHEAD II	AMERICANA	97
STAR WARS	DOMARK	103
IMPLOSION	CASCADE	90
ACE II	CASCADE	90
ERIK - PHANTOM OF THE OPERA	CRYSYS	91
UCM	MAD	91
NIGHTSHADE	RICOCHE	91
SIDEWALK	INFOGRAMES	105

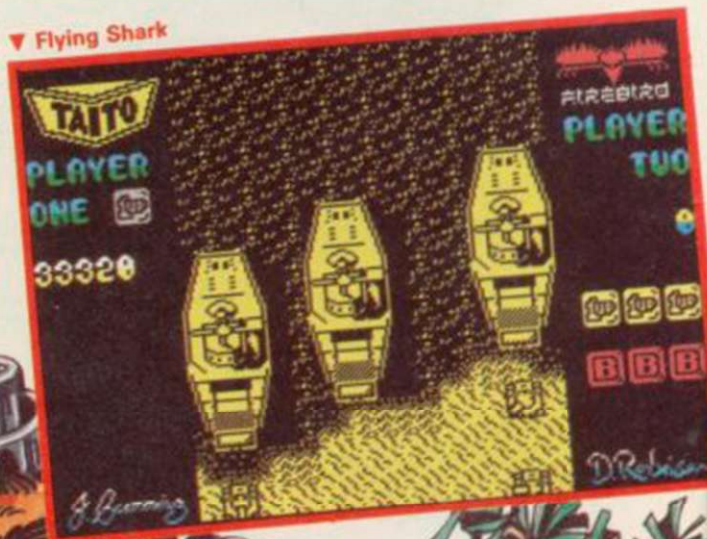
WORK-OUT

THE LAST WORD 128	TROJAN	43
FLEXICALC	BIBBY	67
MUSIC MACHINE SAMPLE EDITOR	QUASAR	67
INVESTMENT MONITOR	SLATFORD	97

Mega Compo/ 24 Readers Poll

We've got over 3,000 posters, games, T-shirts and small fluffy things to give away! We've thousands more brilliant money off coupon sheets worth at least £50 each. Everybody who enters our Megacompo will get something! All you have to do is fill in the fabulous 1987 **SU** Readers Poll. Vote for your favourite games!

▼ Flying Shark



Editor
David Kelly
Deputy editor
Graham Taylor
Staff writer
Jim Douglas
Staff writer
Tamara Howard
Art editor
Gareth Jones
Designer
Andrea Walker
Adventure help
Gordo Greatbelly
Zapchat
Jon Riglar
Helpline
Andrew Hewson
Contributors
Richard Price
Chris Jenkins
Tony Dillon
Gary Rook

Hardware correspondent
Rupert Goodwins

Advertisement manager
Mike Corr

Sales executive
Steve Prescott

Classified sales/production
Alison Morton

Publisher's secretary
Debbie Pearson

Subscriptions manager
Carl Dunne

Publisher
Terry Pratt

Telephone
01-251 6222

Subscription enquiries
01-608 2978

Sinclair User is published monthly by
EMAP Business & Computer
Publications

Cover illustration
Richard Winnington

Sinclair User
EMAP Business & Computer
Publications
Priory Court
30-32 Farringdon Lane
London EC1R 3AU

Printed by Nene River Press,
Woodston, Peterborough
Distributed by EMAP Publications Ltd.
© Copyright 1986 Sinclair User
ISSN No 0262-5458
ABC 84,699 July-Dec 1986

▲ Anarchy





COMPILATIONS

COMPUTER HITS 4	BEAU JOLLY	91
POWER PLAYS	POWER HOUSE	97
SOLID GOLD	US GOLD	97
GAME SET AND MATCH	OCEAN	97
FIVE STAR GAMES	BEAU JOLLY	91

ADVENTURE

GNOME RANGER	LEVEL 9	42
RONNIE GOES TO HOLLYWOOD	EIGHTH DAY	43
JACK THE RIPPER	CRL	77

STRATEGY

BLOCKBUSTERS	TV GAMES	108
SORCERY LORD	PSS	108
EYE	ENDURANCE GAMES	109
THE DOUBLE	SCANATRON	97

SIMULATION

FRUIT MACHINE SIMULATOR	CODE MASTERS	108
MATCH DAY II	OCEAN	109
GARY LINEKER'S SUPER STAR SOCCER	GREMLIN	101
RIDING THE RAPIDS	PLAYERS	91

FEATURES

Christmas Quiz 58

Could you be a very rich programmer? Find out in the **SU** fantastic highly reliable* deeply serious big bumper Christmas Quiz.
*Not entirely accurate

HARDWARE 60

Joysticks
We check out the joystick that not only goes yank-yank, but it also goes twiddle, twiddle

Mega Coin-Op Special 78

SU goes to Tokyo and looks at all the most fabulously secret new coin-ops. We tell you all about them! (We never could keep a secret)

Kamikaze on Compilations 27

We persuaded Kamikaze Bear to review the latest compilations! Yes this mega-star speaks exclusively to **SU** and gives you the low-down in his own inimitable style

REGULARS

Whodunwot	8
ZapChat	11
Poke City	20
Competition Winners	22
Write Stuff	34
Charts	38
Letters	44
Code Talk	51
Surgery	57
Hewson	66
Outlands	70
Gordo	73
Background Noise	98
Smash Coupons	104
Next Month	110
Gremlin	116



COMPETITIONS

Red October 28

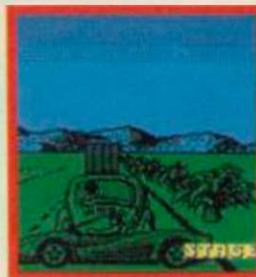
Win a trip in a Submarine! Really! Go beneath the waves - look through a periscope! We mean it!

Star Wars 32

Beam me up Luke! (Shome mishtake shurely?) We've got lots of fabulous Star Wars videos to give away!

Driller 32

Win an awesome magic orb sphere-type thing



Super Hang-On vs Out Run 12

SU has the two most significant Christmas releases. Both road games, both awesomely successful coin-ops. Both great games? Find out NOW!

Amazing Kamikaze Calendar 62

A fantastic Kamikaze Bear Poster/Calendar for you to keep. Check out the centre pages

Previews 111

Platoon screens, Madballs, Garfield, Side Arms, Winter Olympiad 88. All this and more, more, more



▲ Garfield ▲ Rolling Thunder

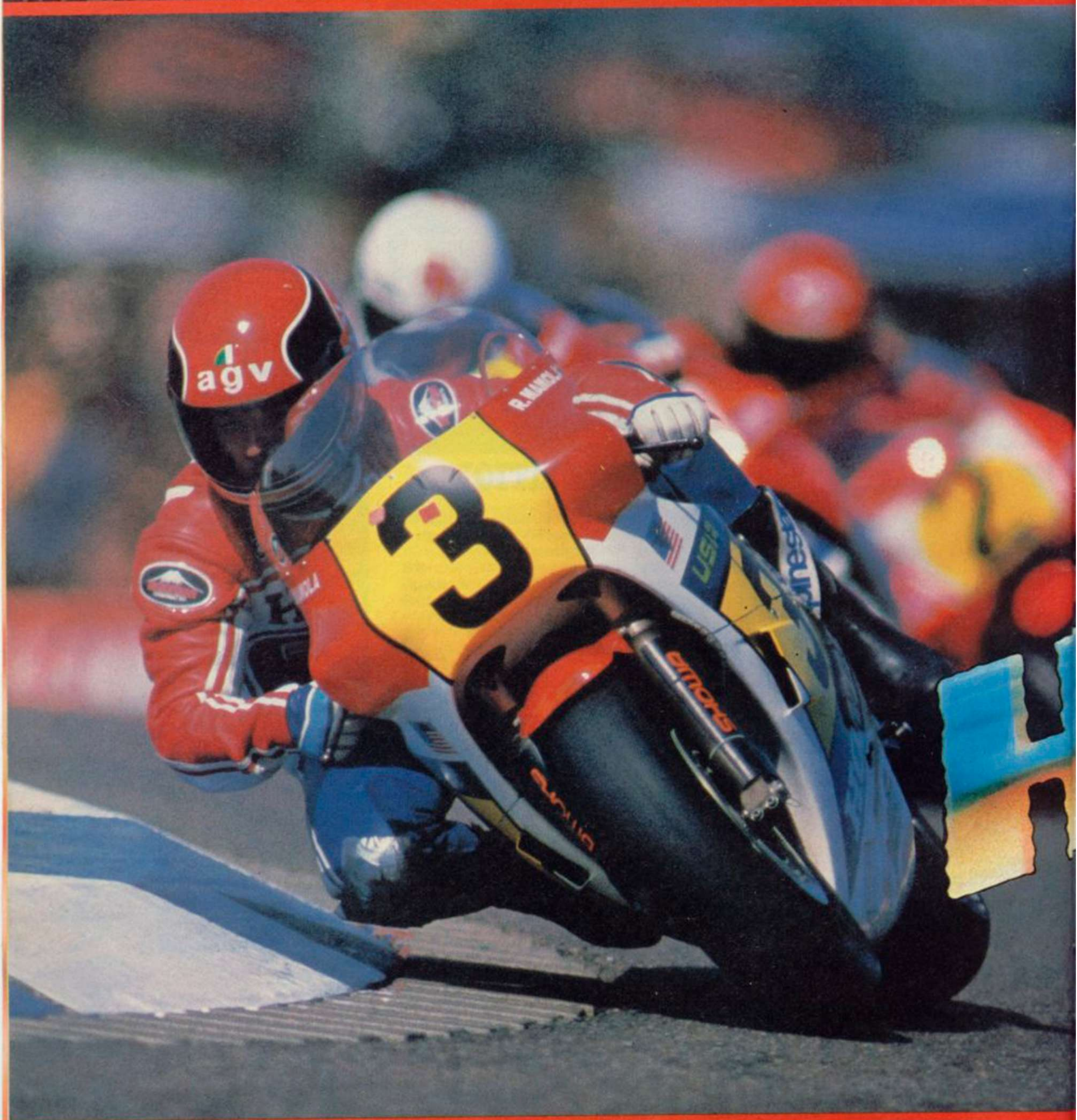
SPECIAL OFFER

Red Fox Racer Offer 101

It's a completely great hot-rod with fat tyres - it'll do wheelies, spin around, crash backwards into walls - all under the control of your Spectrum! Check out our fabulous offer



“...the best racing
played – even be



SEGA[®]

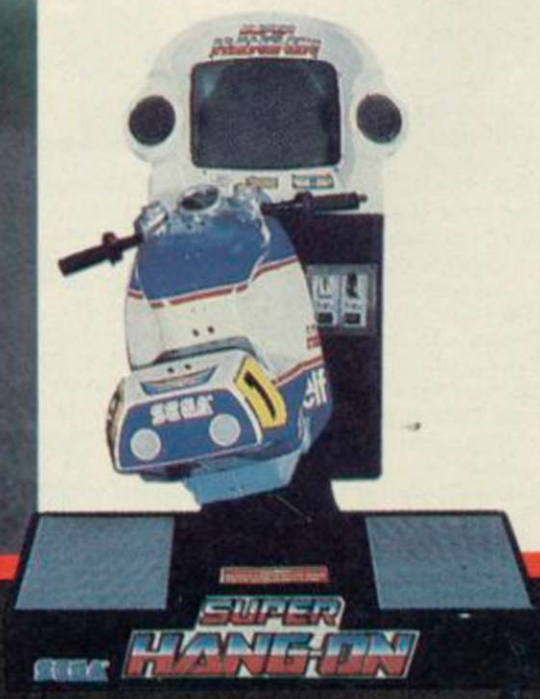
Commodore 64/128 Cassette (£9.99) and Disk (£12.99) ZX Spectrum 48k/128k/+ (£9.99) Amstrad CPC Cassette (£9.99) and

Mail Order: Activision (UK) Ltd, Units 3 & 4 Lloyds Close, Finedon Road Industrial Estate, Wellingborough, Northamp

game we've ever
better than Out Run!"

**ZZAP! 64 'ANOTHER DAY
AT THE ARCADES'**

SEGA SUPER HANG-ON



- ▶ Officially licensed from the greatest motorcycle racing game, the thrills are so real we considered making a helmet compulsory.
- ▶ Four skill levels.
- ▶ Four music tracks.
- ▶ Push your turbo charged racing machine into 18 progressive stages racing across Asia, Africa, America and Europe.

and D (£14.99) Amiga Disk (£14.99)

ampter IN8 4SR. Tel: (0933) 76768

Copyright 1986 Sega Enterprises Inc. (USA). All rights reserved.

Electric Dreams Software. Authorised User.



**ELECTRIC DREAMS
SOFTWARE**

UNDER RAPS!

■ **Cybadyme**, heroic programmers of the Classic-rated **Xecutor** from The Edge are now at work on a mysterious little program called **Yeti** for Destiny – the new label set up by Francis Lee, ex of Beyond, ex of Starlight ...

■ One of Hewson's newest programmers, Simon Wellard, is putting the finishing touches to **Battle Valley**, a rather swizzy sounding war-game, due out in early New Year on the Rack-It label

■ Fans of **Greyfell** will no doubt be pleased to hear that the programmer Nick Eatock, is preparing a new game. **Teladon** will be out on the new Destiny label, later in the New Year

■ Virgin's in house code stars are planning a sequel to **Action Force** in the New Year. So far it has no title, **Action Force II**, perchance? Most likely it'll be written by Link Tomlin and Martin Wheeler – the original **Action Force** programmers, 'cos they did such a great job last time ...

■ A team from Arcenum Developments led by Robert McGowan will soon finish **Marauder** for Hewson, to be sold on the full price label. Due out in very very early 1988

■ Steve Turner of **Graftgold** fame is putting the finishing touches to **Morpheus** and **Magnetron**. Due for release in the New Year, both titles were the subject of a legal battle between Firebird and Hewson, both of whom thought they had publishing rights to the game. As **Graftgold** is now working full time for Firebird rather than Hewson, the decision was taken that both will now be released on the Firebird label

Newsdate: January

NEW PLUS 2 EXPECTED

Amstrad is keen to play down trade reports that it is planning an enhanced version of the 128K+2 – the 128K+2A – for sale early next year.

The key difference between the suggested new machine and the current model is its ability to drive an add-on disc unit. Both feature built-in cassette players.

The reasoning behind the possible Plus 2A would seem to be firstly to provide a disc up-grade path for buyers of the cassette machine, and secondly, that the printed circuit board for the Plus 3 – which is likely to be adapted for the 2A – is a considerably enhanced design with

Whod

fewer chips, and is therefore much cheaper to manufacture – conceivably paving the way for a further price reduction next year.

The 2A model would be Amstrad's answer to criticism, when it launched the Plus 3 disc-version Spectrum model earlier this year, that by the design of the disc operating system it wasn't possible for existing 128K owners to up-grade by adding a separate disc unit.



● Gol, the swizzy new US Gold spin-off label, was most pleased to announce recently that it had bought the rights to three Capcom coin-ops, **Side Arms**, **Bionic Commandos** and **Speed Rumbler**. Now Gol has just managed to tie the coin-op giant Capcom to a deal which will result in ten new conversions over the next 18 months, a deal which Gol estimates to be worth some £2 million. Gol is promising us that four games, **Tiger Road**, **Black Tigers**, **Street Fighter** and **1943** will be ready by mid-1988. The other six titles, as yet unnamed, will be ready in about eighteen months' time. **Tiger Road** and **Black Tigers** are those sort of martial arts, combat games that involve lone hero(es) fighting against the odds to defeat the evil old man, determined to take over the world. Lots of punching, kicking and large monsters at the end of the first level. **Street Fighting**, again, involves two young men who are taking on all-comers in the middle of the street (some people have no manners). It's a martial arts game too (this is getting a touch too repetitive methinks), and the idea is to defeat ten different competitors over three rounds each

● Here's a bit of interesting news. Argus Press Software has been bought up by its MD. It's still going

to produce the same sort of games for the same price. Confused? So bongo! Argus Press Software becomes Grand Siam Entertainment and the Argus games **Faerland**, **Terramex** (previewed this ish) and **Hunt for Red October** will now be coming out on the new label - their release dates will be unaffected by the takeover. All this isn't quite as uninteresting as it seems. Grand Siam has got a number of new projects lined up for the New Year. There's **Flintstones** game, and a tie-in with the old FA – so expect some footy action soon.



● The Darlings, the crack programming brothers behind Code Masters, are really going for the old publicity. In order to promote its new Code Masters Plus range, they're going to be making a personal appearance at the HMV shop in Oxford Street on the 7th January. At about 8.30 pm, hordes of screaming Code Masters fans will be treated to the sight of their idols busily signing inlay cards and generally being good guys. The new Plus range of games will cost £4.99, and include a poster, stickers, and two cassettes, one containing a standard version of the game, one containing an advanced, superior version for advanced, superior people. First out on the new label will be the exceptional **Jet Bike Simulator**, and the equally exceptional **Super BMX Simulator**

● Co-er. Hush our collective mouth and slap our wrist. Having been thoroughly scathing about Cascade's up-coming release, **19**, a couple of months ago, it turns out that it isn't the hopeless hotch-potch of naff music and emotive (though badly drawn) graphics that we suspected. The game will come in at least three stages, the first being **19 Part 1 – Bootcamp** where you'll have to learn how to cope with things like swinging over assault courses and going on the firing range. Yes, it does sound like **Combat School**, doesn't it, but from what we've seen it looks better. One innovative twist is that you will be able to try to dodge the draught. Cascade is currently planning a sub-game where you wander around the streets of San Francisco, tumbling toward the underworld and avoiding the FBI. Apparently Cascade has been told that the game should strongly put across the message that war is wrong etc by the record company from whom it bought the licence. The most impressive section so far is the shooting range, where you look down a telescopic sight toward a row of trees. As you pan left and right, up and down, targets will pop out of the ground and you have to plug them. The graphics are brill. As far as the sound goes, Sen Conran, Cascade's producer played what can only be described as a fabby sound track to us. So we were wrong OK?



£1.00 OFF

SMASH OFFER!

OUT RUN

Send coupon (and your name and address) to: Out Run Smash Offer, US Gold, Units 2 & 3, Holford Way, Holford, Birmingham B6 7AX along with a cheque/postal order made payable to US Gold Ltd for £7.99. Offer closes January 31, 1988.

Now it seems Amstrad is keen to rectify this short coming but via a downwards compatibility path.

If Amstrad does press ahead with any 128K+2A style machine it is almost certain that existing 128K owners still won't be offered a disc up-grade path. Only purchasers of the new machine would then be given that option.

The rumours of the 2A raise a problem for software buyers. Be-

cause of changes made to the operating system of the Plus 3, an unspecified number of existing titles do not perform to their full spec - in some cases the three-channel sound track corrupts - see story last **SU**. This in itself is not a huge difficulty since the simple corrections to the code needed to correct the fault can be made at the time the disc version is mastered. However, any Plus 2A is likely to use the same operating system as the Plus 3, and existing tape versions of games may then not run to their best advantage. It could be necessary, if the problem is widespread, to label software as to its Plus 2A/3 compatibility.

An Amstrad spokesperson said of the Plus 2A reports, "We generally don't give out any information about new products until they are launched." ■

◀ The current Plus 2 - on it's way out?



A couple of late arrivals from Gremlin Graphics came steaming into the office, just missing Preview by the skin of their collective teeth. First off is a snippet about **Blood Valley**, which we've mentioned before on this page. Although **Blood Valley** was to be released in November, technical hitches have put the launch back to the New Year. **Blood Valley** is based on a series of interactive books, so presumably it's going to be a pretty interactive game. From the screen shot, it appears to be set in a jungle, and there could be a bit of a fight going on, don't you think. Second, there's a game that Gremlin has sprung on us, and it's called **Northstar**. Looking (ooh, sharp in-take of breath) a tad like the famous **Exolon**, **Northstar** is a game about a space complex over-run with alien hordes

Wooh! More discs! We should change this feature to *Whodisc* really, shouldn't we? Software Publishing Associates' alternative label Pirate is offering three very tasteful games as a compilation on disc. **Smash Out**, **Holiday in Sumaria** and the delicate **Call Me Psycho** are all being released under the collective title of **Three Great Games for the Spectrum +3**. A trifle unwieldy as a title perhaps, but none the less a nice idea.

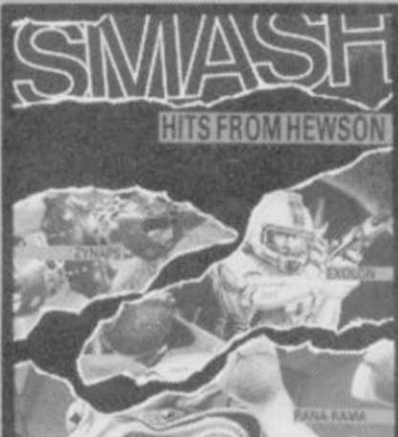
Nuclear winter rears its ugly head once more. Far away in a distant dimension, the awesome Moon Citadels were circling the galaxy. Containing vast amounts of nuclear power, the citadels have to be shut down, but one, Galileo, was determined to survive. Agent Norman had been sent into battle to shut down the ten energy towers and render the Citadel harmless. Sounds awesome doesn't it? Another winner from Hewson's Rack-It label? Sadly not yet. Hewson has put back the launch of **Overkill** for some time, and as yet there is no new date to look forward to. Shams, it was such a nice plot.

Reptile Industries' moderately enormous project for Software Projects, preliminarily called **Anaconda**, is making progress, it's got nearly all the elements of every shoot-out ever invented. For a kick-off, you find yourself wandering around a top-bottom scrolling maze being attacked by the bad guys. It's all a bit like those **Combat Zone** style games where grown men and women run around in the woods shooting each other with paint pellets. A second stage will include a side-on view of your craft shooting through space, facing all the nasties, and a third has you back to a plan view, though this time in a space-ship, skimming the surface. There's a seriously good two-player option, too, with the choice of either co-operating or competing with each other

Mastertronic, as well as having more labels than a dalmatian has spots, is now in the market for producing rather swizzy joysticks. The **Magnum**, new and very smart multi-coloured offering, is a hand-held affair which boasts the smoothest playing action around, not to mention ergonomic design, which apparently gives you perfect joystick balance, no more tilting to one side while you're firing at the alien hordes. Also, for no good reason, other than it's more than everyone else gives you, the **Magnum** comes complete with six feet of cable. Selling for around £12.50, this could be the joystick that changes you life. Then again...

Nexus - of **Micronaut 1** and **Hades Nebula** fame - has gone into voluntary liquidation. So it's now not clear what happens to Pete Cooke's **Micronaut** follow-up **Earthlight** and Bo 'Fairlight' Jangeborg's new game **Resolution**

Compilations (again). This time without a hint of disc-ness in sight. Hewson is putting out a compilation that's so good it'll probably rot yer socks. For the splendid price of £9.95 (or £14.95 disc, OK so I lied, there is a bit of disc-ness about the thing) you can be the proud owner of a tape (or disc) containing **Exolon** (superlative blast of the year), **Zynaps** (splendid shoot 'em up), **Banarama** (quite good in actual fact) and **Uridium Plus** (suitably jazzed up version of the original). See, totally wonderful stuff



There's an exciting new trend in budget software. Previous full-price chart hits are now being bought up by firms like Ricochet and put out again either as budget re-releases or as parts of some really good compilations around at the moment. Rather like the omnibus editions of *Eastenders*, compilations give you a chance to catch up on all the games you missed at a price you can afford. Beau Jolly has been doing this for years with its Computer Hits tapes, but now everybody seems to be doing it.

So successful have some of the re-issues been - like *Back to the Future* which reached No 2 in the charts - that the full-price software houses' back catalogues are now worth quite chunky sums of cash.

Mastertronic has just followed Firebird in paying a six-figure sum for the rights of a heap of oldish Activision titles - including *Ghostbusters*, *Eidolon* and *Aliens*.

This all really good. Rather like hardback and paperback books, if you don't want to pay full price for a game - a tenner or whatever - you can now be pretty sure that if you wait around for six months it'll be released again at a fifth of the price.

But, even so, if you *must* have a game as soon as possible you can, but you have to pay for the privilege.

The result is there are some great games coming out either as budget £1.99ers or as part of some excellent compilation tapes now in the shops - just check out Kamikazi's pick of the compilations on p27, this **SU**, to see what we mean.

Good news for software buyers everywhere, I'd have thought ■

SU 'SPOT THE DIFFERENCE' APOLOGY

Look at the two copies of last month's **SU**. Can you see any difference? Some of you certainly did and, not unreasonably, were a bit confused. It seems a small number of Sinclair Users got the *Everybody Wins* wrap around card on this month's issue last month (as well as this month). You will have noticed that last month's issue did not, in fact, have the *Everybody Wins* mega compo in it.

The astounding *Everybody Wins* compo is in this month's issue.

We apologise for the anybody who got a copy of **SU** and was confused by having the wrong cover flap. We were pretty confused ourselves ■

PAC-LAND

TM and © 1984
NAMCO Ltd

PAC'S BACK

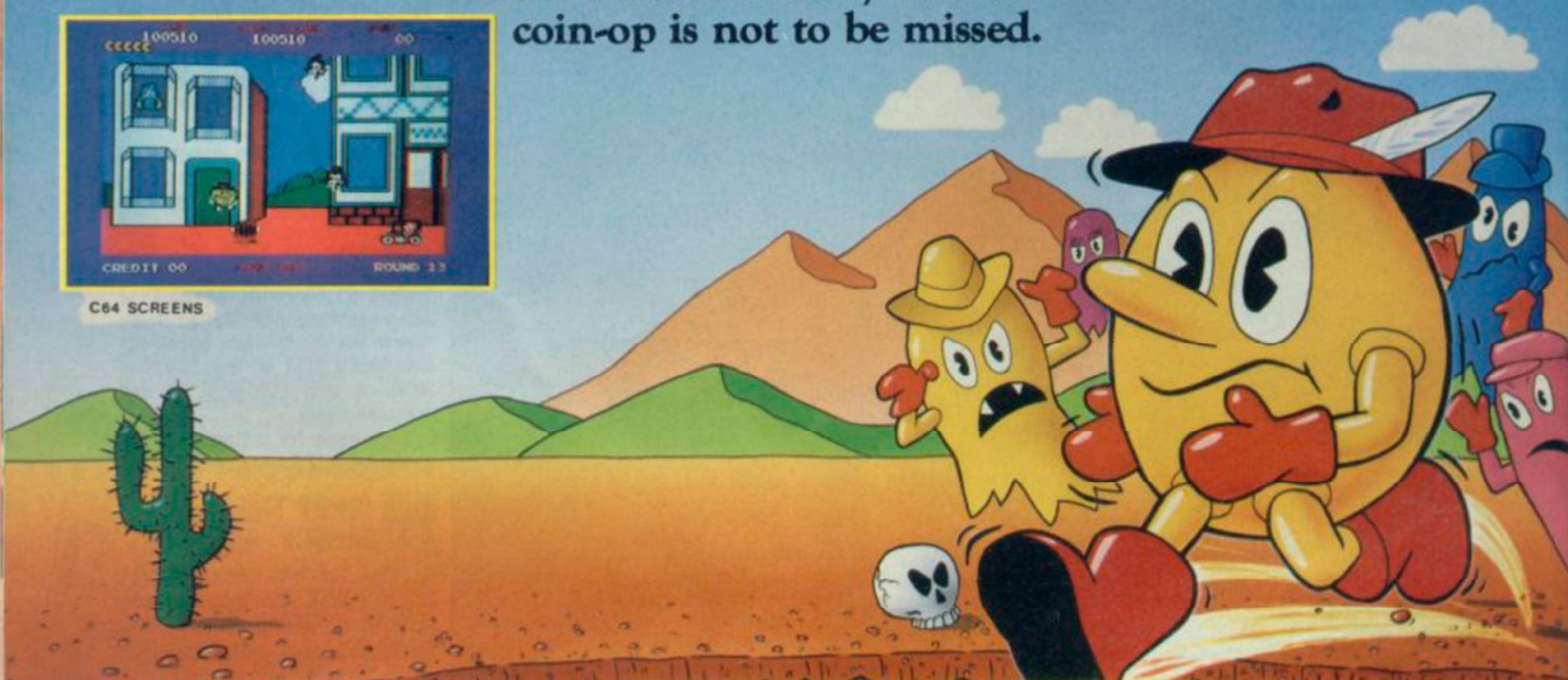


PAC - the world's most famous computer character is back. There are many imitations but only one original PAC-LAND.

This superb conversion of the internationally famous coin-op is not to be missed.



C64 SCREENS



QUICKSILVA

Victory House Leicester Place London WC2 7NB

AVAILABLE ON: SPECTRUM; AMSTRAD; MSX Cassette £8.95.
COMMODORE Cassette £9.95; Disk £14.95. ATARI ST; AMIGA £19.95.

You can obtain your copy of PAC-LAND direct from Argus Press Software - Post and packaging FREE!!!

Write now or send with a cheque or postal order to:

B & L Distribution, Units 1 & 2, Conlon Development, Water Lane, Darwen, Lancs. BB3 2ET.

Name

Address

Town

or Phone: 01-439 0666 - our Credit Card Hotline



JON RIGLAR'S

ZAP CHAT

This first set of tips is a trifle annoying. They were sent in by Simon Trewis and concern Nova-gen's chortlesome

Mercenary

Yup! This is the game that took ages to program and takes ages to play. Well, it's a long story but after around twelve loads my copy stopped. Loading that is. Just like that. No warning. I ask you. It kinda went 'phut' and 'badoom' so I have absolutely no chance of checking these tips. Never mind, here goes:

HOW TO GET LOTS OF MONEY - APART FROM INVESTING IN STOCKS AND SHARES

- Take the large box and deliver it to the Palyor steps. Yum.
- Grab hold of the medical supplies and zoom off to the Palyar infirmary.
- Throw the energy crystal into a large sack and waltz over to the Palyor Power Room.
- Take the catering provisions to the Palyor kitchen.
- Take 12439 to the Palyor conference room. (Oh gawd, don't remind ME about conferences!)
- Take the mechanical leader (whatever that may be) to the interview room.
- Get your mittens around the nearest piece of useful armoury and flog it to the people in the, er, armoury actually.
- Take the gold bar to the exchequer.
- The Neutron fuel can be flogged to the people in the Engine Room.

Yet another dollop of charmingly tinkly whimsy from out friends at Imagine.

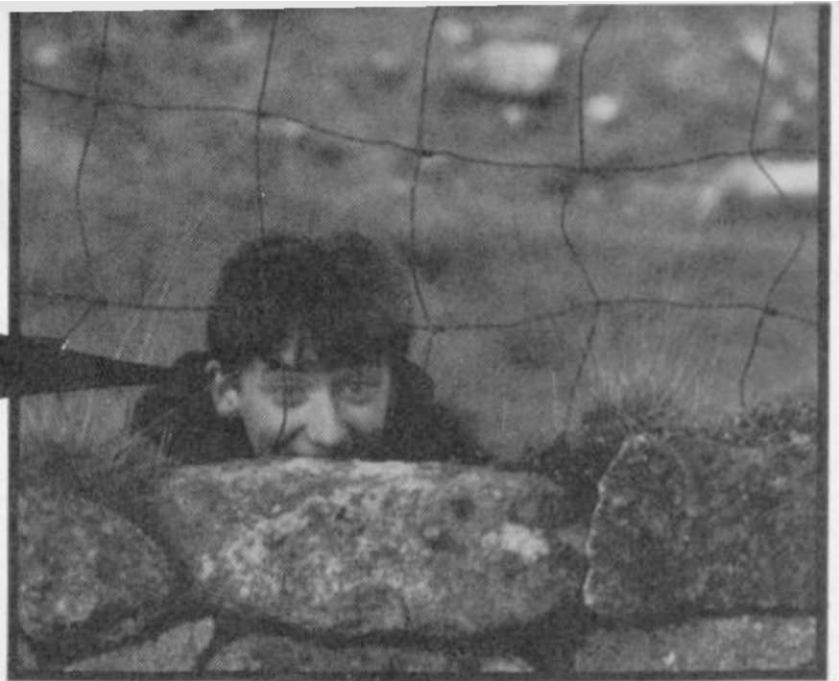
Freddy Hardest

is the sort of swoonsome hero who is guaranteed to set a thousand and one girlies' hearts a-fluttering.

Old Fred has first of all to dash along a platform which strangely enough is flat and goes from left to right. This makes Part 1 pretty boring. But! Part 2 is pretty ruddy triff and so we'll just give part one a quick mention.

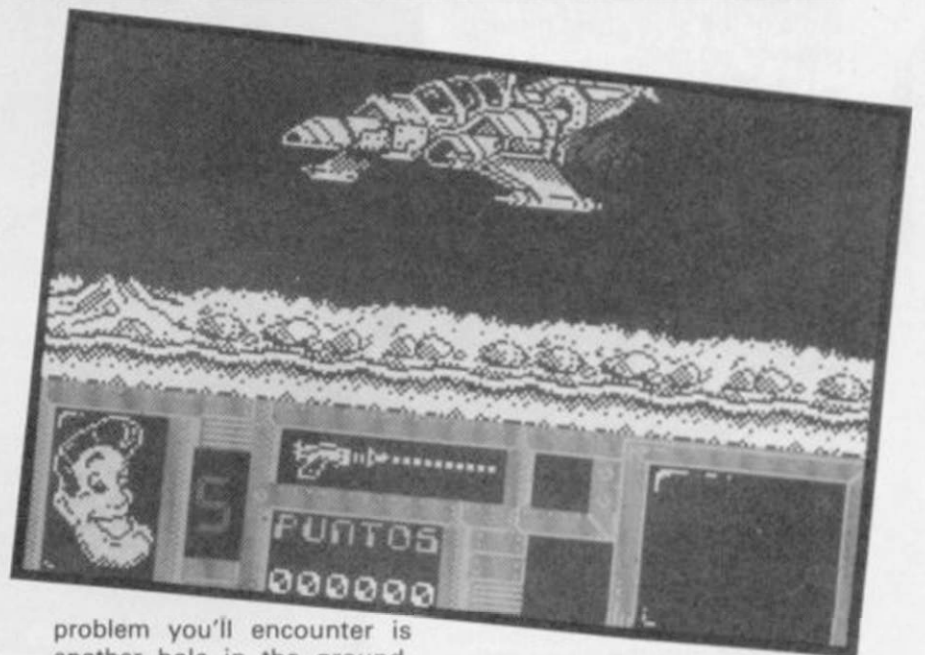
PART 1 This level is really long. Make sure you keep Freddy on the move and only stop when approached by an alien. The first alien forms you're likely to encounter are the ones that look strangely like potatoes. Also watch out for the low flying alien that tries its best to smash yer 'ead in. So, it's simply a matter of ducking and blasting. Then you come across a hole in the floor. Leap across it and it should present no problem unless a head smasher decides to appear. Later on in the game you'll encounter a dirty great gap with an oscillating platform in the middle - wait until the screen of alien types and then make a humungous running jump. Remember that the long you hold the 'up' key, the long the jump will be.

And so the game continues. You may notice at this point that the alien life forms suddenly change into ants. And nasty ones at that. Generally they should be no more difficult than before but they do tend to leap into the air when they get excited. The next



Christmas just wouldn't be the same without them. We're not talking about your new pair of green socks complete with ochre triangles down the outside edges. Nor would we even mention the unsniggerworthy snippets of humour that are let rip by your grandmother just when the exciting bit was about begin in the special Xmas omnibus version of *Eastenders*. No way José.

We're talking about the pretty darn swank tips appearing in this month's *Zapchat*. Not only that - you also get the chance to swoon over the host with the nattiest suits, the oiliest charm and the most celebrated hair style to appear in the pages of any magazine. Mr Jon 'Excuse me Mandy, but is that sausage roll warm?' Riglar. How jolly splendid



problem you'll encounter is another hole in the ground. Just make sure that you check for any flying ants before having a leap. Further on and you may even spot a snake. Apart from being a rather swank graphic, they don't get up to many antics. A blast from your laser and that's about that. Large anthills are even more fun. They appear right at the end of the game and ants tend to jump out of them. They're pretty easy to get past - just watch out for the bubble appearing from the top of the mound and then dash underneath it. Easy. At the very, very end of the level, you'll notice the entrance to the inside of the planet. Old frolicsome-fringe will have to leap into the hole to gain the access code to the next level.

And, of course, I've completed the level without cheating and can tell you that the access code is 897653. Good eh? PART 2 Part 2 is brilliant. Actually it's awfully similar to *V* released by Ocean yonks ago. It's a case of running left and right searching frantically for the fuel pods and then dumping them into the correct, er, 'dump'. There are five ships and therefore five fuel pods. The graphics are well wicked, the way the lifts go up and down is really sponditious, but then, this *is* fabness itself.

How to play it then. If you don't want to cheat, then this level is really hard. There are thousands of excitable chums that will take a running jump

READER'S JOLLY FESTIVE BIG FIVE

"Your mag is brilliant and here is my chart," writes Steven 'I could do with a tenner' Macleod. It always works you know

- Green Beret
- Exolon
- Enduro Racer
- Lightforce
- Rambo

Imagine
Hewson
Activision
FTL
Ocean

Our old chump Steven would also like to point out that the (cought) cruddiest game released in the whole universe is *Paperboy* by Elite. The playing screen is simply too small thank you very much. And he daren't even consider mentioning the fact that there's no colour to speak of. It's a disgrace! Call out the Algernon Pantyhose Supporters' Society from Peckham!! storm the... (Schhhhhnnpppp!! That's enough of that thank you very much - Ed)

SUPER HANG ON

Everybody, but everybody, thinks that **Outrun** will be the Christmas biggy. They are probably right. But if there is any justice and common sense **Super Hang On** is the game that ought to be at the top of everyone's Dear Santa list.

There have been a fair few attempts at racing games on the Spectrum, both cars and bikes, and the best have been tolerably good.

Super Hang On wipes the floor with all those previous games – it goes beyond even **Enduro Racer** in its achievements.

Almost all racing games work the same way. The bike or car sits in the middle of the road which disappears into the mid-horizon. The illusion of speed is achieved by road-side objects which scroll past and the way the road twists and turns.

The technique remains the same here but it's realised better than ever before. The bike is big and not just single coloured. The sense of movement is achieved with some of the smoothest moving graphics yet seen.

The detail is superb – watch the way the bike exhaust flames red when you engage the turbo boost (a bit like the Batmobile actually).

Even the great graphics don't fully explain the sheer wonderfulness of the game. That's down to something more subtle – the bike response – the way you can control the bike precisely through each curve. Like **Revs** on the Beeb, the game really 'feels' authentic.

Super Hang-On is also vast. Around six stages on each of four continents. Each continent requires a separate Load and each features distinctive graphics.

You can play the game and finish the first stage of the first

continent fairly easily. This is encouraging for those who give up easily, like me. The problem is that it soon becomes extremely difficult to get any further – you are always under a very tight time limit to reach each gate and it was ages before I managed to get as far as the second one.

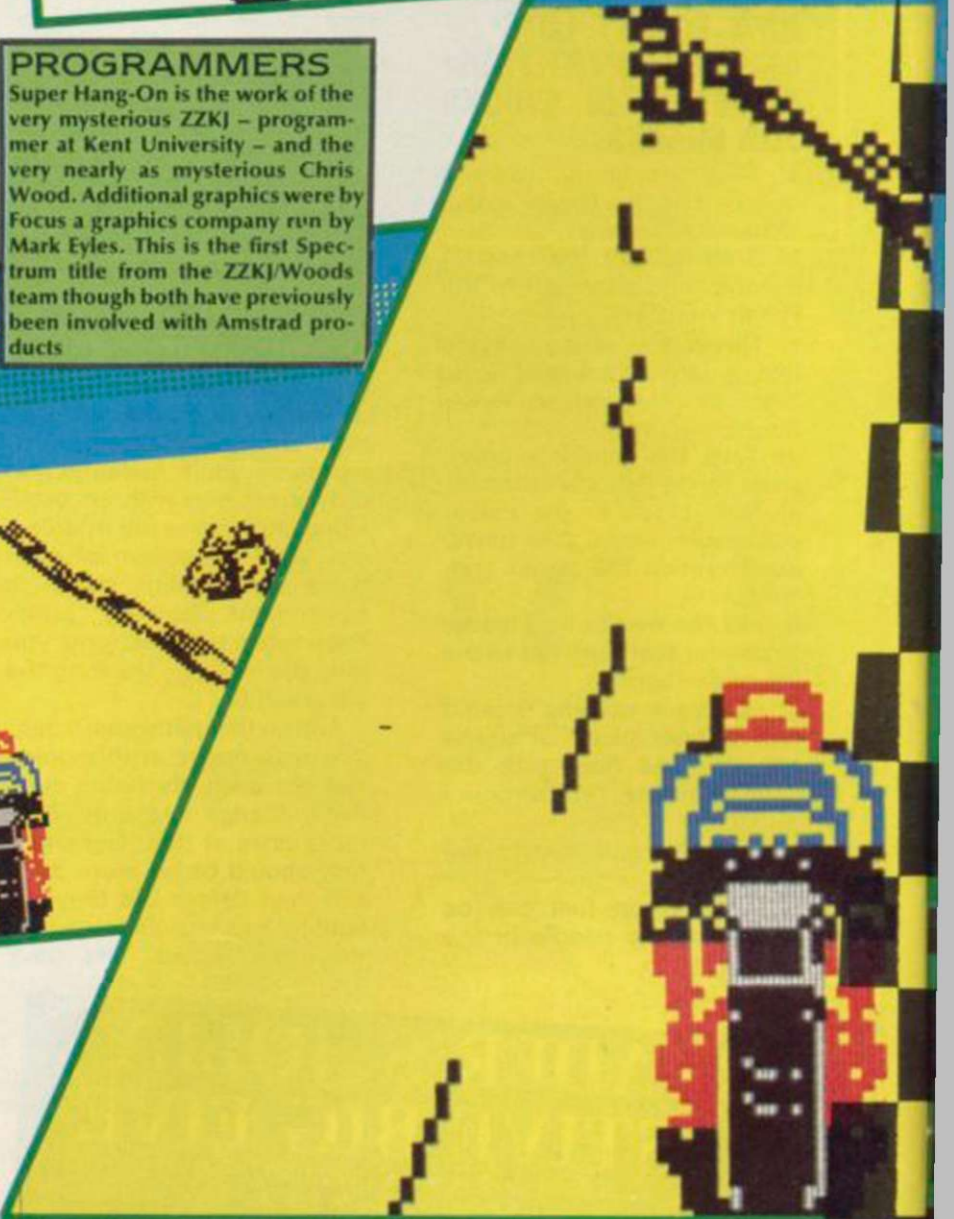
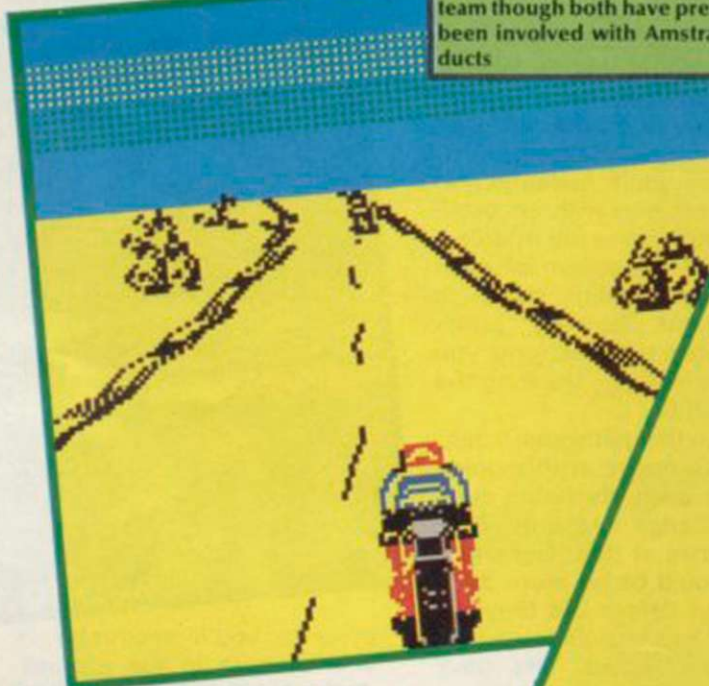
The faster you hit each gate point the bigger your time bonus. And to keep going and to get through all the gates in a

SINCLAIR
CLASSIC
USER



PROGRAMMERS

Super Hang-On is the work of the very mysterious ZKJ – programmer at Kent University – and the very nearly as mysterious Chris Wood. Additional graphics were by Focus a graphics company run by Mark Eyles. This is the first Spectrum title from the ZKJ/Woods team though both have previously been involved with Amstrad products



FACTS BOX

An absolutely superb conversion of the coin-op. Looks great and it's exciting to play. This is the definitive road race

SUPER HANG-ON
Label: Electric Dreams
Author: Chris Wood, ZKJ
Price: £9.99
Memory: 48K/128K
Joystick: various

Reviewer: *Gordon Taylor*

★★★★★ 10

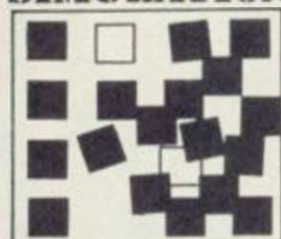
country you'll have to drive like the clappers, never hit another bike (a serious slow-up) and never come off the track which at the very least loses you a few seconds.

Electric Dreams has pulled out all the stops on this one. You can even adjust the sensitivity of the joystick response – more is good for weaving in between other bikes but less is generally safer and easier for beginners.

There's a lot of track to get around and the feel is very true to the original game. It feels fab, it's exciting to play and is easily the best road race game on the Spectrum bar none – and that includes **Outrun** and **Enduro Racer** ■

SOFTWARE STAR RATINGS

- ★ Avoid this game under all circumstances
- ★ Poor and/or massively overpriced
- ★★ Dull and uninteresting. If not actually awful
- ★★ Fairly average. Nothing to get excited about
- ★★★ OK but nothing special



Hugely ambitious tasks that never quite came off:

- Raising the Titanic
- Crossing the Atlantic really fast in a speedboat
- Going out in not entirely blistering heat in the Antarctic when your name is Scott
- **Outrun?** Well, though it's by no means a disaster, one feels that US Gold may have overstretched its programmers a little on this one.

Outrun in the arcades came in a number of forms. There was the ultimate version which jerked around in a hydraulic fashion as you sat in it, and various in/betweenies until you got down to the bog-standard cabinet version. It's main appeal, at least in the novelty

asking for miracles.

All that considered, Probe – the programmers – hasn't done too badly. Your car is recognisable as a Ferrari, you can identify the other vehicles and the road twists and turns and rises and falls.

The biggest problem is the combination of speed and numbers of graphics. As you can see from the screens, there are some serious-sized objects around, and if they total more than about four, the poor old Z80 begins to cough and protest and slows down noticeably.

To remedy the problem a little, the numbers of objects have been trimmed, and the game generally moves at an acceptable, if not gob-smacking pace.

An interesting feature of **Outrun** is the way you can, at least to a certain extent, decide where you are going to drive. Every few kilometres you'll find a branch in the road. You've got to decide which way to go. Usually there's a route which is easier than the other, so it's a question of remembering to try each route to see which is the fastest.

If the game had been released as **Sunday Driver**, or something, everyone would have been bowled over by the graphics and the speed, which are pretty good for the Spectrum. Instead, everyone feels at a little bit disappointed that it's not closer to the original – impossible task though it was.

If you can manage to forget how great the original arcade version looked, you may end up pretty impressed by **Outrun** though.

OUTRUN

PROGRAMMERS

PROBE is one of the country's larger development teams, employing around fifty programmers

SOFTOGRAPHY: *Xevious* (US Gold, 1987), *Enduro Racer* (Activision, 1987), *Metrocross* (US Gold, 1987), *Brave Starr* (Go!, 1987), *Rygar* (Go!, 1987)



stakes, was the way it lurched and bucked at every corner and dip in the road. OK, for a kick-off you have to scratch 30% of Overall Greatness – you're not going to get that on your Spectrum.

So what's left? Another 3D road-race? Well, not exactly. **Outrun** sits you in a Ferrari Testarossa – a shiny red slab capable of 185 mph, on an American interstate heading into an unspecified horizon. The road curves left and right in usual 3D fashion. And it also dips and rises very nicely.

Simply creating the style of graphics used in the coin-op on the Spectrum is clearly impossible, and moving them at the sort of speed necessary to give a feeling of exhilaration is

FACTS BOX

A tall order falls short of expectations though not by much. It's still about as close to the original as anyone could expect

OUTRUN

Label: US Gold
Author: Probe Software
Price: £8.99
Memory: 48K/128K
Joystick: various

Reviewer: *John Douglas*



8

- ★★★ Not bad, some good points. See before you buy
- ★★★★ Pretty good. We were quite impressed.
- ★★★ Worth a look
- ★★★★ Good stuff. Well worth the money
- ★★★★ Very good indeed. A must buy
- ★★★★ Brilliant. Must buy at all costs
- Classic The best program of its type we've seen to date



at your man. But now he's armed with a rather hefty punch and karate kick. All the opponents can be thumped, but you can also use your laser gun on a selected few. Also make sure that you know how to use the overhead rails to clamber over a gap in the floor. You can move up and down by either the lifts which are simple enough to operate, but the ropes are a bit more tricky. They need to be jumped on to and then jumped off again. Otherwise, you'll end up losing a life.

Other really interesting features in this game are the tunnels leading into different sectors of the planet. You may not have noticed these before. They have been cunningly disguised as a tunnel!! Seriously though, you may have thought they were just windows, but if you press the 'up' key in front of one, your man will be transported into a rather dark room. This is all very well, but how do you move around? Simply follow the eyes. All very simple.

When you actually manage to locate the spaceship docking bay, you'll soon realise which ships are which. After interrogating the computers,

you'll be told 'Red ship ready for hyperspace' or even 'White Captain: Codename Borak'. These little messages are meant to tell you which ship you have just fuelled up and which captain is commanding which ship. The fact that when you reach the docking ports there's nothing much to do doesn't really matter does it?

You must have to fuel up every single ship before you can launch one. Then you'll need to know the Captain's codename to get the thing to fly. To enter that code, you'll probably have to locate the ship's main computer and enter it, and to enter that code, you'll need to know how to. All that is really certain in this game is that you can interrogate the computers rather easily and therefore can obtain all the necessary codes and which computer controls which ship. Almost certainly near a computer console, will be an 'N' marked on the floor. You then have to find the fuel pod and run back to this area. Dropping the fuel on to the panel and then running back to the main computer, you can then fuel up the spaceship of your choice.

ZAPCHAT TINSEL EXPRESS BIG EIGHT RENEGADE

I'm sorry. I really am. This feature in the column has been on the 'go' so as to speak for the past few months. No sooner have I chosen a game to feature than it goes straight out of the window and I chose another. This is, of course, because if I kept to the games I had previously chosen, it would cramp my creative style.

1 232,800
2 126,600
3 89,562
4 87,456
5 75,150
6 65,890
7 54,670
8 48,230

Ben Wootton
Glenn Wilde
Honor Webber
Carol Bull
Jon Staward
Steve Oldale
Dick Spatsley
Mandy

Seeing as Nebulus is so jolly splendid we'll be looking for your high scores as soon as possible. So start sending them in.

FANZINE CITY

Still a steady flow of fanzines arriving at the office and even one or two that are cassette-based. So I was pretty interested in the latest issue of *Spectraxx*. Its editor, Lee Tonks has been feverishly banging away on the keyboard and has recently finished Issue 3.

To be quite honest, I've always thought that these sorts of tape 'magazines' were a waste of time, especially when the authors/contributors don't bother to make the program good to look at. The plain old Sinclair typeface simply will not do! *Spectraxx* does try to make it look attractive but you could easily get bored with

the layout after the first dozen or so pages. Also, somebody on the *Spectraxx* editorial board has been avidly reading *SU*'s news page. I'll say no more, except that the next issue is going to be twice as long and will cost you £2. If you want a copy, send off to *Spectraxx*, 57 Myrtle Avenue, Selby, North Yorkshire YO8 9BG.

Plastic bendy figures with speech impediments are go! As Snake Eyes, you get the chance to hover and blast in order to protect the obviously very wonderful AWE Striker (whatever that stands for). Anyhow, the game as you will already know (because we all collect the figures don't we viewers? - Ed) is

Action Force

▲ and it has been rather brilliantly programmed by the Virgin's Gang of Five.

■ LEVEL ONE To start off with, have a look down by the very first rocket. You'll notice a pylon and, on top of that, a capsule. That's your extra fuel. The trick is to avoid using it up until you really need to. so, from the start, best you dash past the first rocket and on to the first lake. Blast the mines for extra points and go further on into the level to grab hold of a platoon. Take this back to the first lake and now that you have three, you can quickly get the car across. You'll notice that the next few rockets don't actually fly right to the top of the screen, and so you can zoom by by flying as high as poss. Moving on into the area with the second lake. Again it's a matter of positioning the toons so that the car can get across. But, sometime during the exercise, it's very likely that you'll run low on fuel - now's the time to run back to the beginning of the level and collect the fuel pod. There are only three lakes to get the car across in Level 1 and you should be able to complete them without worrying about the level of ammo or much else really...

■ LEVEL TWO Good one. This time the lakes have been replaced by refrigerators - or that's what they look like. The idea is they tend to stay very still on ground level and block the AWE Striker from

■ A RATHER LOUD ACTION FORCE POKE BY WEEBLE

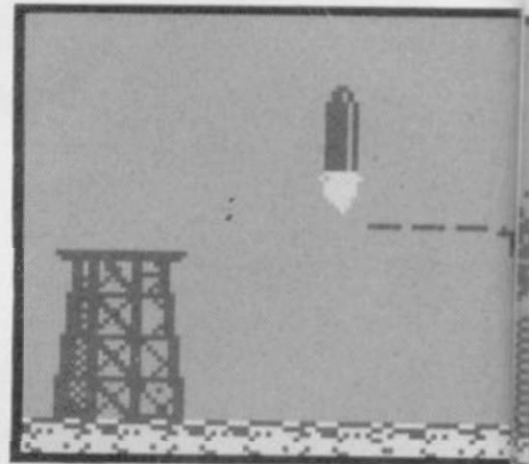
10 LET s=0: FOR f=0 TO 63: READ a: POKE 23296+f,a: LET s=s+a: NEXT f

20 IF s 6825 THEN PRINT "ERROR IN DATA.":STOP

30 RANDOMIZE USR 23296

1000 DATA 62,255,205,86,5,221,33,203,92,17,0,8,62,255,55,205,86,5,33,33,93,17,0,255,1,0,1,237,176,62,201,50,27

1010 DATA 255,49,0,99,205,3,255,175,50,198,194,50,93,195,50,0,201,50,185,201,50,5,208,62,167,50,153,194,195,0,192



doing anything even slightly exciting. Snake Eyes has, therefore, to hover at ground level and carefully blast them away without hitting the Striker. The hardest part is really making sure that he doesn't collide with anything.

LEVEL THREE In this level, Snake Eyes will have to dodge all the usual jolly interesting features but also watch out for the lasers! These are shot up from the ground and block the path from left to right. Snake Eyes will have to blast enough of the laser to squeeze through. LEVEL FOUR AND SO ON Yum! From here on and up to level eight it's a mixture of all three things and rather a lot of dangling mines. Some of the levels are really too easy and quite short - like Level 6 for example. Anyhow, if you do want to cheat and haven't got a Multiface then RJ Hancock is the man for you. Here's a *Poke* which replaces the basic header and has to be *Run* once typed in. Plastic bendy keys are go

FESTIVE HIGH SCORE CHART

INDIANA JONES ESQ	24,130 Jonathan Staward
HYSTERIA	140,610 Jonathan Staward
ATHENA	175,800 Ben Wootton
ENDURO RACER	1,109,187 Mark Bunting
EXOLON	121,950 Mark Bunting
JOE BLADE	133,110 Ian Blake
1942	82,430 Adrian Blake
EXOLON	47,899 Stefan Ratcliffe
GAME OVER	48,289 Stefan Ratcliffe
ARMY MOVES	32,923 Stefan youknowwho
ZYNAPS	33,925 Graham Newell
EXOLON	54,120 Graham Newhall
HYDROFOOL	186,791 Richard Parkin
RANARAMA	7,210,700 Richard Parkin
WIZBALL	152,010 Richard Parkin
MAGMAX	624,326 M Norris
GAUNTLET	123,428 M Norris

'A-wham-bam-a-lamb-bam-a-lamb-bam-bam' hummed Karl. I've received yet another sackful of mail concerning the rather wonderful

JON RIGLAR'S ZAP CHAT

Renegade

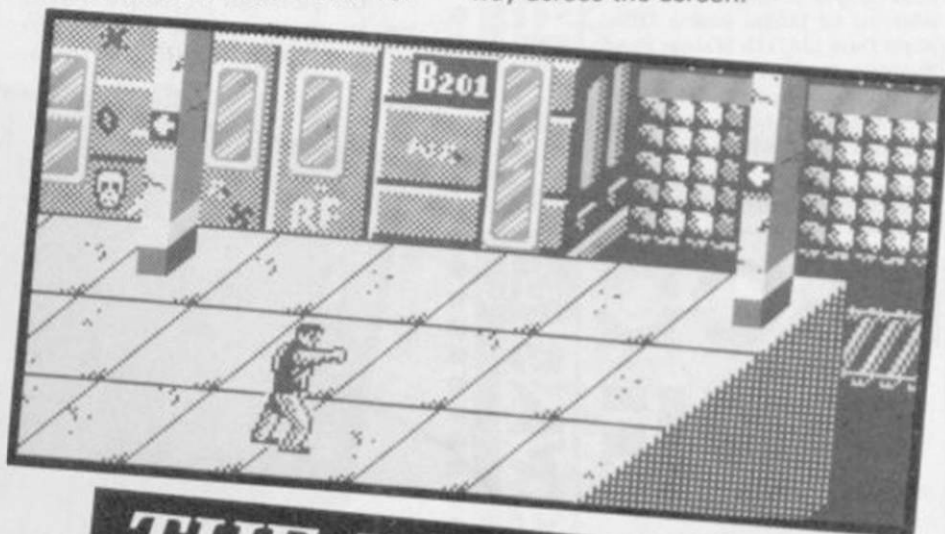
▲ from Imagine. It seems that there are rather a lot of ways to cheat. Read on, read on:

- ● From Karl (there's a spooky coincidence for you viewers)
- Stokes came a rather splendid tip concerning Level 4. It seems that when you come face to face with the rather nasty chappy with the gun, you can cunningly avoid the bullet! Here's how. Wait until the chump fires and then immediately at that moment and no later press the *Pause* button. Then either bash the 'Up' key or the 'Down' key, and hey presto! the bullet completely disappears! How splendid.
- ● Another letter from Al and Ric who claim to have found a completely brank spanking new move in the 128K ver-

sion. The move allows you to throw someone over your head and if you are lucky enough into someone else and jolly well knock them over too! Get your man into the position where you are holding the opponent and just about to knee them - then press the opposite direction to which you are facing and press *Fire* and before you can 'hello to 4AF and the lads on the OND Computer Studies Luton' your opponent is half way across the screen.

collect the parts of the face, you should start to think about what weapons you need to use at the end of the level when you're attacked by the final alien. The normal weapons are pretty useless, but if you select the kind of frizbie-on-a-string, you can keep the weapon on top of the alien and thus drain its power level dramatically.

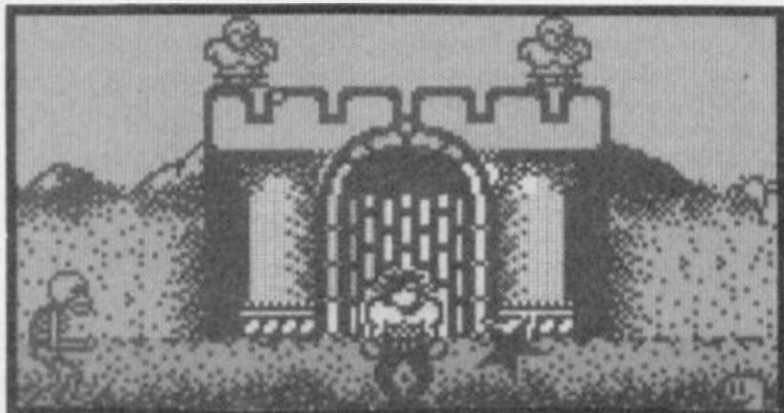
LEVELS TWO AND TWEE
Level Two is set in a medieval period and you'll be attacked by knights and the usual types of unicorn and squirrels. Again it's a case of panicking and collecting the necessary icons as soon as you possibly can. Again, work out what weapon you require to face the final alien but also watch out for your energy levels. Level Three is virtually impossible to complete. Swarms of space-age beings bash into you for the fun of it. Watch out for the bullets fired by the droid - they tend to fling out in a sort of arc formation. The only way to defend yourself from this is by rapid fire at the bullets themselves. If you find that one of the icons is too high to collect, then you'll



This is really very strange.

Hysteria

- ▲ is from Software Projects and yet it is written by Jonathan Smith from Imagine. Hmmmm. *Hysteria* is a pretty clever program with some swishyswooshy graphics to boot. Some tips are called for!
- LEVEL ONE You're thrown into a world full of flying squirrels and unicorns. If you are not actually going to cheat then things become hectic. It's a matter of switching directions to fend off advancing Ooers and jumping if anything becomes too crowded. If you're being approached by thousands of aliens it is quite



likely that you are going to be able to fend off these creatures without sustaining some loss in energy - however, a leap Over a group should lower the damage level a fair bit. Try it.

As you gradually begin to

need to select the jumpsuit to zoom up and collect it.

Once, or should I say if, you manage to complete all three levels, you'll be flung right back to level one but with all three types of alien and I found it pretty impossible.

THE POKE CORNER

It's time for a few rather swank Multiface pokes. Robert J Hancock (Weeble to his friends) was told to create these wonderful things overnight and so promptly marched off and stood a few ley lines in the Lake District. (Ie Spooky old paths blessed by Druids or something which are sources of great mystical power etc etc) and before you could say 'It will take six men' he returned with these. How uncanny!!

FREDDY HARDEST: Part One: Infinite lives: POKE 64011,167

FREDDY HARDEST: Part Two: Infinite lives: POKE 61607,167

FREDDY HARDEST: Input any access code: POKE 51987,0

HYSTERIA: Infinite energy and shield: POKE 44623,167

NEBULUS: Infinite lives: POKE 32921,0

NEBULUS: Infinite time: POKE 43650,0

ACTION FORCE: Infinite lives, ammo, fuel: POKE 49862,0

POKE 50013,0 POKE 51456,0 POKE 51641,0 POKE 53253,0

POKE 49817,167

And more Multiface pokes, this time created by Daniel Leclerc from Enfield. Note that although these were designed for the Multiface, they can be used on the Interface 3 and also on the Datel Electronics Snapshot

INDIANA JONES: Infinite lives: POKE 33948,0

INDIANA JONES: Number of lives x: POKE 23310,x

BUBBLE BOBBLE: Level wanted a: POKE 34313,a

RENEGADE: Infinite lives: POKE 41048,195

RENEGADE: Number of lives x: POKE 23343,x

JACK THE NIPPER 2: Infinite lives: POKE 43251,0

JACK THE NIPPER 2: Number of lives z: POKE 34886,Z

WIZBALL: Infinite lives: POKE 37052,0

WIZBALL: Invincibility: POKE 36831,0 POKE 36832,0 POKE 36833,0

ZAPCHAT

Tai Pan

▲ is a spooky little game from Ocean. Just when it was due to be released, nothing happened! And nothing happened for a rather long time didn't it possums? But! It's December and the game has rather uneventfully slipped onto the shop shelves. And so, all we want now are some tips.

You have no money whatsoever. Ouch! That bites! So the first thing old Taiiebabie has to achieve is a bulging wallet. Rather than earn it through freelance journalism (who wants to do that eh?), he decides to get a loan. Off he trots to the bank and get nowhere. So, where do you find the dosh? What you need to do is locate the restaurant - run in and sit down. But don't bother to buy a meal (It helps if you have money), so when the hostess with the mos-

Then there's the gunpowder to fight off any marauding ooers on the high seas.

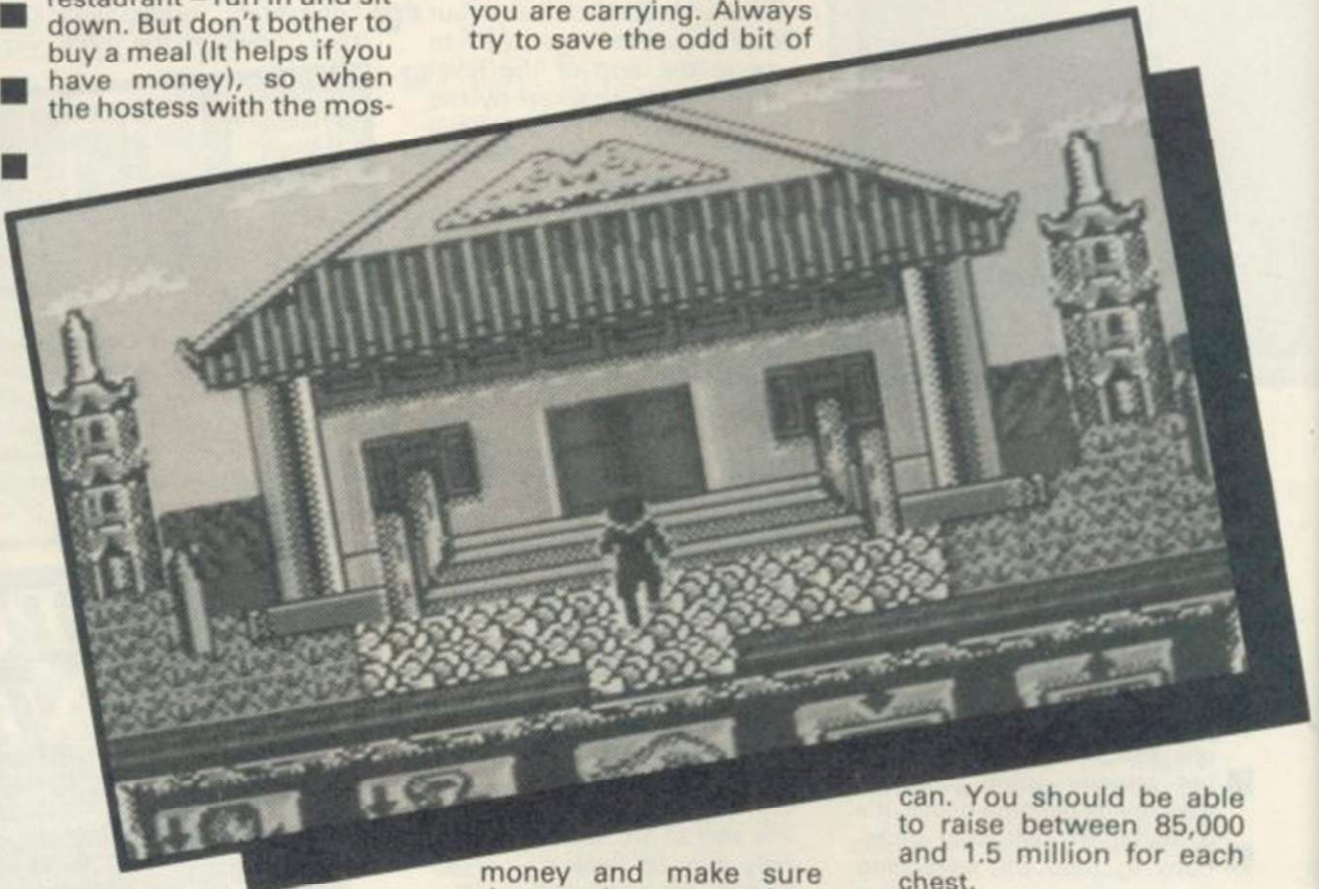
This can be bought at the armoury. Try and get hold of the muskets, gunpowder and a couple of cannons. All that's then left to grab hold of is foods. Once all the necessary stores have been bought, any spare money can be used on cargo.

The warehouse is only a few hops away and there you can buy all the tea crates, jade and other commodities you fancy. Try to get the best bargain you can and then dash off to your ship. Sail off in any direction you want and pop in at every other port you can. Check out the prices of cargo and see where you can get the most for the lot you are carrying. Always try to save the odd bit of

the easiest way to beat the game. As far as Tony can see, it only works on the 128K, but that's life isn't it?

Here we go then:

- 1 Collect the loan and go to the restaurant. Play the game and gamble until you achieve over 500,000 in money. Easy really.
- 2 Go to the bank and buy a frigate (Is that one 'g' or two?) According to Tony, this is the only ship to buy.
- 3 Run off to the inn and buy the crew you need.
- 4 Then run to the warehouse and buy as much tea as you possibly can. This will be your cargo.
- 5 Save the game. But! Don't bother playing the tape.
- 6 Enter the warehouse and sell the tea for as much as you possibly



■ tess comes to take your order, refuse and you'll find yourself pushed into a room at the back of the restaurant. You'll find a game of Ying Tong Pong (or whatever it's called) in process and you can either join in or run away. But! If this is the first time you enter the restaurant, you'll be offered a loan. Around 300,000 plasters. This generally comes in handy.

■ Now you can purchase one of those floaty things. Being an intelligent chap, you fully realise that the best place to find a ship for sale is the bank. Now, I'd advise buying the cheapest possible - a Lorcha. This carries 13 crew, so you need to disappear to the Inn to employ a full company.

■ money and make sure that you have enough to buy any extra food or crew you may need - be choosy with the ports you enter and don't sell your cargo at the first you come to. If you play carefully you should soon pick up rather a lot of money. And this is good isn't it?

■ Zooming around the high seas is usually rather a lot of fun. If you keep hold of your Lorcha, you'll be easy prey for any pirates. So get hold of a new and bigger vessel as soon as you can. The rest of the battle scene is dependent on luck really.

■ And that's it really possums. But to finish off the subject of old Taiebabie, I've received a letter from Tony Dolce. It's perhaps

can. You should be able to raise between 85,000 and 1.5 million for each chest.

- 7 Continue buying and selling until you have collected over 6 million.
- 8 Sail from the harbour and then let your crew starve. (Oooer)
- 9 You'll then notice that you have become Tai Pan.
- 10 Cheers for the tenner. Honestly. Tony you old goat. You're not going to get a tenner out of me that easily!

■ Good gawd. That's it. Fun wasn't it? Back next month with the very, very, very first ever ever Zapchat in the year of 1988. Spooky isn't it? In the meantime, I'm off to the Academy (bit of advertising there chaps!) to strut my stuff and watch the handbags dancing away. Oh■

£1.00 OFF

JACKAL

Send coupon (and your name and address) to: Jackal Smash Offer, Night Dare Ltd, 11b Walnut Road, Torquay, Devon TQ2 6HP along with a cheque/postal order FOR £6.95 made payable to Night Dare Ltd. Offer closes January 31.

SMASH OFFER

£1.00 OFF

GRYZOR

Send coupon (and your name and address) to: Gryzor Smash Offer, Ocean Mail Order, 6 Central Street, Manchester M2 5NS along with a cheque/postal order for £6.95 made payable to Ocean Software. Offer closes January 31.

SMASH OFFER

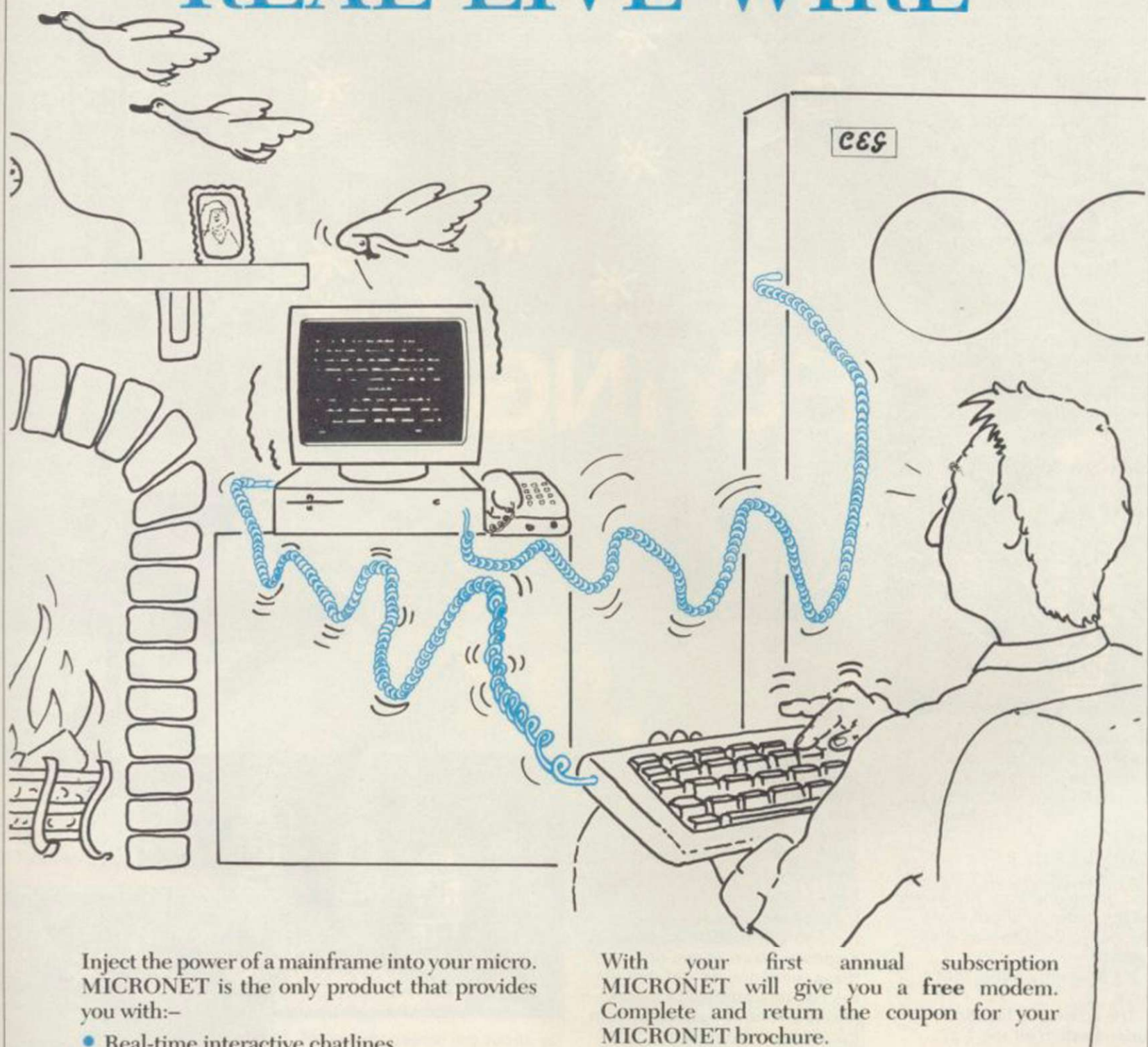
£1.50 OFF

BASIL THE GREAT MOUSE DETECTIVE

Send coupon (and your name and address) to: Basil Smash Offer, Gremlin, Alpha House, 10 Carver Street, Sheffield S1 4FS along with a cheque/postal order for £6.45 made payable to Gremlin Graphics. Offer closes January 31.

SMASH OFFER

COME HOME TO A REAL LIVE WIRE



Inject the power of a mainframe into your micro. MICRONET is the only product that provides you with:-

- Real-time interactive chatlines
- Free and discounted telesoftware
- M.U.G.'s inc the UK's most popular SHADES™
- Daily computer news and reviews
- Free PRESTEL™ electronic mail
- Teleshopping - holidays, hotels etc.
- 70,000 PRESTEL users 56,000 Telecom Gold users
- National and International Telex
- Technical Support and Help Desk

PLUS: Access to PRESTEL and Telecom Gold, and there's much more - all for one low cost subscription. Modem owners call us now for an on-line demonstration.

With your first annual subscription MICRONET will give you a free modem. Complete and return the coupon for your MICRONET brochure.

MICRONET

MICRONET, Durrant House, 8 Herbal Hill,
London, EC1R 5EJ. Telephone 01-278 3143
Please send me a free MICRONET brochure.

Name _____

Address _____

Tel _____ Age _____

Micro _____ SU10

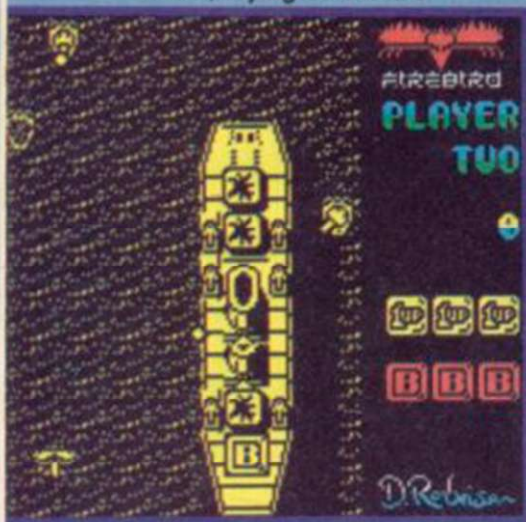
approached **Flying Shark** with a certain amount of trepidation. It's been a long time coming and it suffered a change of programmer half-way through. Usually things don't look hopeful in this situation.

Except that in this case the replacement programmers just happen to be two of the best programmers currently working on the Spectrum: Dominic Robinson (**Uridium** and **Zynaps**) and Steve Turner (**Quazatron** and **Ranarama**).

No surprise that that **Flying Shark** is a truly wonderful conversion.

Those who have played the coin-op will doubtless be muttering in the corner, protesting that it's too hard a game, things move around far too quickly and how on earth could anyone do anything like that on the Spectrum. How indeed? Well, Firebird has managed it!

For those of you who don't know, **Flying Shark** is a



sophisticated top-to-bottom scrolling shoot-'em-up à la **Lightforce**, involving a little bi-plane and the most incredible amount of enemy fighters, tanks and ships.

You just keep going and shooting, picking up bonuses and improving your fire-power, all the better to shoot more things. So what makes it so special?

It's brilliantly done, that's what.

The coin-op is fast and furious action all the way. Things just keep hurtling themselves towards you, and it's a case of constant pressure on the **Fire** button. The

FLYING SHARK

Spectrum conversion is extraordinarily accurate and keeps up the same pressure, with the waves coming at you in the same patterns, and bonuses appearing in the same places. The quality of scrolling – in particular – is very fine.

To collect a bonus you first have to shoot out the planes in a special wave. In the original, these were always red, but in the conversion they're yellow – hardly a serious detraction from the original. Your bonus, and extra weapon, new smart bomb, extra thousand points must them be picked up. Extra weapons are tricky things, They



jig about the screen, flying off the edge and re-emerging, and it's perfectly possible to miss them altogether. Everything else, thankfully, stays still.

Off-screen movement is an interesting extra. The coin-op sort of scrolled horizontally a bit too, as well as the serious vertical scrolling bits. So you get an extra playing area to each side as well. Although you can't actually see what's going on at the sides, it is possible to move right off the screen, and then reappear in glowing triumph, having just mangled a couple tanks.

Tanks? Yup, tanks. As well as the planes, there are tanks and



PROGRAMMERS

DOMINIC ROBINSON did most of the coding. **SOFTOGRAPHY: Uridium** (Hewson, 1986), **Zynaps** (Hewson, 1987)

JOHN CUMMING was the man behind the FS's graphics. He has previously worked on the C64.

STEVE TURNER contributed the sound-track. **SOFTOGRAPHY: 3D Space Wars** (Hewson, 1984), **Avalon** (Hewson, 1984), **Dragon-torc** (Hewson, 1985), **Astrodome** (Hewson, 1985), **Quazatron** (Hewson, 1986), **Ranarama** (Hewson, 1987)



ships to contend with too. Which brings us on (rather neatly I thought) to the question of space. Obviously, you're up in the air, and the tanks are down on the ground. And the feeling of the space between the two is brilliantly done. Subtle shadows beneath the treetops give an impression of depth, and the way things move underneath each other creates a real feeling of height.

Only one gripe. Everything is monochrome - that's perfectly understandable. But does it have to be yellow? It does pall after a while. Couldn't we have had the levels in different colours? But I liked the red flashing screen as the smart bombs exploded and I'm also a fan of the Steve Turner music which sounds like an old *New Order* track!

I can't tell you how much I love *Flying Shark*. Well I'm doing it now, but it's just great. It'll keep you hanging on the edge of your seat.

If you're looking for originality, it's not going to do a lot for you. But if you want a fast, difficult faithful conversion, go for it!

FACTS BOX

Marvellous conversion that loses none of the speed, difficulty or excitement of the original. An absolute *Classic* treat

FLYING SHARK

Label: Firebird

Authors: Dominic Robinson, John Cumming

Price: £7.95

Memory: 48K/128K

Joystick: various

Reviewer: *Kamara Howard*

★★★★★ 10



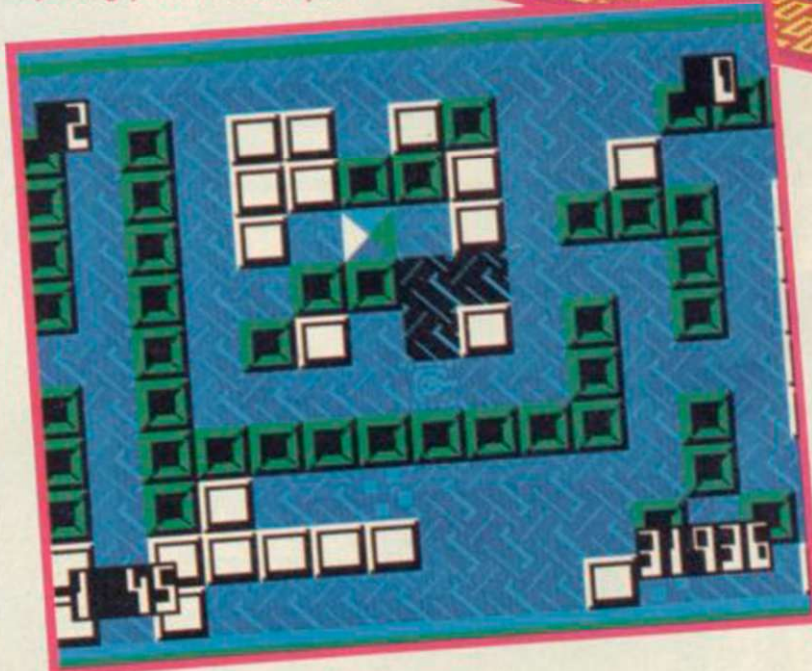
Graphics aren't everything and, in a way, that's the whole story behind *Anarchy*. One of the new budget Rack-It releases, *Anarchy* is only OKish to look at, but it doesn't matter. The gameplay is terrific! And if anyone remembers it - it's a bit Boulderdash-like.

It's a plan-view game. You're looking down on a sector of some rebel base and there's your rather measly tank with a pop gun on the front. You've got just two minutes to rush around and clear out all the weapon dumps on that floor before you go on to the next one.

Slightly Pac-Man like methinks?

The gameplay is similar. It's a question of chasing around the place, dodging things that just want to bump into you, knocking out innocent little blocks for mega-points. And after that? On to the next level of course.

Nothing's actually firing at you, which is a good thing. You can get on and wipe out the weapons, no sweat. Apart from the horrible little security droids which follow you around in an incredibly ill-mannered fashion, bumping into you and depriving you of one of your



three valuable lives.

You can't afford to lose them. There's an awful lot of destruction to get on with.

So that things aren't simple, there's a hint of maze-ness about the game. Scattered around the playing area are solid blocks which can't be shot. Nestling unhelpfully behind, beside, around these blocks are the weapon dumps. Can you suss out the best way to get them?

It's certainly hard in the time limit. There's always a way round them, it's just a question of finding it.

If you manage to destroy everything on the floor in the time the air-lock to the next level opens and you can

PROGRAMMER

MICHAEL 'CROCODILE' SENTINELLA hails, surprisingly enough, from Australia where he worked for a company called Ozisoft. *Anarchy*, his first published game in England, is, he says, his 'homage to Boulderdash'

ARCADE



REVIEW

ANARCHY



proceed to the exit. However, it's still possible for you to run out of time, and it's still possible to be hit by the droids. As you can't fire at this point to stun the droids, things are pretty unfair. But show me where it says life has to be fair?

Shooting things is not easy either. You need a good tank's length between you and the block in order to destroy it. Getting your muzzle right next to the block and hammering the *Fire* button doesn't work. At first it seems that there's no way you can destroy the blocks which are close to the walls. There is a solution, it's very simple, but I'm not going to tell you what it is!

Worra great game! If only all budget games could be as good as this!

FACTS BOX

Superb, simple and horribly addictive. This one will give you square eyes. Promise. A *Boulderdash* for '88

ANARCHY

Label: Rack-It

Authors: Michael Sentinella

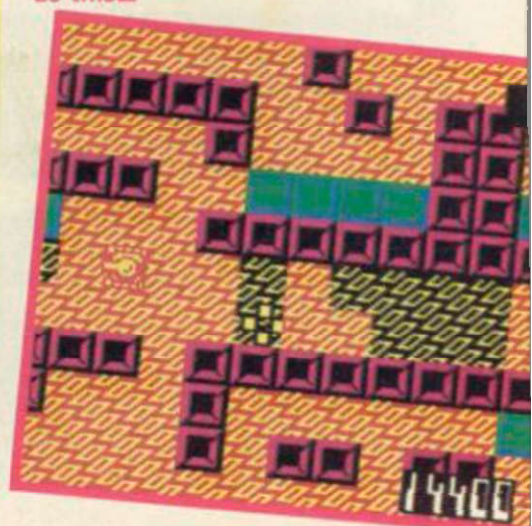
Price: £2.99

Memory: 48K/128K

Joystick: various

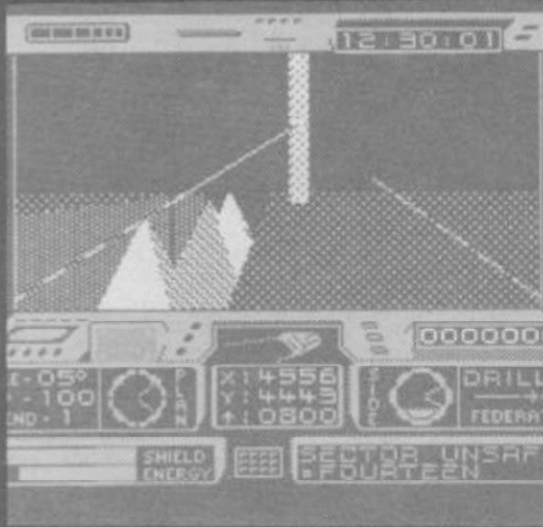
Reviewer: *Kamara Howard*

★★★★☆ 8



DRILLER

Type this listing, and Run it before loading in your game tape from the beginning as usual. Now you'll have an infinite supply of power for drilling and unlimited shields against enemy firepower

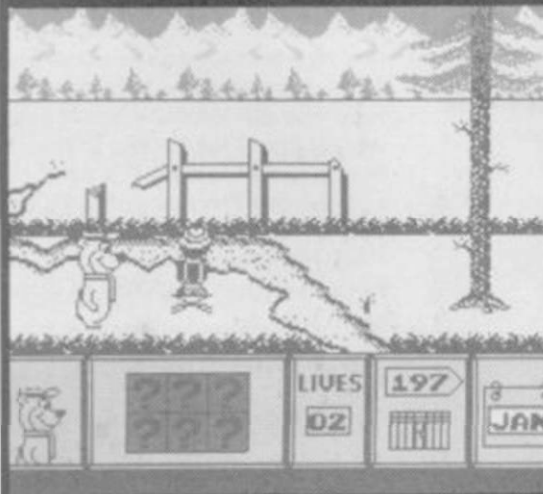


```

1 REM DRILLER poke
2 REM (c) A.SINGH '87
3 REM
5 CLEAR 32767
10 LET t=0: LET w=0
15 FOR f=65000 TO 65029
20 READ a: POKE f,a
25 LET t=t+w*a: LET w=w+a
30 NEXT f
35 IF t<>7698950 THEN PRINT "
ERROR IN DATA": STOP
40 PRINT AT 10,6;"START 'DRILL
ER' TAPE"
45 LOAD ""CODE 65088
50 POKE 65108,194
60 RANDOMIZE USR 65000
100 DATA 205,64,254,33,249,253
110 DATA 17,100,255,1,13,0,237
120 DATA 176,195,46,255,175,50
130 DATA 118,188,50,17,193,50
140 DATA 126,191,195,164,151
    
```

YOGI BEAR

This Poke will prevent you from being captured, drowned or attacked. Type in the listing and Run it, before loading in your game tape as usual from the beginning



```

1 REM YOGI BEAR poke
2 REM (c) A.SINGH '87
3 REM
5 CLEAR 65535
10 FOR f=65200 TO 65220
20 READ a: POKE f,a
30 NEXT f
40 PRINT AT 10,5;"START 'YOGI
BEAR' TAPE"
45 LOAD ""CODE
50 POKE 65072,176
55 POKE 65073,254
60 RANDOMIZE USR 58112
65 DATA 33,0,0,34,18,137,34
70 DATA 28,137,62,24,50,226
75 DATA 175,175,50,84,136
80 DATA 195,0,132
    
```

POKE

COMBAT SCHOOL

You'll always qualify for the next event with this Poke, no matter how much of a weed you are. Type in the listing and Run it, before loading in your game tape as usual from the beginning



```

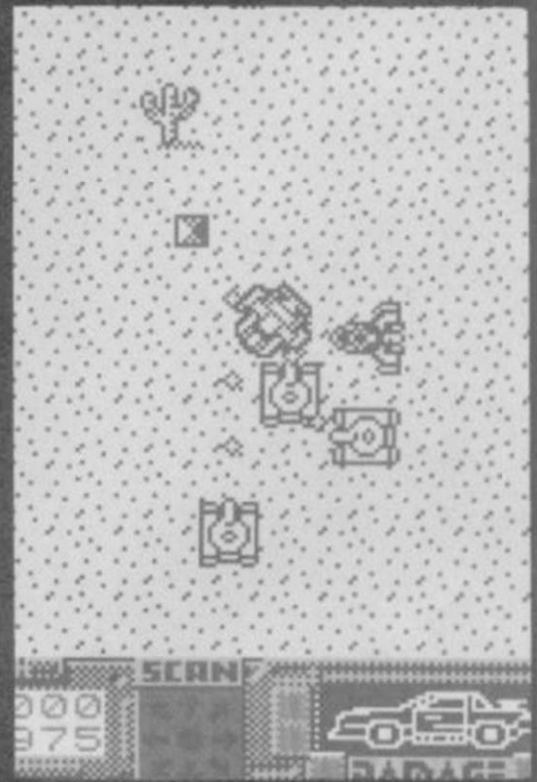
1 REM COMBAT SCHOOL poke
2 REM (c) A.SINGH '87
3 REM
5 CLEAR 45000
6 LET t=0: LET w=1
10 FOR f=38400 TO 38584
15 READ a: POKE f,a
20 LET t=t+w*a: LET w=w+1
25 NEXT f
30 IF t<>2030707 THEN PRINT "
ERROR IN DATA": STOP
35 PRINT AT 10,3;"START 'COMBA
T SCHOOL' TAPE"
40 LOAD ""CODE
45 RANDOMIZE USR 38400
100 DATA 221,33,167,150,217,6
110 DATA 6,217,221,110,0,221
120 DATA 102,1,221,78,2,6,0,17
130 DATA 0,125,237,176,33,86
140 DATA 150,1,7,0,237,176,30
150 DATA 231,195,0,125,221,35
160 DATA 221,35,221,35,217,16
170 DATA 217,217,33,249,232,17
180 DATA 167,251,1,30,3,237,176
190 DATA 33,67,150,34,195,254
200 DATA 195,169,254,205,28,254
210 DATA 175,50,64,255,33,92
220 DATA 150,17,217,254,1,20,0
230 DATA 237,176,201,49,177,175
240 DATA 195,37,150,253,33,58
250 DATA 92,237,86,33,88,39,217
260 DATA 49,255,247,195,108,150
270 DATA 33,0,64,34,7,91,33,134
280 DATA 150,17,212,248,1,33,0
290 DATA 237,176,33,32,253,34
300 DATA 250,247,195,0,91,33,62
310 DATA 1,34,224,129,33,50,180
320 DATA 34,226,129,33,92,50,34
330 DATA 228,129,33,181,92,34
340 DATA 230,129,33,0,0,34,232
350 DATA 129,195,120,156,87,224
360 DATA 17,104,224,36,185,224
370 DATA 12,197,224,14,211,224
380 DATA 25,246,224,13
    
```

ALL POKES BY ...



MASK II

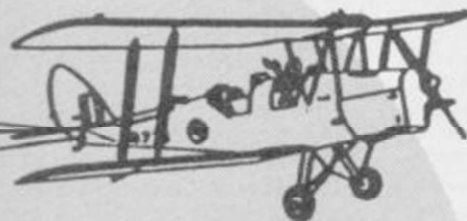
This Poke will give you infinite fuel and impenetrable armour. Any vehicles that crash in the water will also be OK afterwards. Type in and Run the listing before loading in your game tape as usual from the beginning



```

1 REM MASK II poke
2 REM (c) A.SINGH '87
3 REM
5 CLEAR 65535
10 LET t=0: LET w=1
15 FOR f=23306 TO 23379
20 READ a: POKE f,a
25 LET t=t+w*a: LET w=w+1
30 NEXT f
35 IF t<>271385 THEN PRINT "E
RROR IN DATA": STOP
40 PRINT AT 10,6;"START 'MASK
II' TAPE"
45 LOAD ""CODE
50 RANDOMIZE USR 23306
55 DATA 221,33,0,0,17,0,175
60 DATA 65,205,0,0,251,165,0,0
65 DATA 221,17,213,0,62,1,65,0,0
70 DATA 205,86,195,33,44,62,1,34
75 DATA 215,93,195,33,44,62,1,34
80 DATA 91,34,38,256,195,195,0,0
85 DATA 215,33,38,61,34,167,0,0
90 DATA 186,175,50,114,160,0,0
95 DATA 79,167,50,114,160,0,0
100 DATA 144,175,33,0,0,4,88
105 DATA 162,34,13,177,195,0
110 DATA 148
    
```

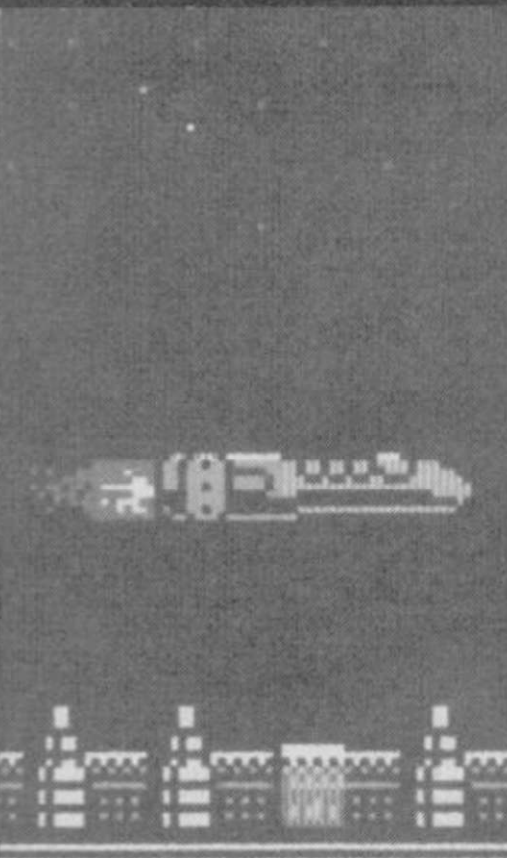

CITY



**ADRIAN
SINGH**

DAN DARE

This was the most requested oldie Poke from the mail sacks last month. Now Dan will have unlimited ammo and energy, and the clock will be frozen too! Type in and Run the listing before loading in your game tape as usual from the beginning

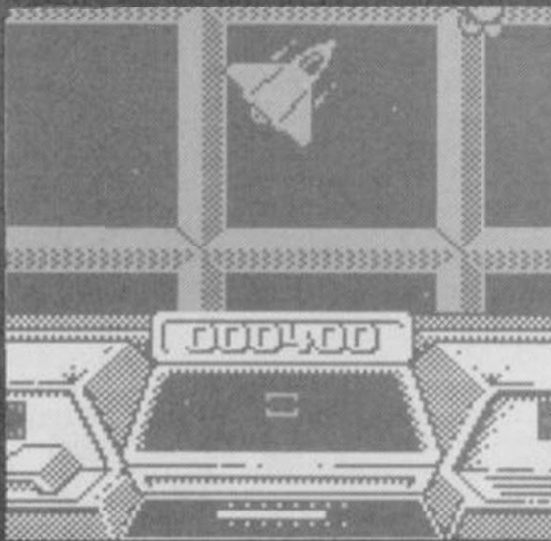


```

1 REM DAN DARE poke
2 REM (c) A.SINGH '87
3 REM
4 CLEAR 25599
5 LET t=0: LET w=1
6 FOR f=23296 TO 23336
7 READ a: POKE f,a
8 LET t=t+w*a: LET w=w+1
9 NEXT f
10 IF t<>101364 THEN PRINT "E
11 RROR IN DATA": STOP
12 PRINT AT 10,5;"START 'DAN D
13 ARE' TAPE"
14 RANDOMIZE USR 23296
15 DATA 221,333,171,253,17,9,3
16 DATA 62,255,55,205,86,5,48
17 DATA 241,62,201,50,46,255
18 DATA 205,86,254,62,201,50,94
19 DATA 186,50,37,183,175,50
20 DATA 6,170,50,111,167,195
21 DATA 88,152
    
```

IMPLOSION

Type in and Run the listing before loading in your game tape from the start as usual. You'll now have unlimited laser power and shield energy, and infinite lives too



```

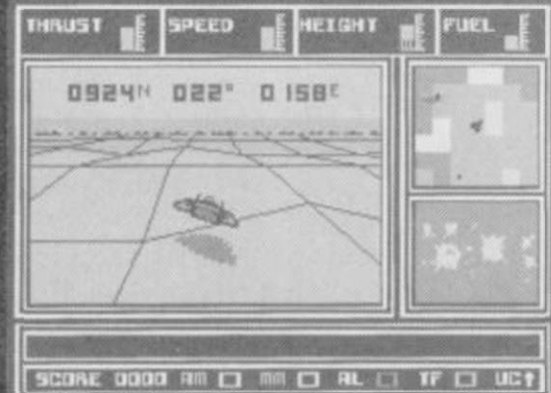
1 REM IMPLOSION poke
2 REM (c) A.SINGH '87
3 REM
4 CLEAR 65535
5 LET t=0: LET w=1
6 FOR f=24880 TO 24911
7 READ a: POKE f,a
8 LET t=t+w*a: LET w=w+1
9 NEXT f
10 IF t<>51670 THEN PRINT "ER
11 ROR IN DATA": STOP
12 PRINT AT 10,5;"START 'IMPLO
13 SION' TAPE"
14 LOAD "CODE 24920
15 RANDOMIZE USR 24880
16 DATA 49,156,95,33,65,97,17
17 DATA 145,97,16,0,237,176
18 DATA 195,88,97,175,50,51
19 DATA 144,50,105,145,62,36
20 DATA 50,2,131,195,112,124
    
```

ATV SIMULATOR

This Poke ensures that you never run out of fuel, and that you have an unlimited amount of time. Type in the listing and Run it, before loading in your game tape as usual from the beginning

```

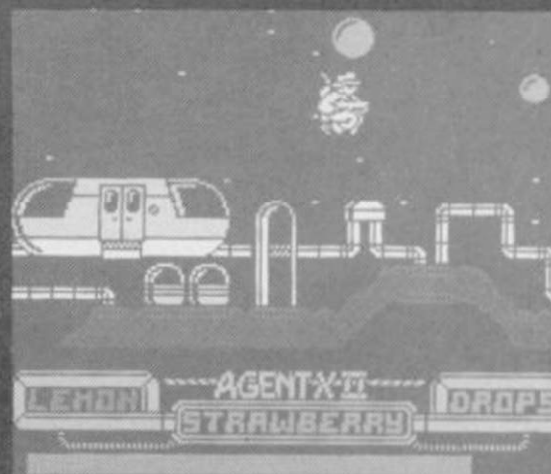
1 REM ATV SIMULATOR poke
2 REM (c) A.SINGH '87
3 REM
4 CLEAR 25400
5 PRINT AT 10,3;"START 'ATV S
6 IMULATOR TAPE"
7 LOAD "CODE
8 POKE 65531,201
9 RANDOMIZE USR 65501
10 POKE 60250,0
11 POKE 57318,201
12 RANDOMIZE USR 54960
    
```



● A number of you have sent in requests for us to Poke particular games. We're only too happy to oblige, but since there are so many games we obviously can't Poke them all. So if you want us to Poke a particular game write in and we'll do so for the ones that get the most votes. Send your requests - together with your name and address - to Poke City, SU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU

AGENT X II

Type in this listing and Run it, before loading in your game tape from the beginning as usual. This will help you beat whichever part of the game you find toughest. By selecting either Option 1, 2 or 3 from the menu you will have infinite energy in the appropriate stage



```

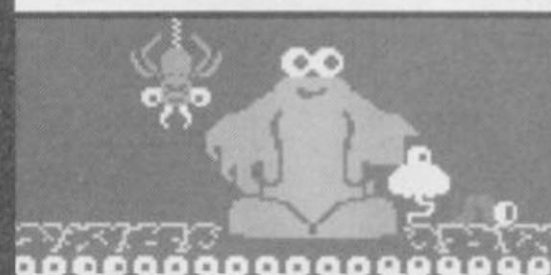
1 REM AGENT X II (all parts)
2 REM (c) A.SINGH '87
3 REM
4 CLEAR 24639
5 INPUT "WHICH PART TO POKE (
6 1-3)" : LINE p#
7 IF p#<"1" OR p#>"3" THEN G
8 O TO 10
9 IF p#="1" THEN LET ad=5782
10 IF p#="2" THEN LET ad=6249
11 IF p#="3" THEN LET ad=5056
12 PRINT AT 10,1;"START 'AGENT
13 X II pt. "ad;" TAPE"
14 LOAD "CODE
15 POKE 24776,201
16 RANDOMIZE USR 24732
17 POKE ad,0
18 RANDOMIZE USR 25250
    
```

THROUGH THE TRAPDOOR

Type in the listing and Run it before loading in your game tape from the beginning as usual. It'll give you infinite lives for both Berk and Drut

```

1 REM THROUGH TRAP DOOR poke
2 REM (c) A.SINGH '87
3 REM
4 CLEAR 26998
5 PRINT AT 10,1;"START 'THROU
6 GH TRAP DOOR TAPE"
7 LOAD "CODE 63000
8 POKE 63041,201
9 RANDOMIZE USR 63004
10 POKE 47492,0
11 RANDOMIZE USR 34200
    
```



MOONSTRIKE

Amazing but true. The future of home entertainment is a round plastic puzzle toy thing with a spaceman in it. Hi-tec, in smart primary colours, the round toy puzzle thing proved so difficult even Jim Douglas couldn't cope with it.

The correct answer was Professor Humphrey Bogus Mocked Your Grandmother and most people got it right.

Anyway, thanks to Moonstrike and Mirrorsoft, the following one hundred readers get a puzzle:

Mathew Gerrish, Maidstone, Kent. Tom Baldwin, Blepe, Derbyshire. Trevor Barnes, Southwick, Sussex. Gregory McDougall, Hall Green, Birmingham. Robert Dowd, Kingsheath, Birmingham. Paul Whiteley, Netherthorpe, Sheffield. A Byers, Wallsend, Tyne and Wear. A Jones, Coventry. Mark Bakaam, Ipswich. Great Sutton, South Wirral, Merseyside. Stephen Marshland, East Goscole, Leicester. Matthew Rose, Beaconsfield, Enfield, Middx. John Roberts, Askern, Doncaster, S Yorks. Karl Manning, Chandlers Ford, Hants. Paul Shipman, Skegness, Lincs. Debbie Wells, Exeter. David Sands, Bakewell, Derbyshire. Paul R Hunter, Morecambe, Lancashire.

Richardson Paterson, Argyll, Scotland. A D Faulkes, Old Swan, Liverpool. Tim King, Brown Street, London. David Maffner, Foxlydiate, Batchley, Redditch, Worcs. Lee Juby, Wigston, Leicester. R Hunt, Basildon, Essex. R Ford, The Steps, Nr Chepstow, Gwent. Martin Brunt, Stoke-on-Trent, Staffs. J D Doggett, Potters Bar, Herts. F Steel, Elm Park, Hornchurch, Essex. J Bingham, Blackpool. J K Marston, Ferndown, Wimborne, Dorset. R Spindley, Newby, Scarborough, N Yorks. Sebastian Sampson, Weybridge, Surrey. Stewart Worall, Totland, Isle of Wight. Karl Walkden, Longton, Preston, Lancs. W F Doney, Buckland, Portsmouth, Hants. Martin O'Connor, Old Whittington, Chesterfield, Derbyshire. Tristan Battle, Friston, Saxmundham, Suffolk. Gareth Evans, Witcham, Ely, Cambridgeshire. L Lee, Whitton, Twickenham, Middx. Mark Paul, Plymouth, Plymouth, Devon. M G Seager, Wood Green, London. Damian Peacock, St Martins, Oswestry, Salop. Roland Skinner, Send, Woking, Surrey. Graham Gillam, Ware, Herts. R J Bolton, Finchfield, Wolverhampton. M Lynch, Slough, Bucks. P Taylor, Wellington, Telford, Shropshire. Richard Catlin, Rugby, Warks. Emily Cook, Hemel Hempstead, Hertfordshire. S Belben, Barrington, Ilminster, Somerset. J Cahill, Wallington, Surrey. D Coulson, Stafford. Paul Booker, Jacksdale, Nottingham. James Finch, Sawbridgeworth, Herts. Brians Brooks, St

WINNERS

Marychurch, Torquay, Devon. Barry Wooffitt, York. Alister Cambrell, Tain, Rosshire. Daryl Parson, Purfleet, Essex. Jason Mann, Borehamwood, Herts. L Schofield, Aston, Sheffield. S Yorkshire. Michael Littens, Leatherhead, Surrey. P Atkins, Ardrishaig, Lochgilpead, Argyll. Gary Bright, Brigstock, Nr Kettering, Northants. Kurt Frarv, Norwich, Norfolk. Stephen Malam, Blackheath, Liverpool. Lucien Bowater, Chagford, Devon. G Barlow, Macclesfield, Cheshire. Greg Ward, Stockport, Cheshire. Simon East, Arborfield, Reading, Berks. Richard Goodall, Caledon, Caunton, Newark, Notts. Paul Mayne, Kirkdale, Everton, Liverpool. Stuart Forbes, Newent, Glos GL18. Neil Stafford, Sunderland, Tyne and Wear. C M Griggs, Road, Mablethorpe, Lincs. Paul Bloomfield, Maes-y-Rhine, Cwmbran, Gwent. Matthew Burt, Kengrave, Ipswich, Suffolk. Andrew Downson, Crook, Co Durham. L Beb-

ington, Helsby, Warrington, Cheshire. Jennifer Holt, Brownlow, Craigavon, Co Armagh, Ireland. Michael Smith, Wales, Nr Sheffield. K P Smith, Haverford West, Dyfed. Brett Wiltshire, East Taphouse, Nr Liskeard, Cornwall. A E Harvey, East Grinstead, West Sussex. Alister Gibson, Coltness, Wishaw, Strathclyde, Scotland. Bob Ford, Durrington, Salisbury, Wilts. Daniel Scott, Watford, Herts. Jamie Wilson, Pill, Bristol. Lee Horrey, Sawston, Cambridge. Philip Wynn, Clophill, Bedfordshire. A R Bee, North Kenton, Newcastle-upon-Tyne, Tyne and Wear. Sean S Wilson, Ardmore, Co Derry, N Ireland. Neil Pollard, Helpston, Peterborough, Cambs. Stephen Marshman, Lickey, Rednal, Birmingham. Ian Doggett, Brighton, Sussex. C Patel, Brighton, Sussex. Malcolm Sim, Fraserburgh, Aberdeenshire, Scotland. D Christopherson, Birches Head, Stoke-on-Trent, Staffs.

DEATH WISH III

Ahem. Continuing the law and order theme, we now come to the **SU** and Gremlin Death Wish III Win a Rocket Launcher, No, No, You Don't Understand Officer, It Only Shoots Water, Honest Officer, Competition, in which we prepare three people to look like Charles Bronson and then send them into the street to squirt things.

The answers were (A) Charles Bronson/or Jeff Goldblum - yes well that one went a bit wrong actually (B) 3 (C) Paul Kersey.

Yes, three lucky people will carry off a false moustache!! Yeah. Oh, and a copy of Gremlin's Death Wish III and motorized rocket launcher high-tech water pistol.

Twenty other people who look nothing like Charles Bronson whatsoever will get to play Death Wish II until the cows come home.

Here goes...

The winners: David Bason, Erith, Kent. Craig Plummer,

Hull. J Thorpe, Lowestoft, Suffolk.

The others: Christopher Wade, Peterlee, Co Durham. Paul Hunter, Morecambe, Lancashire. Simon Dean, Grantham, Lincolnshire.

David Atherton, Market Harborough. Derek J W Phipps, Goring by Sea, Watham, W Sussex. Martin Dean, Cowley, Oxford. Andrew Colder, Bartley Green, Birmingham.

M S Nicholls, Thetford, Norfolk. Simon Powell, Middleton, Leeds. Steven Burns, Bootle, Merseyside. David Oates, Newport, Brough, N Humberside. S Wilson, Co Derry, N Ireland. Matrin North, Rainhill, Merseyside.

Trevor Bridge, Offerton, Stockport. David Beaton, Nean Stourbridge, West Midlands. Martin Culpeck, Knodishall, Suffolk. Bryan Scott, Gateshead, Tyne and Wear.

Nicholas Roberts, Bold, Nr Widens, Cheshire. Gregg Barhm, Cherry Hinton, Cambridge. William Hilton, West Kinbedown, Kent

REBEL

Tanks. You want 'em, we give 'em away. We also throw in a copy of Virgin's Rebel to keep you amused when you run out of petrol.

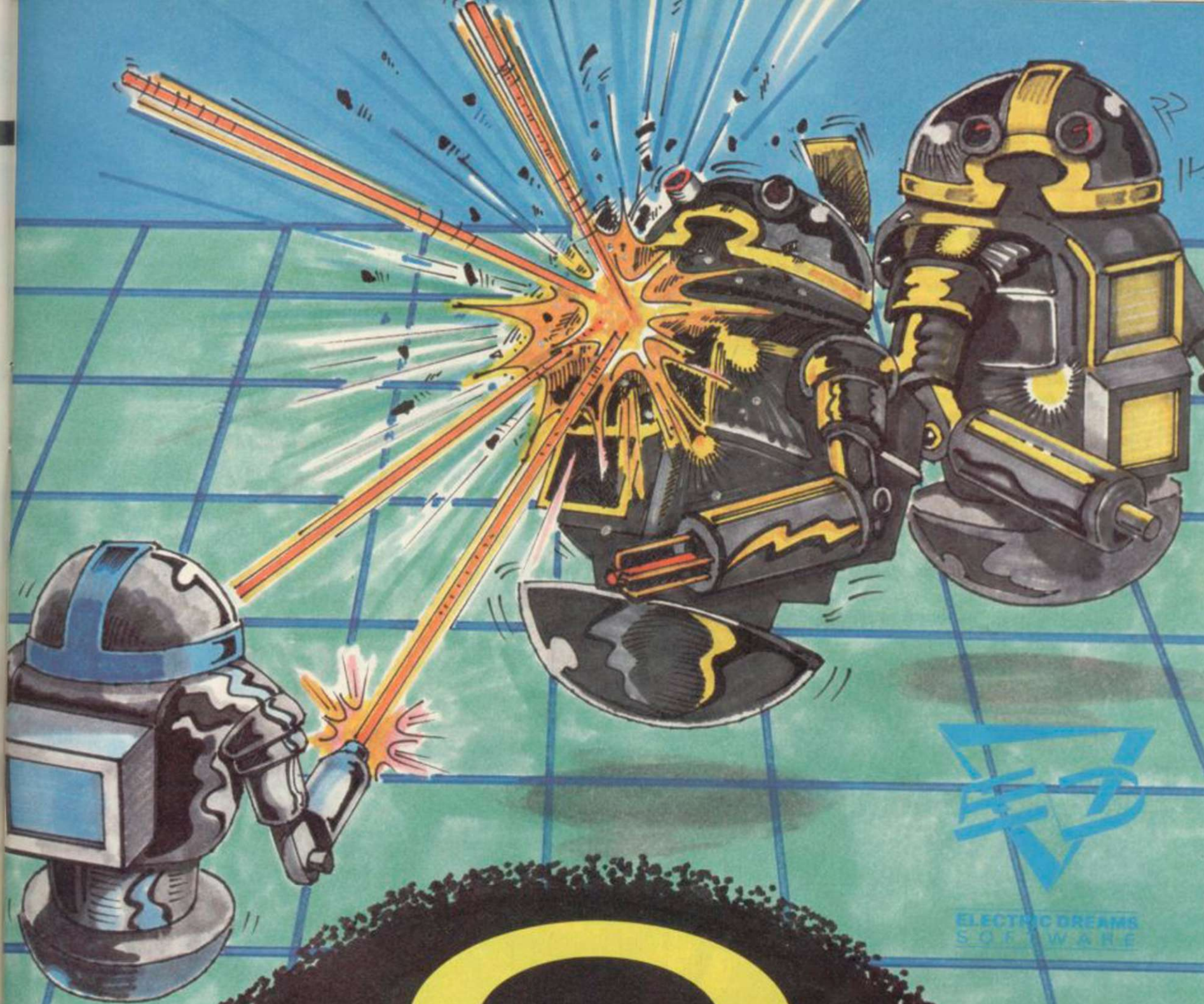
The **SU** Tank winner is a chap called Paul Honey from Littlemore in Oxford. The answer is illustrated below and a surprisingly large number of people figured it out - funny, we thought it was pretty difficult. The next twenty-five out of the hatch all got copies of Virgin's Rebel, and they look like this:

Philip Dodd, Rhos, Wrexham. Geoffrey Owen, Swansea Road, Merthyr Tydfell. Mike Fenney, Blackpool, Lancs. K H Man, Bushey, Herts. David Payne, Chilton, Didcot, Oxon. Brian Allen, Viewpark, Uddingston, Glasgow. Adrian Bordincott, Rowley Regis, Warley, W Midlands. Ivan D'Souza, Wood Green, London. Christian Jones, Milford Haven, Dyfed. S J Hall, St Catherines, Bath, Avon. Adrian Whittle, Edenbridge, Kent. Iain S Rayner, Brickhill, Bedford. M Whitton, Telscombe Cliffs, Newhaven, East Sussex. Daniel Coe, Gravesend, Kent. Dave Lapsley, Bexleyheath, Kent. James Gordon, Launceston, Cornwall. James Crowdy, Rainham, Kent. James Franklin, Newport, Shropshire. M Beaven, Near Mansfield, Notts. Philip S Cairns, Canton, Cardiff S Wales. James Jolly, Clarkston, Glasgow. R Barclay, Cheshunt, Herts. Matthew Wilson, Brighton, E Sussex. Neil Griffiths, Rhiwbina, Cardiff. John Scoular, Whitefield, Manchester.

And finally (there's more?) come the fifty lucky cusses who will be able to decorate their walls in great style, with a

swanky Rebel poster. Triff. And they are:

Leon Lunsdin, Elgih, Morav. Michael O'Connor, Wanford, Eire. Stephen Shilcock, Moston, Manchester. Raymond Millard, St Quintin, Chippenham, Wilts. Ben Hobbs, Sheerness, Kent. David Gallop, Huntingdon, Cambs. Daniel Best, Market Harborough, Leicester. M J Ballard, Penge, London. Andrew McLaughlin, Barrhead, Glasgow. A Smurthwaite, Gateshead, Tyne and Wear. Paul Roberts, Rhos, Wrexham, Gwynedd. R J Tanswell, Mildenhall, Suffolk. Marshankin Kirill, London W8. R Kill, Hertford, Herts. John Clifton, Westcombe Park, London. Timothy Goddard, Bolton, Robert Cox, Ilford, Essex. Colin McBurne, Dewsbury, W Yorkshire. S P Wilmott, Wellingborough, Northants. Matthew Hewitt, Kirby-in-Ashfield, Nottingham. D Orosun, Stoke-on-Trent, Staffs. D A Minty, Stamford, Lincs. Ian Doggett, Kirton, Ipswich. Tim Davies, Chepstow, Gwent. Simon Allen, Leighton Buzzard, Beds. Christopher Land, Stoke-on-Trent, Staffs. John Gomm, Nr Nuneaton, Warks. John Keeble, West Basildon, Essex. Ian Mayor, West Didsbury, Manchester. Daniel Reece, Kibnorth Beauchamp, Leics. R W Weston, Tollbar End, Coventry. Philip Rouzel, Binley, Coventry. Derek Robertson, Hawick, Roxburghshire. Paul Robertson, East Kilbride, Scotland. Steven Burns, Cheshunt, Herts. Mark Melladay, Mickleover, Derby. Matthew Rose, Enfield, Middx. J Shephard, Colchester, Essex. Robert Hamblett, Walton, Liverpool. Darren Handley, Skegness, Lincolnshire. Mark Hayes, Cockermouth, Cumbria. Peter Williams, Winlaton, Tyne and Wear. Chris Burns, Forest Hill, James Nee, Broxtowe, Nottingham. A M Mitchell, Bridge of Don, Aberdeen. Matthew Williams, Watford, Herts. A Payne, Barrow-in-Furness, Cumbria.



Ω NIHILIST

Omega—Droids, they're powerful & deadly. Are you a match for them?

ZX Spectrum 48K/128K/+ (£7.99)

Mail Order: Activision (UK) Ltd. Units 3 & 4 Lloyds Close
Finendon Road Industrial Estate Wellingborough Northampton NN8 4SR
Tel: (0933) 76768 © 1987 Electric Dreams

MEGA

COMPETITION

10 OCEAN T-Shirts * Incentive has given us 6 copies of DRILLER * There are 50 POSTERS from US Gold (A1 size) * Piranha has come up with 5 FLUFFY PIRANHAS * Starlight Software has given us 25 FRISBEES * Electronic Arts has kindly donated 200 POSTERS * We've got a splendid 50 copies of PULSATOR from Martech * And a wizard 20 SHOCKWAY RIDERS from Gargoyle * Mirrorsoft has spiffingly coughed up 100 MUGS * Virgin is offering 200 ACTION FORCE POSTERS * 10 copies of assorted GAMES from Mastertronic * CRL slipped us an astounding 10 copies of BALLBREAKER * And there is a large selection of as yet undecided GOODIES from PALACE * Hewson has surpassed themselves with 20 BADGES * Gremlin found a lorry with 50 GAMES just waiting to fall off * Activision has specially made up 5 CALENDARS * Elite is offering 50 GAMES * Digital Integration has given us a wondrous 100 POSTERS * Konami has produced a secret set of PRIZES * Mean found 5 SPORTS BAGS * There are a fair few 100 STICKERS from Incentive * T-SHIRTS galore from US Gold (well, 2 actually) * Piranha has promised 500 POSTERS * There are 50 copies of THE HOUSE OF LONG * From Mastertronic * There are 20 copies of COSMIC * There are 5 copies of

The last one was big. Some would say gigantic! But this one's bigger! More gigantic than you would believe was possible.

We've got more prizes than you can shake a stick at, and all you have to do in order to be one of the people who gets one of our utterly shockingly brilliant gob-smacking items is to send us a stamped addressed envelope, tell us who you are, where you live and what you reckoned to this year in software. So get cracking. What exactly do we have to offer? Well, as you can see by the list just here, we're talking majorly desirable items. Not only do you pick up a corking prize, but everyone wins one of our rather special Sinclair User Insto-Credit forms. If you thought the Money-Off Coupons were fab, then you'll think that these are twice as fab, because each form will give you over £50 off the hottest titles around at the moment.

So, you'll either have £50 off software of your choice or £50 off your choice of software AND a totally squiffy prize. So get your top off yer biro and get scribbling . . . ■

EVERYBODY

WILL

A PRIZE



Ocean's LIVE AMMO compilation ★ POSTERS a go-go! We've got 100 from Incentive ★ PENS number 5 and they come from Piranha ★ RED L.E.D. from Ariolasoft ★ More T-SHIRTS this time from Electronic Arts enough to keep 20 people warm ★ Faster Than Light has magicked up 20 HYDROFOOLS ★ Virgin Games gave us an amazing 100 copies of REBEL ★ CRL promises to have 10 OINKS ready ★ 100 POSTERS from Hewson ★ 500 POSTERS from Gremlin ★ 20 MUGS from Activision ★ 100 T-SHIRTS from Mirrorsoft ★ 5 copies of the MAGNIFICENT SEVEN from Ocean and 5 copies of THEY SOLD A MILLION THREE too ★ 10 KEY RINGS to promote DRILLER from Incentive ★ 5 NOSFERATUs from Piranha ★ There are 5 MUGS from Electronic Arts ★ and 100 assorted T-SHIRTS from Mirrorsoft ★ 10 copies of NEBULUS from Hewson ★ 500 POSTERS from Gremlin ★ 5 GAME SET AND MATCH compilations from Ocean ★ TRAP DOOR II, MR WEANS, COLOUR OF MAGIC and ROGUE TROOPER – 5 each from Piranha ★ 100 ANDY CAPP POSTERS from Mirrorsoft ★ 5 KONAMI COIN-OP HITS compilations from Ocean ★ And another 100 MEAN STREAK POSTERS from Mirrorsoft. Phew!

BODY
INS
RIZE



How to claim your free prize

- 1) Fill out the form below
- 2) Send it together with a stamped self addressed envelope to: Mega Compo, Sinclair User, 30-32 Farringdon Lane, London EC1R 3AU

SU wants you. We want your scribbings on this the mighty and majestic 1988 **SU** Readers' Poll.

What a year! Lots of fabulous games, lots of tremendously awful games, the Plus 3 and 12 (count 'em) whole fresh new exciting issues of Sinclair User – the most fabulous magazine in the galaxy. (OK I suppose Blaster Shatzpits runs us pretty close but since it's only available under the counter on the planet Nobulex – just you try ordering it from WH Smith – and don't blame us when your subscription copy is 15 light years late.)

Anyway after all that exciting eventfulness we figure you'll just be itching to fill in the myriad categories below. If you have no opinion about some subject or other you needn't fill that category in – we'll just think you're a real laid back kind of person.

Tell the world. Change the industry. Fill in the **SU** 1988 Readers' Poll right now!

THE AWARDS

- | | |
|---|--|
| Best/Worst TV Programme | a)..... |
| Best program of 1987 | b)..... |
| Best Arcade game of the year | Rip-Off of the Year |
| Best Adventure of 1987 | Most disappointing Licensing Deal (not Eastenders) |
| Best Simulation of 1987 | Best Licensing Deal |
| Best Strategy /War Game of 1987 | Computer Character you most enjoyed watching die |
| Best Software House | Most ridiculous event of 1987 |
| Best Graphics in a Game | Best feature in SU |
| Best Soundtrack in a Game | Worst feature in SU |
| Worst Game of 1987 (Other than Eastenders which is a boring answer) | How old are you? |
| Best/Worst Film or Video | Name: |
| a)..... | Address: |
| b)..... | |

Thanks very much for completing the form. Now – to claim your free prize send the complete form – the whole of this half-page – together with a stamped self-addressed envelope to: Mega-Compo, Sinclair User, 30-32 Farringdon Lane, London EC1R 3AU. [Closing date 31 January 1988]

SU READERS' POLL 1987

You have found treasure beyond
your wildest dreams

SOLID GOLD

SOFTWARE'S GREATEST HITS

GAUNTLET

ACE OF ACES

LEADERBOARD

WINTER GAMES

INFILTRATOR

A classic compilation of software's greatest hits. GAUNTLET ... this No.1 smash hit recreates all the excitement and gameplay of the arcade sensation.

ACE OF ACES ... a magnificent and enthralling blend of flight simulation and arcade "shoot 'em up" action.

LEADERBOARD ... "the sports simulation of the year, if not the decade, that makes all other Golf simulations look clumsy" Zap.

WINTER GAMES ... an outstanding location for a competition, a superb combination of testing events, an unrivalled classic No.1.

INFILTRATOR ... action, strategy and simulation in one spy action thriller, "Like being in an action film" Sinclair User.



U.S. Gold Ltd.,
Units 2/3 Holford Way,
Holford,
Birmingham B6 7AX
Tel: 021 356 3388

CBM 64/128
£9.99 TAPE
£14.99 DISK

SPECTRUM
£9.99 TAPE

SPECTRUM +3
£14.99 DISK

AMSTRAD
£9.99 TAPE
£19.99 DISK

GRRRRRR! Khristmas! I love the smell of turkey in the morning. It smells of . . . oh yeah, turkey! Still Khristmas ain't just about EATIN'. Yuh gotta remember the true meanin' of the festive season - PRESENTS!

Th' best part of Khristmas is watchin' th' kiddies' faces light up when they tear th' wrapping paper off of their presents. Anyone tries to steal my presents, they gonna light up ALL OVER, unnerstand? I even booby-trap th' Khristmas tree at Bear Towers.

So yuh gonna buy yuh own software, see? An' yuh left it to the last minute, huh? An' now yuh want me to tell yuh what to buy . . . WIMP! Well, yuh lissen an' yuh lissen GOOD! Compilations! Y'hear!■

WHAT'S THIS? KAMIKAZE'S GUIDE TO COMPILATIONS - THAT'S WOT!

Seasonal peace 'n' goodwill t' all men, huh? Yuh coulda fooled ol' Kamikaze! Seems like yer lookin' for last-minute bargain buys, all th' best Khristmas Kompilations are about VIOLENCE and KILLIN'! An' ya know what? I LOVE it!

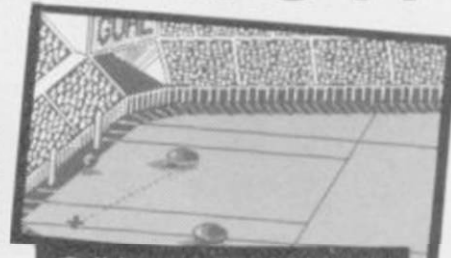


Like, dese guys might call themselves ELITE, but they ain't the steel-eyed, cold-hearted killers I served with in the GREEN BERETS. But hey, no-one's perfect - and dey come up wit' some great compilations, like BEST OF ELITE, just £7.95. Frank Bruno's Boxing, Bombjack, Airwolf, an' the game I wuz born ta play - Commando! Gee, I could write a book about it; in fact, I DID write th' book. Under th' counter from all good militaria shops.

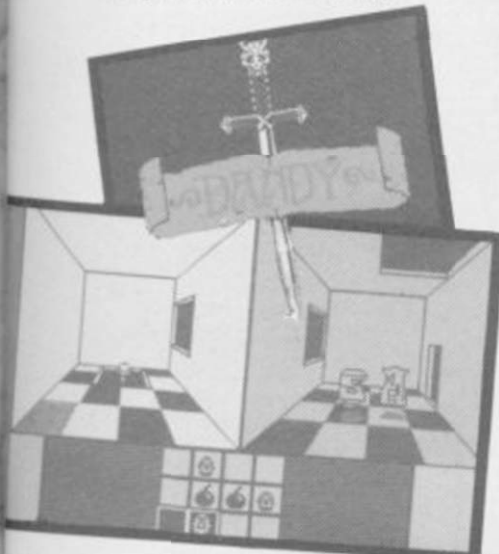
You want SPORTS? I'll give yuh sports - ten hit games, over twenty events in all, together in Ocean's GAME SET AND MATCH



for £12.95. Everythin's there, ping-pong, squash, basketball, soccer, swimmin', archery, triple jump, even weedy games like tennis. Pity dey missed out my favourites, Catch the Hand Grenade an' Forced March Wit' 200-pound Pack. Maybe nex' time.



Yuh wanna be GOOD? Yuh wanna be CHARITABLE? Yu do? What th' hell's wrong witcha? But if yu' insist, dere's KID'S PLAY, th' charity compilation. Ten titles, £9.99 an' some of dem's OK, too. Night Gunner, Starstrike, Lunar Jetman, I'instance. Even da non-violent ones is OK; Xeno, Marsport, Monty on the Run, Mailstrom an' like that. So get it, or it won't be Santa crawlin' down your chimney. It'll be ol' Kamikaze, and you won't like what I got in my sack, COMPRENDE?



Woh! Nice stuff. COMPUTER HITS 4 is a whole box of MAXIMUM DUTY no messing. Prime A classic games. You got your Sacred Armour of Antinad - lots of big grafix, your Starquake - a number one in my book and your Pyra-curse by Hewson and a highly original arcade adventure with 3D graphics and DAWG. Revolution is the best thing this side of CUBA for you Marble Madness ball-controlling fans out there. OK so you also get Deactivators and Bride of Frankenstein which are only OK and some duffo stuff like City Slicker but, hell, what'd'ya want for £9.99. Dandy? Yeah, well you get that too so shadup . . . ■



An' I see it in my fav'rite release for Khristmas . . . LIVE AMMO! (£9.95), from Ocean. Whatta Green Beret selection! Rambo, Gun and The Great Moves, Top idea of heaven. If that doesn't keep me busy until well into 1988, you can call me Mr Gorbachev and SPIT on the Stars 'n' Stripes. If you wanna take the RISK . . .



SOLID GOLD is a treat from the BIG BOYS at US Gold. If there is an A-TEAM for compilations this is it. Dis is no messin' sure-fire number one stuff. You get your Gauntlet - last year's maximum death toll mega-selling superno and Winter Games and Leaderboard and . . . I could go on but I don't wanna waste my breath . . .

You like to lose out buddy? You got a CHIP on your shoulder? You got a death INSTINCT? Sounds to this bear you want POWER PLAYS. Ten quid's worth of games you never heard of or wish you never heard of: check out these famous names Cyrox, Hercules, Slingshot, Sqj. I think I heard of Sword and Shield which is all about strategy and Oddball is a funny liddle game featuring radioactive blocks. Bearsically dis is one fur de DUMPER.

Sequels, in the great swirling mystical scheme of things controlled by the Big Bearded One in the sky, aren't usually much cop.

Beach Head II? Agent X II? US Aliens? Cobblers. Every one.

Which means that when a game like Gauntlet II comes along, you're pretty relieved just to find that it's not too bad at all.

How do you follow Gauntlet – easily the biggest selling game of last year?

It's been over a year since it came out, and since then we've seen an incredible number of similar games, each boasting a new handful of features over the last. So many you begin to wonder, after such a long time, if the old formula could possibly have any depths as yet un-plumbed.



nasties than the last.

There are ten things in all which it is best to avoid. Among the more interesting are Lobbers, who will hurl objects over walls on top of you. This reduces the chances of you being able to find yourself a blind-spot from the bad guys, forcing you out into the combat once more.

Then there's the IT monster which is great. It appears and jumps on to a player, which will then become IT. Every monster in the dungeon will instantly chase straight for this player and kill him. The only way to lose your IT-ness is to touch another player, who then becomes IT, and so on.

You'd be amazed at the objects you find lying on a dungeon floor. It's almost as if a large percentage were created just to help you out. There's Extra Fire Power, Extra Armour, Keys (allowing you through the exits and thus on to later levels), Transporters and there are even bottles of cider – poisonous.

ARCADE



REVIEW

or otherwise – to be used to your advantage.

It's being a bit picky but the graphics are a bit workman-like. They do their task, and I suppose when you're dealing with such numbers, and as a result such small scale, there isn't much room for artistic flair.

GAUNTLET II

The Gauntlet-style of games (Gauntlet, Druid, Dandy, Into the Eagle's Nest, Ranarama etc) followed the following lines: big over-viewed scrolling dungeon with one figure (or two) rushing about firing spells/arrows/guns at hundreds and hundreds of enemy troops.

Though the graphics were smaller and not as finely tuned as many games of the time, the vast numbers of animated characters, loads of levels and the scale of the action made the games incredibly popular.

Gauntlet II is basically a jazzed-up Gauntlet. There isn't actually any progression as such in the game's format, merely enhancements and tweaks.

So what do you get? Well, there are four characters, each – he says for probably not the last time ever – with their own attributes. Some are good at shooting, some have good armour, or maybe special magic powers. The idea is obviously to pick two characters which together present the strongest team. Then it's off into the dungeon.

There are upwards of one hundred levels, each a smidgen more choc-a-block full of

PROGRAMMERS

TONY PORTER is the man responsible for Gauntlet II. He programmed the game (like the first) for US Gold under licence from Gremlin Graphics. He started programming on the Spectrum while still at school, then went on to college and studied computer control systems. Before joining Gremlin he worked for a time at Activision. SOFTOGRAPHY: *Eidolon* (Activision, 1986) *Barry McGuigan's Boxing* (Activision, 1987), *Gauntlet* (US Gold, 1986)



SINGLE USER CLASSIC

FACTS BOX

A corker. Fast action and superb gameplay make Gauntlet II – probably the first sequels worth the cash

GAUNTLET II
Label: US Gold
Author: Tony Porter
Price: £8.99
Joystick: various
Memory: 48K/128K

Reviewer: *Jim Douglas*

★★★★★ 10

ACE 2



PILOT ONE
PLANS 03
SCORE
000000



▶ TAKE OFF
ARM AIRCRAFT

ACE 2

PILOT TWO
PLANS 03
SCORE
000000

AIRCRAFT WEAPONS SELECTION

6-HURT AIR-AIR ← →
4-RADAR AIR-AIR ← →
0-AIR-SHIP ← →
PREPARE FOR TAKE OFF

- ▶ High speed one or two pilot action.
- ▶ Computer opponent has advanced artificial intelligence at 20 skill levels.
- ▶ Comprehensive options.

PILOT ONE
PLANS 03
SCORE
000000



ACE 2

PILOT TWO
PLANS 03
SCORE
000000

▶ Air-air and air-ground combat.

▶ Real time, real space action.

▶ Equipped with two aircraft types and a variety of modern missiles.

Commodore 64 Disk £14.95
Commodore 64 Cass. £9.95
Spectrum 48 Cass. £8.95
Spectrum 128 Cass. £9.95
Commodore Plus/4 (64k) . . . £9.95
IBM PC £19.95
Atari ST £19.95
(IBM and Atari for Christmas)



1-3 Haywa Crescent, Harrogate, HG1 7BG, England Tel: 0423 523325
24 hr telephone ordering 0423 504663 Telex: 265871 MONREF G. Quoting Z2/MAG/11320

See article in the November 1987 issue of ACE 2.

ACE 2
THE ULTIMATE
HEAD TO HEAD
CONFLICT

TRAZ

TRANSFORMABLE ARCADE ZONE

Featuring the World's First
Break-Out Construction Kit



Break Out...into the New Generation!

TRAZ, THE GAME...

Battle your way out of this multi-screen complex. Avoid Monsters - Guard yourself against Traps - Use Bricks and Bumpers to your advantage - Capture the various Power-Giving Pills - But above all... SURVIVE!

TRAZ, THE CONSTRUCTION KIT...

Create your own unique versions of this highly addictive, fun-packed game! YOU can design your own complex using all the features of... TRAZ, THE GAME. Single Player or Team Mode - this game will provide you with hours of entertainment!

COMMODORE 64 CASSETTE	£9.95
SPECTRUM 48/128 CASSETTE	£8.95
SPECTRUM PLUS 3 DISK	£12.95
COMMODORE 64 DISK	£14.95
IBM PC AND COMPATIBLES	£19.95

**24 hr
MAIL ORDER
TEL: (0423)
504663**

© 1987 CASCADE GAMES
1-3 HAYMA CRESCENT
HARRINGTON RD1 5DB, ENGLAND
TEL: 04231 525325
TELEX: 265871 MONREF G
Quality 72: MAG 31328





Out of this World!

Put the answers on the coupon below and send it, to reach us by 1st February, to: **SU** Star Wars 'slightly harder than usual' competition, **SU** Mega Control, 14 Holkham Road, Southgate, Orton, Peterborough PE2 0UF.*

Name.....
Address.....

Answers

- 1).....
- 2).....
- 3).....
- 4).....

Video system.....

*Employees of EMAP, Domark and members of evil empires need not enter.

A long time ago in a Galaxy far far away Star Wars the coin-op was launched.

On the other hand, quite recently, in a Galaxy not a million miles from Selkirk, Domark launched the Spectrum version. A couple of minutes ago just over the road from the newspaper shop **SU** decided to give the world the completely fabulous Star Wars Win a Video competition.

Star Wars the completely wonderful film has just appeared on video and we've got a bunch of them to give away! Yep 10 lucky winners will get their own brand new copy of the fabulous Star Wars video and 100 runners up get very nearly as fabulous Star Wars Posters.

All you have to do is answer the absurdly simple questions below:



1 What is the name of the planet first destroyed by the Death Star?

2 What is the name of the actor who played Darth Vader?

3 Who did the origi-

nal Star Wars coin op?

4 Which of these is the correct name for the small robot featured in the film?

- a) C-3FO b) - 3PO
c) C-3PO

Beware the Eye of the Storm!

Oooh! Aaah! Cosmic! Dangerous looking! Strange! The Eye of the Storm is all this and more.

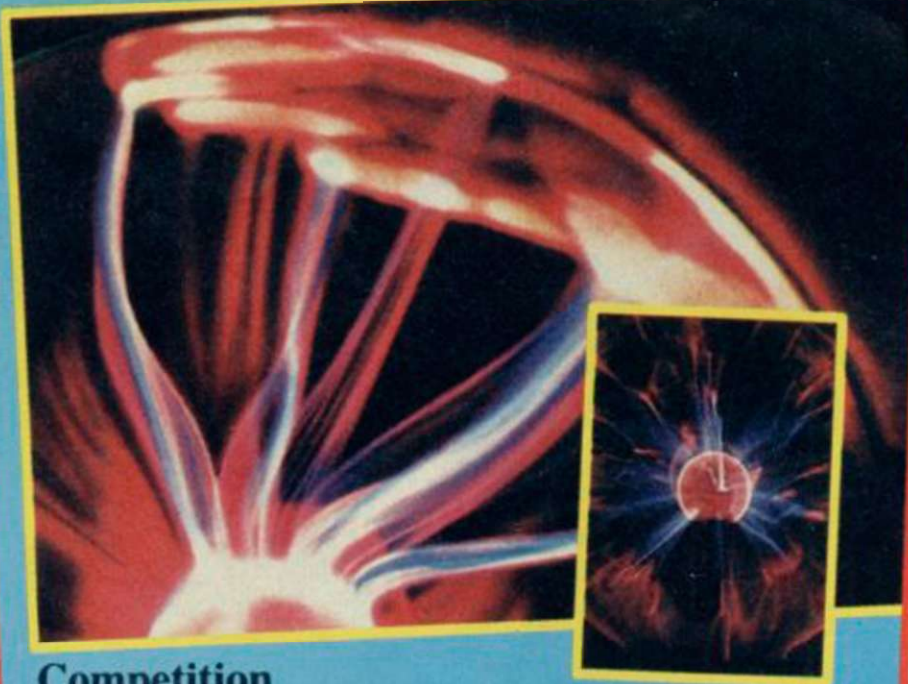
It's hours of mysterious entertainment. Impress your friends. Frighten the faint-hearted.

See how the magical beams dance in the crystal sphere. Marvel at the elegant black box beneath the globe. How is it done? Why look! The light is clinging to your hand. It follows you and illuminates your movements. Surely this is true magic? Few humans know the secret of the Eye of the Storm (the Bear does but refuses to tell.)

Thanks to Incentive, the people behind Driller - a visual experience in itself, we can offer one **SU** reader the chance to experience The Eye of the Storm for his or her self.

The orb, containing electromagnetic particles and rare gasses, can be affected by the swish of your hand or sound or light to produce startling and beautiful blasts of weird coloured light. In short, it's very odd and very high-tech.

There are runners up prizes too. TWELVE second prize winners will each receive packs containing the game Driller, Driller posters and Driller stickers. Finally, FIFTY lucky third-prize winners will each get posters and stickers.



Competition

It's easy. All you have to do is put the four logos which Incentive has used over the years in order of appearance. A doddle! Closing date for entries is 1st February, 1988.* Send your coupon to **SU** 'Oh How Mysterious' Compo, Competition Mega Control, EMAP, 14 Holkham Road, Southgate, Orton, Peterborough PE2 0UF.

Name.....
Address.....

Answer

The first Incentive logo was logo [], The second and third were [] and [] and the current logo is []

*This competition is not open to EMAP or Incentive employees or the Bear...



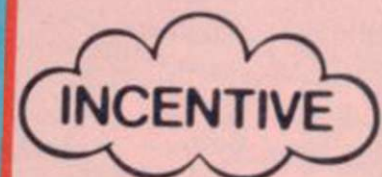
A



B



C



D

THE TOP PEOPLES CHOICE



125+

The Explosive Joystick from Cheetah

Compatible with ZX Spectrum, 16k, 48k, 128k, +2, Commodore 64, Vic 20, Amstrad, Atari, etc.

At only £8.95 the features on the 125+ are second to none. Besides its unique internal structure, built to withstand immense punishment from even the most vigorous games player, the joystick contains no less than four extremely sensitive fire buttons. Two are housed in the handgrip which has been moulded for extra comfort and ease of operation. The trigger finger fire button provides ease and comfort for your finger and the top fire button is contoured to fit your thumb for sure fire shooting. The base fire buttons are positioned for extra control and two hand firing whether you are right or left handed.

A built in auto-fire switch provides continuous shooting at the touch of a fire button.

Including Spectrum+2 Selector Connector.

The 125+ comes complete with a full 12 months warranty

Prices include VAT, postage & packing. Delivery normally 14 days. Export orders at no extra cost. Dealer enquiries welcome.

Cheetah, products available from branches of **Dixons** **Harrods** **LACEYS** **WHSMITH** High St. Stores and all good computer shops or direct from Cheetah

Computer Music at it's best...

MIDI INTERFACE

For ZX SPECTRUM - Compatible with 48/128k/+2

ONLY £49.95

Just what the serious or amateur musician has been waiting for.

- MIDI DELAY FACILITY
- STORES THOUSANDS OF NOTES
- MIDI IN/OUT/THROUGH
- FULL MIDI COMPATIBLE ASSIGNMENTS
- CONTROL ANY MIDI COMPATIBLE INSTRUMENT
- FORWARD AND REVERSE SEQUENCE PLAYBACK
- REAL OR STEP TIME INPUT FROM INSTRUMENT OR COMPUTER
- SUITABLE FOR HOME OR PROFESSIONAL USE
- FULL SYNC FACILITY
- 8 TRACK MIDI SEQUENCER
- COMPLETE WITH HARDWARE / FULL SOFTWARE
- TRANSPOSE FACILITY
- MICRODRIVE COMPATIBLE
- COMPREHENSIVE INSTRUCTION MANUAL
- MIDI LEAD INCLUDED
- EXCEPTIONAL VALUE

120k/+2 to Mid Lead (RT style plug to 5 pin DIN) ONLY £9.75
 Extra 5 pin DIN to 5 pin DIN Mid Leads ONLY £4.99

Prices include VAT, postage & packing. Delivery normally 14 days. Export orders at no extra cost. Dealer enquiries welcome. Cheetah, products available from branches of **Dixons** **Harrods** **LACEYS** **WHSMITH** High St. Stores and all good computer shops or direct from Cheetah.

SOUND SAMPLER

For ZX SPECTRUM - Compatible with 48/128k/+2

ONLY £44.95

- SAMPLE ANY SOUND
- SYNC FACILITY
- MIXING OF SAMPLES
- SUITABLE FOR HOME OR PROFESSIONAL USE
- SIMPLE TO USE
- REPLAY AT VARIOUS PITCHES FORWARDS OR BACKWARDS
- POWERFUL EDITING FACILITY
- ECHO, REVERB ETC.
- SAMPLE SOUND EFFECTS INCLUDED
- COMPLETE SYSTEM
- EACH SAMPLE SOUND STORED AS FILES IN MEMORY
- BANDWIDTH - AN AMAZING 17.5KHz
- OUTPUT THROUGH MOST HI FI'S
- MICRODRIVE COMPATIBLE
- GRAPHICS SAMPLE DISPLAY
- PLAYBACK FROM KEYBOARD
- REALTIME PITCH HARMONISER

Drum beating. Guitars breaking. Drum beating. Car revving even make your voice sound like Mickey Mouse - it's all possible with this amazing add-on from Cheetah.

Cheetah Marketing

CHEETAH MARKETING LTD
 Norbury House, Norbury Road,
 Fairwater, Cardiff CF5 3AS.
 Telephone: Cardiff (0222) 555525
 Telex: 497455 Fax: (0222) 555527

SPECDRUM / AMDRUM

Digital Drum System for the Spectrum 48K 128K +2 and Amstrad 464.664.6128.

PERSONAL OF THE YEAR (Readers Polls PCW & Sinclair User)

SPECDRUM £29.95
 AMDRUM £34.95

- 8 DIGITALLY RECORDED REAL DRUM SOUNDS
- SIMPLE TO USE - UP AND RUNNING IN ONLY MINUTES
- A TRUE DIGITAL DRUM MACHINE
- 'REAL TIME' OR ON SCREEN PROGRAMMING
- COMPLETE WITH SOFTWARE
- EXTRA SOUNDS CAN BE LOADED FROM TAPE
- CREATIVE, EDUCATIONAL AND FUN
- THE MOST EXCITING PERIPHERAL EVER DEVELOPED
- DYNAMIC FILING SYSTEM - STORE OVER 1000 PROGRAMMED RHYTHMS
- SONGS CAN BE SAVED ON TAPE
- TAPE SYNC FACILITY
- POLYPHONIC
- COMPREHENSIVE MANUAL
- JUST PLUGS IN TO MOST HI FI'S

NOW AVAILABLE
 Latin Kit & Editor £3.99
 Electro Kit & Editor £4.99
 Afro Kit & Editor £4.99

IF you reckon we're talking rubbish don't just stand there . . .

Tell us what you

Stick your comments on paper, fill in and cut out the coupon below and send it in . . .

And if you don't send us your picture - the sillier the better - we'll have to print a picture of a slug

Bosconian Mastertronic

Cor!!! Blimey!!! You were spot on with your review of Bosconian. As soon as I got it home and slapped it into my +2, I was picking up fuel and blowing up everything in sight.

What a 128K soundtrack! This could go to number one!

The graphics are good and the scrolling is very smooth, it's got to be another winner for Binary Design.

Peter Cullen
Bournemouth
Dorset

Game Choice:
The Living Daylights



Bubble Bobble Firebird

Now then **SU**, what the hell do you mean by giving Bubble Bobble eight stars? It deserves at least a Classic!!!

All right, so the 48K soundtrack is just junk, and that's being generous, but gameplay, graphics and addictiveness more than make up for it!

It took me five hours to pluck up courage to turn it off!! Aaargh!!! I just realised that I'm on level 36!!!! Eight stars? Shame on you **SU**!

David Higgins
Folkestone
Kent

Game Choice:
720°

Indiana Jones and the Temple of Doom US Gold

An excellent conversion? Just about as good as possible?

Indiana Jones and the Temple of Doom is trash!

I'll really get my teeth into this one I thought, donning my cleft chin, hat and whip. But no, it's easier getting your gnashers into a concrete brick! I know monochrome is the fashion these days, but this is tedious. What with each sprite blending into anything else, naff sound and naff playability (it's much too difficult), the game is a real booby! Come on **SU**, how could you have given this nine stars? Indiana Jones and the Temple of Gloom I'd have said!

Matthew Starling
Southend on Sea
Essex

Game Choice:
Last Ninja



Bubble Bobble Firebird

I think Bubble Bobble is rubbish. The graphics are dreadful, the playing area's just lines, and with 48K you should get more screens.

The one good thing is the music, but that's only on the 128K, the 48K has no sound.



Playing the two-player game is very hard because the players are exactly the same.

Bubble Bobble is very bad, I would have given it one star.

By the way, Firebird has got the wrong plane for Flying Shark!

David Martin
Saltburn-by-Sea
Cleveland

Game Choice:
Gryzor



ATV Simulator Code Masters

Wow! It's great. In fact, it's the best £1.99 I have ever spent. The graphics are brill, well defined, and the movement is good. The sound is a little disappointing, but it does the job, and the actual title tune is what you'd expect from a full price game. This is a great follow up to Code Masters' BMX Simulator.

So if you have a spare £1.99 lying around the place, then rush out and buy it. You won't regret it!

Andrew Dewsall
Southgate
London

Game Choice:
Road Runner

Motos Mastertronic

Well wicked, awesome, humungous, wowee, incredible mega game! And what's the game I'm on about? Motos of course.

It's brilliant, I'm not drooling all day about it, but it's the best thing since musical Christmas cards. The game has an excellent tune on the 128K (wahay) and the game is just very addictive. This is a stupendous conversion of a fast and furious coin-op, sure it deserves more than a Classic?

Motos is a must buy, you won't be bored with this in a hurry. I'm glad the Spectrum still has a reputation for incredible games!

James Macauley
Retford
Nottinghamshire
Game Choice:
Trantor



Pro Ski Simulator Code Masters

I think this game is brill, even though it takes some time to get used to the controls. The skier turns left when you push the joystick to the right and vice versa. You control the skier as he would see it, not as you see it on the screen. Once you've got the hang of it though, you can take part in either one- or two-player games.

There are seven slopes, which get progressively

harder, with increasingly shorter time limits in which to complete them.

The only thing I think is wrong with the game is that the slopes scroll at a constant speed, and before you get used to the controls you will find yourself disappearing off the top of the screen.

Overall though, well worth the £1.99!

Darren Wheeler
Burgess Hill
West Sussex
Game Choice:
California Games

Southend On a Foggy Morning.

SINCLAIR user

£1.00 OFF

GAUNTLET II

Send coupon (and your name and address) to: Gauntlet II Smash Offer, US Gold, Units 2 & 3 Holford Way, Birmingham B6 7AX along with a cheque/postal order made payable to US Gold for £7.99. Offer closes January 31.

SU SMASH OFFER!

The WRITE STUFF?!



Indiana Jones and the Temple of Doom US Gold

I agree with you that Indiana Jones and the Temple of Doom is only worth nine stars. I would have given it ten, or even a Classic, if it

wasn't quite so fast, and the scrolling was a little less jerky. But it is still worth the £8.99 asking price.

However, watch out, this is a multi-load game!

Steven Claridge
Brill Bucks
Game Choice:
720°



Stormbringer MAD

There are three words to describe Stormbringer. Brill, Ace and Skill. It has lovely graphics and I just lurrv the way he bounces up and down. The menus are very quick and useful and much better than 501 keys to remember. One of the few gripes I do have is that the Save/Load option takes blooming ages and you can't pause the game for any reason, the computer just keeps on counting down. Not very useful if you are a grid mapper, but on the whole, a very, very good game!

Ian Miguel
Rotherham
South Yorkshire
Game Choice:
Game Over

● Three whole words? Obviously this man is a journalist...

Game Over Imagine

Cop dis, o nat so clever ones! I bought dis game afore ye, so I know best. You gave dis spiff game five stars. My pet granny would've got more than five stars. You should have given it at least seven. Admit-tidly, when I bought it I thought it was rather phatooee! (fat-oo-ee). The only really good point was the ad! Mais après lots of playing I can say I'm hooked. The colour clash is pretty and colourful, and adds psychedillia to the game. The graph's on Orko (the big Bernard Manning fing wot bounces around) and pretty skill (word of all words) and the game plays well.

Yup, a definite 7+ for dis one. Five stars - no good!

Jeff Gilliam
Westbridgford
Nottingham
Game Choice:
California Games

● You are Alan Sugar and I claim my five pounds



Deathwish III Gremlin

Only seven stars, huh! This game, one of Gremlin's finest to date, should be a Classic.

The graphics of Charlie are quite cute. Try to shoot without a weapon and Charlie will face you and shrug his shoulders. Get hit with a club and Charlie shrivels and shrinks very nicely.

The medics are a good idea. The gun-toting cops are quite helpful too, shooting rioters for you. They are also quite stupid. Shooting at brick walls, how, how dumb can you get?

The status display is well laid out. The flak jacket filling up with bullet holes is a good way of displaying injury, although the small



map can be hard to understand.

The thoughts and ideas behind the game are excellent, and the games itself is one of the finest around today!

Darren Gourley
Glengormley
Co Antrim
Game Choice:
6 Pak Vol 2



Motos MAD

Motos is really fun, the sort of game that needs absolutely no instruction or storyline to make it really enjoyable. The colour, the sound and the price are all excellent. For £2.99 it's a bargain, and it's a must for all of you out there who haven't bought it yet!

Stephen Keen
Enfield
Middlesex
Game Choice:
Barbarian



Soccer Boss Alternative

I totally disagree with Graham Taylor's (not the Graham Taylor, late of Watford and now manager of Aston Villa?) review of Alternative's Soccer Boss. I think it leaves Football Manager standing. And as for things taking "hours to happen," if you're in the black the response is almost immediate. While I don't think it's the be all and end all of football strategy games, I think it deserves at least a 6, as opposed to Graham's 1!

George Rose
Cotgrave
Nottingham
Game Choice:
Vulcan

Supersprint Electric Dreams

Seven stars! How this game got seven stars I just don't know!! It doesn't deserve two. That's Supersprint from Electric Dreams.

This must be one of the dullest games I've ever played, let down by its small graphics and boring gameplay, plus it's well overpriced. It's not worth ten quid at all.

So save your ten quid and spend it on something playable!

Wayne Hodgson
Carlisle
Cumbria
Game Choice:
Renegade



Every so often — well very often actually — you write to tell us that we know nothing about anything and insist that some program we trashed is actually the best game ever. Conversely you blast us for saying something is great that you absolutely loath and detest.

Enough is enough. We can't take any more, if you think you're so clever you write the damn magazine. We mean it!

Every month we'll devote a page to a selection of your opinions on the latest software. Don't get mad — write the review you think the game should have received and we (subject only to space) will print it.

Now, aside from seeing your work in print we will send you a crisp £10 — er, cheque — with which to buy the software title of your choice — tell us what you plan to spend the money on if your review is printed.

One request, we want to know what you look like so send us a picture. Any old picture will do — you at home, in Ibiza, in the garden, even making silly faces in photobooths we don't care.

So get cracking — write your reviews and send them together with the completed coupon below.

YOUR REVIEWS

Maximum 150 words. No swearing, libel or illegibility and come out of the corner. Don't beat around the bush — tell us straight what you think. Send your review (or any recent game) plus your picture and fill in the coupon. *send the lot to The Write Stuff, Sinclair User, 30-32 Farringdon Lane, London EC1R 3AU.

Name

Address

The program I would most like to buy with my tenner is

* Reviews supplied without full name and address will not be considered for publication.



YOUR MICRO DESERVES THE BEST...

When your home or business micro costs several hundreds of pounds, it deserves the finest repair facilities in Europe (well, probably!). And the finest prices – £5 off trade rates for a limited period only. ★ How? At Verran we use our own range of advanced automatic test equipment (now sold worldwide), backed by stringent 2-8 hours soak-rack testing. That means speed, ultra-low prices and, most important, guaranteed reliability. For the first three months we'll repair any fault free. For the next three, at-half these quoted prices. ★ It's the finest service available.

★ Currently we handle over 3500 products on average every day. Providing services for such leading companies as Amstrad plc, Commodore Business Machines, Sinclair Research, Rank Xerox, Dixons, Currys, Boots, W H Smiths, John Menzies and many more. ★ Join them and take up our special offer now.

Recommended and Approved by

AMSTRAD ACORN ATARI SINCLAIR COMMODORE

EUROPE'S LEADING COMPUTER REPAIR CENTRE



...AND UNBEATABLE DISCOUNTS ON ALL COMPONENTS!!!

★ With over £500,000 worth of spares in stock, we can meet many of your specialised requirements. We've listed a few examples and for anything not displayed just call us and we'll quote immediately inclusive of first class post.

SPECTRUM SPARES

Z80 CPU	2.50
ULA 6C001	7.00
Power Supply	6.50
ROM	7.00
4116 RAMS	.75
ZTX 650	.40
ZTX 213	.40

Keyboard Membrane

Spectrum	3.00
Spectrum Plus	8.00
QL	9.00
Metal Templates	3.00

COMMODORE SPARES

6510 Processor	12.00
6525 CIA	12.00
6581 Sid Chip	15.00
901225 Graphic ROM	10.00
901226 Basic ROM	10.00
901227 Kernal ROM	15.00
906114 House Keeper	10.00
6569 - VIC	18.00
4164 RAMS - Memory	1.00

Power Supplies

C64	19.50
C16	15.00

All the above prices include VAT but please enclose a further £1.50 post and packing on all component orders.

HOW TO CONTACT US

★ For quotes on computers not listed or on any component, telephone 0276 66266. (Quoting SUS/018).
★ To send us your micro for repair, mail it securely packed, accompanied by cheque, postal order (made out to Verran Micro Maintenance Limited) or quote your Access or Barclaycard number. And to obtain your special discount quote SUS/018.



Verran Micro-Maintenance Limited, Unit 2H & 2J, Albany Park, Frimley Road, Camberley, Surrey GU15 2PL. Telephone 0276 66266.

Merry Christmas from all of us at **Verran**

IN A VAST, EXPANDING UNIVERSE THE
CHALLENGE IS SURVIVAL

STARBLAZERS™

The ultimate experience for
trigger happy arcade astronauts...

The threat: the tyrannical Bozon, who aims to exterminate the earth and it's people. The mission: Lieutenant Henry and Sergeant Sanders must save the Blue Globe. Battle your way through the waves of alien attackers forcing a path into their gigantic underground empire where the attack intensifies from all quarters - the underground sea as well as hidden enemy positions in the cavern wall. Finally, face Bozon's ultimate weapon, "The Mobil Armour Sentipet" in a desperate fight to the death. Classic "shoot 'em up" action combined with brilliant graphics and an outstanding test of reflexes.

Capcom USA Incorporated c
1987. All rights reserved.
Manufactured and distributed
under license from Capcom
USA by Go! Media Holdings
Ltd.,
Units 2/3 Holford Way,
Holford, BIRMINGHAM
B6 7AX.



Screenshots from Commodore version.

GO! Media Holdings Ltd., Units 2/3, Holford Way, Holford, Birmingham B6 7AX. TEL: 021 355 3388

TOMORROW'S SOFTWARE TODAY

CBM 64/128
£9.99 TAPE
£11.99 DISK
AMSTRAD
£9.99 TAPE
£14.99 DISK
SPECTRUM
£8.99 TAPE

HOT
FULL PRICE

Trantor - the Last Stormtrooper is a colourful platformer thing from US Gold's new off-shoot Go! Freddy Hardest is Ocean's follow-up to Army Moves, again by Dinamic, and this time it's a wry cartoon-style scrolly. And Solid Gold is the fastest rising Christmas compilation



▲ HOT: TRANTOR



▲ HOT: SOLID GOLD

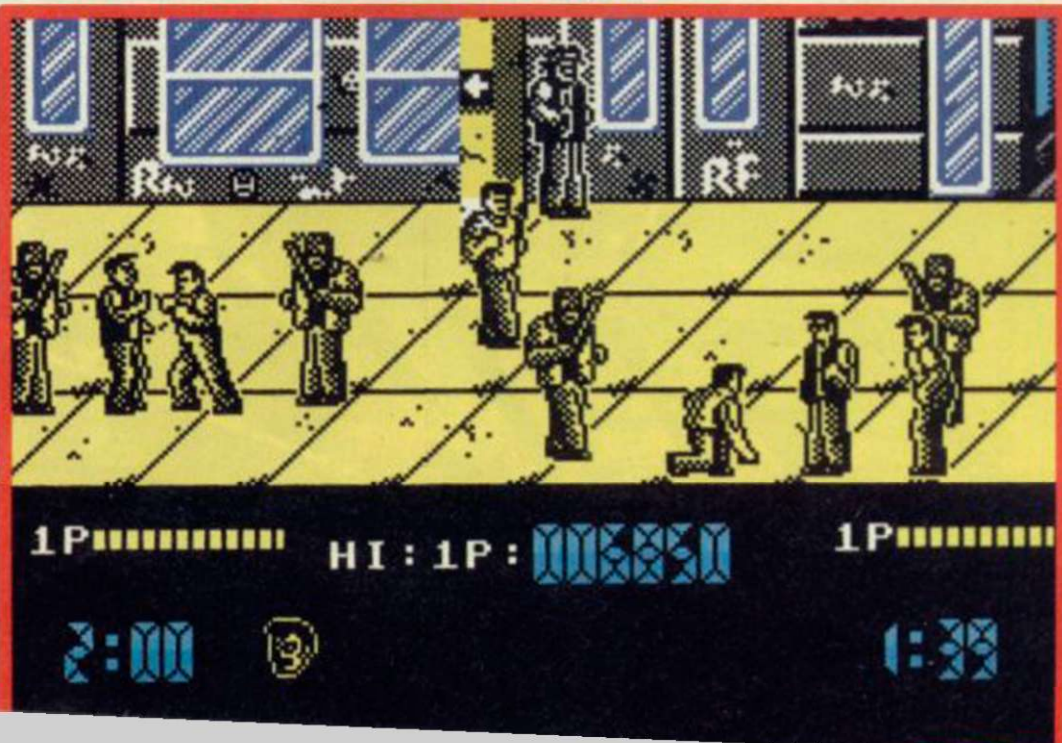


▲ HOT: FREDDY HARDEST

FULL PRICE 20

1	(1)	RENEGADE Violent, beautifully animated conversion	IMAGINE £8.95	8 STARS
2	(3)	INDIANA JONES Excellent conversion. Some quibbles but basically highly recommended	US GOLD £8.99	9 STARS
3	NEW!	GAME, SET AND MATCH Over 20 sports sims including most of the famous titles. Expensive though	OCEAN £12.95	8 STARS
4	NEW!	COMPUTER HITS 10 VOL 4 Excellent compilation at a price which makes it an ideal stocking filler	BEAU JOLLY £9.99	9 STARS
5	(2)	TAI PAN Perhaps THE first real 128K game, a mixture of trading and arcing	OCEAN £7.95	9 STARS
6	(4)	BUBBLE BOBBLE Nauseatingly cute conversion but it's horribly addictive	FIREBIRD £7.95	8 STARS
7	NEW!	WORLD CLASS LEADERBOARD More maps 'n' things for this classic golf simulation.	US GOLD £8.99	9 STARS
8	NEW!	COCONUT CAPERS Bound to be well-received by Nipper fans everywhere.	GREMLIN £7.99	7 STARS
9	(8)	PAPERBOY Excellent conversion from the coin-op hit. Great	ELITE £7.95	10 STARS
10	(6)	ROAD RUNNER Straightforward chase game let down by small graphics	US GOLD £9.95	7 STARS
11	(13)	LEADERBOARD Deserves to take the simulation market by storm	US GOLD £9.95	10 STARS
12	(11)	SIX PAK Top value mix of oldies and one newie - varies from good to bad	ELITE £9.95	9 STARS
13	(5)	EXOLON Superb. The best game for ages	GREMLIN £7.95	10 STARS
14	NEW!	MASK Jampacked with puzzles to solve and enemies to destroy. Needs patience and some luck	GREMLIN £7.99	9 STARS
15	NEW!	GUNSHIP Highly impressive simulation. Enough action for non-simulation fans	MICROPROSE £9.95	9 STARS
16	(6)	MERCENARY Mix of vector graphics and 3D maze. Well worth the wait	NOVOGEN £9.95	8 STARS
17	(7)	BARBARIAN Top quality combat game. An essential program	PALACE £9.99	10 STARS
18	RE!	LEADERBOARD TOURNAMENT If you loved Leaderboard, you'll love this too	US GOLD £4.99	9 STARS
19	(10)	F-15 STRIKE EAGLE Emphasis firmly on accuracy of simulation rather than gameplay	MICROPROSE £9.95	6 STARS
20	RE!	DEEPER DUNGEONS More of the same monsters and traps from THE game	US GOLD £4.99	8 STARS

▼ IN THE TOP SLOT: RENEGADE



SU

CHARTS

COMPILED BY GALLUP
FOR SINCLAIR USER

1	GRAND PRIX SIMULATOR	CODE MASTERS	
2	JOE BLADE	PLAYERS	
3	RENEGADE	OCEAN	
4	INDIANA JONES	US GOLD	
5	BACK TO THE FUTURE	FIREBIRD	

1	RIGEL'S REVENGE	MASTERTRONIC	
2	SHADOWS OF MORDOR	MELBOURNE HOUSE	
3	STAR WRECK	ALTERNATIVE	
4	STAR BURST	ALTERNATIVE	
5	THE PAWN	RAINBIRD	

1	FRUIT MACHINE SIMULATOR	CODE MASTERS	
2	PRO SKI SIMULATOR	CODE MASTERS	
3	ATV SIMULATOR	CODE MASTERS	
4	SOCCER BOSS	ALTERNATIVE	
5	BMX SIMULATOR	CODE MASTERS	

BUDGET 10

1	(3)	GRAND PRIX SIMULATOR Superb follow-up to Grand Prix Simulator, reminiscent of Super Sprint	CODE MASTERS	£1.99	8	STARS
2	(2)	JOE BLADE A kind of scrolling arcade adventure with game elements to please everybody	PLAYERS	£1.99	8	STARS
3	NEW!	FRUIT MACHINE SIMULATOR Easily the best fruit machine simulation ever. Idiotically addictive	CODE MASTERS	£1.99	8	STARS
4	NEW	PRO SKI SIMULATOR An old idea played in a new way. Very well programmed	CODE MASTERS	£1.99	8	STARS
5	(1)	ATV SIMULATOR Cheap and friendly little simulator... Not brill, but OK	CODE MASTERS	£1.99	8	STARS
6	(4)	SOCCER BOSS Really awful rival for Football Manager. Don't even think about it	CODE MASTERS	£1.99	6	STARS
7	(5)	BACK TO THE FUTURE Budget re-release, good for five or six minutes	ALTERNATIVE	£1.99	1	STAR
8	(6)	DIZZY Once you get cracking you'll never be able to let it lay for a moment	FIREBIRD	£1.99	4	STARS
9	(8)	BMX SIMULATOR It's a genuine simulation - a biker's paradise with smooth slippery action	CODE MASTERS	£1.99	8	STARS
10	NEW!	DRAUGHTS GENIUS Nice conversion of an essentially insomnia-curing game. Pretty graphics	CODE MASTERS	£1.99	10	STARS
			RACK-IT	£2.99	7	STARS

HOT BUDGET

Bosconian is Mastertronic's second coin-op convert (after Motos). Ocean Conquerer is the latest from Hewson's budget wing, Rack-It - and it's a first rate submarine warfare simulation. And Uchi Mata is a re-released Martech combat game.

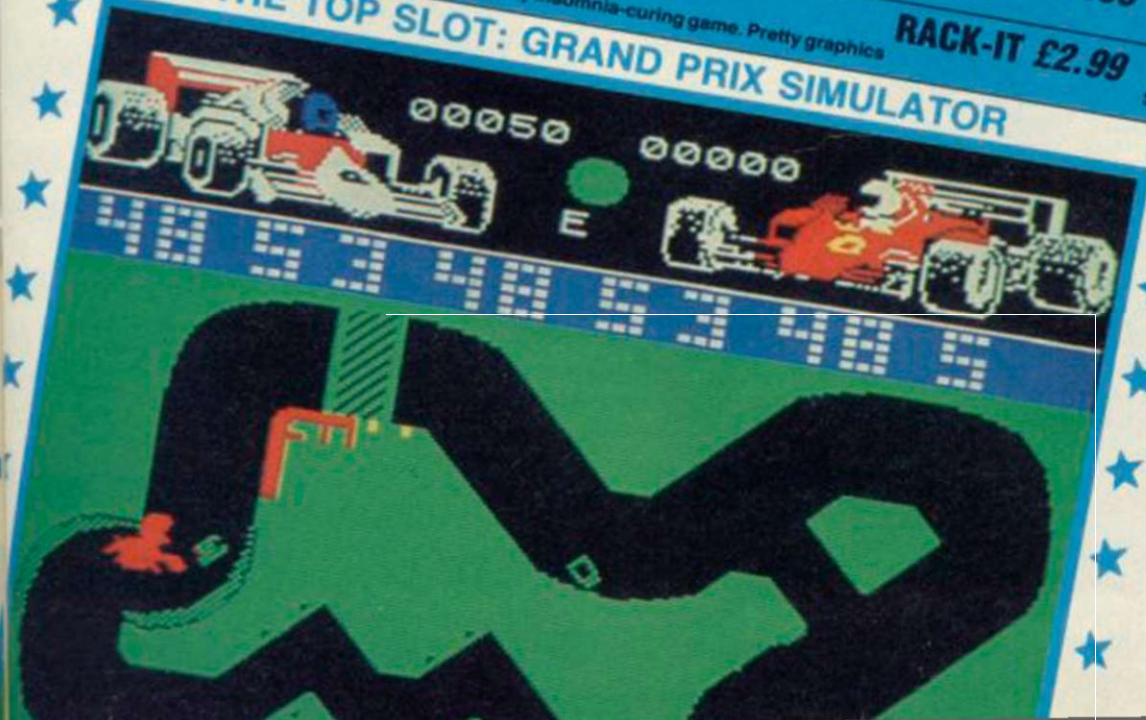


▲ HOT: UCHI MATA



▲ HOT: BOSCONIAN

IN THE TOP SLOT: GRAND PRIX SIMULATOR



NIGEL MANSELL'S

GRAND PRIX



"NIGEL MANSELL'S GRAND PRIX" is ready to take you and your computer into the fast lane of game excitement. As well as capturing the speed and adrenalin pumping danger of the world's greatest sporting spectacle, the game is the first racing simulation to reflect some of the enormous advances in car design and technology that have taken place recently.

And yet the game still offers an excellent opportunity for even the most inexperienced novice to blast round the track at excessive speeds with the turbo on maximum boost and not a care in the world for fuel consumption, tyre wear or racing line. However, for those who know, or want to know a little more, there is an opportunity to race a selection of the world's greatest circuits in the quest for valuable championship points.

The red lights are on – you snap into gear.
The engine roars – your grip tightens on the steering wheel.
The crowd goes wild as the lights flash to green.
900 brake horsepower is suddenly unleashed and the Williams hurtles to the first bend.
Ahead of you lies 31 weeks of the world's most gruelling and spectacular sporting championship.



(Technical Consultants – Nigel Mansell, Peter Windsor, Williams Grand Prix Engineering Ltd.)

Nigel Mansell celebrating victory.

Just over half the race completed and you're lying second to your main rival – 0.8 seconds ahead of you.



Your pit crew are in constant contact with you throughout the race.

Correct gear selection is vital.

Use your Turbo for extra power – but watch that fuel.

This panel gives you vital information on your race performance.

Wing mirrors. No sign of the third place car yet!



Produced by
martech

Martech is the registered trade mark of Martech Games Limited,
Martech House, Bay Terrace, Pevensey Bay, East Sussex BN24 6EE
TRADE ENQUIRIES WELCOME. PHONE (0323) 768456 TELEX: 878373 Martec G

Spectrum 48/128	Cassette	£9.99
Commodore 64/128	Cassette	£9.99
	Disc	£12.99
Amstrad CPC	Cassette	£9.99
	Disc	£14.99

Available from all leading software retailers or order today by mail. Prices include postage and packing plus VAT.

ADVENTURE



REVIEW

HINTS AND TIPS

- Ingrid gnever got anywhere without making friends
- She gnever believed everything she read!
- She wasn't *always* kind to animals!
- She gnever seemed to get hungry
- And she could whistle for help!

Waterday 6th Juniper
Institute of Gnome Economics

I do gnot gnormally keep a diary, but this was given to me as a leaving present, and it would be a shame to waste it.

This will be the only entry that I shall write at the Institute. Tomorrow I shall catch the stage coach for Little Moaning and will be home at Gnettlefield Farm the day after.

GNOME

Come on, admit it – you thought I'd drag out all the (gn...) puns, didn't you? Well, gno way am I... oohs.

You'll have to have a strong stomach for such wit to play Level 9's new adventure **Gnome Ranger** – its first for ages. Level 9 manages to squeeze every ounce of life (or death) out of the joke.

The player's role is that of Ingrid Bottomlow of Gnettlefield. After attending the Institute of Gnome Economics (I did warn you), she returns home in time to be given the order of the Gnomic Boot in the best Gnome tradition, that is by receiving a Magic Scroll which

has the effect of teleporting her many, many leagues from Gnettlefield...

The three-part adventure concerns your efforts, as Ingrid, to return home.

In each part, there's a different problem to be solved, as well as a different overall theme. In the first, the Evil Witch's Cottage blocks the way home, so she must be defeated. The theme here is Animal.

The second part is Vegetable, and so vegetables play a large part in solving the Riddle of the *Shrinking Teaplant*, while the third part is mineral, involving the return of precious stones.

Each part is fairly small. In the first story, for example, I've counted 30-odd locations, and many of these are described with little more than 'a grass plain'. Level 9 has used a favourite device to increase the apparent size of the map, and included circular exits in some locations which will keep returning players to the same location. There is also the obligatory maze.

'Pseudo intelligent characters', are a heavily advertised feature of the adventure.



Though not so much of an original feature as Level 9 would like us to believe, you'll have to enlist the services of most of these characters to solve the puzzles, and it pays to think deeply about the attributes of each creature.

I didn't find these creatures particularly intelligent – they are there when you need them, react as they should once you know what they want (and they'll usually tell you) and wander about the landscape. Poor old Thorin was doing all that, many years ago.

Commands are comprehensive – all the usual

Ronnie goes to Hollywood

If you like *Spitting Image* style humour, and don't rate Ronnie Reagan as a world-class thinker, then you're going to love this wonderfully tacky little adventure from Eighth Day.

Eighth Day is a small outfit working using Gilsoft's **Quill** add-on utilities to turn out no-frills adventures at a very decent price.

But that doesn't stop them producing adventures which look more like they've had the attention of a whole dormitory full of backroom boys. Eighth Day scores consistently highly on both plot and on screen presentation, and has done for two or three years now.

The latest package from their headquarters in deepest Merseyside is a subversive little number called **Ronnie Goes to Hollywood**, which is certain to get them top billing on the CIA's computer list of dangerous free radicals.

An irreverent treatment in words and pictures (text and graphics in other words) of the day-to-day tribulations of being the leader of the free world and having to run a country at the same time as getting your

FACTS BOX

Excellent spoof adventure from a now well established budget company. Well worth the money

RONNIE GOES TO HOLLYWOOD

Label: Eighth Day, 18 Flaxhill, Moreton, Wirral, Merseyside L46 7UH
Author: Michael White
Price: £3.99
Memory: 48K/128K

Reviewer: Gary Cook

★★★★★ 9
★★★★☆

toupee to stay on. You have to juggle the problems of the world while keeping your popularity up and your truss straight.

If you don't perform properly (on television), then you run the very real danger of being impeached. That's an American word meaning you lose.

You begin the game safe and snug in your bed at the White House. Or not so safe, as there's a rather nasty looking limpet

mine ticking away at the bottom of your bed. To action! Pausing only to find your wig, your truss and your clothes, you have to sally forth and deal with the White House Press Corps.

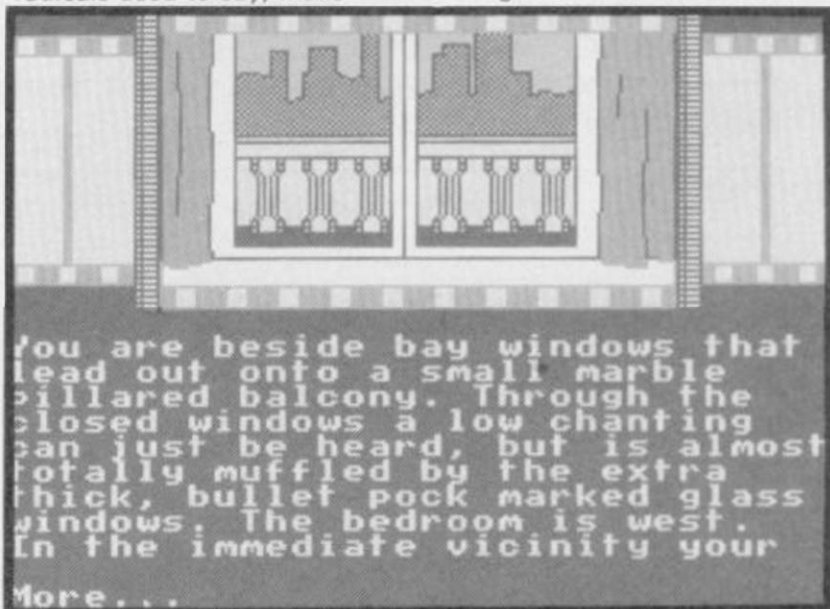
From the White House, your peregrinations will take you on a fascinating journey involving side trips to a message parlour, the headquarters of the CIA, the Russian Embassy, Ireland, Geneva and, of course, Hollywood. As the old sixties radicals used to say, make

tracks not war.

Along the way, you are going to have to expose fiendish and utterly heinous plots by those infiltrating Commie chaps, and enlist the aid of those good ole boys, the all-American heroes, Frank Sinatra and his Italian buddies, the Seventh Cavalry and the Ku Klux Klan.

With that sort of help, how can you fail to make democracy safe for the world again?

The text is pretty straightforward, with clean,



RANGER

I should have been home by now but there has been a delay.

There was a most unfortunate incident on the coach. It was pulled by a matched pair of bull terriers that the driver whipped most cruelly. I objected to this and made him stop, but then the dogs sat down and wouldn't move.

I thought very hard about the Animal Psychology course at the Institute and came up with an ingenious solution. At the next stop I rigged up a pulley system with various rollers, spindles and wheels, that dangled a basket in front of the dogs' noses. As they ran forward, the wheel was turned so that the basket slowly pulled them back. When it had been eaten, a great forest would come into view, and so on.

ones like *Examine* and *Inventory* are present along with *Again*, which repeats a command, *Wait* (a certain number of moves) and *Brief* and *Verbose*, which control the amount of text description you see.

The 128K version contains others like *Ramsave* and *Oops* (take back the last command).

Neither version has the digitised graphics which adorn some other machine versions.

The puzzles are in fact not very complex, consisting largely of the traditional object manipulating.

Despite the fact that the atmosphere in the adventure is largely conjured up by all the puzzle solving rather than any scene-setting, all the juggling with objects and characters tends to hide this fact, hood-winking the player into believing that more is going on than is actually the case.

FACTS BOX

So good to see Level 9 back again - with a return (after Mole) to its traditional adventure roots. Few innovations

GNOME RANGER
Label: Level 9
Author: in-house
Price: £9.95
Memory: 48K/128K
Joystick: not applicable

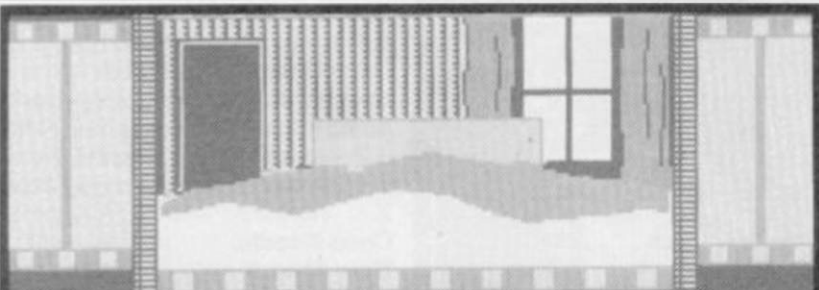
Reviewer: Tony Bridge

★★★★☆ 8

Despite some minor niggles it's great to have an all-new Level 9 title at last - displaying the same sense of gentle humour, plays on words and situation setting that made the earlier games so captivating. And it's certainly been a long time coming.

It's not the best thing Level 9's ever done. It's not any major step forward for adventure game technology, either.

But it's great to have them back.



You are lying in bed under thick covers in the master bedroom of The White House. The blankets are crocheted with tiny motifs showing tanks and aeroplanes. The plush bedroom is out. Oddly, a loud, steady ticking sound fills the room, and you can just about make out through weary

snappy location descriptions and no superfluous persiflage (leave it out with the fancy stuff - Ed) or unnecessary words. The graphics, of which there are around fifteen, are excellent, each cleverly presented to look like frames from a movie.

Everything moves along at a fast pace, and there seem to be few problems communicating with the program.

Unfortunately, simply solving the adventure as such isn't enough with this program. At all times, you have to be constantly keeping an eye on your greatest enemy - the great American public. Yes, if your popularity ever falls below that of the latest game show host or cult guru, you could be in trouble. Become too unpopular,

and you'll get ousted as president.

You can keep an eye on your popularity by typing in *Score*, which will tell you how many people love you and, every so often, you'll get the opportunity to make really important decisions about the day to day problems of running the world's greatest democracy. Various options will be presented on the White House computer screen, and it will be up to you to choose the right one.

It's all fairly zippy and amusing, as well as being subversive in the extreme. There is plenty to laugh at, as well as a fair amount to wince at.

An excellent spoof, in fact.

TWILIGHT

SARACEN

ARCADE Label: Americana Price: £1.99 Memory: 48K/128K Joystick: various Reviewer: Tony Dillon

Badly designed Boulderdash-cum-Gauntlet rip-off. This is pre-ZX81 programming

Dear Anne Robinson. Why, oh why, oh why do software houses take pride in destroying reputations. Americana, which brought out the excellent re-releases Spiderman and Hulk has now thrown Saracen into the lap of the nation.

To imagine just how gross this terrible game really is, take Boulderdash, and reshape the character into a stickman with a small head. Now give him two poses, one for standing still and one for running. Then change the scrolling so that it keeps up with him and make it scroll two character spaces at a time. Make the background black and the foreground blindingly white. Then sit and try to play it.

Take all this, give it 40 easy-to-do levels and some spinning crosses to use as the enemy and you have Saracen. Leave it alone unless you like buying completely useless trash to fill up space on your shelf. It's the Great Space Race of the budget world.

★★★★☆ 1

KNIGHT LORE

ARCADE Label: Ricochet Price: £1.99 Memory: 48K/128K Joystick: various Reviewer: Tony Dillon (Who else? Who is it who gets nearly all the re-releases, eh?)

Still regarded as one of the best filmation games ever released, and definitely a classic. At this price, get it

Ultimate was once the pioneer of the software industry. Remember how the Spectrum world went crazy when Sabre Wolf and Atic Atac were let loose. And remember the stir that this game caused when it struck the tar and cement covered path (hit the streets to you, Mac). It was the first game to use the now familiar isometric 3D layout that we all know and love. And it had, for its day, the most incredible cartoon-style graphics we'd yet seen. But the plot, the plot, my kingdom and half a jelly baby for the plot. After travelling back from Sabrewulf Forest, you come across Knightlore Castle. You enter with designs on killing the great wizard Melkhior. But all is not well, for when night falls you metamorphose into a werewolf. Aaargh. And I would just like to say that this is the best part of the game. The transformation. While walking around, you suddenly jerk and twist in a very amusing manner and reform as a werewolf. The graphics are still excellent with some great animation. A great bargain. Please - if there's anyone who doesn't already have this game - buy it and restore my faith in human nature.

★★★★☆ 10

THE LAST WORD 128

WORK-OUT Label: Trojan Author: Myrmidon, 53 Brunswick Road, Ealing, London W5 1AQ Price: £14.95 (tape)/£19.95 (disc) Memory: 128K Joystick: none Reviewer: Chris Jenkins

A very powerful and flexible wordprocessor for the 128K machines. An improvement on the original

Formerly published by the defunct Saga, The Last Word has now been extensively revised and transferred to disc for the Plus 3. The original cut-down 48K cassette versions is still available too.

The Last Word's great virtue is that it is very user-friendly. Unlike popular programs such as Tasword, you can jump straight into The Last Word without worrying too much about the complexities.

The screen display offers four resolutions - 40, 48, 60 and 80 characters per line - so you get a clear display whatever the quality of your TV or monitor. If you type in 40-column mode, you can reformat in 80-column to check the structure of the document before you print out.

The Last Word features all the facilities you could possibly want of a word processor - 148 character line length, 16 redefinable keys for UDGs, and over sixty easily located key commands for *Margins*, *Word Count*, *Search and Replace*, *Word Wrap*, *Block Delete*, *Copy and Move*, *Tab*, *Case Changes*, *Justification* and so on.

The Last Word has a very uncluttered screen display with a three-line status display and twenty lines of text. Printer support is very flexible - Kempston 'E' interface, Epson printers, Interface 1, RS-232, TasPrint, DK'Tronics and so forth.

Overall The Last Word has a good claim to be as powerful as Tasword+3 or The Writer, and is arguably easier to use than either of them. At this reasonable price, it's very fortunate that Trojan has saved it from obscurity.

★★★★☆ 9

ZONE

Dear whoever it is who runs the Letters page

Please could you tell everyone about our new fanzine. It's called *Zapper*, it's published monthly, and if you would like a copy it costs 50p (that includes postage and packing). There have been two issues so far. Please state which one you require.

Chris Leggett
Editor, *Zapper*
26 London Road
Hertford Heath
Herts SG13 7PN

● OK Chris now when are you going to produce the Kamikaze Bear Fanzine? I figure War Bear would be a good title . . .

I've just thought of a great idea if you bunch of wombats ever get bored. Somebody pretends to be a copy of **SU**, and everyone else throws copies of the best game reviewed that month at them. Another person has to pick up the games that are strewn about the floor, and send them to me. If I like them then I'll keep them, but if I don't then you each send me two million pounds sterling for compensation and wasting my time.

If you don't print this letter, in your mag, then I'll come round to your idy-biddy office and sit in your wastepaper bin and sing. I won't do requests either.



This letter will not self destruct in five seconds unless I want it to.

Phil Robinson
Hook
Hants

PS I think I'll go and watch Blue Peter, and learn how to make a puppet Kamikaze Bear to fight the most terrible foul enemy . . . *Gordon the Goldfish*. Farewell all . . .

● Ants eggs to you, weirdo



Bear by Mark Jones of Bristol

I'm very interested in writing tunes on my new 128K+2 but I can't read music. Anyone got any listings I can type in?

K Norton
8 Devonshire Close
Staveley
Chesterfield

● If you can help, tune in to the address above

I'm starting a campaign to have Alan Sugar sacked instantly and replaced by Brian Clough.

Paul Lane
Castle Donnington
Nr Derby

PS I think the covers of **SU** are embarrassing.

● Clough! Why send a man to do a bear's job. And having embarrassing covers isn't nearly as embarrassing as having no head. I've passed your name and address over to the Mad Celt . . . need I say more?

Is there a Spectrum conversion of the coin-op *Double Dragon*?

Nik Herbert
Rowanfield
Cheltenham

● Not so far as I know, but with the chart success of *Renegade* I'd say a conversion was inevitable. It'll be a fiercely fought-over licence. Don't expect the game until well into next year, though

Please could you tell me what 'humungous' means, since I haven't got a clue. I looked it up in the dictionary and the closest work I could find was 'humus', which is some kind of mould you get on meat and veg.

Anon
Bonnyrigg
Scotland

● But is he humungous? I don't blame you for shielding the world from your given name. What a dumb question - go bury yourself in the compost heap . . .

I've been playing platform games like *Manic Miner* and *Monty Mole* for ages and what I really want now is a designer program that lets you design your own screens.

Carl Diggins
Orpington
Kent

● It's going back a bit now but when *Jet Set Willy* was at its peak there were a number of mail-order firms selling 'Willy Designers' - maybe someone who reads this has one on tape. If so send it in and I'll pass it on to Carl (though it'd make it easier (!) Carl if you sent in your full address wouldn't it (!!)) (Wottadummy)

What the . . . ? **Freddy Hardest** one of the hardest games? Your reviewer is mad.

Anon
Wilmslow
Cheshire

● He may be mad - but at least he's got a name

I read your review of **Freddy Hardest** and bought the game and although I like it very much I can't get the code number for Level 2.

Nick Sevenoaks
Raynes Park
London SW20



Thought you'd like to know the access code to Part 2 of **Freddy Hardest** - 897653.

Jeffrey Savage
Manchester M34

Also on **Freddy** the captain codes are Artex, Borax and Fenix - they change from ship to ship on each game.

I've completed both Parts 1 and 2 and at the end it says 'to be continued in **Freddy Hardest of South Manhattan**.

Paul 'Cheeze' Tinsley
Pill

Bristol BS20
PS Question: What's the difference between Jon Riglar and a mentally deficient elephant? Answer: Nothing

TELL IT

Send your letters to 'Tell it to the Bear', **SU** Mega-Control, 30-32 Farringdon Lane, London EC1R 3AU



I am having difficulty in acquiring a Machine-Code Assembler program for the ZX Spectrum+2 128K. All the computer shops I have tried say there is one for the 48K Spectrum but they have never heard of such a program for the +2. I would like to know if there is such a program for the 128K+2.

Chris Keadle
New Milton
Hants

● Try HiSoft, The Old School, Greenfield, Bedford MK45 5DE, or Gremlin, Alpha House, 10 Carver Street, Sheffield S1 4FS



Concerning what is probably the best game ever written - my game **Soft and Cuddly** - I have so far received a few letters of complaint from misguided people concerned about the morality of the game.

I'm sick and tired of being called immoral, When I know true morality, a new sort of real love.

John George Jones
Programmer
Power House

● This guy should show more humility. Yours truly will decide if a game is good or bad

TELL IT TO THE BEAR!



You got a comment? You got something to say? You got an opinion about what's good and bad. Wanna praise the mag? Wanna heap some indignation and kick a few butts? Don't keep it to yourself, just put your thoughts down on paper and TELL IT TO THE BEAR!

Kamikaze don't mess around. I'll print anything that got something to say with a name and address on it (No address no printy yellowbelly) you jus tell me all about it and send your message to 'Tell it to the Bear', **SU** Central, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU

I was reading the high scores in November's issue and the highest score anyone could come up with for **Nemesis** was a mere 735,000. What an amateur effort!

I scored two million without cheating and could easily have got more. I still had two lives left but I got bored as it just sends you back to the start every time you complete it.

I can still only score a mere 100 or so at **Exolon** though.

John Doherty
Colchester
Essex

PS Hope I got your address right? I suppose if I haven't then you'll never know anyway.

● *Us Bear Stormtroopers would want to keep quiet about our scores if we could only score 100 at Exolon. John - you're a wimp!*

Will the Spectrum 128K+3 be going on sale in the Republic of Ireland?

David Staines
Celbridge
Co Kildare
Eire

● *Right about now according to The Brentwood guys themselves...*

About three weeks ago I bought a Plus 3. I got it home, set it up and to my horror I found the sound was distorted in 128K mode. I also found it very difficult to *Load* games from tape and impossible to both *Save* and then *Load* back programs from tape. I took it back and tried six other Plus 3s - all the same.

Eventually I rang Amstrad and the person I spoke to said a modification was being made and to ring them back in a week's time. When I rang back a week later they denied any knowledge of any modification. And they also said they hadn't had any complaints about the Plus 3 at all.

Lee Cook
Plumstead
London SE18

● *It does seem there's a problem - which looks suspiciously like a design shortcoming, rather than a manufacturing problem. Maybe - if it's possible - Amstrad could offer a software 'patch' to existing owners to correct the fault (although that's not Amstrad's style). We're pushing Amstrad for more details of the problem and what it intends to do about it and we'll keep you in touch*



Christmas greetings

Just thought I'd send you a very early Christmas card.

S Jones
Anglesey
N Wales

● *The Mad Celt says: Peace and goodwill to all Celts everywhere*

You! You prats, you plonkers, you dimbos. In the edition of your meg-brill mag numero 67 you reviewed **Athena**. Nowt wrong with that you say. I agree, except that there was no star rating, plonkers.

Secondly, is Tony Dillon blind or something because on his review of **Grand Prix Simulator** he gave it eight (rating) when right next to it was seven stars.

Admit it, Gareth Jones is stooopid.

Stephen Didcock
(Super Hip Cool Person)
Neston

S Wirral
Should be OK now. Kamikaze - ie me - will sort them out. I've never failed yet...

John Docherty (yes that famous person) and me (yes that not very famous person) are currently looking for help starting up a club called 'The ZX Spectrum Club'. The club will feature all the Spectrum machines apart from the horrible Z88.

If any of you human (sorry no Greatbellies allowed) out there are interested in helping little old us then we will warn you now NO CASH FOR YOU.

For more details of this wonderful club then send an sae to the address below.

Kenny Jarman
18 Poplar Close
Biggleswade
Beds SG18 0EW

I'm a new Spectrum 128K+2 owner and what I need are some games suitable for novice players. Most of the ten free games that came with the machine are far too difficult.

R Hill
Tewkesbury

● *Wot a wimp! Maybe you should steer clear of arcade style games altogether - they're obviously going to be bad for your heart. Try something with a bit more strategy in it - maybe something like Rebel from Virgin*

I'm writing to say how mega-fab your Mega-Mix tape was. Just thought you would like to know...

Andrew Parry
Holyhead
Gwynedd

● *Mean sounds, huh?*

Some lesser superheroes discover the last **SU**... (Thanks anon of Brighton)



OK. If you were one of those naughty people who said **Salamander** is just **Nemesis** with different scenery, raise your hand.

Come on. (Pause for sharp intake of breath whilst reviewer shamefacedly raises her hand).

Weeeellll, come on Konami, you've gotta admit there are certain similarities. The graphics and the gameplay to name but two.

But just because I have my feet firmly in the camp that says **Salamander** is just **Nemesis** with knobs on, it doesn't mean



SALAMANDER

FACTS BOX

A well programmed conversion that should go down a treat with all shoot 'em up fans. Few levels and OKish sound

SALAMANDER

Label: Konami
Author: Andrew Glaister
Price: £8.95
Memory: 48K/128K
Joystick: various

Reviewer: *Kamara Howard*



I'm not a fan. Far from it. I've stood there, forcing my ten-pences in the machine, trying desperately to fly through fire. So I was jolly pleased to see that Konami had done such a good conversion.

Yup, **Salamander** on the Spectrum is pretty spiffy, coming complete with all the add-ons that one would expect from such a sophisticated shoot-'em-up. It's pretty fast, incredibly tricky, and great fun to play. The End.

Hahahahaha. Only joking. C'mere, there's more.

Salamander involves flying one's little spaceship around the treacherous cavernous, scary landscapes, picking up



power rating without actually moving anywhere, and occasionally found myself rooted to the spot after jumping a wall. Looks like a bug to me.

Having negotiated the three different sizes of wall in varying combinations, you come to the monkey-swing. Jump up and propel yourself using your hands. Then it's just a short burst to the line.

If you narrowly fail to complete the assault course, and indeed any of the other events, you'll be sent to the chin-up bars, where you have to complete a gruelling ten dips in

COM SCH

order to prove you're tough enough to continue. If you goof here, or miss the initial event by a large enough margin, you'll

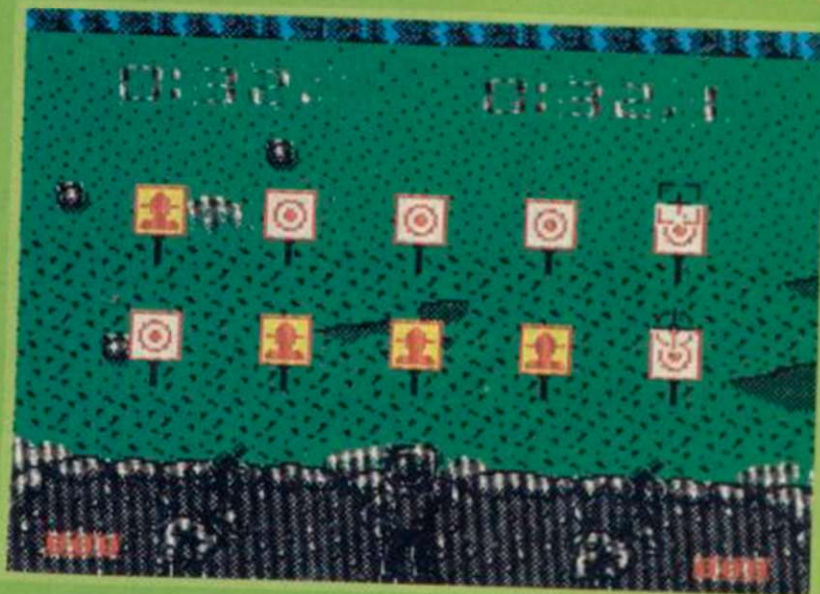
Top Gun haircuts, too-tight T-shirts and serious deodorant bills. They're all here in **Combat School**, Ocean's upteenth coin-op convert. It's **Daley Thompson** with an Uzi.

Combat School hasn't been in the arcades too long, but it's rep is one to be reckoned with. Managing to couple wrist/sapping sports-sim endurance challenges with a high-class military outing doesn't come top of the list of Easy Games to Design, but Konami (the original cabinet makers) and Ocean have done it.

The idea behind the game is that you (and a friend if you like) have been packed off to the

academy to get trained up for war. In order to make it through to the elite ranks of the puce-barets - or something - you've got to complete seven events: an assault course, three firing ranges, the iron man race, arm wrestling and hand-to-hand combat.

First up it's the assault course. Nice graphics. The screen flips up two tracks, both viewed side on, one on top of the other. If you're on your own you've got 42 seconds to get from one end to the other. The screens scroll from right to left, and everything that moves moves very nicely indeed thankyou. It has to be said that you could get up an extraordinary



SALAMANDER

extra weaponry in order to blow the hell out of the large disgusting brain-like thing and thus progress to the next level.

What happens is this. To begin with we are in a black space, flying a white craft shooting at waves of white aliens. Bwrrilliant. V dull, no colour, how appalling. This stage is absolutely simple. After one go you learn where the alien waves are coming from, making it easy-peasy to pick up every single bonus weapon under the sun.

And getting the weapons isn't even hard! You don't have to select! You just fly over them! (That's enough exclaiming for one day). The last ship in each wave will conveniently become an add-on for your ship, and once you've flown over it you're well equipped. Easy. But, my life, do you need all the equipment you can get?

PROGRAMMER

ANDREW GLAISTER is one of the Spectrum's longest established programmers. He began when he was 15, and five years later he has over 30 programs under his belt

SOFTOGRAPHY: *Meteor*, *Basic Compiler* (Softtek, 1983), *Warlords* (Century, 1984), *Tachyon Command* (Century, 1984), *Scuba Attack* (Century, 1984), *Legend* (Century, 1984), *Fourth Protocol (Loads 1 & 2)* (Century/Hutchinson, 1985), *The Comet Game* (Firebird, 1986), *Empire* (Firebird, 1986), *Jailbreak* (Konami, 1987).

Because now you're on to the exciting part, starting off with the bendy claws bit.

These are something of a pain. They grow out of the rock face, waving about the place, and smashing straight into the side of your tiny ship. Unless, of course, you shoot the flashing bit first. Each bendy claw has a flashing bit near its base, and only by shooting that can you kill it, but watch out. The flashing bit will almost certainly be tucked right next to a large lump of rock and, you've guessed it, bumping into the scenery means instant death.

Once past the bendy claws, life does not, unfairly I think, get easier. Now you have to face gun emplacements, chunks of scenery, teeth-sort of things,

ARCADE



REVIEW

fire, flame, meteorites and other such fripperies. And so on, and so on, until you've whizzed your way through the levels to blow up the big thing at the end that squirts bubbles. (Don't ask about that, if you've seen the original, you'll know what I mean, if not, it's far too complicated to explain).

Salamander is a pretty impressive romp through space, keeping faithfully to the coin-op. It doesn't have as many levels as the original, though, and the sound's a bit plink-plink-fizz.

If you're a *Salamander* in the arcades fan, then you should be well pleased with *Salamander* on the Spectrum. If not you'll just like it because it's a good shoot-away.

And if you're a *Nemesis* fan, perhaps you'd just like to buy it to make sure it's just *Nemesis* with add ons.



COMBAT SCHOOL

be catching the next Greyhound bus back to Albuquerque.

The three firing ranges are similar in the respects that you

Combat School are of a consistently high standard. The characters are large and well defined, and they move around quickly. The firing range is especially exciting.

Arm wrestling is probably the least exciting event, though it still provides a reasonable challenge. Wagging - again - for all you're worth, you have to bring down your opponent's arm. The screen is viewed from above and is OK to look at, but it's not exactly nail-biting stuff.

By far the best even is the combat with the instructor. Here you're given more control



FACTS BOX

Ocean's coin-op converted to No 345. And it's good stuff. Can they do no wrong? Knight Rider fades in the memory

COMBAT SCHOOL
Label: Ocean
Author: Andrew Deakin/
Mike Lamb/Ivan Horn/
Price: £7.95
Memory: 48K/128K
Joystick: various

Reviewer: *John Dyer*

★★★★★ 9

find yourself at the bottom of the screen, spraying away at targets.

There is also the iron man race, which has you running like crazy over a top-bottom scrolling landscape littered with boulders, puddles and rivers. You've got to waggle left and right to maintain speed, but also negotiate the obstacles.

The graphics throughout

over your character and can punch, kick and jump to your heart's content.

In the unlikely even of you completing all the stages, you are deemed to be worthy of a place on a secret mission to rescue someone from the American Embassy in Bananarepublic - or somewhere. Innovative stuff, this plot. Of course I could tell you about it if I had got to it. But I didn't, so I can't.

Combat School, apart from what is looking fairly seriously like a bug at the start, is great. There is enough variety in the events to save it from being a terminally dull left-right waggle-yourself-to-death affair, and graphically it's the tops.

PROGRAMMERS

The programmers behind *Combat School* are **ANDREW DEAKIN**, **MIKE LAMB**, **IVAN HORN** and **DAVID WHITTAKER**. They've worked on a number of Ocean titles in the past and, with the exception of the freelance Whittaker are all full-time employees.

SOFTOGRAPHY: **ANDREW DEAKIN:** *Athena* (Ocean, 1987), **MIKE LAMB:** *Renegade* (Ocean, 1987), *Top Gun* (Ocean, 1986), *Arkanoid* (Ocean, 1987).

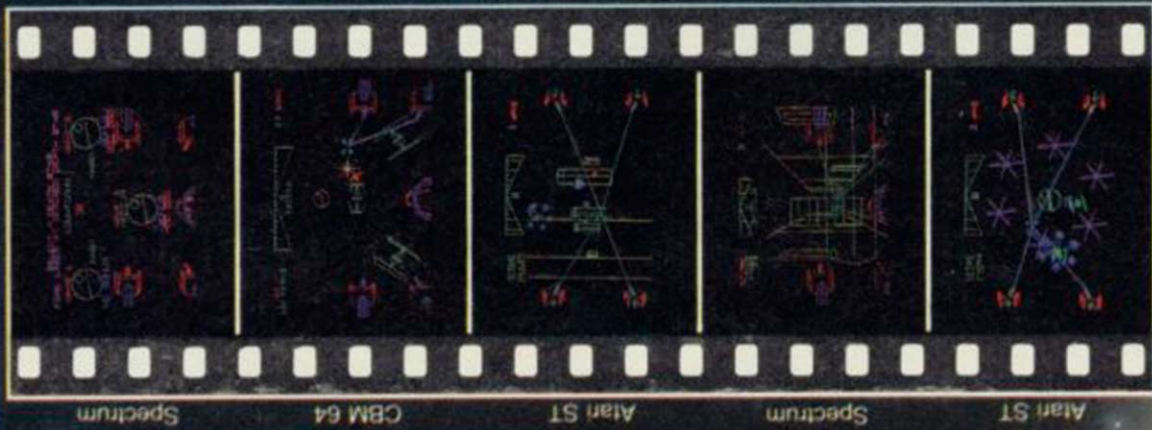


STAR WARS®

“A long time ago.... in a galaxy far away,”

At last! The most famous coin-op Arcade Game and one of the most successful films of our era come together in this Domark publication.

Faithful to the original, the home computer version of STAR WARS® will win first place in your games collection, and be the one you go back to time after time.



Atari ST,
 CBM 64/128K
 Spectrum 48/128K
 Amstrad CPC
 BBC 'B' MAVE386
 Electron



PUBLISHED BY

DM

© & © 1987 Lucasfilm Ltd & Atari Games
 All rights reserved. Used under Authorisation.
 D O M A R K is a trademark of Lucasfilm Ltd. Atari is a trademark of Atari.

ATARI

MAY THE FORCE BE WITH YOU. ALWAYS

THE ULTIMATE SPECTRUM UPGRADE!

LOAD 48K PROGRAMS IN ONLY 3½ SECS!*

WITH THE **PLUS D** DISC/PRINTER INTERFACE

- ★ Up to 780K storage with 3.5 or 5.25 discs.
- ★ Instant transfer from cassette or disc with snapshot button – up to 16 48K games or 6 128K games per disc.
- ★ Load/Save in an amazing 3-5 seconds (128K in 10 secs.)
- ★ Print screen at anytime with unique snapshot print. Single or Double size.
- ★ Compatible with a wide range of serious and most games software. Can use Disciple discs.
- ★ From MGT... the designers of the Disciple – Supported by INDUG – The Disciple Users Group.

Add the power and speed of a DISC DRIVE to your SPECTRUM (any model except +3)

SUPER PRICE ONLY
£49.95 INC. VAT

IDEAL XMAS GIFT



FOR FULL DETAILS BY RETURN POST, PLEASE SEND SAE

MGT, Unit 4, Chesterton Mill,
French's Road, Cambridge
CB4 3NP or call 0223-311665

MGT

Public Français
et Francophone contactez
Duchet +44-291 257 80

PACKAGE DEAL
PLUS D with
780K 3.5" Drive
£129.95
(plus postage)

MILES GORDON TECHNOLOGY

*Timings are approximate, depending on drive

Data-Skip presents...Seiko RC-1000, Wrist Terminal

JOE BROWN
213-123-4567

Memo Function. Can be used to store telephone numbers, client lists, schedules input from a personal computer. There's no limit to its uses. Data entries have a maximum length of 24 characters, and can be output on the watch display whenever, wherever you wish. The Memo function is the heart of the Wrist Terminal.

MEETING 335
10/15 A10:30

Schedule Alarm Functions. Input the month, day, hour, and minute, for schedule entries and your Wrist Terminal alerts you when the date and time come by beeping and displaying a twelve-character message on the screen. Invaluable for the businessman, of course, but the Wrist Terminal can also remind you of special personal days, for example, birthdays or anniversaries, that are so embarrassing to forget.

DANCE LESSON
5 FRI P06:00

Weekly Alarm Facilities. Tuesdays at 9:30 there's a meeting, Thursday at 7:00 you go to your sports club, Fridays... The Weekly Alarm function is just the thing for today's busy people. Input the day of the week, hour, and minute, and each week at the proper time the Wrist Terminal will beep and display a twelve-character message to remind you.

FRANKFURT
AM 02:08 42

World Time Functions. What time is it now in London? New York? Just input the time differences and afterward you can know the time anywhere in the world, instantly, with the internationally oriented function. Be sure to input the place name, too, in up to twelve characters.

84 10/14 A
SUN 10:08 42

Watch Functions. The Wrist Terminal has a full set of Time Keeping functions, including built-in alarm which will keep at the same time each day and a calendar which will automatically tell you the year, month, and day accurately from now until the year 2020. It has an hourly time signal, too.



QL or Spectrum
or IBM



The Seiko RC-1000 is a wrist-terminal with 2K of free memory to store addresses, telephone numbers, appointments etc. (Max 80).

Also has extensive alarm-facilities. Fully programmable on ZX-Spectrum (with Interface I), Sinclair QL or IBM-compatible.

Please state which model you want!!!

Complete package: containing Seiko RC-1000, Transmission Software and interconnecting-cable

NOW ONLY £49.95

Please add £1 for P&P. For orders: please send a cheque or postal order (no Visa or C.O.D.), made payable to:

Data-Skip, Oosthaven 58, 2801 PE Gouda, Holland.
Tel: 01820-20581

POOLSWINNER II

THE ULTIMATE POOLS PREDICTION PROGRAM

- **MASSIVE DATABASE** Poolswinner is a sophisticated Pools prediction aid. It comes complete with the largest database available – 22000 matches over 10 years.
- **PREDICTS** Not just SCOREDRAWS, but AWAYS, HOMES and NO SCORES.
- **SUCCESSFUL** SELEC guarantee that Poolswinner performs significantly better than chance.
- **ADAPTABLE** Probabilities are given on every fixture – choose as many selections as you need for your bet. The precise prediction formula can be set by the user – you can develop and test your own unique method.
- **SIMPLE DATA ENTRY** All team names are in the program. Simply type in the reference numbers from the screen. Or use FIXGEN to produce fixture list automatically (see below).
- **LEAGUE AND NON-LEAGUE** All English and Scottish League teams are supported, and also the non-league sides often used on pools coupons.
- **PRINTER SUPPORT** Full hard copy printout of data if you have a printer.

PRICE £15.00 (all inclusive)

NOW AVAILABLE

FIXGEN 87/8

AT LAST! No more struggling for hours to get the fixture list into the computer. FIXGEN has been programmed with all English and Scottish League fixtures for 1987/8. Simply type in the date, and the full fixture list is generated in seconds. Fully compatible with Poolswinner. Yearly updates available.

POOLSWINNER with FIXGEN £16.50 (for both)



COURSEWINNER V3

THE PUNTERS COMPUTER PROGRAM NOT JUST A TIPSTER PROGRAM, Coursewinner V3 can be used by experts and occasional punters alike. You can develop and test your own unique winning system by adjusting the analysis formula, or use the program in simple mode. Coursewinner V3 uses statistical analysis of major factors including past form, speed ratings, course statistics, prize money, weight, going, trainer and jockey form etc, etc. It outputs most likely winners, good long odds bets, forecasts, tricasts etc. The database includes vital course statistics for all British courses. You can update the database – never goes out of date. **FULL PRINTER SUPPORT.**

PRICE £15.00 (all inclusive) includes Flat AND National Hunt versions.

ALL PROGRAMS AVAILABLE FOR: AMSTRAD CPCs, AMSTRAD PCWs, PC1512, ALL BBCs, ALL SPECTRUMS, COMMODORE 64/128. Supplied on tape (automatic conversion to disc) – except PCW and PC1512 (on disc – add £3.00).

Send Cheques/POs for return of post service to ...



phone 24 hrs



phone 24 hrs

37 COUNCILLOR LANE, CHEADLE, CHESHIRE SK8 2HX. ☎ 061-428 7425
(Send for full list of our software)

ROMANTIC ROBOT present

1988 - THE YEAR OF THE ROBOT

For 2 years we have been saying that MULTIFACE IS THE ESSENTIAL SPECTRUM COMPANION. Our adverts tried to describe on one page what reviews uniformly praised on many. We believe everything was said about it already (please send a SAE if you missed it) and everybody - even the extraterrestrials - knows that when it comes to copying Spectrum programs between tape/disc/cartridge/wafer, there is **ONLY one way, ONLY one solution, ONLY one product: the MULTIFACE.**

There is **ONLY one thing** we have not done: we never considered dropping the price, as we feel MULTIFACE is the best value for money (and there is no competition left anyway).

But as our bid to celebrate the opening of **THE YEAR OF THE ROBOT**, you will have an opportunity to buy through mail order **ALL of ROMANTIC ROBOT hardware with £5.00 off and software with £3.00 off.** This unique offer will last until February 1988 only - provided the aliens will not get hold of the whole lot first Need we say anymore?

The offer includes: MULTIFACE 3 for Spectrum+3, MULTIFACE 128 for any other Spectrum, MULTIFACE 1 for 48K Spectrum, MULTIPRINT Parallel printer interface for 128/48 Spectrum, and the VIDEOFACE DIGITISER - all with **£5.00 OFF!** also the GENIE disassembler (for MULTIFACE 1 / 128 / MULTIPRINT), MUSIC TYPEWRITER and TRANS-EXPRESS - all with **£3.00 OFF!**

SON, HERE IS THE MULTIFACE - THE ANSWER TO LIFE, THE UNIVERSE, AND EVERYTHING!

WOW SO THIS IS THE UNIVERSAL SOLUTION AND ALL THE WAY FROM PLANET EARTH!

YES, BUT IT WAS WORTH THE JOURNEY - THEY EVEN HAD IT ON SPECIAL OFFER. YOUR COUSINS AT ROMANTIC ROBOT ARE DOING BRILLIANT WORK - AND THE WHOLE EARTH REJOICES BY CELEBRATING THE YEAR OF THE ROBOT !!



THE YEAR OF THE ROBOT - BE PART OF IT

I enclose a cheque/PO for £ (UK & Europe please add £1 overseas £2)

or debit my No

Name Card expiry

Address

Please send -			
MULTIFACE ONE	£34.95 <input type="checkbox"/>	MULTIFACE 128	£ 39.95 <input type="checkbox"/>
MULTIPRINT	£34.95 <input type="checkbox"/>	MULTIFACE 3	£ 39.95 <input type="checkbox"/>
w/through port	£ 39.95 <input type="checkbox"/>	w/through port	£ 44.95 <input type="checkbox"/>
GENIE /GENIE 128	£ 6.95 <input type="checkbox"/>	VIDEO DIGITIZER	£64.00 <input type="checkbox"/>
MUSIC TYPEWRITER	£ 4.95 <input type="checkbox"/>	WRIGGLER	£ 2.95 <input type="checkbox"/>
TRANS-EXPRESS cartridge	<input type="checkbox"/>	disk <input type="checkbox"/>	wafer <input type="checkbox"/>
			£ 6.95 ea

ROMANTIC ROBOT UK LTD 15 Hayland Close London NW9 0LH ☎ 24 hrs 01-200 8870



OK, quickly and in words of one syllable, how did you start programming and why?

I used to build radio sets and stuff, and computers were the next step. A ZX80 came my way, and I was off

You've written something like thirty games, pretty good going in five years. What were the first ones like?

I used to sell programs to a shop in Streatham. I made a lot of money, ten quid a throw, and I could do about four or five a night. Then I wrote Orbiter for Silversoft which was really the first game for the Spectrum. I've been doing games ever since



That's the boring bit over. Tell us about Chrimbo. What do you do at Christmas?

It's usually a big family do, lots of aunts and uncles, about half a dozen turkeys and a lot of booze. Pretty much like everyone else's Christmas I should have thought

So it's a case of watching the Queen and having a nap after some good nosh then?

No, we tend to play all those silly games that you'd never be seen dead playing at any other time of year. Charades, that sort of thing

Computer games championships?

No fear. I hate computer games. I've got about two cassettes at home, one of which is Uridium, and I'm not saying about the other one

So does the telly see use at all?

Not really, no. Television at Christmas is always dull, and I find I've usually seen all the films on video



ANDREW GLAISTER

Andrew Glaister is an old-timer in programming circles. He began coding five years ago, when he was fifteen. To date he's written, he thinks, around thirty games, the most recent being Salamander for Konami, reviewed this issue. This being a Christmasy sort of season, we talked to Andrew about computers, Christmas, and curiously enough, dishwashers . . .

months before. Or last Christmas

You like films then?

Yes, I'm always off to the cinema, couldn't name an actor to save my life though, they all look alike

What would you least like to get for Christmas?

Not sure. Lots of things I would like. I guess the sort of presents I hate most are those that people get free. Like my dad works for a company that manufactures perfume, and everyone get perfume, bath salts and the like as presents. Yuk

What would you most like for Christmas then?



Something expensive, a Ferrari F40, although I don't really think I could afford the insurance

Do you have a car already?

Yep, it's a Peugeot 205. I love driving, it's my favourite thing, next to computers of course

Say someone gave you a record voucher for Chrimble. What would you go out and buy with it?

Anything. I'm always buying records. Just recently I've got into U2. I always hated them while everyone else was raving on about Bono. Then I thought 'What the heck,' bought *The Joshua Tree*, and now I'm absolutely hooked

Anything you absolutely wouldn't buy?

Anything by Tom Jones. I just can't stand Tom Jones. And I don't like Christmas songs, things like Shakin' Stevens and Slade

Do you actually like Christmas?

Yes. It's really a time for little people. Once you get past about seven the fun goes out of it a bit. You start to realise that there's nowhere to go, that everything's shut. I love New Year. Going to Trafalgar Square is brilliant

What sort of presents are you going to give the family this year?

Well I usually leave buying

presents until the last minute, but I thought I might buy a dish washing machine this year. My mum hates washing up

Are you going to take a lot of time off at Christmas?

Oh no, I feel awful if I'm not working, I have to get my hands on a computer at some point. I haven't had a holiday for ages. One day perhaps I'll just go to America, and drive from coast to coast. I'd enjoy that

And you'd get away from programming for a bit

Oh no. I've got a couple of portables. I couldn't not do anything. I'd get really behind

Which of your many games are you least proud of?

Oh God, it was a game called *The Comet Game* for Firebird, and it was designed by someone important at Firebird. I only did the programming honest! It was dreadful. Made lots of money though

Which program would you most like to have been responsible for?

Easy. Elite. It made lots and lots of money

Funny, everyone else says that . . .

SOFTOGRAPHY: ZX81 *Hedgehog and Co* (TK Games, 1981), *Invaders* (Silversoft, 1981), *Asteroids* (Silversoft, 1982), *Drop Out* (Silversoft, 1982), *Muncher* (Silversoft, 1982), *SPECTRUM Orbitor* (Silversoft, 1983), *Joust* (Softtek, 1983), *Meteor* (Softtek, 1983), *Basic Compiler* (Softtek, 1983), *Warlords* (Century, 1984), *Tachyon Command* (Century, 1984), *Scuba Attack* (Century, 1984), *Legend* (Century, 1984), *Fourth Protocol* (Loads 1 & 2) (Century/Hutchinson, 1985), *The Comet Game* (Firebird, 1986), *Empire* (Firebird, 1986), *Jailbreak* (Konami, 1987). Also a number of PC utility packages for Woodpecker



MICROSNIPS

24 Hour Ansafone: 051-630 3013

37 SEAVIEW ROAD, WALLASEY, MERSEYSIDE L45 4QN

WIDE RANGE OF SOFTWARE STOCKED FOR ALL SINCLAIR MACHINES

HARDWARE

SPECTRUM 128+2.....	£134.95
SPECTRUM 128+2 with Joystick and 10 games.....	£139.95
SPECTRUM 128+3 PACK inc. Joystick and 5 Games.....	£194.50
LTR1 TERMINAL PRINTER.....	£119.95
PANASONIC KX-P1081 PRINTER.....	£179.95
AMSTRAD DMP2000 PRINTER.....	£159.95
SPECTRUM PLUS (Limited Quantity)...	£79.95

SOFTWARE MICROSNIPS TOP 30

ACE II.....	£7.25
BUBBLE BOBBLE.....	£6.50
BIG FOUR Vol. II.....	£7.99
BOB SLEIGH.....	£7.99
COMBAT SCHOOL.....	£6.50
CAPTAIN AMERICA.....	£7.99
DRILLER.....	£11.95
FREDDIE HARDEST.....	£6.50
FIVE STAR GAMES III.....	£7.99
GARY LINEKAR.....	£6.50
GAME, SET, MATCH.....	£10.50
GUNSHIP.....	£7.99
HIT PAK 6 Vol. II.....	£7.99
INDIANA JONES.....	£7.25
JACKAL.....	£6.50
JACK THE NIPPER II.....	£6.50
KILLED UNTIL DEAD.....	£7.50
LIVE AMMO.....	£7.99
MATCHDAY II.....	£7.95
MEAN STREAK.....	£6.50
MARK II.....	£6.50
NEBULUS.....	£6.50
RYGAR.....	£6.50
RAMPART.....	£7.99
RENEGADE.....	£6.50
SCRABBLE.....	£7.95
720.....	£7.99
SOLID GOLD.....	£7.99
STAR WARS.....	£7.99
THUNDERCATS.....	£6.50
THANTOR.....	£7.25
WORLD CLASS LEADERBOARD.....	£7.25

EDUCATIONAL SOFTWARE

JUNGLE MATHS.....	£4.50
ASTRO MATHS.....	£4.50

WIZARD BOX.....	£6.95
PUNCMAN 1 & 2.....	£6.95
QUICK THINKING.....	£6.50
WORDGAMES WITH MR. MEN.....	£7.99
FIRST STEPS WITH MR. MEN.....	£7.50
GIDDY GAMES SHOW.....	£7.99
NEW SUPER (4-8 yr. old) 5-PACK EDUCATIONAL.....	£24.95

★ NEW PLUS 3 TITLES WEEKLY ★

UTILITIES

TASCOPY (M/D ADD £2).....	£8.75
TASWORD +2 (128).....	£12.50
TASPRINT (M/D ADD £2).....	£8.75
TASWORD 3 (M/D) (OPUS ADD £3).....	£13.99
TASDIARY.....	£8.75
PRO ADVENTURE WRITER.....	£19.95
ART STUDIO.....	£12.95
GRAPHIC ADVENTURE CREATOR.....	£19.95
ARTIST II (State 128 or 48K).....	£15.95
HISOFT PASCAL.....	£21.95
HISOFT BASIC.....	£21.95
ART MASTER (CS).....	£9.95
CODE MACHINE (SIREN).....	£10.50
ADVANCED ART STUDIO.....	£19.95
QUILL ADVENTURE WRITER.....	£11.95
THE WRITER (48K).....	£11.95
TRANSEXPRESS.....	£7.99
(State tape/m. drive/opus 3 1/2")	
GENIE DISASSEMBLER.....	£7.99
DEVPAC - HISOFT.....	£14.95
HISOFT - 'C'.....	£21.95
LAST WORD.....	£13.95
OMNICALC II.....	£14.95
+80 ADDRESS MANAGER.....	£4.99
+80 VAT MANAGER.....	£4.99
+80 STOCK MANAGER.....	£4.99
+80 FINANCE MANAGER.....	£4.99

SPARES

SPECTRUM POWER SUPPLY.....	£9.95
ZX-MEMBRANE.....	£3.99
SPEC + MEMBRANE.....	£8.95
QL MEMBRANE.....	£5.99
ZX SERVICE MANUAL.....	£29.95
TEMPLATE.....	£3.50

★ ALL SPARES STOCKED ★

**YOUR SPECCY
REPAIRED £19.95
FOUR MONTHS GUARANTEE**

ACCESSORIES

PLUS D DISC INTERFACE.....	£49.95
ALTAI DATA RECORDER INC SPEC LEAD.....	£24.95
DISCIPLE DISC INTERFACE.....	£89.95
3 1/2" DS DRIVE (FOR ABOVE).....	£119.95
SONY 3 1/2" SSDD DISCS (10).....	£14.99
KAO/AXIOM 3 1/2" DSDD DISCS (10).....	£17.99
3 1/2" DISC CLEANER KIT.....	£9.95
3 1/2" LOCKABLE DISC BOX (HOLDS 90).....	£10.95
MICRODRIVE CARTRIDGE.....	£1.99
MICRODRIVE 4 PACK.....	£7.95
WAFAS 16K, 4 for.....	£7.50
WAFAS 64K, 2 for.....	£7.99
TEN C12 DATA CASSETTES RRP £5.90.....	£3.50
MICRODRIVE STORAGE BOX.....	£4.99
COMPUTER/TV. LEAD.....	£1.99
ROTRONICS WAFADRIVE.....	£39.95
ROTRONICS SERIAL LEAD.....	£13.99
ROTRONICS CENTRONICS.....	£13.99
56W EXT. LEAD.....	£9.95
DUAL 56W EXT.....	£14.95
SPECTRUM CASSETTE LEAD.....	£1.59
CENTRONICS 'E' PRINTER INTERFACE.....	£39.95
TIMEX/ALPHACOM THERMAL PAPER.....	£9.95
NEW ROMANTIC ROBOT PRINT/INT.....	£39.95
SPEC/INTERFACE 1 LEAD.....	£9.95
OPUS CENTRONICS CABLE.....	£9.95
QL/EPSON LEAD.....	£9.50
ON-OFF SWITCH (STATE MODEL).....	£4.99
ZX-PRINTER PAPER (5).....	£8.99
CHEETAH MACH 1 JOYSTICK.....	£13.99
DK-TRONICS SINGLE PORT I/F.....	£7.95
AMX MOUSE/AMX ART.....	£62.50
KEMPSTON MOUSE.....	£49.95
TROJAN LIGHTPEN (+2).....	£19.95
RAM MUSIC MACHINE.....	£44.95
SPECDRUM - DIGITAL DRUM SYSTEM.....	£24.95
SPECTRUM + LUXURY DUST COVER.....	£5.95
SPECTRUM +2 LUXURY DUST COVER.....	£6.95
MULTIFACE 128.....	£42.00
MULTIFACE 128 (DISCIPLE VERSION).....	£42.00
MULTIFACE 1.....	£39.95
MULTIFACE 3.....	£39.95
DK-TRONIC KEYBOARD.....	£34.95
DK-LIGHTPEN/INTERFACE.....	£13.95
3 CHANNEL SOUND SYNTH.....	£21.95
DK-PROG. INTERFACE.....	£12.95
RAM TURBO INTERFACE.....	£11.95
DK-DUAL PORT I/F.....	£9.95
DK-SPEECH.....	£20.95

ORDER BY PHONE WITH
HOTLINE 051-691 2008

We apologise for any alteration, omissions since going to press.



TELECOM GOLD MAILBOX 72: MAG 60201

TELEX: 265871 MONREF G

Quoting Ref. 72: MAG 60201

FREE PRICE LIST WITH FIRST ORDER

IN EVENT OF POSTAL STRIKE PLEASE RING FOR DETAILS OF DELIVERY

Postage and Packing

Items under £20 add £1.00.

Items under £50 add £2.00

Items under £100 add £5.00

Items over £100 add £10.00 for Group 4 Courier ensuring delivery to you

the day after despatch.

Overseas customers (Europe): Full price shown

will cover carriage and free tax.

Non-European add 5% to total.

Matt Trakker is one of those good, clean, all-American, cleft-chin individuals who you just know is going to put things right. So when VENOM start kicking up the most almighty fuss, it's going to be Matt who gets in there and sorts the rotten so and sos out.

But what happens when there are just too many bad guys for our hero? You get a team together boy.

That's what Gremlin's **MASK II** is all about really. Teamwork. The game is made up of three missions, each mission requiring different agents to complete it successfully.

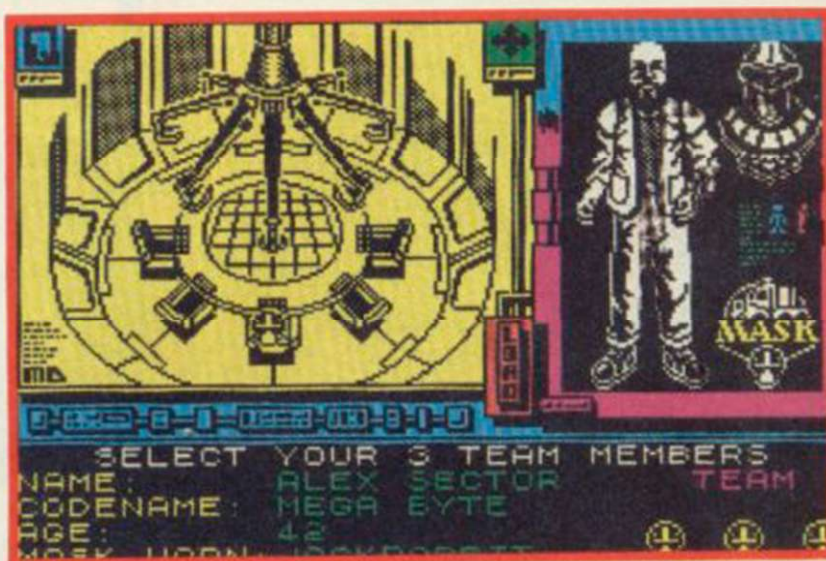
MASK headquarters is at Boulder Hill, and it's here, in the **MASK** canteen, or something similar, that all the agents are sitting rapping at the end of a long hard day. Suddenly, an alert warning flashes on the screen, followed by one of the three mission briefings. Choose a mission, and then select your agents, using the **MASK** computer. A **MASK** icon can be moved around the screen, and as it touches each agent's chair, a picture of him will be built up on the right-hand side, together with details of his vehicle and his codename.

Once you've chosen three agents, you load in the mission, and off you go. Because each mission takes place in very different terrains, you need to make sure that you have the right agents with the right vehicles. Matt's car becomes a jet, the motorbike becomes a helicopter and the big truck thingy becomes a hydroplane. Not that a hydroplane would be much use to you in a jungle, mind, so you can forget that one for a start.

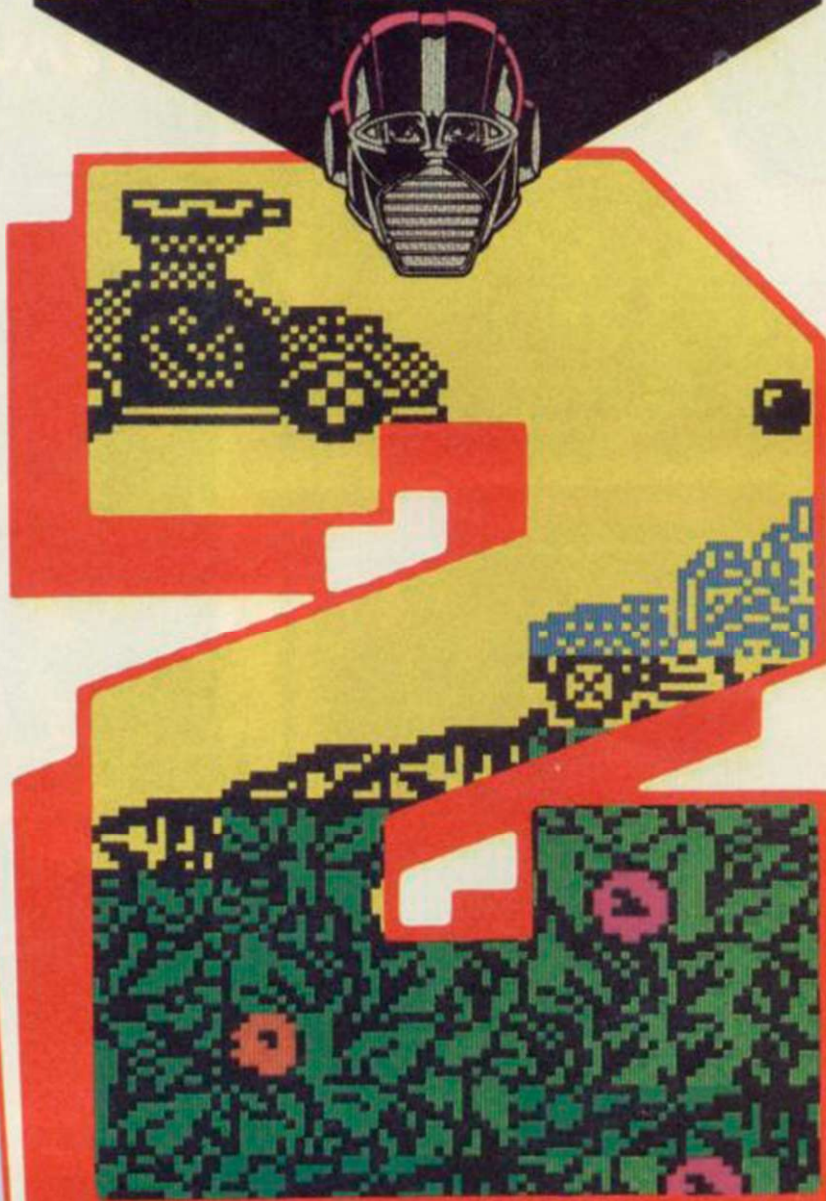
Now comes the real skill, as you hurtle across the

PROGRAMMERS

COLIN DOOLEY and **CHRIS KELLY** are regular programmers at Gremlin Graphics, who converted the original C64 code, originated by US company Mindscape, on to the Z80 machines
SOFTOGRAPHY: Chris Kerry: *Way of the Tiger* (Gremlin, 1986), *Avenger* (Gremlin, 1986), *Trailblazer* (Gremlin, 1987), *Bounder* (Gremlin, 1987), *Thing Bounces Back* (Gremlin, 1987)
SOFTOGRAPHY: Colin Dooley: *Trailblazer* (Gremlin, 1987), *Thing Bounces Back* (Gremlin, 1987)



MASK



ARCADE



landscape, scrolling at furious speed into all those evil VENOM agents, using the appropriate vehicle at the appropriate moment. No use trying to drive your motorbike through the river – better change to the speed boat instead. Luckily, the vehicles convert themselves to appropriate form automatically.

Apart from that, the gameplay is what one would expect. High speed chases across desert and jungle locations, with a good look at the VENOM base itself to boot. And very good it looks too. The graphics are nice and big, and a lot of the VENOM agents appear to drive Renault 5s, which made me think that they can't be as bad as everyone makes out.

On the chase around the town level, **MASK II** is great. It's fast, furious, and mighty tricky. Just keep going and firing, and maybe you'll get to the end, maybe not. And if you take into consideration the nifty selection process, which is truly impressive to look at, not to mention the necessity of changing between vehicles are precisely the right moment, then you have yourself a pretty whacky game.

FACTS BOX

Excellent sequel to MASK. Lots of hard shooting and tearing about, and a brain-aching selection part

MASK II

Label: Gremlin

Author: Chris Kerry

Price: £8.95

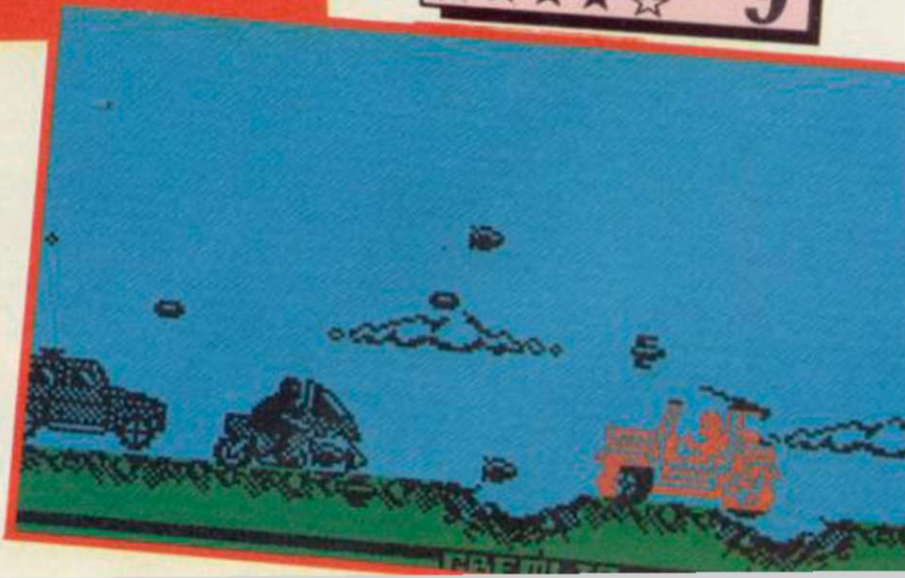
Memory: 48K/128K

Joystick: various

Reviewer: *Kamra Howard*



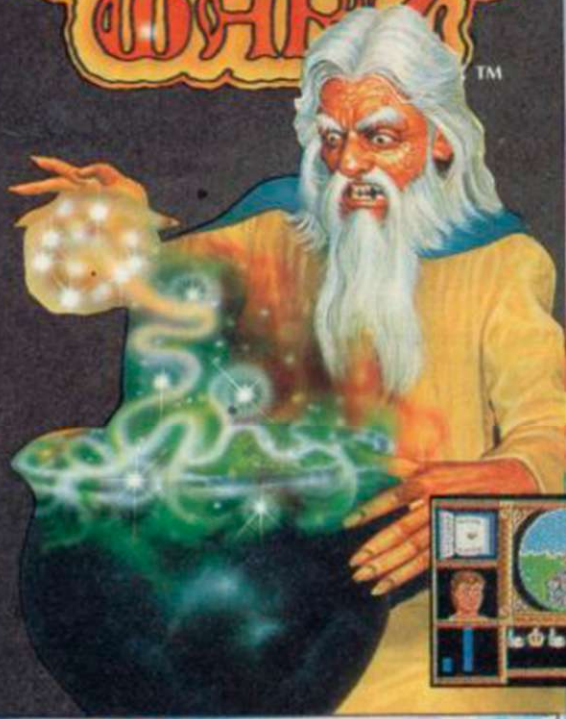
9



GO!

A revolution in standards of quality and entertainment has taken place in the software world!

WIZARD WARZ



CBM64/128
Cassette £9.99
Disk £11.99
AMSTRAD
Cassette £9.99
Disk £14.99
SPECTRUM
Cassette £8.99
ATARI ST
Disk £19.99



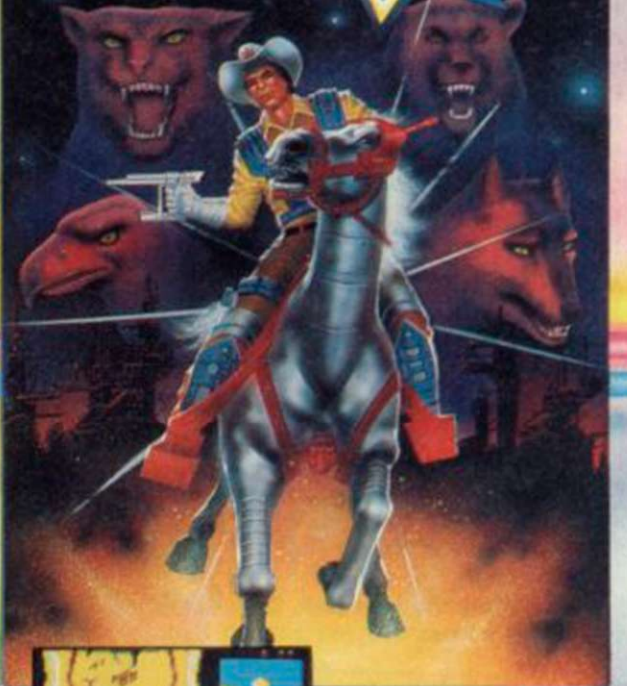
WIZARD WARZ

A game that takes fantasy role playing one step further.

Witness the superb graphics that set Wizard Warz apart from other strategy games and see the effect of your spells as they hurtle across the screen combining fast moving action with depth of gameplay in a true fantasy role playing game that's a real strategical challenge.

© Copyright Ltd. 1987 CANVAS Software.
Screen shot from CBM version

BRAVESTARR



BRAVESTARR

The discovery of Kerium on the planet of New Texas brings a rush of fortune hunters... some are good, most are bad, outlaws and gamblers, terrorising and robbing. Out went the cry for an army of lawmen, but in reply the Earth Council sent one man - Marshall Bravestarr - he was enough! A man of determination and courage, blessed with amazing animal powers that give him unimaginable capabilities. He needs them all in overcoming a world full of rejects and scum led by the malicious and greedy TEX HEX. In an era of imitations Bravestarr is an original. A compelling mix of the exciting and unusual bringing into one the legendary old West and the space frontiers of the future.

© Copyright 1987 by Filmation Ltd. All rights reserved.
Screen shot from Amstrad version

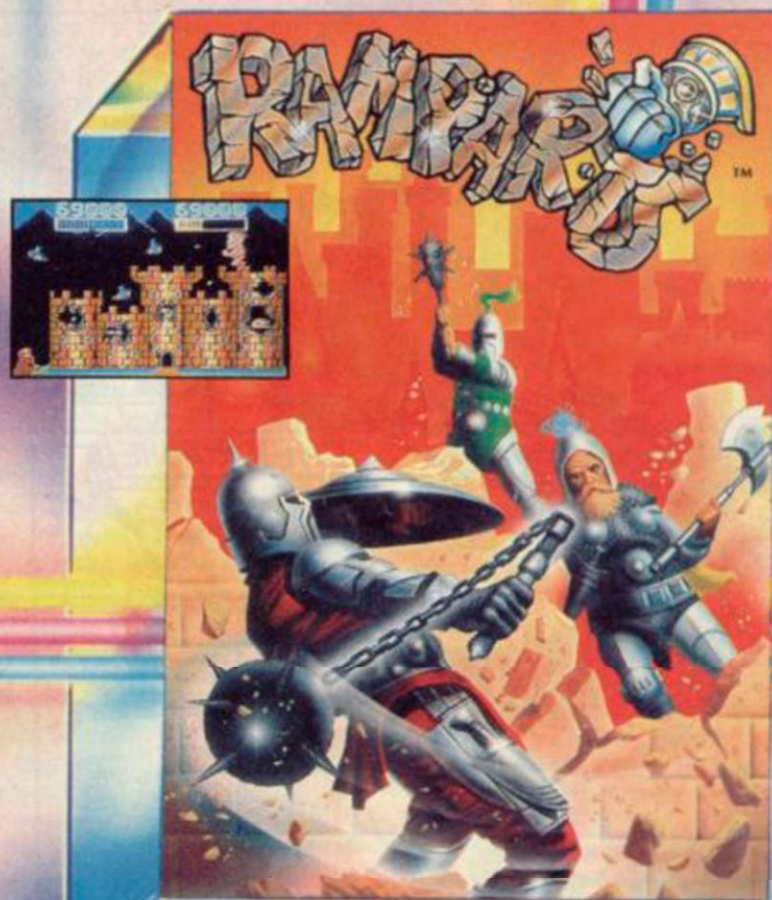
CBM64/128 Cassette £9.99 Disk £11.99
AMSTRAD Cassette £9.99 Disk £14.99
SPECTRUM Cassette £8.99

TOMORROW'S SOFTWARE TODAY

GO! UNITS 213 HOLFORD WAY, HOLFORD, BIRMINGHAM, B6 7AX. TEL: 021 3563388.

FOR IT!

Exciting scenarios, fast-moving action, remarkable graphics – GO! – a frenzy of new titles – don't miss them! The software of tomorrow? It's already here!!



RAMPARTS

Knights in shining armour you certainly are not, more like black hearted villains as your marauding trio run riot, laying waste to fortress after fortress. There'll be resistance from the peasants and gentlefolk but let that not deter three evil minded rogues on a path of demolition and destruction. Compulsive, fast moving action that'll keep bringing you back time after time.

© 1987 Future Concepts.

Screen shot from CBM version

CBM64/128

£9.99 C £11.99

AMSTRAD

£9.99 C £14.99

SPECTRUM

£8.99 C

CAPTAIN AMERICA

IN THE DOOM TUBE OF DR. MEGALOMANN

It's the 4th July and the nation is set for an almighty celebration. Into the comparative calm of the White House bursts the manic Dr. Megalomann: "Step down Mr. President, submit to my rule or today America will know a plague from which death will seem a happy release."

No time to lose for Captain America. CIA say there's an unidentified missile located in a Californian Desert. Together you and Captain America can save the free world. God save America!

© 1987 Marvel Entertainment Group Inc. All rights reserved.

Screen shot from CBM version

CBM64/128 Cassette £9.99 Disk £11.99

AMSTRAD Cassette £9.99 Disk £14.99

SPECTRUM Cassette £8.99

ATARI ST Disk £19.99



ERIK: PHANTOM OF THE OPERA

ELO, GOOD MORNING, JE M'APPELE RAOUL AND I'M LUCKING FOR MA FIANCÉE CHRISTINE WHO AZ DISPARUDE ON THE WAY TO ZEE BOTCHER TO GET ZUM ZOSSAGE AND ZUM MATE

PSST, IT IS I, LE BERK, I ZINC ZAT WOAMAN IN ZEE CORNEUR AZ ZEEN YOUR UZER ARF!

THE WOAMAN AT THE TABLE WAS MORE INFORMATIVE...
MASSEUR LISTEN CAREFULLY FOR I SHALL SAY ZIS ONLY WERNECE RUMEUR AS IT ZAT SHE AS BIN KEEDNAPPED BY LE PHANTOME DE L'OPERA'... UZERWISE KNOWN AS ERIK!

I DO NOT KNOW WHERE EES YOR FIANCÉE... ALLER ASK ZOMWHERE ELSE MON MUCKER!

ZANKYOU VERY MERCH, I WILL CHAT HER UP ABOUT IT NOW.

ZUT ALORS! I MUST GAY ZERE IN MY CITROEN 2 CV...
... TO SAVE HER LOAF!

2CV OR NOT 2CV ZAT EES ZEE QUESTION ZERE EES NUT A SICKHOUD TO WASTE.

BUT ZAT EES IMPOSSEBALL LE MOTEUR CAR HAS NOT BIN INVENTED YET MASSEUR.

BUT I HAVE INVENTED A NOO FOAM OF TRANSPORE COLLED ZEE SCRAPEBOARD. I AM SHOWER ZAT IT WILL CATCH ON WOAN DAY. UNFORTUNATELY I AVUNT INVENTED ZEE BRAKES YET...

* @ ! * BOF!
...ZAT EES WHY I CALLEET ZEE SCRAPEBOARD. TIME WILL PROBE ZAT I AM RIGHT!

SOON MY LOVELY ... SOON I SHALL RESCUE YOU FROM ZEE TERRIBUL FAKE ZAT AWAITS YOU.

WILL RAOUL RESCUE CHRISTINE? WILL HE TERMINATE ERIK, THE PHANTOM OF THE OPERA'S, FIENDISH PLAN? TO FIND OUT MORE (IF YOU CAN STAND IT) TUNE IN TO THE NEXT EPISODE.

THIS MONTH THIS ISSUE!

KEEP TURNING THOSE PAGES TO FIND A COMPETITION

ERIK: PHANTOM OF THE OPERA
SPECTRUM 48/128 £7.95
SPECTRUM +3 £9.95

Available from all leading software stores

Software Publishing Associates
Lower Ground Floor
197-199 City Road
London EC1V 1JN

MASTERFILE Plus 3

MASTERFILE PLUS 3 for the new ZX SPECTRUM +3
By Campbell Systems

Many thousands have used Spectrum MASTERFILE, in its day the most elegant filing system around. Over recent years improved designs for the CPC and PCW versions have evolved, and now MASTERFILE PLUS 3 has been created by refining still further the PCW version. In fact the PLUS 3 edition is four generations of re-design ahead of the original MASTERFILE, and gives immense power, speed, and flexibility compared with the original. Yet it is easier to use, one rarely needs to refer to the 62-page manual. To the original Spectrum has been added a disc drive, 64K RAM, printer port. But just see what has been added to the original MASTERFILE, from this huge list of features; things like MERGE, FIELD CALCULATION, IMPORT, EXPORT, KEYED FILES, FIELD EDIT, TABLE LOOK-UP, DATE-STAMP, VISUAL 96-COLUMN SCREEN/FORMS DESIGN. In fact, FOUR times as much code as the original MASTERFILE!

Menu-driven; 100% machine-coded; Fields may be character, numeric, or date; 1-60 fields per record; All fields records and files are variable-length; 0-254 characters per field; File processing is via RAM disc; 2K max per record; 62K max per file; 9 User-defined screen/print formats; Panel and box display embellishments; Column totals; Word-wrapped text; Special feature for surname sequencing; Left/Right/Centre justification; Record numbering; Page numbering of printed output; Alter

formats, data names, attributes, at any time; 96-column virtual screen; 1-20 records on screen at a time; Files may be keyed or un-keyed; Keyed files are always kept in sequence, even when keys are altered; Keyed files can be merged by key; Formats can be transferred across files; Un-keyed files can be merged by append; Data can be exported in ASCII to TASWORD etc; ASCII data can be import/merged; File data can be saved selectively; Table look-up for expanding codes into text; Grouping by look-up code; Exhaustive printing options; Serial/Centronics printing; Print-to-disk option for transfer to TASWORD etc; Disc directory file selection; Ultra-fast search, any criteria, including string scan; Assign file sub-set to any of 8

Date	Amount	Expense Category	Folio	Supplier
Apr 87	1022.45	05 Advertising	288	
Apr 87	30.00	20 Miscellaneous	291	P&H Agency
Apr 87	235.77	05 Advertising	324	Printfastprint Co
Apr 87	468.24	16 Printing and artwork		
Apr 87	35.30	15 wages		A N Other
Apr 87	495.00	01 wages	292	Ms Mop plc
Apr 87	100.00	18 Cleaning Services	302	Ray Supplies
Apr 87	23.40	02 Raw materials	333	Grange Publishing
Apr 87	1030.00	05 Advertising	305	Joe B. photoprint
Apr 87	102.00	16 Printing and artwork	335	Acc Office Supplies
Apr 87	38.87	14 Stationery		A N Other
Apr 87	495.00	01 wages	299	Office Supplies
Apr 87	180.00	12 Equipment Hire	333	
Apr 87	245.50	08 Electricity		
Apr 87	70.00	20 Miscellaneous	340	Acc Software J&B
Apr 87	450.00	05 Advertising	305	FIG
Apr 87	295.00	16 Printing and artwork		Midwest plc
Apr 87	12.50	07 Bank charges	338	Speedy Copy Serv
Apr 87	120.00	16 Printing and artwork	341	
Apr 87	47.37	08 Telecom		
Apr 87	12.04	15 Vehicle Maint.		A N Other
Apr 87	495.00	01 wages		

'set' states; Browse options including GOTO and FIND; Sort by any field for display/print, whether keyed or not; Erase/insert/edit any displayed field under cursor control; Insert record at any place if un-keyed file; Text editor includes column count, CAPS and Insert status; Date-stamping of printed output; Date-stamp of saved files; Block-erase selected records; File statistics maintained on screen; Field calculation via formulae; Utility to convert original Spectrum MASTERFILE file data.

The new Spectrum is no mere toy when driven by MASTERFILE PLUS 3. All your home/business filing can be accomplished with an ease and elegance which is the envy of big-system users. Even our PCW version can't do everything that the PLUS 3 can. MASTERFILE PLUS 3 costs £29.95 and there are no extras or add-ons needed. It comes on 3" disc with many example files and a beautiful 62-page manual.

For an evaluation MASTERFILE PLUS 3 disc, send just £2.95.

Prices include VAT and P&P anywhere in Europe. Outside Europe please add 20% for air-mail. Dealer/Distributor enquiries are welcome.

Telephone your ACCESS/VISA order at any time, or send your cheque to CAMPBELL SYSTEMS

CAMPBELL SYSTEMS (Dept SU) 7 Station Road, EPPING, Essex CM16 4HA, England. Tel: (0378) 77762/3



Sinclair Surgery

Spectrum on the blink? Rupert Goodwins has a cure

The Printer don't print

I've recently replaced my Spectrum 48K with a Spectrum 128K, and I'm using the same interface (Kempston Centronics) with my Epson RX80 printer. But in 128K mode the printer will not work, although it works normally in 48K mode. What can I do to rectify this?

Also how can I obtain a 'buffer' for the printer so that I can get on with the next task while the printer is printing the last instructions?

C. B. Taylor
Skipton
North Yorkshire

● *The Kempston Interface you have makes assumptions about the Spectrum, like how the Lprint command works and how the computer organises its memory. These assumptions work with 48K Spectrums and with the 128K Spectrum in 48K mode. In 128K mode though, lots of things change in order to accommodate the extra memory and other additions that come with the new computer, and the old interfaces will no longer work. There is nothing you can do about this, except to buy a new interface. Alternatively, since the 128K Spectrum has a built-in serial printer interface, you could get a serial-to-parallel converter. But this will only work in 128K mode, so perhaps a 128K compatible interface would be your best option.*

Any standard Centronics printer buffer will work with your setup. I've recently used one called the 'Microstuffer', and can recommend it as a useful piece of hardware.

In and Out get shaken about

I recently attempted to use my Interface One and Microdrive (sic) with a DK'Tronics 3 channel Sound Synthesiser on my Spectrum +. Everything worked OK, until I tried to enter the *In* and *Out* commands used to operate the Sound Synth, and I found that they would sometimes cause the system to crash.

I tried the Sound Synth on its own and it worked perfectly. But if I tried the Interface One and Microdrive (sic) again on

this own with the *In* and *Out* commands they still crashed. All the Basic commands seem OK.

Is my computer wrong, or is there something up with the Interface One?

Kevin Kennedy
Montrose
Angus

● *In and Out are commands that, like Poke, can unleash truly awesome destructive power. On the standard unexpanded Spectrum or Spectrum + they are by and large harmless. Hang an Interface One on to a Spectrum, and you can confuse the entire system with an injudicious Out. With Spectrum 128s or later, Ins and Outs are capable of comprehensively scrambling the poor blighters' brains.*

The DK'Tronics Sound Synth was conceived and sold in those halcyon days when the very height of computer ownership was a 48K Spectrum with a joystick interface. The joys of microdrives came a little later, and as a result some of the Ins and Outs used by the Sound Synth can mess up an otherwise faultless Interface One. We in the trade call it progress...

What's up with The Artist II?

Can you or any of your readers help me with a problem I am having in printing from Softek Artist II?

I have a 128+2 and a Samleco DX85 Epsom compatible Centronics parallel printer with an RS232C serial interface cartridge working from a ZX Interface One. All of this functions perfectly with the Writer using the default option for Interface One.

However, the Artist II manual states that upon loading it asks if you are using a Kempston E interface, Opus or any other, which on my version of the software is the AMX Mouse! The documentation goes on to say that the Basic part of the program can be modified to cope with most other printer interfaces, and then says that it will work with all Epsom compatible printers without modification. I'm confused by this, to say the least. I'm not a programmer, so I can't modify the program.

Is the answer to buy a

Kempston interface, and how will this work with the Interface One and my existing software?

J. F. Howell
Coombe Dingle
Bristol

● *Since the program manual says that only the Basic part of the software needs to be modified to work with different printer interfaces, it follows that all the printer functions are accessed from Basic. Most printer interfaces (like the Kempston) are designed to mesh with Basic in such a way as to mirror the normal commands used by the Spectrum and Interface One.*

So most Kempston-type printer commands will work unaltered with the standard Interface One; if you select the Kempston option for a program you'll have a good chance that it will work. And you don't have to be a programmer to modify a program. If you look at the Basic part of Artist II, you'll find the lines that send stuff to the printer easily enough as they'll have Lprint or Print # commands in them. Comparing the way these lines are put together with the example lines of program given in the Interface One manual should reveal both how the Softek programmers send information to a printer and how to change the program so that it works with the Interface One system.

Printers and Wafadrives

I have recently bought a Rotronics Wafadrive. Can I connect a modem to the RS232 port, and if so which one? Also, which printers will work with the Centronics interface?

D. Smith
Belmont
Durham

● *No, modems will not work properly with the RS232 port, as for most communications purposes the response time on the Rotronics interface is inadequate. If you want to use a modem, you'll either have to get hold of a Spectrum specific unit like the VTX5000 or the Spectre Comms Pack interface. Micronet 800 usually have good offers for that sort of thing; they're on 01-278 3143.*

Any normal parallel/Centronics interface printer will work with the Rotronics interface.

What's new with my Spectrum?

I've got a Spectrum 48/128K (eh? RG) Saga Elite keyboard, Interface One, two microdrives, ZX LPRINT III and a Brother M1109 printer. The symptoms are that the Spectrum will suddenly *New* itself without any keys or hardware being touched, the keyboard will suddenly go dead, the screen will fill with coloured squares or the error code 'Microdrive not present' will appear when the microdrive is both present and correct.

I've tried a different Spectrum, Interface One, printer interface and swearing. Some nights the computer behaves perfectly, others it goes wrong after a minute or an hour.

R. V. Cook
Eastleaze
Wilts

● *A classic case of unruly electrons! Since you've changed everything else, the problem has to be the power supply. You either have an unsatisfactory mains supply, or the power supply unit itself is at fault.*

The first problem is a little more likely. If you're at the end of a distribution line your mains voltage can be quite different from the standard 240 volts, especially when the commercial break comes on during Coronation Street and everybody plugs in kettles. Also, if your Spectrum is sharing a mains circuit with a heater or similarly greedy machine it can be sensitive to spikes of high voltage that happen when the appliance switches on. A symptom of this problem is your hi-fi or radio crackling a lot (when not playing East Enders' records).

Answer - buy a mains conditioner. This plugs in between your Spectrum and the mains and cleans up any electronic nastiness that might appear on the supply. But first try running your Spectrum from a different mains socket, if possible on a different floor. I leave it to you to explain to everybody why your Spectrum is in the bathroom...

The second problem is best diagnosed by trying a different power supply, or by gently waggling the leads where they enter the black box (where most intermittent faults can be found). If this is the problem, you'll find it cheaper and quicker to get the fault fixed locally. The power supply is a simple circuit using standard components which any repair set-up will have.

RULES

You begin the game with 25p. Choose the best answer to each question then look up on the score chart how much money – either plus or minus – your choice has made/cost you.

If your money drops below zero you lose. Completely. Utterly. (Not like real life of course where you would book ads you couldn't afford offering products you couldn't supply taking money you have no intention of returning.)

Get a dice and throw it when asked. Get a ruler and measure things when asked. Get a squeeze bottle.

1 STARTING OUT

You are 12. You are fantastically interested in computers and unlike all your mates who only ever use the keyboard to type Pokes in, you know a bit about programming. You have written a game you've called Bonky. It's all bouncing up a pyramid of squares turning each one a different colour by landing on it. Your friends all say it is great, privately you think it is complete um . . . crud. What do you do now?

a) Nothing. You would rather continue with your education and go into serious programming later on.

b) Nothing. You are afraid the software house will realise that Bonky is really only a thinly disguised QBert and will reject it utterly.

c) Send it off to a small software house called Bogginsoft which advertises in the local paper and says "Give us your games, cash paid, please enclose £5 evaluation fee."

d) Send it to a major budget software house, with a neat letter not mentioning the game's close resemblance to QBert.

2 THE NEXT STEP

You have been asked to produce a major game for the software house to go out at full price. Time is short and it's all up to you. What next?

a) You decide to rip off the Gauntlet source code, change the shapes a bit and call it Alien Maze

b) As a) above except you also put in a wall blast option.

c) As b) above except you also put in 'magic fireballs' that bounce around the walls.

d) As c) above except that you put in an extra character 'Doggo the robot hound'.

3 BECOME A TEAM

The software house thinks your coding is great but your graphics are completely naff. They bring in Sebastian Ting, a graphics designer who wears red braces, to work with you. What is the first thing you do?

a) Tell the software house you won't work with anyone else – people in red braces especially.

b) Say 'Hi', greet him warmly, go out for a burger or two. Listen to

VERY SILLY FESTIVE

his concepts.

c) Do the game title page immediately. Make sure his credit is hidden right at the very bottom white Ink on yellow Paper.

d) Put a secret code in his Sprite Design Program that means all his fantastic cartoon-like characters gain large, pink and worst of all, wobbling bits whenever he shows his work to anyone important.

4 THE PRESS

You read a review of Bonky which says "This is complete um . . . crud just a pathetic rip-off of QBert with terrible graphics. Don't even buy it on budget." You read another review which says "QBert always was a great game and this takes it and makes it even better!" You feel you want to say something to the two journalists concerned what do you do?

a) Ring each one up. Complain about the slagging and offer your thanks for the praise.

b) Ring neither up. Say nothing.

c) Ring each one up. Agree with elements of the slagging saying the reviewer made 'some fair points' and offer humble thanks for the praise.

d) Ring up the slagger only.

e) Ring up the praiser only.

5 THE BIG LICENCE

Your software house has bought the computer game rights to the fantastically successful television cartoon series "Brian the Mouse" (. . . OK, it was a bit of a surprise success . . .) You and Sebastian will both work on the game design and the Spectrum version. What sort of game is Brian the Mouse going to be?

a) An adventure with graphics featuring an intelligent parser capable of understanding up to 37 nested self-referential statements.

b) A shoot-'em-up with lots of violence and mayhem.

c) A shoot-'em-up but wher nobody actually dies as such (Brian shoots mouse-dust at the bad guys which magically makes their heads seem to implode and then sends them to long-stay-sleepy-land . . . that sort of stuff.)

d) An educational game in which Brian counts how many legs he has. Then he asks you to count how many legs you have. Then you both count how many legs a dog has. The dog wags its tail if you get it right.



SO YOU REALLY DO WANT TO BE A VERY RICH PROGRAMMER?

This fabulous quiz will keep you entertained over Christmas long after your mighty Transformers Warrior Attack Tactical Squad (T.W.A.T.S.) has been smashed to bits by the My Little Pony formation battalion.

The incredible (you'll really believe it's true) **SU** quiz needs no batteries – only a dice which you should throw when asked. Make sure you don't cheat, write down the real throw – we can't check on everybody but the **SU** roving detector van will be conducting spot checks. If we do arrive at your house and catch you cheating you'll get an interview with Kamikaze Bear . . .

ANSWERS

10 a) (-£10,000) No, I don't think you had too much trouble with that one did you? b) (-£1,000) No, it will make every-body think you're American and that therefore your software is very dully and very serious c) (-£10,000) No, Great name isn't it? Smash His thinks so too. So do his lawyers d) (+£10,000) Yes, it's stupid, it's obvious

11 a) (-£100) No, Nobody gets good games this way anymore b) (-£50,000) No, The age of big licences is over and you missed the boat c) (-£1,000) No, The journalists will love you, the people who buy your games will love you but the big chain stores have never heard of any of your stuff and you will go broke because they won't take it d) (+£100,000) Yes, Selling out to a bigger company is always a good way of making big cash

12 a) (-£1,000) No, Life isn't like that b) (+£2,000) Yes, Hap-pens all the time c) (+£1,000) Have you ever met a program-mer? d) (+£1,000) Yes, Even more true and it'll cost you far less (Couldn't resist the plug)

13 Sorry about this one. If you answered at all – a), b) or c) subtract £500 from your score. If you answered d) subtract £2,000

14 a) (-£10,000) No, Who'd play a game in which the proudest boast you could make was "I scored 1,000"? b) (-£1,000) No, As above this is a bit better but . . . c) (-£500) No, Nope d) (+£500) Yes, Not only does this have the virtue of sounding enormous but it also has the virtue of having a lot of nines in it. As we all know nines are very popular . . . £1.99 £8.99 £139.99 and the ultra-fab £9.99

15 a) (-£100) No, You can do as good work as you like but the software house isn't going to help you set up in competition, is it dummy? b) (-£100) No, Banks hate the software industry and won't lend you a penny c) (+£50,000) Yes, this handy technique has been used time and time again to stitch up software houses and gets lotsa money d) (-£20,000) No, You're obviously a completely hopeless wimp

16 a) (-£5,000) No because the journalist will tell everyone else b) (-£500) No because you can easily fool reviewers but not the zillions of people who will write in to the mag and tell them . . . c) (+£5,000) Yes no-one ever thinks the reason they can't complete a game is the game's fault. Now duff josticks, feeling a bit ill, being interrupted . . . d) (+£10) Yes, This is a bit lame but is, by far, the most popular excuse

17 a) (-£10,000) No, Who'd play a game in which the proudest boast you could make was "I scored 1,000"? b) (-£1,000) No, As above this is a bit better but . . . c) (-£500) No, Nope d) (+£500) Yes, Not only does this have the virtue of sounding enormous but it also has the virtue of having a lot of nines in it. As we all know nines are very popular . . . £1.99 £8.99 £139.99 and the ultra-fab £9.99

QUIZ!!

6 QUALITY CONTROL

The game is nearly finished. You are working on the graphic display - you have a choice of two different display styles. See A or B above. If you go for A it will make the game a bit late and a special 'on-time' bonus of £1,000 you negotiated with the software house will be forfeited. What do you do?

- a) Pick A.
- b) Pick B.

7 MORE GAMES

You have written a really diffi-



cult shoot-'em-up called Fireforce (it is a loose rip-off of the Fire Fox films and has a little Clint Eastwood sprite smoking a cheroot in it.) The game looks good but a magazine calls you and asks how many levels there are in the game. There are only three. What do you say?

- a) Tell the truth.
- b) Say there are five hundred - journalists hardly ever get past Level 2 anyway.
- c) Say there are five hundred and make the third and final level absolutely impossible to get through.
- d) Say you can't remember. 'Quite a few.'



HOW DID YOU RATE?

- £100,000 or less
Unspeakingly appalling. Please leave. I'm afraid what you've got might be catching
- £30,000 or less
Totally and utterly hopeless. You'd best stick to playing games but you're probably naff at 'em too
- £5,000 to zero
It's a wonder they let you cross the streets on your own (perhaps they don't. You obviously have no future in software. Actually there were once a lot of people like you doing ZX81 software ...
- Zero to £1,000
Not bad really, though that the amount you made was hardly worth the time and trouble really was it? I mean you could make more on a paper round
- £1,000 to £10,000
Quite good. Maybe you can do well enough to persuade a large but stupid organisation to buy your company. It'll turn you into a healthy loss maker
- £10,000-£50,000
Woh! Impressive! Carry on like this and someday you could be Code Masters!
- £50,000+
Now let's not be silly shall we. Either a) you were cheating or b) you are, in fact, Code Masters
- £200,000+
Either you can't add up or you are IBM and probably both. The Bear is very angry ...

8 PLAYING TIPS

What should the maximum score on Fireforce be?

- a) 1,000 points
- b) 10,000 points
- c) 100,000 points
- d) 9,999,999 points

9 THE NEXT MOVE

You've had some fun but you haven't really made that much money. It's time to branch out on your own and form your own company.

How do you make your next move?

- a) Finish Brian the Mouse making it as good as you can and ask the software house if they will set you up as an independent company.
- b) Finish Brian the Mouse, take your fee and bonus and approach the bank for the rest of the money.
- c) Stop work on Brian the mouse. Hide all the code. Tell the software house you will not finish the game unless they hand over £50,000 right now.
- d) Wait until you have earned enough to set up without borrowing any money from anyone.

10 YOU ARE A SOFTWARE HOUSE!

Trouble is now it needs a name. Which will you choose?

- a) Belgium Soft.
- b) The Software Corporation.
- c) Smash Hits Software.
- d) Fabsoft!!

11 CASH! CASH! CASH!

Having become a software house you need some games to release

- a) Place adverts in the press inviting people to send you their games.
- b) To establish your name you buy an expensive licence - another 'Brian the Mouse'.
- c) Just concentrate on writing a small number of good quality original product and not worry about big licences.
- d) Put out a couple of games that are good enough to be quite successful and then sell the marketing and sales sides to another, much bigger, software house.

12 PHILOSOPHICAL CONCLUSION

What moral do you draw from all this stuff?

- a) Good games are all you need.
- b) Buy cheap. Sell dear. Ignore complaints. Disappear to foreign climes if things get tricky.
- c) It's better not to be a computer game programmer at all really.
- d) Read Sinclair User every month.

13 WHAT ABOUT THE DICE AND STUFF THEN?

- a) That was an interesting additional element to the game.
- b) Do you test these games before you print them?
- c) They weren't really completely necessary as such were they?
- d) I found a use for the ruler but not the other things.

upset by public humiliation
 4 a) (-£500) No. Lothesome though they are it's best never to complain to the press about any-thing since they have long memories... Praising them may do a little good however b) (+£50) Not bad. Simple. Effortless. And no risk c) (+£1,000) Yes! It self is always the best option here d) (-£100) No e) (+£100) Yes. Works every time
 3 a) (-£1,000) No. The only people who buy adventures are pixelated and trolls (and very wof-erful humans they are too). It's just there that many of them. b) (-£25,000) No. Sorry but the licence holders of the game Twinkcorp of America won't allow Brian the Mouse to do anything nasty to anyone because otherwise assorted loony American Groups will get Brian the Mouse and related products banned from every-where c) (+£30,000) Yes, you don't have to actually call it death... d) (-£1,000) No! You remember those pixies and trolls who are the only people to buy adventure games? Well, even they don't buy educational software.
 2 a) (+£1,000) It's worth the time and trouble to build your reputation b) (+£1,000) Yes. No it's not worth the extra time and trouble since everybody will buy it on the strength of the name of

1 a) (+£1,000,000) Unfortun-ately you have to leave the game, however and are doomed to spend you whole life being very boring b) (-£200) Are you a wimp? Go on, throw that potential cash away c) (-£200) Oh please. You cannot, as they say, be serious. They're suppo-sed to pay you d) (£200) Yep. Pretty obvious really, those soft-ware houses won't let the re-semblance to QBert worry them all that much...
 2 a) (-£30,000) No, it might be OK to rip off games from funny Japanese companies but the Gannet copyright resides a lit-tle close to home b) (-£10,000) No. You'll get done, but they might settle out of court... c) (+£10,000) Yes. That should do it. Lotsa cash, not too much effort. Ideal d) (-£500) No. I think this is a little over the top. A robot hound called 'Doggo'?... now Rover might do it
 3 a) (-£10,000) Nope. You just aren't famous enough and there are plenty of others eager to take your place. Software houses tend to fire first and discuss later b) (-£5,57) No. Toleration is one thing, but burgers and concepts is over the top c) (+£200) Yes. This will work if Sebastian is a bit stupid d) (+£1,000) Yes. Graphics people never know about code (why should they?) and are easily

HARDWARE

Huhl A new joystick! Big, fat, hairy deal, you might say. But check your indifference – this one does something that no other joystick has done before, something which actually makes you Spectrum 128K +2 or +3 a better games machine.

The Cheetah 125 Special looks – at first glance – very much like the familiar standard stick. It has a pistol-grip, a large base with four suction cups, a trigger, a thumb button, and left and right *Fire* buttons on the base. Look a bit more closely, though, at the switches on the base, and you'll begin to suspect that the 125 Special is something . . . special.

Apart from moving the centre-return joystick in the usual eight directions, you can twist it clockwise and anticlockwise. This gives an extra dimension of control to, say, Rambo-type games. Your hero could turn from side to side as he moves.

It also has two trailing leads with nine-pin D-plugs. The first is for normal operation, and plugs into your joystick port as usual. The second lead is for use with customised games software which is currently being developed to make use of the Special's unique abilities.



CHEETAH 125 SPECIAL JOYSTICK

Furthermore, each of the four fire buttons – trigger, thumb, and the two on the base – can control a different function. No more searching about on the keyboard for the right key to detonate your smart bombs, lay mines, pick up objects, or whatever.

The special features can be switched on or off with a slider on the base.

It's unfortunate in my view that the 125 Special's switches are all of the leaf contact type,

While these can work better than microswitches for some games, they're not as precise or hard-wearing.

While the 125 Special works perfectly well as an ordinary stick – and remember, it can be used with all existing software – it will stand or fall according to how many software houses decide to write games including the special features. Cheetah claims that all the major companies have seen and been impressed by the stick, and the

extra code needed to exploit its features is negligible. However, until a major company comes out with a 125 Special compatible title, we don't really know whether this is an exciting innovation or a white elephant. [Yes we will – elephants are big – Ed.]■

CHRIS JENKINS

PBM AVALON

FREE

The chronicles of the 'Knights of the Avalon', is a new 100 player computer moderated Fantasy Play By Mail game from JADE Games. Startup is **FREE**, with further turns costing 70p, players outside of the UK £1.00. The game features, 1000s of player armies and fleets constantly involved in conquest, a playing area of 1,250,000 sq miles with over 100,000 locations. A highly developed class system of squires, knights, lords etc fighting to become emperor. An economic trade system with 1000+ trade items, merchant and political banks, stock markets and trade treaties. Religions based on a planet wide network of temples and monasteries. Players having the choice of accepting one of the twenty existing gods or creating their own god and religion. A hierarchy of gods capable of direct interaction with players. Alliances of trade, religion, politics and military might. + **MUCH MUCH MORE**, games limited only by the players imagination.

For a **FREE** startup write to:
JADE Games, **FREEPOST**, Southsea,
Hants, PO4 0BR
(no stamp required)

“An introduction to better WORD-PROCESSING on 48/128k Spectrum micro-computers”

ALL SPECTRUMS

The Last Word ...

By Myriadon Software

INCLUDING THE +3

“The Last Word ...” is the result of a radically different approach to high quality text processing on this popular micro. It brings together a range of features which set it far in advance of any other comparable Spectrum software. If you have purchased an 80 column printer and you're still firmly stuck with a 64 column word processing package – oh boy, do we have some good news for you! Just look at this mouth-watering list –

- ☆☆ **80 COLUMN SCREEN** – yes, that's EIGHTY characters per screen line. Or 60. Or 48. Or 40. Now you can choose which pitch is the best.
- ☆☆ **148 CHARACTERS LINE LENGTH** – if your printer can use it, or less as is required. If you need the margins at 70 left/140 right – it's OK by “The Last Word ...” – just dial it in and off you go.
- ☆☆ **60 PRINT CONTROL TOKENS** – in three groups: 24 for direct printer control (five bytes each), 26 to ‘include’ a\$ to z\$, and 10 to call down into the ‘User Basic’ section – during the print-run.
- ☆☆ **MAIL MERGE** – name and address files are created with the special TLW Data File program, and mail merge documents are selectively printed by a user-set ‘criteria’ logic process. It's so easy ...
- ☆☆ **A SUPERB CALCULATOR** – able to do everything, from little sums to stored expression evaluations. It has 27 scientific functions, 10 dedicated memories and full Basic variables access. Enough?
- ☆☆ **MICRODRIVE/DISK SYSTEMS** – no problems converting TLW to any of the current disk systems. The Disciple, KDOS, Opus, Beta, Wata hardware require simple changes for TLW to make full use of it.
- ☆☆ **RE-DEFINABLE KEY FACILITY** – special program included allows you to re-define 16 keys with new foreign or graphics dedications.
- ☆☆ **OVER 60 COMMANDS** – including 19 just for cursor movements, a 250 minute timer/alarm, word count, find/exchange, word wrap, block delete, tabbing, paragraph reform, case changes, firm and spill margin marking, colours, insert, centralise, justify/ragged ...

“The Last Word ...” is – besides its considerable abilities – a really enjoyable word processor to use. It displays a most practical approach to the essential task of text manipulation, has an extremely useful ability in the number-crunching line, and scores very strongly when it comes to driving your line printer. From A to Z – “TLW ...” is a better way to go.

The package comprises a 32 page Instruction and Reference Manual, together with the “TLW ...” cassette – including many free Basic and machine-code utilities for extending the programs’ usefulness in various other ways. We firmly believe that “The Last Word ...” is technically and practically the best word processor that you can buy for your 48/128k Spectrum.

CASSETTE
£14.95

TROJAN



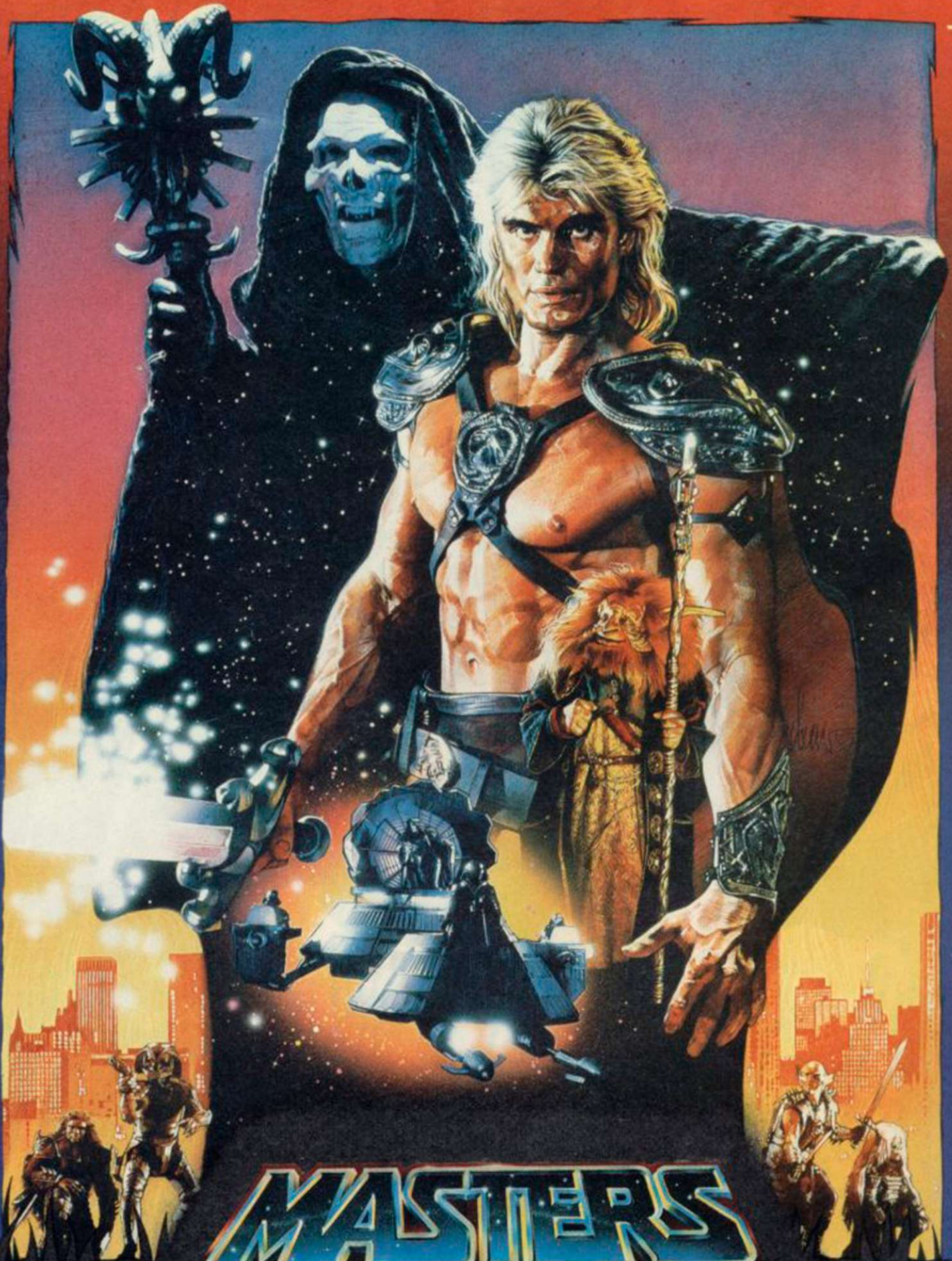
3" DISC
£19.95

Trojan Products, 166, Derlwyn, Dunvant, Swansea. SA2 7PF. Tel: (0792) 205491

MASTERS OF THE UNIVERSE HAS COME TO LIFE!!

• Now you can live it, as the conflict between good and evil continues •

Masters of the Universe, the Movie, brings to life the deadly, eternal conflict between good and evil. Masters of the Universe the computer game of the film allows you to control the forces of good to do battle with the forces of evil, the prize being the KEY to time travel and with it the title Master of the Universe. Slipping through a vortex in time the KEY has fallen into the hands of an unsuspecting American college student.



Little does he realise the awesome power he holds. Thinking it to be a musical instrument he fails to realise that every note he plays attracts the ruthless Skeletor and his devilish army led by the frightening powerful Evil-Lyn. With the key in their possession who can stop them escaping downtown America and returning to create chaos in Eternia? Only one man can save earth from this evil domination as HE MAN meets Skeletor in the battle for Eternia, the final chapter that will seal the fate of mankind forever.

AMSTRAD
£9.99
Cassette
£14.99
Disk
SPECTRUM
£7.99
Cassette

CBM 64/128
£9.99
Cassette
£14.99
Disk
ATARI ST
£19.99

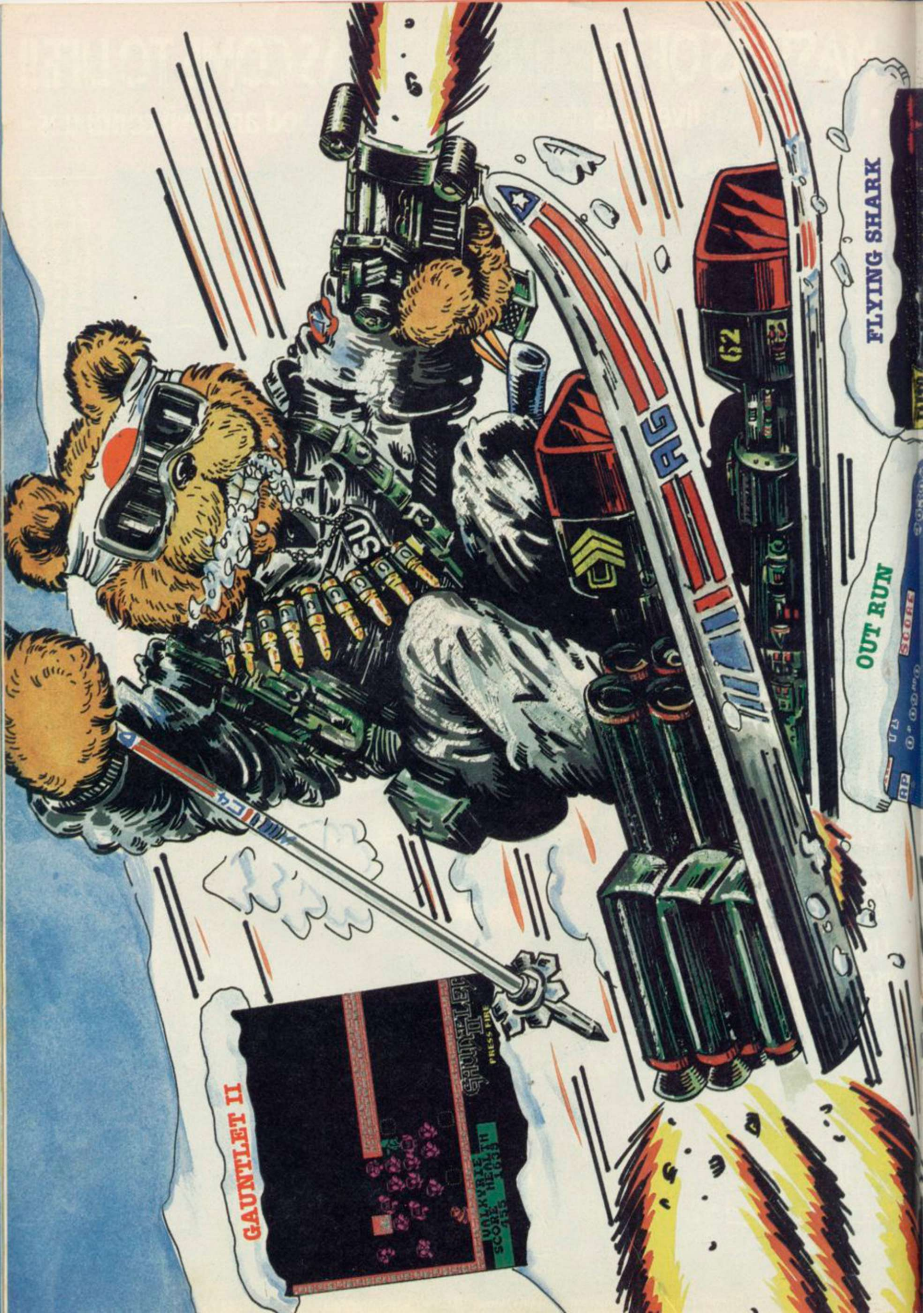
MASTERS OF THE UNIVERSE

The Movie

GREMLIN



Masters of the Universe and associated characters are trademarks owned by and used under license from Mattel, Inc. © Mattel Inc. 1984. All Rights Reserved.



GAUNTLET II

GAUNTLET
PRESS FIRE
AVAILABLE
SCORE HIGH
1975

OUT RUN

SCORE
1000
500
250
100
50
25
10
5
2
1

FLYING SHARK



KAMIKAZE BEAR 1988 MEGA CALENDAR

January

S	M	T	W	T	F	S
			1	2		
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	SU	19	20	21	22	23
24	25	26	27	28	29	30
31						

February

S	M	T	W	T	F	S
1	2	3	4	5	6	
7	8	9	10	11	12	13
14	15	16	17	SU	19	20
21	22	23	24	25	26	27
28	29					

March

S	M	T	W	T	F	S
1	2	3	4	5		
6	7	8	9	10	11	12
13	14	15	16	17	SU	19
20	21	22	23	24	25	26
27	28	29	30	31		

April

S	M	T	W	T	F	S
			1	2		
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	SU	19	20	21	22	23
24	25	26	27	28	29	30

May

S	M	T	W	T	F	S
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	SU	19	20	21
22	23	24	25	26	27	28
29	30	31				

June

S	M	T	W	T	F	S
		1	2	3	4	
5	6	7	8	9	10	11
12	13	14	15	16	17	SU
19	20	21	22	23	24	25
26	27	28	29	30		

July

S	M	T	W	T	F	S
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	SU	19	20	21	22	23
24	25	26	27	28	29	30
31						

August

S	M	T	W	T	F	S
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	SU	19
20	21	22	23	24	25	26
27	28	29	30	31		

September

S	M	T	W	T	F	S
			1	2	3	
4	5	6	7	8	9	10
11	12	13	14	15	16	SU
18	19	20	21	22	23	24
25	26	27	28	29	30	

October

S	M	T	W	T	F	S
					1	
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	SU	19	20	21	22
23	24	25	26	27	28	29
30	31					

November

S	M	T	W	T	F	S
	1	2	3	4	5	
6	7	8	9	10	11	12
13	14	15	16	17	SU	19
20	21	22	23	24	25	26
27	28	29	30			

December

S	M	T	W	T	F	S
			1	2	3	
4	5	6	7	8	9	10
11	12	13	14	15	16	SU
18	19	20	21	22	23	24
25	26	27	28	29	30	31

user
SINGAR



Sega games
A huge range, including
"Space Harrier" and
"Wonder Boy"
from **£14.95** each

Sega Light Phaser
For use with Master
System. Test your
marksmanship, firing
with light. Includes
free game.

£44.95

The Sega Master System
Complete and ready to use – just plug
into the TV. Includes games console,
2 control pads, a built-in mystery game,

plus a FREE copy of the hit game
"Hang On!"
£99.95

GET INTO OUR GREAT RANGE OF GAMES THIS CHRISTMAS!

Woolworths has got more video games than your average arcade, plus a huge choice of computer games too. So now you can enjoy an action packed Christmas in the comfort of your own home.

All games available on Spectrum, Commodore and Amstrad.



Game, Set and Match
computer games set.
Contains 10 games **£12.95**



Solid Gold
computer games set.
Contains 5 games.
£9.99

Elite Collection
computer games set.
Contains 8 games. **£14.95**



WOOLWORTHS is Christmas

All items subject to availability.
Larger stores only.

THE SO VERY HARD TO READ PICKS OF '87

	GRAHAM	TONY	DAVID	TAMARA	JIM	GARETH
1) Fave five games of 1987	Nebulus - utterly fab and awesome Exolon - the best explosions ever! Excutor - the best scrolling shoot-em-up this year Knightmare - Excellent graphics. And Scruples	Gunship - I am well into simulations, and this one is the best. Trantor - I still play it to see the terrific animation. Exolon - You name it, this game has got it. The Pawn and Artist II	Both Exolon and Nebulus narrowly missed inclusion. But I'd have to go for Army Moves , Barbarian , Head Over Heels , Zub and Leaderboard (and sequel)	Thundercats - slasher-hack at its best. Also liked Exolon , Zynaps , Lyfngstone I (Pre-sume) (and in the 'it's so bad it was entertaining' stakes) Howard the Duck	720° - The smoothest movement, Exolon - Heavy-duty killing, Knightmare - Genuinely innovative. Slidewise - More speed than Exolon . Army Moves	Exolon - Zap Zap your dead Zub - it's so addictive it's so addictive it's so... Zynaps - whoops missed again. Slidewise - shoot that prawn. Indiana Jones - whip those guards!
2) Game I hated that everybody else thought was great	Game Over . Hah, you all bought it because of the dodgy ads but it was astoundingly tedious and some of the most exciting attribute clash ever	Zub . Bad graphics and slow gameplay - I just can't see the attraction.	Oulle and Ilsa . It wasn't that it was so very bad. It was just incredibly average, yet it stayed in the charts for ages - even at No 1 for a while.	Kick Boxing . Horrible budget title that should have been terminated. Liked the falling-down pyrama bottoms, but that's a matter of personal taste...	Shadow Skimmer - Yes it's all very well bouncing around in wonder-tech gliderama but it does lose it's appeal very quickly	Any text adventure
3) If I hear that word again I'll go mad award	Ooer. Ooer is becoming so fashionable that Melody Maker uses it continuously. I foresee it being dropped rapidly. I nominate "Ere no 'ere misses"	Bonking. Some members of the gutter press found this to be a very funny word and so a lot of people said it. Seconded only by the word Condom	Spooky. Dame Edna has a lot to answer for	Horny. Usually shouted at attractive members of either sex by completely unattractive members of the opposing sex.	Amazing. Come on - what on Earth could possibly be really amazing about a computer game? I mean Great, Super, Fab but Amazing?	Sorry (as in 'sorry we haven't any pictures screen shots etc yet')
4) Best thing that could happen in 1988	There could be world peace and a new kind of chocolatey and yet nourishing chewy bar. Also the +3 could cost \$5.70.	I leave school and walk into a nice cushy office job with a lot of money and very little to have to do	Amstrade could sell a disc unit for 128K+2 owners...	That software houses could not send us any disgusting promotional items that lie in the office for a fortnight and then get horribly mutilated by Jim.	All current modes of transport are abolished (babe trains especially) and you'll be able to teleport around without being crushed, hit or throwing up	I win the pools and peace on Earth, end to famine, oppression etc.
5) Most obnoxious person on TV	No question about it the worst person on TV is, um, can I have more than one choice?.. Oh er um OK then Ted Rogers from 3-2-1	Anne Diamond. Need I say more.	Gloria Hunnford. The thing Sundays are worth not waking up for...	The Corkhills. Brookside used to be sooo cool, but now the Corkhills have mucked everything up. They're always shouting at each other. And they've got horrible wallpaper.	Bob Monkhouse. What a smooth chap. As hopelessly harmless as he may be, he's too nice for his own good. Even God isn't that nice.	Terry 'Bloody' Wogan he's worse than Annika Rice
6) Computer character you most like to see die	The Little Computer Person, yes I know it's tragic but I'm heartless.	Bark. What an annoying git he is, with his pot belly and rolling eyes.	I'm not sure I'd like to see anybody die...	Lion-O in Thundercats . Just gets thrown across the screen in a superbly, completely unsoundly violent manner. 'Triff	Exolon - A truly anticlimactic death. Straight up - feet in the air and land on your back. Inappropriate though amusing.	Lofty from Eastenders . I loved the way he turned green when he drank too much!
7) Least disappointing, quite good really licence of the year	Thundercats . Brilliant. I just wish Garycyle would do some of its own stuff again	Enduro Racer . Though it is but monochromatic, the humble Z80 has faithfully reproduced all the tricks of the arcade version.	720° . A really playable game, brilliantly recreated from the Atari original	720° I guess, everyone says how brilliant it was. Never saw it in the arcades, but anything for a quiet life.	720° Coin-ops may finally be able to allow themselves to be converted by Big Firms without feeling thoroughly apprehensive. A Great game.	Eastenders It was as BAD as The Series!!
8) Best Records and Films of 87	Akhenaten by Philip Glass (Look I'm sorry about this I know I should pick something like Joshua Tree by UB2 but I won't). Film? Full Metal Jacket	Hysteria by - Def Leppard. The tunes are amazingly groovy. Filmwise it's Star Trek IV . Throw away the sci-fi and bring in the comedy	Annie and Dave's Savage is just brilliant. As for films I loved Something Wild mainly for John Cade's choice of sounds.	The Life of Brian I know it's old, but it's the only film I can sleep through and not be disappointed. As for records, Whiplash Smille by Billy Idol.	Best record is easily Mei and Kim's pseudo-classical offering FLM . Best Film - Angel Heart . Mickey Rourke blows bubble gum better than anyone.	Poetic Champions Compose by Van Morrison (Who's he? - Ed). And for film: Crocodile Dundee
9) Best all around when you weigh it up Software House	Hewson - it just keeps putting out brilliant product Zynaps , Exolon , Nebulus phew!	Mastertronic. After not only churning out reams of successive successes, they do a deal with Hewson and bring out some more successes.	Hewson. Any company which can put out Zynaps , Exolon and Nebulus would be pretty fine - but also through its budget bit, Back-It , it's started putting out other good stuff	Dinamic. What potential. They gave us Game Over (which was good for a laugh if nothing else), Army Moves and Freddie Hardest	Ocean - big bad boys of a few years ago have finally turned over a new leaf and are releasing consistently worthwhile purchases.	The one who get me the best pictures
10) Favourite person of 87 other than myself	Jonathan Ross (Not actually)	Bruce Willis. After amazing me with his performances in Moonlighting and Blind Date , he then goes on to show how nice he is by mooning at his neighbours when told to apologise	It'd have to be Jenny Powell from No Limits . Here is someone clearly with several kangaroos loose in the top paddock... Sort of the mouth equivalent of MTV	Lofty from Eastenders . It's people like that that make you realise you're not such a hopeless moron after all	Andy from the pub. He's not very famous, but he looks a bit like Jim Davidson and he's a really nice bloke, so I figure he's worth a mention	My mate Kamakazi bear (OK, you can take that gun from my head now)

PLAYING TO WIN!

Andrew Hewson tells you how to play for Beeps . . .

This month we had an interesting letter from Viv Read enquiring about information with respect to the Spectrum 128. He asks Are any books available to help me develop the music *Play* command?

There is, so far, no definitive work available on this subject. The original documentation sent to software houses for the complete 128 machine was a mere 23 pages long. However, much of the information required to program music using the *Play* command is within the 128's manual, albeit in cryptic form. Here are a few hints to help you develop your knowledge of the 128's sound.

The Spectrum 128 has the ability to generate three notes at the same time. This multi-channel ability allows some quite impressive music to be created. The three channels can be played simultaneously by using a command such as *Play AS, BS, CS* where *AS, BS* and *CS* are strings of notes, each string representing a different channel.

Initially when learning the basics of this method for

simplicity only use the note commands C - B and the octave command O. I suggest that you confine yourself to only using eight notes or less in each string. This is advisable because you can view all the notes side by side. When you list a program long complex lines are hard to follow.

A book you might find useful at this stage is a keyboard chord book. These can be obtained at any music store. They vary in price from about a pound upwards. They list sequences of notes which have to be played to produce chords. For example the chord of 'C' is produced by playing the notes 'g', 'C' and 'E'

on the keyboard. To play this chord on the Spectrum simply enter *Play "g", "C", "E"*. Playing chords like this gives quite a pleasing effect and because there are so many it gives a good scope to create a wide variety of music.

The chord of 'G' is created by playing the notes 'g', 'B' and

Scroll in the display

Huw Loosley of Aberystwyth writes I want to find out how to scroll the Spectrum screen either in basic or machine code. Can you suggest a method?

The Spectrum display is bit-mapped from the 6K display file to the screen, ie the screen is divided into 256x192=49152 pixels and each bit of each of the bytes in the display file determines whether one pixel is illuminated. There are eight bits in each byte, 6144 bytes in the display file and 8 x 6144=49152 so for each bit there is one corresponding pixel.

The display file is held at the bottom of Ram between addresses 16384 to 22527 inclusive. if the number 255 is Poked into a location in this area of Ram a short horizontal line appears on the screen. For example

```
POKE 16384,255
```

causes a line to appear at the top of the first character position at the top left-hand corner of the screen. There are no breaks in the line because all the eight bits are set in a memory location containing 255. Thus line length is

$$1 \text{ byte} = 8 \text{ bits} = 8 \text{ pixels.}$$

Any other number Poked into the display file will cause a broken short horizontal line.

The order in which the mapping takes place from the display file to the screen can be seen using a loop of the form:

```
10 FOR I=16384 TO 22527
20 POKE I,255
30 NEXT I
```

This loop Pokes 255 into each memory location in the display file in turn. When it is Run the screen fills with horizontal bars which gradually cover the screen as the loop proceeds.

The first line appears at the top of the screen, the second appears eight locations below it and so on until there are eight bars in the screen. The ninth bar

appears below the first, the tenth bar below the second etc and then the seventeenth appears below the tenth. This method of stepping down the screen is repeated until the top third is completely filled. The second third and the final third are drawn in the same way. The same effect can be seen if a copy of the display is Loaded from cassette using the *Screen\$* command.

The display file only controls the illumination of each pixel. The colour information is held in the attributes file which occupies locations 22528 to 23295 inclusive in Ram. Thus the attributes file immediately follows the display file. Poking a number into the attributes file will cause the status of the *Ink, Paper, Flash* and/or *Bright* of an entire character position to alter. The following routine fills the screen with characters and then sets them one by one to flash in magenta on red:

```
10 FOR I=1 TO 22
20 FOR J=1 TO 32
30 PRINT CHR$(J+47)
40 NEXT J
```

```
50 NEXT I
60 FOR I=22528 TO 23295
70 POKE I,147
80 NEXT I
```

The order in which the

TABLE 4. A Basic program to scroll the Spectrum attributes from right to left

```
10 FOR I=0 TO 767
20 POKE 22528+I, INT (I/3)
30 NEXT I
100 LET A=22528
110 LET B=23295
120 LET D=1
130 FOR I=A TO B STEP D*32
140 LET S=PEEK I
150 FOR J=1 TO I+D*30
160 POKE J, PEEK (J+D)
170 NEXT J
180 POKE I+D*31,S
190 NEXT I
```

attributes are mapped to the screen is as one might expect, starting at the top left and working from left to right down the screen. Thus it is a straightforward matter to write a Basic program to scroll the attributes. An example is shown in Table 4.

Scrolling the Spectrum display file is a rather more difficult and whilst it is quite possible to write routines in

TABLE 5. Two machine-code routines to scroll the display file right by one character and left by one pixel, respectively

Assembly code	Numbers to enter	Comment
a) Right scroll by one character		
ld hl,22527	33 255 87	End of display
ld d, 0	22 0	
ld a,192	62 192	No of lines
ld b,31	6 31	32 character per line
dec hl	43	Previous byte
ld e,(hl)	94	into e
inc hl	35	and back to
ld (hl),e	115	display
dec hl	35	Repeat for entire line
djnz -7	16 249	
ld (hl),d	114	Fill final byte
dec hl	43	Repeat for each line
dec a	61	
jr nz, -14	32 242	
ret	201	Return
b) Left scroll by one pixel		
ld hl,22527	33 255 87	End of display
ld c,192	14 192	No of lines
ld b,32	6 32	32 characters per line
or a	183	Clear carry
rl (hl)	203 22	Rotate left
dec hl	43	Previous byte
djnz -5	16 251	Next byte
dec c	13	
jr nz, -11	32 245	Next line
ret	201	Return

TABLE 1 CONTROL OPTIONS

Control	Control number
0	Channel 1-Fine PITCH
1	Channel 1-Course PITCH
2	Channel 2-Fine PITCH
3	Channel 2-Course PITCH
4	Channel 3-Fine PITCH
5	Channel 3-Course PITCH
6	Noise Generator
7	MIXING
8	Volume 1
9	Volume 2
10	Volume 3
11	Envelope Length - Course
12	Envelope Length - Fine
13	Envelope Length - Shape

TABLE 2 MIXING SELECTION

Channels	1	2	3
1	62	60	58
2	60	61	57
3	58	57	59

Also: 1 + 2 + 3 = 56 and, to play on Channel 2 only use 2 - 2 the value 61



'D'. We could easily play the first chord 'C' in one octave and then 'G' in another octave by playing
PLAY "03g04g", 03C04B", 03E04D"
This will play two chords in a row. First 'C' in octave three and then will go up an octave and play 'G'

This is the simplest way to use the three-channel sound. The examples given in the Spectrum manual are a little more complex because most of them use volume effects which are not explained very clearly. It's worthwhile reading the chapters on sound wave theory in a basic physics book. These

Basic they would have little practical value because the large number of memory locations to be manipulated would make them very slow. Hence machine-code routines are more or less essential.

If a fast but rather jerky scroll is acceptable then each byte of a display line can be transferred to left or right.

If a smooth scroll is required then the content of each byte must be rotated, one bit at a time to right or left. After each rotation the final bit is displaced altogether and can be transferred to the next byte via the carry flag. Fortunately Z80 machine language is well supplied with suitable byte rotation instructions.

Thus, there are at least twelve ways of scrolling the Spectrum display - both the attributes and the display file can be scrolled character by character, and the display file can also be scrolled pixel by pixel. Each mode can also be scrolled in all four directions (and by calling two routines, one after the other, diagonal scrolling can be achieved).

It isn't practical to list all twelve routines in this column and so I have included just two examples as listed in Table 5. The examples were written by my colleague John Hardman and they illustrate the basic principles.

The routines can be loaded using an assembler or a simple decimal loader such as the following which Pokes each number in turn into the printer buffer:

```
10 LET I=23296
20 INPUT J
30 PRINT I,J
40 POKE I,J
50 LET I=I+1
60 GOTO 10
```

To call the routine enter *Rand Usr 23296*.

To scroll the attributes from left to right alter Lines 100, 110 and 120 as follows:

```
100 LET B=22528
110 LET A=23295
120 LET D=-1
```

usually explain in quite simple form the techniques for sound generation and give a little bit more understanding about how volume effects work.

With a little bit of thought and a lot of experimentation quite pleasing effects can be generated. Take for example this simple helicopter sound: Play "M8UX500W505(((B)))". Basically what this command does is to play the note B repeatedly. A volume effect of type 5, the rising sawtooth is used which vibrates the sound in such a manner as to give the vibrating type effect. The effect is turned on for a duration of 500 with the UX command. An 'M' channel command is used to turn on the noise effect in channel noise channel A. It is this combination of vibrating and noise which creates the full helicopter sound.

You can also control the Spectrum's sound chip directly by using the *Poke* command. Controlling the chip is quite simple. There are two ports which have to be written to. The first is the control port which selects which channel you want, its volume, envelope and other such information as described in Table 1. The other part is for the data you want to send to the control option.

The first control option you have to learn to control is the mixer, Number 7. This has to be programmed to select which channels you want to play your

TABLE 3

```
10 FOR I=1 TO 22
20 FOR J=1 TO 32
30 PRINT CHR$(J+47);
40 NEXT J
50 NEXT I
60 FOR I=22528 TO 23295
70 POKE I,147
80 NEXT I
90 OUT D, F
100 NEXT F: NEXT X
110 OUT C, 8: OUT D, 0
```

note on. For example to play on all three channels send the value 56 to the mixer. To play a note on Channel 1 only you need to use a program as follows:

```
10 LET CONTROL = 65533: LET DATA = 49149
20 OUT CONTROL, 7: OUT DATA, 62
30 OUT CONTROL, 1: OUT DATA, 20
40 OUT CONTROL, 8: OUT DATA, 14
```

To stop the sound enter *Out Data, 0*. The first line sets up two variables to point to the port addresses required. Line 20 sets the mixer to play on Channel 1 only. Line 30 then sets the coarse note value to 20, the right note. Lastly we give it a volume to play with and this we set to 14 by using control option 8. Table 3 lists a program for controlling the chip in this manner.

MUSIC MACHINE SAMPLE EDITOR

WORK-OUT Label: Quasar 83 Clerkenwell Road, London EC1 Author: Keith Turner Price: £9.99 (mail-order only) Memory: 48K/128K Joystick: none Reviewer: Chris Jenkins

A clever addition to a useful musical tool, which should interest any Ram Music Machine owner

Quasar's sample editor expands the capabilities of the Ram Music Machine. The Ram unit itself - a combined sampler/MIDI interface/sequencer - is perhaps the best bargain for musicians in terms of functions per pound, and the Quasar editor program is a neat extension.

The Sample Editor display shows a two-dimensional plot of the sample you have made using the Music Machine's own software. This can then be trimmed, renamed, changed in pitch and volume, or manually re-drawn, and re-saved to tape.

Useful in itself, but Quasar also promises further programs - a real-time/step/time MIDI sequencer, with clock sync and parameter passing, dedicated drum machine sequencing and score display/print. Also lined up is a sample synthesis program, which will be the first time this sophisticated technique has been possible on a computer as inexpensive as the Spectrum. Music Machine owners - check out Quasar on 01-987 3908.

★★★★☆ 8

FLEXICALC

WORK-OUT Label: Bibby 109 Randale Drive, Bury BL9 8NE Author: MR Bibby Price: £7.95 (mail-order only) Memory: 48K/128K Joystick: none Reviewer: Chris Jenkins

A powerful number-crunching program which can also manipulate text like a mini word-processor

Flexicalc is basically what's called a spreadsheet - a series of rows and columns into which you can enter numbers and text. The idea is you enter some numbers - like sales volumes - then define formulae by which you expect the numbers to change each month and it'll produce a projection of future sales. By changing the formula you can test out various theories such as 'at what point will I go bust'.

Flexicalc supports up to 80 columns of variable width. The only limit on the number of columns is the Spectrum's memory. A redefined character set is used to display up to 42 columns on the screen at any time.

Data entered in blocks can be of many types - numeric text, cash sums or different currencies. The difficult part is defining the formulae, which use the basic mathematical functions, constants, brackets and integrals, but cannot use more complex functions like RND.

You'll find Flexicalc hard to understand, even with the help of the manual which is prone to utterances like "if the next non-text line is another 'total' line, then the current level's total, in this case level two, is placed into the total line, added into the next level's total (ie level three) and zeroised". Wha...?

Competently programmed, but without being too dismissive, probably much more complex than most Spectrum owners could possibly desire.

★★★★☆ 7

CYBEX

ARCADE Label: Pirate Author: Chris Smith Price: £2.99 Memory: 48K/128K Joystick: various Reviewer: Tony Dillon

A boring mixture of an isometric 3D game and a maze game. Not much cop - overpriced, even on budget

In Cybex you play a droid who has to blow up a moon by collecting a password. To get the letters you have to collect them in alphabetical order from the 192 rooms of the complex on the moon. Boring... Various aliens roam the four decks of 48 rooms and these have to be either avoided or shot down. When all eleven letters of the password have been found you then must arrange them into an English word. This is done via use of the on-board computer. At the bottom of the screen is the computer, represented by six icons. These display the letters collected, quit the game, use transporter (if standing on one), exit computer, enter notepad mode and change control sensitivity.

Graphics are clear, though not overly so. The animation on the main character is good, and little touches have been included, such as the way the robot drops to a hover when it is not moving. Sound is OK, with a few spot FX, but the gameplay lets the game down. There just isn't enough in the way of action to keep even the most ardent player involved.

★★★★☆ 5

FOOTBALL & CRICKET

Sports Simulations from E & J Software (Established 3 Years)

..... SKILL TACTICS DECISIONS STRATEGY

4 CLASSIC Strategy Games packed with GENUINE & REALISTIC Features

PREMIER II - CAN YOU HANDLE ALL OF THIS? - Play all teams Home & Away - Unique & Comprehensive Transfer Market Features - Full Team & Substitute Selection - In-Match Substitutions - Named & Recorded Goal Scorers - Match Injuries - Team Morale - Transfer Demands - Full Squad listings of ALL teams showing details of ALL Players in the League - Financial Problems - 7 Skill Levels - Manager's Salary - Continuing Seasons - Offers to Manage Other Clubs - Full League Table - Attendances - Season Ticket Sales - Sackings - Save Game - Team Styles - Bank Loans - Match Receipts and SO MUCH MORE!

EUROPEAN II - THE MOST COMPLETE EUROPEAN SIMULATION YOU CAN BUY! - Home & Away Legs - Full Penalty Shoot-Out (with SUDDEN DEATH) - 2 IN-MATCH Substitutes Allowed - Away Goals Count Double (if DRAWN!) - Full Team & Substitute Selection - Extra Time - 7 Skill Levels - Disciplinary Table - Save Game - TEXT MATCH SIMULATION including: Match Timer, Named & Recorded Goal Scorers, Corners, Free Kicks, Goal Times, Disallowed Goals, Sending Off, Injury Time, Penalties, Bookings - Enter your own PREMIER II Winning Team and MUCH MORE!

WORLD CHAMPIONS - A COMPLETE WORLD CUP SIMULATION - Select Friendlies - Squad of 25 Players - Qualifying Round - 2 In-Match Substitutes - Disciplinary Table - Select Tour Opponents - Save Game - Change Player & Team Names - Quarter Final Group - Player gain experience as competition progresses - 7 Skill Levels - Extra Time - Penalty Shoot-Out - TEXT MATCH SIMULATION including: Bookings, Goal Times, Named & Recorded Goal Scorers, Injury Time, Corners, Free Kicks, Match Clock, Penalties - and MUCH MUCH MORE!

CRICKET MASTER - A SUPERB SIMULATION OF ONE DAY CRICKET - Captures the DRAMA and ATMOSPHERE of the One Day Game - Weather, Wicket & Outfield Conditions - Batting & Bowling Tactics - Team Selection - Fast, Spin & Medium Pace Bowlers - 4 Types of Batsmen - Select Field Layout - 3 Skill Levels - Wides - Byes - No Ball - Run Outs - Misfield - Dropped Catches - Scoreboard - Batting & Bowling Analysis - Run Rate - Run Single Option - 3 Game Speeds - STAR FEATURE: Complete Match Overview showing Ball by Ball Action & Commentary and MANY MORE FEATURES. Price includes a FREE pad of CRICKET MASTER Scoresheets.

Software availability	Spectrum		Commodore		Amstrad	
	Any 48 / 128	Disc +3	64 / 128	5 1/4" Disc	3" Disc	3" Disc
PREMIER II	£6.95	£10.95	£7.95	£10.45	£7.95	£11.95
EUROPEAN II	£6.95	£10.95	£7.95	£10.45	n/a	n/a
WORLD CHAMPIONS	£6.95	£10.95	£7.95	£10.45	£7.95	£11.95
CRICKET MASTER	£7.95	£11.95	n/a	n/a	£8.95	£12.95

GREAT VALUE buy any 2 Games and deduct £2.00 from total
 SUPERB VALUE buy any 3 Games and deduct £3.00 from total
 FANTASTIC VALUE buy any 4 Games and deduct £5.00 from total

All Games available by MAIL ORDER for IMMEDIATE despatch by 1st Class Post. Prices include P & P (add £1.00 outside UK) and full instructions.
 PLEASE STATE MACHINE AND SPECIFY TAPE or DISC.



Send to: E & J SOFTWARE, Room 1, 37 Westmoor Road, ENFIELD, Middlesex EN3 7LE

BYRITE SOFTWARE

£1.99 EACH SPECTRUM

Ballblazer, Les Flics, Frankenstein, Sorderons Shadow, Sai-Combat, Action Reflex, Moonlight Madness, Bizzicom Small Trader, Double Take, Ice Temple, Prodigy, Revolution, Zoids, Valhalla, Cop-out, Equinox, Mermaid Madness, Spec-Graf, Excel, Fighting Warrior, 3 Weeks in Paradise, Battle of the Planets, The Evil Crown, Starquake, Skyfox, Future Knight.

£2.99 EACH SPECTRUM

Dynamite Dan 2, Martianoids, Infiltrator, Nether Earth, Bubbler, Heartland, Back to the Future, Krakout, Dragons Lair, Goonies, Rescue on Fractalus, Strike Force Cobra, Visions Snooker, Donkey Kong, Grange Hill, Galaxian, Southern Belle, Legend of Kage, Return to Oz, Arc of Yesod, Mission Omega, Noseferatu, Empire, Mario Bros, Galvan, Uridium, Astro-Clone, Sir Fred, Hive, Koronis Rift, Monty on the Run, Fat Worm, War, Butch Hard Guy, Temple of Terror, Skooldaze, Miami Vice, Rogue Trooper, Sky Runner, Nemesis the Warlock, Xenon, Kinetik, Elevator Action, Deep Strike, Play Your Cards Right, Night Gunner, The Eidolon, Red Scorpion, Indoor Sports Compilation, Hacker, Boulderdash, Boulderdash 2, Comet Game, Gunrunner, Dandy, Agent Orange, Ranarama, Tapper, Tempest, Explorer, Xarq, Hijack, Orbix the Terrorball, Colour of Magic, Pulsator, Split Personalities, Nemesis, Bykonami, Jailbreak by Konami, Hardball, Crystals Castle, Vu-Calc, Pyracurse, Sigma 7, Wibstars, 10th Frame, Express Raider, Way of the Tiger, Pole Position, Highlander, Best of Beyond Compilation, Thanatos, MS Pacman, Moon Cresta, Mailstrom, Katrap, Dark Empire, Life of Harry, Football Manager, PSI-5 Trading Co, Fighter Pilot, Mikie, Cosmic Shock Absorber, Rebel Planet, Scott Adams Scoops Compilation, Unbelievable Ultimate Vol 1 Compilation, Argus Press 30 Game compilation, Greyfell, Deactivators, Triaxos, Deadringer, Deathscape, Fifth Quadrant, Alien Evolution, Mountie Micks Deathride, Brainstorm, Tujad, Pub Games, Dog Fight 2187, Hybrid, Stole Million, Now Games Three, Killer Ring, Impossaball, Trap, Bride of Frankenstein, Splitting Image, Wizards Lair.

£3.99 EACH SPECTRUM

Leaderboard, BMS Boxing 128, The Planets 128, Durrell Big 4 Compilation.

UTILITIES & PERIPHERALS

Currah micro-slots £2.99 each.
 Alphacom thermal paper 5 rolls for £10.95 inc p&p
 Rotronics Wafadrives (no word proc) +1 free 64K wafa £71.49 inc p&p
 Cheetah Sepcdrums £25.00
 SPINNAKER EDUCATIONAL SOFTWARE ALL £1.99 EACH
 Ranch, Aegean, Voyage, Up & add em, Dance fantasy, Number tumbler, Alphabet zoo, Kinderkomp, Make a face, Logic levels, Kids on Keys, Fraction fever, Multiprint £36.50, Multiface 1 £36.50, Multiface 128 £41.50, Multiface 3 £41.50, H/soft dev pac £14.50, H/soft basic £22.50, H/soft pascal £22.50, H/soft C £22.50
 ALSO WE CAN SUPPLY ANY UTILITY AT 20% OFF THE RRP

SPECTRUM NEW TITLES

Big 4 Vol 2 £6.95, Thundercats £5.55, Meanstreets £5.55, Star Wars £6.95, Jackal £6.25, Five Star Games Vol 3 £6.95, Nebulus £5.55, Rygar £5.55, Sorcerer Lord £9.00, Ace Two £6.25, G Linekers Football £6.25, World Class Leaderboard £6.25, Game Set Match Game £9.00, Renegade £5.55, Bubble Bobble £5.55, Freddie Hardest £5.55, Gunships £6.95, Indiana Jones £6.25, Trantor £6.25, Solid Gold £6.95, Super Sprint £6.25, Mercenary £6.25, J Nipper 2 £6.25, Hysteria £5.55, Action Force £6.95, Bobsleigh £6.95, Basil GT Mouse Detective £5.55, Slaine £6.25, Hit Pack Six Vol 2 £6.95, F15 Strike Eagle £6.95, Taipan £5.55, Wizball £5.55, Road Runner £6.25, Silent Service £6.95, Dark Sceptre £5.55, PHM Pegasus £6.25, Deflektor £6.25, IQ £6.25, Game Maker £6.25, Games Compendium £5.55, Mask Two £5.55, Outcast £6.25.
 DON'T FORGET WE CAN SUPPLY ANY FULL PRICE GAME NOT LISTED AT AN AMAZING 30% OFF THE RRP. JUST FORWARD YOUR CHEQUE WITH THE GAME REQUIRED

Plus £1 p&p; 1-3 titles 75p
 3 or more £1.00

Please note that cheques must be made payable to:

BYRITE SOFTWARE

Department 2, 17 Leofric Square
 Eastern Industry, Peterborough
 Cambs. Tel 0733 313870

WE ARE ON PRESTEL

SHEKHANA COMPUTER SERVICES

ORDER BY CREDIT CARD HOTLINE 01-348 2907 (24 hrs)

SPECTRUM		SPECTRUM		SPECTRUM	
OUR PRICE	OUR PRICE	OUR PRICE	OUR PRICE	OUR PRICE	OUR PRICE
Bubble Bobble 5.95	Magnetron 5.95	Psycho Soldier 5.95	Rastan 5.95	Victory Road 5.95	Lucasfilm 4 7.99
Out Run 6.99	Nebulus 5.95	Through the Trap Door 7.50	Bravestarr 6.99	Rampage 7.99	Galactic Games 5.99
Druid II 5.95	Roy of the Rovers 7.50	Ramparts 6.99	Iron Horse 5.95	Knightsmare 7.50	Charlie Chaplin 7.50
Barbarian 7.50	Eye 7.95	Advance Tactical Fighter 6.95	Gnome Ranger 7.95	Yogi Bear 7.50	Super Hang On 7.50
Flying Shark 5.95	Dark Septre 5.95	Ikari Warriors 5.95	Live Ammo - Ocean 7.95	Pegasus Bridge 10.95	Thunder Cats 5.95
Spy v Spy III 7.50	Football Manager II 7.50	3D Game Maker 7.95	Not a Penny More 12.95	Driller 11.95	Compendium 5.99
Conflict I 10.95	3D Game Maker 7.95	Napoleon at War 7.50	The Double 9.95	Blood Valley 5.99	SEGA SYSTEM
Mask II 5.95	Desert Rats 7.50	The Double 9.95	Nihilist 7.50	Master System 99.95	Light Phaser 44.95
Out Cast 7.95	Game Set & Match 10.95	Space Harrier 24.95	Desert Rats 7.50	Space Harrier 24.95	Rocky 24.95
Master of Univ-movie 5.95	Blitzkrieg 7.95	World Games 6.99	Blitzkrieg 7.95	World Class L/board 6.99	Ace II - 128K 7.50
Super Sprint 7.50	World Class L/board 6.99	Freddy Hardest 5.95	World Class L/board 6.99	Freddy Hardest 5.95	Ringworld 7.50
Tank 5.95	Jackel 5.95	Scalextric 7.50	Bankok Knights 7.50	Judge Death 7.50	Pacs Land 7.50
Nemesis 5.95	T.T. Racer 7.50	California Games Disk 10.95	California Games 6.99	Jewels of Darkness 10.95	Silicon Dreams 10.95
Rygar 6.99	Starglider 10.95	Last Ninja 7.50	Animator I 7.50	Enduro Racer 7.50	Football Director 6.99
Impossible Mission II 6.99	Red L.E.D. 6.99	Elite 9.95	Theatre Europe 4.99	Azi't'm Head Alignment 4.99	Battle of Britain 4.99
Red L.E.D. 6.99	Elite 9.95	Theatre Europe 4.99	Azi't'm Head Alignment 4.99	Battle of Britain 4.99	Game Set & Match 10.95
Blitzkrieg 7.95	World Games 6.99	Freddy Hardest 5.95	Scalextric 7.50	Bankok Knights 7.50	Judge Death 7.50
T.T. Racer 7.50	California Games Disk 10.95	California Games 6.99	Jewels of Darkness 10.95	Silicon Dreams 10.95	Starglider 10.95
Last Ninja 7.50	Animator I 7.50	Enduro Racer 7.50	Football Director 6.99	Road Runner 6.99	Artist II - 48K 12.95
OCF Art Studio 10.95	Arnhem 7.50	Renspade 5.95	Gunship 7.50	Sentinal 5.95	Tai-Pan 5.95
Paper Boy 5.95	The Pawn - 128K 10.95	Artist II - 128K 14.95	Jack Nipper II 5.95	Silent Service 7.50	Salamander 5.95
Star Wars 7.50	Aliens - US version 7.50	Psycho Soldier 5.95	Compendium Plus 3 199.90	Kempston Interface 7.95	Multiface 128 or 3 44.95
Plus 2 Lead 26.95	Multiprint 44.95	JOYSTICKS	Comp Pro 5000 Clear 15.95	Micro Handler 24.95	TAC 3 Joystick 12.99
TAC 5 Joystick 13.99	Cheetah Mach 1 14.95	Cheetah 125 Special 12.99	Konik - Autofire 12.99	Koniks Joystick 11.99	Professional Plus 19.95
Comp Pro Extra 15.95	Comp Pro 5000 14.95				

Mail Order: Cheque/PO payable to: S.C.S. (YS), 655 Green Lanes, London N8 0QY
 P&P inc in the UK, Europe add £1 per item, elsewhere add £2 per item. Add £5 per machine P&P.
 Personal callers can pick up above discount software from our shops on production of this advert to: S.C.S., 221 Tottenham Court Road (open 6 days a week 10.00-18.00) (near Goodge Street tube station)
 Or at S.C.S., 655 Green Lanes, London N8 0QY (near Turnpike Lane tube station). Open 7 days a week and only available from Green Lanes shop.
 Access and Visa cardholders hotline ring 01-348 2907 / 340 8565 / 631 4627
 Credit card orders despatched same day - subject to availability.
 Software also available for C64/AMSTRAD/BBC/ATARI/ST/PC/NINTENDO/MSX

BINGO

A super bingo caller that lets all the family play the game and even looks after Auntie Mabel's card for her.
 Complete with cards.

WORD SQUARES

Everyone's favourite word game now on the Spectrum. Tired of shooting 'em up? Exercise your brain with WORD SQUARES.
 Two tapes available, save game feature.

Bingo	@ £5.95 -
Word Squares 1	@ £4.95 -
Word Squares 2	@ £4.95 -
Word Squares 1 & 2	@ £8.95 -

Post and packing 1.00
 (ALL 48K SPECTRUM) £

THE COMPUTER PARTNERSHIP LIMITED
 BCM BOX 5844, LONDON WC1N 3XX

SEGA

COMMODORE

SPECTRUM

SPECTRUM



WOOLWORTHS ▶ TOP 30 ◀ COMPUTER SOFTWARE

DECEMBER 1987



SEGA

SEGA



POSITION	TITLE	SOFTWARE HOUSE	MACHINE TYPE	PRICE
1.	Combat School	Ocean	Spectrum	7.95
2.	Thundercats	Elite	Spectrum	7.95
3.	California Games	U.S. Gold	C64	9.99
4.	6 Pack II	Elite	Spectrum	9.95
5.	World Class Leaderboard	U.S. Gold	Spectrum	8.99
6.	Indiana Jones	U.S. Gold	Spectrum	8.99
7.	Renegade	Imagine	Spectrum	7.95
8.	World Class Leaderboard	U.S. Gold	C64	9.99
9.	6 Pack II	Elite	C64	9.95
10.	Indiana Jones	U.S. Gold	C64	9.99
11.	Gunship	Microprose	Spectrum	9.95
12.	Renegade	Imagine	C64	8.95
13.	Nebulus	Hewson	Spectrum	7.95
14.	Star Wars	Domark	Spectrum	9.95
15.	Thundercats	Elite	C64	9.95
16.	Match Day II	Ocean	Spectrum	7.95
17.	Star Wars	Domark	C64	9.95
18.	Airbourne Ranger	Mircoprose	C64	14.95
19.	Computer Hits 4	Beaujolly	Spectrum	9.95
20.	Thundercats	Elite	Amstrad	8.95
21.	Live Ammo	Ocean	Spectrum	9.95
22.	Action Force	Virgin	Spectrum	9.95
23.	720'	U.S. Gold	Spectrum	9.99
24.	Bubble Bobble	Firebird	Spectrum	7.95
25.	Buggy Boy	Elite	C64	9.95
26.	Computer Hits 4	Beaujolly	C64	9.95
27.	Zig Zag	Mirrorsoft	C64	9.95
28.	Bubble Bobble	Firebird	C64	8.95
29.	Ace II	Cascade	Spectrum	8.95
30.	Action Force	Virgin	C64	9.95



COMMODORE

COMMODORE



SEGA



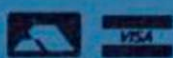
Mastertronic games at £1.99 and £2.99



SEGA

SEGA

SEGA



* At selected larger stores.
* Items subject to availability

SEGA

COMMODORE

SPECTRUM

SEGA

SPECTRUM



FIREBIRD



SEGA



CHRISTMAS CRUD

These are the things you dread finding in your Christmas stocking. The tat that someone buys at the last minute to shut you up.

The only thing to do with this lot is to pass it on to your worst enemy...

● CILLA BLACK'S BLIND DATE - the paperback! Now you can see the process by which the world's most embarrassing TV series is made. See Cilla carefully rehearsing her ad-libs! See the production team laughing at the photos of the competitors! See Desmond and Debbie on their date in a sausage factory! Plus a complete rogue's gallery of *Blind Date* contestants! All this stomach-churning stuff in colour for £3.95 at all bad bookshops!

● Durr... thump. THE PUNCHING PUPPET, which bears an uncanny but unlicensed resemblance to Rocky-'Sylvester-Rambo'-Stallone-Balboa, packs quite a wallop. Stick it on your hand, manipulate the levers, and his spindly arms shoot out and hop people in the eye. The



tastefully-sculptured head is decorated with bruises and a typical sneer. £3.99 from the Reject Shop to you, Sly.

● Back to the cultured world of publishing with a feast of socially significant titles: ANITA DOBSON'S MY EASTEND tells the heartwarming story of the plucky actress who, despite years of training and honing her performing skills, ended up in a cruddy soap opera.

● Even tackier - from the BBC itself - is EASTENDERS - THE INSIDE STORY by producer Julia Smith. £8.95 for all the facts, and a further £4.99 will get you the EASTENDERS CALENDAR 1988, featuring smirking colour portraits of Benny, Rita Fairclough, Albert Tatlock and all the other lovable Cockney Bigots (surely some mistake here - Ed).

● Talking of bad taste, why not get someone who doesn't play

OUTLAW

golf the most useful present imaginable - fluffy golf club covers, at £9.99 for a doggy-dog, a foxy-wox or a sharky-wark (a sharky-wark???)

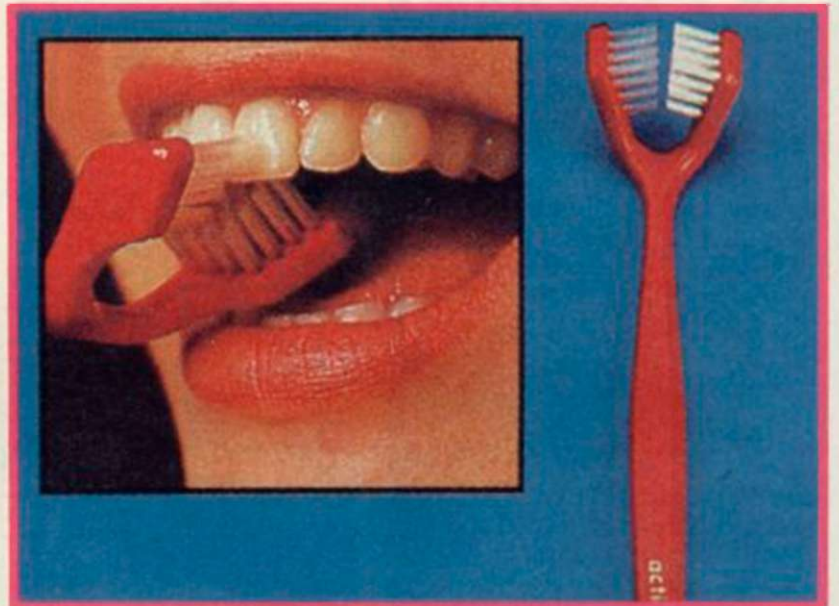
● Available from Accolade mail order, as is the amazing flexible DOUBLE-HEADED TOOTHBRUSH at £2.99. Brush the inside and the outside of your teeth at the same time! Over an average lifetime, you can save almost forty-seven minutes of brushing tedium!

● If you find fast food uneatable, you might prefer to sit on it

instead. For £9.95 you can get the HOT DOG CUSHION, complete with fabric pickle, mustard, mayonnaise and those little pink bits that no-one can ever identify.

● Finally the ultimate unwanted gift for the stinker in your life - PORKY McFART, the naughty pig. Porky is a gorgeous pink plush piggy with an innocent expression and a T-shirt bearing the legend 'Stinker'. Just squeeze his little tummy, and PSSSTHTHTHTPPPP! £11.99 for the noisiest little piggy of all!

CHRIS JENKINS



VIDEO SENDER

Be a television station with the **Video Sender**, an inexpensive box of tricks which sends pictures from your computer, video recorder or television hurtling through the ether to lots of other televisions.

The **Video Sender** plugs into the video and audio outputs of your video machine (or your Spectrum, if you wire up the right lead). Plug in its 12V power supply and extend the aerial, and it will then transmit the video/audio signal to any television with an indoor aerial within a range of about 60 ft.

You can run a video tape and watch it in another room; run your Spectrum and video recorder at a distance; or transmit video signals to an unlimited number of TVs for demos without the need for an expensive video mixer and lots of wiring. You may need joysticks with awfully long leads however...

The **Video Sender** is an amazingly reasonable £35.50, and is available from Phoenix Communications, 31 Nightingale Lane, Feltwell, Norfolk IP26 4AR, 0842-827267.

CHRIS JENKINS



LANDS

COIN OP OF THE MONTH

Subtle it isn't. Operation Wolf, from Taito, is a no-holds-barred blast 'em up of jungle violence. It is, though, a darned good game which calls for a steady hand and super fast reflexes.

The storyline's not much cop - alone in the jungle, one man against the marauding enemy, rescue the hostages - the usual. But the frenetic action more than makes up for the lack of originality.

A machine gun perched on the outside of the cabinet is your weapon - a frightening looking beast with a built in mortar rocket to 'smart bomb' the enemy hordes when the going gets tough.

You start off at the Communications Depot - all is quiet. Suddenly a bullet zings past your left ear, an enemy sniper pops out from behind a tree and lets fly with deadly accuracy. Finger on the trigger you let out a short burst, the air is thick with bullets and the baddies start to fall. The enemy now attack from all directions, some appearing almost under your nose, other smaller figures shooting from the safety of buildings in the distance. The illusion of depth is excellent.

Looking down the barrel and actually hitting a sniper takes a bit of practice, but when you've got the hang of it the fun really begins. Bonus points are scored for hitting condors, coconuts and other objects with extra ammo

and rockets grabbed by shooting at magazines which appear at random. These contain only 30 bullets and soon wasted if you just squeeze the trigger and spray the area. Short bursts of fire are much more accurate and you'll need to conserve your ammo to clear the screen of all the baddies.

Knives and grenades are also wizzing around, damaging your health status alarmingly when you're hit. If you're quick, you can shoot a grenade or knife out of the air as it hurtles towards you. It takes practise and a lot of luck though.

There are six scenes in all, plus bonus screens where objects must be shot for extra points. Your journey will take you through jungle, villages, a concentration camp and finally the airport. Innocent civilians tend to pop up in each screen and obviously care must be taken not to kill them. This is especially important in the concentration camp - don't blast the guys you're there to rescue.

At each stage there are more enemy to tackle and a small increase in ammo. The pace of the game gets faster, and there's less time available. The action doesn't let up for a minute.

Operation Wolf is extremely fast and addictive. It's also very violent and tasteless. Personally I enjoyed it and it's doing well in the arcades.

CLARE EDGELEY



TOP TEN COIN-OPS JANUARY

Operation Wolf
Guerilla Wars
Street Fighter
Xenophobe
Rabbit Punch
Tiger Mission
Terror Force
Double Dragon
Time Soldier
R-Type

Taito
SNK
Capcom
Bally
Tad Corporation
Capcom
Nichibutsu
Taito
SNK
Irem Corporation

This list is compiled from one arcade in London's West End. Thanks John Stergides of Electrocoin



C5 RIDES AGAIN

Where Sir Clive got it wrong, Hoskyns might have got it right. This Christmas stocking-filler is the electric Batterycar, sponsored by Hoskyns Computer Services and built from all-British components by Carl Bowers. You don't have to pedal it, it doesn't let the rain in, and it achieves speeds of up to 60 mph. In fact, in November the Batterycar completed a trip

from one end of the M25 to the other without recharging.

The Batterycar is a one-off design project, but it's been so successful that there's talk of it going into commercial production. If it does, will Sir Clive be first in the queue to part-exchange his C5?

CHRIS JENKINS

SKATEBOARDS ARE BACK

To everyone's amazement, skateboards are back in fashion so here's a quick guide to buying a board to fall off in style.

● For beginners there are one-piece plastic cheapies such as the £7.95 ProStar - OK until you get your balance, but don't take it to the skate park if you value your street-cred.

● For real exhibitionists, the £13.99 Shiner series comes in luminous polyurethane. Showy, but quite a substantial buy featuring a 23x6 inch "kick-tail deck" (an angled body for flashier stunts) and 6.5 inch "double-action trucks" (axles). Don't worry about the jargon - it gets worse.

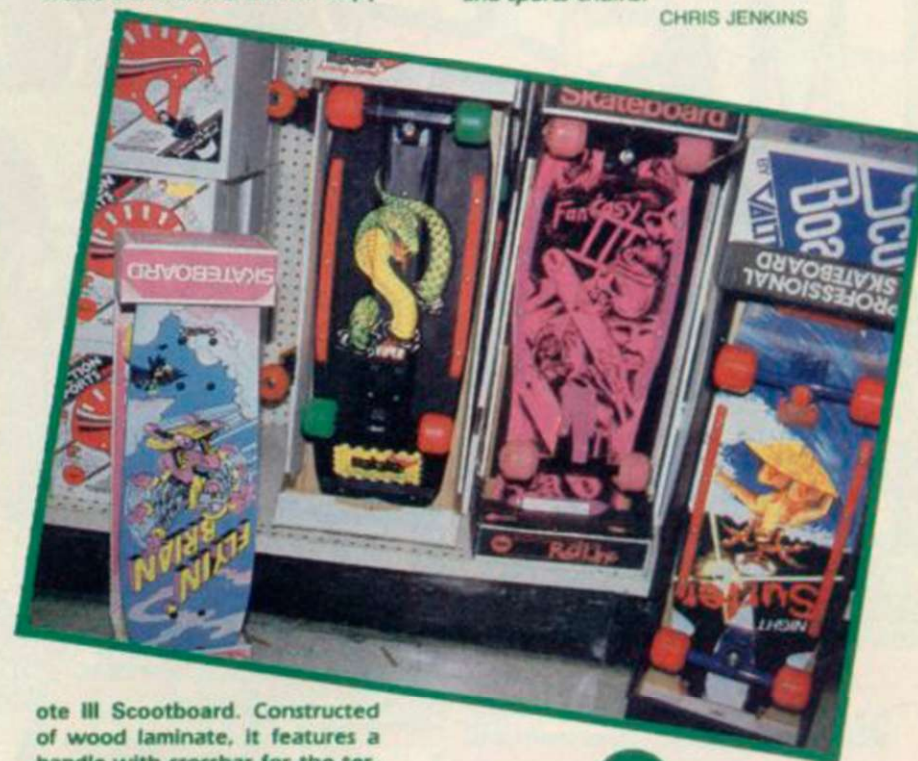
● Only utter weeds and wets would think of the £44.99 Copy-

Unless you're tempted by novelties like the stumpy Nash Doz'R Board (fits your locker, kids!) the ultimate must be something like the £49.99 Makaka Viper. Constructed of honeycomb graphite, with steel axles, urethane cushions, grab rails and skid plates, and high-impact wheels, the Viper has a 10.5x30 inch concave deck with an 18.5 degree kick-tail.

● You can pay more for a skateboard - the plainer wide-wheeled Variflex HiTail costs £59.95 - but remember that you'll also have to budget for the full kit of pads, helmet, and first aid box.

All models mentioned available from Toys 'R' Us and other toy and sports chains.

CHRIS JENKINS



ote III Scootboard. Constructed of wood laminate, it features a handle with crossbar for the terminally wobbly. Fortunately you can remove the crossbar once you're more confident.

● More sophis is the Gretec Flyin' Brian, a 27x7.5 inch wood laminate kick-tail deck with aluminium trucks. Spend a bit more - like around £50 - and you can get boards decorated with slogans - like 'Skate or Die', 'Night Surfer' and 'Snake Rattle and Roll', including gimmicks such as polyurethane "grab rails" mounted underneath.



JUST THINK

FRANKIE



What if you could buy all these hit games in a special pack for the price of one... Wouldn't that be fantastic?

And what if there was an extra FREE game included – say the best selling martial-arts simulation "Yie Ar Kung Fu". Wouldn't that be sensational?

WELL NOW YOU CAN!

It's called...



FRANKIE



SEVEN

And of course it's courtesy of



You can buy it on December 1st O.K.?

SPECTRUM, AMSTRAD, COMMODORE CASSETTE

9.95
17.95

DISK

Ocean House · 6 Central Street · Manchester · M2 5NS · Telephone: 061-832 6633 · Telex: 669977

Anyway, after the self-aggrandisement let's get back to work, beginning this month with

Dragontorc.

It may be getting on a bit but David Murphy of the Transvaal has been 'struggling on it for almost two years now. Could you please tell me where the Key to the Vaults of Locris is and how to reach it?'

The key is in Sanctuary which lies in the Witchwoods. By this point you should already be in possession of a hemisphere. Follow the instructions you'll find to obtain a wand and use it to get Light and a Jewel. You can exchange the Jewel for a Half-moon and complete the moon with the hemisphere. Now tame the magic sword with the wand, drop the wand and chop a tree down to make a broom. Sweep away nearby rubbish and apply the sphere to gain entry to Sanctuary.

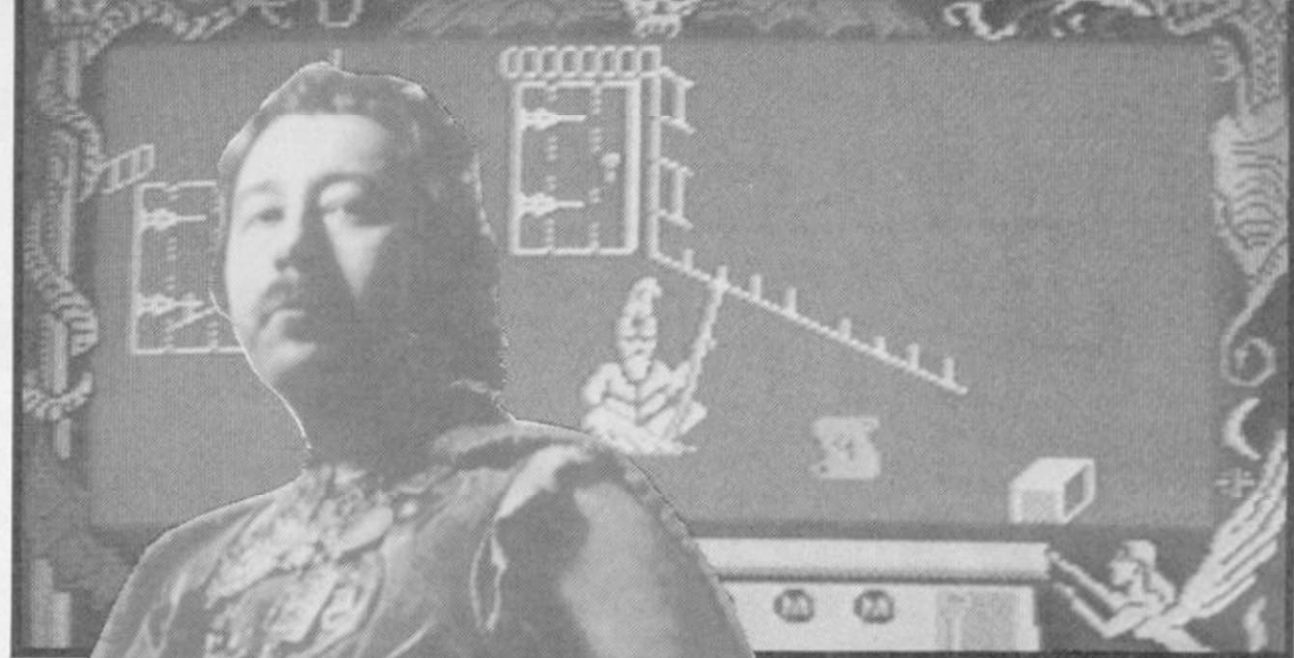
Sanctuary is already infested by a winged demon and his horde of goblins. These can be killed using the Missile spell and you can protect yourself against the demon's shots with Mantle. You may now walk into a 'cursed' scroll - this will transport you to a doorless cell whose exit can be found by using the leyrod. If you uncurse the scroll with the sword you'll be informed that the Vault is opened by the Sunkey. You must find it - in fact one of the goblins is carrying it. Hopefully this will see you on your way a bit in what is a very complex and demanding game.

Waxworks

next and a set of questions from Benjamin Lynes, Yarmouth. "I've been working on it for three months and I'm still puzzled. What use is the crowbar and how do I get the flute? How do I get through the crack in the dark passage? Does answering the question in the Ascent of Everest exhibition help me, and if so how?"

OK then, the crowbar. This is only of any use near the end of the game and will open the sarcophagus in an Egyptian temple. The flute however is much more use, much earlier on - as I've mentioned before it lures the rats in the sewers. It's obtainable from the effigy of the Pied Piper in the Enchanted Woodland tableau. This is reached by first rubbing the lamp from the junk-room, which gets you into Aladdin's Cave. Now go down to the Woodland and 13.5.

Ignore the crack, it's a red herring but answering the Everest question is important as it makes a rope appear in



GORDO'S HELPLINE

In a harsh world it's nice to feel appreciated, even when you're as famous and glamorous as me (Who does this guy think he is? - Ed). So being sent a game through the post and finding you're one of the characters is fairly chuffing to say the least. The adventure in question is **Monster**, written for the 128K with Gilsoft's **PAW** system by David Haggarty of Kilmarnock.

Monster has about 120 locations with graphics, some of which are up-dated by events occurring in the game. There are also 'pseudo-intelligent' characters who wander round the game - one of whom is my gracious self acting as a free *Help* feature as well as playing my own role as landlord of the Dancing Ogre, where you can stay if you've got enough cash. The game is set in the usual fantasy landscape, riddled with magic and mayhem and gets progressively more difficult as you go along. Like most independent writers David is having trouble trying to market the game but wants to try this approach before facing the prospect of selling by mail order. I'll let you know as soon as one or the other happens - pull your fingers out you software firms, any game featuring Gordo has got to sell! By heck I'm a conceited creep, eh? No correspondence will be entered into on this topic.

the rustic well and is essential for progress in the game. The correct answer is of course 1953.

Custerds Quest

is a spoofy medieval adventure from Power House. First, oodles of thanks to Peter Kirk of Chester-le-Street for hacking out a solution for me and then on to Tony Faulkner's plea "I've managed to get past the angry peasants, rescue the

essence here and, since Tony's already freed the princess, I'll provide the rest of the solution from that point - very near the end of the game: Free the girl then take the photo and wait to be transported. Now take the rod and wave it. Cross and give the watch to the time beast. Go In, Up, Up and then throw the bomb, throw the axe and drop the photo.

John Docherty makes me an offer I can hardly refuse in his letter. Scribbles John, in heavy Italianate style 'The Godfather says if you don't tell him how to escape the black car and how to safely board the bus in

Mafia Contract 2

things will get very nasty for you.' Then follows various unpleasant though ingenious threats mainly relating to my kneecaps etc, etc. Just watch it Johnny boy - there are a few orcs up here at the Ogre who have lotsa practice in making cement goloshes.

Undeterred by these puny threats I'll still give John what he needs, in the shape of Haris Hukic's full solution to the game. Drop Haris a line at Koste Abrasevica 12, 71000 Sarajevo, Yugoslavia if you want a distant adventurer pen-friend.

Open the drawer and take the keys. Now unlock and open the door, go W and unlock and open the next door. Take the gun and grenade and head E three times. Kill the man, D, S and take the meat. N, E, S. Here's the car - unlock and open the door, start car and drive N, N, N, E, W. Unlock the trunk and open it. W, S, throw the meat. Shoot the padlock, open the door and take the gloves. Wear them. Now E, N, E and take the cutter.

Head W and cut the fence. Now go N and W and wait at the bus stop. R, Y, N, W, S, W, W. Drop the cutter and the gloves and open the door. Y, W, W, N and open door again. U and open yet another door. Now kill the man and head S, D, W, N, E. Kill yet another man, search his body and take the card (awfully violent this, isn't it - GG). W, S, S, E, E, E, E, N, E and wait.

Now go N, E, N, N and press the first floor button in the lift.

Open the door, kill the man, search his body. Now drop the card and take the pass. W, N and



GORDO'S HELPLINE

open yet another door. Pull pin out of the grenade and throw it. S, S, insert the pass and press the penthouse button. (Wait for it chaps - GG) Open the door, kill the man and S, S. Now press first floor again and open the door.

Take the card, go W and press ground. S, W and wait. S, W, S, W, W. Open the door, W, unlock the safe and enter 7534. Now you can open the safe, take the documents and go E, E to finish.

Helluva lotta doors in this game, innit?

Sean Durrell, location indecipherable, tells me he's been playing

Moron

from Atlantis 'and I've got nowhere with it. I hope you can help. I can get the Droid working and get to open the door

where the Junk is but I can only get one part of the Power Pack. I haven't found any of the Pillars of Time so really I'm no better off then when I started.'

I'm afraid my answer to this problem is likely to infuriate you but I'll brave the storm. There are supposed to be two parts, Plus and Minus, to the powerpack which will operate a helpful robot. The pieces are behind the locked door which the droid can open for you. The droid needs a Fuel Cell to run itself and finding one is no great hardship.

Alright, so you power-up the droid and open the door. You'll then find that you can only take one of the powerpack portions at a time and that as you exit with the one you've got the door shuts behind you. It seems like you're going to need a new fuel cell to power the door droid again, to open the door to get the pack. Huh! In fact my sources tell me that there is no second, functioning fuel cell and because of that it's totally impossible to get the robot to help you!

All this fiddling around is really just a gigantic red herring that's conned you into wasting a lot of time and energy. Give up on this and just keep looking for the Pillars. Do remember that you must collect the pillars in order, ie first, second and third. If you aren't carrying number one you can't pick up number two. Bit of a pain really.

GREATBELLY'S THINGY

DOOR

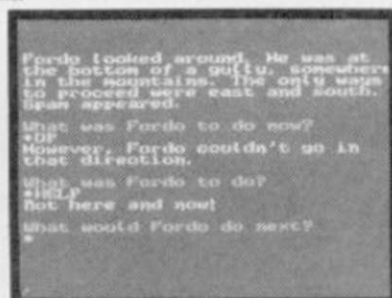
12: SOUTHEAST 13: EXAMINE 14: TRAP-BRACKET 10: STEPLADDER 11: VERGE 9: 5: PIED 6: DROP 7: REINS 8: OPEN 1: MUDDY 2: EXCHANGE 3: FLICK 4: GO

Finally Sean would also like to know how to escape the Silent Room with the deaf aid. 'I couldn't get out of there no matter how hard I tried,' he says. To get the systems in this room to hear you you'll have to type *Shout*.

Over the months I've received a steady trickle of letters with problems faced in the now aging

Bored of the Rings.

For instance, Robert Ford of Bracknell couldn't get out of Morona Caverns in Part 2 whilst Stepod the Bard of Stalybridge can't open the door in Tirith Belicom. Lord Flash of Prescott still doesn't know how to get the coin from the vending machine and a



host of others can't get hold of the scissors in the Kremlin's bar. To stem this tide of moans I'll run the solutions to Parts 2 and 3, starting this month with Part 2. Our thanks are due to Mark Thomas who sent in this solution many moons ago.

In the great hall insert the battery that you find which will then deliver a coin. Take the coin and go S. Move the mat and pick up the key that you find. Unlock the door and go W to find a rug. Move it and go down, then pick up the treasure. Go back up and pick up the rifle.

Now buy the map and enter the maze. The path to follow is E, N, E, E, S, W, S, E to an alcove where you'll find a picture of Sylvester Stallone. Now W, W, S and drop the poster. Don't hang around here too long or you'll get a horrible disease from the monsters. Go N, W and press the red button. Goodbye Grandalf, but on with the game.

Proceed S to the cave entrance then S, W to find the rope. Pick it up, go E to De Lorean and plant the beans. E, S, S, E to board the raft which will eventually drift ashore beside a campsite. When you

see the Nazal shoot it with the rifle and the C5 will be destroyed. Board the raft again and it will then land on the west bank. Take the coin, W, U to find a telescope. Insert the coin and look through it, then return to the raft and board it again. End of Part 2 - the password for Part 3 is Trevor and Derek. Good luck.

That's yer lot. Til next moon.

GORDO GREATBELLY

Information Exchange

● **Adventure Probe**, a fanzine you've heard a lot of from me, is now producing a sister publication called **Soothsayer** which will run maps and solutions each month. If you want a sample copy or subscription details send £1 for your sample to **Soothsayer**, 78 Merton Road, Highfield, Wigan WN3 6AT.

● John Docherty, known of old in these columns, has again written to me saying that he's now the adventure tipster for a fanzine called **CPU** - which I assume is a general interest computer fanzine with a section of adventure help and tips. If you're interested you should contact Kenny Jarman, 18 Poplar Close, Biggleswade, Beds SG18 0EW.

● John also says he'll try to answer any question on adventure if you'd like to try him out for the price of an SAE. I wish I could offer as much! Foolhardy souls should write to John at 38 Grosvenor Road, Greenock, Renfrewshire PA15 2DR. By the way if you do want a mention for a fanzine how about sending me a copy of the thing so that I can tell folks how marvellous it is and also avoid having to pay for it? Eh?

● Although I can't give any direct help myself, I hope that zillions of you will write to DGW Griffith of 74 Ormiston Grove, Shepherds Bush, London W12 0JS. He's desperate to find a complete solution to **Fairlight II** which he's been working on for ages.

● And just to prove that these pleas can work I've had a reply, or rather a set of replies from the Parker family who asked you all for help with **Blizzard Pass**. They were inundated and were finally able to send me off a full solution to the game. Thanks to you all.

THE QUICKIES

LEGEND OF APACHE GOLD:

Jose Pedro of Setubal, Portugal, wants to know how to get out of the wagon. The procedure for using the wagon at the start is to feed the horse, 3,7, to get going. Then just go in the direction you need. Use the 3,7 procedure every time you want to travel in the wagon. When you stop you can just leave the wagon.

SERFS TALE

Peter Kirk of Chester-le-Street, who sent in the Custerds Quest solution, would like to know where the key is in this game. For maps and keys 4,12 form the hill-top until you find them.

QUEST FOR THE HOLY GRAIL:

Jonathan Clay, Doncaster, asks waht use are the Phrase Book, Pink Shrubbery and Jewelled Spade. This book has to be combined with a suitable piece of paper, found in a hollow at the bottom of a hill. It will then give valuable clues. Use the spade to dig at the 11,1 to deliver the Holy Hand Grenade. The shrubbery I've dealt with before - it de-nics the knight who says nic if you give it to him.

HAMPSTEAD: 'I'm going out of my mind,' writes Brian Best, Glasgow, 'trying to find

the tie you said was at Justin Perrier's. I can't find the place. Also when I enter the bank how do I approach the receptionist?' You won't get anywhere at the bank or any other place without the tie. Perrier's isn't a place, it's a person. If you've got the lathe bracket from the industrial estate you'll meet him on the tube. After getting your railpass, going southeast and boarding the train at the tube station, 2,9. Get the tie and wear it and go N.

TEMPLE OF VRAN:

G. Wielenga of Natal RSA asks how to get to the small hole high on the wall at the Warts' lair. First get a stepladder by taming the elephant with the peanuts and then going down the cliff. Remember Warts are allergic to cats! Back at the lair door in the room with a trapdoor in the floor. Now go to the storeroom, 8,14 and the ladder will be yours again. Then take it to the hole and go up.

HEAVY ON THE MAGICK:

B Tomsett, Ceres RSA, doesn't know how to destroy the werewolves and can't get past the fountain. You must use the nugget to kill the werewolf and the fountain can be turned off by saying 'Water fall'.

SOFTWARE SUPERSAVERS

★ NEW ADDRESS ★

72 NORTH STREET ROMFORD RM1 1DA

To order please send cheque/postal order to:

SOFTWARE SUPERSAVERS, 72 North Street, Romford, Essex RM1 1DA

Please write in block capitals and be careful to quote the make and model of your computer as well as the software of your choice. NB Callers to our new shop will be most welcome but please confirm availability before setting out

PHONE 0708-765271 - Access and Visa now taken

Andy Capp.....	5.20	Flunky.....	6.50	Mantronix.....	1.50	They Sold a Million 2.....	6.50
Alt World Games.....	5.20	Firelord.....	2.00	Mag Max.....	5.20	They Sold a Million 3.....	6.50
Astroclone.....	1.50	Fatworm.....	2.50	Nigel Mansells GP.....	6.50	Tempest.....	3.00
Atlantis.....	1.50	Final Matrix.....	3.00	Navy Moves.....	5.00	Uridium.....	5.00
Auf Monty.....	5.20	Freddy Hardest.....	5.20	Nightshade.....	2.00	Unbelievable Ultimate.....	5.00
Adv Tact Fighter.....	6.50	Five Star 1,2 or 3.....	6.50	Not a Penny More.....	11.50	Vectron 3D.....	2.00
Aliens (US).....	6.50	Frostbyte.....	1.50	Nebulus.....	5.20	Victory Road.....	5.20
Arc of Yesod.....	2.50	Football Manager.....	2.50	Now Games 4.....	6.50	Were Wolves of London.....	5.50
Action Force..... (disc 10.50)	6.50	Football Manager II.....	6.50	Nemesis.....	5.00	Winter Olympiad 88.....	5.50
Arctic Fox..... (disc 11.00)	6.50	Five Computer Hits.....	3.50	Nemesis the Warlock.....	6.00	Wizard Warz.....	5.50
Army Moves.....	5.20	Fighting Warrior.....	2.50	Nexus.....	2.50	Wonderboy.....	6.50
Armageddonman.....	9.00	Graphic Adv Creator.....	17.00	Out Run.....	5.50	Wizball.....	5.20
A.C.E.....	3.50	Gary Lineker Soccer.....	5.20	Pegasus Bridge.....	9.00	World Games.....	5.50
Ace II.....	6.50	Galactic Games.....	5.50	Pro Adv Writer.....	17.00	Xar.....	5.50
Art Studio (48K).....	9.00	Gift from the Gods.....	2.00	Pr2.....	5.00	Xcel.....	1.50
Art Studio (128K).....	16.50	Gnome Ranger.....	6.75	Phantis.....	5.00	Xecutor.....	6.40
Arkanoid.....	5.20	Gauntlet..... (disc 9.00)	6.00	Phantom Club.....	5.00	Xevious.....	2.50
Avalon.....	1.50	Gauntlet II.....	5.50	Psycho Soldier.....	5.00	Yes Prime Minister.....	11.50
Athena.....	5.20	Gauntlet Deep Dungeons.....	4.00	Platoon.....	5.00	Yie Ar Kung 2.....	2.50
Blood Valley.....	5.20	Gunslinger.....	5.50	Pulsator.....	2.50	Zynaps.....	5.20
Best of Beyond.....	3.50	Gryzor.....	5.20	Project Future.....	1.50	Zoids.....	2.50
Basil Mouse Det.....	5.20	Game Over.....	5.20	Paperboy.....	5.20	Barry McGuigan (128).....	3.00
Buggy Boy.....	5.20	GameSetMatch..... (disc 12.00)	8.50	PHM Pegasus..... (disc 11.00)	6.50	Ball Blazer (128).....	3.00
Bounces.....	2.00	Go to Hell.....	1.50	Potty Pigeon.....	1.50	Hacker (128).....	3.00
Ballbreaker..... (disc 11.00)	6.50	Goonies.....	3.50	Prodigy.....	2.50	3 Weeks in Paradise (128).....	3.00
Boulderdash.....	2.50	Guild of Thieves.....	9.00	Pyracuse.....	1.50	Ramparts.....	5.50
Boulderdash II.....	2.50	Gunboat.....	5.90	Pawn (128).....	9.00	Addictaball.....	5.00
BC Quest for Tyres.....	1.50	Gunship.....	6.40	PSI 5 Trading.....	2.50	Bobsleigh.....	6.50
Bride of Frankenstein.....	2.50	Greyfell.....	3.00	Rampage.....	6.50	Butch Hardguy.....	2.50
Bards Tale..... (disc 11.00)	6.50	Gunrunner.....	3.00	Ring World.....	6.00	Compilation 1 (EA)..... (disc 11.00)	6.00
Bravestarr.....	5.50	HeadCoach.....	2.50	Rastan.....	5.00	Death or Glory..... (disc 11.00)	6.50
Best of Elite Vol 2.....	6.00	Heartland.....	3.00	Red LED.....	5.50	FA Cup Football.....	2.50
Barbarian.....	6.50	Highlander.....	3.00	Rygar.....	5.50	Gamemaker 3D..... (disc 11.00)	6.50
Battle of Planets.....	2.00	High Frontier.....	6.40	Rebel.....	5.20	Ironhorse.....	5.20
Bubble Bobble.....	5.20	Hysteria.....	5.20	Renegade.....	5.20	Jack the Ripper..... (disc 11.00)	6.50
Battle Guadalcanal.....	6.40	Hacker.....	2.50	Road Runner.....	6.00	Oink..... (disc 11.00)	6.50
Black Magic.....	6.00	Hardball.....	4.00	Rescue on Fractulus.....	2.00	Plasmatron..... (disc 11.00)	6.50
Bangkok Nights.....	6.50	How to be a Cmplte Bstrd.....	6.00	Runestone.....	1.50	Outcast..... (disc 11.00)	6.50
Bubbler.....	2.50	Head Over Heels.....	5.20	Riddles Den.....	1.50	Pub Games.....	2.50
Battle of Britain.....	4.00	Hive.....	3.00	Roy of the Rovers.....	6.40	Pitfall II.....	2.50
Battle for Midway.....	4.00	Hotshots.....	3.00	Re Bouncer.....	6.00	Predator.....	6.50
Big 4.....	6.00	Hybrid.....	3.00	Rana Rama.....	2.50	Salamander.....	5.00
Big 4 Vol II.....	6.50	Hydrofool.....	5.20	Space Harrier.....	5.50	Star Wars.....	6.50
Blood & Guts.....	1.50	Hijack.....	3.00	Spitfire (Durell).....	5.20	September.....	6.50
Compendium.....	5.20	Howard the Duck.....	3.00	Street Hassle.....	5.50	Superman.....	2.50
Colour of Magic.....	3.50	Int Karate +.....	6.50	Space Shuttle.....	2.50	Magnificent 7..... (disc 13.00)	6.75
Captain Courageous.....	6.50	Int Karate.....	2.50	Super Hang On.....	6.50	Superbowl.....	3.75
Combat School.....	5.00	I.C.U.P.S.....	2.50	Sam Fox Strip Poker.....	3.50	Terra Cresta.....	3.75
California Games..... (disc 9.00)	5.50	Ice Temple.....	1.50	Solar Fire.....	6.00	Super Soccer.....	3.75
Captain America.....	5.50	Impossible Mission II.....	5.50	Star Wars.....	6.50	Masters of Universe.....	5.35
Charlie Chaplin.....	5.50	Implosion.....	6.20	Star Paws.....	5.00	Sega Games	
Classic Collection.....	3.50	Ikari Warriors.....	5.20	Sir Fred.....	2.00	Master System.....	95.00
Crystal Castles.....	2.50	Impossaball.....	2.00	Sam Stoot Safe Breaker.....	2.00	Light Phaser with Cart.....	42.00
Catch 23.....	5.20	Indy Jones Temple Doom.....	5.50	Sky Runner.....	3.00	3D Glasses.....	45.00
Centurians.....	6.00	Indoor Sports.....	5.00	Spec Graf.....	1.50	Control Stick.....	14.00
City Slicker.....	1.50	Jackal.....	5.20	Stainless Steel.....	2.50	My Hero.....	14.00
Convoy Raider.....	5.20	Jailbreak.....	4.00	Southern Belle.....	5.00	Ghost House.....	14.00
Champ Football.....	6.00	Jewels of Darkness.....	9.00	Sword of the Samurai.....	6.00	Teddy Boy.....	14.00
Challenge of Gobots.....	3.00	Jack the Nipper II.....	5.20	Side Arms.....	5.50	Transbot.....	14.00
Camelot Warriors.....	2.50	Judge Death.....	6.40	Streetsports Basketball.....	5.50	Super Tennis.....	14.00
Cosmic Shock Absorber.....	2.50	Knightmare.....	6.50	Solid Gold..... (disc 10.50)	6.00	F16 Fighter.....	14.00
Computer Hits 3.....	6.50	Knight Orc.....	9.00	Shadows of Mordor.....	5.20	Action Fighter.....	14.00
Computer Hits 4.....	6.50	Koronis Rift.....	3.00	Starglider.....	9.00	Chopflifer.....	18.00
Covenant.....	1.50	Kosmic Kanga.....	1.50	Sentinel.....	6.00	Fantasy Zone.....	18.00
Cyrus II Chess.....	9.00	Kat Trap.....	4.00	Side Wize.....	5.20	Black Belt.....	18.00
Classical.....	6.50	Konami Coin Ops.....	6.50	Slaine the King.....	5.90	Pro Wrestling.....	18.00
Druid II (Enlightenment).....	5.20	Kinetik.....	3.00	Star Games.....	5.00	Alex Kidd.....	18.00
Deluxe Scrabble..... (disc 12.00)	8.00	Krakraut.....	3.50	Star Games II.....	6.50	Wonderboy.....	18.00
Deflektor.....	5.20	Killer Ring.....	2.50	Silent Service.....	6.50	Shooting Gallery.....	18.00
Dark Sceptre.....	5.20	Konami Golf.....	3.50	Samurai Trilogy.....	5.20	Quartet.....	18.00
Deactivators.....	2.50	Les Flics.....	1.50	Short Circuit.....	4.00	World Grand Prix.....	18.00
Dogfight 2187.....	2.50	Livingstone I Presume.....	5.50	Shockway Rider.....	3.00	Secret Command.....	18.00
Deathscape.....	2.50	Live Ammo..... (disc 10.50)	6.50	Slapfight.....	5.20	Astro Warrior Pitpot.....	18.00
Deadringer.....	2.50	Lazer Tag.....	5.50	Saboteur II.....	6.00	Rocky.....	22.00
Deathwish III.....	5.20	Last Ninja.....	6.20	Supersprint.....	6.40	Out Run.....	22.00
Dragonslair.....	3.00	Living Daylights.....	6.50	Star Trek.....	1.50	Space Harrier.....	22.00
Driller..... (disc 13.50)	9.90	Leaderboard.....	4.00	Silicon Dreams.....	9.00	World Soccer.....	18.00
Druid.....	2.50	Leaderboard (Town).....	5.50	Stiffip & Co.....	6.40	The Ninja.....	18.00
Dandy.....	3.50	Last Mission.....	5.50	Solomans Key.....	5.50	Gangster Town.....	18.00
Dragonorc.....	1.50	Lightforce.....	3.00	Skooldaze.....	2.50	Zillion.....	18.00
Eidolan.....	2.50	Legend of Kage.....	2.50	Survivor.....	5.00	Enduro Racer.....	18.00
Elite 6 Pack.....	6.50	Mailstrom.....	3.00	720°.....	5.50	Missile Defense 3D.....	22.00
Elite 6 Pack II.....	6.50	Metabolis.....	1.50	Triaxos.....	2.50	Zaxxon 3D.....	22.00
Elite Trio Pack.....	5.00	Mugsys Revenge.....	2.00	Tarzan.....	2.50	Joysticks	
Enduro Racer.....	6.50	Mermaid Madness.....	3.00	Thundercats..... (disc 10.50)	5.20	Konix Speeding.....	10.00
Equinox.....	1.50	Mask.....	5.20	Tour de Force.....	5.00	Cheetah 125+.....	7.00
Exolon.....	5.20	Mask II.....	5.20	The Tube.....	6.00	Cheetah Mach 1+.....	12.00
Express Raider.....	5.50	Magnetron.....	5.20	Trantor.....	5.50	Quickshot II+.....	9.00
Evening Star.....	5.20	Marsport.....	2.00	Tujad.....	2.50	Moonraker.....	4.50
Elite.....	6.50	Madballs.....	5.00	Toad Runner.....	2.50	Comp Pro 5000.....	12.00
Explorer.....	2.50	Matchday II.....	5.00	Trivial Pursuit.....	10.00	Kempston Computerface.....	7.00
Enlightenment (Druid II).....	5.20	Meanstreak.....	5.00	Twister.....	1.50	Ram Turbo Interface.....	12.00
Empire.....	3.00	Mercenary.....	6.50	Tank.....	5.20	Blank Discs	
Flying Shark.....	5.20	Mandroid.....	6.50	Thing Bounces Back.....	5.50	10 x 3.0".....	21.00
Frank'n'stein.....	1.50	Mario Bros.....	3.00	Tournament Snooker.....	2.50	25 x 3.0".....	47.00
Flightpath 737.....	1.50	Moonstrike.....	5.20	Temple of Terror.....	2.50	100 x 3.0".....	175.00
Frankie Gs to Hollywood.....	2.00	Mindshadow.....	1.50	Thanatos.....	3.00	Disc Box	
Football Director.....	6.00	Martianoids.....	2.50	Taipan.....	5.20	40 x 3.0".....	9.00
Fighter Pilot.....	2.50	Mystery of Nile.....	5.20	Trailblazer.....	3.00	Trojan Light Pen.....	15.00
F'n'F/Thunderceptor.....	6.00	Marie Mad + Cons Set.....	5.00	Through the Trap Door.....	5.20	Spec Power Packs.....	9.00
F15 Strike Eagle.....	6.50	Metrocross.....	6.00	Tibet (Whn Tme Std Still).....	5.00		
		Mountie Micks Deathride.....	3.00	They Sold a Million.....	6.50		

What DOES the 20th of the MONTH mean to you?

Does it mean



- ★ Bulging eyes? Cold sweat?
- ★ Nervous twitch?
- ★ Endless queuing for your copy of **SU**???

Leave it all behind

Order your copy of **SU** from your newsagent
Fill in the coupon below

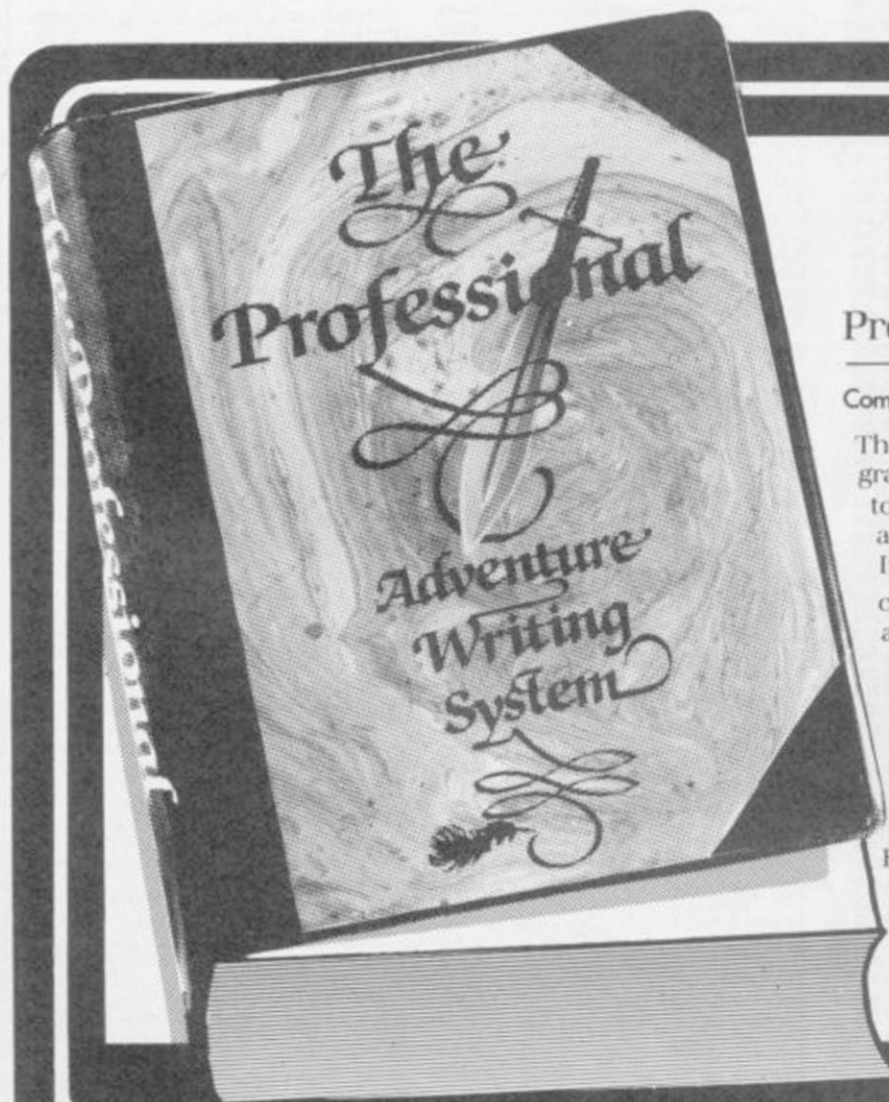
Please reserve me a copy of **SU** every month

NAME.....

ADDRESS.....

.....

.....



PAW

Professional Adventure Writer

— Spectrum 48K. Plus. 128. Plus 2 —

Coming soon for Commodore 64 / Amstrad

The Professional Adventure Writer is a state-of-the-art graphic adventure writing system, which allows you to design, write and illustrate, fast machine code adventures with ease.

It provides a powerful sentence parser which allows complex chained commands to be decoded automatically.

Simple to use multiple process tables allow characters and problems to be created for your adventures

Versatile graphics editor provides 'rubber banding', high speed shading, scaled subroutines etc etc.

Allows impressive illustrations to be created quickly and easily.

Has many other outstanding features making it probably the most advanced authoring system available yet.

Makes full use of all the memory on the 128K machine

£22.95



GILSOFT
INTERNATIONAL LTD

2 Park Crescent, Barry, South Glam. Tel: 0446 732765

JACK

The enduring and morbid fascination with the mystery of Jack the Ripper and the terror generated by his crimes in the London of the 1880s comes not so much from the murders themselves but from the fact that his identity and motives were never discovered.

We'll never know for certain, but St Brides has now produced its own version of the events in a three-part 48K adventure that places the Ripper firmly in this world of ritual magic and highly-placed skullduggery.

It's a fantasy, rather than another attempt at a solution, but uses accurate descriptions of some of the murders and tries to recreate some of the atmosphere of Victorian London.

The accuracy of the description seems to have caused CRL a few problems with the film censors who, so I'm told, have insisted on some modifications in the game itself and also to the gory pictures on the cassette cover before they'd award it an 18 Certificate. I don't know the legal ins and outs of getting certificates for computer games but fuss of this kind won't do them a lot of harm to the old sales figures.

Our hero is a rather dapper and well-heeled Victorian gent who, by accident, stumbles upon the Ripper himself as he leaves the scene of one of his crimes in Whitechapel. The police arrive just as our man is bending over the corpse, bloody knife in hand. Understandably they think he's the Ripper and pursue him throughout the first part. You'll face two major tasks in this section, first to evade the busies successfully and then to get a magical text from the safe of a posh club into the hands of an

the RIPPER

aristocratic lady who knows all about the Ripper and is doing her best to defeat the conspiracy by counter magic. From then on you go through strange out-of-body experiences in underground caverns that reek of evil and magic and, in the third part, enter a bizarre and literally subterranean underworld beneath the throbbing streets of London. There you must defeat the foul plans of the man or men who are Jack.

Throughout the game there are undertones of Masonic ideas and you'll find imprisoned demons, crystal balls and the very real danger of bullets and runaway carriage horses.

St Brides has written the game with Gilsoft's PAW system and has piled in swathes of atmospheric description and text to fill out their picture of the Ripper's London.

The writing is intelligent and fluent with occasional flashes of humour to balance against the horror, which, to give St Brides its due, is not portrayed in some juvenile ghoulish way but is treated as seriously as it should be.

Jack the Ripper doesn't rely on vast numbers of locations or the collection of piles of objects for its success. What it does have is problem succeeding

I took a few steps down the street. As I feared, there was someone - or some thing - sprawled upon the pavement. Before I could bring myself to look upon the corpse I noticed something which filled me with a strange sense of horror. Laid out neatly on the ground were two polished brass rings and two new farthings. They had not fallen by accident but had been deliberately arranged. Already somehow I knew enough to realise that this detail carried an evil significance perhaps even nastier than what was to follow. I turned to the corpse.

FACTS BOX

The first game ever to receive an '18' certificate. Very literate effort from St Brides, with 'gore' added by CRL

JACK THE RIPPER
 Label: CRL
 Author: St Brides
 Price: £8.95
 Memory: 48K (3 loads)/128K
 Joystick: not applicable

Reviewer: *Richard Price*

★★★★☆ 8

problem in very quick succession, often in the same location, and you're going to need to observe your surroundings very carefully indeed if you want to survive longer than a few minutes.

Basically it's a detective game and uses the PAW system to allow instructions like *Examine the knife carefully* to provide far more detail than a simple *Examine*. Shades of *Sherlock* but I think it's lots more gripping and evocative than that oldie.

Then I saw something else. Something I could not bring myself to believe. Whether it was an hallucination caused by loss of blood or whether my glimpse into the crystal had opened some inner sight I could not say, but beside the body I saw something resembling a deep pool of mist and felt myself being drawn toward it. I was sucked downward and saw the gaunt face of the man whom I seen at the place of the first murder. A suave voice said "Farewell, meddler."

ADVENTURE



REVIEW



Negative criticism? Not an awful lot to be honest. The game's well-written and researched with plenty of opportunity for lateral thinking and head-scratching, even some philosophy for them as wants it. Such minor irritations as there are in the plot, like not being told in a description when a window's open, don't interfere too much with the real action and movement.

Some of the graphics though are highly questionable - seemingly present to titillate only, being inaccurate and unnecessarily distasteful. Not St Brides work, apparently. Instead they were added by CRL seemingly in the interests of increased sales - which is all a little sad.

Tips? Make sure you take the knife from the scene of crime and, when examining objects, make sure that you type in quotation marks if they're included in the text.

Jack the Ripper is another solid product of the St Brides hothouse. It's a game of moderate difficulty set in a bizarre Victorian world very much like a Hammer horror movie. Despite the 18 Certificate there's no mindless violence and you'll need a resourceful and clear headed to reach the Ripper in his lair - 'cos if you don't Jack'll get you first.

PROGRAMMERS

The ladies of St Brides have been programming games from their highly suspicious hide-away for middle-aged women in Ireland for a couple of years. Marianne Scarlet and Priscilla Langridge are in charge of the 'school' and are among the most unusual people in the industry. SOFTOGRAPHY: Secret of St Brides (St Brides, 1985), The Snow Queen (St Brides, 1986), The Very Big Cave Adventure (CRL, 1987)



GAMES

FOR '88

ARCADE



Tokyo's JAMMA Show (Japanese Amusement Machinery Manufacturers' Association) is probably the most important arcade exhibition in the world. The Japanese have consistently pushed the frontiers of gaming technology forward. Ten years ago it was *Space Invaders*, then they introduced simulators, sit-in cabinets and laser discs. Each innovation was unveiled at the JAMMA to a rapturous reception. We sent an astonished and jet-lagged Mike Pattenden to the 25th exhibition with a fistful of Yen, a plane ticket and a change of socks with the instruction 'bring us the word on the new wave of coin-ops.' Here's the story . . .

Finally cracked it! After years of chewing toasties on the Brummie express and having coffee slopped all over me on the way back from the buffet car I finally cracked it. This one made up for all those humdrum previews that working for SU normally entails. Mind you, after 14 hours on a 747 and a two hour bus ride through Tokyo's rush hour, a ninety minute trip on a 125 sounds like heaven—even if you do end up in Birmingham. There again you don't get to see Alaska on the way to US Gold.

Entering Tokyo at night through its expressways (large multi-laned

FINAL LAP

It was Namco's *Pole Position* which led the way for grand prix arcade games. Their latest, *Final Lap*, makes it look prehistoric. Whilst you can't expect the kind of eight machine link-up I saw, *Final Lap* makes a challenging game on its own. The graphics are in the same class as *Out Run* and *WEC* with great attention to detail on the cars so that they closely resemble the McLaren and Williams of the Formula One cars. There's much more detail on the course as well with grandstands and scenery based on the Suzuka circuit Mansell crashed on in practice to lose a chance of the World Championship. He could do a lot worse than practice on this, it's going to be big.



ARCADES

GAMES

FOR '88



CYBER TANK

There have been tank games in the past, but there has never been anything quite like *Cyber Tank*. It begins with the racing consoles and puts a tank simulation on the top. You get a two player game and a cabinet of enormous proportions. One player can sit in and the other can stand on the step behind and fire the gun mounted in front of the screen *Operation Wolf*-style. The screen view also follows recent developments two screens having been joined together for a wide-angle view of the streets your tank rumbles along. Gameplay is average however because it lacks the frenetic pace of something like *Operation Wolf* and the graphics are a bit murky. Could be a white elephant, but might succeed on novelty value.



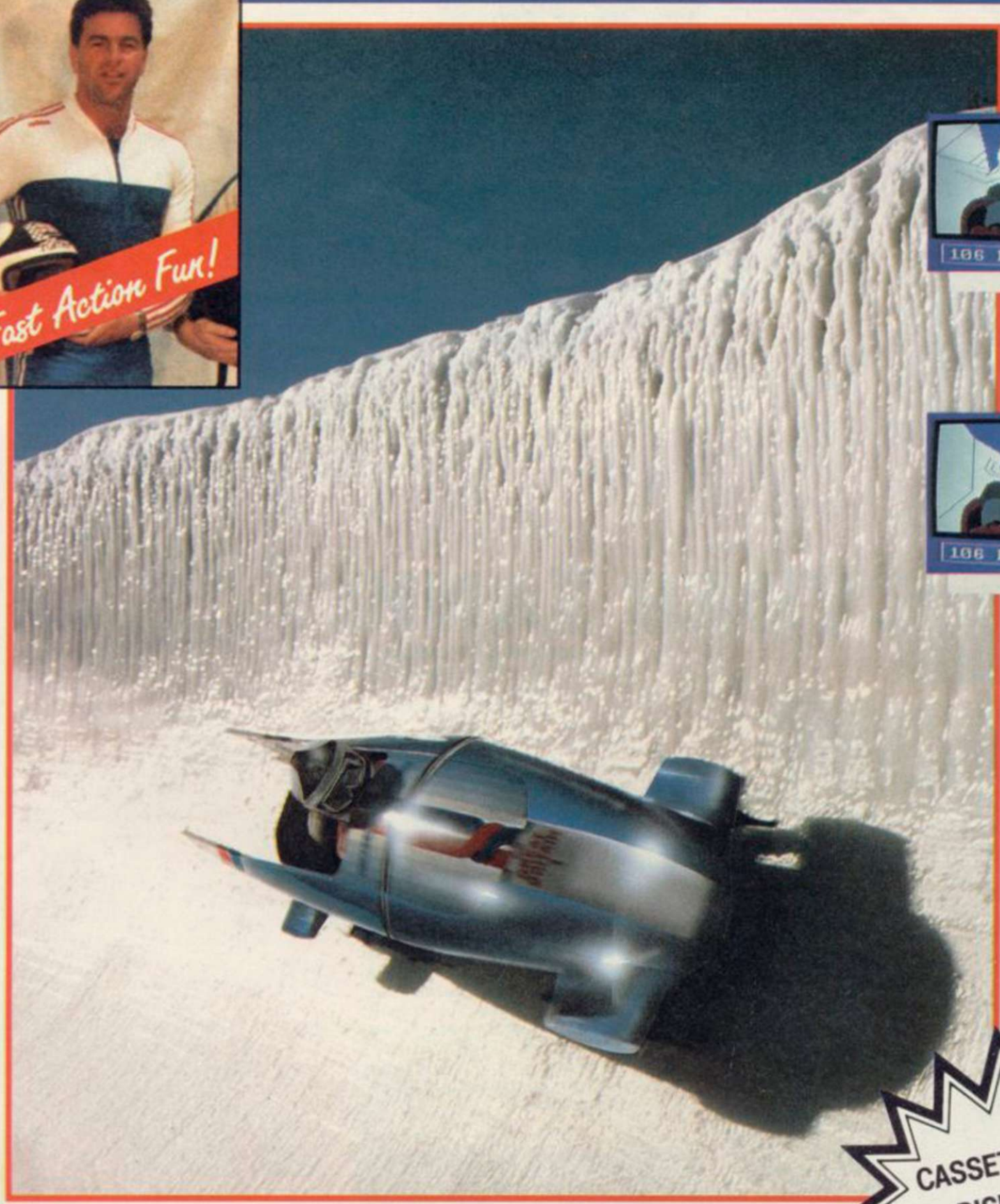
flyovers) is akin to a scene from 'Bladerunner' with its teeming streets, neon signs and traffic jams. The lights may go off during the day but little else changes. Tokyo is a city of some 12 million people and most of them seem to have a car. If you want to go somewhere you don't jump in a cab. With an average speed of 9 km an hour you just wouldn't get there. In Tokyo City you let the train take the strain.

And so it was on the second day with a less than hearty breakfast inside me (a cup of coffee, a hard-boiled egg and a piece of inch thick toast) I jumped on the underground and went exploring the varied districts of Tokyo. A couple of stops later I was in the equivalent of the West End and, with an unerring sense of direction, standing before a huge amusement arcade.

The first thing that strikes you about Japanese arcades is the seated punters. Apart from sit-in cabinets and special consoles the Japanese like a seat while they blast through their favourite shoot'em up. So their arcades are filled with those little 'cocktail' cabinets you occasionally see in pubs. Games cost 100 Yen a go—about 40 pence which may seem a touch expensive until you realise Tokyo is the most expensive city in the world. You can easily spend thirty quid on a decent meal and I did (aaaaarrggghhh!! Expenses Ed). A tour round several other arcades proved this to be the norm, but failed to yield any stunning games that had never crossed over to the West. I did spy a Stallone-licensed *Rocky* boxing game that I hadn't seen before and more interestingly a 3D game called



BOBSLEIGH



CASSETTES £9.95
DISKS £14.95

AVAILABLE FOR SPECTRUM, AMSTRAD CPC & COMMODORE 64

Bobsleigh is a spectacular simulation of a fast and dangerous Winter Olympic Sport.

Equip your team, set up your bob and go for the perfect run.

Practise on all major tracks with an unrivalled feeling of speed and cornering until you are ready for the World Cup and Olympic Games.

Join the Olympic team and go for gold!

**DIGITAL
INTEGRATION**

Watchmoor Trade Centre,
Watchmoor Road,
Camberley, Surrey
GU15 3AJ

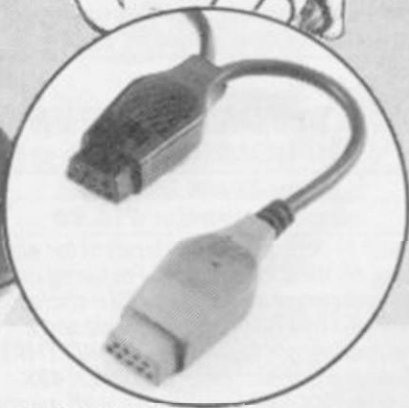
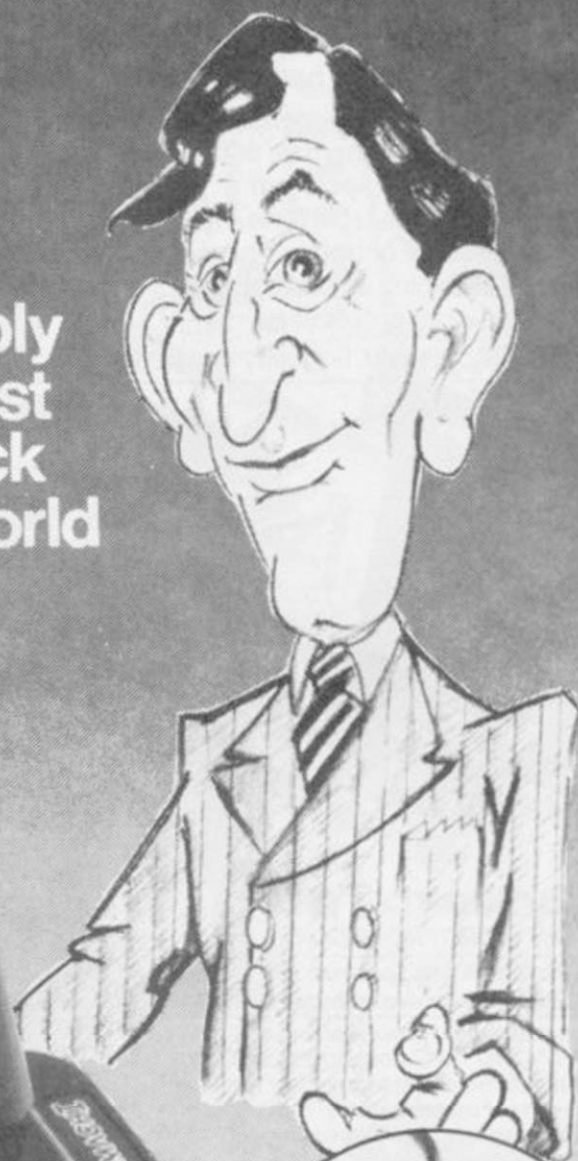


DELUXE

A Right Royal Joystick



Probably
the best
joystick
in the world



- AUTO FIRE
- METAL SHAFT
- +2 SELECTOR CONNECTOR
- 12 MONTH WARRANTY

ONLY....**£14.95**

Cheetah MACHI+ MICROSWITCH JOYSTICK

Machi+ Joystick compatible with: ● Sinclair ZX Spectrum 16K, 48K, 128K, +2, +3
● Amstrad computers ● Commodore 64 & VIC 20 Computers
● Commodore C16 & Plus 4 Computers (adaptor sold separately)
● Atari 2600 & Atari 5200 Video Game Systems ● Atari Home Computers

- Deluxe, robust construction.
- Comfortable rugged hand-grip, 8 directional control with automatic centering.
- Heavy duty base with strong stabilizing suction cups.
- Highly sensitive light touch **MICRO SWITCH** fire buttons.
- Ergonomically designed control handle with indestructible **METAL SHAFT**.
- Built in **AUTO FIRE** function.

Prices include VAT, postage & packing. Delivery normally 14 days. Export orders at no extra cost.

Dealer enquiries welcome. Cheetah products available from branches of **Dixons**, **Harveys**, **LASERS**, **WHSMITH** & High St. Stores and all good computer shops or direct from Cheetah.



CHEETAH MARKETING LTD
Norbury House, Norbury Road,
Fairwater, Cardiff CF5 3AS.
Telephone: Cardiff (0222) 555525
Telex: 497455 Fax: (0222) 555527

TASWORD

THE WORD PROCESSOR FOR THE ZX SPECTRUM 48K, 128, +2 AND +3

Power, flexibility and ease of use. Qualities that have given **TASWORD** a reputation for performance and unbeatable value for money. From a simple letter to a best selling novel, whatever your needs. **TASWORD** can meet your requirements. Simply and efficiently. **TASWORD** offers an indispensable range of useful features yet at the same time is remarkably easy to use. With detailed on-screen help displays, comprehensive print options, on-screen formatting and even a built-in mail merge. **TASWORD** is a complete word processor for the ZX Spectrum.

TASWORD is available for every Spectrum computer, each version specially developed to make maximum use of memory and keyboard layout. Control keys have been logically planned to ensure the user makes the most effective use of **TASWORD'S** powerful features. Combining a host of useful commands with uncomplicated procedures. **TASWORD** has the power and versatility required for effective word processing.

TASWORD. Power, flexibility and performance. The definitive word processor for the ZX Spectrum.



TASWORD PLUS THREE

THE WORD PROCESSOR

for the ZX Spectrum +3
disc **£19.95**

A sophisticated version of **TASWORD** designed to take full advantage of the super fast ZX Spectrum +3 disc drives. Supplied on 3 inch disc, **TASWORD PLUS THREE** features an indispensable range of powerful editing commands which are complemented by on-screen help displays, disc management commands and comprehensive printing options. Power and ease of use combined into one program.

TASWORD 128

THE WORD PROCESSOR

for the ZX Spectrum 128
cassette **£13.90**

TASWORD 128 has been specifically developed to take full advantage of the memory offered by the Spectrum 128. A massive 60,000 characters can be held in memory at any one time, enough room for over 10,000 words! Incorporating a range of powerful commands and a mail merge facility (when transferred to microdrive). **TASWORD 128** takes full advantage of the ZX Spectrum 128. **TASWORD 128** is supplied on, and will run on, cassette and can easily be transferred to microdrive following instructions supplied with the program.

TASWORD PLUS TWO

THE WORD PROCESSOR

for the ZX Spectrum +2
cassette **£13.90**

Designed to cater for the ZX Spectrum +2 keyboard layout and legends, **TASWORD PLUS TWO** is packed with useful features — 64K text files, help displays, on-screen formatting and a sophisticated set of print options. **TASWORD PLUS TWO** is readily transferred to microdrive although mail merge can even be done from cassette.

TASWORD TWO

THE WORD PROCESSOR

for the ZX 48K Spectrum
cassette **£13.90** microdrive cartridge **£15.40**

The highly successful word processor for the ZX 48K Spectrum. **TASWORD TWO** does not incorporate mail merge but with 64 characters per line and packed with a host of useful features, **TASWORD TWO** is the ideal cassette based word processing package for the ZX 48K Spectrum.

TASWORD THREE

THE WORD PROCESSOR

for the ZX 48K Spectrum
microdrive cartridge **£16.50**

TASWORD THREE set a new standard for word processing on the ZX Spectrum. Featuring enhanced program and cursor speed, up to 128 characters per line, advanced text editing commands and a powerful mail merge facility. **TASWORD THREE** is the definitive word processor for the ZX 48K Spectrum and ZX 48K Spectrum + with microdrive.

TASPRINT PLUS THREE

THE STYLE WRITER

for the ZX Spectrum +3
disc **£19.95**

Print output from **Tasword Plus Three** in a choice of twenty five distinctive typestyles. **Tasprint** utilises the graphics capabilities of dot matrix printers to form, with a double pass of the print head, output in a range of twenty five unique fonts varying from the gothic typeface of Cloister to the hand writing simulation of Palace Script. **Tasprint Plus Three** also includes a font designer which allows you to modify the existing fonts or create your own unique lettering styles.

TASPRINT

THE STYLE WRITER

TASPRINT for the ZX 48K Spectrum
cassette **£9.90** microdrive cartridge **£11.40**

A must for dot matrix printer owners! Print your program output and listings in a choice of five impressive print styles. **TASPRINT** utilises the graphics capabilities of dot matrix printers to form, with a double pass of the printhead, output in a range of five fonts varying from the futuristic Data-Run to the hand writing simulation of Palace Script. A **TASPRINT** gives your output originality and style! The **TASPRINT** fonts are shown below together with a list of compatible printers to the right.

COMPACTA -
bold and heavy, good for emphasis

DATA-RUN -
A FUTURISTIC SCRIPT

LECTURA LIGHT -
clean and pleasing to read

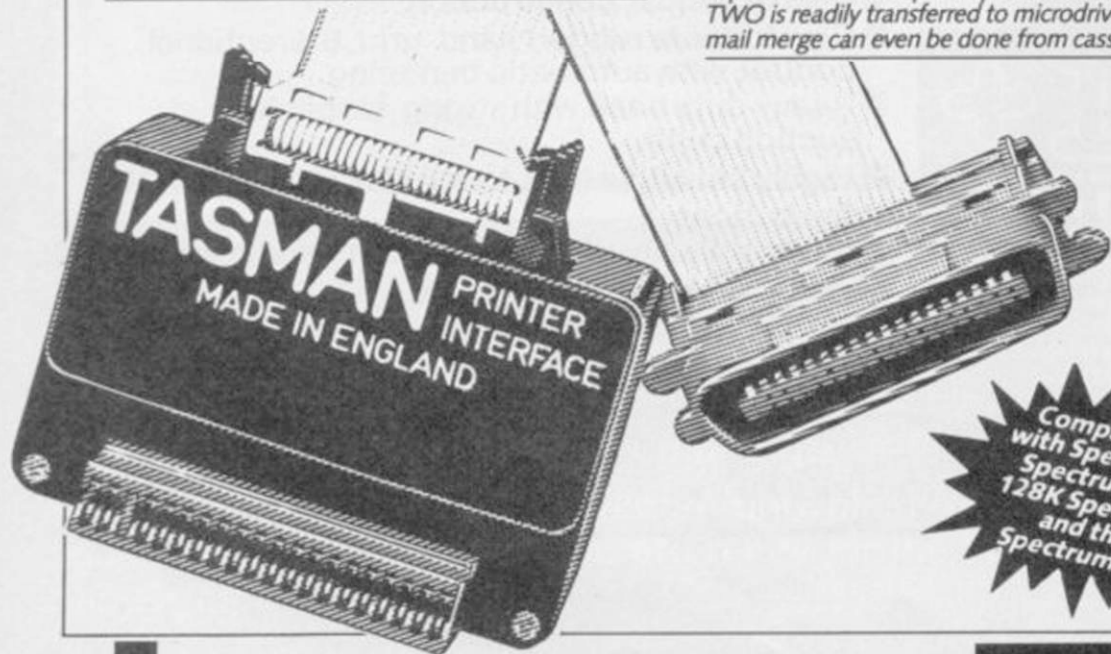
MEDIAN -
a serious business-like script

PALACE SCRIPT -
a distinctive flowing font

TASMAN PRINTER INTERFACE

for the ZX Spectrum **£29.90**

Plug into your Spectrum and drive any printer fitted with the Centronics standard parallel interface. Supplied complete with ribbon cable and driving software. The user changeable interface software makes it easy to send control codes to take full advantage of the typestyles and features available on your printer. The software includes fast machine code high resolution screen copy software for Epson, Mannesmann Tally, Shinwa, Star and Tandy Colour Graphic (in colour!) printers. A special version of **TASCOPY** (shaded screen copy software) for this interface is INCLUDED in this package.



TAS-SIGN



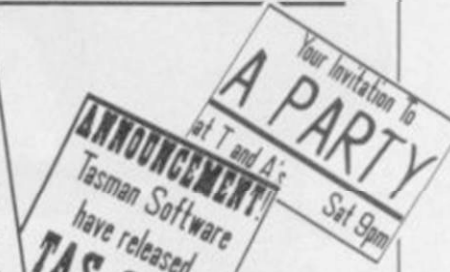
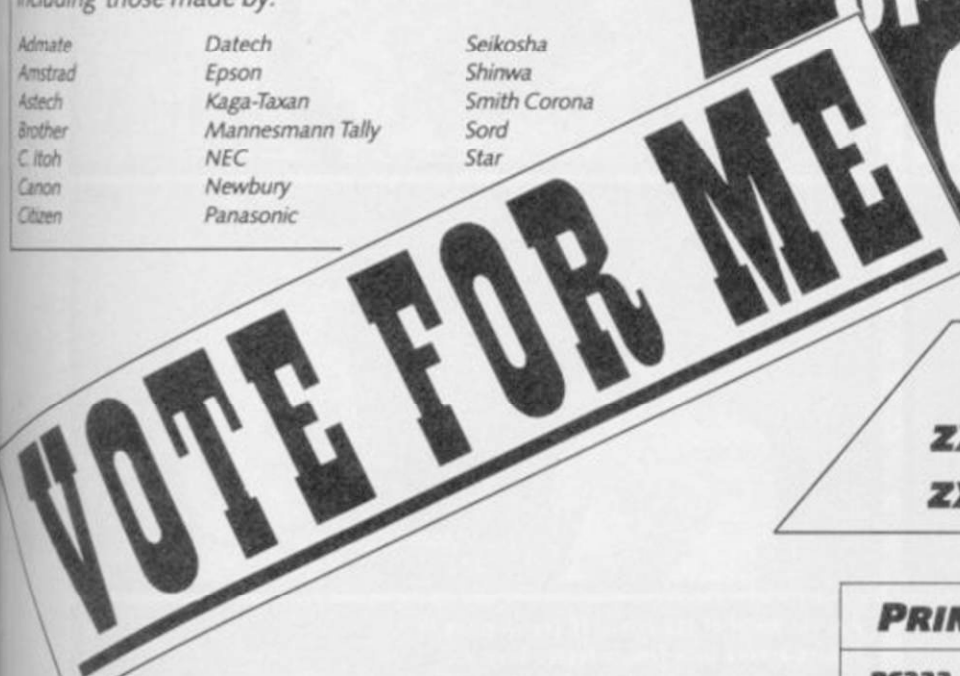
THE SIGN MAKER FOR THE ZX SPECTRUM 128, +2 AND +3

Produce and print your own signs, posters, banners and large notices to get your message across with maximum impact.

- Four distinctive lettering styles
- Characters at any height from one inch to the full width of the paper
- Italic printing
- Underlining
- Constant or proportional letter spacing
- Automatic kerning
- Line centering
- Eight shading patterns
- Print either across the paper in the usual direction, or along the length of the paper to produce large eye-catching banners and notices
- Print a border around the sign, in one of the optional shading patterns if required
- A range of options to select print quality

TAS-SIGN and TASPRIINT drive nearly all dot-matrix printers including those made by:

Admate	Datech	Seikosha
Amstrad	Epson	Shinwa
Astech	Kaga-Taxan	Smith Corona
Brother	Mannesmann Tally	Sord
Citoh	NEC	Star
Canon	Newbury	
Citizen	Panasonic	



The illustrations on this page are reduced from full-size TAS-SIGN output.

Tasman

SOFTWARE

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

TAS-SIGN
ZX SPECTRUM +3 disc £19.95
ZX SPECTRUM 128/+2 cassette £17.95

PRINTER CABLES	
RS232 cable for ZX Interface 1	£14.50
RS232 cable for Spectrum 128, +2 and +3 serial port	£14.50
Parallel Printer cable for +3	£9.95

FOR THE OPUS DISCOVERY	
All products supplied on 3.5 inch disc	
TASWORD THREE ZX 48K Spectrum	£19.50
TASWORD PLUS TWO ZX Spectrum +2	£19.50
TASPRIINT ZX Spectrum	£12.90
TASCOPY for use with Opus parallel port	£12.90

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

NAME	ITEM	PRICE
_____	_____	£ _____
ADDRESS _____	_____	£ _____
_____	_____	£ _____
_____	_____	£ _____
_____	_____	£ _____
Outside Europe add £1.50 per item airmail.		£ _____
Telephone Access/Visa orders: Leeds (0532) 438301		TOTAL £ _____

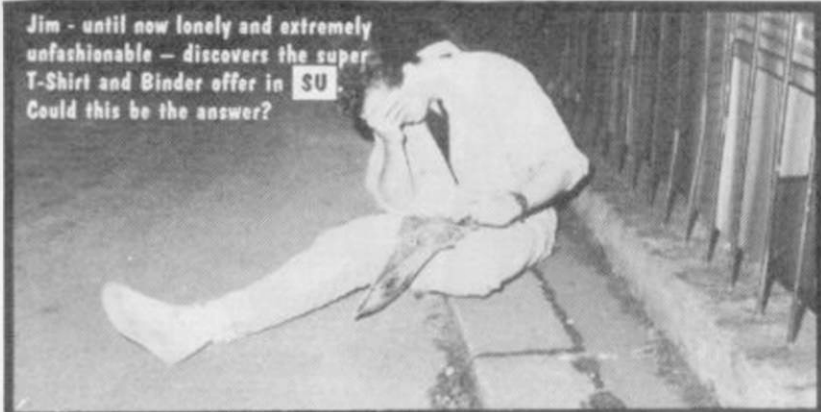
Please send me a FREE Tasman brochure describing your products for Spectrum 48K/128K/+2 Spectrum +3 Amstrad Commodore 64 Tatung Einstein PC SU

SPECIAL OFFER

♥ Love Story ♥

*A heart-rending tale of a boy, a girl,
and their Sinclair User handy magazine storage
binder and nifty all-technicolour T-shirts* ♥

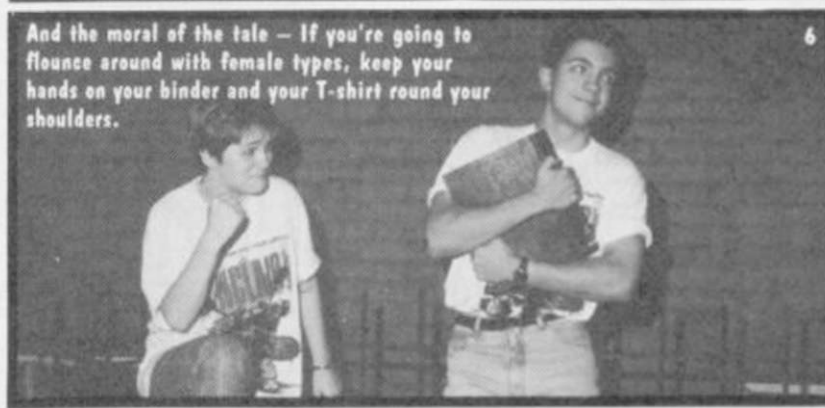
Jim - until now lonely and extremely unfashionable - discovers the super T-Shirt and Binder offer in **SU**. Could this be the answer?



Jim realises his error. A girl may be a fascinating creature but you can't trust her to look after your copies of **SU** when your mum is tidying your room. He reclaims his lost joy.



And the moral of the tale - If you're going to flounce around with female types, keep your hands on your binder and your T-shirt round your shoulders.



For instant success with the opposite sex and a practical way of storing your mags to boot, simply fill in the coupon and send it to: Sinclair User, 14 Holkham Road, Orton, Peterborough PE2 0UF, along with a cheque/postal order for the appropriate amount, and we'll see you right in a mere 28 days you'll be a new person.

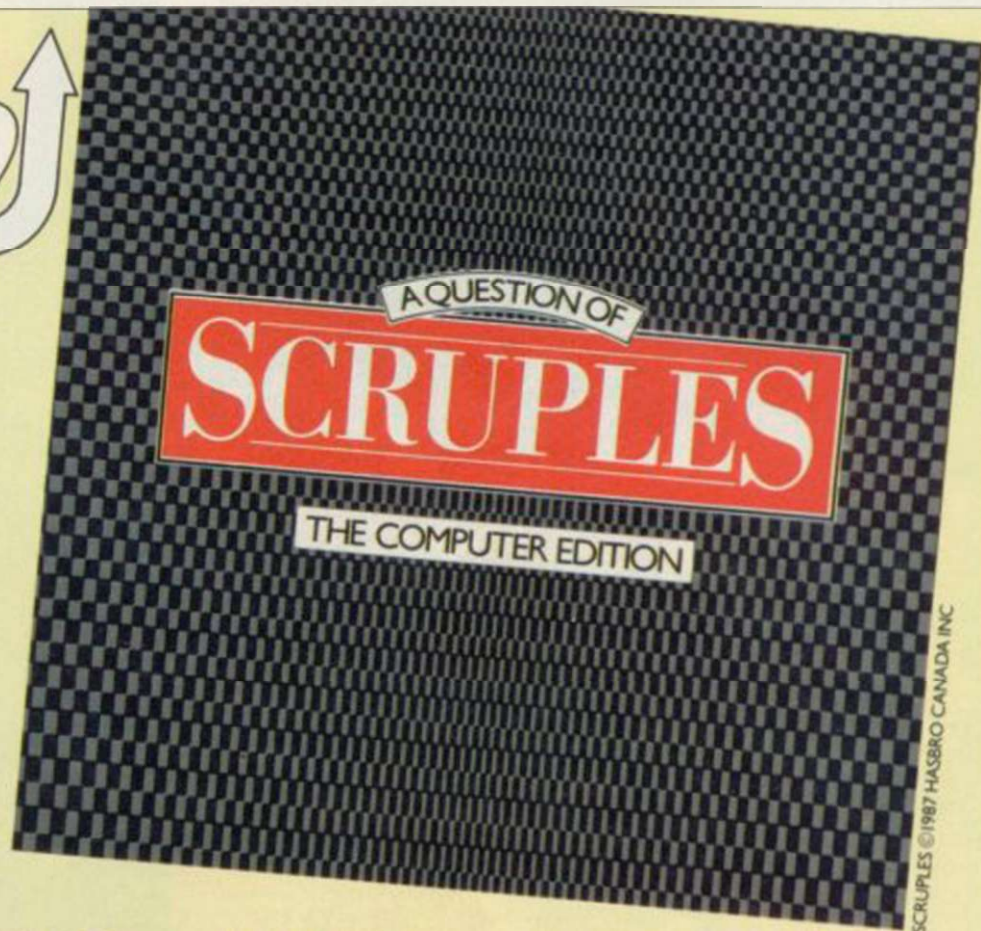
Please send me [] binders at £4.95 each and [] T-Shirts (L/M/XXL) at £4.95 each. I enclose cheque/postal order for £

Name:.....

Address:.....

.....





YES? NO? ...DEPENDS.

Milton Bradley's compelling game is now available for computer. Anticipate your friend's responses to the provocative questions, in Scruples. Think carefully before answering the moral dilemma you are posed, or turn the tables and give an opposite reply to the one expected! Bluff and counter bluff will be needed, and beware, the other players (the Jury) can challenge your honesty at any time.

The computer interpretation is ingenious and funny. Up to ten people can play: all human, all computer, or any combination. There is a minimum of 64 characters to choose from, each with simulated 'intelligence'. Real players must 'adjust' their personalities and select their appearance from a gallery of faces provided. A minimum of 230 leading questions are built-in and no game will ever be the same.

Scruples, The Computer Edition, is available from all good software retailers or directly from Leisure Genius.

Spectrum 48/128/+2/+3	cass £9.95	disc £14.95
Commodore 64/128	cass £12.95	disc £14.95
Amstrad CPC	cass £9.95	disc £14.95
Atari ST	-	disc £19.95

Make cheques or postal orders payable to Virgin Games Ltd and send to 2/4 Vernon Yard, Portobello Road, London W11 2DX. DO NOT POST NOTES OR COINS!

**Leisure
Genius**

Please state clearly machine type and media required.



COMMODORE SCREEN

SPECTRUM SCREEN

AMSTRAD SCREEN

ATARI SCREEN

ARCADE

Thunder Ceptor II. Housed in a console it had a fixed pair of those wacky blue and green glasses they issue with gimmicky films and magazines. The effect was startling as you flew a ship down a long Hyperway which actually seemed to disappear over your head. The

graphics and gameplay didn't really do it justice, but my appetite was well and truly whetted for two days freeplay on some stunning new machines.

Another thing that struck me about many of the Japanese arcades was how quiet many of them are,

and how few of the actual arcade machines were in use. It seems many of the Japanese prefer to play the gambling machines housed in these places. In the arcades that doesn't mean fruit machines but strip Mah Jong. The game, a sort of lateral dominoes, abounds in Japan and plays on the same lines as many of the rather pathetic strip poker games you can buy for home computers. As you win points a woman, often tied up, often of Western origin, with those stupid great Bambi eyes like Marine Boy had, is forced to reveal various parts of her body. Except when you get down to the nitty gritty so to speak, there's nothing there! Such things are censored in Japan. Comic books may depict rape, and often do, but cannot reveal sexual organs. A strangely hypocritical attitude.

The other great Japanese vice to feed their thirst for gambling is *Pachinko*, a bizarre game which consists of watching dozens of ball bearings tumble down an upright bagatelle-like machine. This is their bingo with prizes for points (points make prizes — even in Japan) and it can be seriously addictive. Give me the fruities any time.

After a day playing Mr Tourist it was time for some work (*good of you to squeeze some in—Ed*) at the show. After a filling breakfast of sausage and egg McMuffin at the local McDonald's (no more rock hard eggs for me) I was off on the monorail out of Tokyo to the Ryutsusenta, a giant warehouse on the edge of the city's harbour which housed the 25th amusement show. A swift can of the charmingly named Pocari Sweat (a sort of cheap flat lemonade) to bolster my ion level and I was inside and ready to deal death to any alien, greeb, or beast that might dare cross my path. All these machines on freeplay, it was too much to take in! Any arcade junkie would think they'd died and gone to heaven.

The exhibition was set in two halls and I came upon the smaller of the two first, only to find that it housed two of the biggest names in the amusement business — Taito and Namco. Without pausing to click my trigger finger or do any warm up exercises I pounced upon an unsuspecting *Operation Wolf* and embarked upon a twenty minute orgy of murderous machine gunning to get myself in the mood.

The other major



Rainbow Islands the Bubble Bobble sequel.

launch on the stand was the *Full Throttle* driving console which has now been released here. What really caught my eye that I hadn't seen before was something that set the tone for the whole show. Called *Cyber Tank* it was a monolithic console that takes the two-player game to the limit.

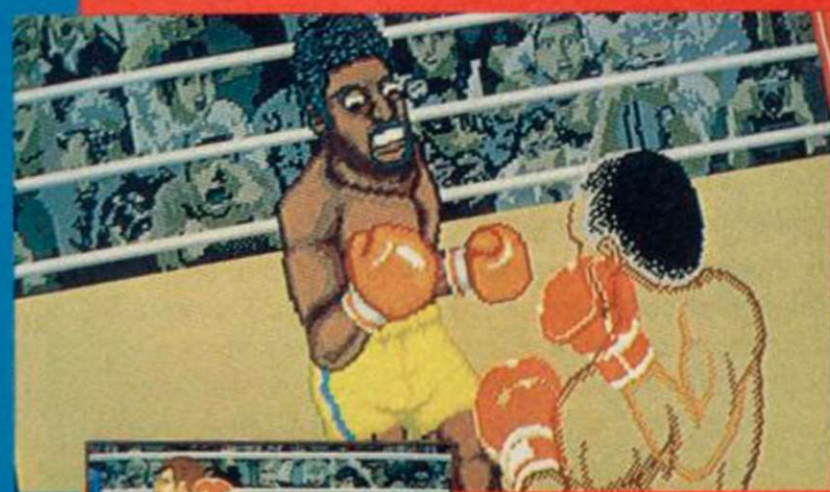
Such heavily customised units went on to be the cornerstone of the 25th JAMMA Show. This is the answer the amusement business has come up with to its major problem. Like home software, organised piracy poses a massive problem to manufacturers and for them the sums involved are even larger. Bogus copies of games, many from East Asia, have been costing the big boys thousands, if not millions of pounds. It got to a point when people were turning up at a show like the JAMMA or the AMOA in Chicago, buying the memory boards to the latest machines, grabbing the first plane to Taiwan to set up copying the games and churning them out as quickly, and more cheaply, than the arcade companies. The feeling is that the more heavily dedicated the games can be, and the more impressive the cabinets, the harder they'll be to copy. For the arcade owner though that can mean paying out £10,000 for a top-of-the-range *After Burner* unit.

Taito wasn't all mega buck units, there were plenty of standard upright cabinets and sit-down cocktail games as well. Apart from the already reviewed *Wardner* there was a military motor bike game called *UAG* or *Unattached Grenadiers*, a two player shoot'em up that puts you in command of a bike faced with the task of penetrating an enemy base to destroy a nuclear arsenal. It's a standard up-the-screen battle with major obstacles at the end of each level and sidecar weaponry to be picked up en route.

It was only the next day after a conversation with Firebird's Colin Fuage that I realised I'd missed something. I'd only gone and

HEAVYWEIGHT CHAMP

If you're a wimp then you're going to have a bit of trouble with *Heavyweight Champ*. Like Capcom's *Street Fighter* it makes you get physically involved in the action in a way no game has ever done before. Sega's new boxing game deserves the word simulation more than anything else, because it asks that you box. The cabinet is a huge robotic looking thing with a swivel top and two handles extending from the front. Grab them and punch out the opponents in a frenzied bout of pounding. Your fighter stands with his back to you like the Frank Bruno game and will respond to your movements even to the point that when you swivel the cabinet left and right he will shimmy away from the opponents' punches. *Heavyweight Champ* asks you to beat four boxers on the way to the title and then to defend it if you win. The action is fast and exhausting if you manage to stay in the ring for more than a couple fights. Destined to be a classic if the cabinet can take the punishment.



ADDES



ignored the sequel to *Bubble Bobble* because of its disgustingly cutesie wootsie name of *Rainbow Islands*. I nearly missed a seriously addictive slice of gaming. I wouldn't be at all surprised if Firebird were in there again after the success of *BB*.

In my haste to get my hands around an *Operation Wolf* I had also managed to miss one of the most ambitious set-ups of the show. Directly opposite Taito Namco had a racing game called *Final Lap* which entailed linking up a string of dedicated consoles in an eight player game! It was a display worth some £60,000 and had people queuing all day for a chance to compete in a grand prix.

Commentators in driving overalls kept up a running commentary of events on the track as cars skidded off corners and overtook each other.

Final Lap was the focus of Namco's stand, but to the side were several other machines with some unusual sequels to old warhorses. Would you believe *Pac-Man* is back? This time he appears in thrilling 3D in *Pacmania*, whilst *Galaga* returns for more up-the-screen blasting in *Galaga '88*. Otherwise there was another dull *Arkanoid* clone in *Quester*, a tank/helicopter shoot'em up called *Blazer* and a game I'm not sure will make an appearance over here called *Tarosuke's Journey*. It had lots of fat childlike figures running round a fantastic landscape, being rather naughty.

Pausing only to loose a few slugs on an automatic rifle range I made my way into the main exhibition hall filled with the din of hundreds of coin-ops. Where to start? After wandering in an aimless wide-eyed daze for ten minutes I decided it was time to do things methodically.

Jafeco have the have the dubious distinction of remaining in my memory for releasing the sexist shoot'em up *Exerizer*. Nothing on their stand showed any promise, least of all another poor 1942 clone called *Block Buster* and a bizarre game that involved little pigs running around throwing bombs at

each other.

Over at Irem it seemed unlikely they would produce anything in the next six months to overshadow *R-Type* (their most successful game since *Kung Fu Master* in '85). In fact their stand had nothing worthy of note bar a disgustingly twee game called *Mr Heli* which didn't even merit a play.

Fortunately there was solace to be found on the little known Wood Place stand. Their main game was a destroyer/submarine shoot'em up called *The Deep*. Reminiscent of these old depth charge games, *The Deep* ups the stakes with some good graphics and niggly gameplay. One particularly nice section takes you into the arctic circle with a huge submarine lurking at the far end of the screen.

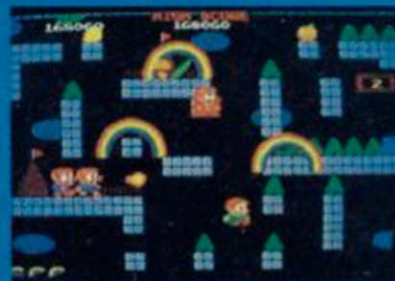
Things really started to look good with the Taito stand opposite which consisted of just one game. Called *Gray Out*, (likely to become *Black Out* if it ever reaches this country) it stakes its place at the forefront of the *After Burner* race. I came away from the console reeling, my eyes wobbling in their sockets. It was time for another can of Sweat.

One of Nichibutsu's biggest ever games was *Terra Cresta* and their stand's arcade hopes seemed to rest solely on a shoot'em up which harked back in name to that previous hit. *Terra Force* has the novelty value of providing the player with the choice of battling through screens of nasties either horizontally or vertically. However its gameplay and backgrounds do little to stop it from being another *Nemesis/R-Type* blast. Ho hum. Show me something new.

No chance of that at Capcom with the company that brought you *Commando* and *Ghosts'n'Goblins* demoing two games we've already seen over here *1943* and *Street Fighter*, the tough contact pad game that I can't make my mind up about. My gut feeling is they've missed the boat. A year ago I think it would have been enormous.

What I needed was light relief, a thing that could only be provided by a heavy dose of pinball. Data East's

display of arcade machines was largely overshadowed by an explosive new pinball table that boasts digital stereo called *Lazer War*. Twin speakers mounted just above the glass pound out a bruising, frenetic synth beat and urge you on with speech as well. Ramp and steel track, 3 ball multiball and 'laser kick' which blasts your ball back into court just when you think all is lost make *Lazer War* the pinball game of the moment.



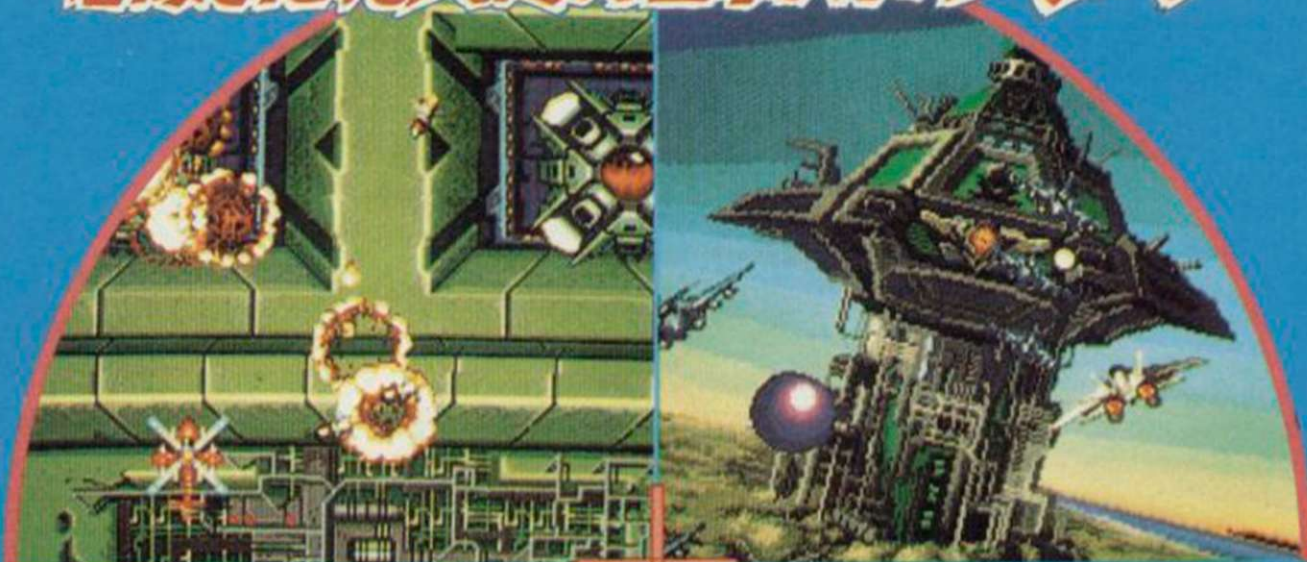
GRAY OUT

Jet fighter sims are set to become the vogue with the success of *After Burner* and *Gray Out* is the first to enter into the dogfight. You fly something which resembles an F-16 at the usual eye blurringly fast speed over land and sea blasting every thing in sight. The thing about *Gray Out* is that it turns out to be more playable than *After Burner*. In my opinion the Sega game is just too difficult and fast to really give you the feeling you're in control. Taito's machine does everything *After Burner* does but you feel you have a chance with it. The graphics are not quite as good but then AB is probably graphically the best game ever produced. Nevertheless, some of the locations you fly through are good. I particularly like the deserted city with its skyscrapers that you must fly between and the desert you fly over in Mission 3. If it ever gets past Sega's lawyers and has a name change *Gray-Out* could well prove a hit.



ARCADES

想像を絶する大迫力空中バトル・シーン



AJAX

In an attempt to stay up with the big boys Konami entered the console shoot 'em stakes with a semi-*After Burner* clone that had many in two minds. Stage One plays as a horizontal shoot 'em up with you controlling a helicopter through a barrage of flak and attack waves. It plays like *Terra Cresta* really and wouldn't have made much of an impression had it not transformed into a 3D fighter game in Stage Two. The graphics put it firmly behind *AB* and *Gray Out*, but nevertheless make the game much more entertaining (if you can get that far). If you can't find an *AB* you might give it a whirl when it arrives.

Data East's arcade games have always been a bit dodgy and there was little to suggest anything was going to change with a strange shoot 'em up based on evolution (which seems a bit contradictory when you think about it) and a new/old licence based on *Ghostbusters* of all things! The game has little to do with Activision's computer hit and didn't play as well either.

Over at Konami I was hoping for something to continue the success of *WEC Le Mans*, but the company had instead plumped for a dedicated console of the shooting variety called *Ajax*. They also had another rather unoriginal game of video pool called *The Hustler* which was saved from complete indifference by a straight-on shot of the balls as well as the normal overhead shot of the table. Nevertheless unless Konami

have something up their sleeve they won't be repeating the success of *WEC Le Mans* for a while.

Without Sega things would have been seriously disappointing. I'd have come back on the plane concerned that the trip was a flop and the Ed wouldn't pay for my sushi. But you couldn't miss the Sega stand. It dominated the exhibition hall and it dominated the whole show with not one but several games that confirm its status as the top manufacturer in the world. Two we've seen before in *Afterburner* and *Free Kick* but there was more much more. Biggest and bestest of all was a novel new boxing game that takes the dedicated cabinet to the same limits as Coreland's *Cyber Tank*. *Heavyweight Champ* is the kind of game that gets you totally involved in the action. So is Sega's *Super*

League, a baseball game which not only had superior graphics but also had a little player on the (flat) cabinet that acted as a way of swinging the bat. As the pitcher lets fly you time your moment and whip the figure round in an attempt to smash the ball out of the park.

Among the many *After Burners* and *Heavyweight Champs* was another *Arkanoid* clone this time heavily disguised as a fire fighting game. Since it didn't have a name at the time I can't tell you what it was called, however I can tell you it was very good. You have to rescue a number of people from a blazing house. You do this by bouncing off a trampoline at the right angle to snatch them from the windows and drop down to safety. The trampoline, carried by two burly fireman acts as the bat. Should you fail to catch the bouncing rescuer

then it's splat and a life down.

So Sega, Taito and Namco overshadowed everybody else to such a degree that their products ended up looking pretty average. Many games at JAMMA were average but many others would have been good enough had *After Burner* not upped the stakes in arcade gaming. Sega meanwhile proved that they have the ability to take things further still.

There were strong rumours that some games had been held back possibly for the AMOA show in Chicago (*Don't even think of asking — Ed*) particularly a follow-up to *WEC Le Mans*. We'll have to wait for news of that, but until then I think there's enough to keep you going. Sayonara!

DISCIPLE DISK INTERFACE

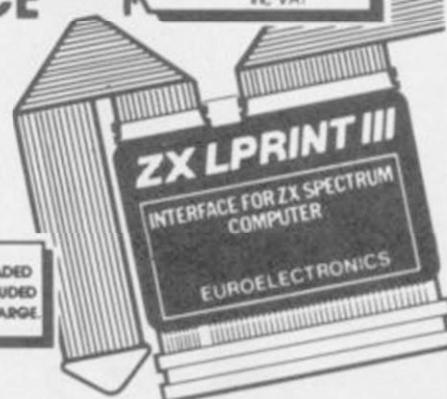
- ALLOWS UP TO 1.6 MB OF STORAGE ON 2 3/4" OR 5 1/4" DRIVES
- 128K COMPATIBLE
- PRINTER INTERFACE
- CENTRONICS PARALLEL INTERFACE ALLOWING YOU TO USE COPY, LPRINT AND LLIST ON A WHOLE RANGE OF PRINTERS
- DUAL JOYSTICK PORTS
- SINCLAIR AND KEMPTON COMPATIBLE
- NETWORKING
- ALLOWS 24 SPECTRUMS TO BE LINKED
- SNAPSHOT BUTTON
- FOR SAVING PROGRAMS AT ANY TIME AS MANY TIMES AS YOU LIKE

£89.95p

ZXL PRINT III CENTRONICS-RS232 PRINTER INTERFACE

- WORD PROCESSING • PLUG IN FOR LLIST, LPRINT & COPY • PRINTS SPECTRUM GRAPHICS & UDG's • HIGH RESOLUTION SCREEN DUMPS • TWO COPY SIZES ON EPSON & COMPATIBLES
- PRINTS PRESTEL FRAMES WITH SUITABLE MODEM
- COMPATIBLE WITH MICRODRIVES & INTERFACE 1

Interface £29.95
Cable £8.85
Inc VAT



COLOUR AND SHADED COPIES NOW INCLUDED WITH NO EXTRA CHARGE

SPECTRUM 48K SOFTWARE

BUSINESS PACK. £14.95p

This suite of programs includes Sales Day Book, Purchase Day Book and Business Bank Account. These programs are being used by over 1000 companies to produce VAT and annual accounts; the Purchase and Bank Account programs allow for analyses under 17 subheadings. The Sales programs produce statements of outstanding invoices. Both Sales and Purchase programs calculate VAT.

INVOICING. £15.00p

This program will print out invoices, calculate discounts and VAT. The program will calculate totals from unit prices. Up to 50 accounts with 250 outstanding invoices.

SALES/PURCHASE LEDGER INVOICING £25.00p

This program is for use on microdrive or Opus Disc only. The program will print an invoice using a built-in price list and post the invoice to your customer's account. Will also print price list, statements, labels, etc.

BUSINESS GRAPHICS

HISTO-GRAPH. £10.95p

This program will enable you to present figures in histograms or pie charts. Displays 3 years as a direct comparison or 5 years to show a trend. A unique feature of this program is that all the figures can be printed with the histogram.

UTILITIES

DLAN by Campbell Systems £7.95p

Use your Spectrum to sell your products. Dian will display messages in up to 11 different typefaces. Will scroll text in any direction.

TASWIDE by Tasman Software £5.50p

You can use this program within your other programs to display 64 columns on screen.

MF-PRINT by Campbell Systems £6.95p

Enables you to set a print format for your full-size printer within masterfile. Supplied complete with masterfile for £19.95.

TRANSEXRESS by Romantic Robot £9.95p

Micro-drive utility program which will enable you to back-up all your micro-drive cartridges.

TASCOPY by Tasman Software £9.90p

This program allows you to produce 3 sizes of screen copy using Interface 1.

WORDPROCESSING

TASWORD THREE by Tasman £16.90p

This new version of Tasword is supplied on microdrive with the following features: 128 column print out, tabs, page footers, buffered typing, page headers, full insert mode, built mail merge.

TASPRINT by Tasman Software £9.90p

Use this program with Tasword Three to produce 5 different fonts on a dot matrix printer.

SPREAD SHEET

OMNICALC 2 by Microsphere £14.95p

Spreadsheet program with up to 5000 cells, microdrive compatible. Built in HISTOGRAMS, compatible with full-size printers.

STOCK CONTROL

STOCK CONTROL. £10.95p

Handles 900 lines, including details of supplier. Program has full search facilities enabling you to search and update all lines from one supplier.

DATABASE

MASTERFILE by Campbell Systems £14.95p

This is one of the best database programs available for the ZX Spectrum. This program has many uses in a small business.

SUPAFILE. £14.95p

This is a new database program that stores pages of text 64 columns x 22 rows. The program includes word processing and full search facilities.

V-NOTCH. £12.95p

Index and Catalogue System, for collections of photographs, recipes, books, knitting patterns, stamps, etc. Up to 3500 items per file full search facilities.

MICRODRIVE STORAGE BOX



MICRODRIVE CARTRIDGES £1.75p
BOX + 10 CARTRIDGES £22.45p
BOX + 20 CARTRIDGES £39.95p

PLEASE ADD 1.30 P&P OF BOX + CARTRIDGES ORDERS

SUPADRIVE

SUPADRIVE £9.95

This program supplied on microdrive allows you to format a cartridge on the spectrum with 100-105K, retrieve corrupted files or print a full catalogue showing addresses and start lines.

ACCESSORIES

RS 232 LEAD £11.50p
MONOCHROME MONITOR LEAD £11.50p
3 1/2" FLOPPY DISCS £2.70p
CONTINUOUS PAPER £13.00p
CONTINUOUS LABELS £6.65p
ADD 1.30 POST FOR LABELS AND 3.75 POST FOR PAPER

PRINTERS

DOT MATRIX	Ex VAT	Inc VAT
BROTHER M1109	£185.00p	£212.75p
CITIZEN 120D	£212.91p	£244.85p
EPSON LX800	£215.00p	£247.25p
EPSON FX800	£373.91p	£429.99p
DAISY WHEEL		
BROTHER HR20	£386.96p	£445.00p
BROTHER HR25XL	£604.35p	£695.00p
Delivery of monitors & printers £5.75p		

SPECTRUM + 3 128K

MASTERFILE + 3 £29.95p

Upgraded version of Masterfile with 62K data files 60 fields per file, 254 characters per field import and export data from 48K Masterfile.

TASWORD + 3 £19.95p

All the features of Tasword Three but with a 60K data file.

DISCIPLE/DISCOVERY SOFTWARE

TRANSDATA £14.95

OPUS DISCOVERY DISC UTILITY PROGRAM

Transdata Opus Utility	£14.95p
Business Pack	£14.95p
Business Pack	£17.95p
Sales/Purchase Ledger Invoicing	£25.00p
Tasword Three	£19.50p
Stock Control	£13.95p
Omnicalc 2	£21.90p
Masterfile + MFprint	£22.95p
Superfile	£14.95p
V-Notch	£12.95p
Histo-graph	£14.95p
Dian	£10.95p
Transexpress	£14.95p
Tascopy	£12.90p
All programs supplied 3 1/2" discs	

DISCS

10 x 3 1/2" blank discs £27.00p
Box to hold 12 discs £5.50p



TRANSFORM LTD

(DEPT. SU)

01-658 6350

Mail order only. 24 West Oak, Beckenham, Kent. BR3 2EZ



Fans, or should one say fan, of Andrew Lloyd-Hamster would no doubt be delighted to think that his mightily successful musical *Phantom of the Opera* had been turned into a computer game.

Well come down out of the flies my friends, because *Erik - Phantom of the Opera* from Chrys has absolutely nothing whatsoever to do with the musical. Instead it's a fairly standard platform effort.

Well yes all right, so it is

ERIK the Phantom of the OPERA

based on the same story by a Frenchman with a name that sounds as if you have a helicopter jammed down your throat, but apart from that, there's no similarity at all.

Erik (I didn't know he was called Erik) is holding the beautiful singer Christine hostage in the theatre, and it's very much up to you, Raoul boyfriend of Christine, to go and rescue the dame.

No easy task. Being horribly deformed and all that, Erik's gone completely loopy, and is most intent on hanging on to Christine. So as Raoul creeps around the theatre in the dead of night, he comes across the most appalling obstacles. The Phantom throws bombs, skulls, top hats (top hats?), crystal chandeliers, grinning masks and suchlike at Raoul.

The only way to escape is to shoot them, or jump over them. And here we have a very major (we're talking big) problem. It's impossible, because of the nature of the controls, to walk

and run at the same time. You only end up jumping. So you just have to stay still and shoot. No walking along taking out the top hats at the same time.

Big probs huh? Well it's worse than that, because these ghoulies and top hats come screaming at you thick and fast, and you're just bound to get nobbled pretty quickly.

What we have here is a scrolling arcade sort of a game. Although *Erik* is obviously very large, there is very little variety in the gameplay.

It's all highly complicated and not really very rewarding.

It's not hugely impressive to look at either, although there are some nice touches here and there. As your hero moves about, he holds on to his hat as he leaps, and starts to rub his throbbing head as he walks into a dead end. But he's a rather spindly sprite and the backgrounds of the theatre itself are remarkable only for their mediocrity.

Sorry Erik ■

FACTS BOX

An interesting subject turned into an uninspiring game. Nice to look at for a bit, but after that, not a lot else

ERIK - PHANTOM OF THE OPERA

Label: Crys

Author: Mark Rivers

Price: £7.95 (£9.95 disc)

Memory: 48K/128K

Joystick: various

Reviewer: *Samira Howard*

★★★★☆ 5

ACE 2

Last year, Cascade's *ACE* made quite an impact. It hit just the right balance between simulation and arcade game to appeal to a wide audience, it was neatly programmed, and it offered more excitement than conventional flight simulators.

For all that, *Aerial Combat Emulator* was a simple game of skill and timing.

ACE 2 tries to repeat the formula with a little more gloss, but fails to make a better impression than the original.

The main gimmick is that *ACE 2* can be played as a one- or two-player game.

The screen display includes a score column showing planes remaining and points scored on the left, and two out-of-cockpit view windows. Each window includes a control panel giving details of speed, altitude, fuel, compass bearing, ammunition and so forth. There's also a message display, which comes up with comments like 'reduce altitude to land'. This is pretty odd, since the game doesn't require you to land (or take off for that matter). All you do is fly off the map under 1,000 feet, and you're switched to the armament screen, where you can take your choice of heat-seeking, radar-guided, air-to-sea missiles.

There are two main scenarios

PROGRAMMER

PAUL LAIDLAW is part of Cascade's in-house programming team
SOFTOGRAPHY: ACE (Cascade, 1986)

to play. A straight air-to-air battle with you versus the computer (or another player), or a more complex mission where you have to knock out a spyship before reaching for the sky.

The graphics, unlike those of the undistinguished *Top Gun* which *ACE 2* otherwise resembles, are solid rather than wire-frame. However, since the background consists entirely of

FACTS BOX

Good basic idea, but ACE 2 doesn't quite make it either as an arcade game or a simulation. Adds nothing to ACE 1

ACE 2

Label: Cascade

Author: in-house

Price: £8.95

Memory: 48K/128K

Joystick: various

Reviewer: *Chris Jenkins*

★★★★☆ 4

According to the blurb, the world that you been have uttered from is under attack, so you naturally 'fight back'. All to do is fly your ship over a series of seven grids, each harder than the previous one, shooting nasties and some funny dome-shaped things. And when you have shot the requisite amount of FDST (Funny Domed Shaped Things), you get transported to the next grid.

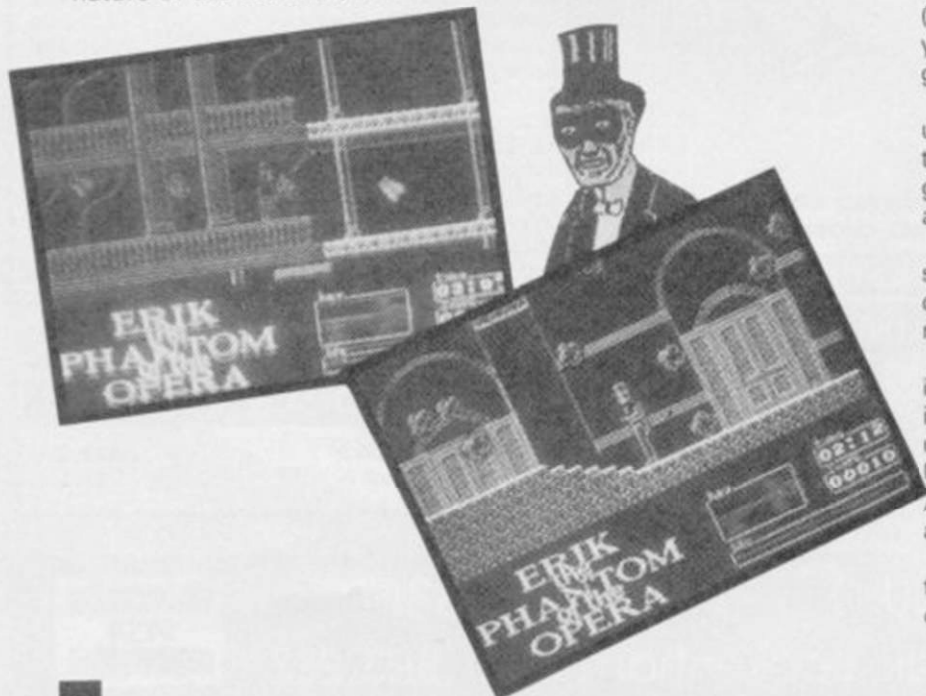
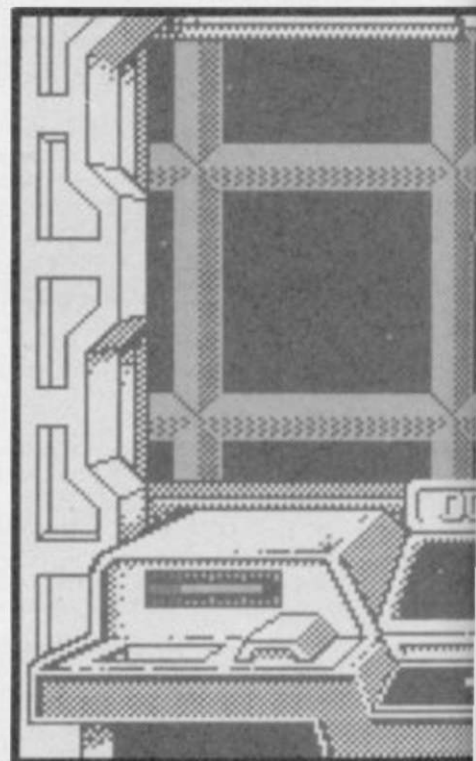
Occasionally, an item appears under the grid, so you must use the Dive button to go under the grid, collect the thingumibob and climb back up.

When you've destroyed all seven grids, then it's off to the city again to cause a lot more mass destruction.

Graphically, it's dull. Aurally it's dull. Even the playability isn't up to much. So I can't understand why I quite like it. Maybe because it can be fun. Approach it with the right attitude and it is FUN.

Just one more thing. It claims to be 360° scrolling. I'm sure it only scrolls in eight directions ■

IMPLIC



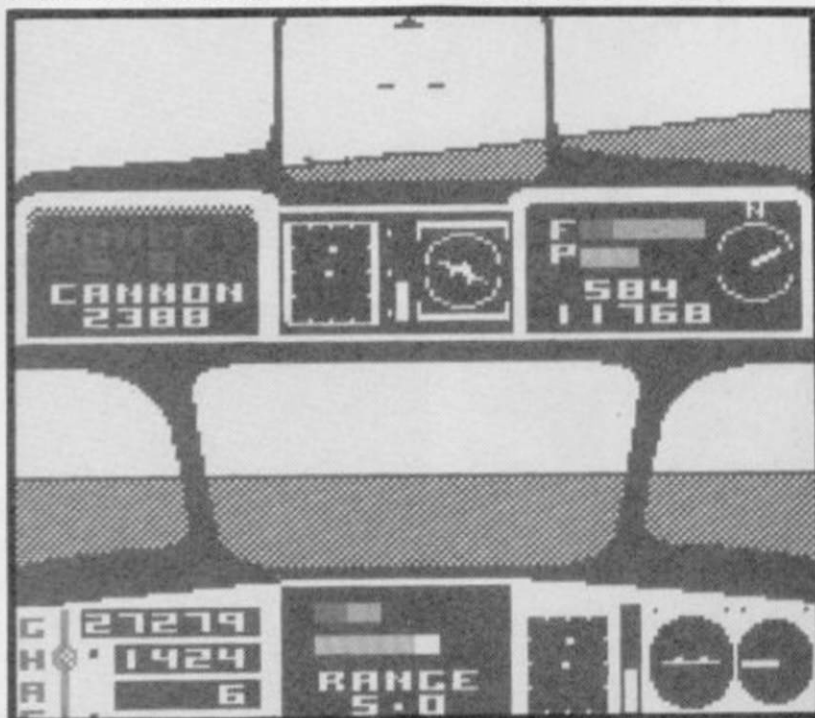
blue sky, blue sea, a black horizon and a small black aircraft, even the smooth and speedy scrolling doesn't convey much excitement.

The artificial intelligence controlling the computer aircraft doesn't seem to be that hot. You can happily fly for ages without getting shot at. At the same time, if you get the baddy in your sights, it lurches around

ARCADE



REVIEW



the screen in a way which definitely contravenes accepted laws of physics.

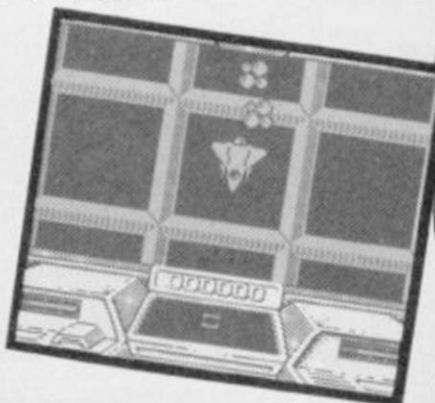
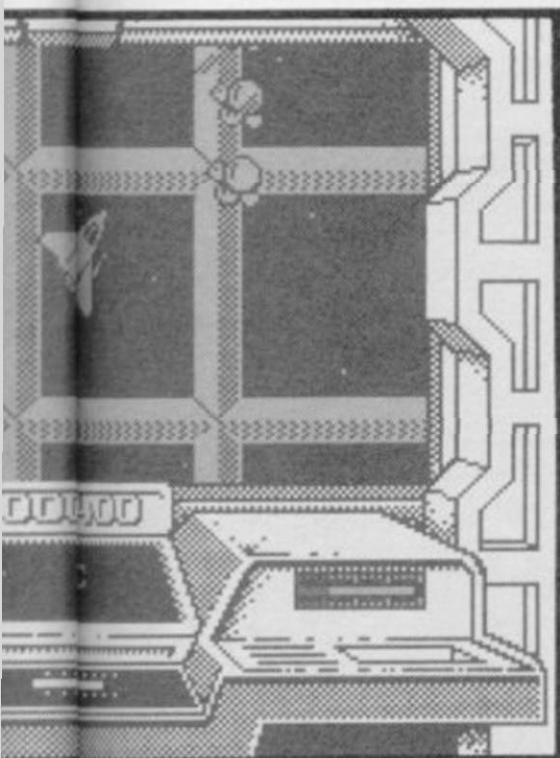
If anything, **ACE 2** falls down for the same reasons that **ACE 1** was a success. Since you don't have to worry about little things like take-off and landing, undercarriage, flaps, rudder, engine temperature, maximum speed and G-force, **ACE 2** definitely isn't a simulation.

However, it doesn't quite make the grade as an arcade

game either, because the action isn't fast and variable enough to maintain the interest.

Perhaps Cascade thinks that adding a few extra details like variable weapons load, alternative missions, and defensive measures like chaff and flares makes **ACE 2** more appealing. It doesn't really, because the basic idea is played out and the gloss doesn't add enough to make the difference.

IMPLOSION



FACTS BOX

This type of plan-view zoomy blast of game went out with *Space Pilot*. But, for all that, it's definitely got something

IMPLOSION
Label: Cascade
Author: Paul Laidlaw
Price: £8.95
Memory: 48K/128K

Reviewer: *Tony Dillon*

★★★★★
★★★★☆ 7

TWILIGHT

FIVE STAR GAMES 3

COMPILATION Label: Beau Jolly Author: various Price: £9.99
Memory: 48K/128K Joystick: various Reviewer: Tony Dillon

Another jolly excellent offering from the Jolly stable with seven titles

Yet another compilation from BJ, this time with seven games. On the single tape pack, you get *Trap Door*, the very playable game featuring all the characters from the TV series. Then there's *Uridium Plus*, a slightly enhanced version of the original. Next is *Tau Ceti*, that great skimmer simulation that was the first of the Galcorp games. *Exploding Fist* makes a welcome return to our screens with the original action game. *Firelord* is the best ever arcade adventure (well I thought so) with some terrific graphics and sound. *Strike Force Harrier* is one of the best combat-cum-flight simulators I've played, and finally *Aliens (UK version)* controlling a crack team trying to destroy an alien presence. It's an compilation.

★★★★★ 9

NIGHTSHADE

ARCADE Label: Ricochet Author: Ultimate Price: £1.99 Memory: 48K/128K Joystick: various Reviewer: Tony Dillon

Another great Ultimate rerelease from Mastertronic. In its day Ultimate was without rival

Now he's back, in *Nightshade*. Yes, in *Nightshade* you take the role of the guy with the funny hat who has to clear a town of disease by collecting the antibodies and slinging them at the germs found in various buildings dotted around. The animation is crisp, as with all Ultimate filmation games, with one difference. In this town, it scrolls, not flips. The graphics are excellent too, with some funny spots.

All round, a totally sponditious game. Right on Rick (O'Shea)

★★★★★ 8

RIDING THE RAPIDS

SIMULATION Label: Players Author: Paul Griffiths Price: £1.99
Memory: 48K/128K Joystick: various Reviewer: Tony Dillon

A good idea with some original touches but just a little more speed would have been in order

In *Riding the Rapids*, you get to paddle a kayak down four mountain rivers, each more hazardous than its predecessor. The idea is to steer and paddle at the same time, avoid the side of the river and the various rocks and small islands, and on top of that you have to travel through the flags in the right way and get through the course in the fastest time possible.

Graphically the game has not much to offer. A sprinkling of dots for a rock here, another sprinkling of dots to show the bank there. Control is easy to get used to and the courses can provide a challenge in places. My main gripe though is the speed. It is so slow. The old *New Generation* game - *Shoot the Rapids* was tons better.

★★★★☆ 5

UCM

ARCADE Label: MAD Author: David Thompson Price: £2.99
Memory: 48K/128K Joystick: various Reviewer: Graham Taylor

A sort of futuristic Commando. Competently programmed, but lacking the variety to hold the interest

There isn't a great deal to choose between them - Mandroid evil criminal synthesis of metal and flesh or Warmonger the greatest combat soldier now turned evil. The two of them are locked up on a prison platform a hundred miles above the earth's surface.

The idea of *UCM (Ultimate Combat Mission)* is that you are Mandroid or Warmonger, ie one of the bad guys and you want out. You choose to play one or the other at the beginning of the game depending on how human or droidy you feel. The other difference is in your equipment. The Droid has a slow but far firing laser the human has a fast action but short-ranged machine gun.

The actual game is not that astounding unfortunately. Small little sprites which trundle over a rather dull background.

It isn't rubbish - the programming is too good for that - but basically you'll fall asleep long before you get to the final screen.

★★★★☆ 6

ZONE

TRY STOPPING HIS SUBSCRIPTION TO SINCLAIR USER

Kamikazi Bear isn't just a Manic Alien Killer, he's also an avid reader of Sinclair User. SU gives him all the latest gen on how to blast, kill or destroy the enemies in all the best Spectrum Games. And because this bear wants to get the reviews before any of his mates he's taken out a subscription to Sinclair User. What you can get from Sinclair User, apart from pages and pages of reviews and screen shots, are lots of pokes, hints and tips, Mega-competitions, brilliant free gifts and all the hottest news - before any of your mates do!! So don't mess about, fill the form in today and get SU every month delivered to your door. If you don't, we may have to send the bears round!



YES! Please send me Sinclair User
for the next 12 months.
Here's my cheque for £15
Please charge my Access/Barclaycard
No _____
Expiry Date _____
Name _____
Address _____

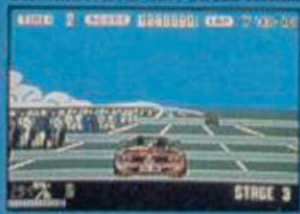
Please return to: Sinclair User Subscriptions
Priory Court, 30-32 Farringdon Lane,
London EC1R 3AU

You're cool, the engine's hot, the girl's gorgeous,
a tank full of gas and an open road.... the rest is up to you...!

Screenshot from Amstrad version.



Screenshot from CBM 64/128 version.



Out Run™



Screenshot from Spectrum version.

START



Screenshot from Atari ST version.

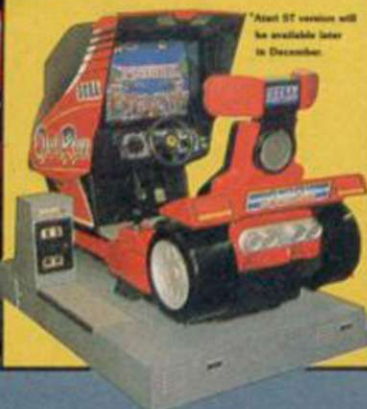
The ultimate experience in motor sports simulation, the absolute challenge to nerve and reflexes. Feel the wind in your hair and the pull of the G-force as you power your way along the highways and byeways, a girl by your side, and open country before you. Experience the exhilaration and excitement of driving a high performance sports car in this teasing time trial where your co-ordination and nerve will be tested to unbelievable limits. Out Run the coin op starred as an arcade sensation. Out Run the computer simulation mirrors this exciting all action spectacle.

CBM 64/128
CASSETTE £9.99 DISK £11.99
SPECTRUM
CASSETTE £8.99

AMSTRAD
CASSETTE £9.99 DISK £14.99
ATARI ST
DISK £19.99

INCLUDES ORIGINAL
Sound Track
FROM COIN OP
VERSION

The machine becomes a home
computer reality on December 10th.*



SEGA

U.S. Gold Ltd., Units 2/3 Holford Way, Holford,



Birmingham B6 7AX. Tel: 021 356 3388.

DATTEL ELECTRONICS



GENIUS MOUSE 48/128/+2/3

- Now a top quality mouse system at a realistic price.
- Two button action.
- Pull optical operation for superb accuracy.
- Comes complete with interface - just plug in and go!
- Compatible with Artist II (see offer) and OCP Art Studio.



ONLY £39.99 COMPLETE



ROBOTEK

- Robotics & model control made easy on Spectrum.
- 4 independently controllable outputs for relays, models, lights etc.
- 8 independent inputs for sensing etc.
- This is the product that the lego publication "Make and program you own robots" was based upon.
- Comes complete with cables.
- Easy to use.

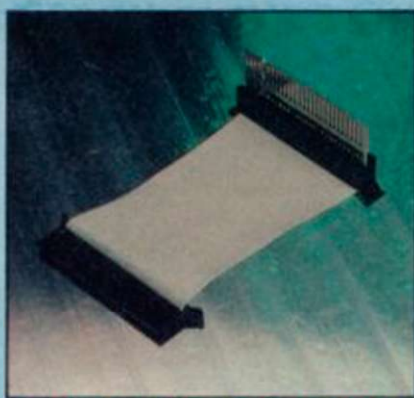
ONLY £29.99



16K RAMPACKS FOR ZX81

- Brand new guaranteed Sinclair product.
- Simply plug in for 16K!
- Limited amounts at these prices.
- Send now.

ONLY £5.99



EXTENSION CABLE

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

ONLY £8.99



TWO WAY EXTENSION

- Allows two peripherals to be connected together (memory conflicts allowing).
- 8" long.
- Top quality connections.

ONLY £10.99



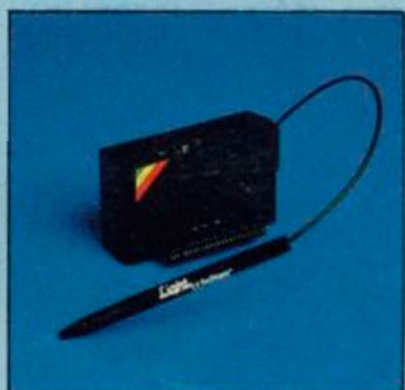
ARTIST II ILLUSTRATOR

- Top quality graphics package for Spectrum.
- Described by Sinclair User as "the best artist program - bar none".
- Superb quality multi feature.
- Pull down menus.
- Windows icon driven.
- Font and sprite designer.
- Zoom mode.
- Supports many printers.
- Flexible cut & paste.
- This package has too many features to list - it is safe to say it has them all!



Special Offer - Buy Artist II & Genius Mouse system for only £49.99 POST FREE!

State 48K or 128K version of software required.



LIGHTWRITER

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

ONLY £14.99



INTERPRINTER

- Connect fullsize Centronics printers to your Spectrum.
- Complete with printer cable.
- Microdrive compatible.
- Tasword 2 compatible.
- Hires screen dump (Epson).
- Easy to use.

ONLY £24.99

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

HOW TO ORDER

BY PHONE	BY POST	BY PRESTEL/FAX
 0782 273815 24 hr Credit Card Line	 Send cheques/POs made payable to 'Dattel Electronics'	Prestel Pages # 25880000A Fax Orders 0782 264510

DATTEL ELECTRONICS

UNITS 8/9, DEWSBURY ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT

**SALES ONLY
0782 273815**

**TECHNICAL ONLY
0782 202258**

DATEL ELECTRONICS



NEW QUICKSHOT TURBO

- Complete with interface - plugs straight into Spectrum (all models).
- All the features of the best selling Quickshot II plus:
 - Microswitch action for even longer life.
 - Extra rigged construction.
 - Superb styling.

ONLY £17.99 COMPLETE



SNAPSHOT II

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

£24.99 POST FREE

+2 JOYSTICK ADAPTOR LEAD

- Allows standard 9 pin joysticks (Quickshot II/Turbo etc.) to be used on +2/+3 computers.
- Supports rapid fire models.

ONLY £2.99



SWITCHABLE JOYSTICK INTERFACE

- All three joystick systems at the flick of a switch.
- 'Kempston' - 'Cursor' - 'Interface II'.
- Accepts any 9 pin joystick including rapid fire models.

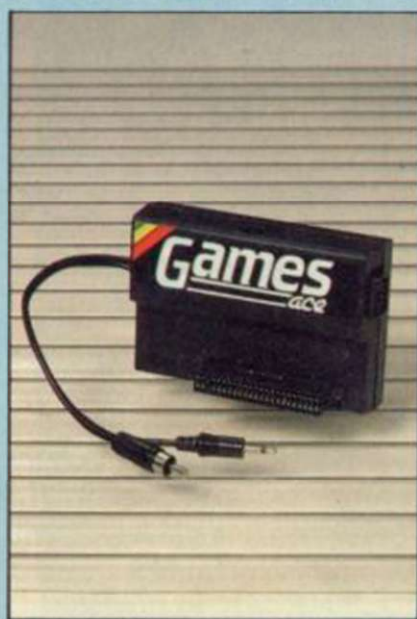
ONLY £8.99

Complete with Quickshot II

£14.99

Complete with Quickshot Turbo

£18.99



GAMES ACE

- Joystick interface & sound booster.
- Accepts any 9 pin joystick for maximum compatibility (Kempston system).
- Plus - delivers sound from games through TV speaker (fully controllable).

ONLY £10.99

Complete with Quickshot II

£17.99

or complete with Quickshot Turbo

£21.99



DIGITAL SOUND SAMPLER

- Allows you to record any sound digitally into memory.
- Replay at variable pitch or with amazing effects.
- Forwards/backwards/with reverb/echo/flanging etc., etc.
- Fully menu driven.
- On screen keyboard and frequency plotting etc.
- Full 8 bit conversion.
- Complete hardware/software package.

ONLY £34.99



QUICKSHOT II

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

ONLY £13.99

A SPECIAL MESSAGE TO ALL THOSE PEOPLE WHO HAD A SINCLAIR COMPUTER FOR CHRISTMAS

(and those who have had
one for years)

THE NEW YEAR
MICROFAIR IS ON
FEBRUARY 6th 1988
AT THE
HORTICULTURAL HALLS
LONDON SW1.



Looking for great gizmos for your new Spectrum or QL? There's one place you will find everything: **THE MICROFAIR.** If it's new it will be on show. If it's original you'll find it on sale. If you need advice you only have to ask the exhibitors. If you want to meet thousands of enthusiasts, just come along and enjoy yourself.

There's everything for Sinclair Computers. Hardware, Software, Books, User Clubs, Programming Aids, Games, many at special 'show' prices — there's even a bring and buy sale.

For a fun day out and a chance to see and buy everything new and exciting . . . you won't beat the MICROFAIR.

THE NEW YEAR MICROFAIR
FEBRUARY 6th 1988
AT THE HORTICULTURAL HALL
GREYCOAT STREET/ELVERTON STREET
LONDON SW1. 10am-6pm
ADMISSION: £2.00 (ADULTS)
£1.50 (KIDS UNDER 14 YRS)

SEND NOW FOR REDUCED PRICE ADVANCE TICKETS

Send to Mike Johnston (Organiser), Dept SU
ZX MICROFAIRS, 71 Park Lane, London N17 0HG.

Please send me _____ advance tickets
(Adult @ £1.50)

Please send me _____ advance tickets
(Child under 14 @ £1.00)

Name: _____

Address: _____



Please include a stamped, self-addressed envelope and make
cheques/POs payable to ZX Microfair

MEGASAVE FANTASTIC SAVINGS

IKARI Warriors	5.95	Basil Detective	5.95	Live Ammo	7.95
Gauntlet II	6.95	Were Wolves	7.95	Ram Parts	6.95
The Last Ninja	7.95	Pegasus Bridge	10.95	September	5.95
Enduro Racer II	7.95	Sorcerer Lord	10.95	Super Hang-on	7.95
Killed Until Dead	6.95	Rampage	7.95	Galactic Games	5.95
Head Over Heels	5.95	International Karate +	7.95	Nebulus	5.95
Tai-pan	5.95	Airbourne Ranger	7.95	Magnetron	5.95
Whizzball	5.95	Stealth Fighter	7.95	Firetrap	7.95
Renegade	5.95	Bobsleigh	7.95	Phantom Club	5.95
Barbarian	7.95	Action Force	7.95	Street Hassle	5.95
Road Runner	6.95	Scrupes	7.95	Dark Sceptre	7.95
World CI Leaderboard	7.95	Star Ship	7.95	Ballbreaker	5.95
Game Over	5.95	Buggy Boy	5.95	Best Elite Vol 1+2	12.95
Living daylight	7.95	Thundercats	5.95	Red October	12.95
Exolon	5.95	Jackal	5.95	Olympiad 88	5.95
Indiana Jones	6.95	Roy of Rovers	7.95	Match Day Two	5.95
The Double	8.95	Tap Door 2	6.95	Time Stood Still	5.95
Mask II	5.95	Gunboat	6.95	Eco	5.95
Super Sprint	7.95	Sidearms	6.95	Basket Master	5.95
Jack the Nipper Two	5.95	720	6.95	Tour de Force	5.95
Judge Death	7.95	Solid Gold	7.95	Predator	7.95
Gryzor	5.95	Outrun	6.95	Iron Horse	5.95
Mean Streak	5.95	Bravestarr	6.95	Boot Camp	6.95
Yogi Bear	7.95	Captain America	6.95	Traz	6.95
California Games	7.95	Wizard Warz	6.95	Carrier Commander	12.95
Adv. Tactical Fighter	6.95	Lazer Tag	6.95	Prime Magic	12.95
Death Wish 3	5.95	Platoon	5.95	Mstrs of Univ T Movie	5.95
Bubble Bobble	5.95	Combat School	5.95	Magnificent 7	7.95
Trantor	6.95	Rastan	5.95	Football Manager 2	7.95
Guadal Canal	7.95	Psycho Soldier	5.95	Charlie Chaplin	6.95
Ace 2	7.95	Victory Road	5.95	Salimandor	5.95
Hit Pak 2	7.95	Mad Balls	5.95	Inside Outing	6.95
Bangkok Knights	5.95	Driller	12.95	Flash Point	5.95
Captain Courageous	6.95	Freddie Hardest	5.95	Rolling Thunder	6.95
J Archers Not P More	12.95	Rygar	6.95	Dan Dare II	7.95
Star Wars	7.95	Xecutor	5.95	Thunderceptor	6.95
G Lineker's S. Soccer	5.95	Game Set and Match	10.95	Nightmare	7.95
Alt World Games	5.95	Druid Two	5.95	Football Director	6.95
Deflektor	5.95	Flying Shark	5.95		

Send for free up-to-date list C16 + 4. C64. Amstrad. Spectrum. MSX. Atari ST/Amiga.

PLEASE STATE WHICH COMPUTER.

Postage Included UK. Please state which micro. Fast Service

Send cheque/PO to: MEGASAVE, Dept SU8

49H Sutherland Street, Victoria, London SW1

Mail Order only

MAIL ORDER ADVERTISING

British Code of Advertising Practice

Advertisements in this publication are required to conform to the British Code of Advertising Practice. In respect of mail order advertisements where money is paid in advance, the code requires advertisers to fulfil orders within 28 days, unless a longer delivery period is stated. Where goods are returned undamaged within seven days, the purchaser's money must be refunded. Please retain proof of postage/despatch, as this may be needed.

Mail Order Protection Scheme

If you order goods from Mail Order advertisements in this magazine and pay by post in advance of delivery, *Sinclair User* will consider you for compensation if the Advertiser should become insolvent or bankrupt, provided:

- (1) You have not received the goods or had your money returned; and
- (2) You write to the Publisher of *Sinclair User* summarising the situation not earlier than 28 days from the day you sent your order and not later than two months from that day.

Please do not wait until the last moment to inform us. When you write, we will tell you how to make your claim and what evidence of payment is required.

We guarantee to meet claims from readers made in accordance with the above procedure as soon as possible after the Advertiser has been declared bankrupt or insolvent up to a limit of £10,000 per annum in respect of all insolvent Advertisers. Claims may be paid for higher amounts, or when the above procedure has not been complied with at the discretion of *Sinclair User*, but we do not guarantee to do so in view of the need to set some limit to this commitment and to learn quickly of readers' difficulties.

This guarantee covers only advance payment sent in direct response to an advertisement in this magazine (not, for example, payment made in response to catalogues etc, received as a result of answering such advertisements). Classified advertisements are excluded.

TIME TRAX

ARCADE Label: Bug Byte Author: Binary Design Price: £2.99
Memory: 48K/128K Joystick: various Reviewer: Tony Dillon

Unoriginal, unexciting, unmotivating, unplayable and almost unbelievable junk. Hardly worth reviewing

In this limp-wristed programming monstrosity which can only be loosely termed as a game, you play a jerky little sprite who has to find some missing objects that belong to the 'most powerful minds in creation'. What's wrong with it, then? For a start, there are many different locations all of which look like bad attempts at a cross between Impossible Mission and Jet Set Willy. The main character is small and badly animated and designed. And the menu system doesn't really do very much a waste of time

★☆☆☆☆ 1

COMPUTER HITS 4

COMPILATION Label: Beau Jolly Authors: various Price: £9.99
Memory: 48K/128K Joystick: various Reviewer: Chris Jenkins

Excellent compilation at a price which makes it an ideal Christmas stocking-filler

Computer Hits 4 is an absolute blast as compilations go. Twelve full-price titles of which in my opinion five are fab, five OK and only two turkeys. Fab ones first: Vortex's Revolution, a 3-D multi-level arcade adventure featuring a bouncing ball, Spindizzy, the original Electric Dreams guide-the-gyroscope-around-the-3D-maze epic, Pyracurse, Hewson's Ultimate style arcade adventure, Sacred Armour of Antiriad, Palace's futuristic romp and Starquake, Bubble Bus' space skit.

The OK ones include Ariolasoft's Deactivators, CRL's Bride of Frankenstein, Martech's karate simulator Uchi-Mata, Microsphere's Sam Cruise, and Electric Dreams' Dandy. This leaves only the turkeys: Hewson's City Slicker and Pulsator. Overall, though, wotta collection!

★★★★★ 10

TWILIGHT

BEACH HEAD II

ARCADE Label: Americana Author: Access Price: £2.99 Memory:
48K/128K Joystick: various Reviewer: Tony Dillon

Fun re-release shoot-'em-up An excellent budget battle

In the sequel, the dictator has kidnapped some of the allies that helped you in that battle and so it's your job to go behind enemy lines and retrieve them. There are many tasks to accomplish in this multi-screen attack. To begin with you land your forces behind enemy lines by dropping and advancing them through and around a series of walls avoiding the constant firepower of a large gun situated at the bottom of the screen. One nice touch here is that if you are playing two-player, one player takes control of the gun. Once you have got your mini A-team past the gun, you then free the prisoners and protect them using the big gun to shoot tanks and enemy soldiers. After that it's a daring vertically scrolling helicopter flight. Finally it's the booma-dagger fight. Two opponents stand on either side of a cave and throw daggers at each other. Great stuff!

Graphics are small, but very detailed in places and the animation in the first stage is a delight. A worthy follow-up to an old classic

★★★★☆ 7

POWER PLAYS

COMPILATION Label: Power House Author: various Price: £9.99
Memory: 48K/128K Joystick: various Reviewer: Chris Jenkins

Eight games for a tenner. Good value you might think - but then look at the quality of the games . . .

There's a good deal of variety in these eight back-catalogue Power House titles, but precious little in the way of quality. Worst of the lot is Cyrox, so full of bugs that at one stage all the backgrounds disappear completely. How's this for an intro: "A valuable (sic) shipment of crystals has been stolen . . . there (sic) whereabouts has (sic) been traced to Cyrox . . . headquarters for public enemy (sic) number one . . ." The game's as good as the grammar. Time Flight is a fair Time Pilot rip-off, Sword and Shield (the best thing on the tape) is a neat Kingdom-style strategy game, Tomb of Syrix, an average arcade-adventure, Hercules decent platforms-and-ladders; Sqij, a shooting-and-collecting scenario, Slingshot, a Star Trek-type space zapper; and Oddball, a battle to push radioactive blocks into a disintegrator.

Only worth bothering with if you don't have any of these titles already

★★☆☆☆ 4

SOLID GOLD

COMPILATION Label: US Gold Author: various Price: £9.99
Memory: 48K/128K Joystick: various Reviewer: Jason Roseaman

A good value package of the better hits of this year

As compilations go, this one is certainly above average. Containing five of US Gold's most highly acclaimed games, in a package that should have something to please everyone.

Leaderboard gives you the ultimate in golf simulations, eat your heart out Sevvy. Winter Games, all the thrill of speeding about in the snow. Ace of Aces, superior simulation-cum-shoot-'em-up. Infiltration gives you the chance to fly a helicopter in great style. And finally Gauntlet, perhaps the ultimate "Let's be pixies game".

Five superb games for only £9.99. Yes, you may have a couple of the titles, but unless you've got them all, you might as well give Solid Gold a go. It's pure magic

★★★★★ 8

GAME SET AND MATCH

COMPILATION Label: Ocean Author: various Price: £12.95
cassette/£17.95 disc Memory: 48K/128K Joystick: various Reviewer:
Tony Dillon

A strong sports sim with treasures old and new but why so costly? Ten games and more than 20 events

Game Set and Match is the second of the compilations released by Ocean in oversize boxes that make them look for all the world like a jigsaw. On it are all the games you'd expect to find on a sport tape, such as Hyper Sports, conversion of the arcade ex-favourite. World Series Baseball makes an appearance which I find fun merely for the ads and messages that flash up on the giant video screen. Konami gets it feet well in the door with Tennis and Ping Pong, two great arcade games that are not so great in 48K. Ol' Jonah Barrington's Squash is there too, with its amazing reposit. There's Pool, Gamestar's Basketball is 'OK', but I don't find it follows the blurb very closely. And you can't have a sport compilation without Daley, so Supertest is dropped in. Barry McGuigans Boxing makes a giant leap for mankind. And there's . . . Super Soccer. I'm sorry, but that has let down the entire rating by being just crud

★★★★☆ 8

ZONE

THE DOUBLE

Label: Scanatron, 396 Totterdown Road, Weston-super-Mare, Avon BS23 4LH
Price: £11.45 Memory: 48K/128K Joystick: various Reviewer: Tony Dillon

An involving Football-managerette - overpriced

Honestly the genre of football management games is enough to make any human being break into a cold sweat. (Remember Football Director!)

For those of you who may have just been born, the general idea is that you play the manager of a football club, which in this case happens to be in the 3rd division and using the skill of decisions and a little bit of luck by selecting options you have to get them through to be the league champions and/or FA cup winners. The game is menu-driven with all the usual features and at the end of each week lists all the scores and shows the league tables. Not surprisingly, Liverpool are nearly always at the top, though I was sure Rush had gone to Juventus.

It turns out the game is amazingly simple to use and gives you a wealth of information making it terrific fun to play. A goodie - but pricey

★★★★☆ 6

INVESTMENT MONITOR

WORK-OUT Label: Slatford, 3 Campbell Road, South Croydon, Surrey CR2 7ED
Author: Michael Slatford Price: £12 (mail-order only) Memory:
48K/128K Joystick: none Reviewer: Chris Jenkins

Keep track of all your stocks and shares - as they wiz down and occasionally up

OK, no jokes about 'crashes' here. Investment Monitor isn't a get-rich-quick method to decide what shares to buy, but a useful method of recording your equities, gilts, unit trusts, bonds, regular investments, and probably what you've stashed in a sock under the bed too.

Epson and RS-232 printer convertible, Investment Monitor is basically a menu-driven card-index system. Each 'card' is tailored to take details of the particular kind of investment represented, including date bought, value, current price, dividends, and so on.

You can review your cards singly or in numerical order, and up-date, delete, insert or renumber them.

Also, should the stockmarket collapse, your Spectrum will jump out of the window for you (not strictly true - Ed)

★★★★☆ 7

BACKGROUND NOISE

Background Noise looks behind the top games of the moment and speaks to the programmers who sweated blood to produce them. Background Noise looks from the author's point of view — at the particular programming problems and the way they were solved



BOBSLEIGH

A bobsleigh simulation on a Spectrum?

It looked impossible at first sight. The main problem was to design a game that looked realistic enough to be classed as a simulation but which would still run fast enough to capture some of the thrill and excitement of hurtling down an ice hard track at over 90 mph.

Since none of us had been down a bobsleigh run we enlisted the help of the British Bobsleigh Association and Britain's top driver Nick Phipps.

A visit to London one cold January morning gave us our first opportunity to meet Nick and pick his brains on some of the techniques involved. "It's simple," he said. "Hold the sled down, check the height, and let it run out in the middle". It sounded good but what did it all mean?

Eventually we got the idea and set about translating some of the techniques and principles of bobsleigh racing into a computer simulation. Some sketches and flow charts were drawn up and the first of the graphics routines written to see if they would run up to speed.

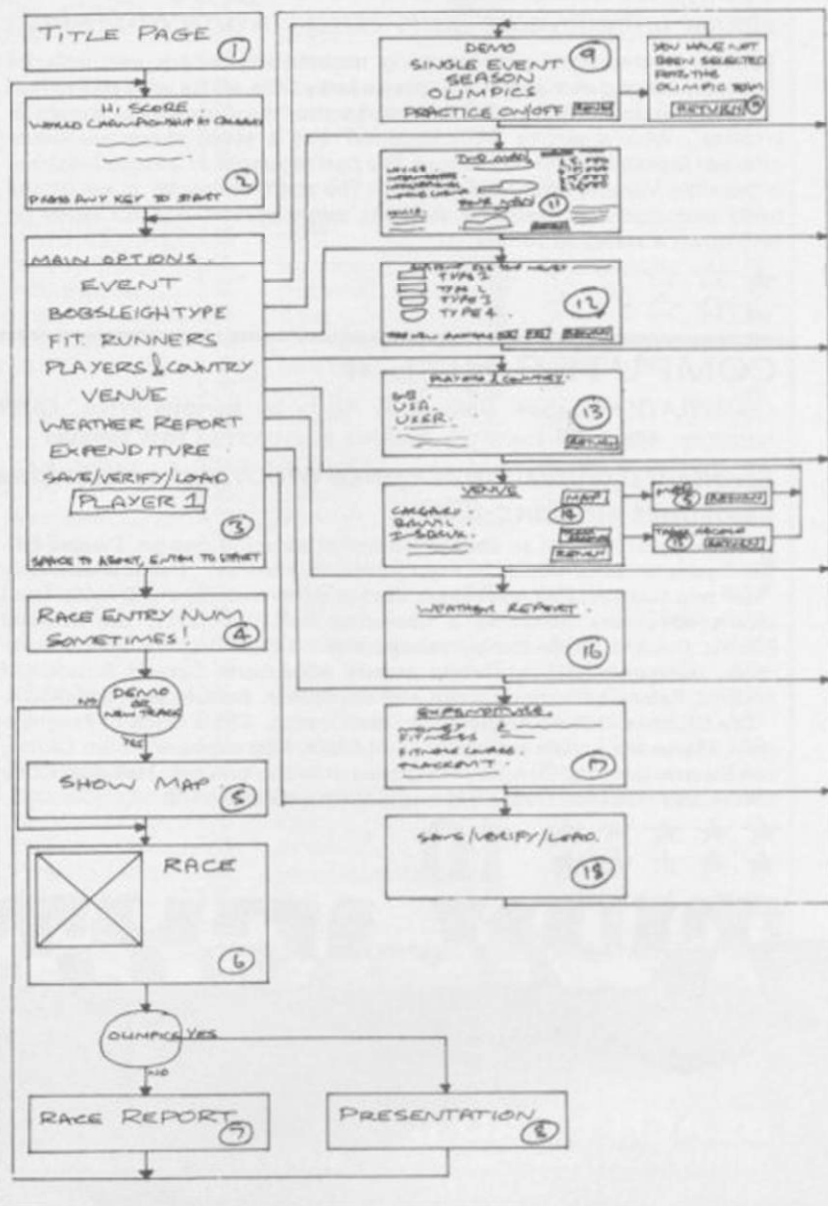
Program development was done on an IBM AT with Z80 co-processor card. The software development tools included a powerful relocating

macro assembler/linker and a sophisticated full-screen text editor. Hex files were down-loaded to the target machine using a fast 38K baud serial interface or a parallel loader. Program debugging was speeded up thanks to an in-house monitor/disassembler especially designed for the Spectrum.

Writing any simulation program breaks down into three bits — the visual display, the instrument panel and the mathematical model. In the case of Bobsleigh there was also the team planning and strategy element which took as much design and coding time as the simulator itself. We decided to use a combination of solid filling and simple line-drawing techniques to build up the display in order to get a convincing looking view which would also run fast.

The most time-critical routine to write was the solid colour sky filling. Not only does the routine need to be fast but it also has to cope with some pretty complicated shapes which occur as the bob twists and winds its way down an undulating banked track. Flood filling techniques are far too slow so a fast horizontal line-fill technique was used. The track is built up using full 3D calculated perspective with hidden line removal to prevent being able to look through the walls of the track when travelling round sharp

BOBSLEIGH STRATEGY MENU FLOWDIAGRAM



corners. This gives a very solid feel to the display.

The picture is built up on a dummy screen and then copied across on to the real screen during the frame flyback period to avoid flicker. The visual display is deliberately shaken slightly when travelling at high speed to give a greater impression of speed and make it look more like the view seen when a TV camera is strapped on the bob. The only attribute clash problem to solve was on the bridges which need to move smoothly overhead at pixel resolution without large attribute clash problems quite well. The panel displays the race timing information with the clock synchronised to the 50 Hz interrupts for accuracy.

The mathematical model has to take into account the banking and steering forces on the bob and check whether the bob has hit the side-walls or travelled so high up the banking that it crashes off the edge. It also takes into account which runner blades are selected and modifies the grip on the ice accordingly.

Actually getting a computer model which closely matches the performance of a real bobsleigh proved to be quite tricky.

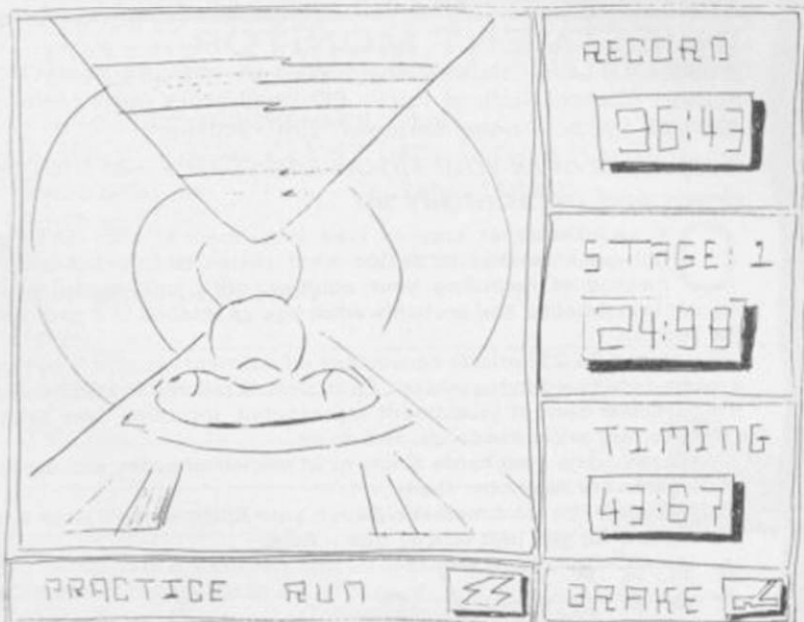
For the planning and strategy part it was decided that all game options would be selected using menu pages and pull-down windows. There were

two ways the windows could have been implemented: either draw a window over the menu and then completely redraw the menu to remove the window or cut out the memory underneath the window and save it to the dummy screen — restoring the memory then automatically removes the window. The latter method was chosen as it was faster and looked better. The window parameters were stored on the stack so the last window added is always the first removed.

For the intro music we decided to use the theme tune from BBC TV's *Ski Sunday* programme, and obtained the rights to use it. Although the TV programme is usually about ski-ing rather than bobsleigh we felt it would give the right winter feel. Full use is made of the AY sound chip on the 128K machines to give multi-channel music while 48K owners get just the melody.

With the Winter Olympics in Calgary fast approaching Nick Phipps will be training hard. We wish him luck and if all else fails maybe he'll use our bobsleigh simulator to get in peak condition and go for gold!

Richard Hughes
Digital Integration



ERIK: PHANTOM OF THE OPERA

CONTINUED

LITTLE DOES RAOUL KNOW, BUT I KNOW HE KNOWS WHERE I AM, AND I SHELL BE WETTING. THEN AND ONEY THEN SHELL I TEACH CHRISTINE TO SING BETTER THAN THE GREATEST OPERA SINGER OF OLE TIME



OO IZ THEEZ GEEZER KIDDEENG!! I 'AV TROUBLE WIZ ZEE 'APPY BIRSDAY ALREADY!

AND SO

HOW WILL I EVER FIND 'ERR IN ZIS PLACE - IT EEZ SO LODGE. SHE COLD BE ANYWEER!



LITTLE DOES ERIK KNOW BUT I KNOW 'E KNOWS ZAT I KNOW.



LITTLE DOES RAOUL..... IF WE KERRY ON LIKE ZIS FER MERCH LONGEUR ZIS ADVERT WILL BECALM MERCH TOO PRICEE.

HELP CHRISTINE (AND US) TO ESCAPE FROM THIS DASTARDLY PLOT.

PSST!! EET IS I, LE JERK. LISTEN VARY CARFOOLY AZ I SHALL SAY THIS ONLY TWICE. "THIS - THIS." I 'AV ZEEN A SHADOWY FIGURE MAKING FOR ZE CELLEUR.



SACRED BLUES! NOW I KNOW WER EE EEZ 'DING.... EE AS TAKEN MY LOAF TO ZER ZOOERS UNDER ZE OPERA 'OUSE.

★ COMPETITION ★

Let us have your ending to this story in a cartoon strip. The best 25 entries received by Crysyst, Software Publishing Associates will receive a free copy of Erik: Phantom of the Opera. Please state Spectrum 48/128 or +3. Judges decision is final. No cash alternative. Closing date for entries 31st December. Winners notified by post.

ERIK: PHANTOM OF THE OPERA

SPECTRUM 48/128 £7.95
SPECTRUM +3 £9.95

Software Publishing Associates
Lower Ground Floor
197-199 City Road
London EC1V 1JN

AVAILABLE FROM ALL LEADING SOFTWARE STORES



D A T A

BRITAIN'S 1st INDEPENDENT TELEPHONE COMPUTER SOFTWARE REVIEW SERVICE

NEW VIDEO GAME 1 0898 700140 ★

OCEAN'S 'WINTER OLYMPIC GAMES'

NEW GAME 2 0898 700101 ★

INCENTIVE'S 'DRILLER'

NEW GAME 3 0898 700141 ★

COLLEEN'S 'MUSIC' COMPENDIUM

NEW GAME 4 0898 700142 ★

VIRGIN GAME'S 'SCRUPLES'

NEW GAME 5 0898 700102 ★

OCEAN'S 'FREDDIE HARDEST'

NEW GAME 6 0898 700143 ★

SUPERIOR SOFTWARE'S 'BONECRUNCHER'

★PHONE THESE NUMBERS WIN THESE GAMES!★

LAST MONTH'S WINNERS 0898 700144

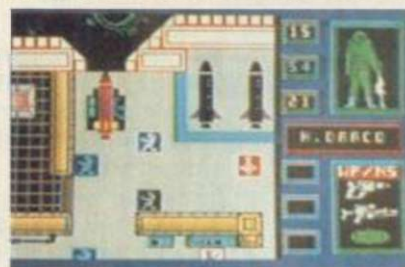
MY TOP TEN by
GAVIN GREENHALGH & C J HUGHES

BROADSYSTEM LTD., THE ELEPHANT HOUSE, LONDON NW1, U.K. ONLY
CHARGEABLE AT 25p (OFF PEAK) AND 38p (STANDARD PEAK) PER MIN. INCLUSIVE OF VAT

FROM THE AUTHORS OF SAMURAI, SWORDS OF BANE AND DRAGONIA NOW COME.....

SOLAR FIRE

A fast action game of tactics and combat in the far future.



Game features:

- Intelligent computer opponent
- Large highly detailed scrolling map
- 360 degrees long range fire
- Multi weapons option
- Scale: man to man
- Icon control
- Joystick or keyboard option
- Two maps, six incidents
- Expansion modules

NATO ASSAULT

A fast game of tactics and armoured combat in the very near future.



Game features:

- Intelligent computer opponent
- Large, highly detailed scrolling map in 3-D and in full colour
- Rotating counters
- Multi-directional long range fire
- Fully destructable landscape
- 2 maps/scenarios
- Scale: tank to tank
- Joystick or keyboard control

Available only by mail order from ASTROS PRODUCTIONS

SOLAR FIRE

- A) STANDARD GAME: 48K/+128K/+2, 2 maps, 6 incidents, booklet: £7.95
B) EXPANSION for standard game: 3 maps, 3 incidents: £3.95
C) DELUXE VERSION: 128K/+2 only, 5 maps, 9 incidents, booklet: £10.95

NATO ASSAULT

- D) GAME: 48K/+, 2 maps, 2 scenarios, booklet: £7.95
E) GAME: 128K/+2, 2 maps, 2 scenarios, booklet, extra option: £7.95

One item ordered, add 30p P&P. Two or more items ordered, post free. Orders outside the U.K. please add £1.00 to the above prices.

For immediate despatch please send cheques, postal orders to:

ASTROS PRODUCTIONS (SU), 34 Frieston Road, Timperley, Manchester WA14 5AP

SPECIAL OFFER

Racy!!



We want you to have the best. You're our readers after all. And we like you. (Sometimes.) So it's with great pride that we offer you two of the greatest inventions of all time. **SU** together with DCP Microdevelopments, offer you the chance to buy an incredible piece of hardware.

The Interspec Control Unit does all those things that you can't be bothered to do yourself. Simply connect it to any old Spectrum you happen to have lying around the place, and wonder at its brilliance. The Interspec can do things like turn lights off and on, start and stop motors, turn the heating up and down! And it's so simple to use, if you can cope with batteries, bulbs and lightswitches, you'll find the Interspec ridiculously easy to play with.

But here's more! There's a car too! The Red Fox Racer is remote-controlled, battery operated and completely astounding! It spins, turns, does wheelies!

Now here's the real business. The buggy and the Interspec can be used together to astound your friends! Let your Spectrum take control of your buggy while you put your feet up and make a cup of tea. Simple one-line *Basic* programs are you'll need to make the buggy go completely crazy without your lifting a finger.

You can buy the Interspec Control Unit for just £31.90, or you can buy the Red Fox Racer, plus plugs, plus leads for just £11.95. Or if you're feeling particularly rich, particularly flash or just particularly lazy, you can buy the two together for the ridiculously cheap price of £39.90, all prices inclusive of postage and packaging. If you're thinking of investigating control applications using just the Interspec and knocking something of your own together you *will* need to be a bit electro-literate. If you buy the Red Fox Racer as well it's so simple - just plug in and go ...

ORDER FORM

Please supply me with:

Interspec Control Unit @ £31.90 (fully inclusive) each £.....

Interspec Control Unit and Racing Buggy model set @ £39.90 (fully inclusive) each..... £.....

NOTE: These prices are fully inclusive for UK and European mailing addresses only. For orders to be despatched outside Europe, please add £10 per item for extra carriage.

Now fill out the coupon below and send it to Sinclair User Christmas Offer, DCP Microelectronics, 2 Station Close, Lingwood, Norwich NR13 4AX.

Any technical enquiries concerning the offer please telephone 0480 830997.

THE COUPON

I enclose a cheque/PO for £..... made out to DCP Microdevelopments Ltd.

NAME.....

ADDRESS.....

DCP will endeavour to despatch your order quickly, but please allow up to 28 days for delivery. Payment by cheques/POs in sterling only, and drawn on UK bank. Offer valid until February 28, 1988 while stocks last.

*Buggy design may vary according to stocks



Gary Lineker's Super Star Soccer attempts to combine building up a skilful team with actually playing the games. Two genres in the one game, with you trading and recruiting your players, as well as taking part in League and Cup matches.

No surprise that, with so many elements incorporated, both areas are treated rather superficially.

When playing the fixtures, you can choose whether to control both your centre-forward and goalkeeper, either or neither. Also check you've selected a suitable match length time - because when it says 'real time', it means it, and it'll

SUPER STAR SOCCER

take a long time if each match is 90 minutes long.

The joystick/keyboard options for passing, shooting and generally staying the match, are unnecessarily cumbersome and frequently do not translate into the ball movements that you intended.

To pass, the eight joystick directions represent your team-mate's positions, rather than the exact position you wish to pass to - and it appears to make little difference anyway since your colleagues will often just stand there and watch the ball float past, millimetres from their feet. To shoot at goal, you must keep a close look at an on-screen indicator which fluctuates back and forth, determining the direction of your shot. Frankly, it doesn't appear to matter - I sailed into Division 2 from the 4th in straight seasons, without ever feeling I'd mastered the playing controls properly.

MATCHDAY II

team at any one time, usually the man nearest the ball (technically 'its the player in the best position to get the ball'). Either the computer or another person controls the opposing team.

And matches can be five, ten or 15 minutes long.

The complications arise in the vast number of extra features incorporated into Match Day II. Your controllable player is denoted by a sort of variable bar code on top of his head - the kickometer. When it's stretched out, he'll kick the ball a long way; one bar only and it'll be a short pass. If the kickometer is doubling back on itself, he'll do one of those backheel shots.

Getting the hang of the kickometer often makes the difference between being thrashed 7-0, and gaining a respectable result.

Realism has also been added in the shape of tackling and shoulder barging your opponents, volleys as well as floor passes. Throw-ins, corners and goal kicks are of course catered for. No penalties however, which, judging by the

Since Match Day is generally considered to be the best example of a football playing (as opposed to football management) game on the Spectrum, there's been considerable pre-launch interest in the follow-up Match Day II.

What have Ritman and Drummond done to improve on the original? The answer is, to a large extent, they've complicated it.

The basis of the game works in much the same way. Each team has seven players. You control one member of your



The game seems to have cheerful disregard for football rules. You can score direct from

FACTS BOX

Football game which gives you both simulation and strategy. Somehow both are treated a tad superficially

GARY LINEKER'S SUPER STAR SOCCER

Label: Gremlin Graphics

Author: Colin Dooley, Chris Kerry

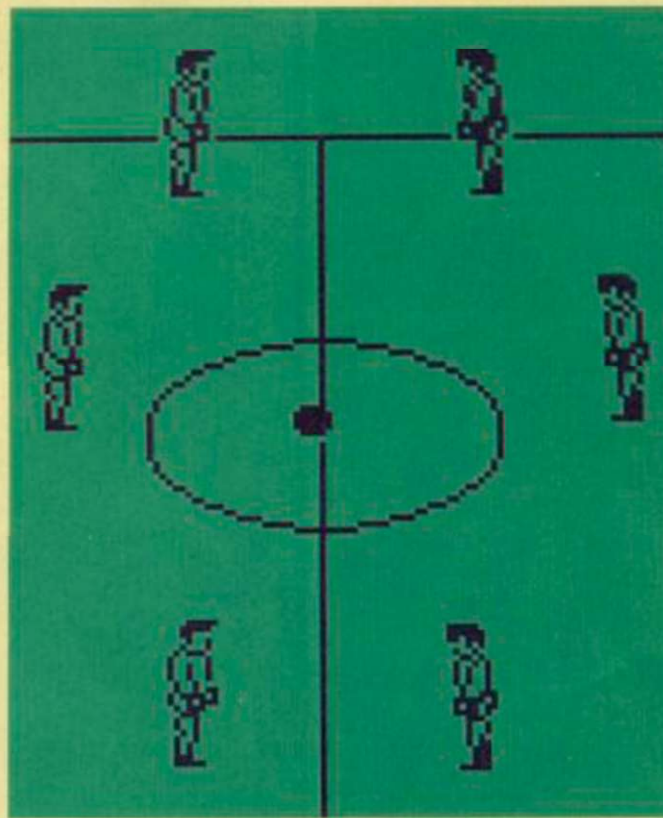
Price: £7.99

Memory: 48K/128K

Reviewer *Christina Esler*



6

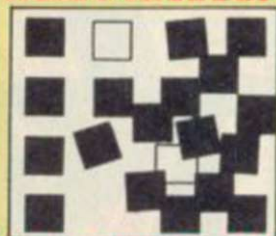


throw-ins. Preston North End repeatedly barged my goalkeeper, knocked the ball out of his hands in order to score, and the keepers, on several occasions, took goal kicks from inside the net. Surely the game's sponsor, who has

never been booked in his life, would have something to say about all this?

On-field the computer-generated ball play is so quirky that the team seemed to do just as well whether the centre forward I was controlling was

STRATEGY SIMULATION



REVIEW



haring up and down the field like an all-parts-intact Bryan Robson, or standing on the sidelines.

The Lineker name should ensure that it will sell well, but **Match Day II** beats it ■

FACTS BOX

A highly accurate football implementation. Screen and players can converge in a colour-clashing muddle

MATCH DAY II

Label: Ocean

Author: Jon Ritman

Price: £7.95 (cassette)/£14.95 (disc)

Memory: 48K/128K

Joystick: various

Reviewer: *Christina Esler*



7

nature of the goalmouth scrambles, is just as well.

Aside from the play, there are options galore for determining your playing tactics. You can set the kickometer at a fixed or less flexible level: all hard shots for example. You can choose whether to place most of your players in your own or your opponent's half of the field, whether to take on responsibility for your goalkeeper's efforts or not, or how good you wish the computer to be.

Flexibility of Match Day II, it's a pity that the playing screens themselves aren't always very clear. The teams are white versus yellow, but in tackles and crowded goalmouths all become yellow, thanks to the game's attribute system.

Another snag is if a long ball is kicked (by either team), your

man with the kickometer on his head may well be off-screen – it's thus impossible to intercept the ball until the screen scrolls and you can spot him.

That said, the extra features, both in play and pre-match options, add greatly to the variety of play and tactics available from the original. If you've had Match Day I for a while now, and have mastered the playing technique, Match Day II will revitalise your interest.

I still prefer the original Match Day though . . . ■



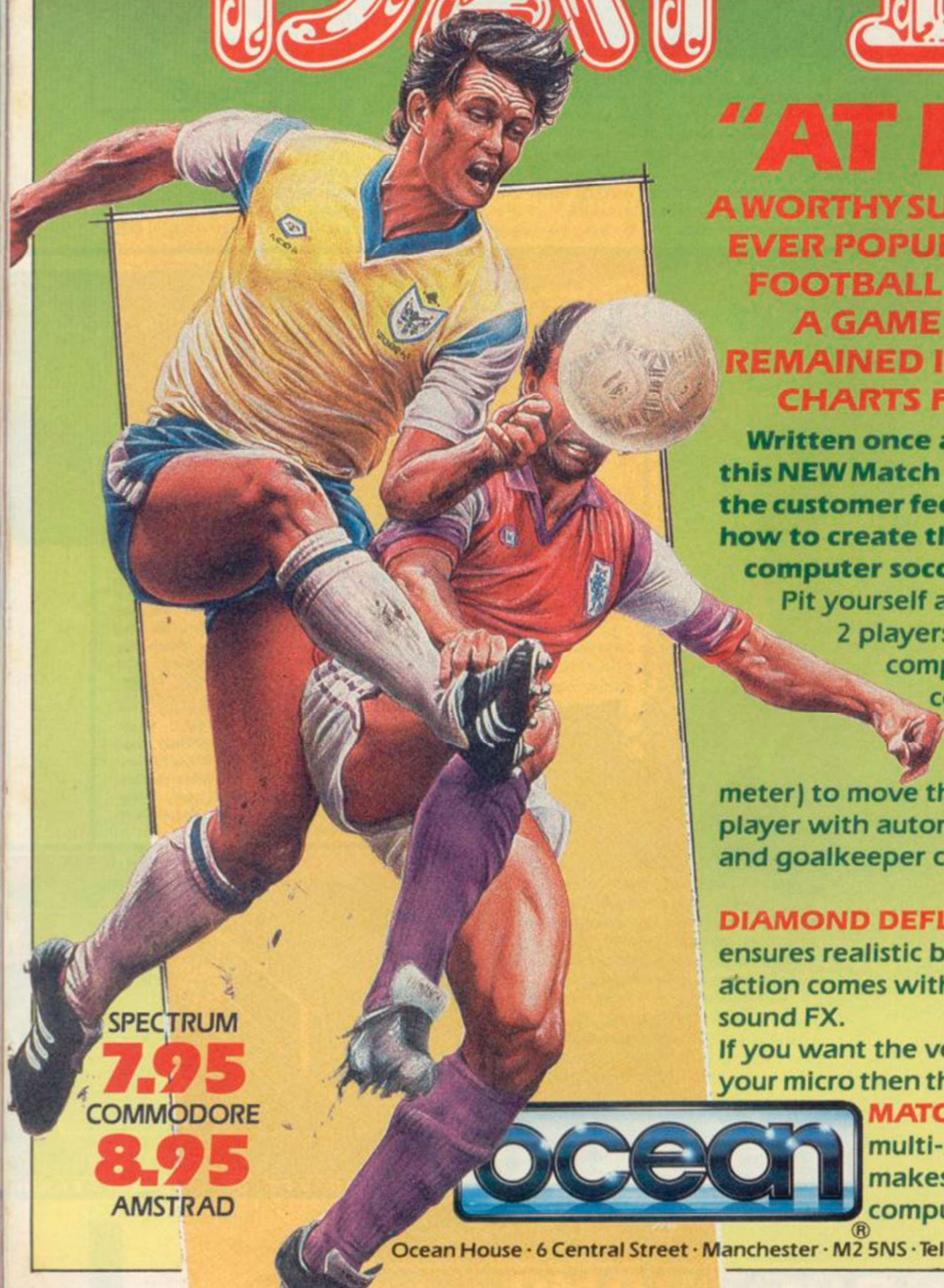
PROGRAMMERS

JON RITMAN and **BERNIE DRUMMOND** have collaborated on a number of projects for Ocean, including the recently acclaimed **Head Over Heels**. For **Match Day II**, Bernie contributed the graphics and animation of the teams, Jon drew the crowds and Guv Stevens coded the music. **SOFTOGRAPHY: RITMAN: Nam-tir Raiders (ZX81, Artic, 1982), Cosmic Debris (Artic, 1983), 3D Combat Zone (Artic, 1984), Match Day (with Chris Clarke) (Ocean, 1986), Batman (Ocean, 1986), Head Over Heels (Ocean, 1987)**



RITMAN UTD 0 1 SOCCERAMP

MATCH DAY II



"AT LAST"

A WORTHY SUCCESSOR TO THE EVER POPULAR MATCH DAY FOOTBALL SIMULATION – A GAME WHICH HAS REMAINED IN THE READERS CHARTS FOR 3 YEARS!

Written once again by Jon Ritman this NEW Match Day is the result of all the customer feedback and advice on how to create the pinnacle in computer soccer.

Pit yourself against the CPU or with 2 players – full league or cup competition with unique code – save facility. Jump, head, volley and kick (using the kick meter) to move the ball from player to player with automatic deadball set ups and goalkeeper control.

DIAMOND DEFLECTION SYSTEM™ ensures realistic ball ricochet and the action comes with full music and sound FX.

If you want the very best in football for your micro then there's only one choice...

MATCH DAY II with multi-menu system makes the home computer come alive.

ocean

SPECTRUM
7.95
COMMODORE
8.95
AMSTRAD

STAR WARS

Star Wars, the Spectrum edition is the first of a trilogy of coin-op conversions from Domark.

In principle this is good. In fact if you look at the screen shots that advertise the the game you may notice that there is almost no visual difference between the Spectrum and the ST versions.

The reason is the coin-op uses vector graphics – the graphics are for a coin-op primitive – but they're very, very fast!

The things that are wrong with Star Wars the Spectrum version are not technical.

Technically the 3D vector graphics are at least as fast and impressive as those on the excellent Starglider. Not only that, but the colour appears virtually attribute-clash free. Awesome. But ...

Imagine playing a fast shoot-'em-up in complete silence. Not a bleep or buzz or pathetic whine. No dramatic explosions, no nothing. Imagine blasting things to bits without a single noise to register a hit. Nothing.

The reason for all this silence is technical. It seems that using the 48K sound slowed the game up so much that Domark felt it would be too slow to play.

Perhaps so, but this problem only arises on the 48K mode and any 128K music would be absolutely fine. Problem solved? Well, no there isn't a special 128K version. For reasons best known to itself there is no 128K music and so no way of escaping the silence. This decision by Domark is, how can I put this, a serious mistake!

I found playing the game in silence very off-putting. It almost put me off the game.

Star Wars is three games in one. It's based, like the coin-op, on three scenes from the original film. These are: flying in space blowing things up, flying over the planet blowing things up whilst dodging towers and then flying down the channel trying to survive long enough to reach an exhaust port which will, as in the film, blow the Death Star to bits.

In game terms this translates into lots of vector stuff, a nice illusion of hurtling at great speed and mucho zapping.

Difficulty level translates into the 'select your Death Star'

option in the opening screens.

Choose the easy level and you get to miss the 'dodging the towers' bit entirely, the mighty Empire forces are about as threatening to your health as a small boil and rush towards your gunsights saying 'kill me! kill me!' If you get through all the sections of the game and obliterate the Death Star you move on to the next, more heavily defended, one – the equivalent of selecting a higher level of difficulty on the opening screen.

If you play at the easiest level you will almost certainly make it through to the last section of the game. This is good in that you can see all the sections of the game but bad in that it's a bit too easy for my taste. At

ARCADE

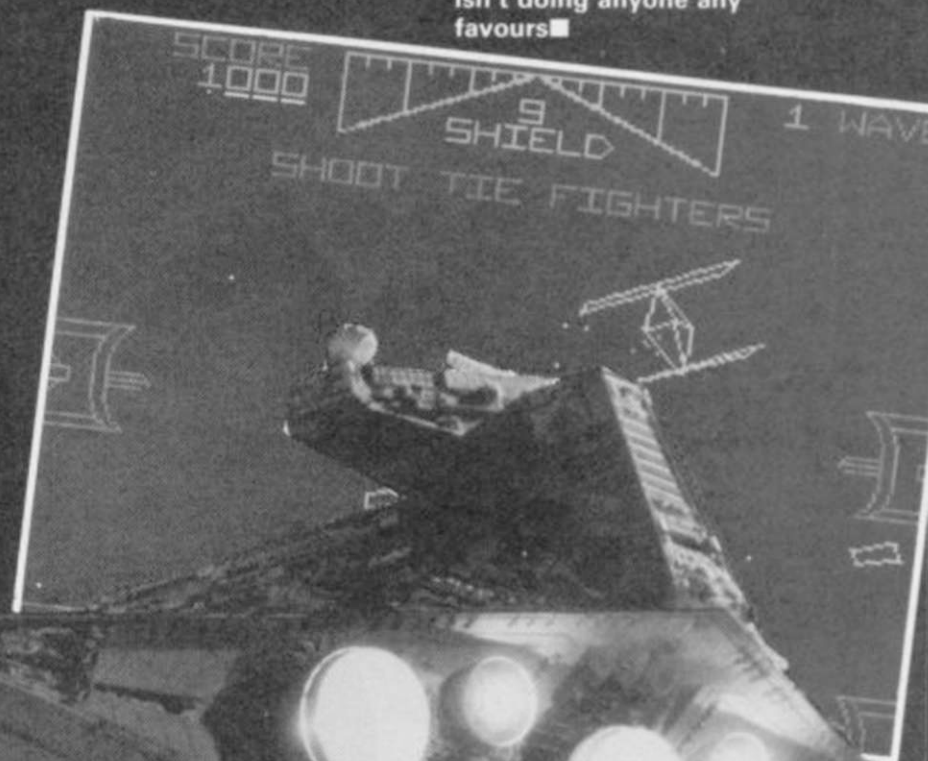
★

REVIEW

later levels it's quite challenging but not completely impossible.

If you can live without any sound, in almost all other respects this is a mighty conversion and faithfully recreates the coin-op.

At £9.95, though, Domark isn't doing anyone any favours■



FACTS BOX

Superb conversion of the coin-op, and an amazing achievement. Spoiled somewhat by being completely silent

STAR WARS
Label: Domark
Author: Vector Grafix
Price: £9.95
Memory: 48K/128K
Joystick: various

Reviewer: *Graham Taylor*

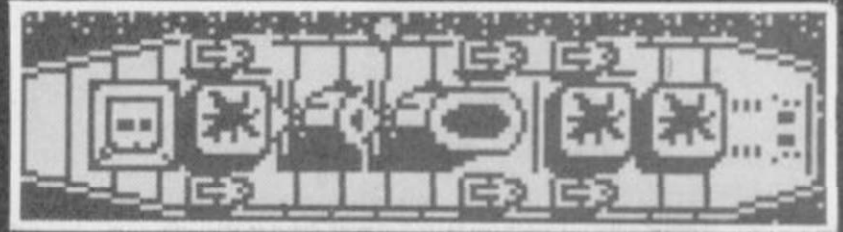
★★★★★ 8

PROGRAMMERS

VECTOR GRAFIX is a new programming house. Star Wars is its first completed project. The programmers were **Ciaran Gultnieks** and **Andy Craven** graphics were by **John Castle** and **Derek Austin**

FLYING SHARK

Don your baggy trousers! Flick your white silk scarf across your face! Pull on your goggles and flying cap! Take a good gander at the wind sock! Climb into your cockpit! Chocks away! Conn-



£1.00 OFF

FLYING SHARK

Send coupon, together with name and address and cheque for £6.95 made payable to British Telecom PLC, to: Flying Shark Smash Offer, Telecomsoft Mail Order Department, PO Box 394, London N8 0QR. Offer closes January 31.

SU SMASH OFFER



tackkt!!!

Play *Flying Shark*, that's what we're trying to say. *Flying Shark* is the latest from Firebird, an absolutely marvellous conversion from the popular coin-op. Soar around the place in your little bi-plane, take out enemy planes, tanks and ships, and generally earn yourself as many medals as possible. You, too, can be a hero.

We like *Flying Shark* a lot. We gave it a Classic. In fact we liked it so much, we're going to offer it to you at a very special price. Due to extraordinary generosity, Firebird have given us £1.00 off *Flying Shark*, so it'll only cost you £6.95! Brilliant eh? Absolutely spiffing.

Normal rules apply, snip out the coupon with a sharp propeller blade, write out a small chequette/postal order, and send the lot, together with your name and address to the address on the coupon. What could be simpler? OK Ginger, Chocks away!!!



COMBAT

I don't want to feel no fool
I just want that Combat School
Ocean's greatest game, OK?
I gotta get that game today
Runnin', shootin', trainin' too,
I'm gonna get it, how 'bout you?
SU's got it cheap, they say,
Only £6.45 to pay

Yoh! (Nice rhyme, Tambo. Yoh! indeed - Ed) Ocean's conversion of the hugely successful **Combat School** is great. And to make sure that none of you readers miss out on this superb package, we at **SU** have arranged a wonderful money-off package for you. Just cut out the coupon, send it with a cheque for £6.45 to the address below, together with your name and address, and you can have a brilliant, and cheap, copy of **Combat School**. Limber up on the monkey bars, swim the ferocious waters, canoe that canoe, paddle that steamer, tote that barge, pull that bale, qualify for the dangerous mission.

In short, become a US Marine for a lot less than it would cost you in America. Or anywhere else for that matter. All thanks to US and Ocean. Aren't we great? All together now . . .

I don't want no teenage dream
I just want my F-14 . . .

SCHOOL

£1.50 OFF

COMBAT SCHOOL

Send coupon (and your name and address) to: Combat School Smash Offer, Ocean Mail Order, 6 Central Street, Manchester M2 5NS along with a cheque/postal order for £6.45 made payable to Ocean Software. Offer closes January 31.

SU SMASH OFFER



Talk about stylish – some of the graphics in **Sidewalk** are astounding, not necessarily in terms of animation or even detail but just as pure art.

Sidewalk is a French game from Infogrames and it shows its heritage. Didier Chamfray, the graphic designer is seriously into French comic-book art.

It looks fab then. But what about the game? – That's more complicated.

Imagine **Renegade** with a little bit of strategy presented as though it were a **Magic Knight** style graphic adventure.

Sidewalk is a bit like that. The plot is very simple and very right-on – you want to get your girlfriend to come with you to the Band Aid concert – you



ARCADE



REVIEW

PROGRAMMERS
The game was converted from an original Amstrad version and was programmed by the Infogrames team of **Kamel Bala** and **Gerard Courable** with the astounding graphics the responsibility of **Didier Chamfray**.
SOFTOGRAPHY: **Prohibition** (Infogrames, 1987)

Sidewalk

FACTS BOX

Unusual mixture of game ideas that don't all work together but re-deemed by some astonishing graphic work

SIDEWALK
Label: Infogrames
Authors: Kamel Bala, Gerard Courable, Didier Chamfray
Price: £9.95
Memory: 48K/128K
Joystick: various
Reviewer: *Graham Taylor*



need not only to get the tickets but also to find the various parts of your Motorcycle which are scattered around the town. Not only scattered but actually stolen by some of the most unpleasant people French graphic artists are capable of drawing.

You can win back the stolen bike bits by duffing up the appropriate baddie – this is where the **Renegade** bit comes in – using the kind of kicks headbutts and punches beloved of combat games since time immemorial (well **Way of the Exploding Fist** anyway).

It's an odd mixture. You troll around the town – depicted in the centre panel at the top of the screen – looking for tickets and bike and replenishing your energy via the pub (energy level is measured by how full a beer glass is.)

When you come across somebody, you have the option of running away, asking a question or fighting. Most people respond badly to questions – some will be uncooperative – others will get annoyed and hit you. On rare occasions you may find

someone who actually helps – the Hippy for example, knows where you can get the concert tickets – but then he would wouldn't he?

Running away is good if your energy level is low, fighting needs to be done with a full quota of energy. Actually the biffing is the weakest point in a way, I adopted a sort of headbutting-punching-kicking-just-waggle-the-joystick-continuously-and-be-optimistic-approach which required no skill whatsoever and found that it always worked if I had enough energy. It means that different

moves and tactics don't seem to count for much.

I managed to get the tickets and about half my bike back on around the sixth time of playing – that seems to be too easy to me and this is also a game which can be solved and finished – so I have some doubts about its longevity.

That said, I thought, the graphics were superb, I liked the multi-window pictures very much and its an inventive mixture of ideas.

It doesn't quite work perhaps but I expect great things of the programmers in the future. ■



**CALL IT A SEQUEL...
AND YOU'LL LAND UP FLAT ON YOUR BACK.**

Commodore Screens



They called International Karate the best beat-em-up so far. And who are we to argue?
But Archer Maclean has come up with a stunner: A Third Fighter.
Amazing animated background. New moves. Re-mixed music.
And Balls!

Commodore 64/128 Cassette (£9.99) and Disk (£12.99). Coming soon for Spectrum and Amstrad home computers.

Mail Order: Activision (UK) Ltd, Units 3 & 4 Lloyds Close, Finedon Road Industrial Estate, Wellingborough, Northampton NN8 4FR. Tel: (0933) 76768
Access, Visa and American Express Cards welcome.

Distributed by Activision (UK) Ltd.

SYSTEM 3



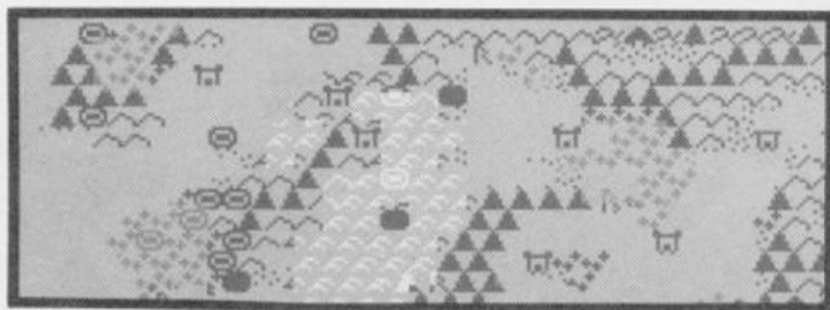
SYSTEM 3



SORCERER LORD

Sorcerer Lord could be PSS's finest hour. It is a one player wargame of fantastic scope and complexity. I can't remember having felt this excited about a computer wargame since Mike Singleton's *Lords of Midnight*.

The scenario is this: you are the Sorcerer Lord, commander of an alliance of Men and Elves, fighting, as usual, for your survival against the forces of



the evil Shadow Lord – mostly creatures bred from wolves and warped by sorcery into killing machines. But mankind, as ever, is slumbering on, unaware of the peril . . . (bear with me). You must rouse the hidden strength of the alliance, and smash your foul enemy. OK the plot is not groundbreaking.

As with just about all computer wargames these days, the basic screen is a map window, showing you an area of the continent which the war is to be fought over. The total area is much larger than what you see on screen at any one time, but you can scroll around it to your heart's content, admiring the beautiful landscape and noticing in passing the disposition of various armies.

Along with the armies shown on the screen, there are lots of different landscapes. As you

might expect, they include such things as mountains, forests, deserts, water and wooded hills, all of which have an effect on how far your troops can move. Then there are assorted man (or elven) made landmarks: towers, citadels and the mysterious rune rings. Towers and citadels are defensive positions, and also represent the starting places of the various Lords you'll need to recruit to your aid. Rune rings are the source of all sorcerous powers, and your distance from the nearest ring determines how effectively your magic will be in combat.

The graphics are excellent: the map symbols are nicely detailed, as are the various shield symbols used to depict the different forces in the game. Trouble has been taken on the visual appearance of the game.

At the outset you control just

a few Lords and their troops. By placing the cursor over each shield symbol you can find out more information about the lord and the forces he commands.

To attack an enemy force, you just move on top of it. Friendly Lords are recruited in the same way – you just move a leader to the fortress they live in, and they immediately join your gang.

Not all your troops are the same; you have desert riders,



FACTS BOX

It's an ingenious and entertaining fantasy wargame, with excellent graphics. I recommend it thoroughly

SORCERER LORD

Label: PSS

Author: in-house

Price: £12.95

Memory: 48K/128K

Joystick: various

Reviewer: *Gary Rank*

★★★★★ **10**

Blockbusters

I have a problem with **Blockbusters**. The problem is Bob Holness the quiz master on the TV show. He . . . how can I put this? He makes me go yeeeeeearggggggggrgrgrgrgrgrgrhahaha hahahhhhhhh!!!!

I had to overcome a good deal of residual prejudice before I could even *Load* this one up. That and the fact that the original version of the game was put out by Macsen. Both biggish obstacles you'll agree.

Well this **Blockbusters** is a reworking of the game of the TV

series by TV Games – the latest Domark label. The re-programming has been done by ODE which did **Trivial Pursuit** and, it has to be said, the firm has done a highly professional job. I'm still not sure though.

Here's the game – just like the TV series: you answer questions posed by quizmaster Bob Holness. Each correctly answered question lights up a hexagon on a grid made up from 20 of them – if you can light up a line of hexagons from one side to the other you win the game. The answer to each question is given by the initial letter on the centre of each hexagon. From such humble beginnings began the now majestic **Blockbusters** which gave us such legendary phrases as 'Can I have a P please Bob?'

Bob Holness actually appears in the computer game – he lurks in a corner of the screen all digitised and daft looking – not only that but when you answer a question he gets animated! Your Spectrum flips through a

buch of digitised screens of Bob in different poses, and with my Bobphobia it made me pretty sick I can tell you. Clever though, and evidence of the efforts ODE has gone to.

More clever touches – the big problem with this sort of game adaptation is that you have to type in answers to the questions. This means that not only do you have to know the right answer but you have to spell it correctly as well. But

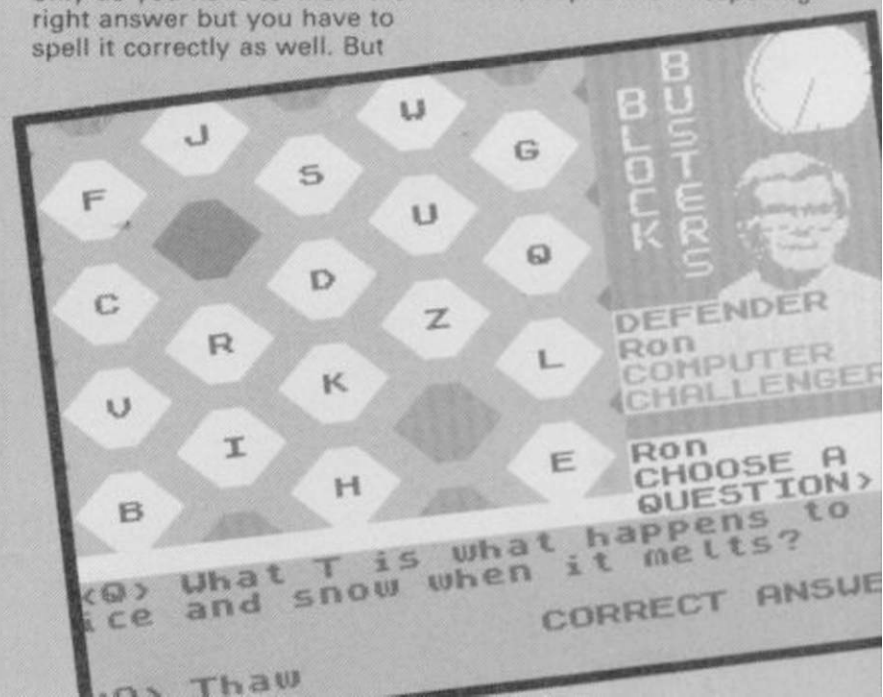
that's not what happens here – **Blockbusters** will try and make sense of whatever you type in and if it is right but for the odd spelling mistake there is a good chance it'll understand what you want.

It doesn't work every time though and consequently wrongly spelt right answers still cause much frustration when Bob (despite the misspelling

PROGRAMMERS

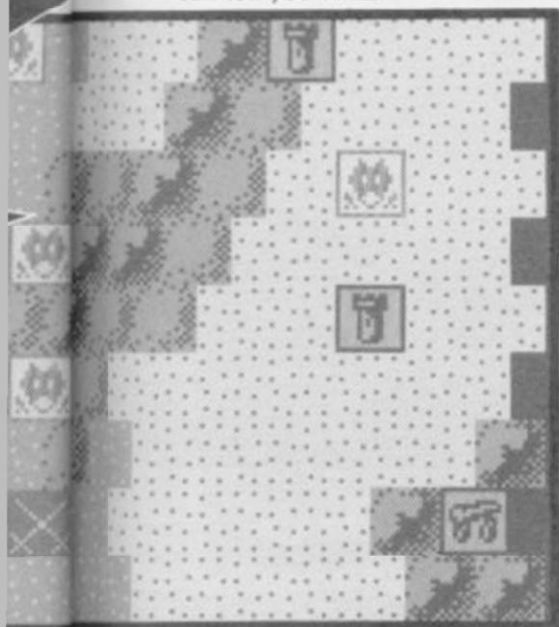
ODE (Oxford Digital Enterprises) is a programming house working across a wide range of machines. The team consists of Jenny Coles, Dermot Quinn, John Wood, Richard Yapp and David Pringle. The original ODE'd first release was an adventure game for the C64 based on Macbeth!

SOFTOGRAPHY
(Thorn EMI, 1984) **Macbeth**
(Domark, 1986) **Trivial Pursuit**
(Domark, 1986) **Sailing** (Activision, 1986) **Titanic** (Activision, 1986) **Yes Prime Minister** (Mosaic, 1987)



elves, mountain men and ordinary men. Some seem to have particular abilities – elves can move through woods as if they were open ground, the riders of Savantor prefer the desert, the mountain men the crags and so on.

You need to plan, don't ever attack unless you can get overwhelming odds, and calculate all battles carefully. I had 2,000 elves wiped out by a blunder in map reading in one game. I had intended to jump a force of 2,500 wolfheads with five elven armies simultaneously, but after I'd moved two I discovered that the rest couldn't get there! There was wailing and moaning in the old elven woods that night, I can tell you . . . ■



EYE

I've never been convinced of the merit of converting board games to computers.

Eye is a boardgame aimed at the yuppie market I suppose. Certainly, it has the classic simplicity of games like chess

and draughts, but I haven't found either the board game or the computer version very gripping.

The micro version is for one to four players and the playing area consists of a circular field containing 32 coloured squares formed by two intersecting spirals. There are eight different colours, each having four squares visible at any time. These spiral grids can be rotated to uncover a new pattern of colours.

The aim, then, is to get your counters on to the same coloured squares on the board. Movement rules are simple. On any turn you can move to an adjacent square, and/or turn the spiral. You can't jump over an occupied square or land on it.

The big problem is that the simplicity of the game makes it look pretty dull on the computer screen. While you can't object

ARCADE ★ REVIEW



to the quality of the conversion, it won't excite you much, simply because the board game won't excite you much. ■

FACTS BOX

A perfectly decent conversion of a board game which itself, unfortunately, doesn't generate much excitement

EYE

Label: Endurance Games

Author: In-house

Price: £9.95

Memory: 48K (3 loads)/128K

Joystick: various

Reviewer: *Chris Jenkins*

★★★★☆ 6

FRUIT MACHINE SIMULATOR

FACTS BOX

It sounds daft but this is easily the best fruit machine simulation ever and the whole thing is idiotically addictive

FRUIT MACHINE SIMULATOR

Label: Codemasters

Author: Mark Baldock

Price: £1.99

Memory: 48K/128K

Joystick: Various

Reviewer: *Graham Taylor*

★★★★☆ 8

routines) still thinks you've got it wrong.

If you win two out of three games then, just like the TV programme you get the 'Gold Run' in which you have to cross the board in 45 seconds.

So it goes, there are a lot of questions, your Spectrum really will print 'Can I have a P please Bob?' and the game actually features an animated Bob Holness. Hard to see what else you could possibly expect from the game, really. Personally I think it has a longevity of around three minutes (apart from watching Bob go mad with excitement which is pretty funny). Fantastic job ODE, but I'm not sure there is point. ■

FACTS BOX

As good a computer version of Blockbusters as there could possibly be. Some may wonder if there is any point . . .

BLOCKBUSTERS

Label: TV Games

Author: ODE

Price: £7.95

Joystick: None Bob

Memory: 48K/128K

Reviewer: *Graham Taylor*

★★★★☆ 7

In the olden days when Spectrum games all had little graphics made of squares fruit machine simulations were all the rage.

Magazines even printed listings for them – it went along with **Battleships** and **Pontoon** as one of the first things you ever do with your Spectrum.

Those days were, I thought, gone forever. How mistaken. Codemasters has brought

them back with **Fruit Machine Simulator** but, cripes, it's pretty brill.

The point is **Fruit Machine Simulator**, unlike the tedious old things you used to get, is as authentic and complete as any computer fruit machine could ever be – you just don't actually lose or win any money.

It isn't just the actual fruit which trundles around and bounces to a stop – this game



has bonuses gambles, special payouts, 'light up the word' games, nudges, meganudges and more.

You can really 'play' the game accumulating money, deciding when to take risks and working out the odds.

Graphically it's great. The fruit all looks authentic (I do hate inauthentic fruit don't you) and it's chock full of lighting lights, flashing numbers and scrolling messages. Combined with a jolly soundtrack that is infexious or irritating depending on your point of view.

The whole game is idiotically addictive. The money I lost. . . ■

NEXT MONTH

STILL
ONLY
&1



GET 1988
BEFORE
IT GETS
YOU!!

Start the New Year with a bang! Dodge those denizens, alienate those aliens, nuke those nasties, blast those bug-eyes and terminate those tupperware dishes (you may not have played this last game). Have no fear because you'll be armed with – da-dah!:

● **THE KAMIKAZE BEAR COMBAT MANUAL** – the definitive guide to a whole bunch of the most successful games including maps, pokes and playing guide. The Kamikaze Bear Combat Manual comes completely free with next month's **SU** which, it being a brand New Year and all, includes

the following awsome fab features:

- The **SU** predictions – we tell you exactly what's going to happen in the New Year!*
- Thanks Auntie! We've got the exclusive reviews of the major games you'll want to spend all those lovely gift vouchers.
- New Plus 3 owners start here! Lots of +3 discs reviewed! Lots of other +3 things in the issue, too.
- Lots of gigantic competitions, fabulous Pokes (which work) and countless other goodies!

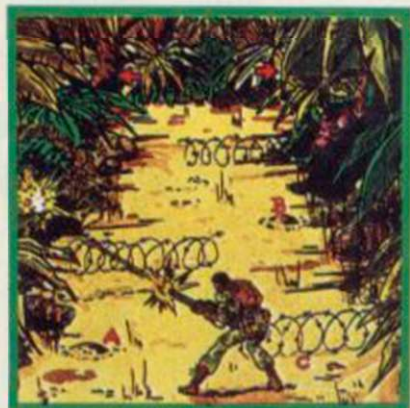
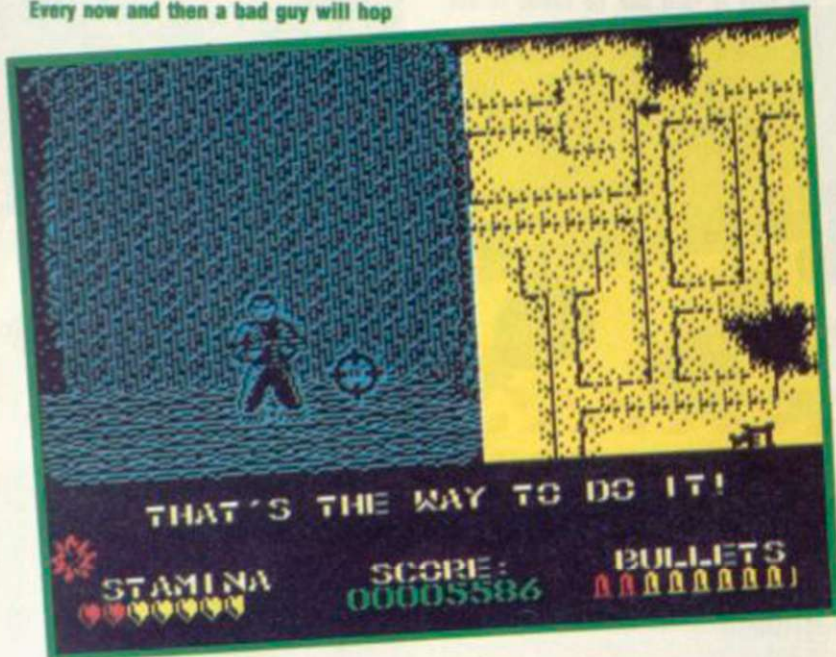
**Sinclair User comes complete with
Kamikaze Combat Booklet and 1988.
Don't miss it! Get it January 18**

*Well OK we may have the odd detail wrong

PLATOON SPLASHES OUT

So Platoon turns out to be more than a set of lovely storyboards. The demo which we raided the Ocean offices for last Thursday evening (around 4 o'clock) turns out to be reasonably faithful to the original idea. Shock horror.

So far, Choice Software, the people from Ireland, have been keeping their work almost completely under-wraps. They've just about completed the underground section. You remember, the bit where you have to wade around in knee-high socks (sorry, water) in the underground tunnels that the Viet-Cong used to crawl up behind the Americans. Every now and then a bad guy will hop



out of the water and you'll have to react pretty quick to defend yourself.

As you splash along, an arrow indicating your position and heading will move down the corridors. The objective here is to a) find the Viet-Cong base b) raid it and c) get out.

The graphics are animated rather well, and the tunnel moves a little like The Eidolon, except better.

Anyway, it's looking rather wonderful and it should be out, er, very soon.

Streetdate: After Xmas - probably around February.

Price: to be confirmed

DENIZEN PAUL AND MARTIN

Phoar! Wossis? Denizen (working title only, thank goodness) from Players looks absolutely magic, and it'll cost a truly paltry sum.

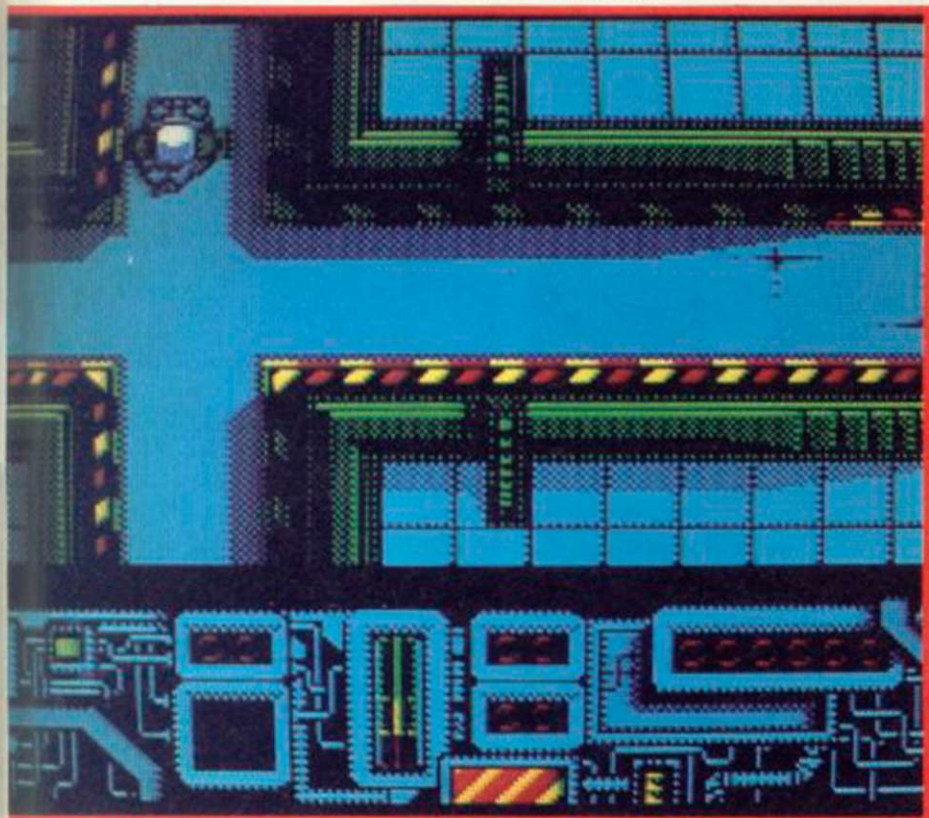
Obviously, budget houses work in slightly ways to everyone else. Instead of concocting absurd storylines and then making up a game around them, the programmers, Paul Griffiths and Martin Severn have almost finished the game but haven't a clue what it's supposed to be about.

All they would tell us was that it's a bit like Alien Syndrome, and there are going to be three levels. At the end of the third, there's a huge nasty monster which occupies nearly the whole screen.

Shaky info? You bet. Lousy game? No way. It's looking a bit like Shadow Skimmer, though better. With any luck it will have more playability too.

Streetdate: January.

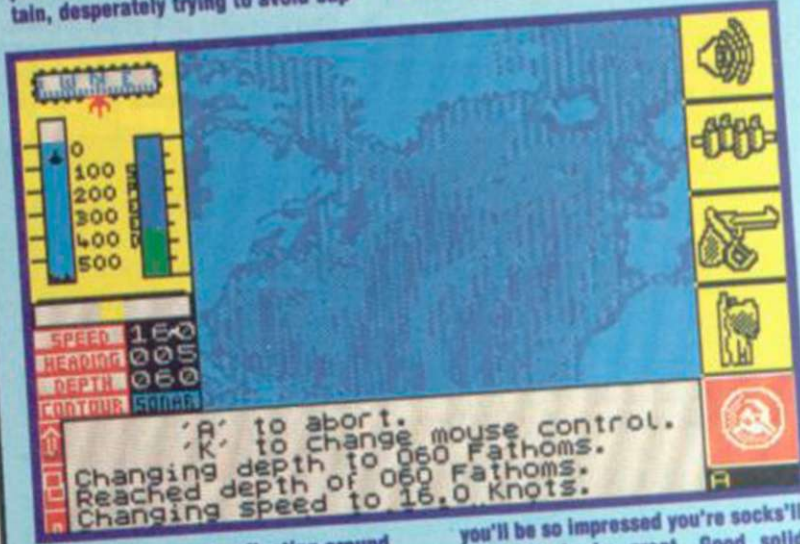
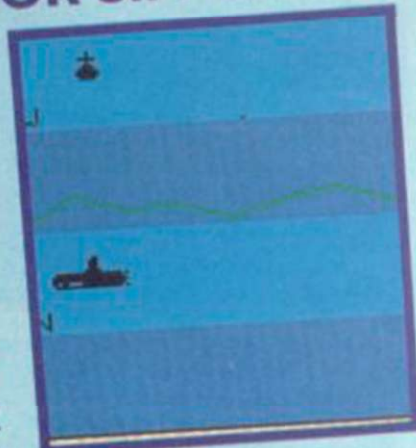
Price: £2.99



THE HUNT FOR SIM CITY

Simulations are really the order of the day aren't they? There have been lots of them this year: flight simulators, boat simulators, ski simulators, even a fruit machine simulator. So now with hardly a raised eyebrow Preview brings you a quick gander at the latest submarine simulator, The Hunt for Red October from the renamed Argus - Grand Slam.

The Hunt for Red October is based on a book by Tom Clancy, and concerns, quel surprise, a runaway submarine. In the game, you take the part of the Russian submarine captain, desperately trying to avoid cap-



'A' to abort.
'K' to change mouse control.
Changing depth to 060 Fathoms.
Reached depth of 060 Fathoms.
Changing speed to 16.0 knots.

ture by everyone else floating around in the sea.

So it's a question of strategically avoiding radar and sonar systems, whilst arcadically blasting the hell out of anyone else who lurks unsuspectingly on the horizon.

Sounds whacky doesn't it? Well take a look at the screen shots, and

you'll be so impressed you're socks'll drop off. Looks great. Good solid strategy, with lots of action as well.

Oh. And don't forget to take a look at the Nuclear Submarine Compo (this is the Nuclear Submarine Compo) based around the game. It could change your life.

Streetdate: January.

Price: £8.95



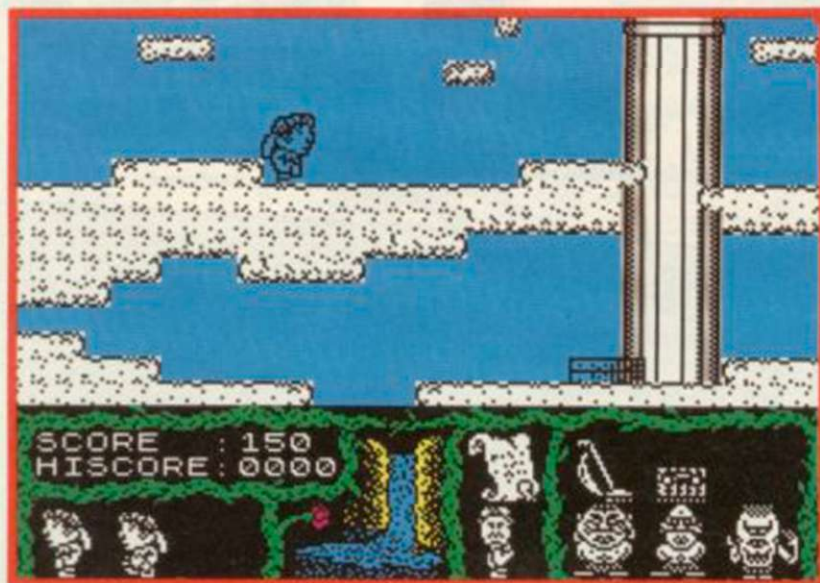
GARFIELD - YO!

Garfield looks fab! The game had to convey the humour and style of the cartoons - since much of the genius of the cartoon was down to the facial expressions of the main characters. But it's all here!

The graphics are big, the animation is spot on and the whole gameplay is true to the comic strip. Best of all Garfield gets to kick Odie, the pathetic dog, who hurtles through the air ears swept back behind him. The plot involves Garfield searching for his girlfriend Arlene - gap-toothed cat fatale held captive in the cat pound. Arlene is the second big love in Garfield's life - the first is food and he needs to eat plenty of it to last the course.

Garfield is shaping up to maybe be the best cartoon licence ever.

Streetdate: October.
Price: £8.95

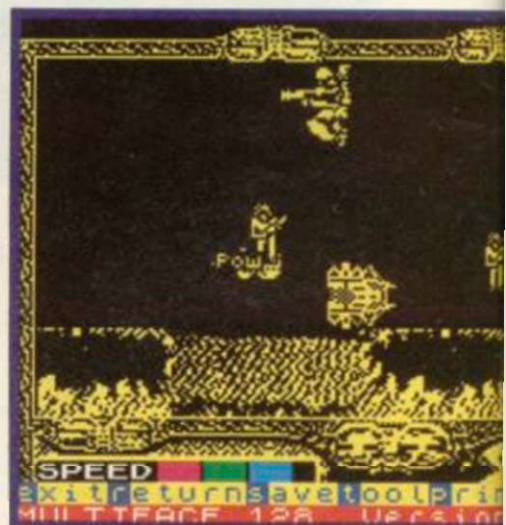


TERRA-FIED!!

Stop press... stop press... Terramex from Argus Press Software (or Grandslam as it is now known) is looking pretty fab.

Here's a shot just to prove it. Interesting features include the way you can select what nationality your character is. This affects the way your character plays. It's got some pretty brill music and it's been put together by the awfully talented people from Gremlin Graphics. And it's all to do with, well, we're not quite sure, but we think it has something to do with walking around a desert and then going up into the clouds, very weird indeed.

Streetdate: December.
Price: £8.95



ARMS AND THE GAME

Licences. Bored with them yet? No? Well good 'cos here comes another - the first results of US Gold's CapCom deal.

Side Arms is one of those simple-to-understand but horribly difficult to play coin-ops, involving the usual lone spaceman with a jet-pac and ever increasing store of weaponry to destroy the ever increasing number of aliens that are just asking to be wiped out.

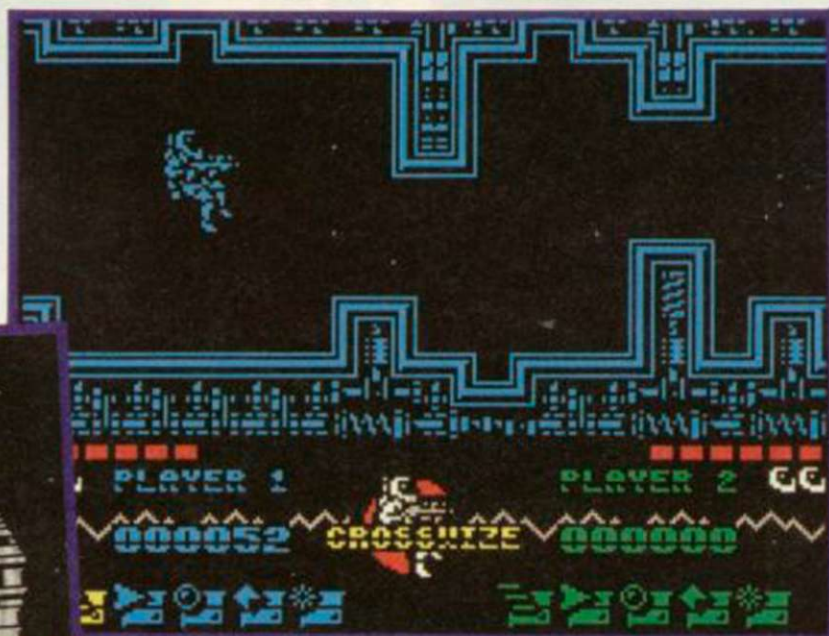
CROSSWISE WIZZES IN

The backdrops are fully animated and - as you can see - the whole thing looks fairly exciting, while still retaining a definite look of the original.

Like Sidewize, at the end of each main stage (there are three) there's a big critter to bump off. Quite what

shape this creature will take is unclear, but it's said to be a bit Salamander-ish. Let's hope they're a bit more menacing than the big prawn in the last one.

Streetdate: Early/mid-1988.
Price: £7.95

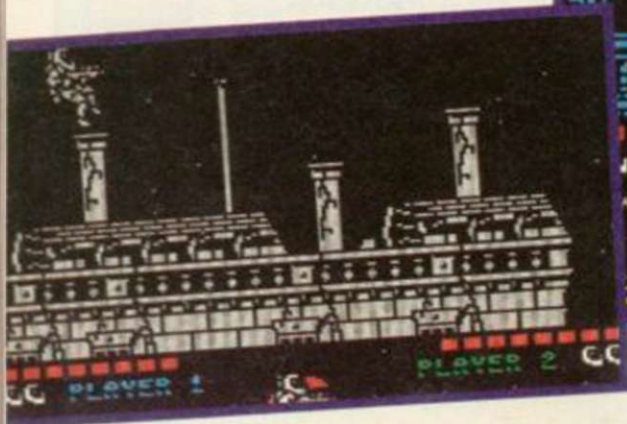


They don't hang about at Firebird, it's only a few months since their hit Sidewize came out to breathe life back into the tried and tested shoot-out formula, and already the firm's bringing out a sequel.

It's not actually going to come out 'til next year sometime, but we've got hold of some screenshots, and we thought you might be interested to have a look before anyone else.

Like No 1, Crosswise has been written by Steve Weatherhill and Colin Grunes who worked on Odin hits like Nodes of Yesod and Heartland before becoming involved with this series.

This time we're promised an even wider selection of weapons, continuous scrolling backgrounds ranging from factories to prawn-hives. There seems to be some sort of in-joke about prawns and the 'wize' games.



TOPSY TURVY

The Edge thinks that Inside Outing is absolutely the best 3D pick-up/put-down, pull this/pull that, open the other search around, completely realistic multi-room game ever - it may be right. Like its previous games, Fairlight I and II, Inside Outing features pixel accurate graphics of astonishing detail.

In this game you don't just get to push and pull the snooker table around

PREVIEW

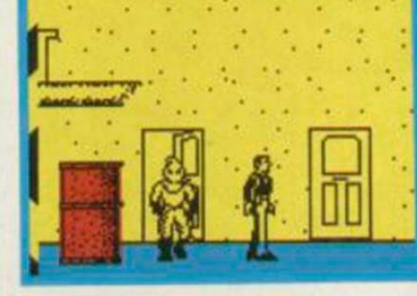
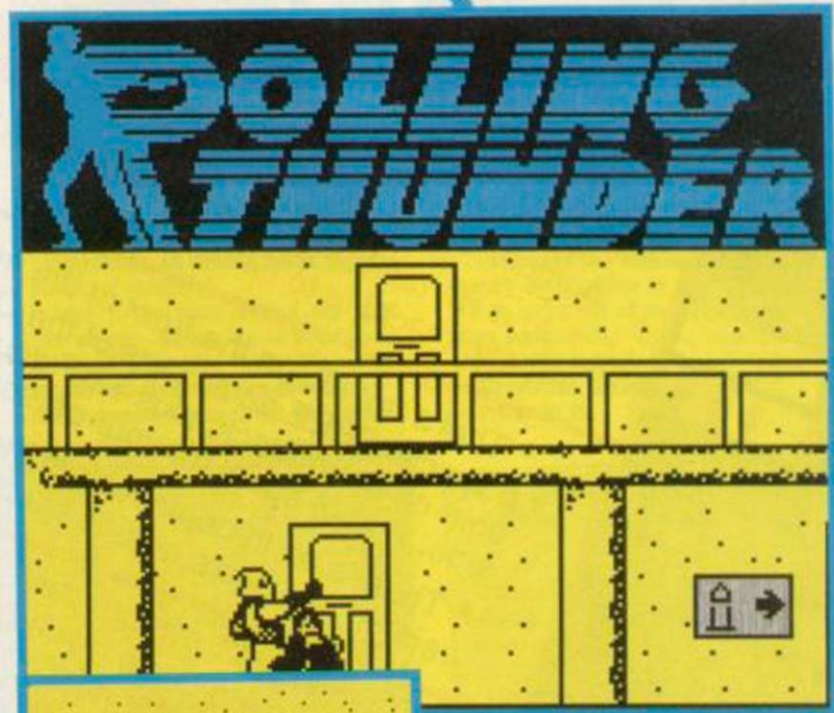
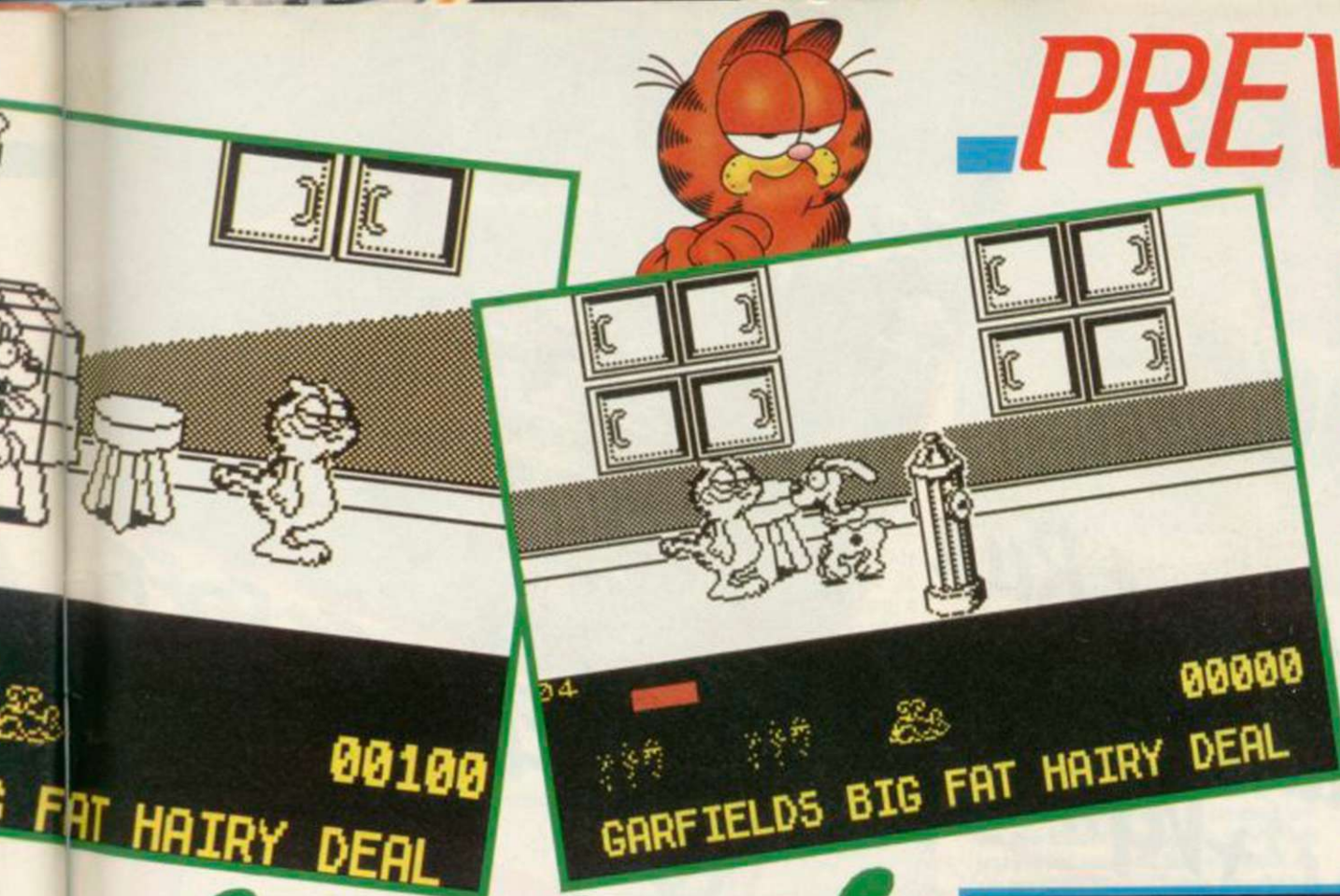
ROLLIN' ALONG

Wrong, wrong, wrong. We said that Rolling Thunder wasn't a very exciting licence last month and US Gold has proved us completely wrong. We've had a sneaky preview of the game, and can now tell you that the animation and gameplay are both completely fab.

To refresh your memory, you take the role of a secret agent, caught up in a life-and-death struggle with evil forces.

Anyway, the bad guys look suspiciously like Klansmen, and as a result you can bash them without the remotest sense of remorse.

You can run along the floor, in and out of doors, picking up extra bullets and better guns. You can also vault on to balconies in order to avoid barrels and other things that get in your way. The animation of the characters is splendid. When they get clobbered first they lurch backwards, then their legs



buckle beneath them and they kneel down before finally keeling over.

There are deeper levels promised, which are yet to be coded, but US Gold has definitely got a corker in the making.

Streetdate: January.
Price: £8.99



One of the more interesting things about Side Arms, and one of the things that adds spectacularly to its difficulty level, is the fact that you can turn round and shoot behind you, and then get offed by the wave coming up in front of you (or behind you as the case may be). Other than this Side Arms is actually a very similar sort of game idea to Side Wize. It's all about scrolling horizontally and firing repeatedly until you get to the big alien at the end of each level. Easy.

US Gold has used Probe to program the conversion for it, and from what we've seen of it so far... well. So far

we have a rather large (but sad to say a trifle flickery) sprite, flying around the place in an OKish fashion. We have lots of aliens, distributing large numbers of extra weapons, speed and protective gear left, right and centre, and we have a marvellously large Big Monster at the end of the first level. We also have tasteful shades of yellow, and pale blue.

It's only a demo so maybe things will become completely amazing in the final version.

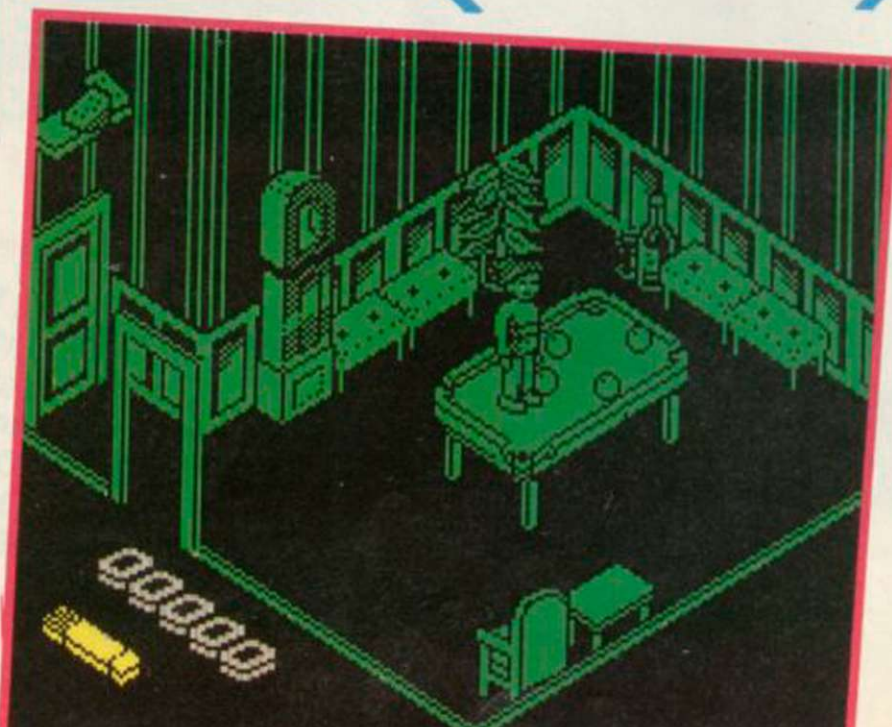
Streetdate: January.
Price: £8.99



you can even get on it and push the individual snooker balls down the side pockets!

The plot is bizarre. Twelve gems have been hidden around a vast mansion but their location has been lost. You are a burglar, hired by the lady of the house to find them. For reasons hardly worth repeating here the whole house is populated with mutant canaries and rats and features some of the more devious puzzles ever. We're optimistic...

Streetdate: December.
Price: £8.95



COMPUTER + VIDEO GAMES

*Don't miss the Out Run
and 720° audio tape
FREE with C+VG....*



It's OUT RUN month in Computer and Video Games. The game that's a sure fire Christmas number one gets the special C+VG treatment.

- And we have a genuine hydraulic OUT RUN arcade machine to GIVE away!

- That's not all, on the front of the mag we have a special FREE audio tape of the OUT RUN coin-op soundtrack, plus 720° sounds on the B-side. A cool-spool for your personal stereo!

- There's an in depth look at the computer version of Sega's arcade classic!

- Atari and ST owners can't afford to miss this issue of everyone's favourite games magazine. We've got a whole host of 16-bit hits to blow you away plus news and gossip from the mega-machine scene.

- Movie mayhem in the shape of the new Star Wars game! Win a bunch of Star Wars videos and a high tech TV Video outfit to watch them on!

- Check out the year ahead with our exclusive Electronic Arts poster calendar with all the dates you could ever possibly want on a GIANT full colour poster FREE with Computer And Video Games.

- Nebulus, that totally addictive game from John Phillips and Hewson, gets the C+VG players guide treatment. Tips on the towers from the programmer himself in Jan's C+VG.
KICK OFF THE NEW YEAR IN STYLE - GET JANUARY'S COMPUTER + VIDEO GAMES - OUT NOW!!

FREE FREE FREE FREE FREE FREE FREE FREE FREE FREE



PLUS: Anything else we can squeeze in!
*** All items correct at time of going to press**

COMPUTER
+ VIDEO
GAMES

OUT NOW!

PREVIEW

PREVIEWS COMPILED BY
JIM 'N' TAMMY

ENLIGHTENMENT IT WASN'T

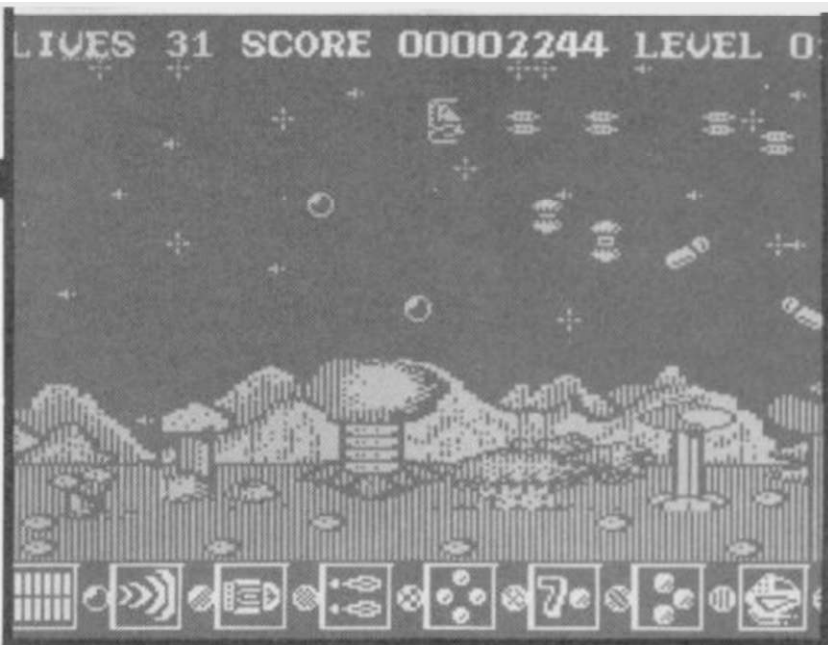
Ahem. Due to — how shall we put it? — a crossed wire at Firebird HQ, the screenshot which we, and everyone else, printed last month, which we told you was Enlightenment wasn't.

In actual fact, the extremely smart blue skeleton was from another Firebird game, Gothik which is a game enabling you to play the part of a big chunky boy or a big chunky girl Viking. The idea behind the game is to put your friendly wizard back together again, no easy task when bits of him are scattered around four dark towers.

Still, as a very tough Viking, you're entitled to carry three weapons, and

cast an enormous amount of spells in order to defeat the ghastly gremlins that haunt the towers, so that's all right, isn't it? Lots of spells to cast, fireballs to chuck and a wizard (ar-arg-geddit?) 32 magical potions to pick up around the place. Sounds an absolutely marvellous game, doesn't it? And, in true Firebird style, this being a preview of Gothik we're going to show you a screen-shot of Enlightenment. Don't say we never give you anything. (It looks pretty hopeless, doesn't it? — Ed)

Streetdate: January/February.
Price: £7.95



OUT WORLD

When hordes of screaming aliens threaten to invade the earth or just muck up the solar system a bit, it always surprises me that we on Earth only ever send up one person to deal with them. And not only do we send just the one trainee star fighter who's only just had his appendix taken out, but we always seem to send him in a seven ton weakling of a ship that is just bound to get asteroids kicked in its face.

So I think it's dreadfully sporting that there are some aliens that don't mind being blown up, and not only that, but they'll quite happily part with some sort of gizmo of weapons to such an extent that the little craft begins to look like the Arnold Schwarzenegger of the spaceship world, all decked out in tasteful shades of gunmetal.

Such is the scam behind the spiff new mangle-'em-up Out of this World Ariolasoft's Reaktor label. It's a fly-around-and-pick-up-coins-to-select-the-appropriate-weapon-for-the bonus-



round-type of game and we all like those, don't we readers.

Personally I'm looking forward with mucho anticipation to the game, and I'll be going out of my head, I do beg your pardon, Out of this World, very very shortly indeed.

Streetdate: December.
Price: £8.95

TYNE TO SKI

Tynesoft. Now there's a company that hits the headlines virtually every month. OK, so I can't actually remember the last game Tynesoft released, but that's no reason to expect anything but the highest standard from its forthcoming Winter Olympiad 88. After all, it is endorsed by David Vine.

Well, OK, so David Vine doesn't actually talk about the game in his introduction to the instructions. He simply blathers on about how great the Olympics are.

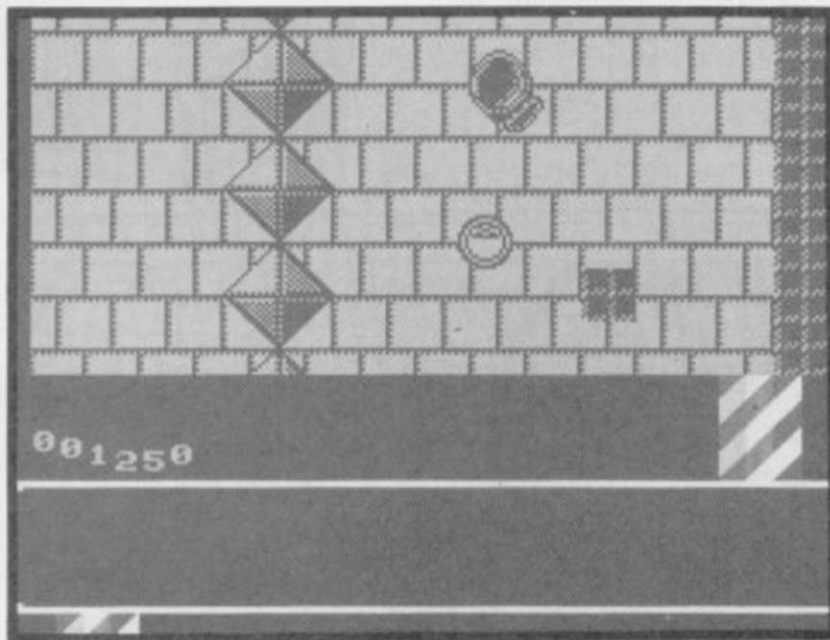
But Winter O looks really nice.

There are five events: Bobsled, Biathlon, Down-Hill, Ski-Jump and Giant Slalom. The Biathlon is a complete nightmare. You have to ski for hours and hours in the freezing cold, from one point to another. At each checkpoint, you'll find a set of targets which you'll have to shoot. Individually these events aren't too tough, but when combined it's totally exhausting.

Down-Hill ski-ing is a 3D affair with pine-trees shooting past at quite an alarming rate, and the odd log lying in your path to send you head first into a snow-bank.

It's not looking bad, actually, and it'll be out for Christmas.

Streetdate: December.
Price: £7.95



MADBALLS BOUNCE OVER

Oh. What's this? It's from Ocean and it's called Madballs.

Cripes. Here are the rules. Your character is called Dustbrain and he's basically a completely unscrupulous sort of ball. He's decided that he really ought to rule over his planet Ord, and the only way for him to do it is to 'persuade' all the other balls that they want to work for him. And he doesn't care how he does it! What a little despot!

Well by now you've realised that Madballs has as much to do with politics as a steak sandwich has to do with vegetarianism.

The idea is to be completely horrible, to eat fishheads, drink cola and stomp

on fried eggs. There's a lot of pushing other balls around the place, a lot of argy-bargy, and general bad manners. Leap into dustbins, bribe others with bones and blood and push 'em over the edge — literally!

Only by throwing Stobulus, Horn Head, Skull Face and the rest over the cliff can you get then on your side! (Don't think I'd be inclined to join a revolutionary party after falling off a mountain, but there you are).

It all sounds . . . completely horrendous. It looks . . . most peculiar. And it'll be out . . . fairly soon.

Streetdate: December/January.
Price: £7.95

BUDGIE +3!

Well, well, well! Mastertronic is scoring major 'cred' points at the moment. Not only pushing out some pretty smart games, but supporting +3 disc software too!

On the Preview front this month we have two rather nifty compilations from the kids at Mastertronic, under the collective titles of Plus Three Hits. Each pack contains three games, for just £9.99. (Seriously non-pricey!)

Compilation Number One contains three arcade games that have won a lot of praise from us in the past. Bosconian is a rather superb shoot everything in sight, one of the most surprising licences this year, firstly because we'd never heard of the coin-op, and secondly because it was so good.

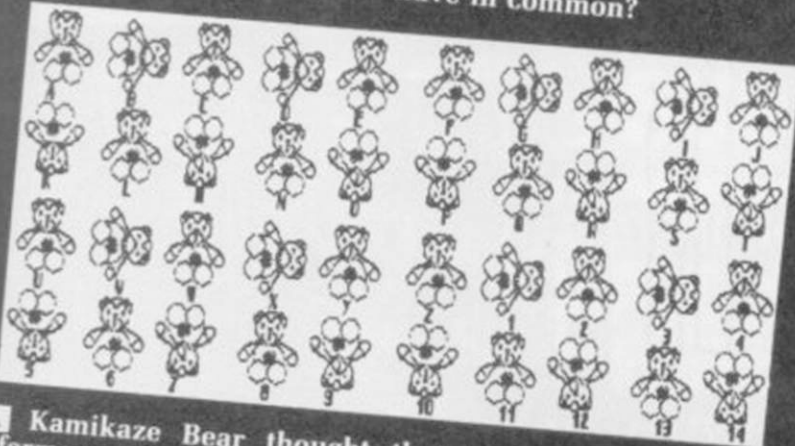
Motos, one of the first budget games to receive a revered Classic from this great magazine involves dissuading hordes of space bees from invading the space platforms. Great fun argy-bargyng the insects. And finally there's Angleball, pool with twice as many sides to the table, and a few more score pockets. Simple, ingenious, and rather well liked by our reviewer.

Compilation Number Two is all sporty. Bump, Set, Spike offers you volleyball to the accompaniment of an amazing soundtrack that would shame your ghetto blaster. Strike gives you the opportunity to play ten-pin bowling, and Speedking 2 is a motorbike racing simulation that would defeat even Barry Sheene. Whoever he is. Fab!

Streetdate: December.
Price: £9.99



Q What do all these bears have in common?



A Kamikaze Bear thought that one of them was an informer.

Gremlin very cosmic mysterious thought section

Gremlin had a mysterious thought the other day. Ponder this: chances are that every single one of the hot games you are currently saving your pennies for, and nagging parents etc to buy is destined to become, within a few months, one-sixth of a compilation. In some cases it may go on to be one-tenth of a compilation and then a twelfth of a bumper double cassette pack or...

LAST MONTHS COMPO

Not bad. There were some goodish entries for last month's Gremlin caption competition, unfortunately many of them were obscene. Something about those two men dressed up in silly uniforms



seems to have triggered marginally funnier but odder responses than usual. One which didn't win even though it made Gremlin laugh the most was "I wish I could go! I feel like a ponce," unfortunately a) this is very unsound and not right-on b) it isn't actually witty as such, more aggressively truthful - so sneaky congrats but no cash to Stefan Ratcliffe of Battersea.

Another major theme adopted by a number of entries was constipation. Of a wide

variety of tasteless entries on this theme the least offensive and most funny was from T Hartley of Kingston, Yeovil, who said "Announcing the latest medical breakthrough - the laxative gun! (Also useful for riot control)" He gets the £20 in crisp um... cheque. At some point.

CAPTION COMPO No 14

This month's caption compo presents ardent captioners with an image so loaded with caption possibilities that the winner is going to have to be very good indeed. Gremlin should warn the less restrained amongst our readership that one possible source of jokes in the picture (I think you know what it is) will not be countenanced and if you send us any jokes based on it, even if the entire **SU** team is helpless on the floor with laughter, they will not be printed. Any other jokes not based on that thing which



we all know about, stand the usual chance of winning £20 and instant glory on these pages. Send your entry to Gremlin Caption Competition No 14, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is 6th January 1988 (gasp!).

Coupon
Name
Address.....
.....
Caption



SU SUPERMART SUPERMART SUPERMART

REPAIRS

SPECTRUM REPAIRS

Spectrum repairs £19.95 including parts, insurance, P/P and VAT. Send your computer with cheque or PO for £19.95 and description of the fault to:

**SUREDATA (SU)
TECHNICAL SERVICES**
Unit 6, Stanley House,
Stanley Avenue, Wembley,
Middlesex HA0 4JB
Tel: 01-902 5218

LIKE WORD GAMES? You'll love "Tumbleword". M/C fun with the 48K Spectrum. Challenge your friends with words and clues. £4.99. Cheques to DRS, 5 Badlesmere Road, Eastbourne, E Sussex BN22 8TL.

TAPE TO +3 DISC (or Microdrive/Wafadrive. State which.) 007 Multispy transfers. Most games, Scrabble, Galivan, Enduro, etc. Contains 14 utility programs. £9.95. Bobker, 29 Chadderton Drive, Unsworth, Bury, Lancs.

ADVENTURERS Have you completed that adventure game? Why not send game, list of wanted games and £1 (to cover costs) for a swap. Spectrum adventure games only please. P Avis, 49 Hewitt Road, Hamworthy, Poole, Dorset BH15 4QB.

WIN £1,000,000? Possible with my (Spectrum) pools predictor program. Predicts draws/homes/aways. Easy to use - at a fraction of the cost of others - only £3.95 (48K/128K). Send cheque/PO to D. M. Evans, Pentregwyn, Tyn-y-Cefn, Corwen, Clwyd LL2 10ER.

FOR SALE! 007 cracking interface and various joystick interfaces. Lots of used software. Want software contacts on Spectrum. Contact: Jan-Ivar Hansen-Bergli, PB 131, N-3482 Tofte, Norway, today.

REPAIRS - BEAT THESE PRICES! Spectrum/+ £13.50, 128/+2 £16.50, QL £25.00. Inclusive prices - no extras, just top-quality repairs by experts. Send cheque/PO, return address, fault description and computer to: GSF Services, 113 Mountbatten Road, Braintree, Essex CM7 6TP. Phone 0376-46637.

+3 OWNER WITH MULTIFACE 3 looks for penpal with +3 and Multiface 3 to swap original games. Send your list for mine. Answer guaranteed. T. Fogden, 30 Shrubhill Road, Chaulden, Hemel Hempstead HP1 2BG.

2 48K SPECTRUMS 2 Interface ones (1 faulty), 2 Microdrives, Interface 2, Downsway Interface, VTX Modem, 36 M/drive cartridges. Hitachi B/W monitor, transform programable adapter. £100s original games. Mountain of mags. The lot £300. Tel 01-278 2225.

MICRODRIVE USERS! See OUTLET magazine. Graphics, text, programs, utilities. All randomly accessible supporting full-size printers +ZX-types. £1 + cartridge or £3 and cartridge supplied. Chevron Software, 605 Loughborough Road, Birstall, Leicester LE4 4NJ.

REPAIRS - BEAT THESE PRICES! Spectrum/+ £13.50, 128/+2 £16.50, QL £25.00. Inclusive prices - no extras, just top-quality repairs by experts. Send cheque/PO, return address, fault description and computer to: GSF Services, 113 Mountbatten Road, Braintree, Essex CM7 6TP. Phone 0376-46637.

UTILITIES

LET ELECTRONICS BE YOUR FUTURE!!

Enjoy your learning at home with these super animated programs. Use on Spectrum 48K or higher.

Course 1 - **ANALOGUE ELECTRONICS** Groups 1-2-3 for transistors and their circuits. 3 programs on cassette, £9.50
Course 2 - **DIGITAL ELECTRONICS** Parts 1 to 6 for computer circuitry. 6 programs on cassette, £16
Post free throughout Europe. Worldwide add £2 for airmail

LANCING TECHNICAL SERVICES LTD
Dept 5, 54 Grand Ave, Lancing
W Sussex BN15 9PZ

REPAIRS

SPECTRUM REPAIRS

(WITH FREE EXTENDED GUARANTEE)

SPECTRUM/PLUS £18.70

PRICE IS ALL INCLUSIVE AND WE GUARANTEE THE WHOLE COMPUTER FOR SIX MONTHS
KPR MICRO-SYSTEMS Dept S
34 PETUNIA CRESCENT, SPRINGFIELD
CHELMSFORD, ESSEX CM1 5YP
Tel: 0245 468554

NEW TAPE UTILITY A

This program gives a tape back-up of most SPECTRUM software. Even converts most JERKY LOADERS and SOME OTHERS (e.g. with counter down to zero) normal for reliable loading. Manages very long programs (even every byte in 51k!) fast loaders, etc. etc. State type of Spectrum when ordering (48K, 128K etc). Unrivalled, full manual - a superb and interesting utility. £6.99 on tape (£4.99 if updating)

NEW TRANSFER PACK 4 - SPECTRUM TAPE TO DRIVE

A software system to convert many old and new TAPE based programs to your DRIVE (no matter what type) + OTHER USEFUL UTILITIES. Most jerky programs and others (e.g. with zero counter) are EASILY converted to drive. Pack has at least 7 programs! Opus/Beta owners add £1 for OPTIONAL extra program. State TYPE of Spectrum + name of DRIVE when ordering (e.g. 128K Spectrum and Microdrive). £11.99 on TAPE (£12.99 on cartridge for 48K Spectrums only). (£6 if updating)
INFORMATION SHEETS - £1 each - approx 8 TRANSFERS of POPULAR programs per sheet - needs TP4. Up to No. 50 available. SPECIAL DEAL No's 1-20 £3. No's 21-30, 31-40, or 41-50 £3.50. Covers MOST of current and recent TOP 20 programs.

M/DRIVE OWNERS NEED MICROTRANS

MICROTRANS 2b - for m/drive to m/drive back-up, easy ERASE, tape to drive (inc headerless) - does NOT convert programs. Includes MICROTape and RUN programs. ONLY £4 on TAPE. £5 on Cart. ALL Spectrums
CODE COMPRESSOR - MANY uses, but ideal for use with hardware devices that don't compress saved code! ONLY £3.50
NO RISK! - ALL PROGRAMS CARRY OUR MONEY BACK GUARANTEE (not updates)

**LERM, DEPT SU, 11 BEACONSFIELD CLOSE,
WHITLEY BAY. NE25 9UW. (Tel 091-2533615)**

48/128K SPECTRUM UTILITIES

1 **MICRODRIVE MANAGEMENT & RECOVERY** Copy any type of files or cartridges, even on one drive. Sensible CAT analyse problems, recover corrupt files.
2 **RAMDOS MICRODRIVE OPERATING SYSTEM** Random access, screen edit, search, sort facilities. Write your own software. Demonstration programs supplied.
3 **FREE TEXT DATABASE (USING RAMDOS)** Easy to use, multi-purpose, address book, diary, letters.
4 **ASSEMBLER, DISASSEMBLER, DEBUGGER** On-line machine code learning, teach yourself booklet.
1 to 4 each £9.75 MO cartridge, 4 also tape £7.95
ROYBOT SU5
45 Hullbridge Road, Rayleigh, Essex S56 9NL.
Write or tel: 0266 771663 for leaflets

SOFTWARE HIRE

MATRIX HIRE

The cheapest way to play them all. Top games titles for Spectrum, Commodore & Amstrad, please state system.

Details from: **MATRIX LEISURE CLUB**
Dept S.U., 271 Stanstead Road,
Bishops Stortford, Herts CM23 2BT

SOFTWARE HIRE

FREE MEMBERSHIP

Spectrum Software Hire, latest titles originals only. Send a SAE for your membership kit to:
Spectrohire Software Club
27 Colville Terrace
Nottingham NG1 4HL

SPECTRUM SOFTWARE/ MUSIC CASSETTE HIRE LIBRARY

Over 1,300 different titles for hire with regular bulletins sent out. Once-only membership of £2 to join (refundable within 21 days if not satisfied) and you receive a 30+ page detailed catalogue. Extra credit given for pre-payment: £1 for £10 sent and £2.50 for £20 sent.

SOUNDBOX SOFTWARE
Dept SU, Box 12, Renfrew
Renfrewshire, Scotland PA4

REPAIRS

Q.E.S.

Your Sinclair Quality Approved Repair Centre

We repair all Sinclair/Amstrad equipment. All units fully overhauled and guaranteed while you wait service. Personal callers welcomed.

SPECTRUM £16.95

inclusive of VAT & postage
All computer spares available by post or over the counter: trade/school enquiries welcomed.

For help or advice telephone:
POOLE (0202) 665313
Q.E.S., Unit 1, 38 Lagland St
Poole, Dorset BH15 1QG

Tel (0702) 618455

SPECTRUM REPAIRS

Any fault repaired - prices from £7 inclusive of P&P, VAT and 3 month "no quibble" guarantee

Send your Spectrum, with a fault description and return address to:
THE COMPUTER FACTORY
Analytic Engineering Ltd
Unit 18A Grainger Road Ind Estate
Southend on Sea SS2 5DD
Tel (0702) 618455

Massive Software Selection Available
Telephone (0702) 618455
We also repair Amstrads, BBCs, Commodores etc - Ring for details

Tel (0702) 618455

S/W EXCHANGE

SOFTWARE EXCHANGE

Swap your used programs. FREE membership. Huge program base. Hundreds of satisfied members. SAE please for fast details.
SPECTRUM/CBM64 Atari ST.
UKSEC (SU), 15, Tunwell Greave,
Sheffield, S5 9GB.

MUSIC SOFTWARE

tectrics

present **COMPUCHORD**

A 48K/128K chord tutor/reference for keyboards. Instant Access to over 1,000 chord/scales.
WHAT A PERFORMER !!! (Reviewed CRASH Oct 87)

Available with sound.....v1.3 £8.99 inc p&p
OR sound via MIDI.....v1.3 £13.99 inc p&p

IDEAL CHRISTMAS GIFT FOR ALL MUSICIANS

Send cheque or P.O. to: **Tectrics (Dept 003), 17 Whittington Road, Tilgate, CRAWLEY, West Sussex RH10 5AN**

WHERE MUSIC AND COMPUTERS COMBINE

HAPPY CHRISTMAS TO
ALL SU READERS

REPAIRS

SPECTRUM REPAIRS

48K Spectrum faults **£14.00**
48K Spectrum KB faults **£8.00**
4164 memory ic **90p**
4116 memory ic **50p**
280cpu **£2.10**

All prices include VAT
and postage

RA ELECTRONICS

133 London Road South,
Lowestoft, Suffolk, NR33 0AX
Tel: 0502 66289

SOFTWARE HIRE

SPECTRUM S/WARE HIRE FREE MEMBERSHIP

* FULL 7 DAY HIRE
* DISCOUNT TITLES
* ALL POSTAGE PAID (1st Class)

Send SAE to:
**SSH (SU), 16 Fleam Road
Clifton Grove,
Nottingham NG11 8PL**

SU SUPERMART SUPERMART SUPERMART

WAFER DRIVES

CAPRI MARKETING LTD

THIS MONTHS SPECIALS ALL £3.99

C.P. SOFTWARE - SUPERCODE III, ASTROLOGY 11, SUPERCHESS 3.5, SNAIL LOGO, FLOATING POINT FORTH.

SPECTRUM PLUS 2 - JOYSTICK ADAPTORS £2.99 PLUS 2 - ALIGNMENT KIT £5.99 inc. FREE GAME.

QL SHURE SHOT JOYSTICK ONLY £9.95 - R.R.P. £19.95
DKTRONICS REPLACEMENT KEYBOARD £29.95
100'S SPECTRUM TITLES STOCKED - MANY BARGAINS
MOST PERIPHERIALS - TAPES FROM ONLY 99p

ROTRONIC'S WAFERS

64K £3.99 - 16K £2.99

TOOLKIT WAFER £9.95 - KEMPSTON KIT £3.00
WAFADRIIVE RS232/PARALLEL PRINTER CABLES £9.95
MASTERFILE WAFER £14.95 - VARIOUS HELP SHEETS

SEND LARGE S.A.E. FOR FULL LIST
CAPRI MARKETING LTD. 24A White Pit Lane, Flackwell Heath,
High Wycombe, Bucks. HP10 9HR. QUOTE SU3
TEL: 06285 - 31244 * ACCESS or CHEQUE ONLY.

BARGAINS

EDGE CONNECTORS

28 way d/s edge skt. £1.50 10/£11; 100/
£65; 1000/£395.
23 way d/s edge skt. £1.20; 10/£9; 100/
£50.
28 way d/s PCB edge plug 40p; 10/
£3.50; 100/£23.
28 way double row right angle pin
header (fits above) 40p; 10/£3.50; 100/
£23; 1000/£150.

BOOKS

Spectrum Programs Vol 1/Nick
Hampshire. Pub price £6.95 - music,
games, utilities, graphics etc. 26 in all.
182 pages. ONLY £1.00
My Spectrum & Me/Meyer Solomon.
Childrens book, ideal for learning how
to program in Basic. Pub Price £2.95.
83 pages. ONLY £1.00

CATALOGUE

88 pages + 16 page supplement +
Bargain List, crammed full of new and
surplus electronic goodies!! ONLY £1.
inc. post.

OPEN 9-5.30 Mon-Sat.
Callers Welcome

All prices include VAT; just add £1
post.



443V Millbrook Road
Southampton SO1 0HX
(0703) 772501/783740

TRIAL S/W

THE MAIL ORDER SOFTWARE SOCIETY 'THE BEST THING SINCE SLICED BREAD'

'Try Before You Buy'
GAMES FOR
SPECTRUM - MSX - AMSTRAD
COMMODORE - ATARI

Send your name, address and
which computer(s) you have to:

M.S.S.
P.O. Box 57,
Doncaster, South Yorkshire
DN4 5HZ

FOR £34.00 THIS
SPACE COULD
BE YOURS!

SOFTWARE HIRE

SOFT-LINK

SPECTRUM 16/40+/120K AND COMMODORE 64/128K SOFTWARE LIBRARY

BORED WITH PLAYING THE SAME OLD GAMES? JUST LOOK AT
WHAT MEMBERSHIP TO SOFTLINK (N.1) WILL OFFER YOU.

- * FIRST FREE HIRE
 - * 7 DAYS FULL HIRE
 - * CLUB RENTAL CATALOGUE
 - * FREE MONTHLY PRIZE DRAW
 - * FREE TO ENTER COMPETITIONS
 - * MEMBERSHIP FEE IS ONLY £2.00
 - * MANY TITLES AT DISCOUNTED PRICES
 - * THE LATEST TOP CHART TITLES AVAILABLE
 - * UNIQUE TOKEN SYSTEM ONE HIRE - ONE TOKEN
 - * FREE CLUB RAFFLE OPERATES EVERY WEEK
 - * HUGE LIBRARY OF EX-CHART TITLES ARE AVAILABLE
 - * TAPE, DISK AND CARTRIDGE HIRE FOR THE COMMODORE
 - * HIRE PRICES RANGE FROM £0.75p PER TITLE PER WEEK
 - * REGULAR UPDATE LISTS GIVING NEW TITLES AVAILABLE
 - * ALL ORIGINAL SOFTWARE SUPPLIED WITH DOCUMENTATION
 - * BI-ANNUAL NEWSLETTER GIVING HINTS, TIPS, POKES, etc
 - * ARCADE, ADVENTURE, EDUCATIONAL AND BUSINESS SOFTWARE
 - * RETURN POSTAGE CHARGES/PACKING ARE PRE-PAID BY SOFTLINK
 - * UP TO FOUR INDIVIDUAL TITLES CAN BE HIRE AT ANY ONE TIME
- SEND CHEQUE/P.O. MADE PAYABLE TO 'SOFTLINK (H.L.)', OR
SEND AN S.A.E. (10" x 7"). PLEASE STATE COMPUTER TYPE
OR PHONE 0252 884333 X216 FOR FREE CATALOGUE

UNIT 17, VALLEY BUSINESS CENTRE
67 CHURCH ROAD, NEWTON, ABBEY
COUNTY ANTRIM
BT36 7LS

UTILITIES

48K/128K Spectrum Utilities

DATABASE II £5.95p
is an automated filing system for any 48K, 128K Spectrum. The program can be used by the absolute novice, yet offers the advanced features of products costing several times the price. DATABASE II is written entirely in Machine Code for speed and compactness. Full use of colour is available using the 'Screen Editor' command. We believe this is probably the simplest database program to use. You will be creating your files within minutes of loading DATABASE II.

MULTILOAD £7.95p
is a fully automatic, menu driven utility which will load your own cassette software like expensive commercial programs. It will provide any combination of the following:

Anti-break option	Pulsating Jerky loaders
Multi-Coloured loading border	No loading border
Choice of 7 loading speeds	Reverse loading SCREENS
Side loading SCREENS	Diagonal loading SCREENS

CODE SLICER 2 £5.50p
has been described as the best utility for the spectrum. It is an advanced cassette handling program with too many features to list here. If you are interested in hacking or Microdrive Disc transfers, this is the program for you.

KWIKLOAD 2 (Complete with NEW manual) £6.95p
will convert your 48K cassette software to load at 8 different speeds with a potential saving of 4 times the normal loading time. No additional hardware is necessary and a converted program loads independent of the KWIKLOAD type. Additional routines and instructions are provided for people with programming experience to convert 128K programs.

Large SAE for Catalogue

Overseas customers please send cheques payment in Sterling and include an additional 70p for Surface Mail or 2.00p for Air Mail

Forais Software (SU)

32, Gladstone Road, Hockley, Essex SS5 4BT
Tel: (0702) 201368

UTILITIES

KOBRAHSOFT SPECTRUM 48K/128K UTILITIES

SD4 ADVANCED TAPE TO M/D UTILITY - (NEW!)
Transfer virtually ANY of your programs to microdrive. Features: * Uses semiautomatic method for best results * Contains a large suite of programs to help you, in Basic AND Machine Code * Has many hints and tips on transfer methods * FULL Technical Section plus "Tricks of the Trade" section * Transfers the latest programs eg "DEATH WISH 3", "GUNRUNNER", "ZYNAPS" * Transfers the latest Pulsing programs eg "ARKANOID", "LEADERBOARD" * INCLUDES a superb DISASSEMBLER, HEADER READER and HEADERLESS BLOCK LENGTH READER! * FULL Manual with much detailed information. **Superb Value at: £6.95 (inc P&P)**

SO4 TAPE TO OPUS DRIVE UTILITY - (NEW!)
As for SD4 but transfers to Opus Drive - superb value. **Price: £6.95 (inc. P&P)**

SU4 ADVANCED TAPE UTILITY - (NEW!)
Make your essential backups with this NEW utility. Features: * Will backup MOST "ordinary programs" * Will backup FAST LOADERS * Will backup the latest Pulsing programs eg "ARKANOID" * Will backup VERY LONG programs * Full Manual * Will backup 128K programs. **Excellent Value at: £6.95 (inc. P&P)**

KOBRAHSOFT SPECTRUM MACHINE CODE COURSE
Teaches you machine code through a series of 12 monthly newsletters; starting from complete beginner up to advanced level. Will have you writing machine code programs in a few days! This course is suitable for everyone. Applies to all current Spectrum models. Join at any time and learn the wonders of machine code. **Course Price: £15**

SL4 ADVANCED SPEEDLOADER - (NEW!)
Speed up your cassette loading! Features: * Programs can be made to load at any of SIX different speeds - gives loading speeds faster than THREE times normal with RELIABILITY * YOU choose a variety of loading border colours, eg any choice of ELEVEN colours; NO border; MULTI-COLOURED border * Contains a large suite of programs to help you * Handles even the latest Protected programs * FULL Manual * FREE DISASSEMBLER plus HEADER READER plus HEADERLESS BLOCK LENGTH READER! * Converts 128K programs eg "KNIGHTYME" - after conversion loads in 4 min 45 sec (12 min normally) **Wonderful Value at: £6.95 (inc P&P)**

CODE INVESTIGATOR
With this incredible utility you can load any piece of code into your selected memory area at any of SEVEN different speeds, where it can then be examined or rearranged. No need to break into a program - the code is extracted and stored for your attention. Ideal for examining games, or transferring to microdrive. **Great Value at: £6.95 (inc. P&P)**

SUPER-INTERFACE FL3 - (NEW!)
A superb interface which converts ANY program to re-load at any one of SEVEN speeds as a Fast Loader - AUTOMATICALLY! Programs re-load INDEPENDENTLY of FL3 with a Multi-Coloured Border! **Price: £34.95 (inc. P&P)**

SUPER-INTERFACE MD2
This interface converts programs to microdrive FULLY AUTOMATICALLY! COMPACTS code - gives TWO LONG programs per cartridge. Programs re-load INDEPENDENTLY of MD2. **Price: £34.95 (inc. P&P)**

SUPER-INTERFACE OD2 - (NEW!)
As for MD2, but converts programs to your Opus drive AUTOMATICALLY! Similar specification to MD2. **Price: £34.95 (inc. P&P)**

!!! SPECIAL OFFER !!!
FOR A SHORT TIME OVER THE CHRISTMAS AND NEW YEAR PERIOD, WE ARE MAKING THE FOLLOWING SPECIAL OFFER:
FREE with ANY item purchased, we will supply a copy of our Arcade Game "SHARPSHOOTER" - a 100% machine code multiscreen game with superb graphics and sound. Many advanced features, multiple skill levels, uses Keyboard, Kempston or ZX Interface 2 joysticks. Usually sells for £7.95 - your FREE while this offer lasts! Send for your KOBRAHSOFT utility/interface NOW, and get your FREE game! (Runs on the 48K Spectrum AND 128K Spectrum (in 48K Mode).

Send cheque/PO to:

KOBRAHSOFT
Pleasant View, Hulme Lane, Hulme, Nr Longton,
Stoke on Trent, Staffs. ST3 5BH

(Overseas, Europe add £1 P&P per item, others £2)
Send SAE for FREE FULLY DETAILED CATALOGUE of ALL our products - please mark envelope 'ENQUIRY'.

SU SUPERMART SUPERMART SUPERMART

INFINITE LIVES

AMAZING

This is the verdict from all our customers who purchased a copy of "The Gamester". This is a truly unique utility that allows the user to gain infinite lives on most types of games, and includes the brilliant "Slomo" device, to slow down most programs to your desired speed. Win all those top prizes with "The Gamester".

"Well worth buying . . ." CRASH
 "Very easy to use . . ." A.S.D. Mid-Glamorgan
 "Absolutely brilliant, now I play all those impossible games and easily gain high scores."
 R.D. Manchester

Spectrum 48/+128/+2/+3
 Compatible with Multiface 1/
 Multiface 128/Snapshot

R.R.P. £9.99 MAIL ORDER £5

Cheques/POs to:

S.U., 155 Wash Lane, Yardley
 Birmingham B25 8PX

SAME DAY DESPATCH

Reach an estimated readership of over 250,000 users per month for as little as £6.00* (inc VAT)

Or if you are starting your own small business advertise in the supermart for only £20.00

Yes all you have to do is fill in the coupon below including your name, address and/or telephone number and send to: Supermart, Sinclair User, EMAP, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Maximum 30 words.

Your advert will appear in the earliest possible edition.

Name
 Address
 Tel:

Have you included the fee of £6.00* (inc VAT) or £20.00 (inc VAT)
 Make cheques payable to EMAP Publications Ltd.

for second hand sales only

Conditions:
 The Advertisement Manager reserves the right to alter, reject or suspend any advertisement without assigning any reason. Advertisements are accepted subject to approval of copy and to the right to the Advertisement Manager to alter, reject or cancel any order without explanation. The Proprietors are not liable for any loss from any cause whatever, nor do they accept liability for printers' errors. The Advertiser shall indemnify the Publishers in respect of any claim, cost and expenses arising out of any libelous or malicious matter or untrue statement in any advertisement published for the advertiser, or any infringement of copyright, patent or design therein. The placing of any order will be deemed to be an acceptance of these conditions.

REPAIRS

COMPUTER REPAIRS

Fixed Super Low Prices!

Inclusive of parts, labour and VAT

1 week turnaround. Collection + delivery available for local areas

★ UNBEATABLE OFFERS ★

Spectrums	£14 inc. + Free Game
C64	£22 inc. + Free Game
C16	£18 inc.
VIC20, C+4	£22 inc.
BBC	£32 inc.
ELECTRON	£19 inc.
AMSTRAD 464	£32 inc. + Free Game
SPECTRUM 128 + 2 at a price of	£16 inc.
C64 P.S.U. FOR SALE	£20 inc.

Secondhand computers bought and sold

Please enclose payment with item - 3 month warranty on repair
 Please enclose advert with repair

W.T.S. ELECTRONICS

5-9 Portland Road, Luton, Beds LU4 8AT

Tel: 0582 458375. Telex: 265871



FIRST AID
 FOR
 TECHNOLOGY

CHALLENGE

KRAUSCO (Software) presents

TRIVIA CHALLENGE

I've got thousands of questions for one or more players on a double tape pack for only £4.50 inc 48k spectrum.

send cheque or PO to KRAUSCO,
 27 PRINCES STREET, PAIGNTON
 SOUTH DEVON TQ3 3AS

SOFTWARE

Two great new quiz games from

BYRON SOFTWARE

LETTERBOX

Based on the popular newspaper word game. How many words can you make from nine letters? Solve the nine letter word and qualify for a bonus question. Ideal for parties etc. With a high score facility

JUMBLER

Can you unscramble the answers from the letters shown and the subject heading? Up to five players' teams. Timer facility available.

Both games on one cassette for the 48K Spectrum.
 Price, including post and packaging £6.00
 BYRON SOFTWARE
 57 Rangoon Road, Solihull, West Midlands B92 9DD

SPARES

COMPUTER SPARES

SINCLAIR/AMSTRAD /COMMODORE

ROM CHIPS	CMOS CHIPS
RAM CHIPS	74LS CHIPS
ULA'S	VOLT REGS
MEMBRANES	Z80 CPU
POWER SUPPLY'S	DFS KITS
TEMPLATES	EPROMS
MODULATORS	SERVICE MANS
SPEAKERS	TRANSISTORS
RIBBONS	TUBES
DISC'S	KEYBOARDS

NOW available Commodore in stock.

TRADE COUNTER OPEN

MON-SAT 9.30a.m. - 5p.m.

Just phone your order through, we do the rest

Order from Govt. Institutions, Schools, National etc., accepted with official order.

TEL: 0254 390936

P.V. TUBES
 104 ABBEY ST.
 ACCRINGTON LANCS
 BB5 1EE
 Telex: 635562
 Griffin G (For P.V.)

Roses are Red
 Violets are Blue
 Get to the top
 Book in **SU**

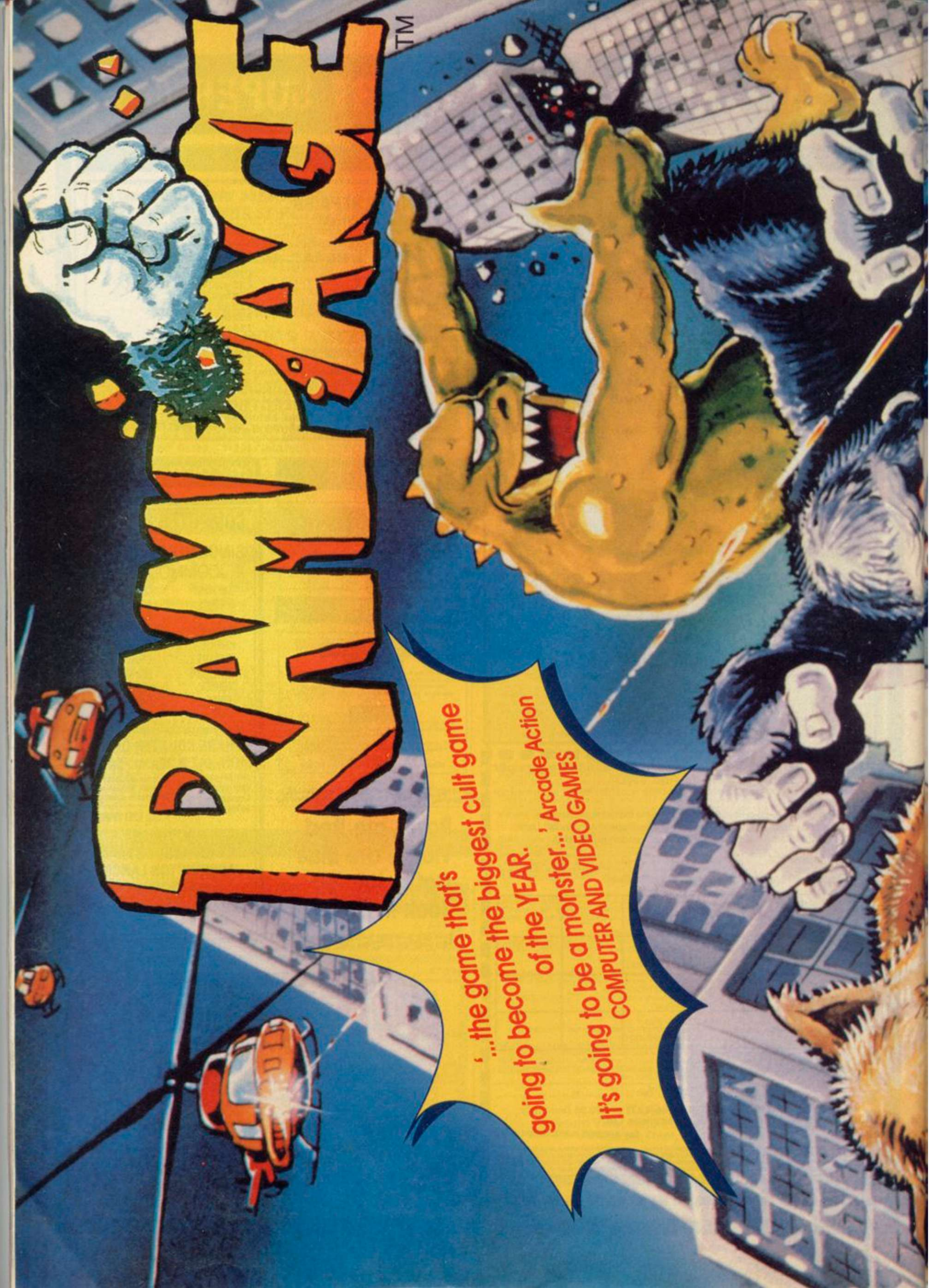
ADVERTISEMENT INDEX

Activision	IBC,6+7,23,107,106,122	Mastertronics	69
Argus	10	Microsnips	52
Astros	99	Martech	40
Bargain Software	41	Miles Gordon	49
Broad Systems	99	Megasave	96
Cascade	30,31	Ocean	OBC,72
Cheetah	33,81	Romantic Robot	50
Cambell Systems	56	Shekhana	68
Computer Partnership	68	Selec	49
D+H Games	28	Software Supersavers	75
Dataskip	49	Software Publishing	56,99
Datel	94,95	Tasman	82,83
Digital Integration	80	Transform	89
Domark	48	Trojan	60
E & J Software	68	US Gold	IFC,3,16,26,37,93,54,55
Gilsoft	76	Verran	36
Gremlin	61	Virgin	85
Jade Games	60	Woolworths	64
Logic Sales	68	ZX Microfair	96

RAMAGE

...the game that's
going to become the biggest cult game
of the YEAR.
It's going to be a monster...
COMPUTER AND VIDEO GAMES

TM





ACTIVISION®

Mail Order: Activision (UK) Ltd, Units 3 & 4 Lloyds Close, Finesdon Road Industrial Estate, Wellingborough, Northampton NN8 4SR Tel: (09333) 76768.
 TM & © 1986 Bally Midway MFG Co. All rights reserved. Activision Inc. Authorized User.
 Commodore 64/128 Cassette (£9.99) and Disk (£12.99) ZX Spectrum 48k/128k+ (£9.99). Amstrad CPC Cassette (£9.99) and Disk (£14.99). Atari ST (£14.99). Atari XE/XL cassette (£9.99) and Disk (£14.99).



Officially licenced from one of the most original and popular arcade games ever created, Rampage is the game where the nice guys don't get a look in. Grab your way through Chicago, punch up New York and jump on San Francisco. This is your chance to become one of three indescribably monstrous characters on a rampage through 85 cities in an enduring 768 different days of destruction.

SURVIVE TO BECOME A CAPTAIN



COMBAT SCHOOL

7 GRUELLING EVENTS PLUS A PENALTY STAGE



ASSAULT COURSE



FIRING RANGE 1



IRON MAN RACE



FIRING RANGE 2



ARM WRESTLING



FIRING RANGE 3



FIGHT INSTRUCTOR



CHIN-UPS PENALTY

COMBAT SCHOOL TM and Konami ® are trademarks of KONAMI © KONAMI 1987.



SPECTRUM
7.95

SPECTRUM
AMSTRAD
14.95
DISK

AMSTRAD
8.95
COMMODORE

COMMODORE
12.95
DISK